

Guide for Teachers and Parents



Volcanic Panic Reading Success Online Guide for Teachers and Parents

23rd November 2020

EdAlive

Ph: +61 2 67760200

Email: info@edalive.com

147 Faulkner St

Armidale NSW 2350

Australia




© Erinzan Pty Ltd ACN 003829570 Trading as EdAlive

Armidale NSW 2350

This manual is designed for use with *Volcanic Panic Reading Success Online*, www.volcanicpanic.com.au. It is to be read in conjunction with the EdAlive Central Guide for Teachers and the EdAlive Central Guide for Home Users. For more information go to central.edalive.com.

EdAlive Central is the foundational resource from which *Volcanic Panic Reading Success* and EdAlive's other Web Apps draw resources.

Table of Contents

About Volcanic Panic Reading Success Online	6
What is Volcanic Panic Reading Success Online	6
Unlock life’s treasures for Years K – 10	7
Individualised learning	7
Created by highly experienced teachers.....	7
Children learn best when they are having fun	8
Intrinsic motivators	8
Massive upgrade	9
Interaction with EdAlive Central.....	10
Dynamic interaction.....	10
Quick Start Guide	11
Step 1 - Set up EdAlive Central.....	11
 Locate the EdAlive Central School Use Guide	11
 Locate the EdAlive Central Manual for Parents.....	11
Step 2 - Start using the chosen Web App	12
Locate the relevant Home/School Use Guide	12
Navigating	13
Go to Teacher or Parent Management.....	13
The Main Menu Screen.....	13
Key components.....	13
Menu Bar navigation	14
Tools & Reports.....	15
Switch between Web Apps and Management.....	15
 Teacher Access	16
Reading Content	18
Intentional teaching.....	18
Every Question and its organisation is intentional	19
Attributes of the Questions.....	19
Accommodates each child’s reading needs	19
Content varies with reading age.....	20
Approximate Reading Age: 4 – 5	20
Approximate Reading Age: 6 – 7	20
Approximate Reading Age: 8.....	21
Approximate Reading Age: 9.....	21
Approximate Reading Age: 10.....	22
Approximate Reading Age: 11-15.....	22

Sound Support.....	22
The EdAlive Curriculum Structure	23
The Adaptive Learning System	25
Automatically optimises each child’s progression	25
Constant automatic levelling	25
Start Adaptive Learning.....	26
Generating your Adaptive Learning Questions	27
Power cloaked in simplicity	27
Inputs to the EdAlive Adaptive Learning System.....	28
The Adaptive Learning Question Screen	28
Adaptive Learning Result Summary.....	29
Curriculum Correlations.....	31
How the curriculum correlations work	31
Curricula covered	31
Changing the displayed curriculum	31
Selecting Questions for use	32
Presetting Content Selections for students	34
Working with Content Selections	34
Creating and applying a Content Selection	34
Un-applying a Content Selection	34
Students’ use of Content Selections.....	35
The Volcanic Panic Game	36
The Game Scenario	36
It all Happens in Real-Time:.....	36
Multiplayer Engagement.....	36
Smart Computer Players	36
Interactive Fun	37
Adaptive Learning	37
Playing Volcanic Panic.....	38
Choose a game complexity	38
Choose game token	40
Choose to play alone or with others	40
Use logic and deduction to play the game	42
Player Status Indicator	43
5 Game-boards keep students engaged.....	44
The Shop.....	44
Questions from the EdAlive Adaptive Learning System	47
Finishing Sequence	47

Explorer Cards (Achievements)	49
Reporting	51
School Access Tools & Reports	51
Last Login	52
Home Access Tools & Reports	52
Last Login	53
School Home Specific reports	53
Daily History report	53
Achievement report	54
Coming Soon	55
School Leaderboards	56
About the Leaderboards	56
Accessing the Leaderboards	56
Using the Leaderboards	56
History is kept	57
Relative improvement is shown	57
Leaderboard details	57
School Leaderboard Certificates	58
School Leaderboard Certificates and printing	58
Printing	60
PDF printing	60
Printed output available	60
Teachers	60
Child/Students/Personal users can print	60
Mobile device input	61
Toggle between mobile and computer input	61
Works on all devices	61

About Volcanic Panic Reading Success Online



What is Volcanic Panic Reading Success Online

Volcanic Panic Reading Success Online is a phonemic and text-based reading programme that harnesses the power of automated Adaptive Learning to build solid reading foundations and transform each student into a skilful, thoughtful reader. It automatically ensures that students are always working at their optimal learning level.

Volcanic Panic Reading Success comprehensively covers reading content from phonics, phonemics and sight words all the way to advanced vocabulary, comprehension and literary appreciation.



Unlock life's treasures for Years K – 10

Children who are readers are more likely to learn independently, have vivid imaginations, write fluently and experience better emotional health, self-confidence and job success. *Volcanic Panic Reading Success* helps create avid readers, able to unlock life's treasures through reading!

- Begins with basic knowledge and introduces new concepts to progress students at their own pace.
- Automatically ensures that each student is always working at their optimal learning level.
- Harnesses a wide variety of learning strategies and Question types to engage students.
- Hand-crafted and sequenced by experienced teachers.

Individualised learning

The design of *Volcanic Panic Reading Success* enables each student to progress at their own pace and at their own level.

- Enables teachers and students to choose the Reading Questions to be practised and then allows for repetition until mastery is achieved.
- Extends the gifted and supports those for whom learning to read is a struggle.



Created by highly experienced teachers

Through multiple iterations from floppy disk to CD and finally to *Volcanic Panic Reading Success*, it has been a journey of over 20 years. Our team of highly experienced teachers has produced a masterpiece!

Children learn best when they are having fun

The intrinsic and extrinsic motivators built into *Volcanic Panic Reading Success* engage and motivate students to build Reading skills.

- Carefully sequenced to build Reading ability step-by-step.
- Little-by-little as skills increase the *questions* get harder.
- The children are having so much fun they don't even realise they are learning.



Intrinsic motivators

As students progress in their learning journey, *Volcanic Panic Reading Success* provides instant dynamic feedback reinforcing progress question by question. The intrinsic motivation is amplified through progress reports, attainments, certificates and more.



Massive upgrade

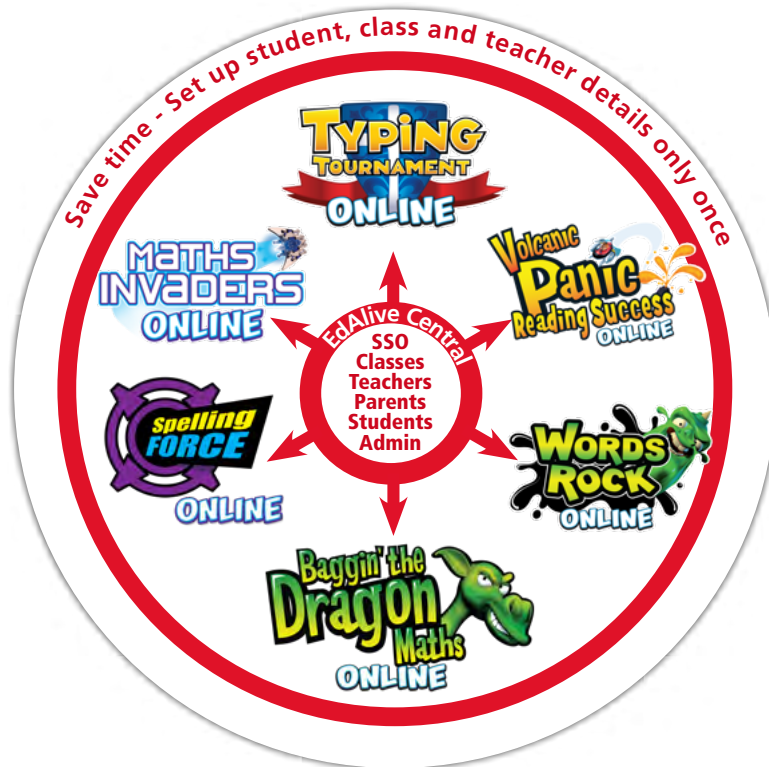
The new Online edition of *Volcanic Panic* combines the reading Questions from the BRAINTastic Reading Success CD and the game from the Volcanic Panic CD edition to form this revolutionary online reading system. It builds on the classic *Volcanic Panic CD edition* with significant enhancements that revolutionise its educative capacity.

- All the advantages of online delivery including instant availability of data, home and school access, and data security.
- Students playing the *Volcanic Panic* game are much less distracted as they now each complete *Questions* simultaneously from their own computer instead of taking turns on the one computer with up to 4 players.
- Features the revolutionary *EdAlive Adaptive Learning System* that automates each student's progression and releases teachers from the need to monitor and adjust the work for each child.
- *Questions* are always automatically targeted to the needs of each student.
- Enhanced design has allowed the doubling of the frequency of *Questions* presented in the game without overloading the students.
- Integrated with EdAlive Central making administration incredibly easy.



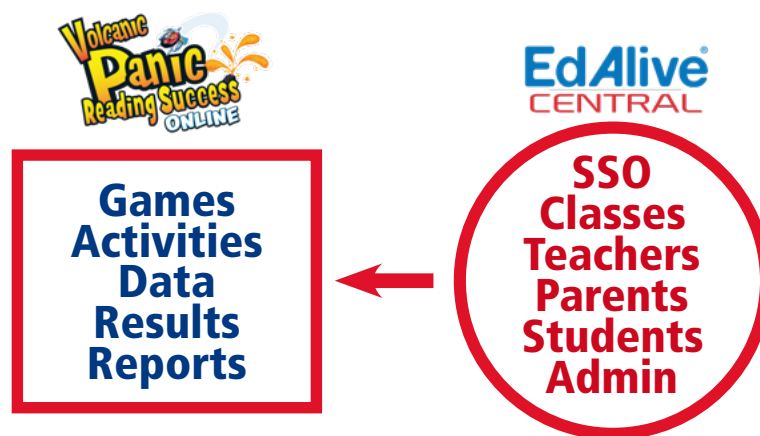
Interaction with EdAlive Central

Volcanic Panic Reading Success is powered by EdAlive Central and is one of the revolutionary suite of EdAlive Central websites.



Dynamic interaction

Each of the *EdAlive Central*-linked *Web Apps* draws resources and services from *EdAlive Central*.

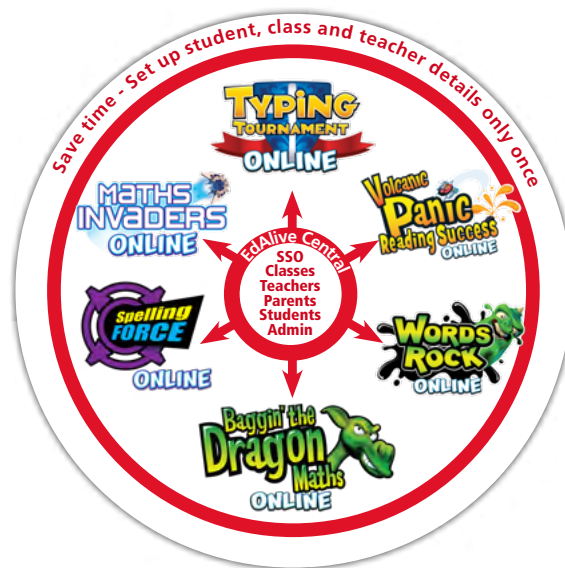


Quick Start Guide

Step 1 - Set up EdAlive Central

In order to access *Volcanic Panic Reading Success Online*, you'll first need to register an *EdAlive Central Account* for either *Home* or *School* use.

