

Smart Cat Profiling™



User Guide

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1. Introduction

Welcome to Smart Cat Profiling!

Smart Cat uses fun interactive games to assess the abilities and progress of all learners throughout Early Years Foundation Stage and into year 1.

It can also be used with children with Special Educational Needs of any age working at this level.

Focusing on the key skills that underpin early development, each child's learning profile is identified, highlighting their unique pattern of strengths and needs.

Smart Cat provides an objective baseline assessment for the whole class and then an ongoing measure of value added each term. And great fun for the children!

This user guide will help you get started and should answer most questions but we are always happy to help if you would like any additional support. Do not hesitate to use the contact details provided.


2. Getting Started

Upon purchasing Smart Cat Profiling you will have been emailed a link to register a username and password for logging in to your account. You can then access Smart Cat from any online computer, anywhere.

Just visit www.screenlearning.com and select the login box located at the top right hand corner of the homepage.

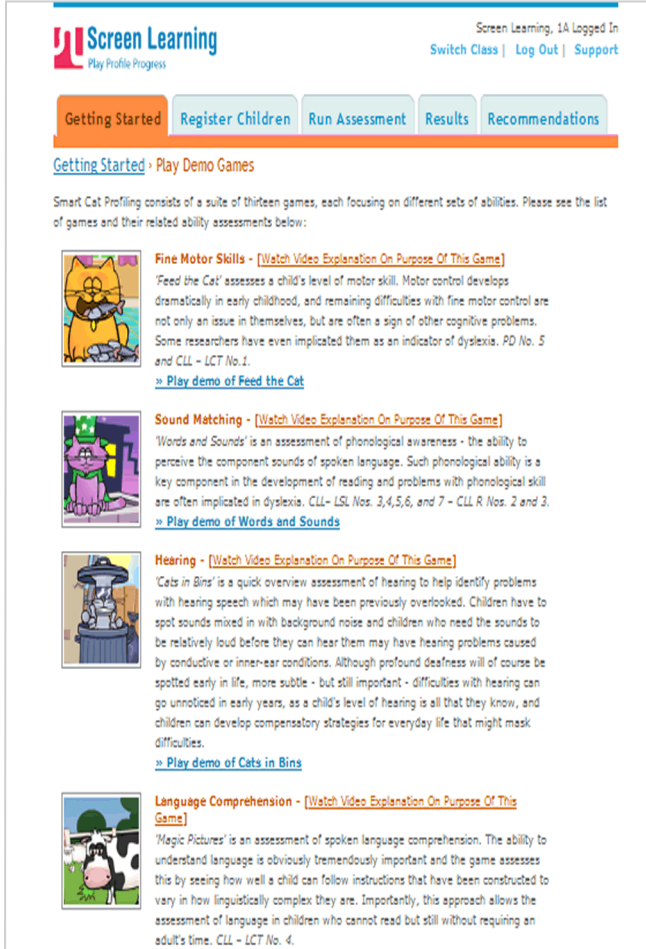
If you have subscribed to Smart Cat for multiple classes you will at this point be prompted to choose which class you want to work with. Once you are logged in, the tabs across the top of your screen will help you navigate around your account and are accessible from every page.

In first familiarising yourself with the resource, a good place to start is the Play Demos option.



The screenshot shows the 'Getting Started' page on the Screen Learning website. It features a navigation bar with tabs for 'Getting Started', 'Register Children', 'Run Assessment', 'Results', and 'Recommendations'. The 'Getting Started' tab is active. Below the navigation bar, there is a 'Welcome To Smart Cat Profiling' section with a list of five numbered steps: 1. Play demos, 2. Set it up for your class, 3. Leave the children to play the games, 4. Review their profiles, and 5. Tell us what you thought. To the right of the list are two boxes: 'Teachers tips' with a graduation cap icon and 'User Guide' with a book icon.

The Getting Started page you see once logged in.



