


2.1 GETTING STARTED WITH THE STUDENT INTERFACE

This section gives the basic start up information on Mindspark for students. It is very important that Mindspark sessions are done by the student with minimal help from an adult (limited to explanations only). Questions in Mindspark move gradually and comfortably from a low difficulty level to a higher difficulty level. Initially solving the questions seems very easy but it is advisable that students use a rough book/scribbling pad and pencil/pen while doing Mindspark. Every question given to the student has to be solved – he/she is not given the option of skipping questions.

2.1.1 Mindspark Login

Mindspark is an easily accessible internet website available on Desktops, Laptops, Netbooks and Android tablets. However, please refer to Section 4.2 () of Mindspark manual to ensure that the minimum hardware and software requirements are met, to enjoy a smooth Mindspark experience.

1. Open the recommended browser on the computer.
2. Type www.mindspark.in/login/ in the address bar to get the login page
3. The login page (Figure 2.1.1) appears on the screen which-
 - requires the student to submit the user id (username and password) to log into Mindspark
 - gives additional information on some interesting and useful facts related to Mathematics or Mindspark.

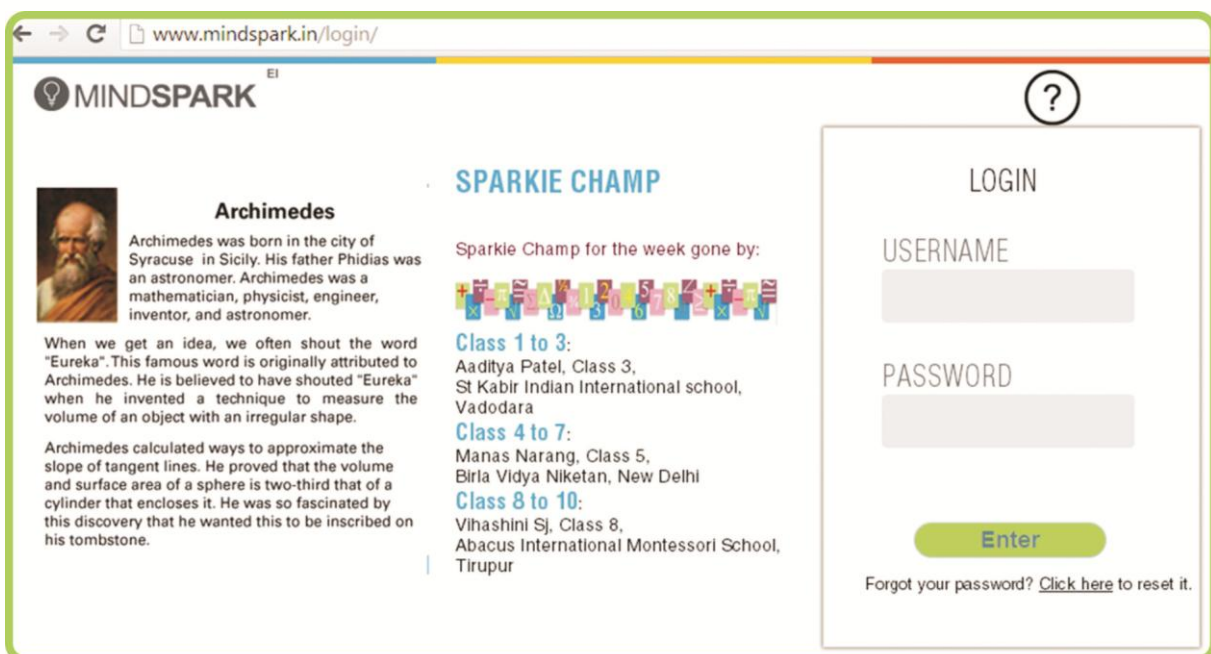


Figure 2.1.1: Mindspark Login Page

2.1.2 Student Home Page

The Student Home Page appears on the screen (Figure 2.1.2) after a successful login