The user-friendly management system at central.edalive.com is the core of the *EdAlive Central* suite of websites (*Web Apps*) and provides a unified interface for administering *Classes*, *User Accounts*, *Subscriptions* and other shared data across all of the *Web Apps*.



Locate the EdAlive Central School Use Guide

To find the *EdAlive Central School Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the [EdAlive Central School Use Guide PDF](#) and follow the instructions to establish your account, link your school, set-up your class and add students.

Locate the EdAlive Central Manual for Parents

To find the *EdAlive Central Home Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the [EdAlive Central Home Use PDF](#) and follow the instructions to establish your account and create accounts for your family.

Step 2 - Start using the chosen Web App

Once you have set up your account for home or school you are ready to start using any of the chosen *EdAlive Central Web App* for which you have an active subscription or a free trial.

Locate the relevant Home/School Use Guide

To get the most from each *EdAlive Central Web App* we recommend that you consult the relevant *EdAlive Central Web App Guide*. To find the *Guides* go to help.edalive.com and scroll to the bottom of the screen.



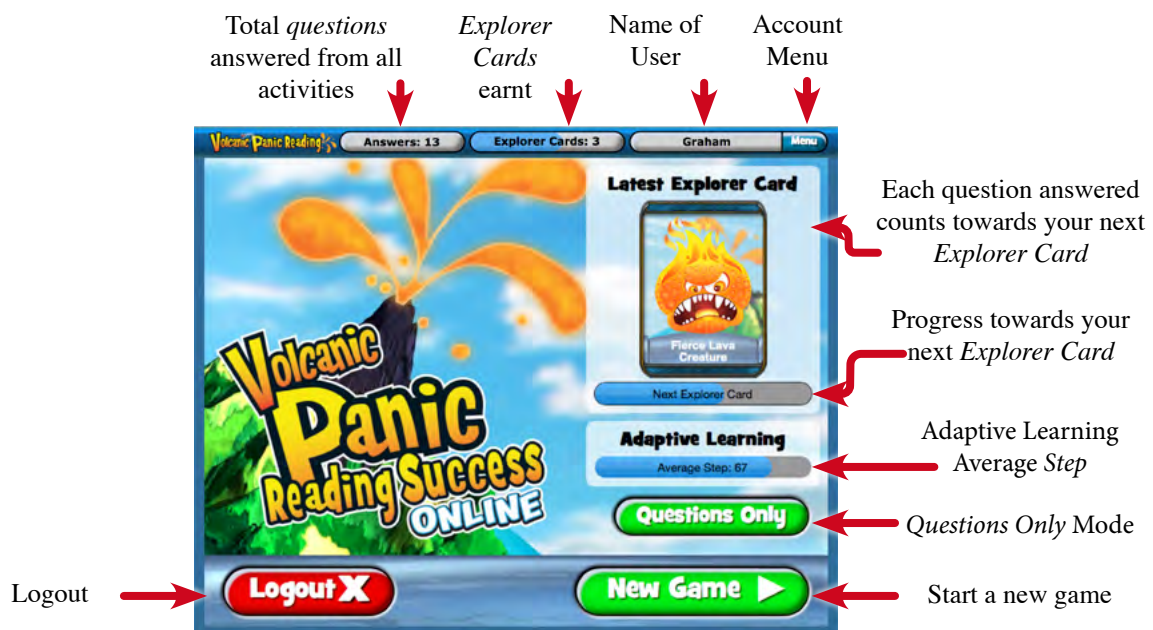
Navigating

Go to Teacher or Parent Management

You can navigate back to the *Teacher or Parent Management* screen at any time by selecting *Teacher Management* or *Parent Management* from the *Account Menu* that displays towards the top right of most screens.

The Main Menu Screen

Use the *Main Menu* screen to navigate quickly to all of the key *Volcanic Panic Reading Success* functions.

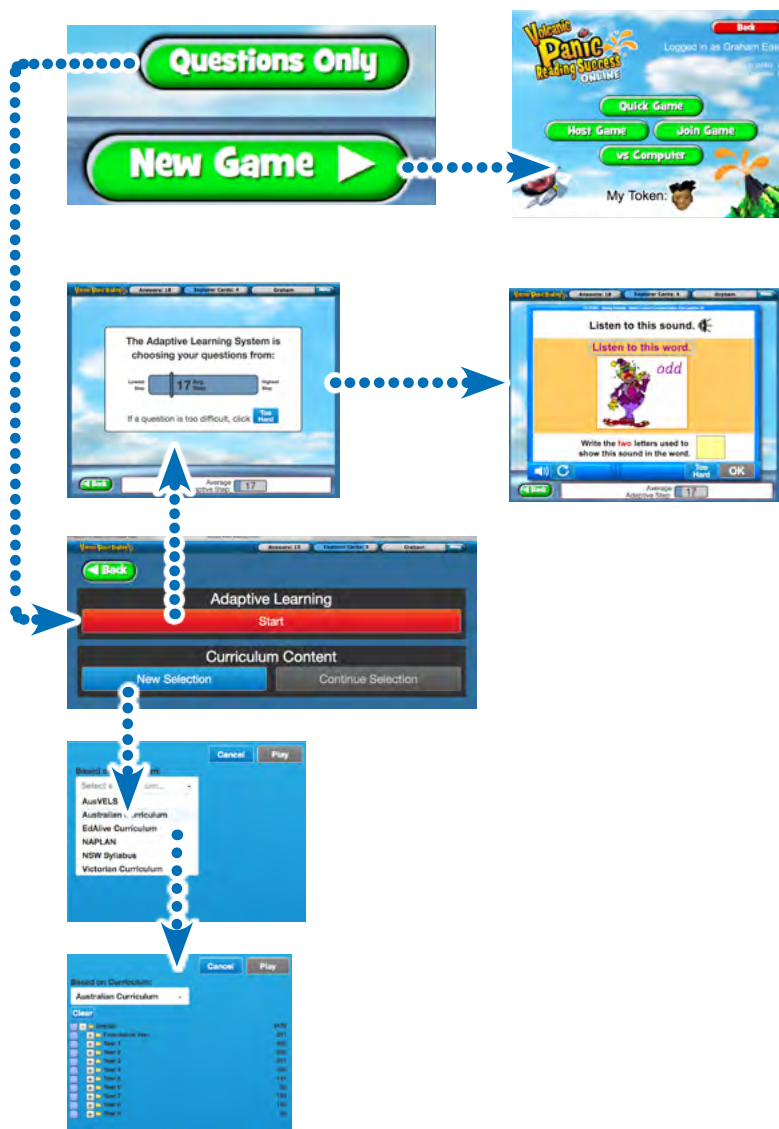


Key components

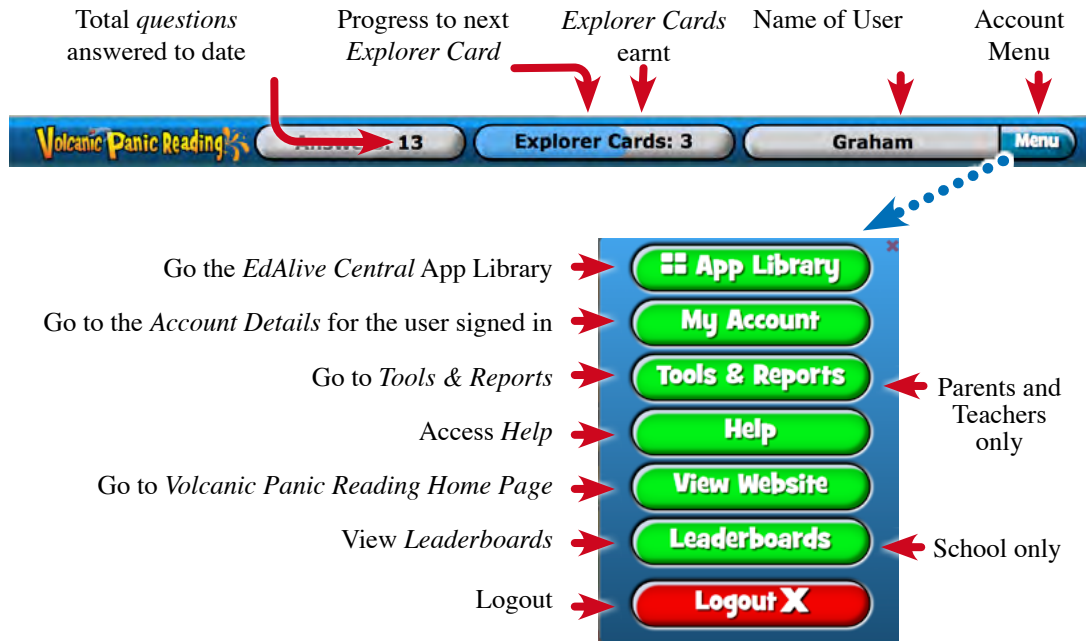
There are four main components each designed to give users access to the Reading content in different presentation modes. The choices include:

1. Adaptive Learning with all Content.
2. Adaptive Learning focusing on a specific topic.
3. Manually select *Questions* by Curriculum Content.
4. Play the *Volcanic Panic* game with Adaptive Learning.

All sections then interact with the *curriculum correlations*, reports and the Explorer Card reward system.

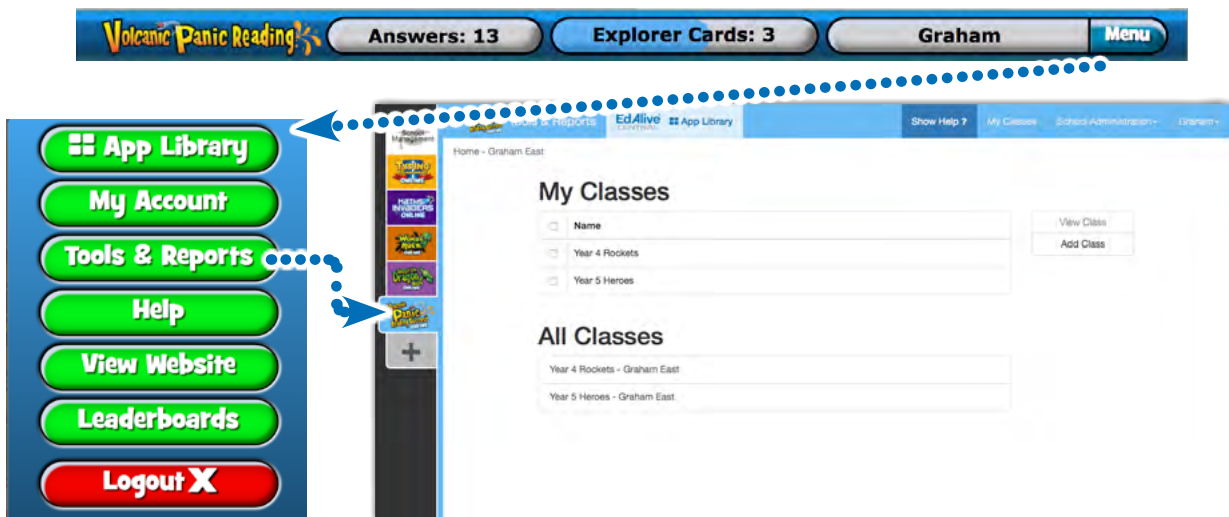


Menu Bar navigation



Tools & Reports

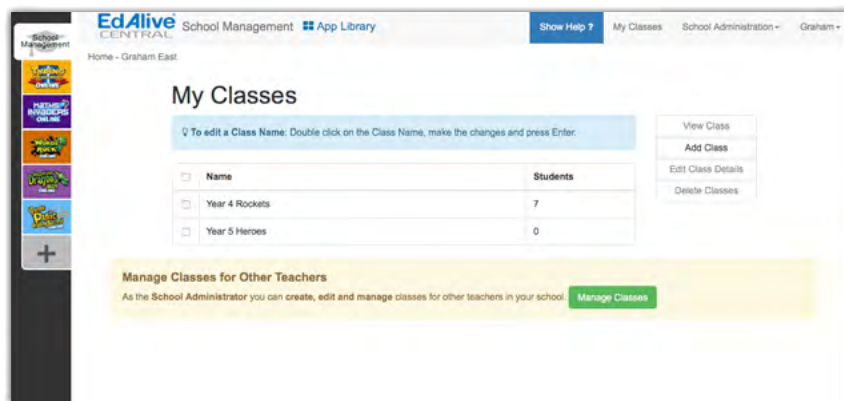
You can access the *Tools & Reports* screen at any time by selecting *Tools & Reports* from the *Your Name* menu that displays towards the top right of most screens.



