

Emilie

STUDENT

USER GUIDE

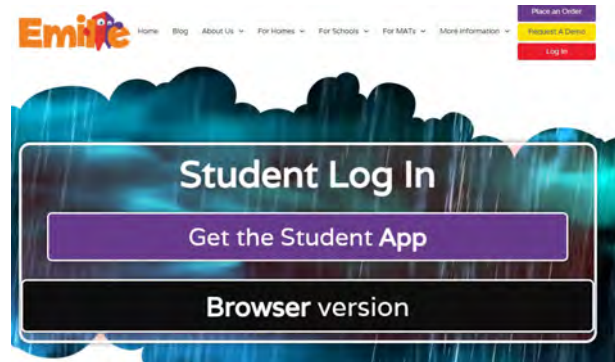
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Student Portal:

The student portal is how pupils access Emile.

The app and browser version are largely the same, but the app has full control of the Tamagotchi feature and access to the Story Mode. The Story Mode is full of real games that allow students to explore the subject in a context.



Browser Version:

The browser version does not to be installed and so can be accessed by nearly every online device.

The browser version can be accessed using an internet browser such as Google Chrome using the following link: <https://games.emile-education.com/>

App Version:

The app is available from [here](#) or by searching “Learn with Emile” in all app stores.

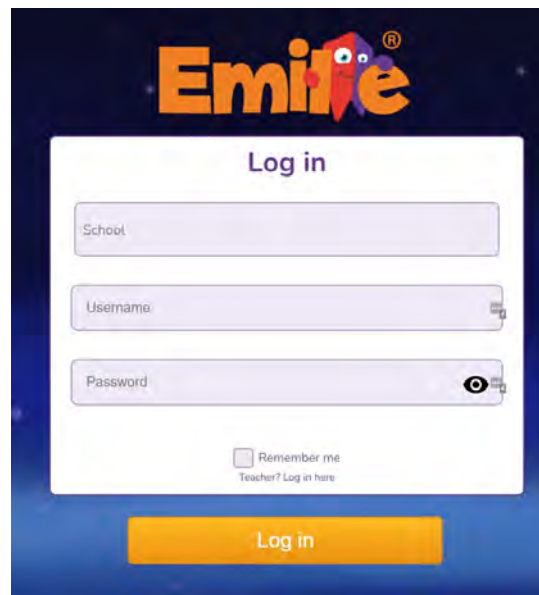
The app is available for the current device types:

- Windows 8, 8.1, 10 & 11
- Windows 7 (MSI)
- Android & Chromebooks
- iPhones & iPads

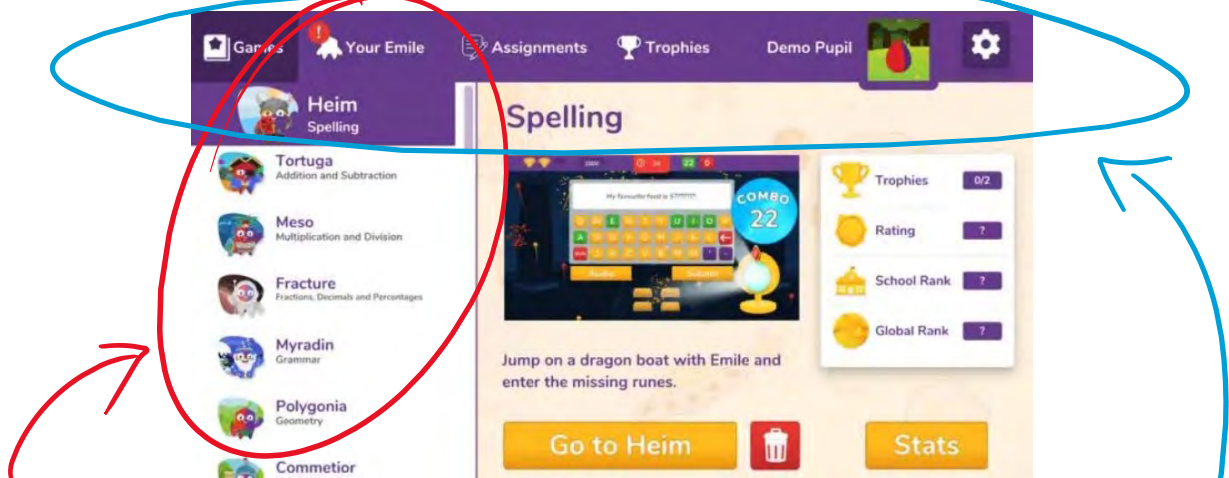


Logging In:

Students will receive their log in details from their school. These can be used on the browser and app version. We encourage you to use the free app as it has more resources and game modes which your students can learn and play.



