How Students Get Started with Current Curriculum

(Teachers: It may be helpful for you to Print and distribute this help file to your students.)

How to help your students log in to Typing Agent for the first time and begin typing:

**Teachers:** Please print an distribute your class Typing Agent login cards to your students

**Students:** Type your school's Typing Agent URL or web address into the address bar of your browser *(example: simonds.typingagent.com)*, or go to the Student Resources Page

(The page that comes up should be the name of your school or district.)

**Students:** Enter in your *username* and *password* that was provided to you by your teacher.

Students: Once they have signed in, they will see their Home Screen
**Students:** Click on the **Agent Lesson Training** icon when you want to start your lessons.

Once the student completes a Lesson or Test they are shown their typing results of that assignment. They are then given the option to Continue, Retake Lesson or Practice Missed Letters. If no letters were mistyped then the Missed Letters option will not show.

**Students:** Pressing the **Home** button on the right will take them back to the home screen.

**Students:** **Agency Report** will show the students their progress for the week or they can look at a list view of all the work that they have done for the year.

The students can also see how much time they have spent on lessons, tests and games throughout the year.
Student Experience

The first time a student logs into their account they will be asked if they know how to type.

- If they select **I have not learned to type yet** they will go directly to the dashboard
- If they select **I know how to type already** they will be given an assessment test

The **Student Dashboard** is a *Smartphone look* with icons representing the different apps they will be using. The background image behind their dashboard is driven by the Game World that is associated with the class grade chosen and will change if you change the game world associated with the class or change grade levels for the class.

With exception to the K2 user interface, the students have a ability to change their **Smartphone Skin** and their **Avatar** by clicking the **My Account** icon. They can also change their **Password** if that setting is *enabled* by the teacher in the **Class Settings**.

The following is a preview of the different backgrounds and phone skins available to students. (Please note: This does not apply to the K2 dashboard.)

**Home Screen Smartphone Skins**
Personalized Avatars

K2 Mountain: Grades K-2nd
3rd Grade Dashboard

4th-5th Grades Dashboard
6th-12th Grades Dashboard
Awards and Agent Rank

Students can earn awards as they work through the default curriculum. They can also increase their Agent Rank as they increase their overall Q-Score.

Awards

Awards are given after a student completes specified goals, such as reaching targets or completing lesson units. Students can view the awards that they received and learn what they need to do to achieve additional awards.

Students in grades K-2 can view their awards by selecting the Awards tab at the top of their screen. Students can see an explanation of the goal or achievement by moving their mouse over the shield.

This student received this Award for completing Key Skills in Learn to Type.

Students in grades 3-12 can find their awards by selecting My Account from the main menu.
Agent Rank

Agent Rank is a feature for students in grades 3-12 that is based on overall Q-Score. Students can view their current rank by selecting **My Account**. By clicking on the "?", they can see each rank listed and the Overall Q-score requirement.

Students can see their current Overall Q-Score by selecting **My Agency Report** from the main menu.