

Application manual ...



Your Energy (hereinafter, YE), is an application to make learning fun, within the framework of renewable energies. Students will have a character that, as if it were a videogame, can evolve, be personalized, win and lose points according to their activity in the classroom, as if it were a videogame.

It also promotes group work, as the children will be required to help each other in order to make progress, using a wide range of skills that will enable them to reinforce friendship and solidarity between the class group, enhancing conflict resolution. This app can be used across all subjects and by different teachers, allowing tasks to be set online using the classroom computer, or to each student individually.

Endless possibilities to manage day-to-day classroom life in a way that's both different and motivational!

We've decided to split this manual into **two parts**: the teacher interface, which will explain how to create a new account, and all the different functions it offers; and the student interface, which will explain how your students can access their own profile, and what they can do from there.

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STUDENT INTERFACE

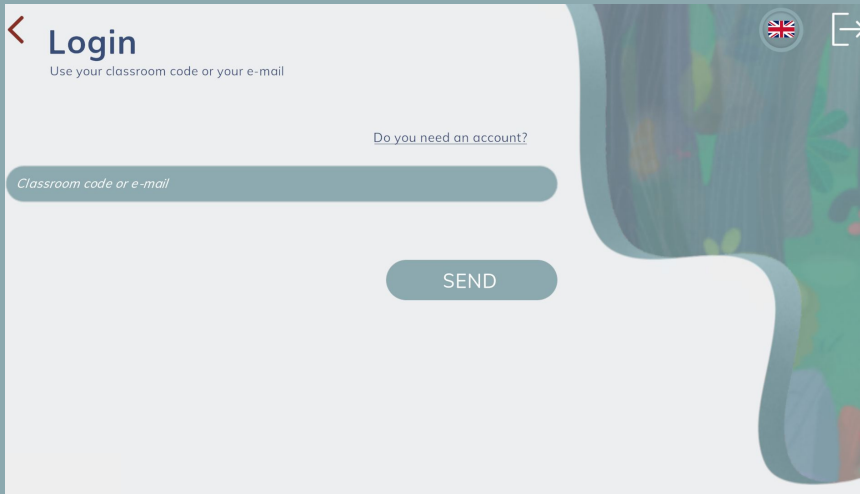
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TEACHER INTERFACE

CREATE USER

The first thing we'll come across when we open the application is the option to choose between the student area and the teacher's area. The first step is to access as a **teacher**.





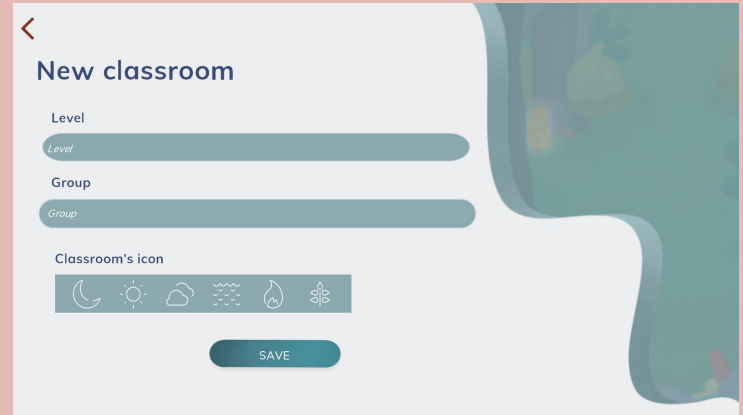
The screenshot shows a login interface. At the top left, there is a back arrow icon and the word "Login" in a bold, dark blue font. Below "Login" is the text "Use your classroom code or your e-mail". In the top right corner, there is a circular icon with a Union Jack flag and a square icon with a right-pointing arrow. The main content area features a link that says "Do you need an account?". Below this link is a long, light blue rounded rectangular input field with the placeholder text "Classroom code or e-mail". At the bottom of the form is a blue rounded rectangular button with the text "SEND". The background of the page is a light blue gradient with a stylized illustration of a forest scene on the right side.

Here, if we've already signed up and created our classroom, we'll be given the option to provide the classroom code or e-mail address. If we haven't got an account, we're going to create a new user. To do this, we're going to click "**don't have an account?**" and fill in all the boxes.

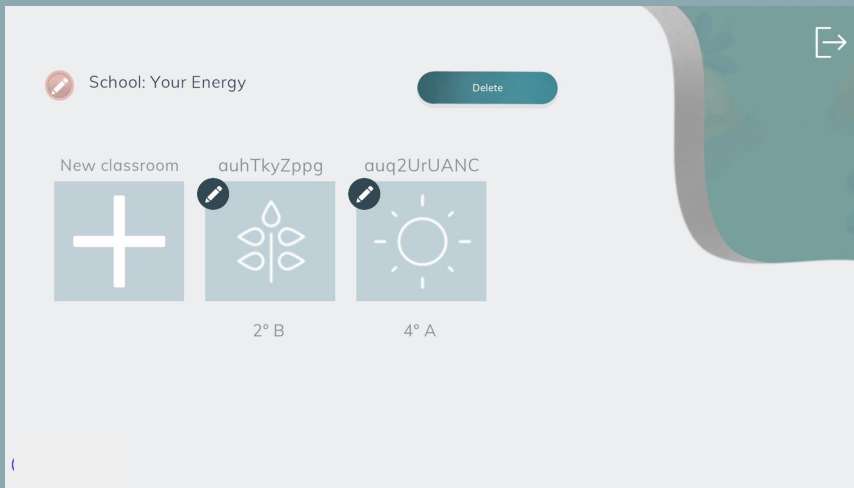
CREATE USER

CREATE A CLASSROOM

The next step is to create a classroom. To do this, we need to click on the “+” button on screen. Enter the course and group and assign an icon. After clicking on the “save” button, we’ll return to the previous screen where we can see the **classroom code**, just above the classroom we’ve just created.



CREATE A CLASSROOM



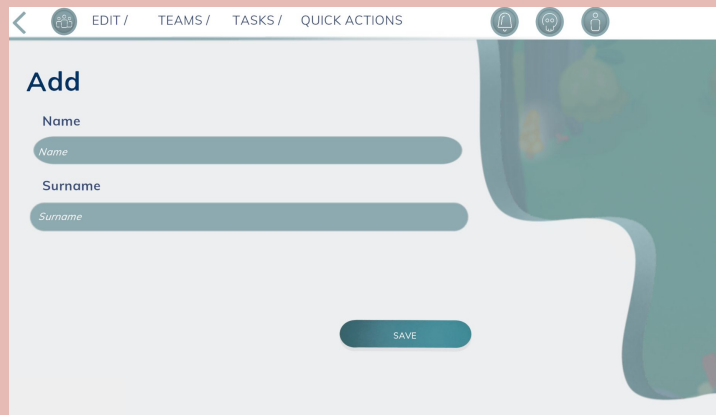
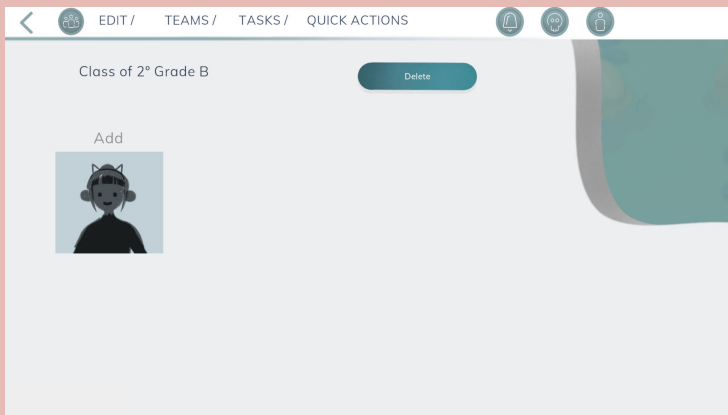
Classroom code: the highlighted part of the image is the classroom code. Each group will have its own code. **What's it for?**

To sign in

So that more than one teacher can use the same class

CREATE THE STUDENTS

Now we can add the students. We can click on the class we want to add the students to. We go to **“Add”** and put in the name and surname(s) of the student.



