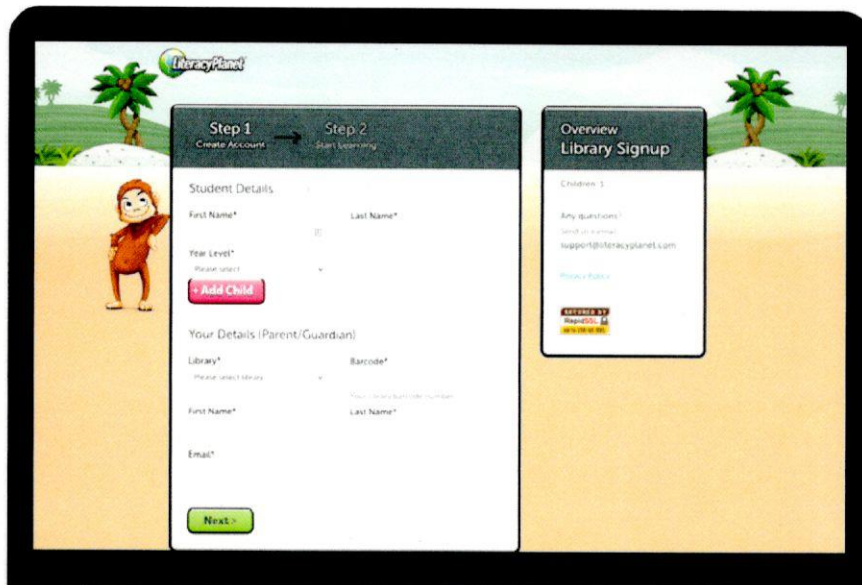


Signing up

1. When a new parent/student at a participating library wants to sign up to LiteracyPlanet, ensure you have your library barcode ready.
2. Go to https://app.literacyplanet.com/library_signup, and complete the student and parent details.

The student will be emailed their login details.



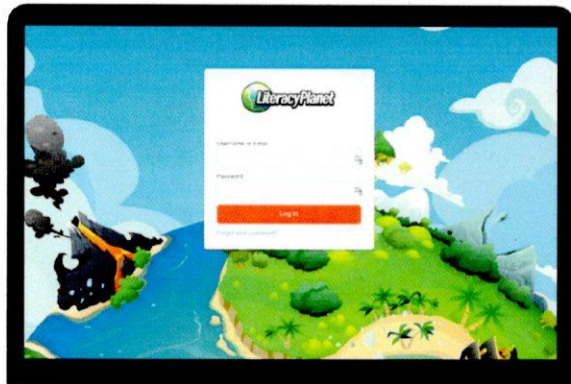
The screenshot shows the LiteracyPlanet library signup interface. It features a cartoon monkey character on the left. The main form is divided into two sections: 'Step 1: Create Account' and 'Step 2: Start Learning'. The 'Step 1' section includes 'Student Details' (First Name, Last Name, Year Level, and an '+ Add Child' button) and 'Your Details (Parent/Guardian)' (Library, Barcode, First Name, Last Name, and Email). A 'Next >' button is at the bottom. To the right, an 'Overview Library Signup' panel shows 'Children: 1', a support email, and a 'Parent Portal' link.

Note: It's important to note that access from a library does not include a parent or teacher dashboard and the reporting tools. The student is only given a student login to complete exercises at home or at the library.

Setting up a student

Desktop

1. Go to app.literacyplanet.com on their desktop.
2. Log in using the username and password supplied.

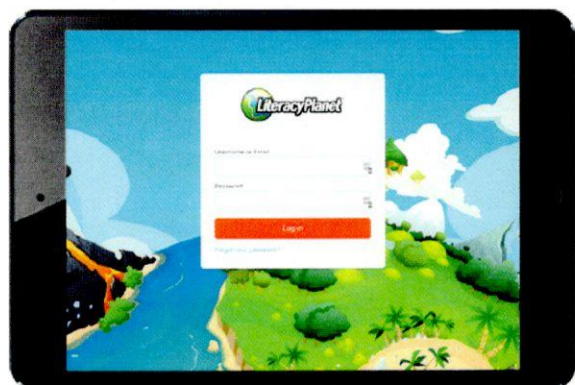


Tablet

1. Download the LiteracyPlanet (current program) Student App by clicking the icons below or searching "LiteracyPlanet" in the App Store or Google Play.



2. Log your child(ren) in with the username and password.



You'll notice some games are compatible with tablets and devices and some are compatible with just the desktop with LiteracyPlanet's current program.