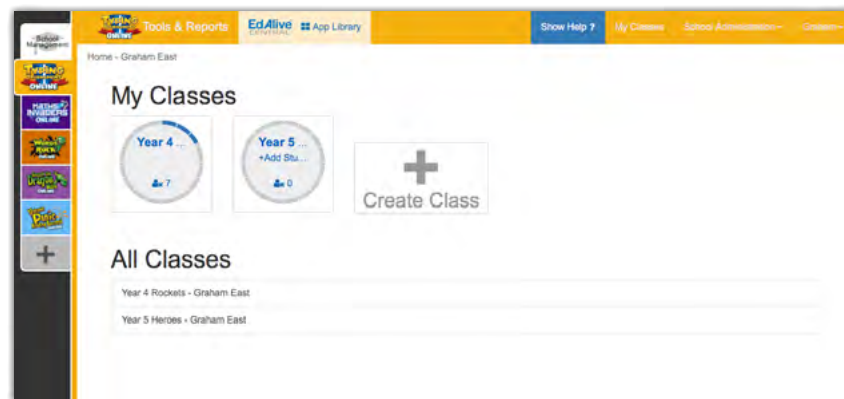
Switch between Web Apps and Management

Switch quickly between the *EdAlive Web Apps* for which you have active subscriptions or current trials and the *School* or *Family Management* sections.

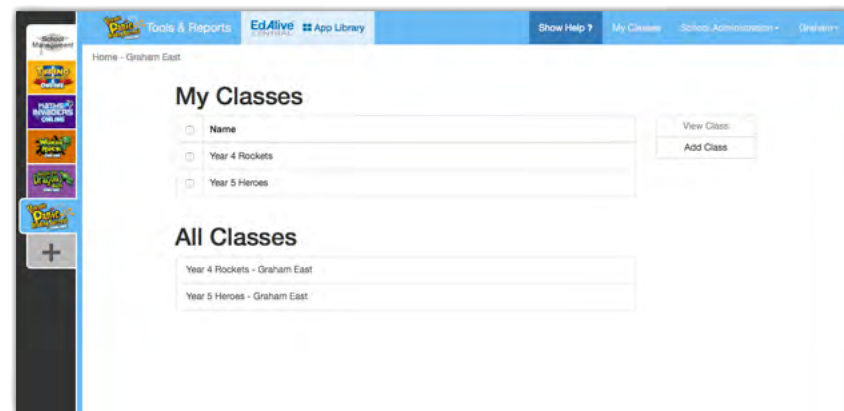
Click the tab to access



Click the tab to access



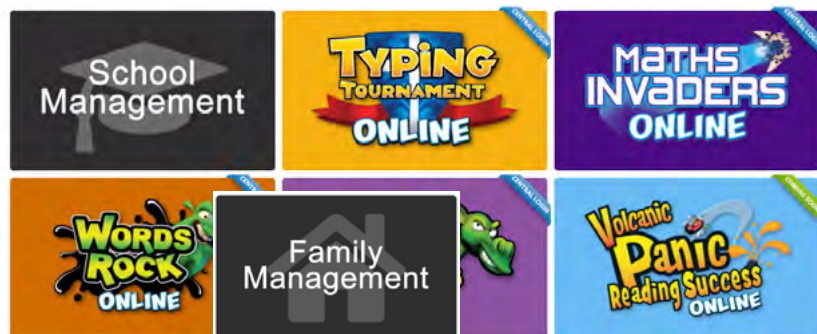
Click the tab to access



Click the tab to access



Goes to the *EdAlive App Library* from where you can add new apps - Add new subscriptions here as required.



Teacher Access

Teachers can access a special *Teacher Access* version of *Volcanic Panic Reading Success* from within the *School Management* section. This special version allows teachers to experiment with *Volcanic Panic Reading Success* without the need for a separate login. To access the *Teacher Access* version:

1. Choose *Start Reading* from the *Account Menu* in the top right hand corner of the *School Management* screen.
2. You will then enter a fully functional version of *Volcanic Panic Reading Success*.

Reading Content

Intentional teaching

At the heart of *Volcanic Panic Reading Success* is a comprehensive bank of intentionally sequenced *Questions* that are designed to build a solid reading foundation and then broaden and enrich each child's reading experience.

- Begins with basic knowledge and introduces new concepts to progress students at their own pace.
- Automatically ensures that each student is always working at their optimal learning level.
- Harnesses a wide variety of learning strategies and Question types to engage students.
- Hand-crafted and sequenced by experienced teachers.
- Frees teachers from the tedium of managing their students' progress.

The *EdAlive* educational team created the core teaching sequences at the heart of *Volcanic Panic Reading Success* by deconstructing the curricula from many jurisdictions around the world including Australia, New Zealand, United Kingdom and Ireland. These fine-grained educational elements were then sequenced to form the *EdAlive Curriculum*. The result has been the creation of a matrix of *Questions* that is both broad and progressive in its scope.

Once formed the *EdAlive* content creation team set about building a diverse, broad-ranging set of *Questions* to teach and illustrate each of the identified outcomes. By this process the rich resource that is the *EdAlive Question Bank* was created. It is this carefully crafted matrix of instructional material on which the *EdAlive curriculum correlations*, content selections and the automated Adaptive Learning system draw.

Curriculum linked



Age	4	5	6	7	8	9	10	11	12	13	14	15+
Pre Reading	✓	✓										
Controlled Vocabulary		✓	✓	✓								
Letters and Sounds		✓	✓	✓	✓							
Sound Support	✓	✓	✓	✓	✓	✓						
Exploring Text Types		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Comprehension				✓	✓	✓	✓	✓	✓	✓	✓	✓
Vocabulary Extension					✓	✓	✓	✓	✓	✓	✓	✓
Reading for Pleasure							✓	✓	✓	✓	✓	✓

Every Question and its organisation is intentional

- Each of the *Questions* in *Volcanic Panic Reading Success* has been included to meet specific learning outcomes identified in the comprehensive, rigorous planning that preceded their creation.
- Because each and every *Question* in *Volcanic Panic Reading Success* was designed with a particular outcome in mind, there is absolutely no time wasted on superfluous content.
- *Volcanic Panic Reading Success Questions* provide scaffolding for weaker students and enrichment activities that will engage and extend even the most inquiring minds.
- Learning sequences are designed directly into the sequential, finely incremented educational content.
- The educational content within *Volcanic Panic Reading Success* has been rigorously tested by millions of users!

Attributes of the Questions

- Students progress through carefully sequenced levels with each year level broken down into multiple incremental *Steps*.
- Features a broad range of *Questions* and *Question* types, including text input, missing answer, drag-and-drop, multiple choice, true or false and more!
- The diversity of *Question* type and the accompanying humour maintains each student's interest and helps build their skills.
- Positive feedback and correction through detailed answer screens gives reinforcement.
- The *Questions* are full of quirky characters, puzzles and tantalising problems that challenge and extend students across a wide range of learning styles.

Accommodates each child's reading needs

Every child experiences different levels of success when learning to read. That's why the inbuilt Adaptive Learning system automatically ensures that each child is always focused on work that is just right for them by automatically progressing them through a series of carefully structured *Questions*.



Beginning Readers start their reading journey with reading readiness activities.



Emerging Readers can fill in any skill gaps and then develop and broaden their reading skills.



Struggling Readers are automatically focused on the mastery of missing foundations from where they can progress.



Power Readers are automatically presented with a diverse range of challenging and stimulating reading material.

Content varies with reading age

The difficulty, scope and type of *Questions* vary as the reading age increases.

Approximate Reading Age: 4 – 5

- Employs Pre-Reading and Phonemic Awareness *Questions* that introduce basic phonemes and graphemes in order to teach children to listen to sounds and attune to text.
- Combines sight and sound for maximum learning potential.
- Uses children's eyes and ears to help them make the jump from speech to reading because kids begin to read by learning the sounds they hear in speech.
- Controlled vocabulary from simple to complex words.
- Explores a wide range of text types.
- Integrated speech and audio support
- Covers:
 - Reading readiness activities
 - Learning to listen to sounds
 - Introduction of basic phonemes (sounds)
 - Phoneme (sound)/grapheme (letter) correspondences

Approximate Reading Age: 6 – 7

- Introduces more advanced graphemes, expands reading vocabulary and develops reading skills in real-world, text-based activities.
- Integrated speech and audio support
- Covers:
 - Advanced sounds
 - Sound to letter correspondences
 - Expanded controlled vocabulary
 - Text-based activities

Approximate Reading Age: 8

- Introduces phonemes with multiple graphemes, develops grapheme-phoneme correspondences, extends vocabulary, and continues text-based activities.
- Integrated speech and audio support
- Covers:
 - Complex sounds
 - Sounds to letter correspondences
 - Broad vocabulary
 - Text-based *Questions* for comprehension and meaning

Approximate Reading Age: 9

- All 44 Phonemes are now in use, with most grapheme-phoneme correspondences established.
- Continues to present the comprehensive “Experiencing Text” activities.
- Most *Questions* have integrated speech and audio support.
- Covers:
 - Full range of sound and letter correspondences
 - Extensive vocabulary
 - Broad ranging text-based *Questions* for comprehension and meaning

Approximate Reading Age: 10

- Contains a full range of “Experiencing Text” *Questions* that develop readers’ abilities by extending vocabulary, building comprehension skills and much more!
- Integrated speech is removed so that students learn to think the meaning of words rather than hear their sounds.
- Covers:
 - Vocabulary extension
 - Reading for life and pleasure
 - Poems, prose, lists and more!

Approximate Reading Age: 11-15

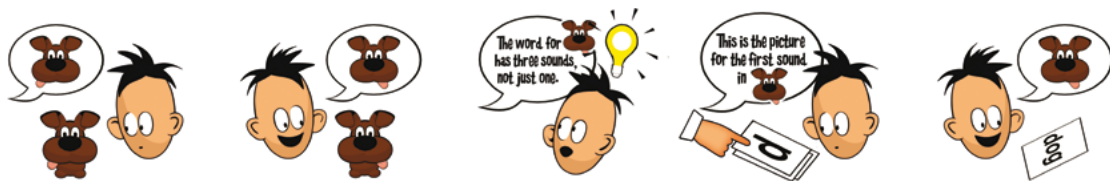
- Includes a comprehensive range of *Questions* that build reading mastery. Readers are extended and challenged with a wide range of text types including poetry.
- Integrated speech is removed so that students learn to think the meaning of words rather than hear their sounds.
- Covers:
 - Massive vocabulary
 - Reading for life and pleasure
 - Complex poems, prose, lists, everyday reading tasks and more!