When we click **“save”**, we’ll be shown the screen where we can choose their **“power”**. The skills each character will be able to use, and the aesthetic of the homepage depend on their power.




If we need to delete someone, we need to click the “**delete**” button. This action will make a trash can icon appear for each character. We need to click the image of the avatar to delete it. Once we’ve finished, we’ll click “cancel” to end the action (the trash can icon will disappear).

DELETE STUDENTS

HEALING POWER

Choose your power



Compostin


Healing power

Compostin, avatar of the Biomass energy. Biomass is everything that comes from nature. We can turn organic matter into energy using different methods.

Compostin will help you take care of your team healing their wounds when necessary. Your health and magic points will be balanced - your team is counting on you!

THIS ONE!

Choose your power



Hydra

Healing power

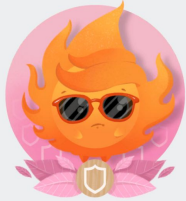
Hydra, avatar of Hydraulic energy. This energy harnesses the movement of water currents, waterfalls of lides.

Hydra will help you take care of your team, healing their wounds when necessary. Your life and magic points will be balanced - your team is counting on you!

THIS ONE!

This power will allow those who choose it to protect the rest of the group by restoring their life points.

Choose your power



Lux

Fight power

Lux, avatar of Solar energy. Did you know that it is the energy harnessed directly from the Sun? By the use of solar panels you can transform solar radiation into energy.

Lux will help you fight for your team. Protect your teammates using warrior skills. Your health points will be high, while your magic points will be lower. You give everything for your team!

THIS ONE!

Choose your power



Kelvin

Fight power

Kelvin, avatar of Geothermal energy. Did you know that the Earth's core is at a very high temperature? Well, different types of energy can be obtained from that heat!


Kelvin will help you fight for your team. Protect your teammates using warrior skills. Your health points will be high, while your magic points will be lower. You give everything for your team!

THIS ONE!

The characters that choose it will be able to protect the rest of the group (for example, losing their own life points instead of the group losing them).

MAGICAL POWER

Choose your power




Cation y Anión

Wizzard power


Cation and Anion, avatars of green Hydrogen. Did you know that hydrogen is the most abundant element in nature? Green hydrogen is obtained through a chemical process called electrolysis.

Cation and Anion will help you collaborate with your team. Use your magical skills to gain benefits or help your teammates. Your magic points will be higher, while your life points will be lower. Only for brave souls!

THIS ONE!



Choose your power




Céfir

Wizzard power

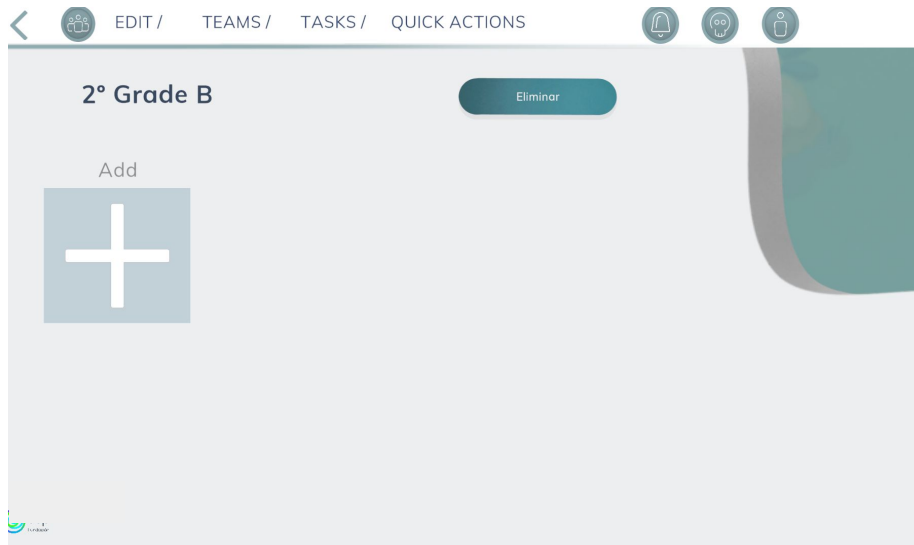
Céfir, avatar of Wind energy. The wind blows in many directions all over the planet, we can generate energy thanks to it. The air moves the blades of the wind turbines and converts it into energy!

Céfir will help you to collaborate with your team. Use your magical skills to gain benefits or help your teammates. Your magic points will be higher, while your life points will be lower. Only for brave souls!

THIS ONE!

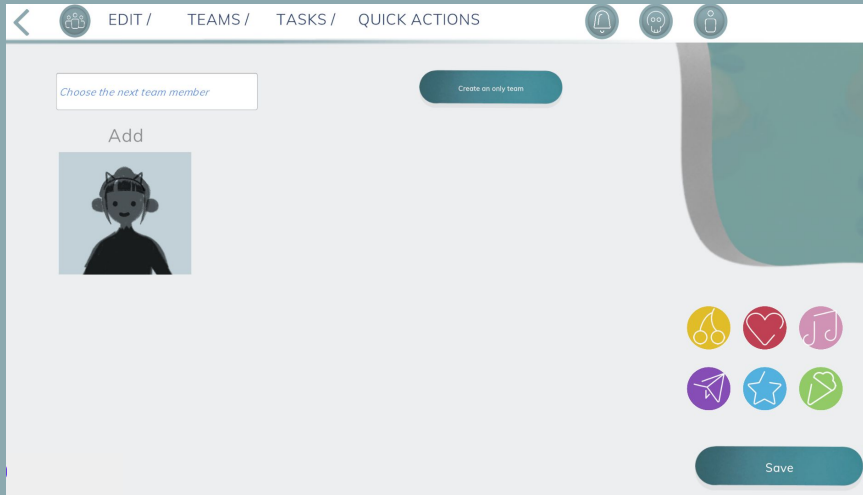


The magical power will enable them to use skills to achieve both individual and group benefits.



CREATE TEAMS

We're now going to explain the options available in the teacher interface once we've created the student. Within the classroom, we have the option to create different teams or to create one single team. To create a team, select "**teams**" in the upper menu, then "**add**".



