

Quick Start Guide

Set up classrooms. Teachers and administrators can set up classrooms.

- Select the "Classrooms" tab
- Click on "Create" and give the new classroom a name. Administrators - select the teacher assigned to this classroom.
- Click "Save"

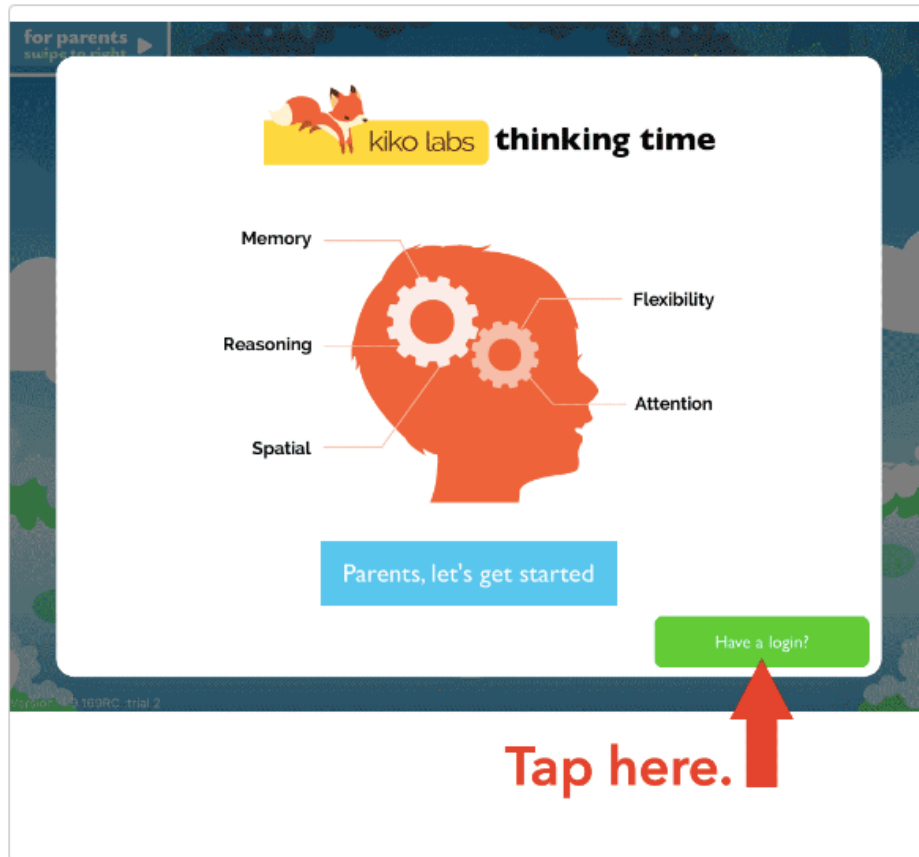
Set up students. Teachers and administrators can set up student profiles. You will need the students' first and last names.

- Select the "Students" tab
- Click on "Create" to add a new student
- Enter the First and Last name
- Select the Grade (Preschool, Pre-K, Kindergarten or First Grade) and Classroom.
- Click "Save"

The screenshot displays the 'Students' management interface. At the top, the 'kiko labs' logo is on the left, and navigation tabs for 'Education Portal', 'Home', 'Classrooms', and 'Students' are on the right. Below the navigation bar, there are two buttons: 'List' and 'Create'. The 'Create' button is active, leading to a form with four required fields: 'First Name *', 'Last Name *', 'Grade *', and 'Classroom *'. The 'Grade' field is set to 'Preschool' and the 'Classroom' field is set to 'Larry's Class'. At the bottom of the form, there are four buttons: 'Save' (blue), 'Save and Add Another' (grey), 'Save and Continue Editing' (grey), and 'Cancel' (red).

You're almost done. The final step is to set up the iPads.

- Download the app, **Kiko's Thinking Time**, from the App Store on each iPad.
- Launch the app. When you see the screen below, please tap "Have a login?" to access the login screen.



- At this point, **teachers** will need to login in order to access their classrooms and associated student profiles.
- You may also access the login screen at any time via the "For parents" section by tapping the "Login" tab. You may use this functionality to switch from one teacher account to the next.

That's it! Happy playing. Please don't hesitate to reach out with questions to edusupport@kicolabs.com or call us at 1 (844) 545-6227.