The screenshot shows the 'Play Demo Games' page on the Screen Learning website. It features a navigation bar with tabs for 'Getting Started', 'Register Children', 'Run Assessment', 'Results', and 'Recommendations'. The 'Getting Started' tab is active. Below the navigation bar, there is a 'Getting Started' section with a link to 'Play Demo Games'. The page lists three games: 'Fine Motor Skills', 'Sound Matching', and 'Hearing'. Each game has a small image, a title, a link to a video explanation, a brief description of the game, and a link to a play demo. The 'Language Comprehension' game is also listed at the bottom.

The Demo Games page where you can play the Smart Cat games for yourself.

In Play Demos there is a brief description of each of the 13 games, outlining what is involved and the importance of assessing that particular skill.

You can play demo versions of all the games to see what is covered and get a sense of what the experience will be like for the children.

3. Register Children

To start using Smart Cats with your class you need to 'Register Children'.

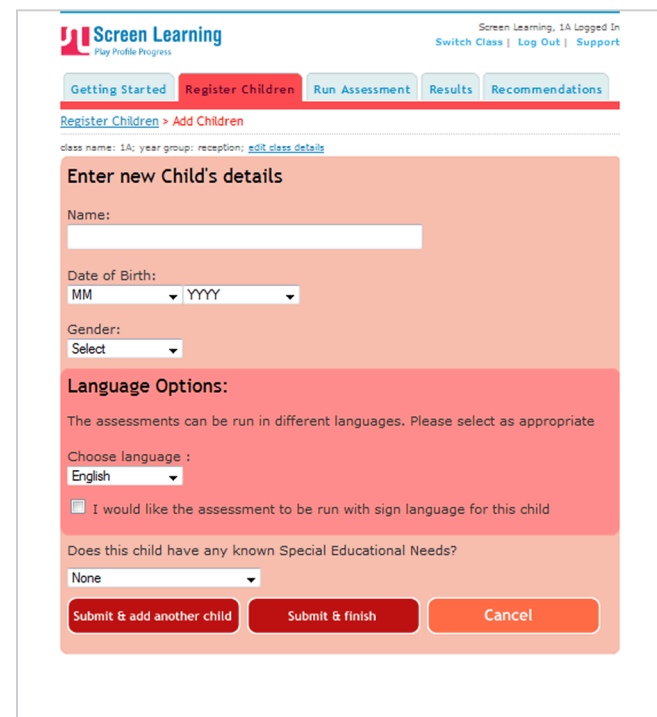


The Register Children page provides two options to input children into your class.

Once you have entered the name of your class you will be prompted to select a year group. This information is important because in generating percentile scores for their profile your children's performances in the games will be compared against the national average for their age group. When you register your class as 'reception' your children will be compared against the thousands of profiles of reception aged child in the Smart Cat database.

If you are using Smart Cat with older children with Special Educational Needs choose the year group most appropriate for the level they are working at.

Having selected the year group for your class, simply register each child with the required details and submit.

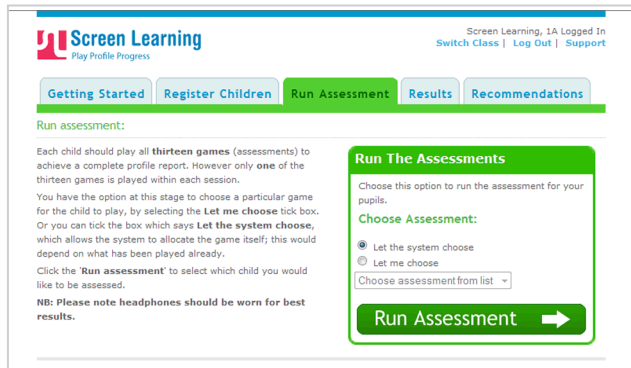


The page where you register a child into the system.

It takes about 20 minutes to register a class of 30 children. Once your class is registered the children are ready to start working through the games.

4. Run Assessment

You can run the Smart Cat games however works best for you and your class. The whole class can be logged on at once playing games in an ICT suite or taking it in turns in the classroom during other activities.



The Run Assessment page allows you to choose a game or let the system run the next game in the sequence.

Each game lasts about 5 minutes and we recommend a child play no more than 3 games in a session to ensure optimum concentration and performance.



The Shapes page where each child can start their session.