We then need to name the team and choose an icon. The next step is to click “**add**”. This screen will allow us to:

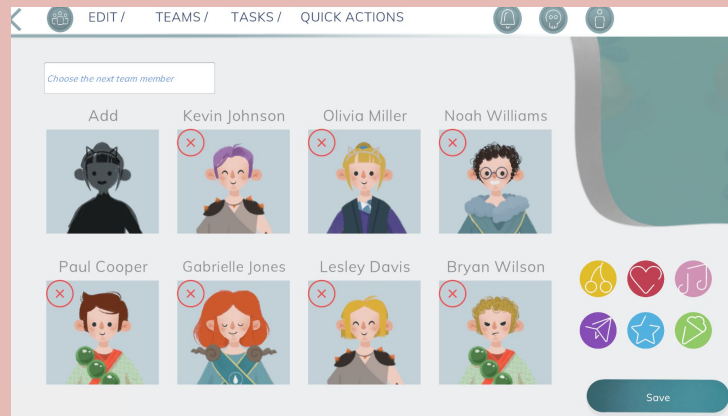
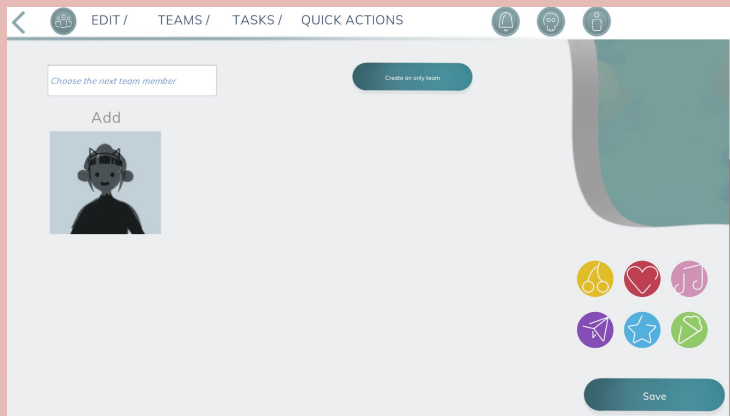
Create one
team

Create
several
teams

CREATE TEAMS

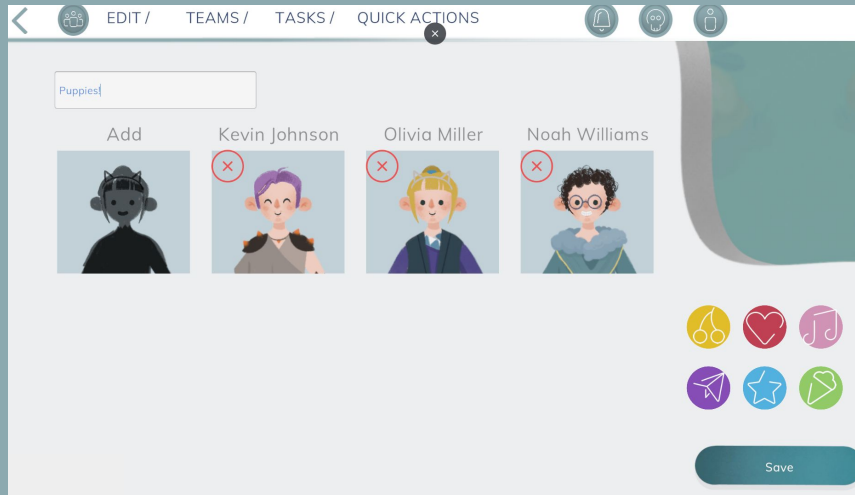
CREATE ONE TEAM

All the students will be able to help each other. If we click the “create one team” button, we’ll see how all our students are added to that team.



To finish, we’ll click “save” to finish creating the team.

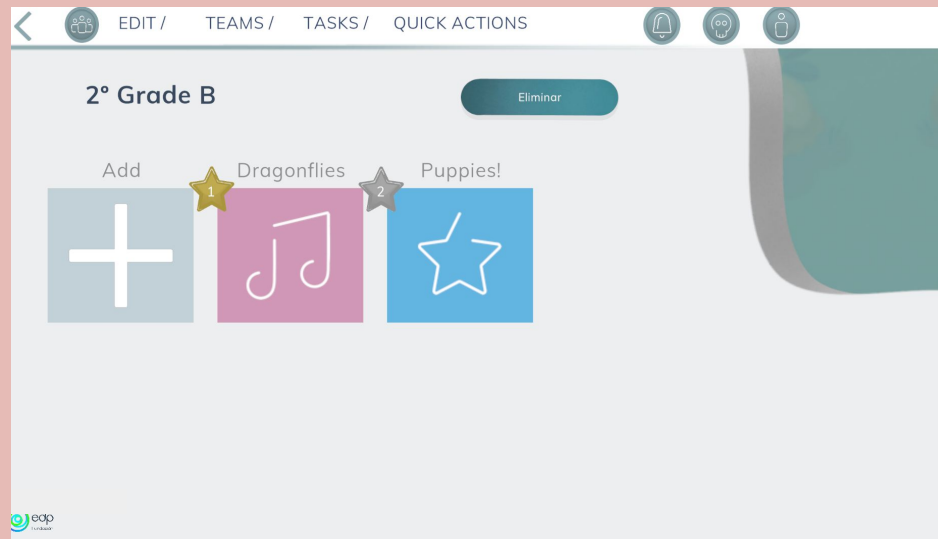
CREATE SEVERAL TEAMS



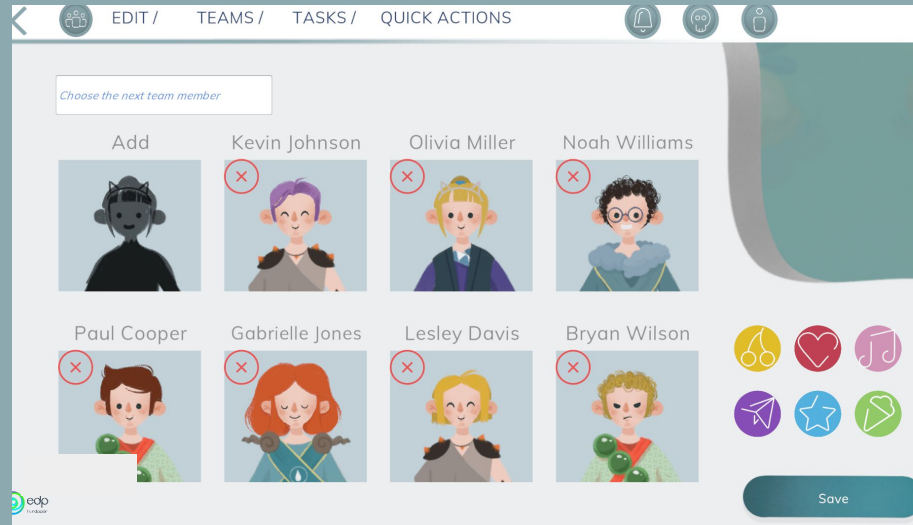
The members of each team will only be able to help their corresponding team. To create a team, we need to go to “**teams**”.

TEAM RANKING

In the team menu, as well as being able to see all the teams we've created, we'll also be able to see some stars with numbers, which will create a ranking with the experience gained by each team.



