



CODESPARK

TEACHER DASHBOARD



Getting Started Guide

presented by
 codeSpark

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Welcome to the codeSpark Academy Teacher Dashboard! This guide will help you create your first classroom, manage your student progress, and also control different features in The Foos!

In this guide, you'll learn how to:

- Create a Teacher Account
- Create your own classroom
- Add and remove students from a classroom
- Set up your device with student information
- Add a second teacher to manage a classroom
- Understand student progress reports

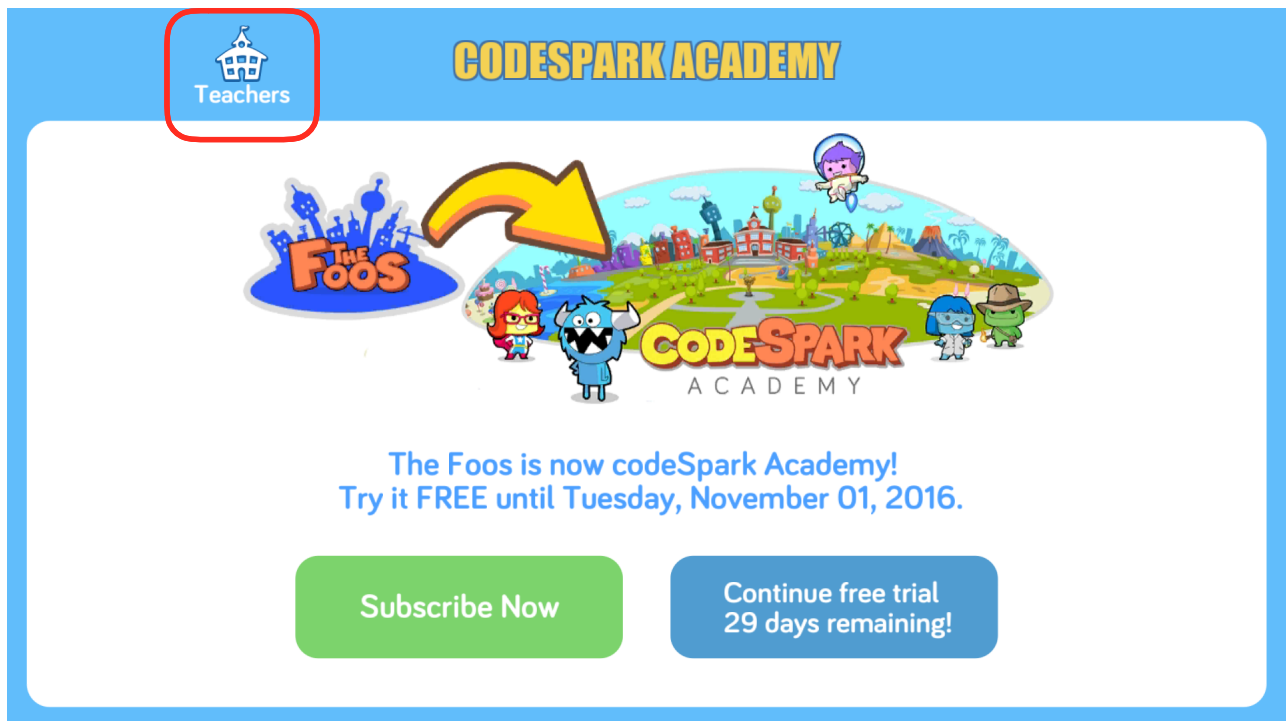
If you have any questions that are not in this guide, feel free to send us an email at info@codespark.org. You can also post questions in our [Foo-rums](#).

Let's get started!

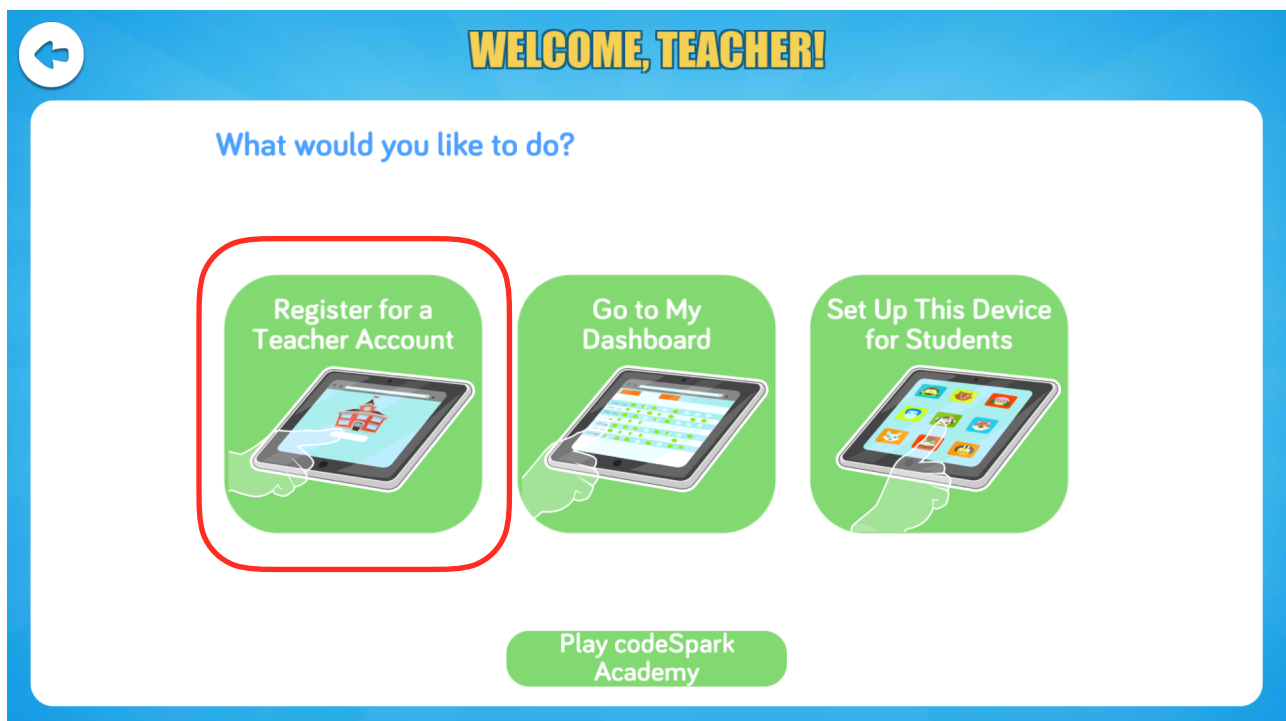
CREATING A TEACHER ACCOUNT

To Create a Teacher Account Through the App:

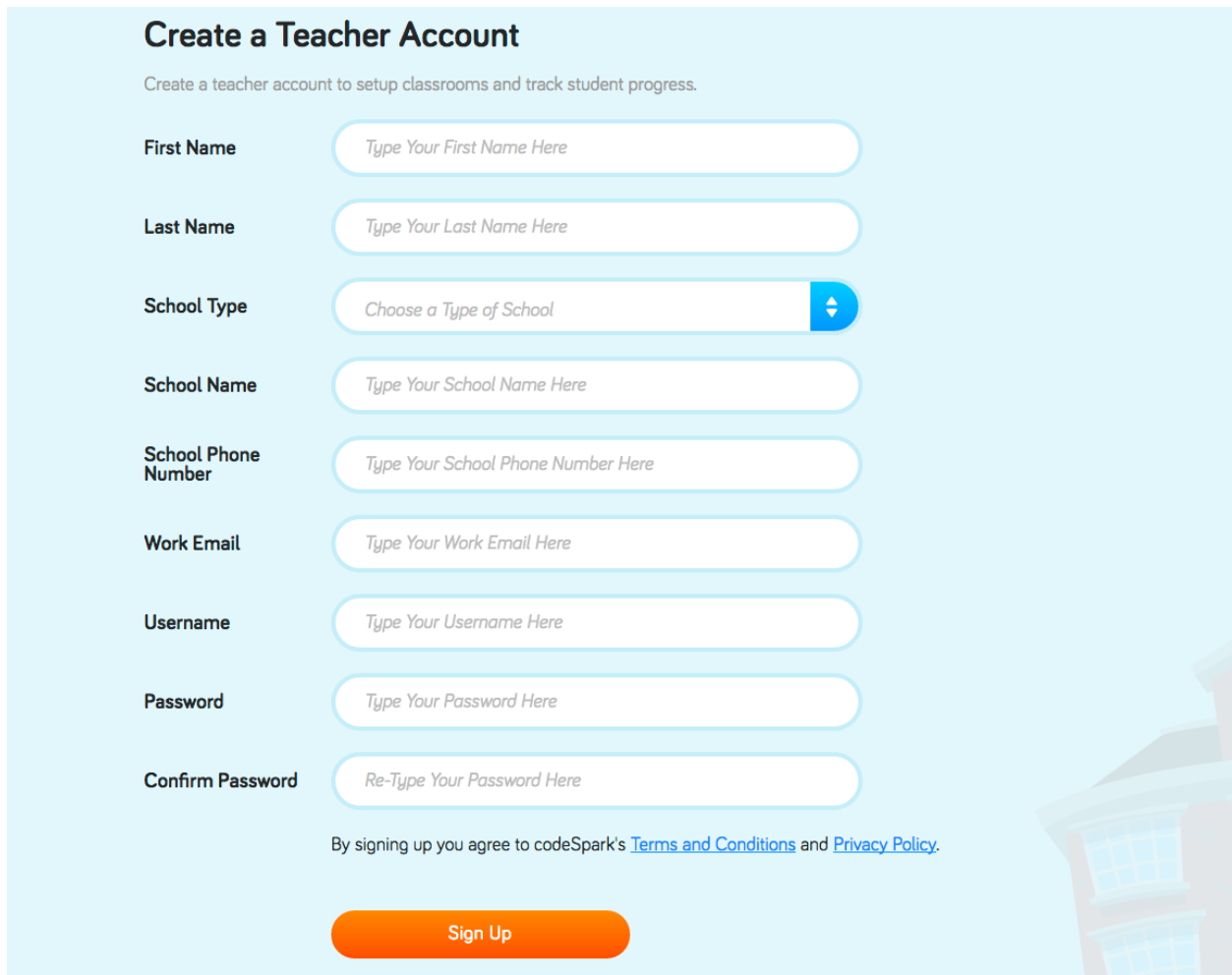
1. Open the app and press the top left “Teachers” icon on the first screen.



2. Press the “Register for a Teacher Account” option.



3. Fill in your teacher and school information and press “Sign Up.”

The image shows a 'Create a Teacher Account' form on a light blue background. The form includes fields for First Name, Last Name, School Type (a dropdown menu), School Name, School Phone Number, Work Email, Username, Password, and Confirm Password. Each field has a placeholder text. Below the fields is a line of text stating 'By signing up you agree to codeSpark's Terms and Conditions and Privacy Policy.' with links to the respective documents. At the bottom is an orange 'Sign Up' button. A faint illustration of a school building is visible on the right side of the form.

Create a Teacher Account

Create a teacher account to setup classrooms and track student progress.

First Name

Last Name

School Type

School Name

School Phone Number

Work Email

Username

Password

Confirm Password

By signing up you agree to codeSpark's [Terms and Conditions](#) and [Privacy Policy](#).

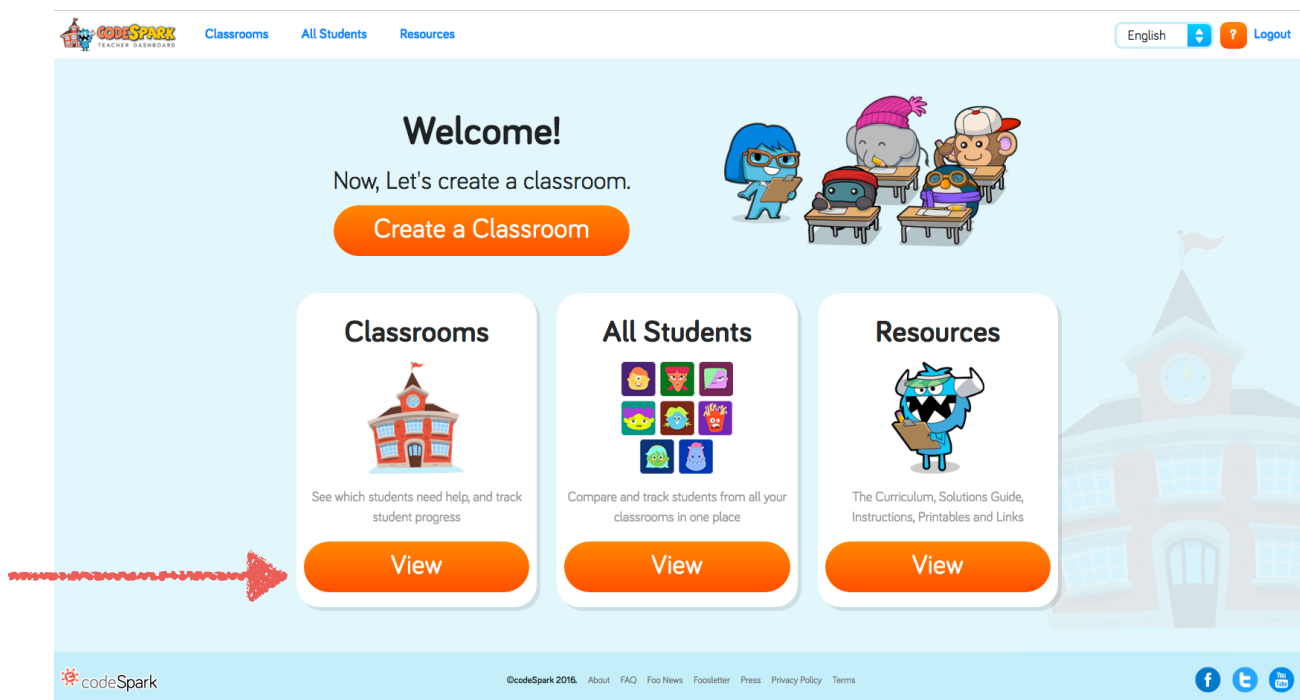
Sign Up

Note: codeSpark Academy with The Foos is FREE for public schools and non-profit organizations. If you are not a public school or non-profit, please contact us at support@codespark.org for more information.

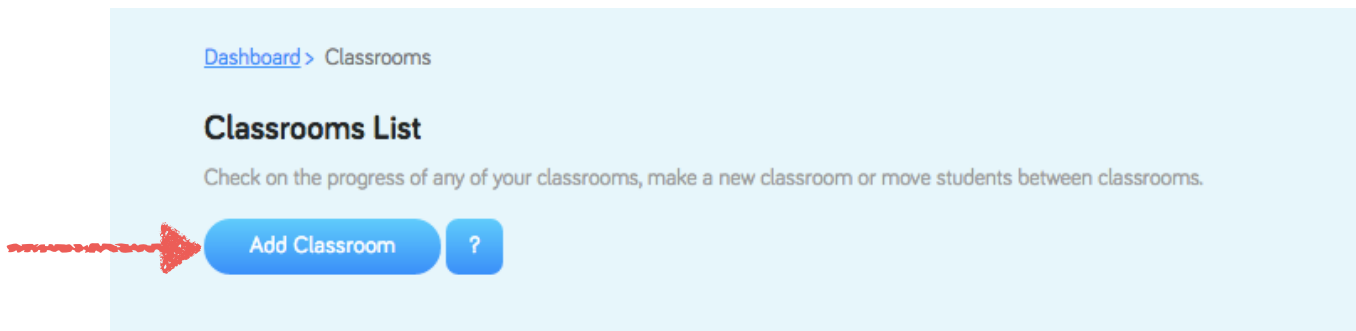
CREATING A CLASSROOM

To create a classroom in your account:

1. Click on “View” in the Classrooms module on your teacher homepage



2. If you have created a classroom already, you should see them in the classroom list. If you have not created classroom yet, click on the “Add Classroom” button.



3. Give your classroom a name and choose a grade level. Then, click on “Create Classroom.” You will import your student names on the next page.

[Dashboard](#) > [Classrooms](#) > Add Classroom

Create a Classroom

Classrooms allow you to group and manage large numbers of students. ?

Classroom Name

Type Classroom Name Here

Classroom Grades

What grade(s) are the students in?

K 1 2 3 4 5 6+

Create Classroom

4. Add your student names. You can either manually type in student names in the blank box or import your student names from a CSV file by clicking on the “Import CSV” button. Once completed, click on “Add Students.”

[Dashboard](#) > [Students](#) > Add Students

Add Students to Classroom

codeSpark Academy

On each line, type:

Student's First Name and Last Initial, Parent@email.com

You may also copy and paste from a spreadsheet.