Student experience

Quest

1. Students can log in with their **username** and **password** on their desktop via app.literacyplanet.com. It is important to note that "Quest" is not available on tablet.
2. When the students log in, they will be brought to their "Level" as shown on the top left of the frame. Bear in mind, the below year levels represent each "Level". For example, if your child is in Year 3, she will start at Level 5.

Level 1 = Pre-School	Level 6 = Year 4
Level 2 = K/Foundation	Level 7 = Year 5
Level 3 = Year 1	Level 8 = Year 6
Level 4 = Year 2	Level 9 = Year 7
Level 5 = Year 3	Level 10 = Year 8



3. **Quests** are where students will complete their exercises in Zones.
4. As students first log in, they can select their reward cards and click "Keep Cards" when they are happy with the rewards displayed.
5. Each level is broken up into zones, and each zone contains a series of exercises. Completing all zones in a level means that the student has completed the exercises necessary to have covered all required literacy concepts for their year level. If completed successfully, they can then move to the next level, covering the following year's curriculum-aligned exercises.

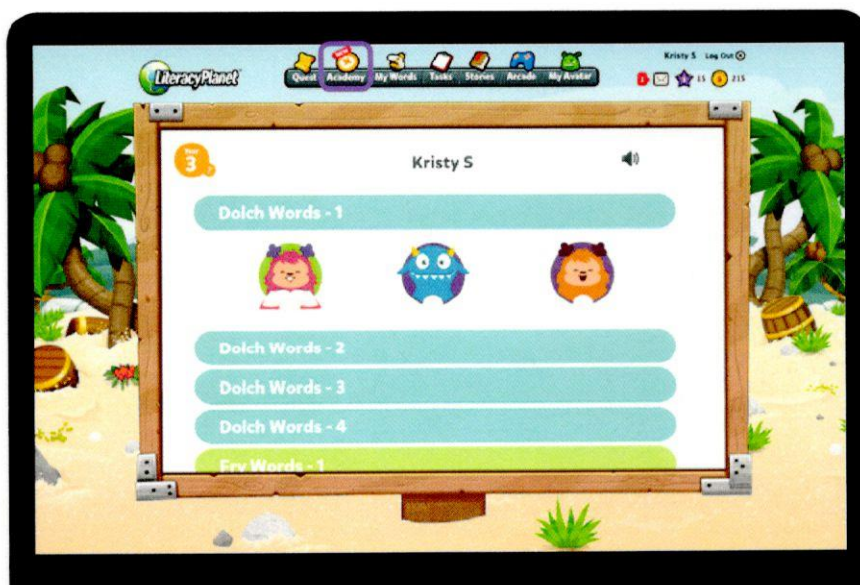
Student experience

Academy

1. The **Academy (Academy > Free Learning)** is where students can go on to complete exercises in different year levels and different literacy strands. This is a place where the student can do some *free learning*.



2. The Academy (Academy > Sight Words) is also where your student can complete Sight Words exercises.



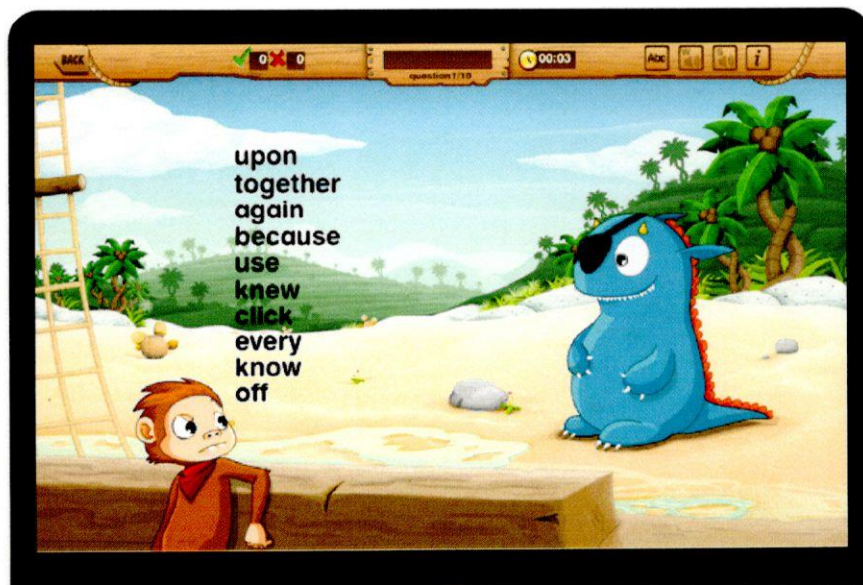
Student experience

My Words

1. **My Words** is where you or the student can customise the fun games with a spelling list.