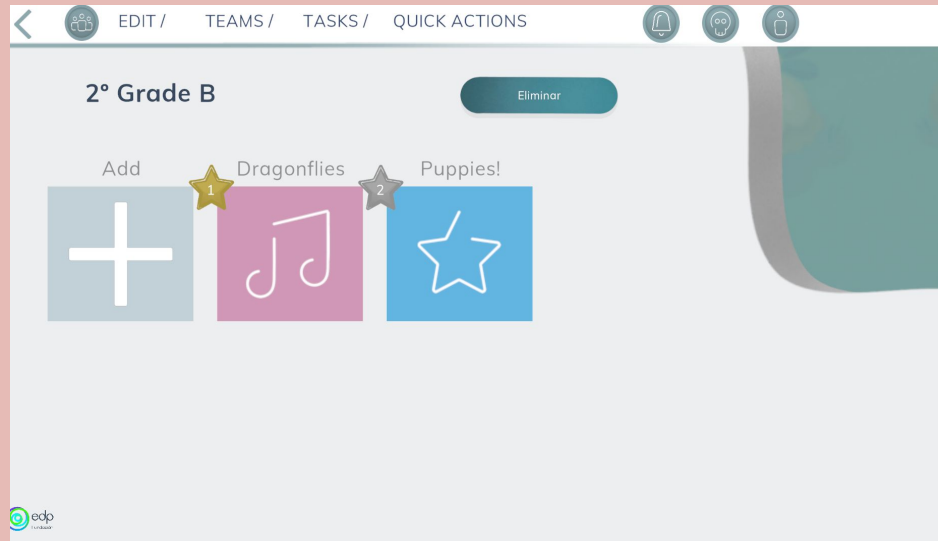
If at any point we want to **delete members of a team**, we should click on the team we want to edit and click on the “X” on the image of each character to delete them. Once finished, we need to click “save” to apply these changes.



DELETE

DELETE

This action will make a trash can icon appear for each team. We can delete the team by clicking on it. Once we've finished, we'll click "cancel" to end (the trash can icon will disappear).



Create

Create as many tasks as you want

Mark

Mark the tasks easily

Repertoire

A list of pre-made tasks ready to be used

Active

See all the active tasks

TASKS

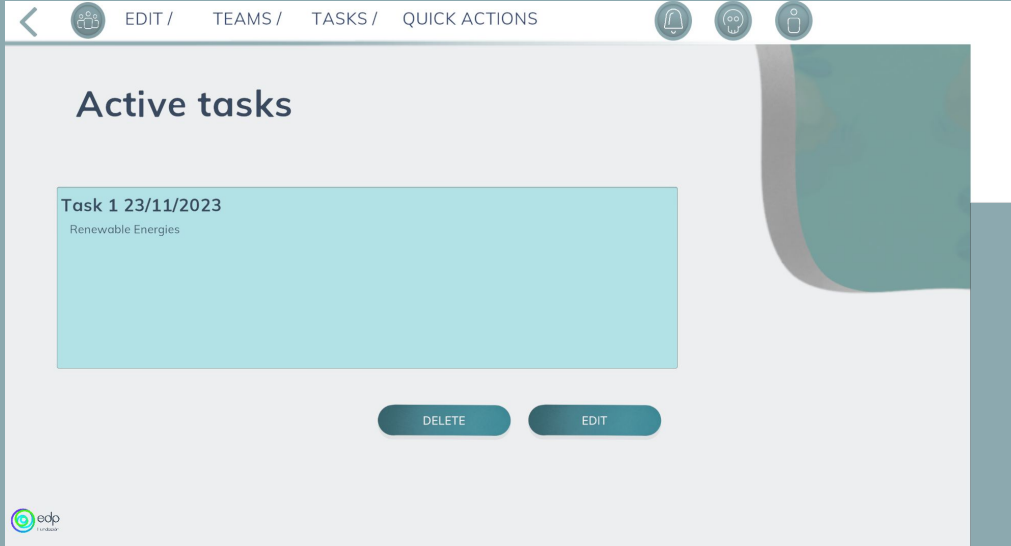
By clicking on the upper “**task**” menu, a drop-down list with three options will appear: **create**, **mark**, **repertoire** and **active**.

CREATE

To create a task, we'll give it a name and brief explanation in the **"description"** section. If the task requires it or if we want to expand our knowledge, we can include an URL so that websites (e.g., YouTube) can be opened from the task itself.

Choose the number of coins and experience they'll gain for completing it correctly, as well as the days left to complete it.

The screenshot shows a mobile application interface for creating a new task. At the top, there is a navigation bar with a back arrow, a profile icon, and the text "EDIT / TEAMS / TASKS / QUICK ACTIONS". To the right of the navigation bar are three icons: a bell, a group of people, and a document. The main heading is "New Task". Below this, there are three input fields: "Task name", "Description", and "URL". To the right of the "Description" field, there is a "Task deadline" section with a left arrow, the number "2", and a right arrow. At the bottom, there are two reward sections: "Reward" with a left arrow, the number "50", and a right arrow, followed by a yellow coin icon; and "Experience" with a left arrow, the number "10", and a right arrow, followed by a red "EXP" icon. A large teal "SEND" button is located at the bottom right. The bottom left corner features the "edp" logo.



Here you'll be able to see the tasks that are ready for marking once the students have completed them.

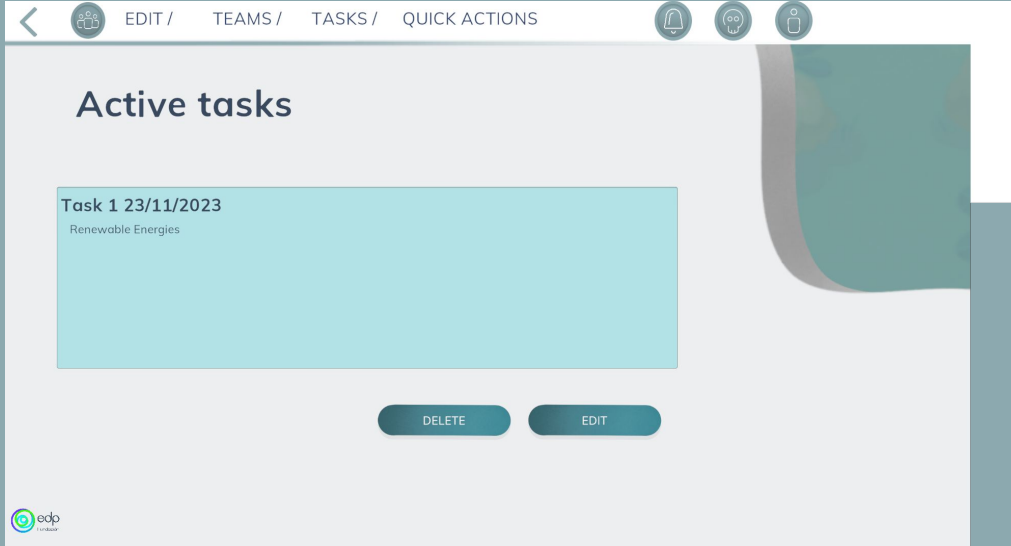
We can decide whether the task is correct or incorrect by using the bottom buttons.