Sound Support

Children's eyes and ears are both needed to make the difficult jump from speech to reading because kids begin to read by learning the sounds they hear in speech. That's why *Volcanic Panic Reading Success* uniquely combines sight and sound for maximum learning potential.

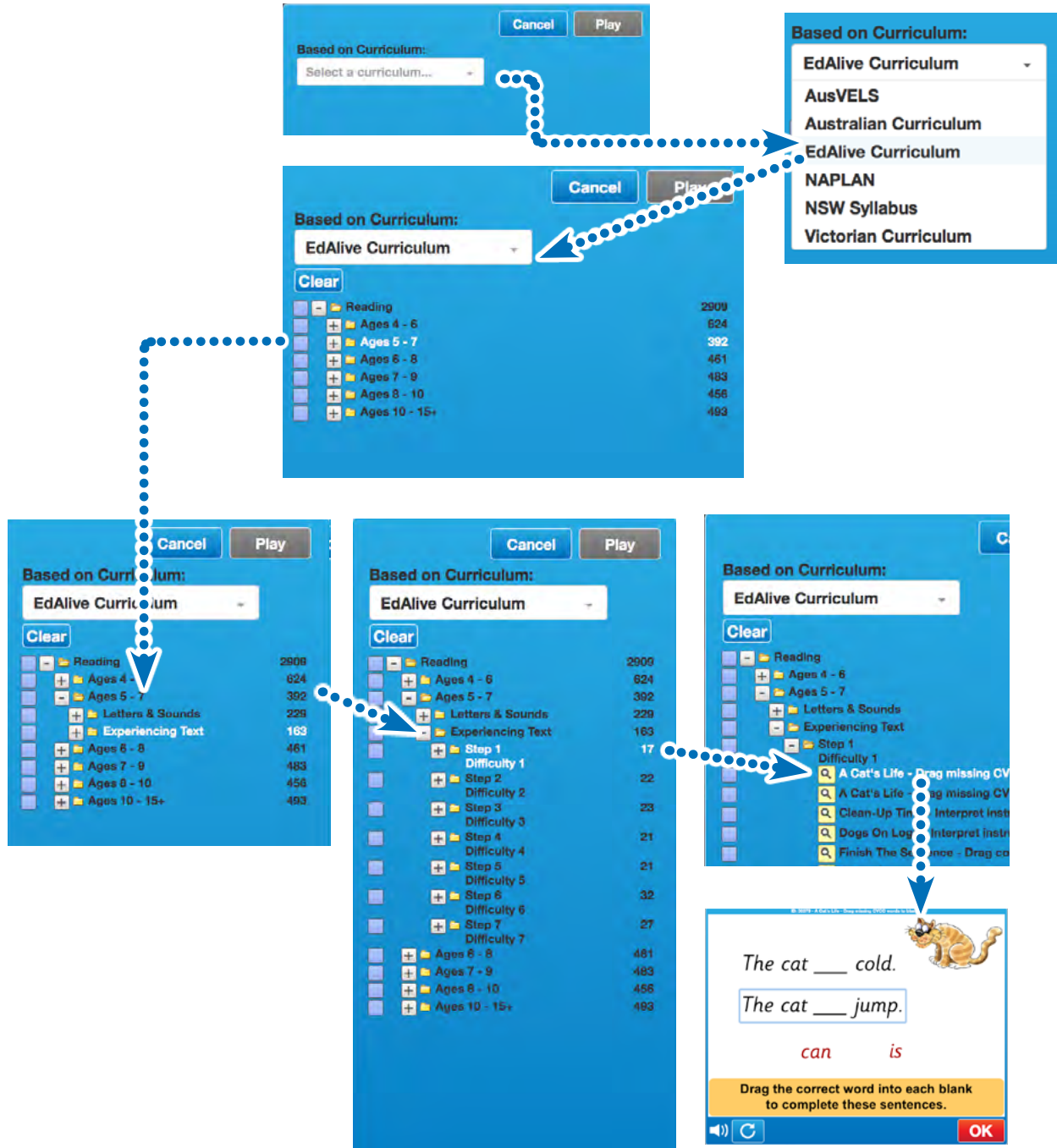


- Full Sound Support voiced in a neutral Australian/English accent for the early levels.
- As the reading age increases sound support tapers off to allow children to think the meaning of the text rather than verbalise individual words, thus going on to develop as independent readers.
- Helps children learn to read the same way they learn to speak
- It's like having a teacher sit and read to each child!



The EdAlive Curriculum Structure

The *EdAlive Curriculum Structure* is displayed in multiple locations within *Volcanic Panic Reading Success*. Depending on the context it can be used to select content, display progress or access reports. Within this hierarchy are located all of *Questions* accessible via the different *Curriculum Correlations* with the most expansive *Curriculum Correlation* being the *EdAlive Curriculum*.



The Adaptive Learning System

Volcanic Panic Reading Success is powered by the advanced *EdAlive Adaptive Learning System*.

Automatically optimises each child's progression

The system uses complex algorithms to automatically create and maintain an optimised learning pathway for each child. This is power cloaked in simplicity.

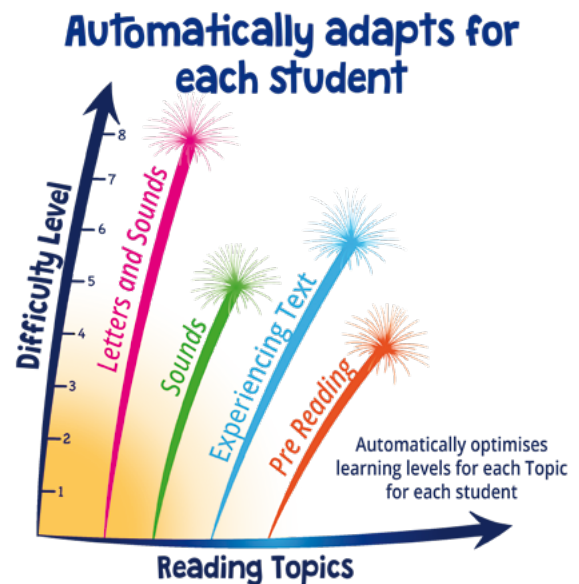
- Analyses each student's responses in real-time.
- Rapidly establishes each student's base learning level.
- Automatically challenges and progresses each student.
- Frees teachers and parents from the tedium of analysing children's responses and manually creating learning sequences.
- Acts as an intelligent, dedicated tutor, continually monitoring and progressing each child.
- Teachers can set up an entire class in a matter of moments and be confident that each child is progressing at their optimal rate.
- Liberatingly simple to use.



Constant automatic levelling

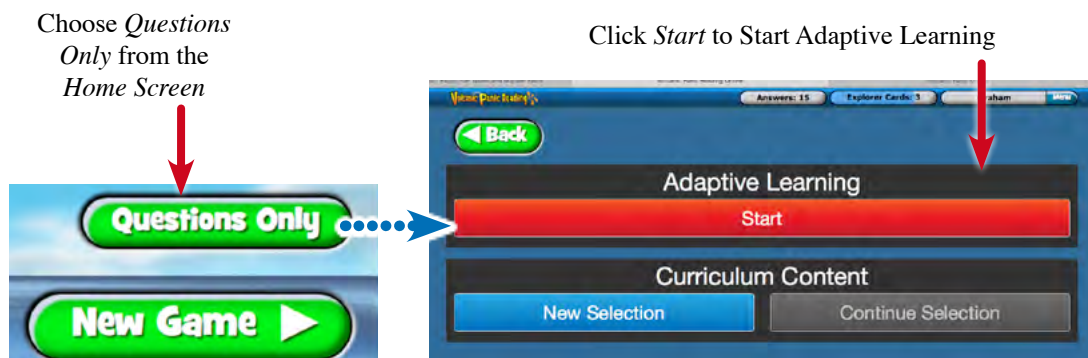
At the commencement of each round of *Questions* the *EdAlive Adaptive Learning System* analyses the student's recent results and then automatically chooses the new content to present.

- The *questions* will come from a range of *Steps*.
- Correct answers enable *Questions* to be drawn from more difficult *Steps*.
- Incorrect answers or the use of the Too HARD button will reduce the difficulty of the *Steps* from which the *Questions* are drawn.
- The system will gradually introduce more difficult content as students prove that they are ready for it.
- The design challenges students whilst building their confidence.



Start Adaptive Learning

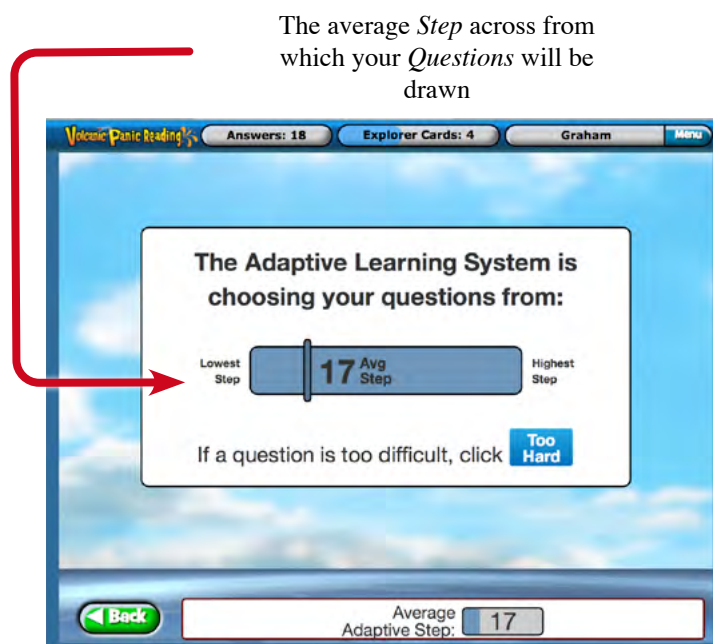
The *EdAlive Adaptive Learning System* presents the *Questions* in the *Volcanic Panic* game. The *Adaptive Learning* mode can also be accessed from the **QUESTIONS ONLY** button.



Generating your Adaptive Learning Questions

Once selected the *Adaptive Learning System* then chooses the most appropriate *Questions* to present based on the user's previous answers.

1. The first time the *EdAlive Adaptive Learning System* is used it presents the user with range of *Questions* of varying difficulty chosen from the sequenced *Steps*.
2. As the user answers the presented *Questions* the *EdAlive Adaptive Learning System* will automatically learn which *Step* from which to select the *Questions* for the user.
3. There is always an element of challenge - enough to keep students engaged and learning but not too much so that they get too many wrong and become discouraged.



Power cloaked in simplicity

The *EdAlive Adaptive Learning System* is incredibly simple to use but behind the scenes it is working hard to give you just the right *Questions* to keep you learning.

- From time to time it will challenge you with harder *Questions*.
- If you get a run of *Questions* wrong or use the TOO HARD button too frequently you will find that you will be levelled down and your *Questions* will come from an easier *Step*.
- If you are getting your *Questions* correct you will be levelled up and your *Questions* will come from a more difficult *Step*.
- All this happens invisibly and automatically *Step-by-Step*.
- Behind the scenes the *EdAlive Adaptive Learning system* is doing lots of complicated calculations to keep you learning. That's where the power comes in!

Inputs to the EdAlive Adaptive Learning System

The *EdAlive Adaptive Learning System* is constantly evaluating the inputs from the students. Accordingly it dynamically adjusts the level of content being presented. The algorithm that controls the function of the *EdAlive Adaptive Learning system* is complex and takes account of a range of factors including the history of correct and incorrect answers, the use of the TOO HARD button and use over time.