After a student has logged in, they will be able to access the games, and if using the app version of “Learn with Emile” they will have access to the Tamagotchi feature and more game modes.



On the left-hand side of the home page shows a strand selection bar. The strand selection bar shows the Emile resources to which you have subscribed.

At the top of the screen, students can access their Tamagotchi, assignments and trophies. They also, have further settings which allow them to turn music on/off.

Allocated Tasks and Assessments:

Teachers can set up tasks via the teacher portal.

If the task is marked as “important”, students must complete the task before they can do anything else.

If the task is outstanding, then the header of the task is red.

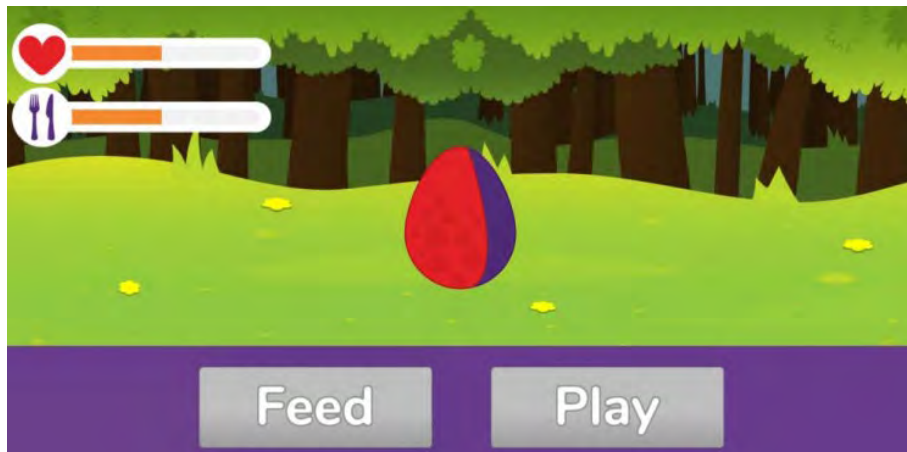
If a task has been attempted, then the header of the task becomes grey and shows the highest number of correct answers.

Tamagotchi – App Version:

Each pupil has their own Emile to raise and play with.

The virtual Emile Tamagotchi starts as an egg that needs to be hatched, then grows from baby to child, to teenager, to adult. When Emile reaches adulthood, they can wear all of the different outfits that are available to purchase in the shop.

The virtual Emile encourages regular use of the app and allows students to spend coins earned in games on upgrading their Emile.



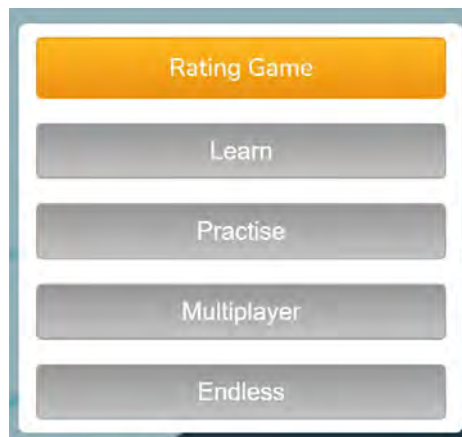
Trophies:

As students work through Emile, there is a range of trophies that become available, from perfect scores, winning multiplayer games and even playing against one of the creators of Emile!



Types of Games:

The following games can be accessed via the app or through your chosen browser.