MARK

REPertoire

Here you'll find the tasks created by the YE team. It will eventually be updated with new content. So that students can complete the tasks, we need to click **“assign”**. The rest of the process is the same as for the **“tasks”**.

The screenshot shows a user interface for assigning a task. At the top, there is a navigation bar with icons for a calendar, a bell, a group of people, and a person, followed by the text 'EDIT / TEAMS / TASKS / QUICK ACTIONS'. The main heading is 'Tasks about renewable energy'. Below this is a light blue box titled 'RENEWABLE ENERGIES TASK'. The text inside the box reads: 'The world of renewable energies welcomes you! Renewable energies are those obtained from inexhaustible natural sources capable of renewing themselves, such as, for example: sun, wind, water or biomass. You are about to learn more about the world of renewable energies. Click on the link and answer correctly.' At the bottom of the interface, there are two buttons: 'URL' and 'ASIGNAR'. On the left side, there are two circular icons: a gold one with the number '20' and a red one with the number '30' and the text 'EXP'.



Here we can see the tasks active now. We can delete or edit them.

ACTIVE

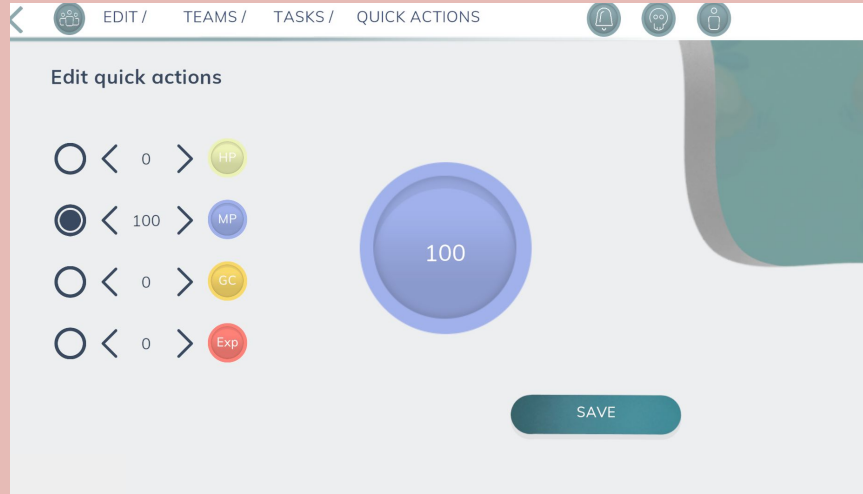
QUICK ACTIONS

From here you can **add or remove experience (EXP), life points (LP), magic points (MP) and add coins (CO)** by pressing the buttons and then choosing the character you want to apply the changes to.



QUICK ACTIONS

If you want to create your own button, click on “edit” in the top menu and you can create the button you want (LP, MP, CO or EXP). To implement it, we’ll click “save”.



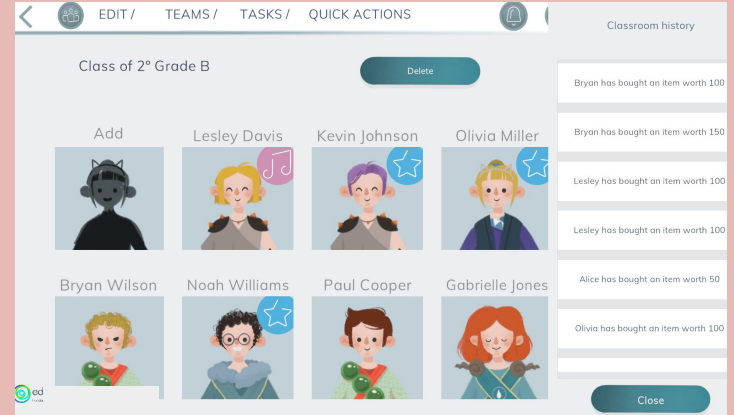
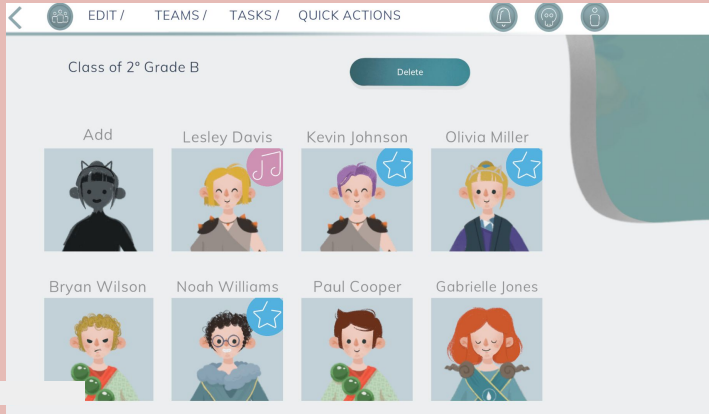



If we want to delete the buttons we've created, we need to click on the **"edit"** button, located in the quick actions menu. Here, as with deleting characters or teams, the trash can icon will appear for those that can be deleted.

Once we've finished, we can click **"cancel"** to end.

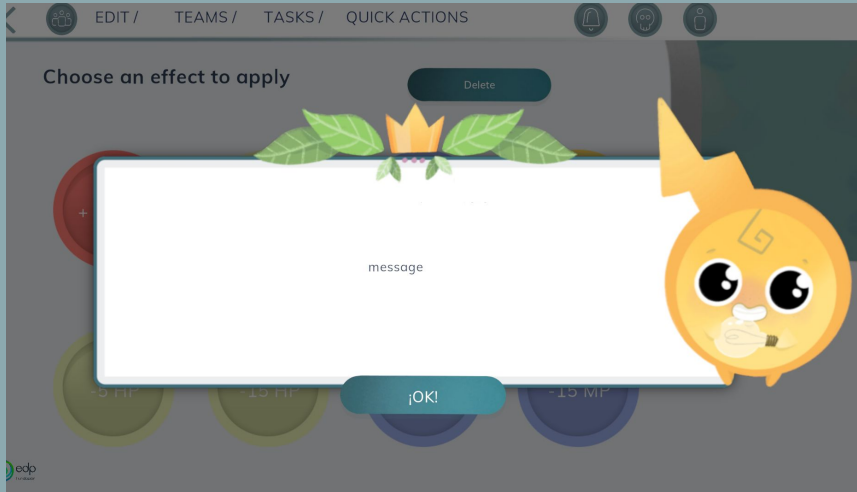
NOTIFICATIONS

At YE, we'll be able to see real-time notifications, where both the group and the teacher can see the level-ups, points lost...



We'll also be able to see an activity register if we click on the icon  in the top menu.

NOTIFICATIONS



When a character levels up, a full-screen notification will appear to let us know.