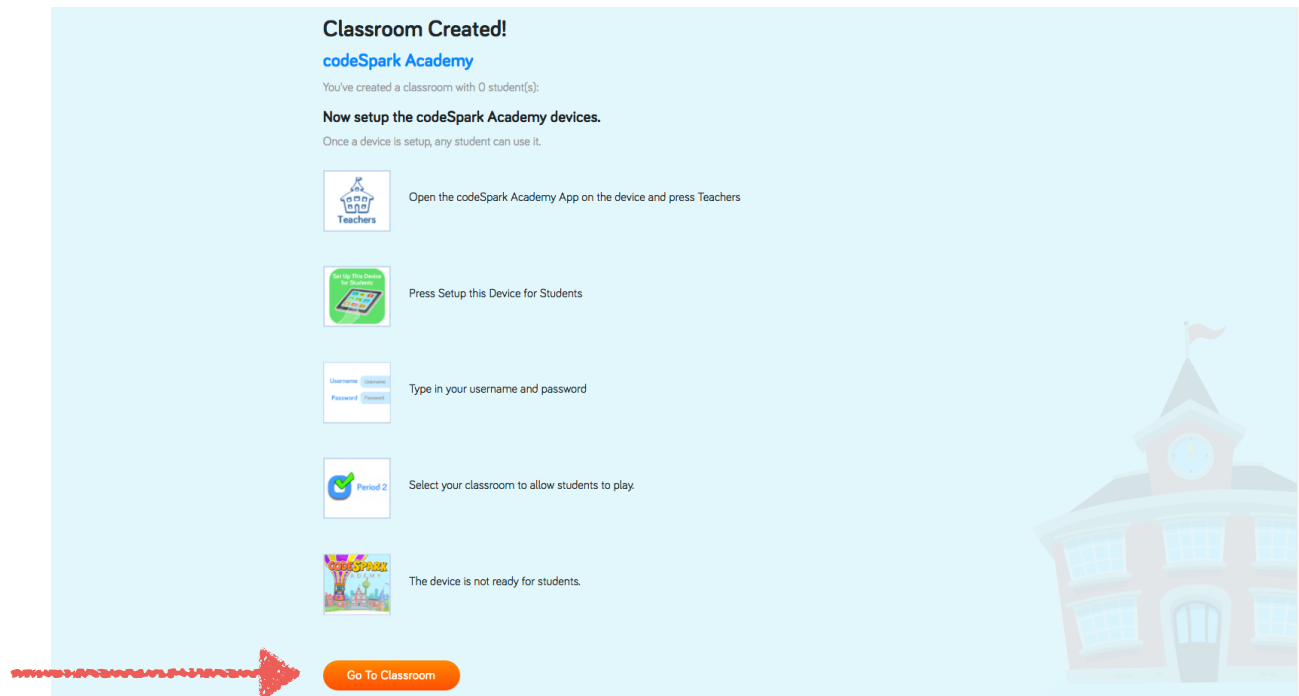
Import CSV ?

Ada L, mom@mom.com
Alan T, dad@dad.com

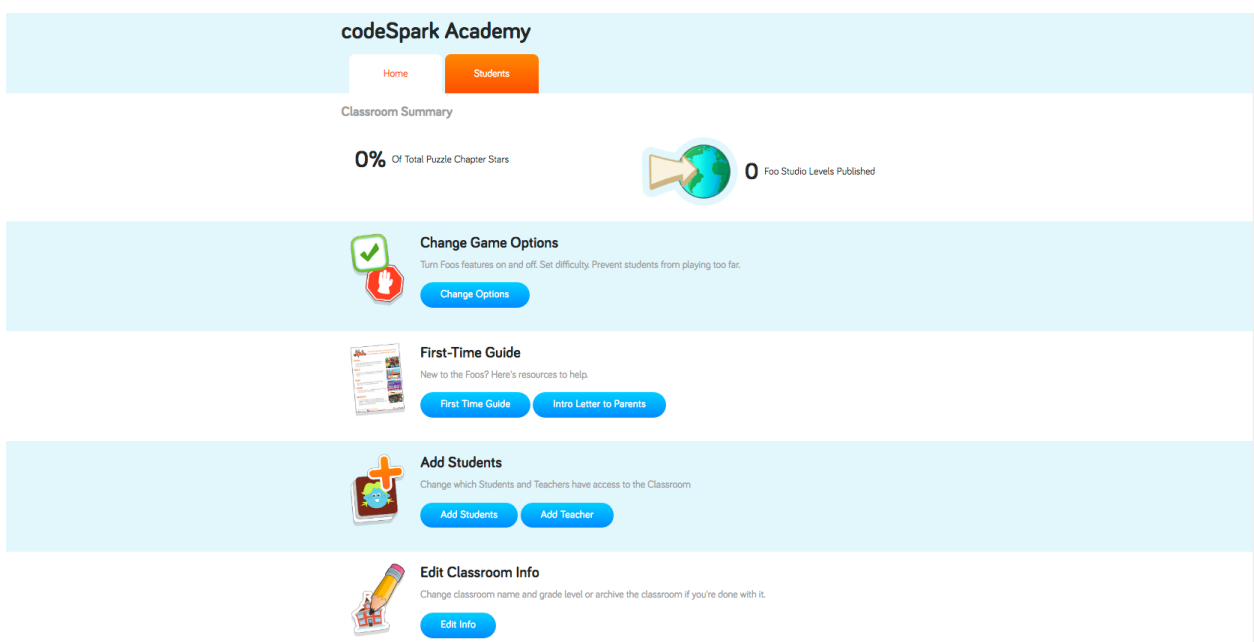
✓ Send a welcome email to each parent's email address

Add Students

- Once you successfully added your students, you'll see a set of instructions for setting up your devices for *codeSpark Academy*. Set up your devices and click “Go To Classroom” to continue.

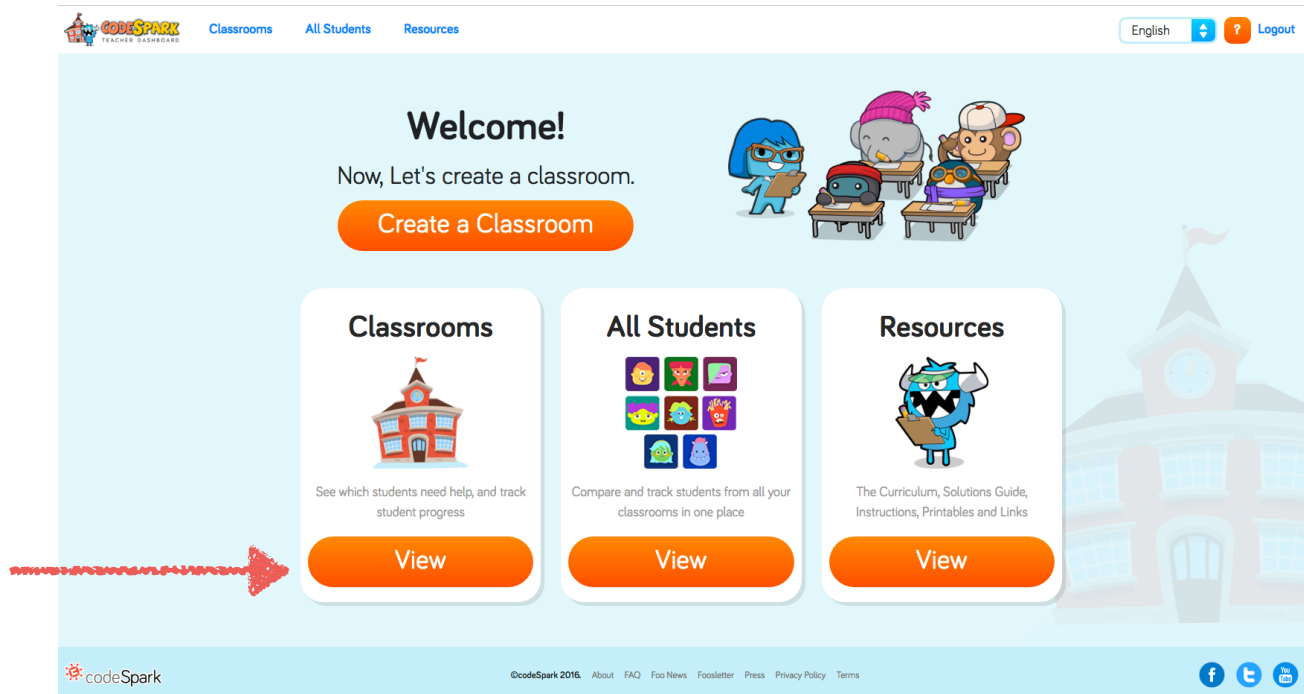


- This is your classroom summary page. Here you can change game options, add students, and edit your classroom information. You can also find this Getting Started Guide and a Letter to Parents.