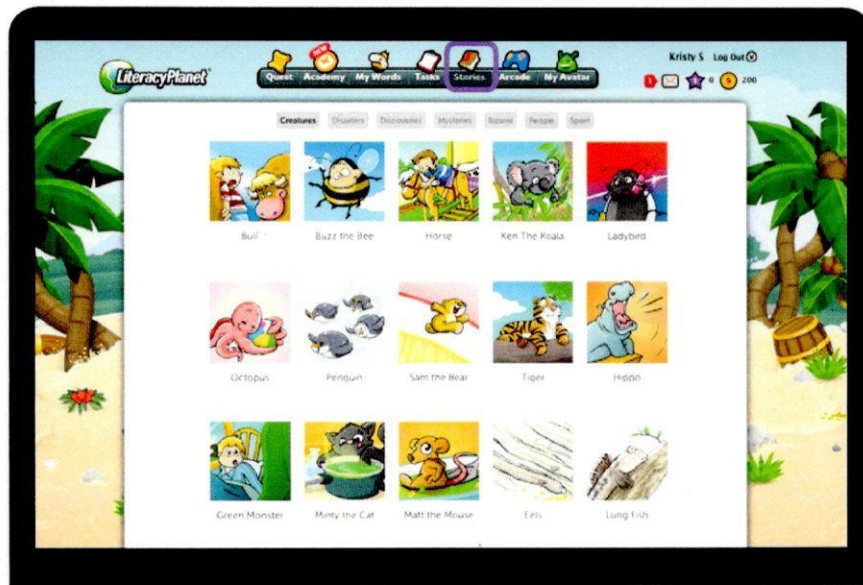
2. Simply name your spelling list and add up to 20 words to it. Select the game you would like to play your customised spelling exercise.



Student experience

Stories

1. The **Stories** section is where students can read a variety of ebooks for fun.



2. You can filter these ebooks by categories.



Student experience

Arcade

1. The **Arcade** is where students can play fun games just for fun!
2. Some games will require some coins that can be earned by completing exercises in the Quests.



Student experience

My Avatar

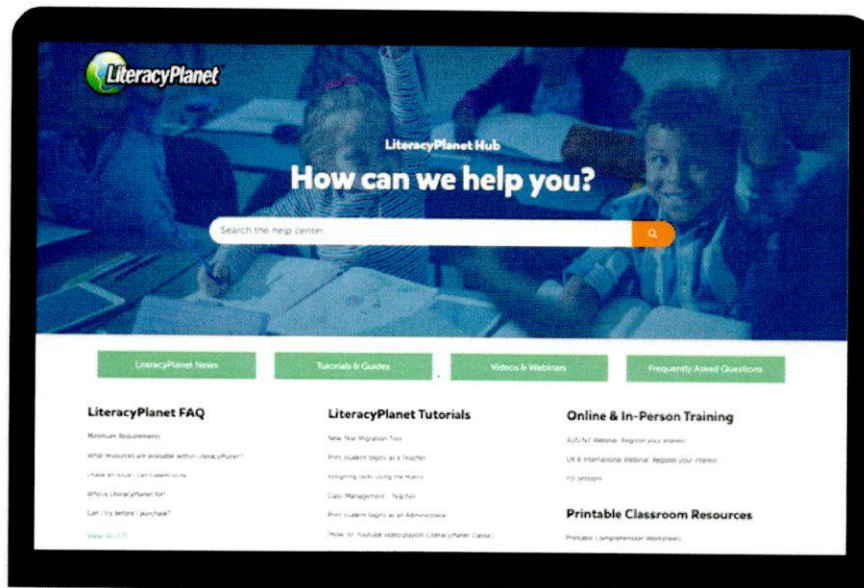
1. **My Avatar** is where students can customise their Avatar that follows them around in Quest with different outfits and accessories.
2. Students use coins to purchase outfits for their Avatar, which are earned from completing exercises in Quest. The better they perform, the more coins they receive. This motivates the students to complete the exercises in the program.



Contact

LiteracyPlanet Hub

Make sure you check out the LiteracyPlanet Hub where many FAQs and guides live.




Customer Service Team

If you need any help, contact our friendly Customer Service Team via email/phone and they will get back to you on your question.

 www.literacyplanet.com

 hello@literacyplanet.com

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Library

For parents and children who have questions about their access, please contact your local librarian.