

DoodleEnglish or DoodleSpell each day. Effort allows you to gain a quick overview of your pupils' streaks and shows you how much your pupils are using the programme. Select the class, the time period and the programme you wish to view. Hover over the circle to find out how they earned their stars.

- Share the effort page with your class once a week.
 This should take 5 minutes. Set the expectation that
- p your class will use it 4-7 times per week and then reward every child who achieves that expectation. We recommend using Class Dojo points, house points or Golden Time.



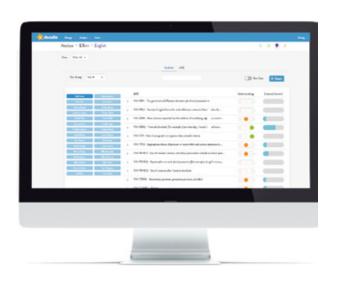
5.2.2 Progress

Within the progress page, you are able to see how the pupils' Doodle Age has changed. A blue bar shows an increase in their Doodle Age, whereas a red bar shows a decrease. This is because of recalibration.

Click on a child's bar to view their progress compared to their age.

5.2.3 Gaps

As children use DoodleEnglish more and more, the programme builds up a good understanding of their strengths and weaknesses. Gaps is arranged according to the national curriculum age-related expectations (AREs) and allows you to view your pupils' understanding of each strand. You can see a RAG rating and the percentage of content covered in order to assess a child's understanding. You can either select an individual to see their progress against the ARE strands, or you can select an ARE strand to view all pupils' progress against that topic.



If you feel a child would benefit from extra practice in a particular area, click on the ARE to expand that topic, then click on the add sign in order to add an extra.

T Programme Health is one of the tools that we recommend every teacher uses once per week. It should take no more than five minutes in your week, but it means you are able to check that everything is working as it should.

5.2.4 Programme

The accuracy should be between 75-95%. The average question time is 17s. Use this information to check that your pupils are working at the right level. Hover over the information symbol to check whether a pupil needs recalibration.

5.3 Extras

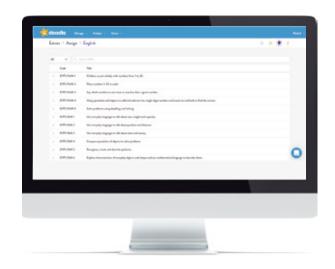
Added Extras are added in two ways:

- Doodle will automatically add in a 15-question lesson to remediate a weaker area.
- Teachers can assign Added Extras from the Teacher Dashboard.

If Added Extras are assigned by the app, this will form part of the programme. If they are assigned by the teacher, they will not contribute to the personalised programme. Generally, children should be using the app-assigned activities each day, with some top ups from the teacher, if required. If a teacher assigns an extra, that will take priority and everything else will be locked except that extra. You have the option of adding extras that we have already created, or of creating your own.

5.3.1 Assign

- Hover over Extras and select Assign Extras.
- Search for the relevant ARE or scroll through.
- Click on the ARE title to view which lessons are available.
- Click on the lesson heading to view the questions or click 'Add' to assign.
- Select when the extra will become available and who you would like to receive the extra.



5.3.2 Analyse

From Added Extra Analysis, you can view how well your pupils have done on any extras assigned in the previous four weeks.

If an extra has been assigned to multiple pupils, they will receive the questions in the same order, helping to identify areas of weakness within your class. You can view this by clicking on the title of the extra. You can also delete assigned extras from here.

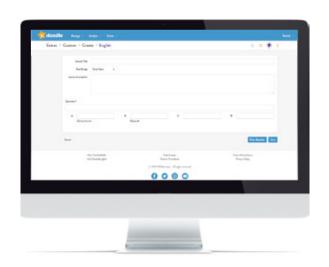
In Analyse, you can select your class and the extra for which you want to view the results. You can go into the extra to see which questions a child answers correctly or incorrectly, and hover all of the questions in order to see what children are struggling with. To delete extras, you can click on the bin icon.

5.3.3 Custom

To create a custom extra, click on the 'Create An Extra' button.

Insert a lesson title, year group and description, then start adding your questions. Always put the correct answer in answer A. Once published, this will be randomised.

Once you have finished, save your extra. Click on the extra to either assign the lesson, delete the lesson, or share it with your colleagues.



5.7 Managing My Friends

My Friends is designed to drive engagement and create cohesion amongst the class. 'My Friends' is a safe and closed network.

We see 30% more engagement on a weekly basis within a class with these settings in place compared to those that have them switched off.