*Discover
different forms
of assessment*

*An interactive
quiz with
whatever
content you
want*

*5 correct
answers to win,
10 incorrect
answers to lose*

BATTLES

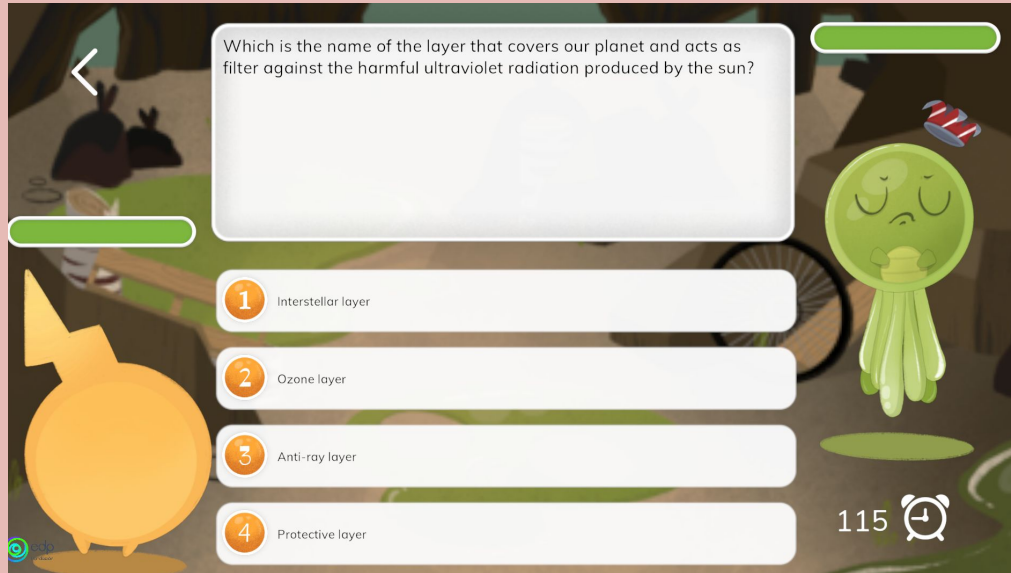
Create unique battles for your students. A fun, exciting way for students to show us what they've learned.

Access them by clicking on the icon in the top menu.




BATTLES

Waste-a-tron is an adorable villain who'll challenge whoever is daring enough to a series of questions about renewable energies.



Which is the name of the layer that covers our planet and acts as filter against the harmful ultraviolet radiation produced by the sun?

- 1 Interstellar layer
- 2 Ozone layer
- 3 Anti-ray layer
- 4 Protective layer

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The screenshot shows a game interface with a question box at the top, a list of four options below it, and a character on the right. The character is a green, round, sad-looking figure with a red and white striped hat. The background is a dark, stylized landscape with a bicycle wheel and some trash. There are green progress bars on the left and right sides of the question box.

CREATE BATTLE

Battle editing

Battle name

Battle description

Enemy

Rewards

GC 100

EXP 50

QUESTIONS

“**Create battle**” allows you to create a fully personalized battle with the content you want to use. You’ll need to give it a name and a brief description. We can choose which “**monster**” we want our students to face, as well as the rewards they’ll get if they win. We can then continue to “**questions**”.

CREATE BATTLE

We can add up to **30 questions** in the questions section.

How it works: to facilitate the work, the outline is the same for all questions.

We'll always write the correct answer in the first answer section (green tick) and the incorrect answers in the other sections (red cross). The options will appear randomly in the game.



Once we've written the questions, we can see the battle by clicking **“play now”** or **“save and send”**.

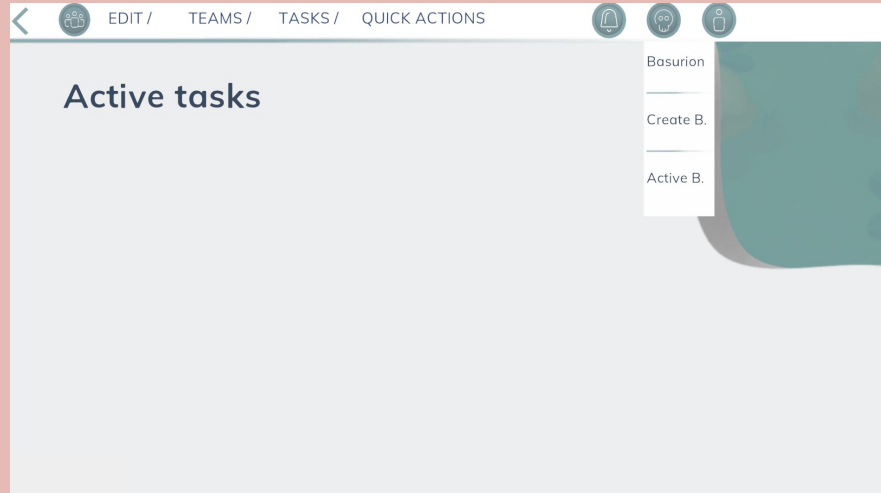


The **“save and send”** option converts the battle into another task for our students, and it'll appear in the task panel. As a final step, we'll see a summary where we can choose how many days students will have to battle. Click **“save”** to finish.

CREATE BATTLE

ACTIVES BATTLES

Just like the active task panel, we can see the battles active now. We can delete them or edit them.



STUDENT PROFILE

Clicking on the image of a character you've created takes you to their profile. The child's name and surname(s) are on the right, as well as their code, which will be required to access the application and interact with their profile.

We'll explain the statistics which are visible on the left-hand side, below.

The screenshot shows a user interface for a student profile. At the top, there is a navigation bar with a back arrow, a profile icon, and menu items: EDIT / TEAMS / TASKS / QUICK ACTIONS. On the right side of the navigation bar are three icons: a bell, a speech bubble, and a person icon. The main content area features a character named Gabrielle Jones, a young girl with red hair wearing a blue dress, standing next to a blue, balloon-like creature. To the left of the character is a 'Statistics' panel with four rows of data: LEVEL 0/10 (red circle), HP 50/50 (green circle), MP 50/50 (purple circle), and GC 20 (yellow circle). Below the statistics is a 'Skills' button. On the right side of the character's profile, a dark blue box displays the name 'Gabrielle Jones' and a code 'aIMX5tHtcQ'. A pencil icon is visible next to the character's head. The background is a stylized underwater scene with a pink fish and blue plants.

Statistic	Value
LEVEL	0/10
HP	50/50
MP	50/50
GC	20

Character Name: Gabrielle Jones
Code: aIMX5tHtcQ

Skills

STUDENT PROFILE

Level



40/100

Indicate the character's level and the experience they need to level up. Experience is gained by doing tasks and "**quick actions**".

Life Points (LP)



1/50

The character's life. It can be increased through "**quick actions**" or by using **skills**. If they run out of lives, the **Wheel of fate** will appear (explained later).

Magic Points (MP)



50/50

Magic is needed to use skills. These points can also increase and decrease with "**quick actions**".