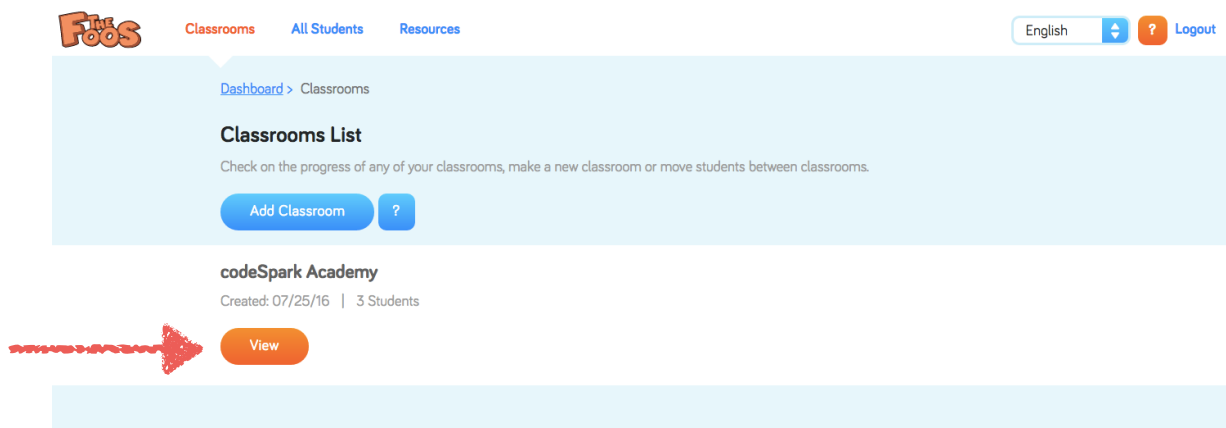


TURNING ON AND OFF GAME FEATURES

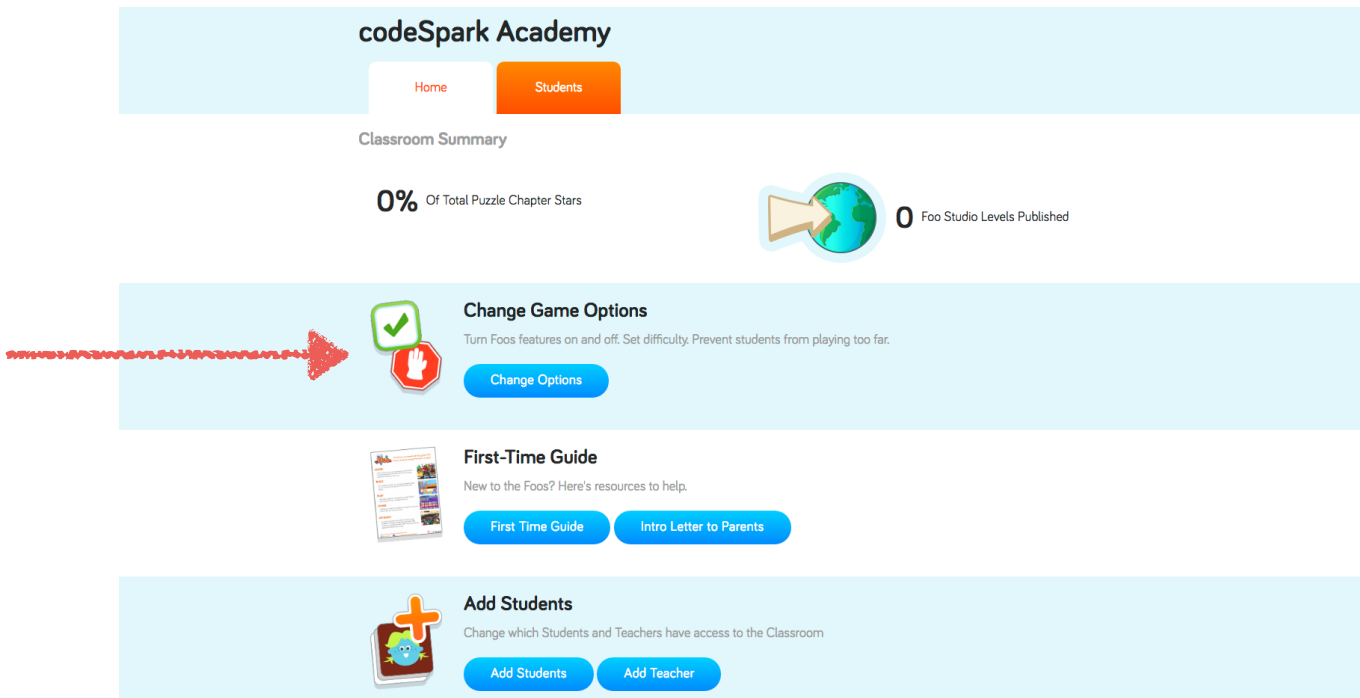
1. To turn on and off different parts of *codeSpark Academy*, first go to your classroom page.



2. Select the classroom that you want to change the game features.



- Click on “Change Game Options” in the classroom main page.



codeSpark Academy

Home Students

Classroom Summary

0% Of Total Puzzle Chapter Stars

0 Foo Studio Levels Published

Change Game Options
Turn Foss features on and off. Set difficulty. Prevent students from playing too far.

Change Options

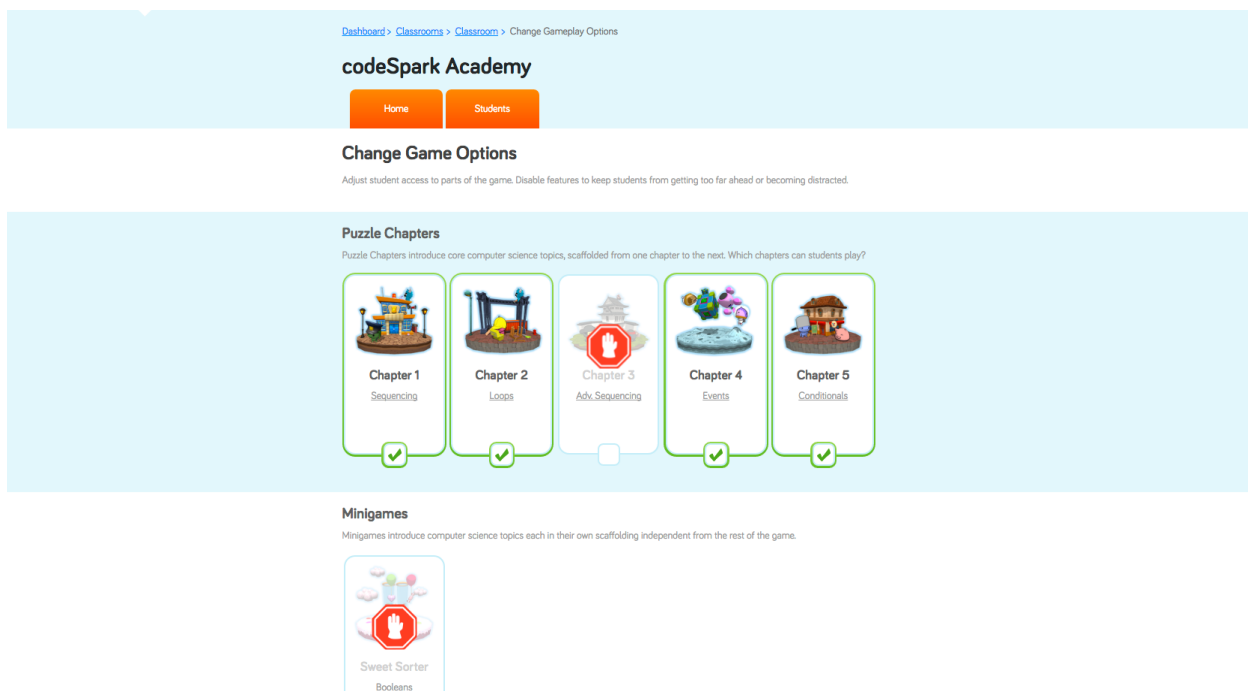
First-Time Guide
New to the Foss? Here's resources to help.

First Time Guide Intro Letter to Parents

Add Students
Change which Students and Teachers have access to the Classroom

Add Students Add Teacher

- To change game options, click on the chapters or features that you want to turn on and off. A check mark means the feature is “on” for the class, while a stop sign mean the feature is “off.”



