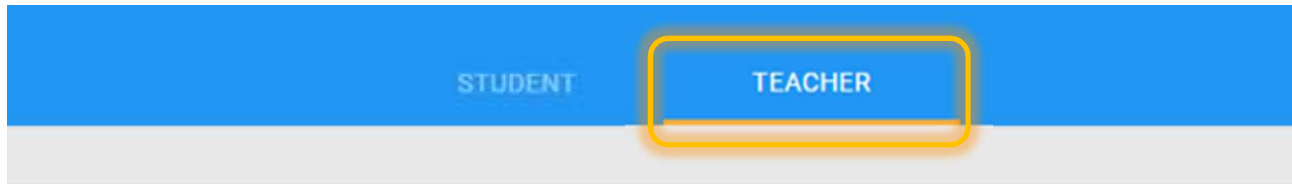


Login to your teacher account Go to www.mangahigh.com/login

- 1) Click on 'TEACHER' to enter as a teacher, not a student
- 2) Enter your email address (case sensitive)
- 3) Enter your password (case sensitive)
- 4) Click 'DONE' when you are ready
- 5) If you need to have your password reset, click on FORGOT PASSWORD and follow the instructions in the email that follows

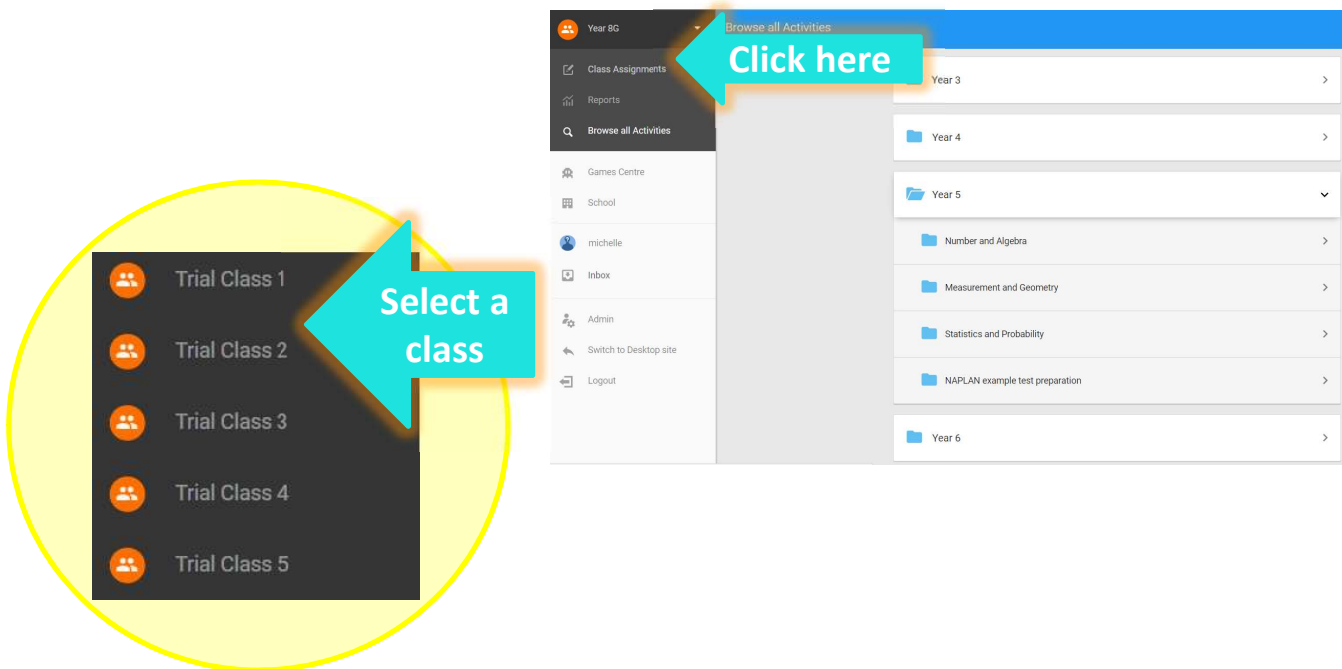


Enter as a Teacher

Email

Password

SELECT FROM A PRE-LOADED CLASS TO BEGIN EXPLORING...


A screenshot of the Mangahigh user interface. On the left, a sidebar menu is visible with options like 'Year 8G', 'Class Assignments', 'Reports', 'Browse all Activities', 'Games Centre', 'School', 'michelle', 'Inbox', 'Admin', 'Switch to Desktop site', and 'Logout'. A teal arrow points to the 'Browse all Activities' link with the text 'Click here'. On the right, the main content area shows a list of classes: 'Year 3', 'Year 4', 'Year 5', 'Number and Algebra', 'Measurement and Geometry', 'Statistics and Probability', 'NAPLAN example test preparation', and 'Year 6'. A yellow circle highlights a list of 'Trial Class 1' through 'Trial Class 5' in the sidebar, with a teal arrow pointing to them and the text 'Select a class'.

BROWSE AND ASSIGN ACTIVITIES...

- 1) Scroll down to the appropriate year level for this class, then click on the down arrow to open the folders to reveal the topics, click again to reveal the sub-topics (all organised based on your curriculum)
- 2) The circular logo indicates a lesson title. Click to read a description of the lesson.

There are two types of activities:

- 3) **PRODIGI** – these are adaptive quizzes that develop depth and understanding. Quizzes are timed, and gradually adapt to harder questions, as students show proficiency. Students are encouraged to attempt each Prodigy activity 3+ times, reviewing incorrect answers prior to re-attempting. Aim for 4+ Hard questions correctly to pass.
* These are indicated by a circular *blue* logo
- 4) **GAMES** – a variety of games, different games to cover different maths skills to develop fluency/recall skills.
* These are indicated by a circular *games-based* logo.
- 5) Select an activity and click 'PLAY' to preview before assigning to your students, or 'SET' to assign the activity
- 6) Clicking 'SET', reveals the assignment box. Choose to set the activity to:
 - whole class, or
 - select students

- 7)  Indicates an active assignment
- 8) Assignments tab allows you to track your class progress on the activity

The image displays four sequential screenshots of the Mangahigh interface, illustrating the process of browsing and assigning activities. The first screenshot shows the 'Browse all Activities' page with a sidebar menu and a list of activities for Year 5, including 'Number and Algebra' and 'Number and place value'. A red arrow labeled '1' points to the 'Number and place value' folder. A red arrow labeled '2 & 3' points to the 'Identify factor pairs' activity. The second screenshot shows a detailed view of the 'Number and place value - GAMES' folder, listing activities like 'Finding prime factors', 'Estimate with addition & subtraction', '11 times table', '12 times table', and 'Times tables (x2 - x12)'. A red arrow labeled '4' points to the 'Estimate with addition & subtraction' activity. The third screenshot shows the 'Mental multiplication and division' activity selected, with a 'PLAY' button and a 'SET' button. A red arrow labeled '5 & 6' points to the 'SET' button. The fourth screenshot shows the 'ASSESSMENTS' tab for the 'Mental multiplication and division' activity, displaying a progress chart and statistics: 'Assigned by me', 'EDIT', 'Set On: Tue, 6th Sep 2016', '8 PASSED', '2 NOT PASSED', and '2 ATTEMPTS'. A red arrow labeled '7' points to the 'SET' button, and a red arrow labeled '8' points to the 'ASSESSMENTS' tab.