Coins (CO)



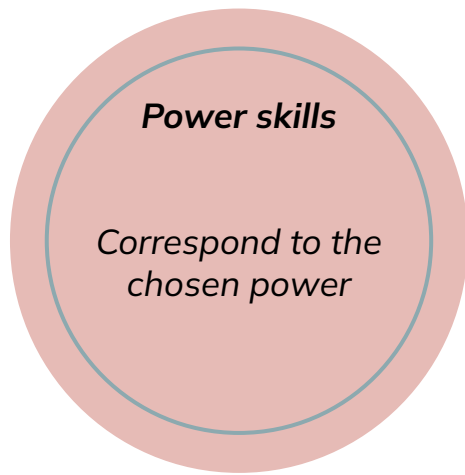
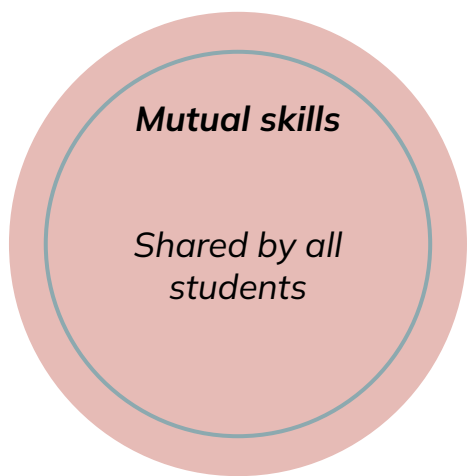
30

This is the **money** used in the game. They can be used to buy clothes and accessories at the store. Coins can be obtained by completing tasks and doing "**actions**".



If we click on the button that appears to the right of the character's face, it'll take us to **the store**. Here we can change the character appearance. There are 5 areas that can be personalized: **hair, face, clothes, and skin color**.

STORE



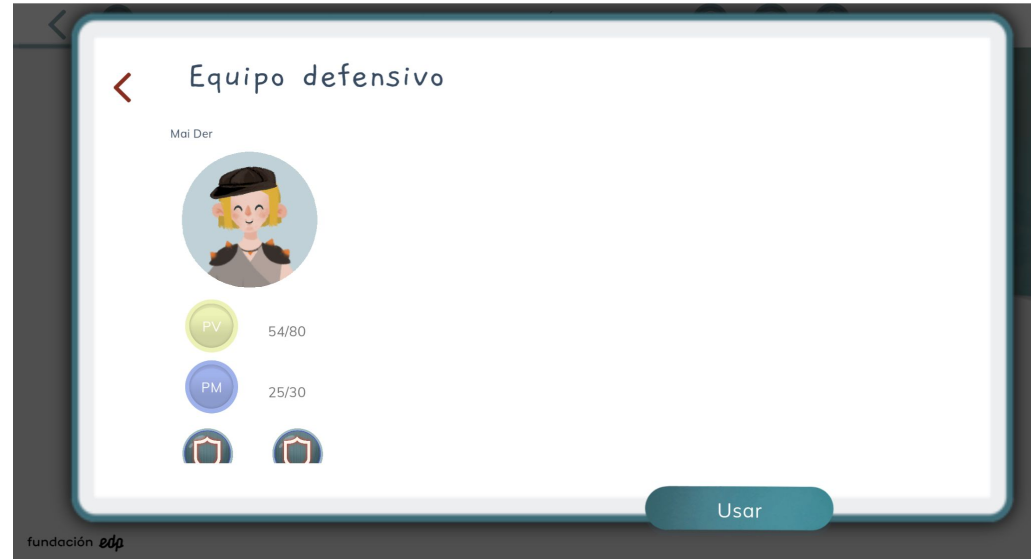
SKILLS

On this screen we can see which skills the character has. They gain a “**skill point (SP)**” for each time they level up. These points unlock skills.

When you click on each one, you can see on the right-hand side what it consists of, as well as how many skills points it costs and how many the character has available.

When can they use their skills?

They can be used when the teacher considers and when the quick actions are executed. There, a screen will automatically appear, where the affected character's team members can use their skills to help their teammate out.



MUTUAL SKILLS

These skills are mutual for all students.



Leave first: you can leave first for recess.

Cost to buy: 1SP /
Cost to use: 10MP



Individual hint: a hint in the test.

Cost to buy: 1SP /
Cost to use: 10MP



Healing powers can be used to give life points back to the rest of the team, or even resuscitate them. The skills for this power will be split into three sections below (healing, resuscitation, and knowledge).

HEALING POWER

HEALING POWER

Healing
Resuscitation
Knowledge

Healing



Healing 1: heals 10 points for another character (not you).
Cost to buy: 1SP / Cost to Use: 5MP



Healing 2: heals 25 points for another character (not you).
Cost to buy: 2SP / Cost to Use: 5MP



Healing 3: heals 60 points for another character (not you).
Cost to buy: 3SP / Cost to Use: 20MP



Healing circle: heals 10 points for your team members.
Cost to buy: 3SP / Cost to Use: 20MP

Resuscitation



Resuscitation 1: resuscitate an ally with little life left.
Cost to buy: 1SP / Cost to Use: 5MP



Resuscitation 2: resuscitate an ally with half life left.
Cost to buy: 2SP / Cost to Use: 5MP

Healing
Resuscitation
Knowledge

HEALING POWER

Healing
Resuscitation
Knowledge

Knowledge



Extra knowledge: ask if an answer is correct during a test.
Cost to buy: 1SP / Cost to Use: 5MP



Pleading: you'll have access to a help element during the test.
Cost to buy: 2SP / Cost to Use: 20MP



Luck: you can read a book or do a drawing for the last 10 minutes of class.
Cost to buy: 3SP / Cost to Use: 15MP

< Skills

Common

HP 80/80

Buy

Protection 2

You intercept an attack on a member of your team. Armor damage reduction bonus: 30%.

2 SP
AVAILABLE HP: 0

Combat power protects the rest of the team, reducing the damage caused to others with skills that have both individual and group benefits. This power is split into three areas (protection, healing, and combat).

COMBAT POWER

Protection
Healing
Attack

Protection



Protection 1: you can intercept an attack on a member of your team. Armor protection bonus: 10%
Cost to buy: 1SP / Cost to Use: 5MP



Protection 2: you can intercept an attack on a member of your team. Armor protection bonus: 30%
Cost to buy: 2SP / Cost to Use: 15MP



Protection 3: you can intercept an attack on a member of your team. Armor protection bonus: 80%
Cost to buy: 3SP / Cost to Use: 20MP

Healing



First Aid: you recover 25 health points.
Cost to buy: 1SP / Cost to Use: 10MP

Protection
Healing
Attack

COMBAT POWER

Protection
Healing
Attack

Attack



Hunting: you can drink water without permission.
Cost to buy: 1SP / Cost to Use: 5MP



Counterattack: hint in the test.
Cost to buy: 2SP / Cost to Use: 15MP



Secret weapon: get help in a test.
Cost to buy: 3SP / Cost to use: 20MP



Ambush: you can hand in an assignment a day later.
Cost to buy: 2SP / Cost to Use: 15SP



Frontal assault: your whole team can hand in an assignment a day later. Cost to buy: 3SP / Cost to Use: 25SP



Magical power allows you to use special skills, such as spells, to gain rewards, both as individuals and as a group. They're split into three categories (spells, spells 2 and spells 3).

MAGICAL POWER

Spells

Spells 2

Spells 3

Spells



Magic transfer: all characters in the team, except magicians, gain 10 magic points.

Cost to buy: 1SP / Cost to Use: 10MP



Extra time: gain some extra time in a test.

Cost to buy: 2SP / Cost to Use: 20MP



Magic fountain: give the magic back to a member of your team who isn't a magician.

Cost to buy: 3SP / Cost to Use: 35MP

Spells 2



Teletransportation: your whole team is first in line.

Cost to buy: 1SP / Cost to Use: 15MP



Invisibility: you can go to the restroom without saying a word.