Dashboard > Classrooms > Classroom > Change Gameplay Options

codeSpark Academy

Home Students

Change Game Options
Adjust student access to parts of the game. Disable features to keep students from getting too far ahead or becoming distracted.

Puzzle Chapters
Puzzle Chapters introduce core computer science topics, scaffolded from one chapter to the next. Which chapters can students play?


Chapter 1	Chapter 2	Chapter 3	Chapter 4	Chapter 5
Sequencing	Loops	Adv. Sequencing	Events	Conditionals
✓	✓	✗	✓	✓

Minigames
Minigames introduce computer science topics each in their own scaffolding independent from the rest of the game.


Sweet Sorter
Booleans
✗


You can also unlock all game features at the bottom of the page. All changes are automatically saved.

Students can apply the coding knowledge they've gained to make their own games.





Store
Get Items and
Commands






Create
Make Games







World
Play Others' Games




Other
Other




News
The News Area






Daily Activity
Daily Activity



Unlock Everything
All levels will be available for your students to play in any order. Use this if you'd like to facilitate teaching the content with a customized curriculum. Students will not be able to access features that you've disabled.



[Unlock All](#)

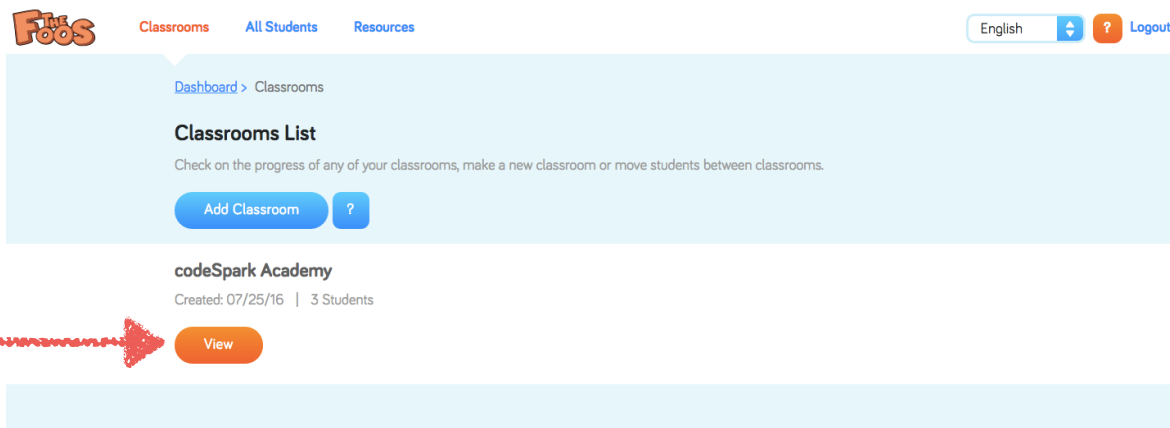
ADDING A SECOND TEACHER

To Add a Second Teacher To Your Account:

1. First, go to your classroom page.



2. Select the classroom you want to add the teacher to.



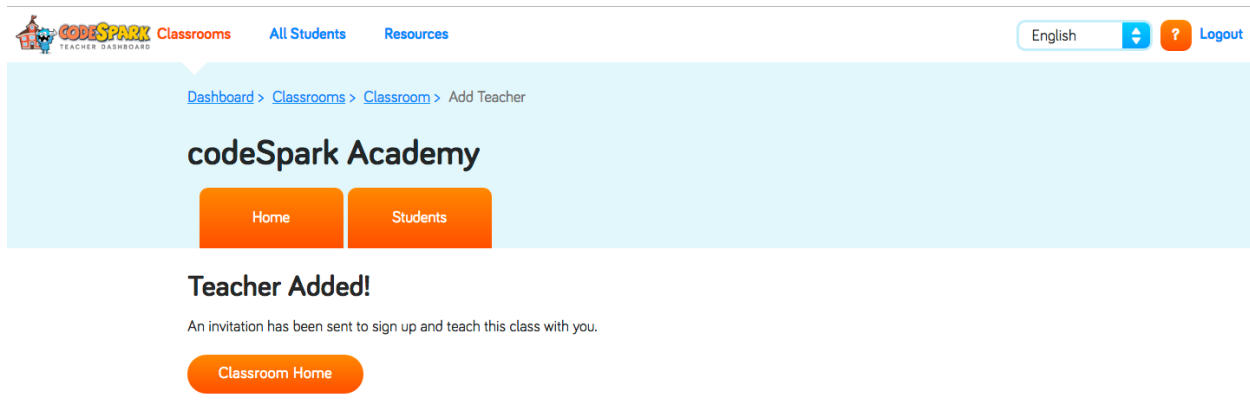
- Click on “Add Teacher” in the classroom main page.

The screenshot shows the 'codeSpark Academy' interface. At the top, there are two tabs: 'Home' and 'Students'. Below the tabs is a 'Classroom Summary' section with a progress bar showing '0% Of Total Puzzle Chapter Stars' and a globe icon with '0 Foo Studio Levels Published'. Below this is a 'Change Game Options' section with a green checkmark icon and a red stop sign icon, with a 'Change Options' button. Next is a 'First-Time Guide' section with a document icon and two buttons: 'First Time Guide' and 'Intro Letter to Parents'. At the bottom is an 'Add Students' section with a plus icon and a 'Add Teacher' button. A red arrow points to the 'Add Teacher' button.

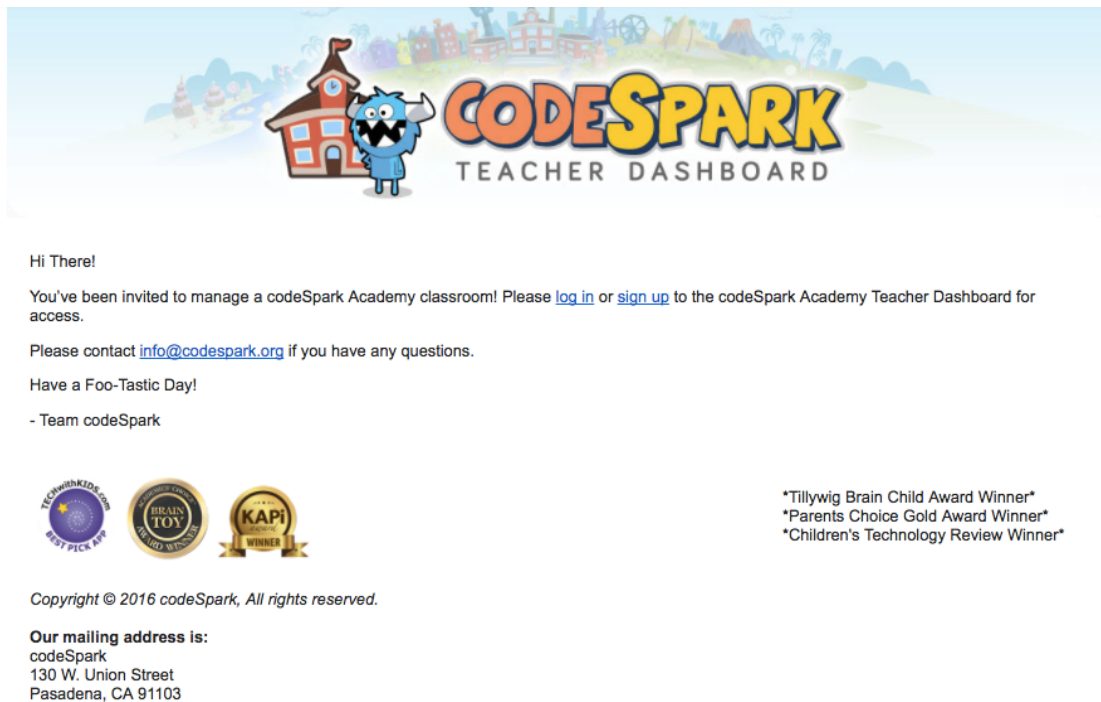
- Type in the teacher’s email address that you want to add. Click “Add Teacher.”

The screenshot shows the 'codeSpark Academy' interface for adding a teacher. At the top, there are navigation links: 'Classrooms', 'All Students', and 'Resources'. On the right, there are language and user options: 'English', a dropdown arrow, a question mark icon, and 'Logout'. Below the navigation is a breadcrumb trail: 'Dashboard > Classrooms > Classroom > Add Teacher'. The main heading is 'codeSpark Academy'. Below it are two tabs: 'Home' and 'Students'. The main section is titled 'Add a Teacher To This Classroom' with the subtitle 'Invite another teacher to teach and manage the classroom with you. If they don't already have a Foos teacher account, they'll be invited to sign up.' Below this is an 'Email' label and a text input field with the placeholder 'Type Teacher's Email Here'. At the bottom is an 'Add Teacher' button.