Once a game has been selected you will be asked to choose which child is to play. Every child will be represented with a coloured shape above their name and a number indicating the games they have played so far this term.

Each game begins with an introduction to familiarise the child with the type of instructions and activities that will be involved.

The assessment will not start until the child has demonstrated they have understood by successfully completing the demo.

The Emotional Recognition game 'Happy Cats'.



The children work through each game at their own pace with instructions spoken into their headphones and the Smart Cat characters acting out the entertaining learning scenarios on screen.

Where possible the Smart Cat games adjust to ability level. As the children make progress in a game the activities will naturally progress also; if they are struggling with an activity, the game will offer prompts and provide easier questions to match their ability level.

5. The Results

A child's learning profile will build up each time they complete a game. All profiles and reporting features are accessible in the 'Results' section.

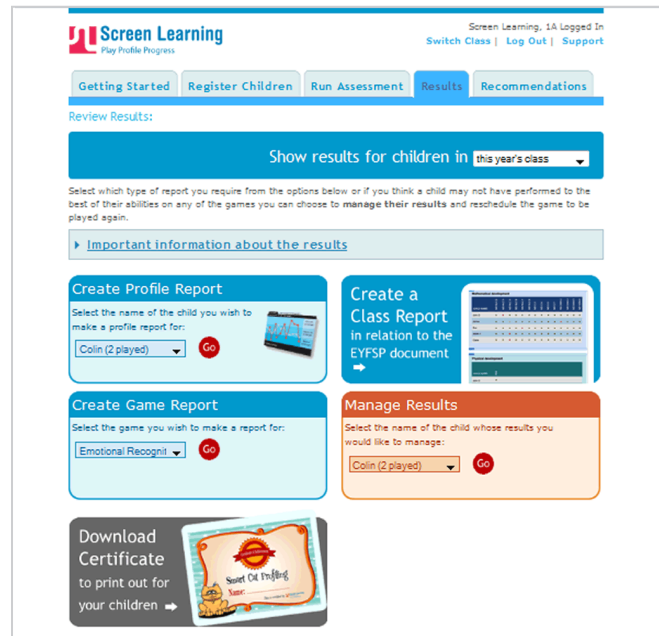
From this page you will have 5 options:

1. Create profile report
2. Create game report
3. Create class report
4. Manage results
5. Download a Smart Cat certificate

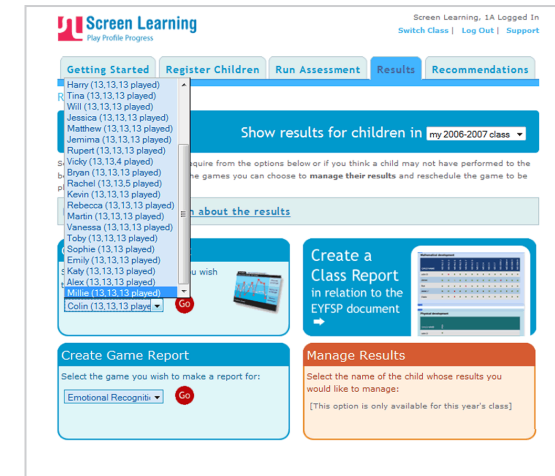
A profile report is the individual learning profile generated for each child as they progress through the Smart Cat games.

Click on the drop down list of your children's names and select a child. The numbers after each child's name indicate the number of games they have played each term.

The drop down menu in the 'Results' page allows you to choose which child's profile you want to view.

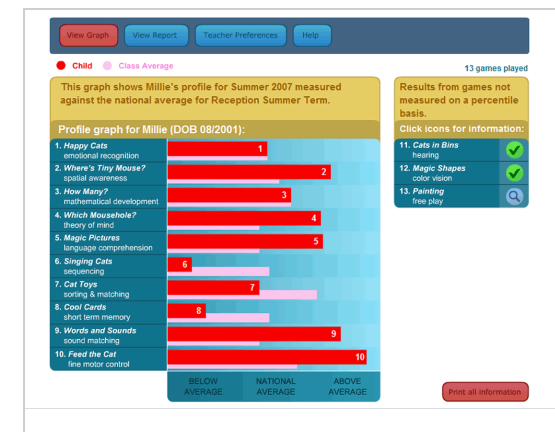


From the Results page you can choose what type of report you wish to view.