Desktop/Web-Based Version

Kiko's Thinking Time can also be played on any desktop browser (preferred: Chrome or Safari). To access the desktop browser version:

- Go to <http://kicolabs.com> and click on Login (top right corner)
- Sign in with your teacher/admin account credentials
- That's it! You're in. You can select the classroom you've already set up via the portal in order to access the individual student profiles for play.
- To go to the teacher portal, click on the "Go to Portal" icon on the dashboard.

Using Data

1) Dashboard

Dashboard

Overview and latest statistics as of 2016-08-15 17:19

Children

NAME	TIME PLAYED PAST WEEK	PERCENTILE IN AGE GROUP
Annika Kumar	18.8032878667 minutes	32
Aria Kumar	19.6114444667 minutes	25
Web Test	7.892083333333 minutes	10
Marina Test	0 minutes	0

Overall Statistics

4 Children	4 Children Played This Month	872 Games Played This Month	916 Minutes Played This Month
	4 Children Played This Week	42 Games Played This Week	46 Minutes Played This Week

Within the portal, select the classroom that you wish to see the data for. This will access the Dashboard (see above). This lists everyone in the selected classroom along with the Time Played in the past week as well as the Percentile in their age group.

Note about Age Groups:

Currently, Kiko Labs uses the following age groups

Preschool: 3-3.9 years

Pre-K: 4-4.9 years

Kindergarten: 5-5.9 years

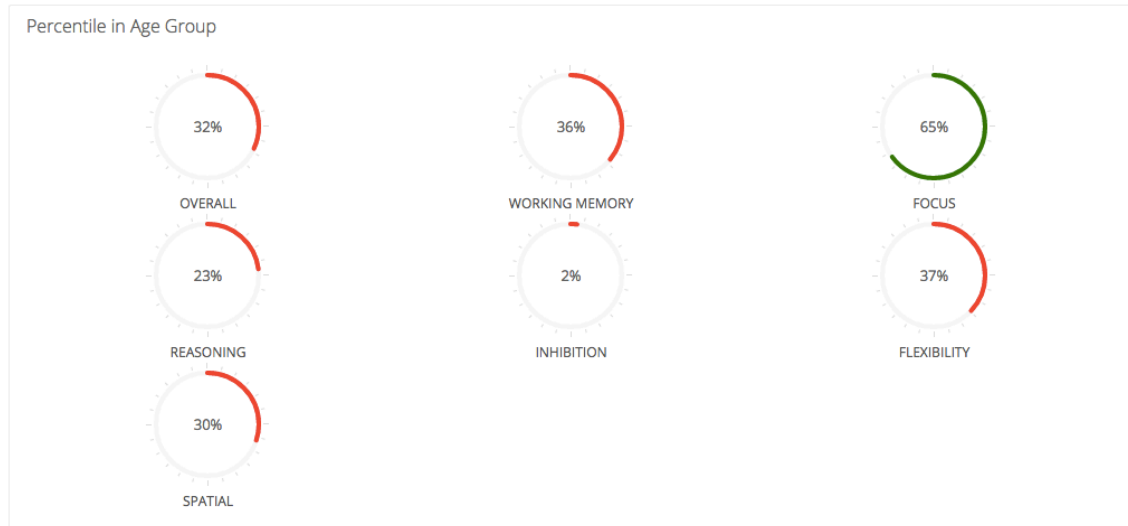
First grade: 6 years and up

2) Individual profiles

Clicking on a name on the list will link you to the individual's profile.

Summary for **Annika Kumar**

Cognitive Performance



The first chart (shown above) shows their performance percentile in their age group overall as well as for each individual skill. For example, the child above is performing at the 32nd percentile of her age group for overall performance (i.e., she is doing better than 31% of all children in her age group).

Note: For this data to be meaningful, please ensure that children have played a sufficient length of time. A single session is not enough to get a good read, as the child may still be playing at a level that is below his or her proximal zone. Since the levels adapt to the child's performance, it is best to continue playing until the child stabilizes by hitting a level that is optimally challenging or perhaps even when they get to a level that is too difficult (which will make the software reduce difficulty for the next game).

The next two charts show the percentage of the total game that the child has completed along with the time spent.

Along the left navigation panel, you will see links for Games and Rewards. This allows teachers to drill down on individual game performance as well as the rewards to see what may be needed to unlock the next rewards.