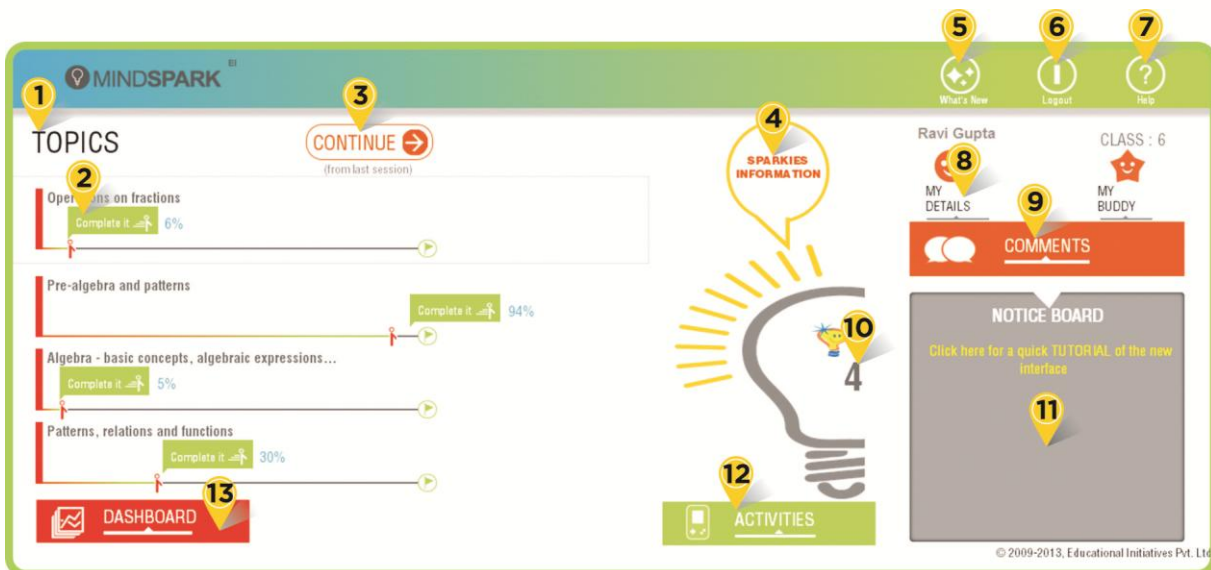


Figure 2.1.2: Student Home Page

1. **Topics** – lists out all the topics that are available to the student.
2. Select ‘**Complete it**’ to either start a topic or to continue a topic. On 100% completion of the topic, this tab changes to ‘**100%**’
3. ‘**Continue**’ takes the student to the last attempted question in Mindspark.
4. **Sparkie Logic** – to access information about rewards in Mindspark.
5. **What’s New** – displays the latest content and feature additions made to Mindspark.
6. Select ‘**Log Out**’ to log out of Mindspark.
7. Access ‘**Help**’ for a quick tutorial on the Mindspark interface.
8. **My Details** – helps record and maintain a database of the users with details such as the email ID, parent name, parent email ID (monthly Mindspark reports will be emailed to this ID), contact number, address, etc.
9. **Comments** – gives the status of the response to the comments/queries posted by the student.
10. Shows the **Sparkie Count** i.e. the total number of Sparkies earned by the student till date.
11. **Notice Board** – displays information/messages posted by the teacher (for school users) or from Team Mindspark (for individual users).
12. **Activities** – shows the list of activities which are available, attempted and locked.
13. **Dashboard** – gives the complete list of topics (both attempted and active) and other details (refer to the **Dashboard** in the **Report** section).

2.1.3 Mindspark Session

For first time users - To start a Mindspark session, select a topic from the list of available/active topics displayed on the Student Home Page or a topic from the Dashboard (Figure 2.1.3.1).
 For other users - Students who are regular users have an additional option of selecting "Continue" - this enables the student to resume Mindspark from the point that the student had last engaged in, in the previous session.
 There is no permissible limit set for the number of times that a student may do or attempt a topic.

Note: For Individual users the Student Home Page displays all the topics mapped to the class that the user has registered for.