A child's profile has 2 sections. The first is a bar graph highlighting their performance in all the games as percentile scores against the national average for their age group. The class average is presented as a pink bar.

The Profile Report bar graph.



NB - If you wish to look at reports from previous years simply select the year from the menu at the top right of the screen

5. The Results (cont.)

By clicking on the numbers at the end of the red performance bars you can view written details summarising a child's performance in each game.

This graph shows Millie's profile for Summer 2007 measured against the national average for Reception Summer Term.

Profile graph for Millie (DOB 08/2001):

- Happy Cats: emotional recognition
- Where's Tiny Mouse?: spatial awareness
- How Many?: mathematical development
- Which Mousehole?: theory of mind
- Magic Pictures: language comprehension
- Singing Cats: sequencing
- Cat Toys: sorting & matching
- Cool Cards: short term memory
- Words and Sounds: sound matching
- Feed the Cat: fine motor control

Game 2: Where's Tiny Mouse? Spatial Awareness

Played 06 Jun 2007, in English
 Millie scored at the 79th percentile, meaning that her score was equal to or better than 79% of children in her age group.
 Class average for this game: 53rd percentile

Millie seems to have a good understanding of spatial relations. Good visual-spatial awareness is useful for all sorts of tasks, and in particular mathematical ability seems to use these skills a lot, especially for the more difficult forms she will encounter later in her education, such as algebra and trigonometry.

Problem solving, reasoning and numeracy: Shape, space and measures No. 5

Results from games not measured on a percentile basis:

- Cats in Bins: hearing
- Magic Shapes: color vision
- Painting: free play

The pop up box here gives a breakdown of a child's performance in the Spatial Awareness game 'Where's Tiny Mouse?'

The 2nd part of a child's profile is the report which begins with a summary of their performance in each game, highlighting their strengths as well as target areas where they will benefit from extra attention.

Report and EYFSP details for Millie (DOB 08/2001):

SUMMARY:
 The report shows Millie's profile for Summer 2007. The scores are expressed as percentiles measured against the national average for Reception Summer Term children. For example, if Millie scored at the 54th percentile then her score was equal to or better than 54% of children in Reception Summer Term.

- Fine Motor Control**, played 04 Jul 2007, in English (97th percentile)
 The ability to perform fine movements with a lot of control is obviously useful in everyday life. As Millie did well here, it is likely that she will find few problems with the fine muscle control needed in tasks such as writing, and you may already have noticed this in her drawing.
- Sound Matching**, played 28 Jun 2007, in English (84th percentile)
 Millie seems to be particularly good at splitting words up into smaller parts and working with these. This is a really useful skill when learning to read and write, as in these tasks we need to be able to split spoken words up into smaller parts and learn to associate each with a written letter.
- Spatial Awareness**, played 06 Jun 2007, in English (79th percentile)
 Millie seems to have a good understanding of spatial relations. Good visual-spatial awareness is useful for all sorts of tasks, and in particular mathematical ability seems to use these skills a lot, especially for the more difficult forms she will encounter later in her education, such as algebra and trigonometry.

The Profile Report which can be accessed by selecting the 'View Report' tab highlighted

A child's profile will open on the current term. You can view previous profiles by selecting the term tabs. A visual overview of each child's progress over the year is accessible by selecting the 'All terms' tab which will generate a single bar graph comparing their performance each term.

This graph shows Millie's performance for all games played over all terms, with each term's games measured against the average for the year.

Profile graph for Millie (DOB 08/2001):

- Happy Cats: emotional recognition
- Where's Tiny Mouse?: spatial awareness
- How Many?: mathematical development
- Which Mousehole?: theory of mind
- Magic Pictures: language comprehension
- Singing Cats: sequencing
- Cat Toys: sorting & matching
- Cool Cards: short term memory
- Words and Sounds: sound matching
- Feed the Cat: fine motor control

Results from games not measured on a percentile basis:

- Cats in Bins: hearing
- Magic Shapes: color vision
- Painting: free play

BELOW AVERAGE NATIONAL AVERAGE ABOVE AVERAGE

The 'All Terms' graph highlighting a child's progress over the year.