5. You should get a confirmation that an email has been sent.



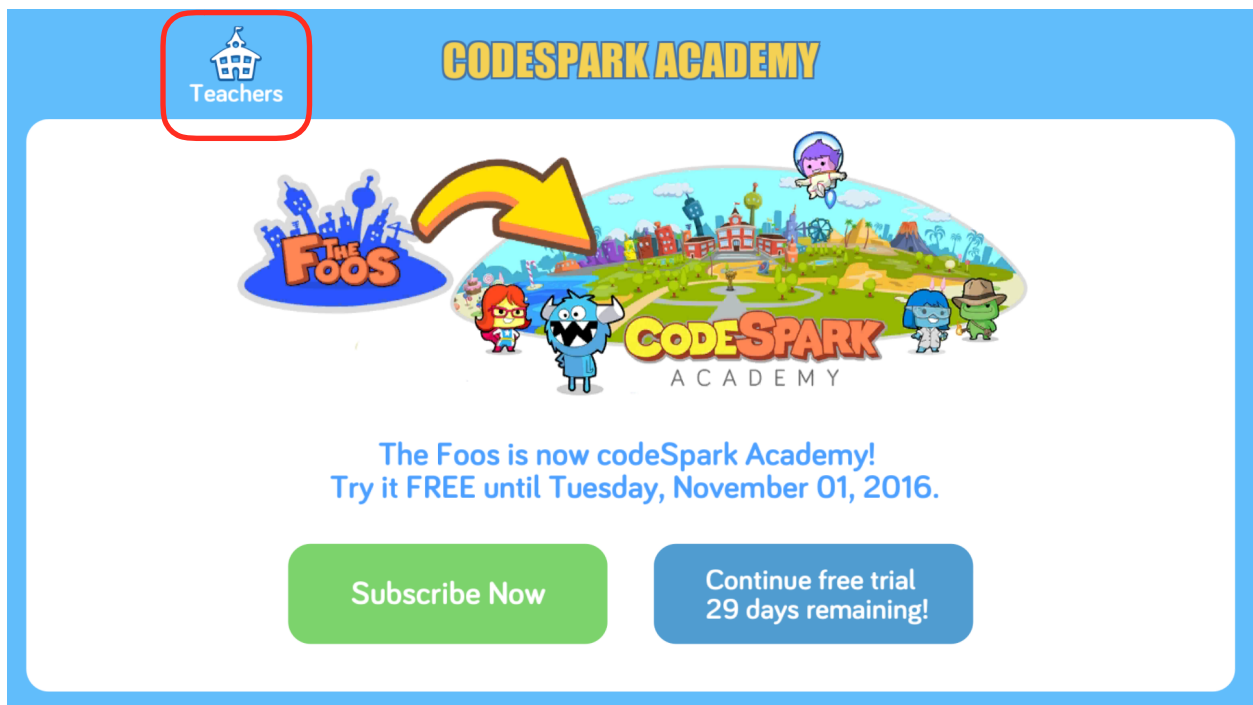
6. The additional teacher should receive an email with information on creating an account. That teacher needs to create an account using the email that you sent the notification email.



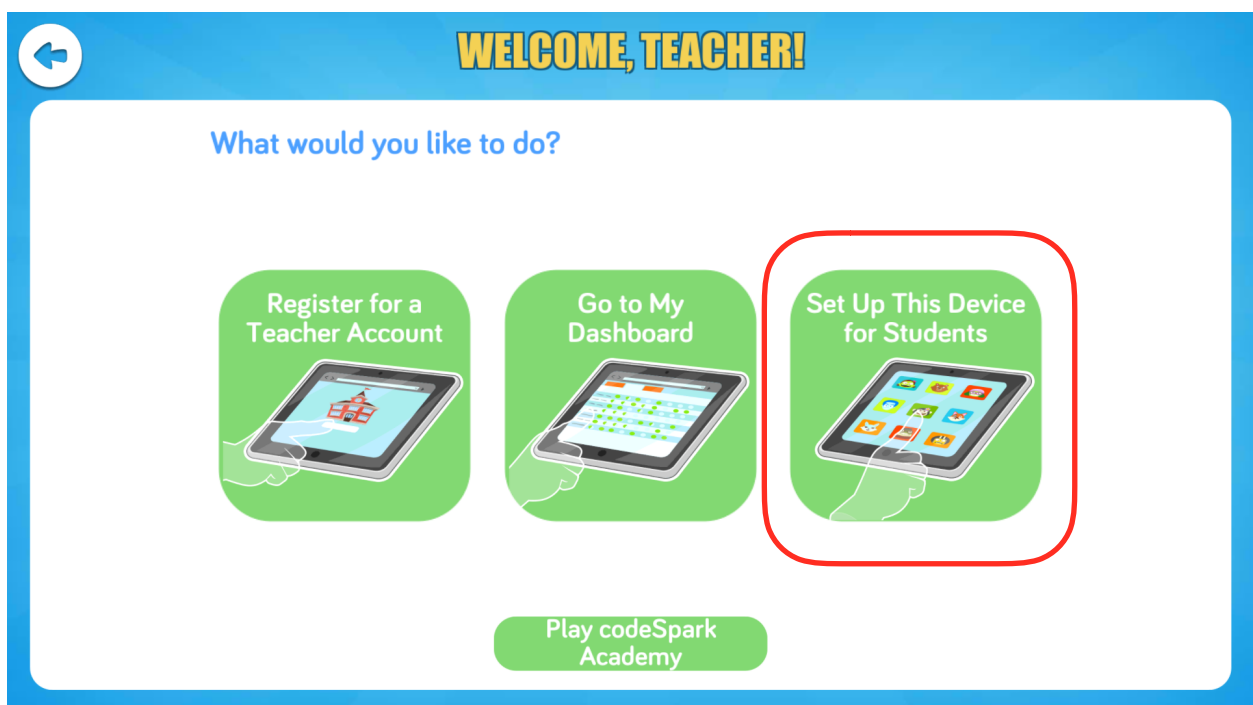
SETTING UP YOUR DEVICE

To Set Up Your iOS or Android Device for Your Classroom:

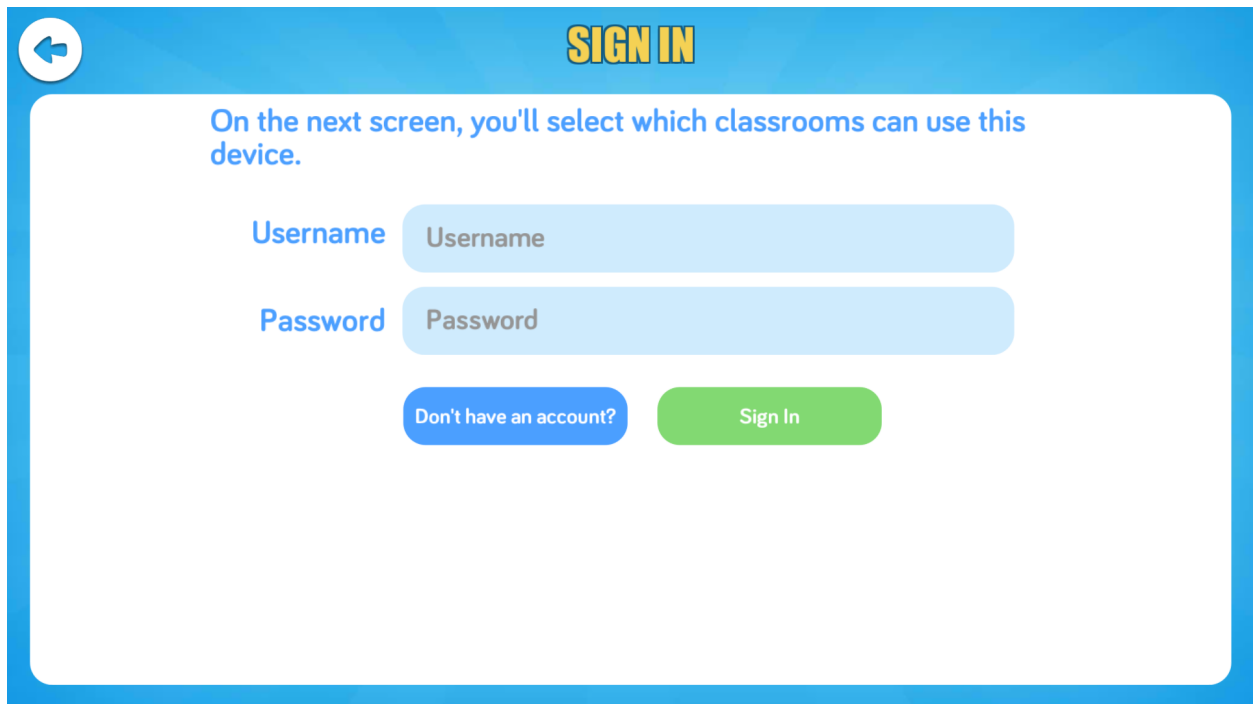
1. Press the “Teachers” icon on the top right of the screen.