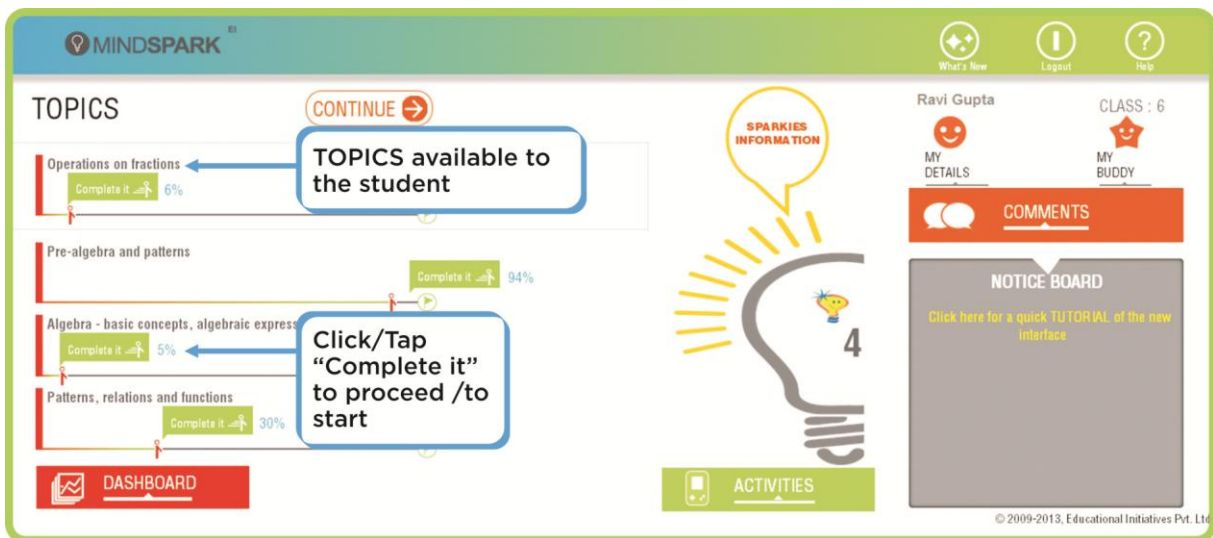


Figure 2.1.3.1: Student Home Page

2.1.4 Question page

Carefully read and understand the question displayed (Figure 2.1.4.1). Please refer to chapter 2.2 to understand the types of questions asked in a regular Mindspark session. Enter the answer in the blank provided or choose the correct option.