Following the games summary, the report references all the Early Years Foundation Stage Profile points that correspond with the Smart Cat games. The accompanying traffic light gives an indication of the ability level the child demonstrated in Smart Cat that term (see overleaf for explanation).

Report and EYFSP details for Millie (DOB 08/2001):

EARLY YEARS FOUNDATION STAGE PROFILE DETAILS:
 The following EYFSP profile points and the corresponding 'traffic lights' are based on Millie's performance in individual games in Summer 2007.

- achieved
- working towards
- not achieved yet

- Personal, social and emotional development: Emotional development No. 5**
 Has a developing awareness of own needs, views and feelings and is sensitive to the needs, views and feelings of others.
- Personal, social and emotional development: Emotional development No. 7**
 Considers the consequences of words and actions for self and others.
- Communication, language and literacy: Language for communication and thinking No. 4**
 Listens with enjoyment to stories, songs, rhymes and poems, sustains attentive listening and responds with relevant comments, questions or actions.

An example of the EYFS Profile traffic lights, the final part of a child's Smart Cat profile.

5. The Results (cont.)

- A green light confirms that in the games the child demonstrated their ability in this area. They successfully completed the majority of the corresponding instructions.
- An orange light indicates that in the games the child has not fully demonstrated their ability in this area but has shown they are making progress. They will have successfully completed a limited number of the corresponding instructions.
- A red light indicates that the child has not yet demonstrated an ability in this area. They did not successfully complete any of the corresponding activities in the games.

Important information about the results.

- These attainments refer to a child's performance in the Smart Cat games on a specific occasion. While they may serve to highlight a certain ability or weakness previously unidentified, supporting evidence is necessary to secure judgements.
- On occasion a child's performance in a game or games may not reflect what you as their teacher know they are capable of. In such instances you can reschedule a game to be played again on another occasion. (see p.15 Managed Results)

Smart Cat collates performance data in various reports to make it easy to access and compare your children's scores.

In addition to individual child profiles, game reports and a class report are available within the 'Results' section.

Autumn 2007 Spring 2008 Summer 2008 All Terms

Select report for another game Spatial Awareness

Report for Where's Tiny Mouse?: Spatial Awareness

PSRN SSM 5: Uses everyday words to describe position.
PSRN SSM 6: Uses language such as circle or bigger to describe the shape and size of solids and flat shapes.
Percentile scores are measured against the national average for Reception summer term

NAME	SCORE	PSRN SSM 5	PSRN SSM 6
Steve	100th percentile	●	●
Vanessa	100th percentile	●	●
Hollie	100th percentile	●	●
Will	96th percentile	●	●
Jessica	96th percentile	●	●
Sophie	96th percentile	●	●
Sue	90th percentile	●	●
Jamima	90th percentile	●	●
Roman	90th percentile	●	●

Example of a game report for the Spatial Awareness game 'Where's Tiny Mouse?'

Game reports list each child's percentile score in a specific game and their traffic light marks in the corresponding EYFS Profile points.

Communication, language and literacy

NAME	CLL LCT 1	CLL LCT 4	CLL ESL 2	CLL ESL 3	CLL ESL 4	CLL ESL 5	CLL ESL 7	CLL R 2	CLL R 3	CLL W 4
Colin	●	●	●	●	●	●	●	●	●	●
bob	●	●	●	●	●	●	●	●	●	●
Jill	●	●	●	●	●	●	●	●	●	●
Lesley	●	●	●	●	●	●	●	●	●	●
Amy	●	●	●	●	●	●	●	●	●	●
Steve	●	●	●	●	●	●	●	●	●	●
Sue	●	●	●	●	●	●	●	●	●	●
Harry	●	●	●	●	●	●	●	●	●	●
Tina	●	●	●	●	●	●	●	●	●	●
Will	●	●	●	●	●	●	●	●	●	●
Jessica	●	●	●	●	●	●	●	●	●	●
Matthew	●	●	●	●	●	●	●	●	●	●

Example of the Communication, Language and Literacy section of a class report.