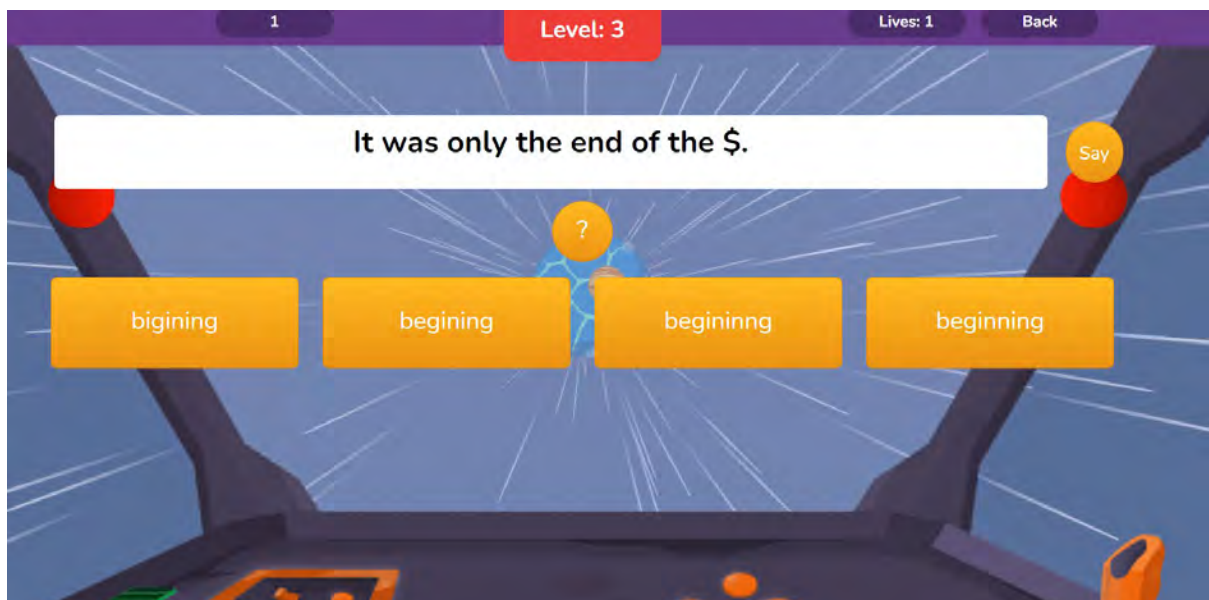
Rating Game:

Before a student can access any other game mode, they must complete a Rating Game.

The rating game determines the appropriate level of game and activity accessible for the student. If a student is successful in subsequent games and activities, then they will complete another rating game to re-assess their level and determine their improvement.

Rating games are simple multi-choice games. The questions start at a year 1 level and as the student continues, they progress through the national curriculum.

To advance through a level the student can either get four consecutive answers correct or get more than 75% of the answers correct in total.

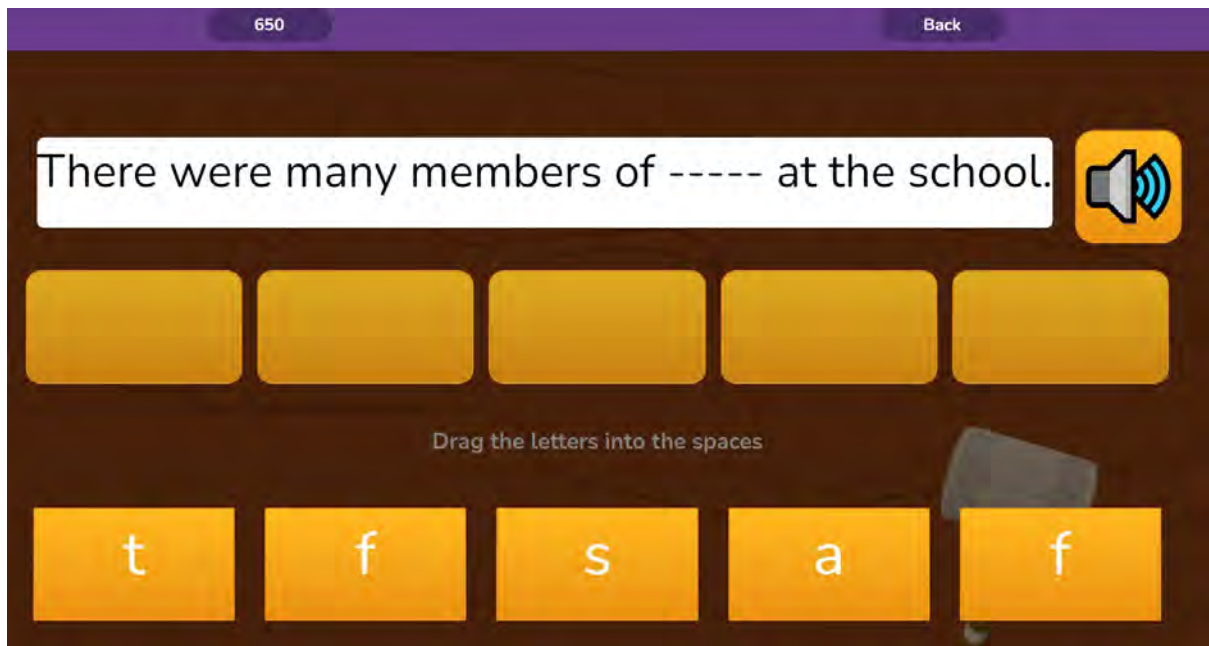


Learn Mode:

Learn mode has been designed to help students fully learn words instead of simply memorising them.