- Unanswered *Questions* have no effect on the levelling.
- If, as sometimes happens, another party operates in a student's account (like an older sibling or parent demonstrating their Reading prowess), the system will quickly reset to the student's level once they resume use of the account.

The Adaptive Learning Question Screen

The *Adaptive Learning Question Screen* displays in the questions in the *Volcanic Panic* game and when the *Questions Only Adaptive Learning* option is chosen.

Audio
for this
Question

Replay
the
audio

Click *Too Hard* to
skip *Questions* you
find too hard













The *Average Step* of the
Questions in this set of
Questions


Adaptive Learning Result Summary

At the conclusion of each *Volcanic Panic* game or after the completion of each *Question* set in the *Questions Only Adaptive Learning Mode* an *Adaptive Learning Results Summary* screen is shown.

Result Summary from the *Adaptive Learning System*

Show actual <i>Question</i>	Step that <i>Question</i> is from	<i>Question</i> summary	Correct or Incorrect
	Step 17	Count It! - Arrange letters to build CVCC word	✓
	Step 15	Checking It Twice 3B - Match word sounds to words in story	✓
	Step 1	Pattern Matching Adv (3)	✓
	Step 41	Differentiate words with focus sounds (4)	✓
	Step 16	Correct or Incorrect 1 -Choose correct sentence (1a)	✓
	Step 13	Spelling Bee! - Listen and write a word	✗
	Step 42	Which word is correct? - Drag homophones to correct sentences (1)	✓
	Step 35	Medial Double Consonant Recognition 1 (*)	✓
	Step 1	Shadow Match (8)	✓
	Step 1	What Happens When? - Click picture to match caption	✓



Click the  to see the *Question* with its correct answer

Curriculum Correlations

How the curriculum correlations work

Each of the thousands of *Questions* that form the educational content of *Volcanic Panic Reading Success* is correlated against the relevant curriculum outcomes for the range of curricula and syllabi covered.



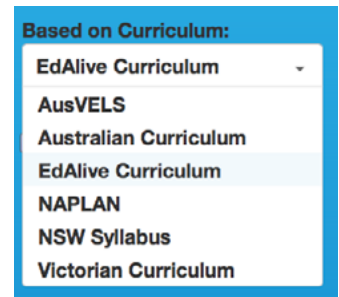
The *Curriculum Correlations* are accessible from:

- *Select Content* option accessible via the *Questions ONLY* button from the student's *Home Screen*.
- The teacher and parent *Tools & Reports*.

Curricula covered

Depending on your location you will see a mix of the following curricula. In the UK it will be the UK National Curriculum and the EdAlive Curriculum and so on. The range of curricula covered is:

1. The Australian Curriculum
2. NAPLAN
3. NSW Syllabus 2014
4. The Victoria Curriculum
5. NZ TKI
6. UK National Curriculum



Changing the displayed curriculum

To change the displayed curriculum, select from the *Curriculum Pop Up* menu.

The screenshots illustrate the following steps:

- Step 1:** The 'Based on Curriculum:' dropdown menu is open, showing options: EdAlive Curriculum, AusVELS, Australian Curriculum, EdAlive Curriculum, NAPLAN, NSW Syllabus, and Victorian Curriculum.
- Step 2:** The 'Australian Curriculum' is selected, and a 'Clear' button is visible. The list of subjects and years is shown.
- Step 3:** The 'Language' subject is expanded, showing sub-topics like 'Text structure and organisation' and 'Expressing and developing ideas'.
- Step 4:** The 'ACELA1478' standard is selected, showing a detailed description: 'Understand how different types of texts vary in use of language choices, depending on their purpose and context (for example, tense and types of sentences)'.
- Step 5:** The final activity is displayed, titled 'Dear Abby...- Read and interpret a list of jobs (1)'. The activity content includes a letter from Abigail: 'Please vacuum the floors, empty the bin, and also wash and dry the dishes. Lastly, please water the ferns too. Thank you, Mum.' and a list of tasks: 'Wash the dishes.', 'Mop the floors.', 'Water the ferns.', and 'Wash the bin.'.

Selecting Questions for use

To select *Questions* for use in *Questions Only Mode* or to pre allocate *Questions* for use, place a ✓ in the check box preceding the *Question* or the group of *Questions*.

✓ a box to select the content at this level and all below it in the hierarchy or ✓ the individual *Questions* or *Steps*

Press PLAY when your content selection is finalised

The screenshot shows a curriculum selection interface with a tree view of Australian Curriculum content. The 'Play' button is highlighted with a red arrow. A red arrow points to a question item in the list. A magnified view of the question is shown below, featuring a text box with a handwritten note and a list of tasks.

Based on Curriculum:
Australian Curriculum

Clear

- English 2479
 - Foundation Year 817
 - Year 1 652
 - Year 2 602
 - Year 3 617
 - Language 374
 - Text structure and organisation 30
 - ACELA1478 30
 - Understand how different types of texts vary in use of language choices, depending on their purpose and context (for example, tense and types of sentences)
 - Dear Abby... Read and interpret a list of jobs (1) **Click the magnifying glass icon to preview a Question**
 - ...the correct word to finish the rhyme
 - Information Report- Contents (4a)
 - Information Report- Contents (4b)
 - Information Report- Table of Contents
 - Information Report- Table of Contents
 - Information Report- Table of Contents
 - Information Report- Table of Contents
 - Information Report- Table of Contents
 - Information Report- Table of Contents
 - Interpret table
 - James' article
 - Match narrati
 - Match narrati
 - Match narrati
 - Maths-Mirinda
 - Paperink Poe
 - Right Writing
 - Right Writing
 - Road Haiku 1
 - Sweet Treats
 - Sweet Treats
 - Text Time - Id
 - Text Time - Id
 - Virginia resour

Presetting Content Selections for students

Teachers and parents can preset a *Content Selection* for students to work on.

- The Content Selection can be selected from any of the *Curriculum Correlations*. See the *Curriculum Correlations* section for details on choosing curricula.
- Once applied to a student's account the student will be locked out from doing any other work.
- The *Lock* endures for the time nominated or until a teacher or parent unlocks the student's account.
- *Content Selections* can be applied to one, many or all of the students in a class or family.

Working with Content Selections

Creating and applying a Content Selection

Enter the *Volcanic Panic Tools & Reports* section and display the list of students in the class or your family and then proceed as below.

Select the students for application

Click the SELECT CONTENT button

Choose the curriculum to use

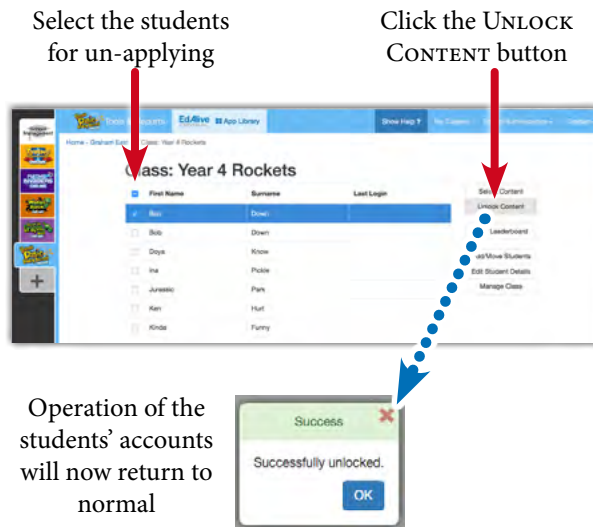
Set time for the application of the *Content Selection* to endure

Click the SAVE button to apply the *Content Selection*

✓ the boxes to select the desired content (Questions)

Un-applying a Content Selection

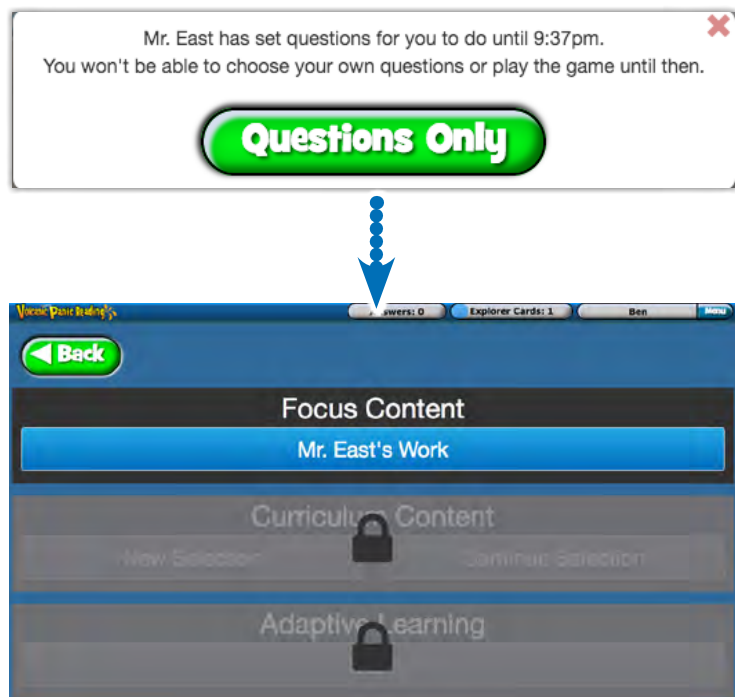
Content Selections can be unapplied by using the UNLOCK CONTENT button.



Students' use of Content Selections

Once a *Content Selection* has been applied to a student's account, they are locked from completing any other *Questions* until either the specified time has elapsed or the *Content Selection* has been removed.

When a *Content Selection* has been applied the student sees the following:



The Volcanic Panic Game

At the heart of *Volcanic Panic Reading Success* is the fast-paced Volcanic Panic Interactive Real-Time, Multiplayer Game that is fully integrated into *Volcanic Panic Reading Success*.

Volcanic Panic harnesses the appeal of online gaming and teams it with the EdAlive automated *Adaptive Learning System* to motivate students and engage them with Reading *questions* that are just right for them.



The Game Scenario

Players compete against each other or *Smart Computer Players* as they race around the game board to collect *Fuel Canisters*. To collect the *Canisters* they must answer *Questions* presented to them by the *EdAlive Adaptive Learning System*. The innovative turn-based design maximises the time doing educational content and minimises time waiting for other players.



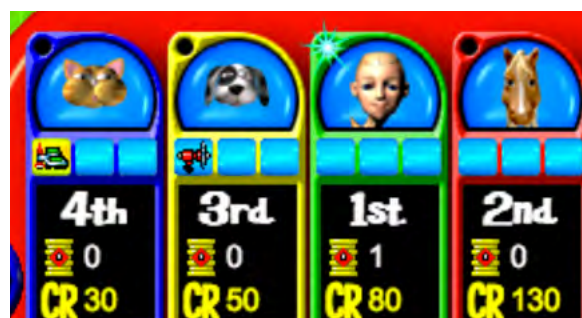
It all Happens in Real-Time:

- All interactions within the game happen instantly and each player is immediately aware of other players' moves.
- The answers to *Questions* are scored immediately and a *Question and Answer Summary* is displayed at the conclusion of each game.



Multiplayer Engagement

- Students play against the computer or up to 3 other students selected from their class, or anywhere the world.
- To play against students in their own class, students can initiate a game of *Volcanic Panic* as the *Host* and then invite others to join them.



Smart Computer Players

- When there are insufficient human players to join a game, the computer generates players to compete against.
- The computer generated players use dynamic feedback from the game to auto-level their ability to match the capability of the students. This ensures that human players of various abilities are actually able to win the game (but not always).