A class report consolidates the EYFS Profile traffic lights awarded for each child in an clear visual overview, highlighting learning trends in the class to help focus attention on target areas.

6. Managing Results

If you want a child to play a particular game again select their name from the drop down list in the 'Manage Results' section of the 'Results' page.

The Manage Results facility which allows you to reschedule games.

You will be able to view all the games they have played so far this term and their percentile scores. For the games that have already been played there will be a 'reschedule game' option.

If you choose to reschedule a game the child's previous performance data will still be used in all the reports until that game has been replayed. Once the game has been replayed you will be able to choose, within 'Manage Results', which scores you wish to use for their profile.

7. Managing your Reports

When viewing a child's profile report you will see a tab called 'Teacher Preferences'. This provides you with various additional reporting features to enable you to modify the reports to suit your requirements.

Teacher Preferences allows you to modify the default settings to include/exclude different reporting features. Make sure you remember to save your changes!

Whether or not you choose to use the 'Compare against age group' option within 'Teacher Preferences' will dictate how your children's percentile scores are calculated.

If the 'Compare against age group' option is on, your children's scores in each game will be compared against all the children in the Smart Cat database who played the games at a similar age.

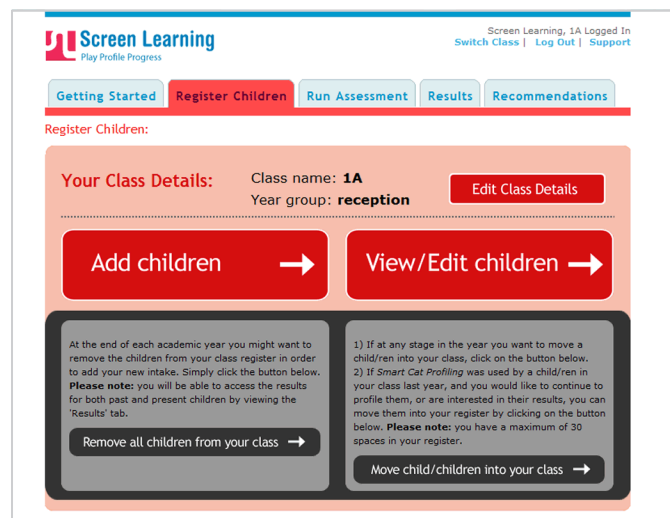
If you choose not to 'Compare against age group' your children's percentile scores will be generated by comparing their performance against all the children in their year group who played the games that term, irrespective of age.

The 'Compare against age group' facility is especially useful when profiling the younger children in your class.

8. Managing your class

8.1 If at any point you wish to make changes to your class' details select the 'View/Edit Children' option in the 'Register Children' page.

This may be if you have a child joining or leaving the class or are using Smart Cat with English as an Additional Language children and you wish to change the language they are assessed in.



The Register Children page allows you to edit your class details throughout the year and easily remove all the children at the end of the year.

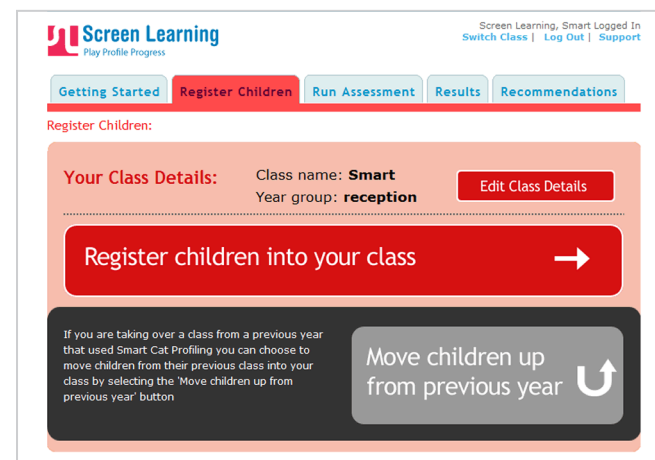
8.2 Updating your class at the end of the year.