Hall of Fame:

Hall of Fame shows the Top 10 Doodlers in the class over the past 7 days. Pupils can toggle this between stars earned, and streak - effort rather than ability related statistics. Children can give each other 'kudos' for their efforts by pressing the thumbs-up button and select from a list of positive, pre-selected messages.

The default setting is ON.

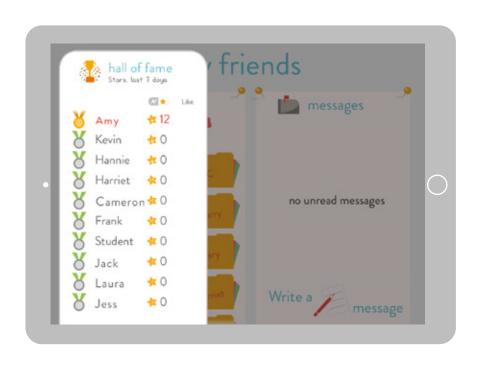
Secret Files:

By clicking on another child's secret file, DoodleEnglish will allow a child to view other children's travel/lizard wizard avatars and accessory collection. Children can 'like' each others creations. The default setting is ON.



Messaging:

Children can message each other at the cost of 1 DoodleStar. Teachers have rigid controls, rude words are filtered and all messages can be viewed by teachers. This is a great way to introduce responsibility within a simple social media platform. If you decide to use this feature, all messages can be viewed by going to 'Manage', 'Classes', Select 'Message history' from the 'Actions' menu. The default setting is OFF.



Changing the Default
Setting for the above: Go
to 'Manage', 'Students',
Select 'Class', Select 'All',
Select 'My Friends
Settings' in the Action
menu, Click 'Apply', make
your selections and Click
'Save'.

5.6 DoodleSpell

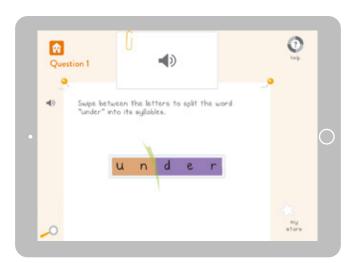


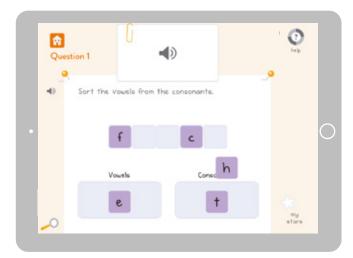
Children can access the DoodleSpell app with their school DoodleEnglish logins. The app needs to be downloaded separately.

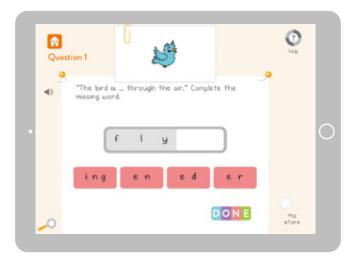
Teachers can monitor children's progress through the teacher dashboard by selecting the DoodleSpell logo in the top right corner. Children have a separate avatar and motivational rewards.













Engage parents. Parents can link themselves to their child's programme through the app. They can download the DoodleConnect app and monitor and encourage progress.

Chapter 6: Rewarding Pupils

Growth mindset is central to how DoodleEnglish works. We promote effort and consistent engagement over ability.

Things to celebrate:

- A pupil's first 7 day, 14 day and 30 day streaks.
- 6 or 10 sessions in the past 14 days.
- 100 stars for 4 consecutive weeks.
- 200 stars for 4 consecutive weeks.
- Increased DoodleEnglish Age by 6 months.
- Achieving a set goal of stars over the holidays e.g. 500 stars over the summer holidays.

Ways to celebrate:

- Free downloadable certificates
- House Points
- Golden Time
- Celebration Assemblies
- Trophy for 'Pupil of the Month'
- Celebration noticeboard
- Visit our DoodleStore for inexpensive branded stationery

- Our Top Tip reward lots of pupils for their efforts rather than just a few users who use
- p the programme prolifically but not in a way which is sustainable for all.

Going the extra mile.....

Engage parents. Parents can link themselves to their child's programme through the app. They can download the Parent Connect app and monitor and encourage progress.

Send messages yourself from the dashboard to encourage your class - you can do a 'Send to All' message of encouragement in the summer holidays and each child will receive a pop up message from you.

A weekly Thursday/Friday
DoodleEnglish club can help those who
haven't earned 50 stars that week.