Interactive Fun

- *Volcanic Panic* is not just a first past the post race. It's a full-on, real-life tussle with the other competitors with incredible motivational appeal.
- The choices made by one player dynamically affect the game-play for all. As in games like Chess and Monopoly each move immediately affects the options for others. This dynamic interaction greatly boosts the engagement of the students.

Adaptive Learning

- The automated *EdAlive Adaptive Learning System* ensures that each student is presented with Reading content that has just the right level of challenge for them.
- Teachers can be confident that students are always working on content that is targeted just for them without having to monitor and adjust settings.



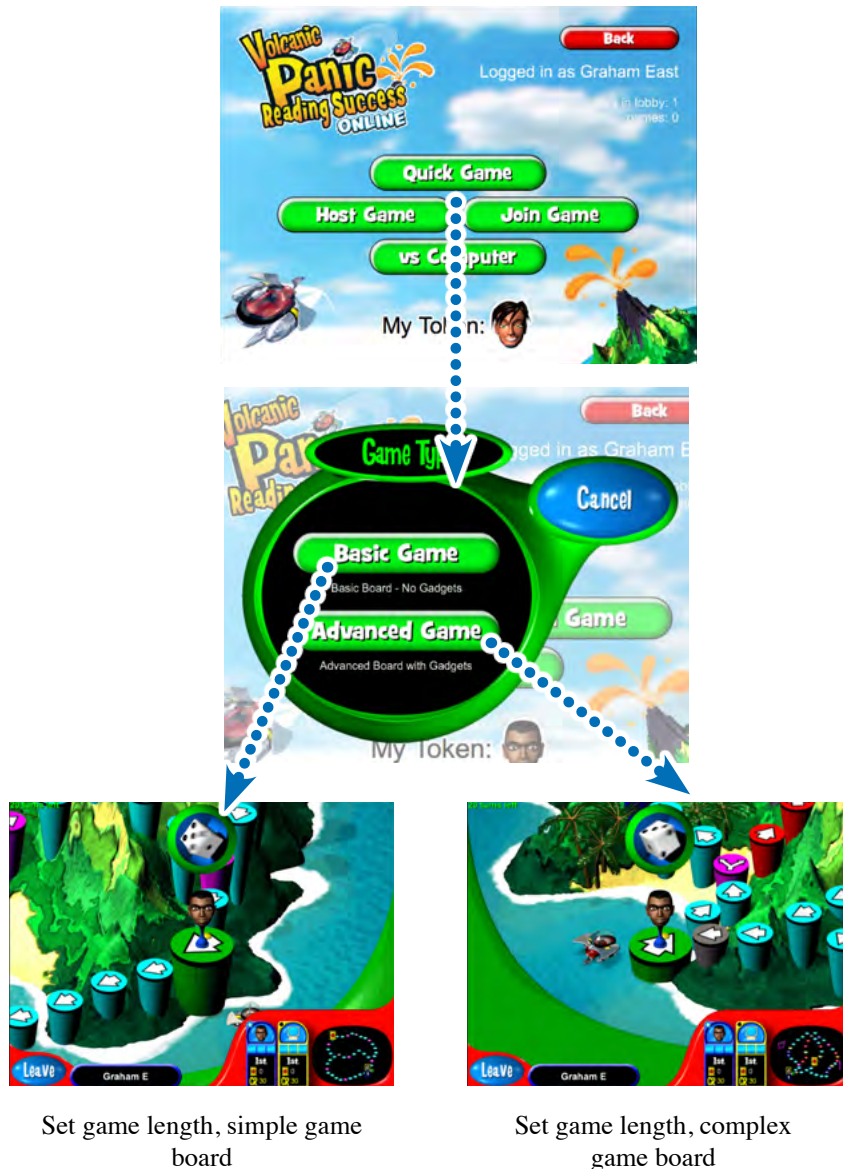
Playing Volcanic Panic

Volcanic Panic can be played by a student on their own or in a group. It is easy to start, join or host a game. The system automatically does all of the hard work for teachers and parents. It concurrently manages the game play, recalculates the options for each player and automatically delivers Reading optimised for each student and then reports on *Questions* completed.

Choose a game complexity

To get started students click on the VOLCANIC PANIC button on the *Home Screen* and select either the *Basic* or the *Advanced Game*.

- The *Basic* game is suitable for younger students and is quicker to play.
- The *Advanced Game* is more complex and has more tiles to explore. It features a range of gadgets that students can use to affect the gameplay of others. It takes a little longer to play.



Choose game token

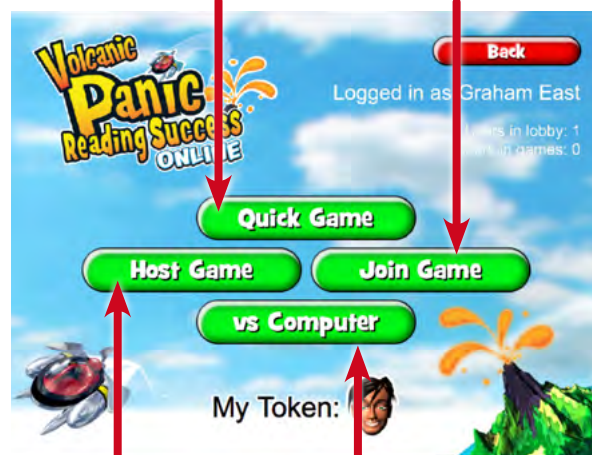
Players choose their game token



Choose to play alone or with others

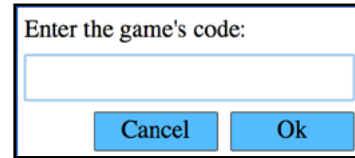
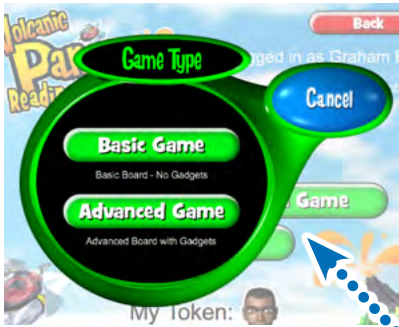
Join a game with other players randomly selected from around the world

Join a game hosted by another player



Commence a game as a Host

Play against Smart Computer Players



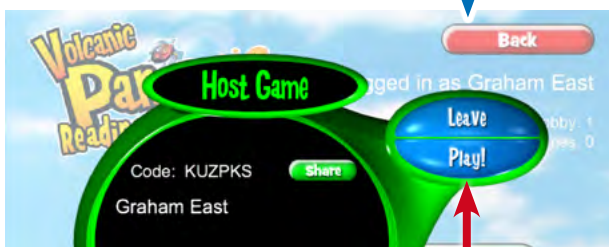
Enter a code that a *Host* has shared with you.



Set up the options for the game you are going to host



Set up the options for the game you are going to play against the computer



Share the Host Game Code with your friends.

Use logic and deduction to play the game

To play *Volcanic Panic* students must use logic and deduction to race each other to collect the Courage Swords from around the Game Board. To succeed players must develop and constantly re-evaluate their strategy as other players make their moves.



Player Status Indicator

Each Player has a *Status Indicator* that tracks their status throughout the game.



5 Game-boards keep students engaged

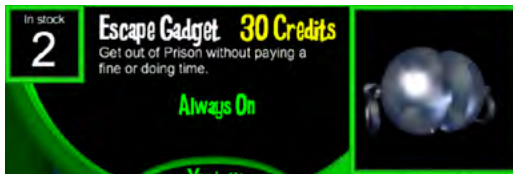
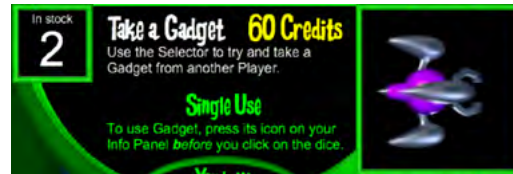
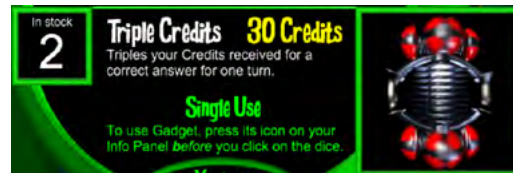
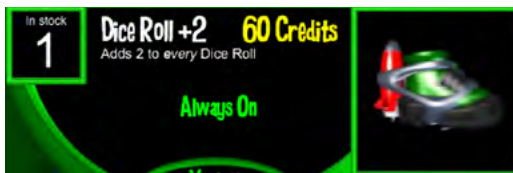
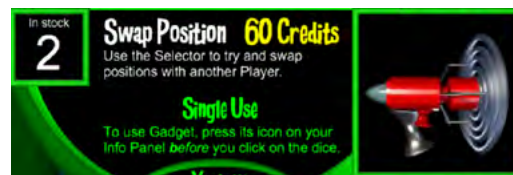
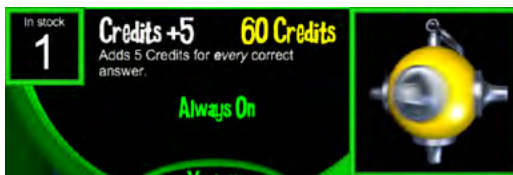
The 5 game-boards create ongoing challenges that continuously engage players. The Advanced Game Boards have more complex game play with multiple pathways, challenge squares and shops.



The Shop

The Advanced Game Boards feature the *Gadget Shop*.

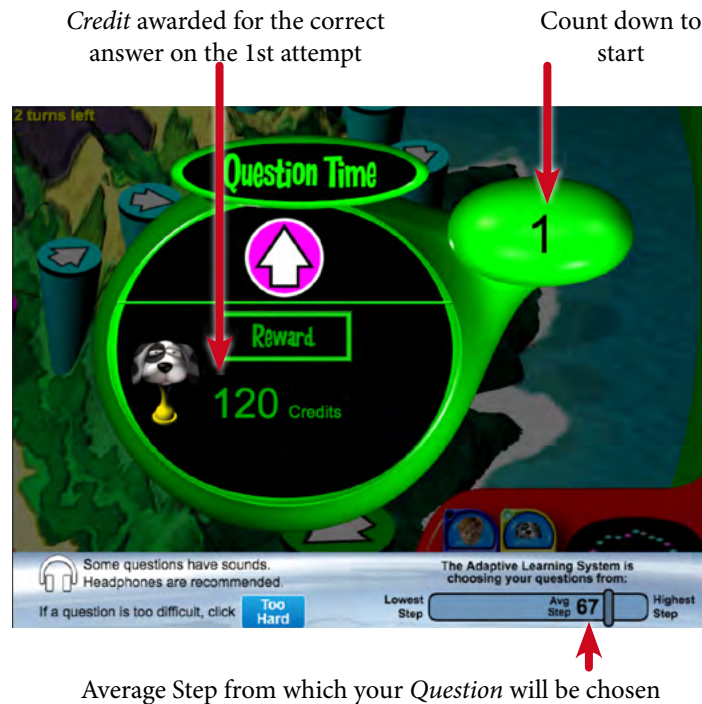
The *Gadgets* from the *Shop* supercharge game play



Questions from the EdAlive Adaptive Learning System

Between each round of game play students must answer a *Question* as determined by the *EdAlive Adaptive Learning System*.