At the end of the year you will want to remove the children from your class to allow for next year's class to be registered. First ensure you have printed off all the reports you require and then simply select the 'Remove all children from your class' option in the 'Register Children' page. The children's profiles will be archived for future access.

8.3 Moving children up from a previous year

If your school uses Smart Cat in multiple years, at the end of the year you will want to move your children up to the next year.

Having removed all children from the class they have just left, select the 'Switch Class' option at the top right of your screen and then select the class you wish to move them into. Remove all the children from this class also and then select 'Move children up from previous year'. You will then be able to select from all previously registered children from any class who have been archived, with an option to import either an entire class or individual children, if class groups are being changed.



Once your class is empty again you will be prompted to register new children or move children up into the class from a previous year.

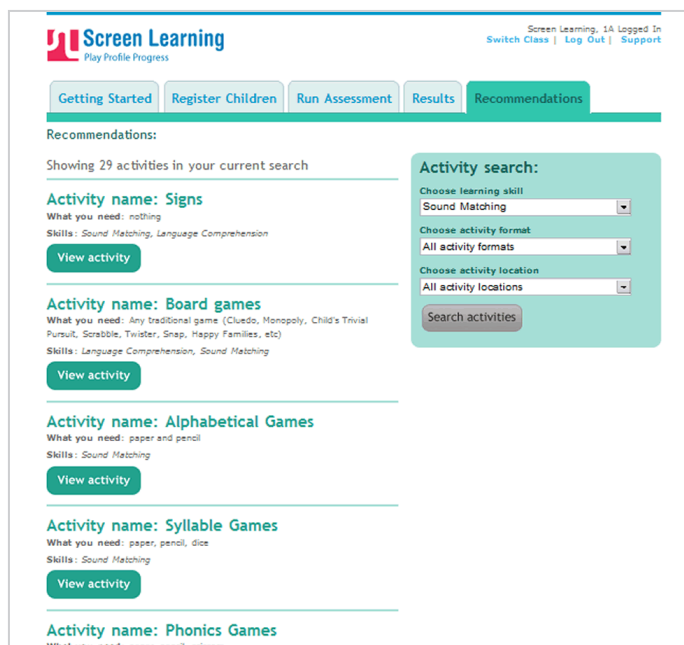
The older class will now be updated with the children moving up and the younger class empty, ready for the new intake.

9. Recommendations

The 'Recommendations' page of your account is home to an ever growing resource bank built by and for teachers - and parents.

You can access a wealth of learning activities that specifically focus on each of the key skills assessed in the Smart Cat games.

You will also have an option to submit your own activities into the resource bank for other Smart Cat teachers to access and to be recommended to parents who use the Smart Cat home edition, Smart Cat Learning.



The Recommendations page allows you to search for activities that focus on different key skills, in different formats and in different locations.

Smart Cat Profiling supports the continual process of assessment for learning. Once your children's profiles have helped to identify areas where they will benefit from extra help, the resource bank offers you fun and focused next steps specifically to help them progress in these areas.

The next time the children play the games their profiles will provide you with a clear objective measure of value added.

10. Technical Requirements

To use Smart Cat Profiling your computer needs the following:

- Internet Connection (broadband preferred)
- Flash Player 7 or later (available for free from <http://www.adobe.com>)
- 256 colour monitor / 800x600 resolution or better
- Headphones or speakers

On a PC:

Windows 98, 2000, ME, XP or better

On an Apple Mac:

Mac OS 9.x, Mac OSX 10.x

Smart Cat Profiling works with the current releases of all major internet browsers, including:

PC: Microsoft Internet Explorer, Mozilla, Firefox, Opera, AOL, Netscape

Mac: Microsoft Internet Explorer, Mozilla, Firefox, Opera, Safari, Netscape

The website and application is built for forward compatibility, however it is also compatible with previous releases of major browsers from the last 3 years, including:

PC: Microsoft Internet Explorer 5.0+, Netscape 6.2+ (Windows 98, 2000, ME, XP)

Mac: Microsoft Internet Explorer 5.0+ (Mac OS9 and Mac OSX)

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