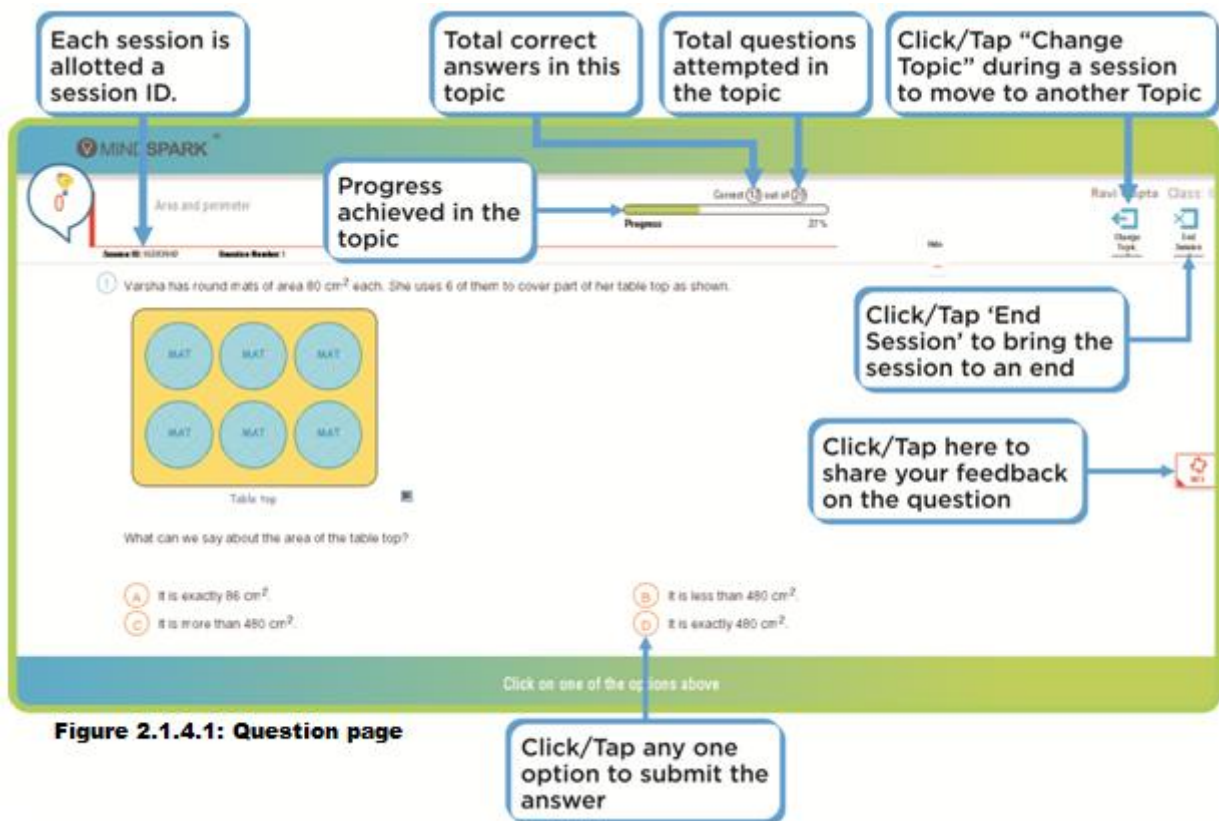


Figure 2.1.4.1: Question page

Children who are not yet independent readers can click/tap the red speaker icon alongside the question to hear the voiceover. This feature is available for Classes 1 and 2.

For a correct answer, the following message (Figure 2.1.4.2) appears on the screen.

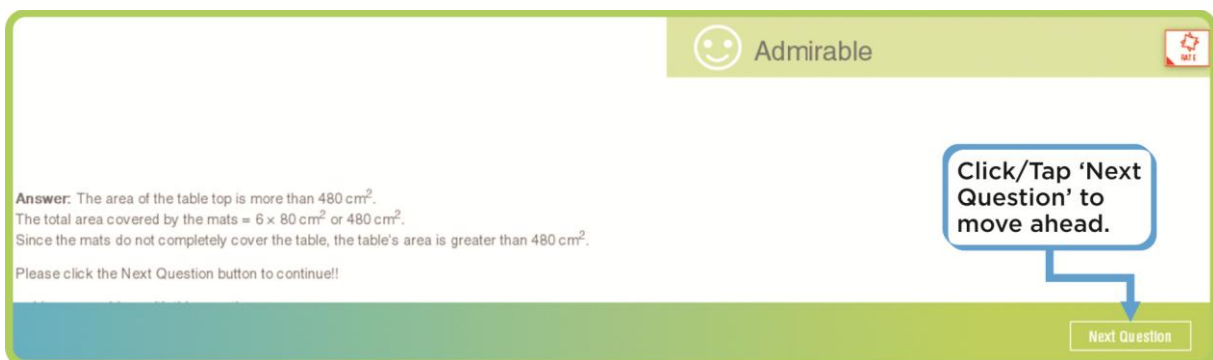


Figure 2.1.4.2: Correct Answer Response Page

For an incorrect answer, the screen shows the following message (Figure 2.1.4.3). Sometimes an explanation to the solution is also provided to the student. Reading this will help the student in learning and getting the next answer correct. Click/Tap 'Next Question' to continue.