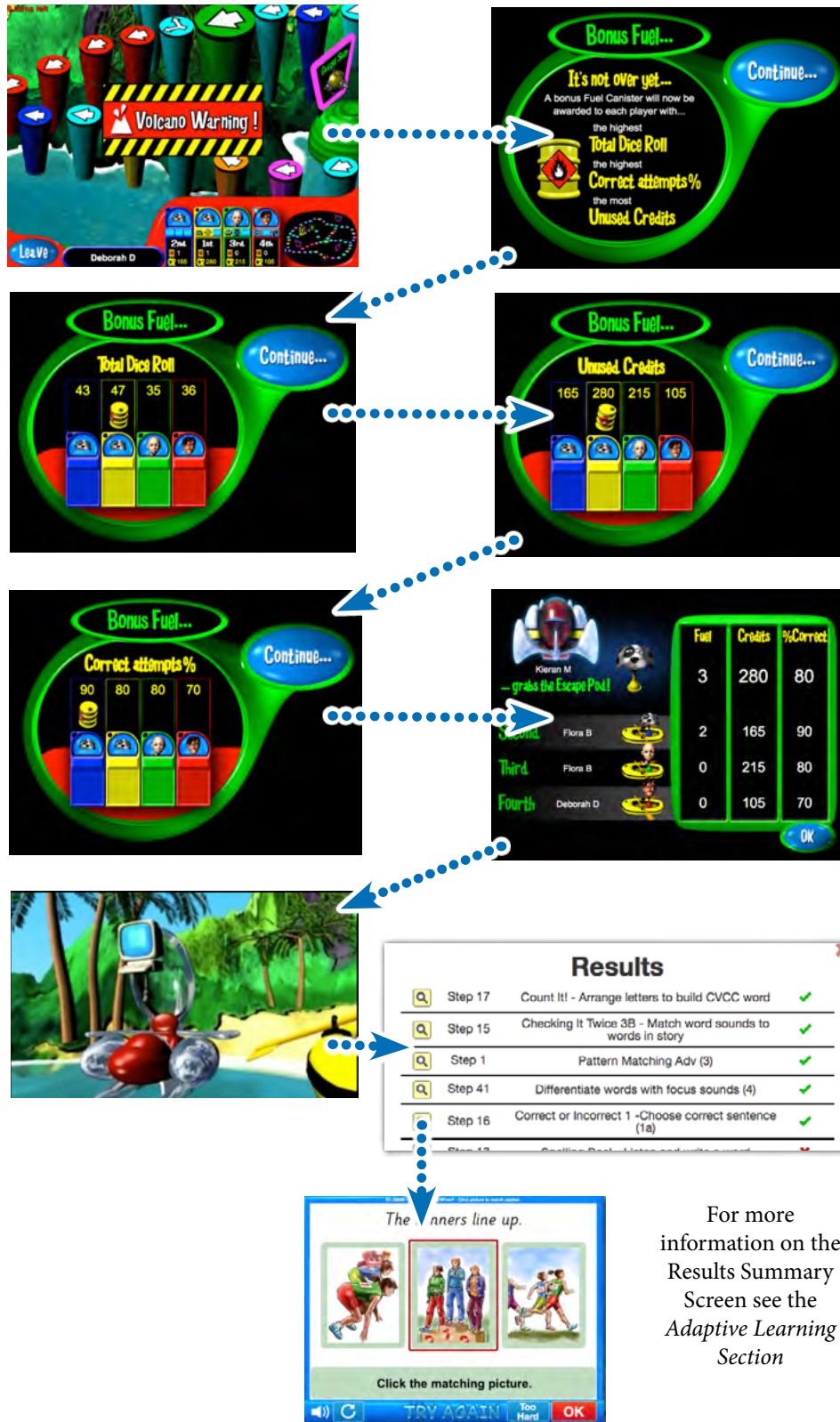
For details of the operation of the *Adaptive Learning System* see the relevant section of this publication.



Finishing Sequence

After the last game round, *Volcanic Panic* allocates point credits for the winners of a range of criteria. All the points are then tallied and a winner declared.

A *Results Summary Screen* is then displayed.



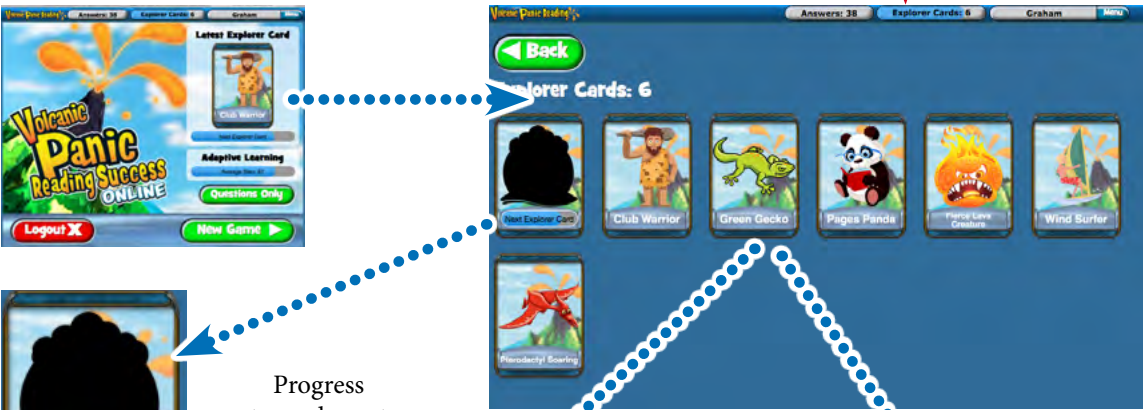
For more information on the Results Summary Screen see the *Adaptive Learning Section*

Explorer Cards (Achievements)


The *Explorer Card* system is designed to reward students for effort independently from Reading achievement. It rewards tenacity and commitment to the task. Some students have to exert much effort to master Reading with the intrinsic reward from so doing not sufficient to keep them on task. With the *Explorer Card* system every *Question* answered correctly counts towards the next *Explorer Card*.

- Rewards students for each *Question* answered.
- 180 *Explorer Cards* with each one requiring extra *Questions* to be answered over the previous one.
- The images and names are designed to fascinate and motivate students to answer more and more *Questions*.

Click EXPLORER CARD button to display.



Progress towards next Explorer Card



Explorer poster.

Printable Colouring in Poster.

The diagram illustrates the Explorer Card system. It shows a screenshot of the 'Volcanic Panic Reading Success ONLINE' interface. A red arrow points to the 'EXPLORER CARD' button. Below the main interface, a 'Next Explorer Card' button is shown, with a blue dotted arrow indicating progress towards the next card. Two versions of the 'Fierce Lava Creature' Explorer Card are displayed: a colorful poster and a printable coloring version. Both cards feature the name 'Graham East' and the text '112. Fierce Lava Creature' and 'Received for correctly answering 10 questions'.

Reporting

The reports relating to each student's activity within *Volcanic Panic Reading Success* are accessed from the *Tools and Reports* screen.

Access Tools & Reports

School based reports are accessible to teachers.

To access the *Volcanic Panic Reading Success Tools and Reports* screen and thence the reports go to *central.edalive.com* and login as a *Teacher*. Click on the *Volcanic Panic Reading Success* tile.



Select the *Class* for which you wish to access the reports and click on the VIEW CLASS button. The following will appear:

✓ the box to select the student to enable the use of the buttons on the right

The *Last Login* column shows the time the student last logged in

The screenshot shows the EdAlive interface for a class named 'Year 4 Rockets'. The table below lists the students and their last login times. A red arrow points to the checkboxes in the first column, and another red arrow points to the 'Last Login' column header.

<input type="checkbox"/>	First Name	Surname	Last Login
<input type="checkbox"/>	Ben	Down	Mon, May 25, 2020 4:07 PM
<input type="checkbox"/>	Bob	Down	
<input type="checkbox"/>	Doya	Know	Tue, Oct 13, 2020 1:22 PM
<input type="checkbox"/>	Ina	Pickle	Tue, Oct 13, 2020 3:32 PM
<input type="checkbox"/>	Jurassic	Park	
<input type="checkbox"/>	Ken	Hurt	
<input type="checkbox"/>	Kinda	Funny	

Last Login

The *Last Login* column shows the time and date of each student's last login. This is helpful if you are monitoring homework use or want to see which children haven't used the system for a while.

Home Access Tools & Reports

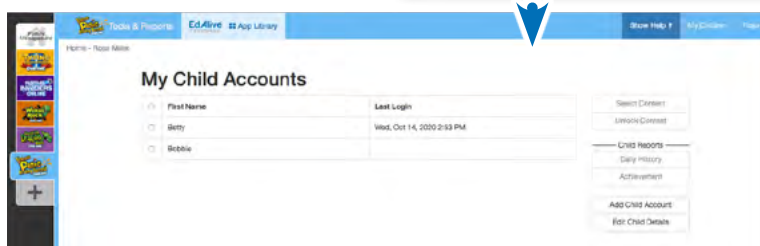
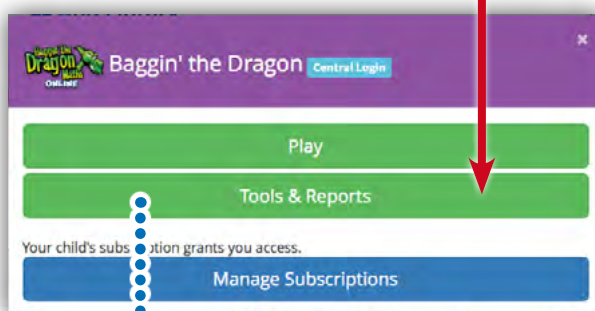
Reports are accessible to Parents.

To access the *Volcanic Panic Reading Success Tools and Reports* screen and thence the reports go to *central.edalive.com* and login as a *Parent*. Click on the *Volcanic Panic Reading Success* tile.

Choose the *Volcanic Panic Reading Success* tile from the *EdAlive Central* screen.

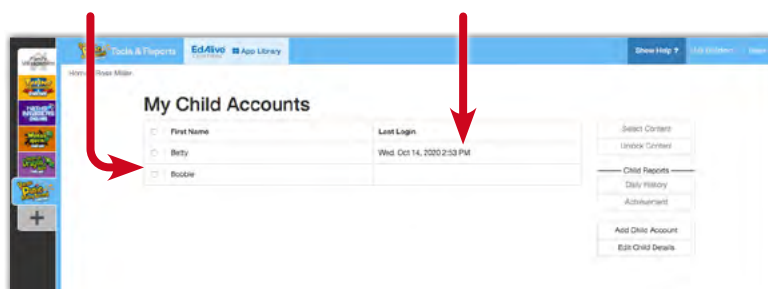
You must be logged in using your *Parent Account* details and not as a student or child.

Click the **TOOLS & REPORTS** Button



✓ the box to select the student to enable the use of the buttons on the right

The *Last Login* column shows the time the student last logged in



Last Login

The *Last Login* column shows the time and date of each student's last login.

Specific reports

There is a series of incisive reports that facilitate the monitoring of individual and class progress.

Daily History report

Shows the detailed day-by-day activity for each student.

To view the report select the student and click the DAILY HISTORY button.