Cost to buy: 2SP / Cost to Use: 15MP



Clarity: your whole team gets a hint in the test.

Cost to buy: 3SP / Cost to Use: 30MP

Spells
Spells 2
Spells 3

MAGICAL POWER

Spells
Spells 2
Spells 3

Spells 3



Magician's armor: avoids 10% damage.
Cost to buy: 1SP / Cost to Use: 15MP

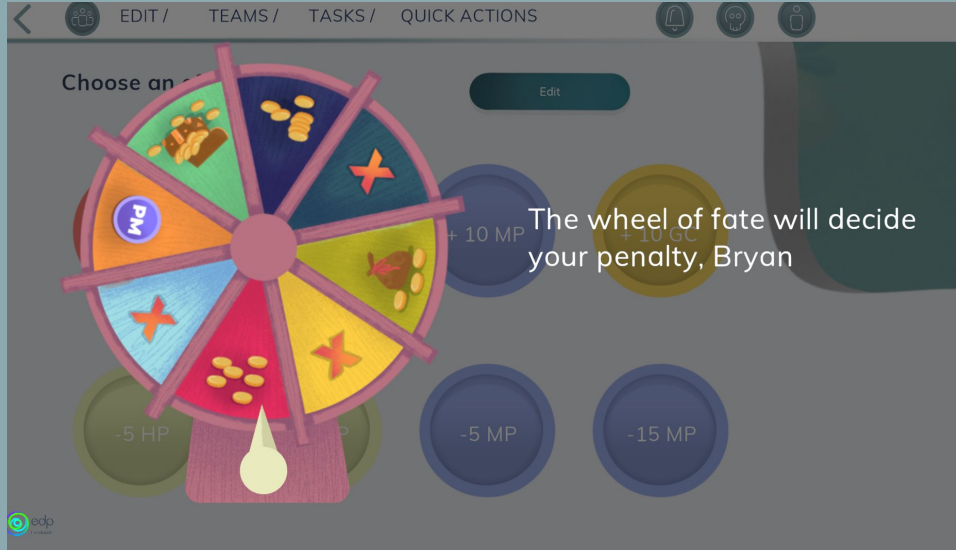


New opportunity: choose another random punishment.
Cost to buy: 2SP / Cost to Use: 25MP



Magician's circle: your whole team gets extra time in the test.
Cost to buy: 3SP / Cost to Use: 35MP

THE WHEEL OF FATE



When students lose all their life points (LP), the **wheel of fate** will appear and assign a random punishment.

These punishments are based on losing different amounts of money, losing magic points and three options marked with an “X” that will allow teachers to choose the punishment they deem appropriate.

STUDENT INTERFACE

LOGIN

To allow our students to access the platform we should click the button
“Student Area”.



Once in this area, it will request the **student's code** to access their profile. We should give this code by accessing the profile of each student from our account.



Once logged into their profile, students can see their character, name, and surname(s), as well as the avatar that corresponds to the power they've chosen (healing, combat or magic).

MAIN SCREEN

They can access different sections from this screen:

Team: to the left of their name is a button with their team symbol. If they click it, students will see the other members of their team.

Activity log: above their name is a button that records the actions in real time as they're performed on the platform by the teacher and the students (punishments, rewards, use of skills...)

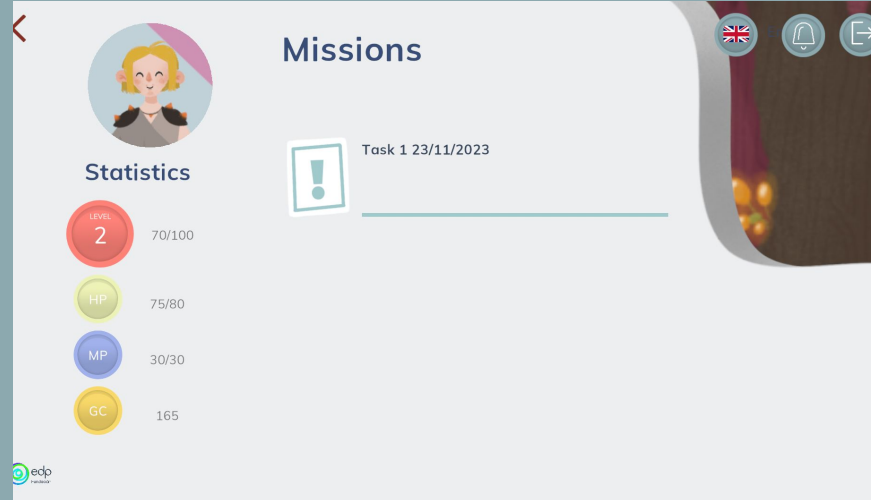
Stats: this panel shows the character's level, life points (LP), magic points (MP) and coins they have available.

Skills: in this section, students can spend the skill points (SP) they obtain each time they level up on improving their character's actions. Once they've acquired the skill, it can be used in exchange for magic points (MP).

Store: the store can be accessed by clicking on the pencil icon to the right of the character. Here they can buy different objects to personalize their character in exchange for coins (CO).

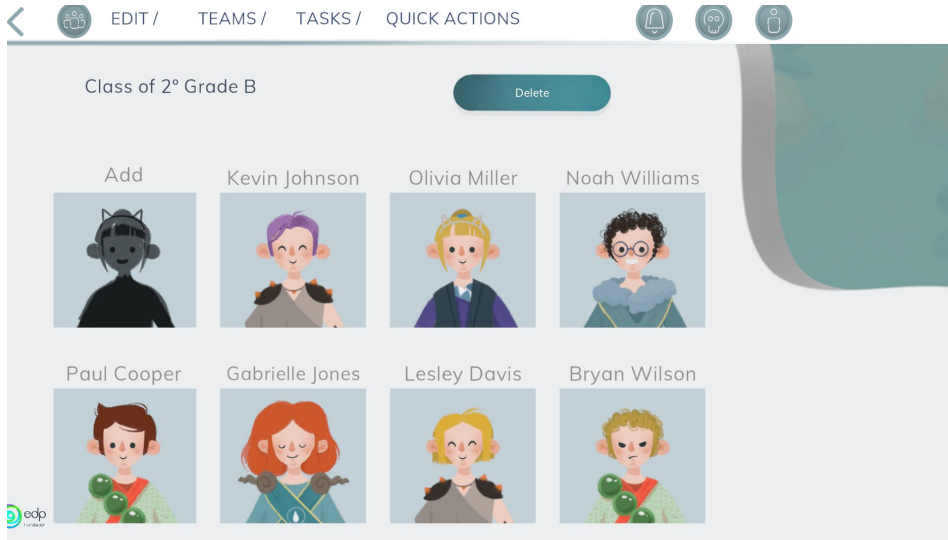
Task board: from here they can access the active tasks we've created.

Once they've accessed the task board they can see the active tasks, as well as those the teacher has already marked.



By clicking on each one, they can see all the active tasks and the students can complete them. Once they've finished, they should click "send". They'll receive the reward once their teacher has marked it and it's correct.

TASK BOARD



CONTACT

If you have any queries or suggestions, you can contact our team using the button.

We're happy to help.



If you've got this far, we hope this manual has been helpful and that you've enjoyed the YE.

Enjoy it!