Figure 2.1.4.3: Incorrect Answer Response Page

Student should tick the box if -

1. The answer submitted was correct but has been marked wrong by Mindspark or
2. The question has been repeated.

Student Feedback

Mindspark constantly seeks feedback from users; this helps us to provide a better and richer user experience. The feedback platform enables students to

- Express their perception and feelings towards a question and rate a question using the following terms - Like, Dislike, Excited, Confused and Bored (Figure 2.1.4.4).

The screenshot shows the MindSpark interface for a question titled "Area and perimeter". The progress bar indicates "Correct 15 out of 20" with a 37% completion rate. The user's name "Ravi Gupta" and "Class: 6" are visible in the top right. A feedback menu is displayed in the center, containing the following options: CONFUSED, BORED, EXCITED, LIKE, DISLIKE, RATE, and COMMENT. A blue callout box on the left explains: "Use the given emotions to convey a perceived opinion of the question and also to comment on the question. The student may choose and click on any of the given icons". A blue callout box on the right points to the COMMENT icon, stating: "Click/Tap here to submit a comment". At the bottom of the menu, there is a prompt: "Click on one of the options above".

Figure 2.1.4.4: Feedback on a question

- Post their comment/query (Figure 2.1.4.5)

Student Comment Page

The following page (Figure 2.1.4.5) appears on selecting 'Comment'