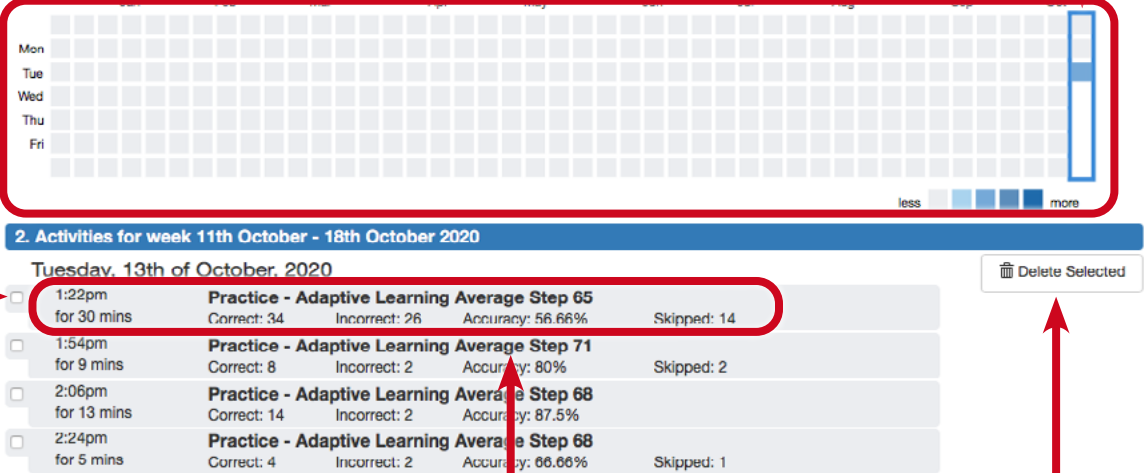
The *Daily History* report enables teachers to monitor student activity by analysing their activity over time. It also enables the resetting of student data.

Graphically displays activity for up to 12 months

Click on a weekly column to display activity detail

Daily History: Doya Know

1. Select a week to display



2. Activities for week 11th October - 18th October 2020

Tuesday, 13th of October, 2020

<input type="checkbox"/>	1:22pm for 30 mins	Practice - Adaptive Learning Average Step 65 Correct: 34 Incorrect: 26 Accuracy: 56.66% Skipped: 14
<input type="checkbox"/>	1:54pm for 9 mins	Practice - Adaptive Learning Average Step 71 Correct: 8 Incorrect: 2 Accuracy: 80% Skipped: 2
<input type="checkbox"/>	2:06pm for 13 mins	Practice - Adaptive Learning Average Step 68 Correct: 14 Incorrect: 2 Accuracy: 87.5%
<input type="checkbox"/>	2:24pm for 5 mins	Practice - Adaptive Learning Average Step 68 Correct: 4 Incorrect: 2 Accuracy: 66.66% Skipped: 1

Delete Selected

Click to select

Event by event detail

Delete record of selected activities

Achievement report

Shows the activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report select the student and click the ACHIEVEMENTS button.

















The report displays:

- Difficulty and Topic – The level of difficulty increases progressing down the table. The Topic is shown at the top of each column.
- Quantity of questions answered – The size of the icon in each cell indicates the number of questions answered at each difficulty level for each topic.
- Accuracy of responses – The colour of the icon in each cell indicates the accuracy of the student's answers at each difficulty level for each topic.

The most recent answer to each question will be used to determine accuracy. So if a question was previously answered incorrectly and is subsequently answered correctly it will be counted as correct.

Student Name		Pre-Reading	Sounds	Letters & Sounds	Experiencing Text
Ages 5 - 7	Level 3				●
	Level 4			●	●
	Level 5			●	●
	Level 6			●	●
	Level 7				●
Ages 6 - 8	Level 1			●	●
	Level 2			●	●
	Level 3			●	●
	Level 4			●	●
	Level 5			●	●
	Level 6			●	●
	Level 7			●	●
	Level 8			●	●

Ages 7 - 9	Level 1			●	●
	Level 2			●	●
	Level 3			●	●
	Level 4			●	●
	Level 5			●	●
	Level 6			●	●
	Level 7			●	●
	Level 8			●	●
Ages 8 - 10	Level 1			●	●
	Level 2			●	●
	Level 3			●	●
	Level 4			●	●
	Level 5			●	●
	Level 6			●	●
	Level 7			●	●
	Level 8			●	●
	Level 9			●	●
	Level 10			●	●
Level 1					

	Large number completed	Many completed	Quite a few completed	A few completed
Nearly all or all correct				
Mostly correct				
A good number correct				
Less than half correct				

Weekly Report - Whole Class

Shows the weekly activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the WEEKLY REPORT button.

Change the time frame

Navigate between Class reports with tabs

Export the data as a CSV file

First	Last	Week 28	Week 29	Week 30	Week 31	Week 32	Week 33	Week 34
Luke	Johns							195
Mattias	Marks							
Oscar	Tame				259			25
Sarah	Staggins						109	
Stephanie	Wild					195		

Daily Report - Whole Class

Shows the activity day-by-day report for work done by the student over the past week for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the DAILY REPORT button.

Change the time frame

Navigate between Class reports with tabs

Export the data as a CSV file

First	Last	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Luke	Johns						12	
Mattias	Marks							
Oscar	Tame			16	9			
Sarah	Staggins							
Stephanie	Wild						15	

Coming Soon

We are currently working on a range of additional reports that will give even greater detail including penetrating insights into each student's adaptive learning progress, curriculum correlations and printable certificates.

About the Leaderboards

The *Volcanic Panic Reading Success Leaderboards* are designed to boost individual student motivation and team engagement by challenging all members of a class to contribute to the overall ranking on the *Leaderboard*. Many teachers have indicated that working with the *Leaderboards* has had a remarkable effect on the Reading performance of their classes.

Each correct *Answer* counts towards the weekly class tally that powers the *Leaderboard* which facilitates intra-school and inter-school competition.


Any member of the public may view the *Leaderboards*.

Only Reading *questions* answered by students linked to a class at a school will contribute to the *Leaderboards*.

Accessing the Leaderboards

Go to the *Volcanic Panic Reading Success* Home Page and click on the SHOW ALL RESULTS button.

View results from previous weeks for all schools



The screenshot shows a leaderboard interface. At the top right, there is a button labeled "Show All Results". A red arrow points from the text "View results from previous weeks for all schools" to this button. Below the button is a table with three rows of results. Each row includes a rank, a school name with a small Australian flag icon, and a score in a purple box.

This week's most questions answered:		
1st	2020 - Mrs. McLeish Tallaroak Primary School, Tallaroak, VIC	166
2nd	Year 4 Blue - Ms. Hawgood West Leederville Primary School, West Leederville...	115
3rd	Year 4 Red - Mrs. Smith West Leederville Primary School, West Leederville...	113

Using the Leaderboards

The *Leaderboard* system accrues the results from all classes using the system. Where class usage meets or exceeds some minimum requirements the result is added to the Leaderboard history for later retrieval and display. This system enables a range of options to engage and motivate students.

The screenshot shows the Leaderboard interface with four red arrows pointing to specific controls:

- Select to narrow the range of displayed classes:** Points to the 'Ranking In' section with options: World, Australia, New South Wales.
- Display results from preceding weeks:** Points to the 'Date' section with a calendar icon and the date '29 Mar 20'.
- Login to show your school only:** Points to the 'Show Only' section with a 'My School' button.
- Narrow age range or see all classes:** Points to the 'Group By' section with an 'Age Brackets' button.

Below these controls is a table of results for 'Under 8' and 'Under 10' age groups. A blue arrow points from the 'Date' section to a dropdown menu:

Please select a time period from the list: ✕

- This week so far
- Last Week
- Week ending 5th Apr 2020
- Week ending 29th Mar 2020
- Week ending 22nd Mar 2020
- Week ending 15th Mar 2020
- Week ending 8th Mar 2020

Moment by moment the *Leaderboard* tracks and analyses all the answers completed by each student in every class and displays the results for those classes that meet the participation criteria. The results refresh every 15 minutes. Using the tick boxes to isolate different criteria, students can view the performance of their class by:

1. Country or state.
2. Age brackets.
3. The results just for your school.

History is kept

The *Leaderboard* system archives the results week by week enabling students to retrospectively view the performance of their class.

Relative improvement is shown

Weekly improvements in class ranking relative to other classes is shown by green arrows.

Leaderboard details

For a detailed explanation of the operation of the Leaderboards click here *or* go to:

www.bagginthedragon.com/leaderboard/info

Leaderboard opt out

Some schools may prefer that their classes are not displayed on the Leaderboards. If this is the case, the *School Administrator* can simply uncheck the *Participate in Competition* option on the My School screen of the School Administration menu. Please note the results cannot be removed retrospectively.

The *Volcanic Panic Reading Success Leaderboards* do not display any *Personal Identifiable Data* for any student. Only aggregated class results are displayed.

Leaderboard Certificates

Leaderboard participation certificates can be retrospectively printed from the archived history for the whole class.



Leaderboard Certificates and printing

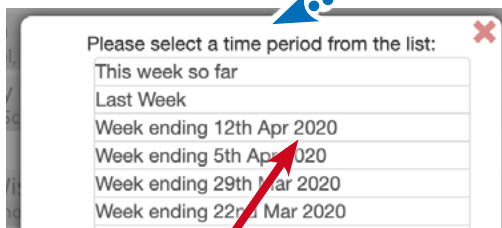
Only teachers logged in to their accounts can access and print *Leaderboard* certificates.



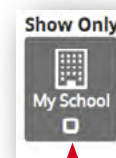
Access the full *Leaderboard* by clicking on the SHOW ALL RESULTS button.



Un-tick *This Week So Far* to display the full list of *Leaderboard* weeks.



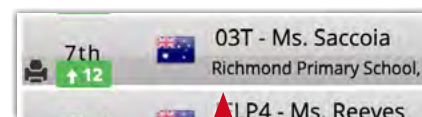
Choose the week to be printed (naturally you cannot print the current week as it is not completed).



To make it easy to find the class tick the SHOW ONLY MY SCHOOL button.



Select the age group that the class to be printed is in.



Click on the row of the class to be printed (there is a print icon, but you can click anywhere). A printable PDF will download. Locate the downloaded file and print the certificates.

Printing

PDF printing

In order to maximise printing compatibility *Volcanic Panic Reading Success* sends its printed output to PDF files. The PDFs are saved to the default export location for your browser. To print the files open them in a PDF viewer and print.

Printed output available

Teachers

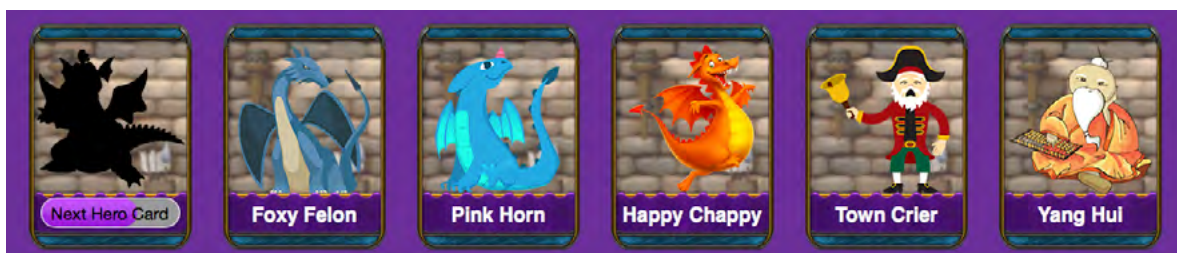
Teachers can retrospectively print certificates for work previously completed by their Students.

- *Leaderboard Certificates* from previous weeks on the *Leaderboard*.



Child/Students/Personal users can print

- *Explorer Card Awards*.



Mobile device input

Toggle between mobile and computer input

Volcanic Panic Reading Success works on any mobile device without the need for an external keyboard.



Tap into the field requiring text and the on-screen keyboard will appear.

Type in the required text.

Works on all devices

1. Swap easily between PCs and mobile devices.
2. Any device, anywhere, any time.