2. Press the “Set Up This Device for Students.”



3. Log-in using your registered **Teacher Account** information.



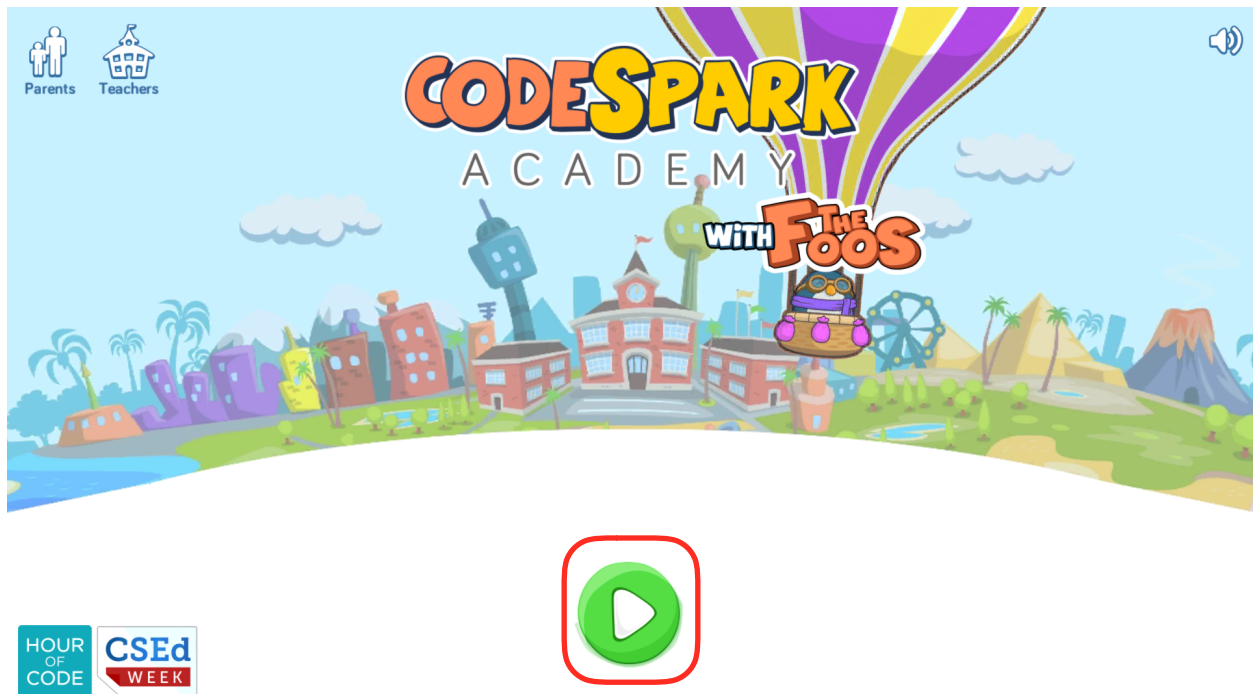
The screen has a blue header with a back arrow icon on the left and the text "SIGN IN" in yellow. Below the header, there is a white box containing the instruction "On the next screen, you'll select which classrooms can use this device." in blue. Underneath, there are two input fields: "Username" and "Password", both with light blue borders and placeholder text. Below the "Password" field, there are two buttons: a blue button labeled "Don't have an account?" and a green button labeled "Sign In".

4. Choose which of your classrooms will be able to use the device.

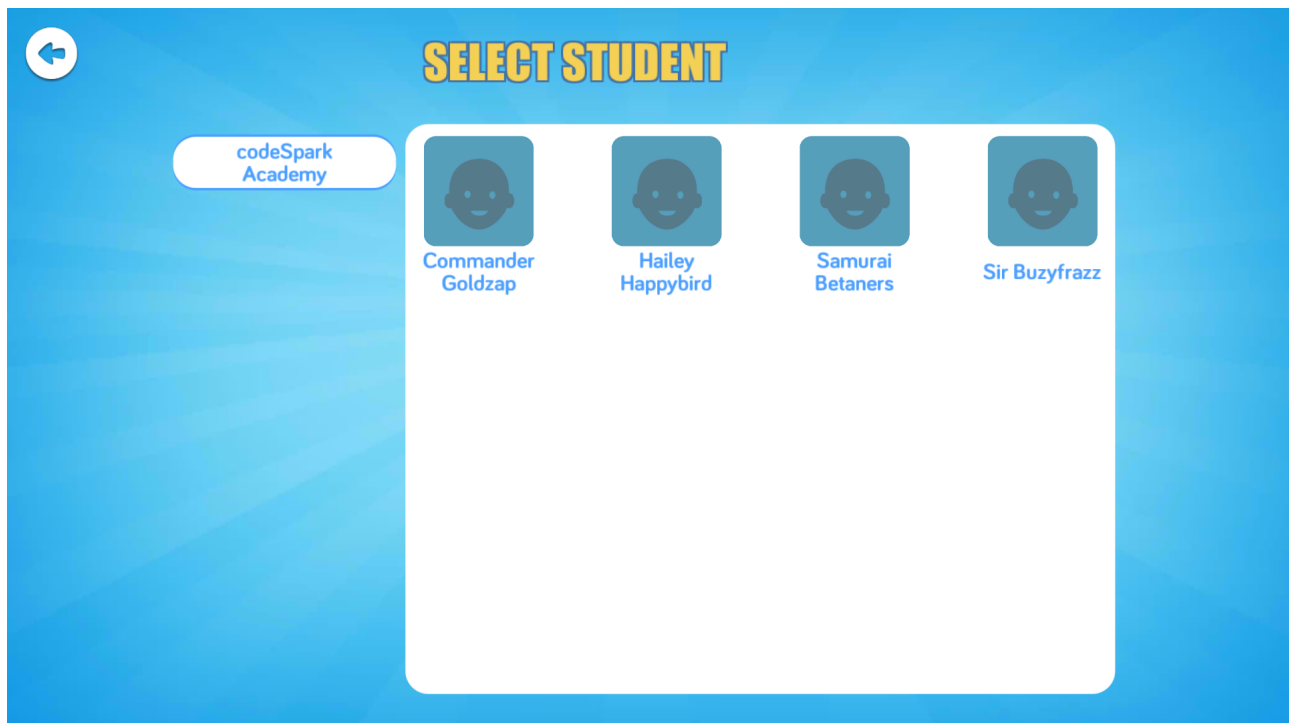


The screen has a blue header with a back arrow icon on the left and the text "SELECT CLASSROOMS" in yellow. Below the header, there is a white box containing the instruction "Choose which classrooms can use this device." in blue. In the center, there is a light blue box containing a green checkmark icon and the text "codeSpark Academy". At the bottom of the white box, there is a green button labeled "Done".