Learn Mode offers students a place to practice what they have learnt using the look, say, cover, write, check method in a fun and dynamic way.

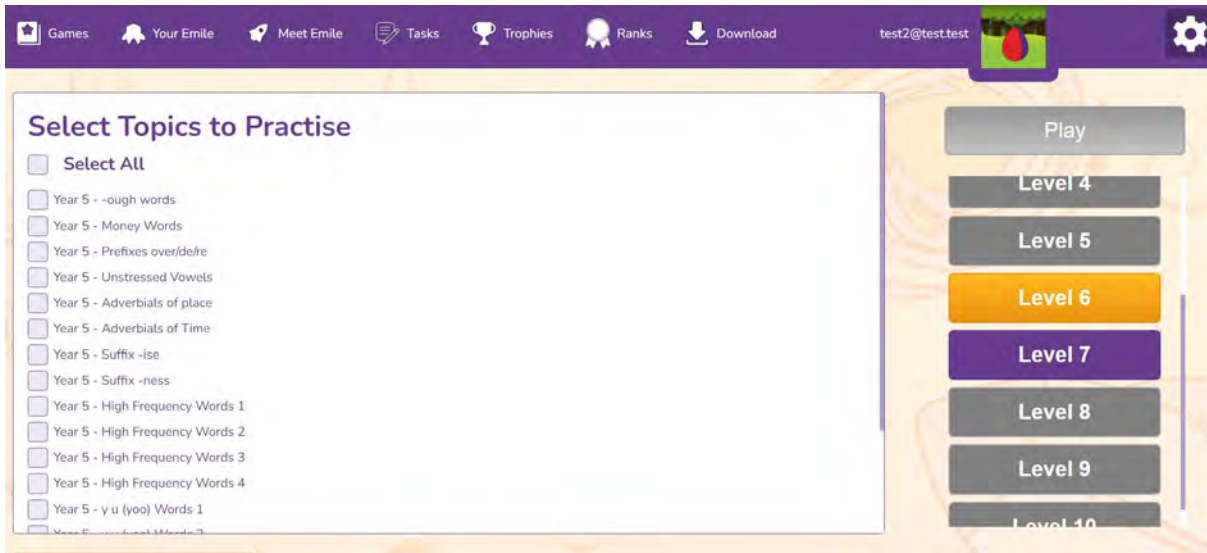
Students make their way through 4 levels of difficulty with Emile to test the different ways in which they notice and spell a range of words all adhering to the national curriculum.



The screenshot shows a digital learning interface. At the top, there is a purple header bar with the number '650' on the left and the word 'Back' on the right. Below the header, a white text box contains the sentence 'There were many members of ----- at the school.' To the right of this text box is a speaker icon. Below the text box are five empty yellow rectangular boxes for letter placement. In the center, the instruction 'Drag the letters into the spaces' is displayed. At the bottom, there are five yellow boxes containing the letters 't', 'f', 's', 'a', and 'f' from left to right. A grey mouse cursor is positioned over the second 'f' box.

Practice Mode:

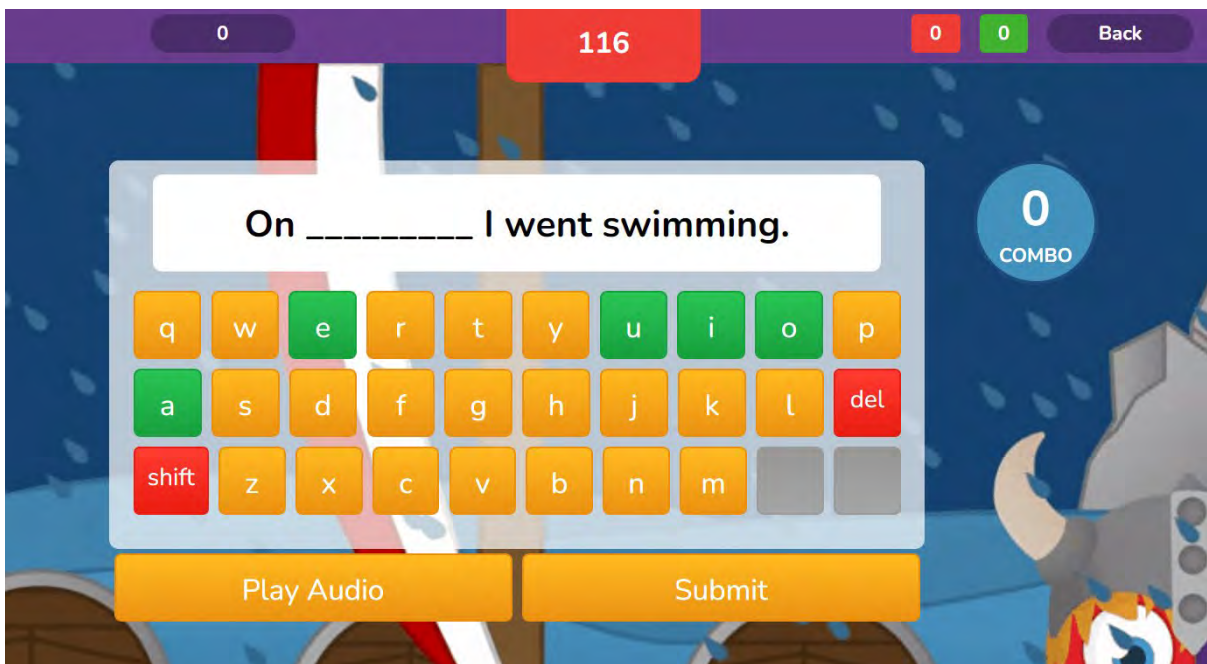
The levels a student can access in practice mode are solely down to their performance in the rating game. For example, if they reach level 5 in the rating game, they can access levels 4 and 5 in the practice game.



The screenshot shows the 'Select Topics to Practise' screen. At the top, there is a navigation bar with icons for Games, Your Emile, Meet Emile, Tasks, Trophies, Ranks, and Download. The user's email 'test2@test.test' and a settings gear are also visible. The main area is titled 'Select Topics to Practise' and contains a list of topics with checkboxes. The topics are:

- Select All
- Year 5 - -ough words
- Year 5 - Money Words
- Year 5 - Prefixes over/ide/re
- Year 5 - Unstressed Vowels
- Year 5 - Adverbials of place
- Year 5 - Adverbials of Time
- Year 5 - Suffix -ise
- Year 5 - Suffix -ness
- Year 5 - High Frequency Words 1
- Year 5 - High Frequency Words 2
- Year 5 - High Frequency Words 3
- Year 5 - High Frequency Words 4
- Year 5 - y u (yoo) Words 1
- Year 5 - y u (yoo) Words 2
- Year 5 - y u (yoo) Words 3

On the right side, there is a vertical stack of buttons for levels: Play, Level 4, Level 5, Level 6 (highlighted in orange), Level 7 (highlighted in purple), Level 8, Level 9, and Level 10.



The screenshot shows the typing practice game interface. At the top, there is a score bar with '0' on the left, '116' in the center, and '0' and '0' on the right, along with a 'Back' button. The main area features a large text box with the sentence: 'On _____ I went swimming.' Below the text box is a virtual keyboard with keys for letters, a 'del' key, and a 'shift' key. At the bottom, there are two buttons: 'Play Audio' and 'Submit'. On the right side, there is a circular counter showing '0 COMBO'. The background is a colorful illustration of a boat on water.

Multiplayer Games:

Students can play multiplayer games either

- Assign classmates

Or

- Against students from around the world

Classmate Challenge:

Classmate challenge allows students to play against their classmates. One player acts as the “host” and creates a code. The other players enter this code on their devices in the same subject as the host.

Vs World:

Students can also play against students from around the world.

- **Please note that there is no chat facility and no way of identifying students in games.**

Story Mode:

- **Please note that this game type is ONLY available on the app version of Learn with Emile**

Story mode features real games and gives context for the questions, helping with reasoning and problem-solving. Student's progress through the games on each planet unveils the enchanting story behind Emile, Aimme and Scrambler.

Great for Golden Time and loved by students, story mode always proves popular.

Contact:

If you are still in doubt or have any questions don't hesitate on reaching out to us!

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