5. Press the “Play” Button.



6. You should see your list of students. Students can choose their name or profile to begin their session.



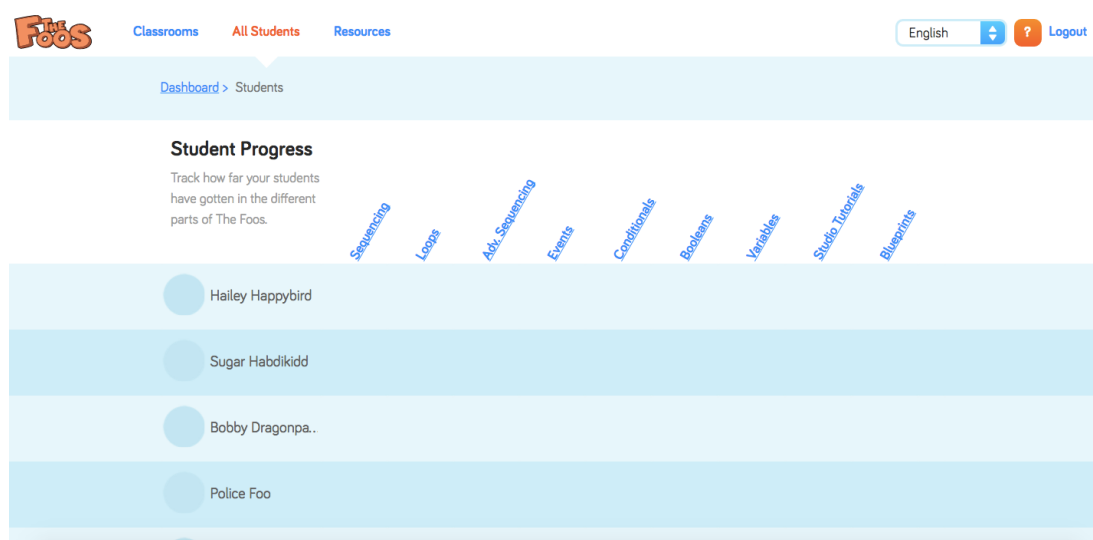
TRACKING STUDENT PROGRESS

View Students in All Classrooms:

1. Click on the “All Students” button on the teacher homepage.



2. This page shows progress for all of your students in all classrooms.

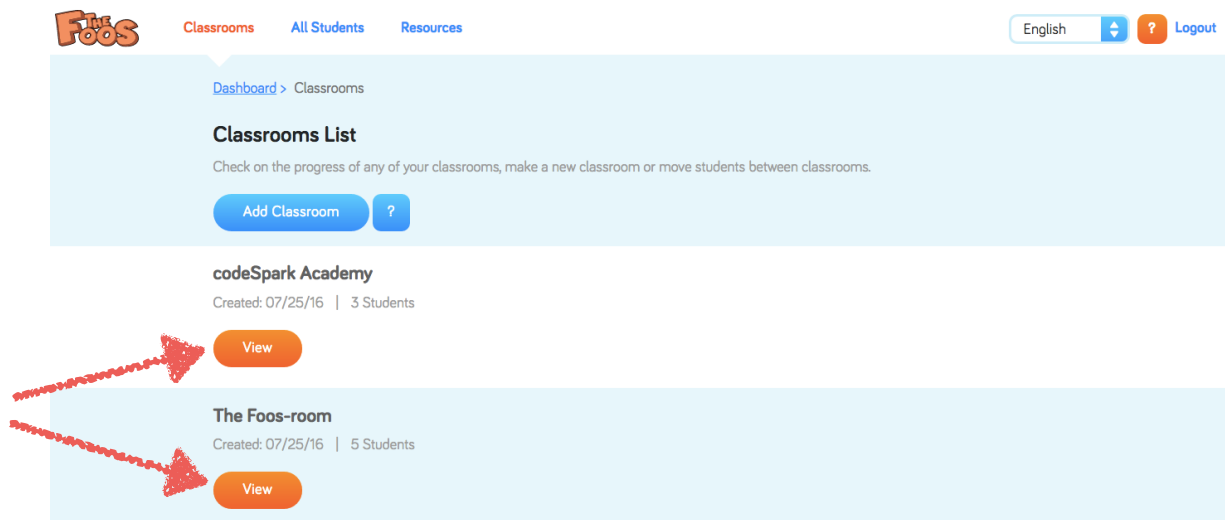


View Students in a Classroom:

1. Click on “Classrooms” on the teacher homepage.



2. Click on the classroom that you want to view.



3. Click on the “Students” tab on the top of the page to view students in a specific classroom.

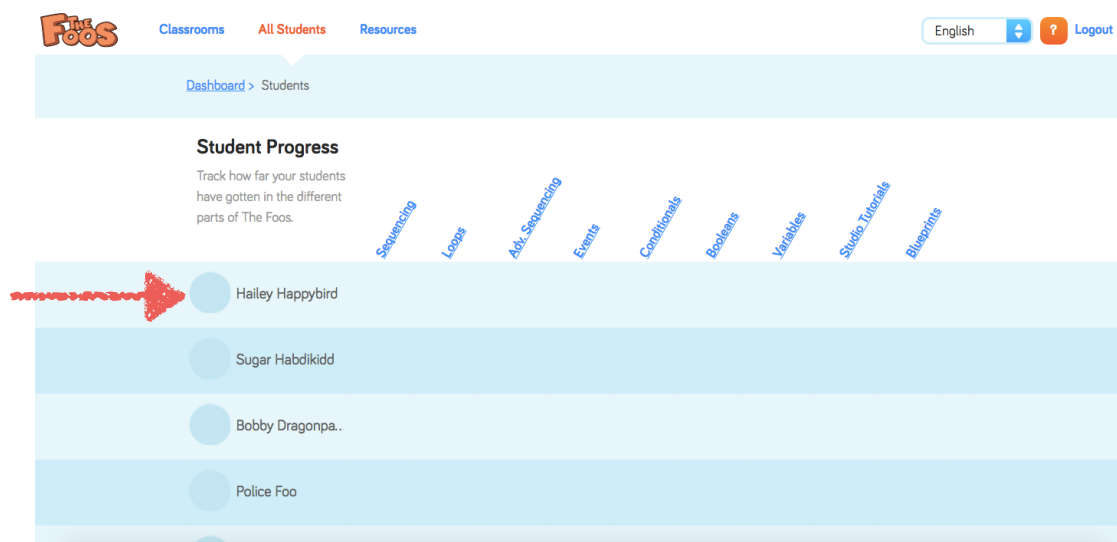
The screenshot shows the codeSpark Academy web application. At the top, there is a navigation bar with the 'The Foss' logo, links for 'Classrooms', 'All Students', and 'Resources', a language dropdown set to 'English', and a 'Logout' button. Below the navigation bar, a breadcrumb trail reads 'Dashboard > Classrooms > Classroom > Students'. The main header area displays 'codeSpark Academy' and two tabs: 'Home' (highlighted in orange) and 'Students' (indicated by a red dotted arrow). Under the 'Students' tab, the 'Student Progress' section is visible, with a description: 'Track how far your students have gotten in the different parts of The Foss.' Above this section, a series of blue labels represent different parts of the curriculum: Sequencing, Loops, Adv. Sequencing, Events, Conditionals, Booleans, Variables, Studio Tutorials, and Blueprints. Below the progress section, a list of student names is shown, each preceded by a circular profile icon: Hailey Happybird, Sugar Haddikidd, and Bobby Dragonpa..

View Individual Student Progress:


1. Click on the “All Students” button on the teacher homepage.





2. Click on the student name you want to view.



3. Student progress will be listed on this page:


[Classrooms](#)[All Students](#)[Resources](#)

English   [Logout](#)

[Dashboard](#) > [Students](#) > Student

Danny D

[Progress](#)[About](#)



Fooville Progress

View the player's star ratings and time for each puzzle level.

This student hasn't made any progress yet.

ACCESSING EXTRA RESOURCES

The teacher dashboard also has additional resources:

- Curriculum guides and activities
- Printable Activities
- Standards Alignment Information
- Introduction Letters to Parents
- Informational Handouts on coding and *codeSpark Academy*

These can be found on the “Resources” page of the dashboard:



GLOSSARY

Algorithm: Instructions to solve a problem or complete a task.

Broadcast messaging and selective response: A special case where an IF statement is broadcast but only those things meeting the condition respond.

Bugs: Mistakes or problems in algorithms that cause the computer program to do something we don't want it to do.

Command: Primary instructions that tells the computer what action to perform (e.g., run, jump, walk).

Computer Science: Solving problems with very specific sets of instructions because computers only do exactly what they are told to do.

Conditional statements/actions: statements/actions that only occur under certain conditions.

Debugging: Finding and fixing problems in algorithms or computer programs.

Efficient programs: Programs that respond more quickly and take less memory and power.

ELSE statement: When an IF statement isn't met the ELSE actions will execute.

Endless Loop: A set of instructions that is repeated over and over again without end.

Event: An action or cue that signals a new line of code to run.

IF block: Statements/actions that occur only IF the specified condition is met.

Loop: A set of instructions that is repeated over and over again.

Parameter: Details of instructions that adds more specific information about the command (e.g., direction, color, object to perform an action on).

Persistence: Continuing to try to do something even when it's hard.

Programming: Creating a sequence of instructions, or an algorithm, that makes a computer do something.

Sequence: The step-by-step order in which instructions should occur.

CONTACT US

If you have any questions that were not answered in this guide, feel free to contact us at info@codespark.org.