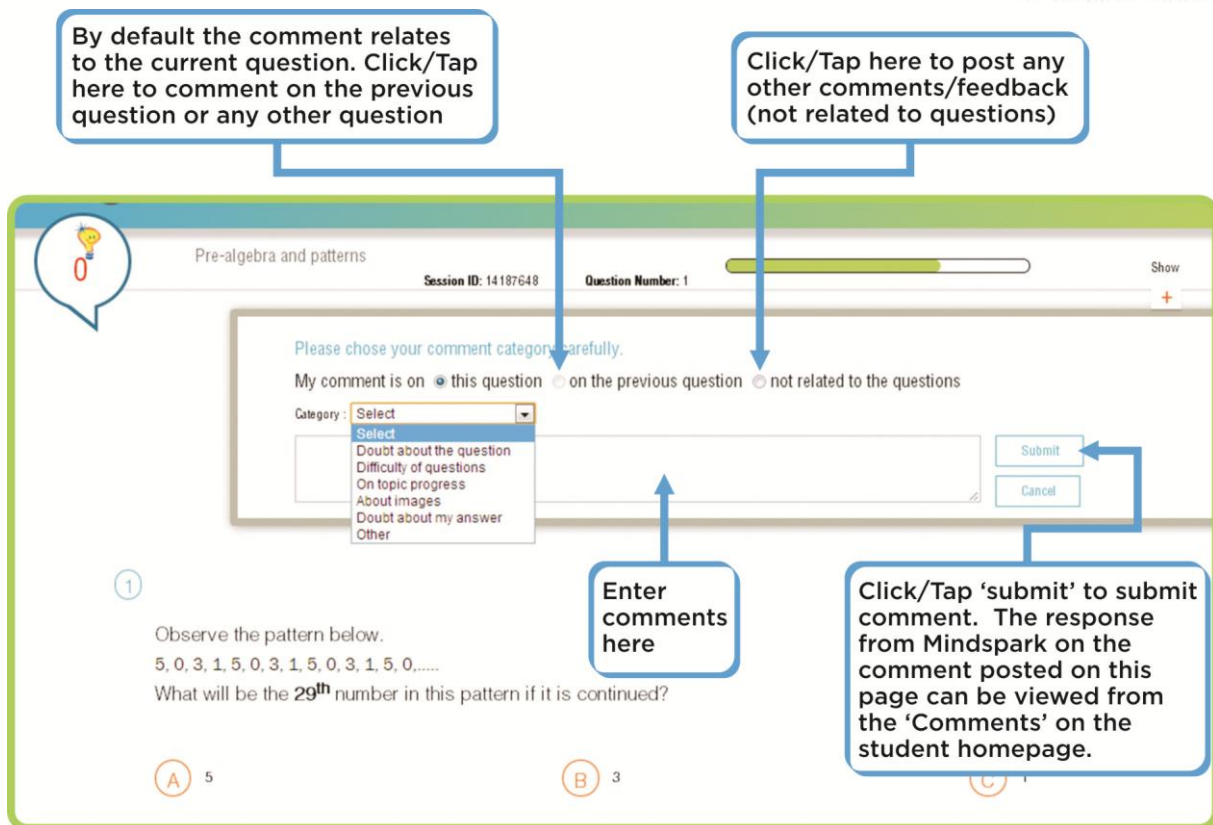


Figure 2.1.4.5: Student Comment Page

Category

To submit a comment, select from any one of the following categories-

- **Doubt about the question** – Choose this option to express any doubt or query related to the question
- **Difficulty of questions** – Choose this option to report if questions are too easy/too difficult.
- **On topic progress** – Any query related to topic progress should be raised here
- **About images** – Choose this option to raise a query related to any image issue such as image not loading, image unclear, image too small etc.
- **Doubt about my answer** – Choose this option, for a query related to the submitted answer.
- **Other** – Choose this option to post any other comment related to Mindspark

2.1.5 End Session

Every student session in Mindspark ends followed by an End Session Report (refer section 2.1.6 on Reports) in any one of the three instances –

1. The stipulated session time of 30-40 minutes expires.
2. The student chooses to end the session.
3. There is a break in the internet connectivity

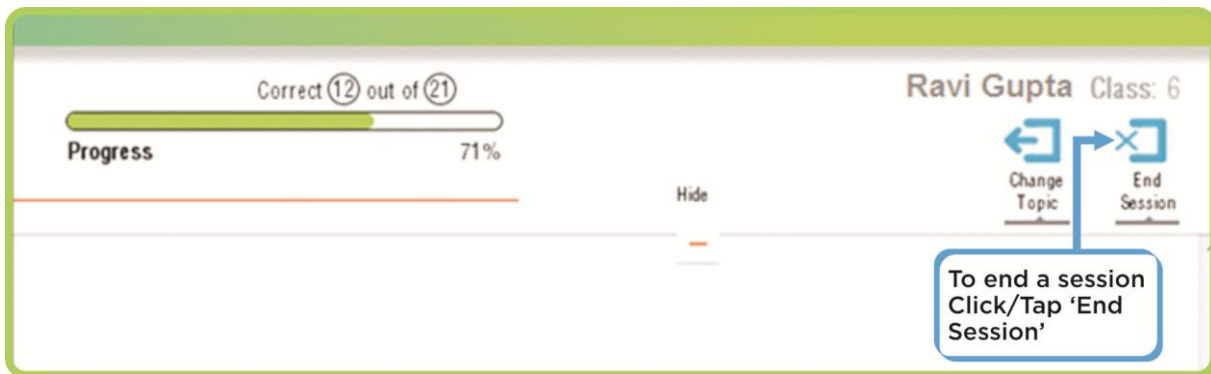


Figure 2.1.5: End Session

2.1.6 Reports

The two main reports that are provided by Mindspark for the student are –the End Session Report, The Session-wise Report.

End Session Report

The End Session Report (Figure 2.1.6.1) is generated when –

- A session ends after the stipulated time
- Student selects the 'End Session' option
- There is a break in the internet connectivity

HOME > DASHBOARD > SESSION-WISE REPORT > END SESSION REPORT

Bindu Class : 6

SESSION WISE REPORT

Session ID : 14350192 Current Session Time: 2:52 minutes earned in this session: 0

Number of Questions: Attempted: 29 Correct: 7 Challenge Question: Attempted: 0 Correct: 0 Time taken to answer questions: 01:24 minutes

S. No	My Answer	Correct Answer	Result
1	B	A	✗
2	A	A	✓
3	C	B	✗
4	A	A	✓
5	C	C	✓

Figure 2.1.6.1: End Session Report

This report states:

- The number of questions attempted.
- The number of questions attempted correctly.
- The total number of Challenge Questions attempted.
- The total number of Challenge Questions attempted correctly.
- The total time taken to answer questions.
- The total Sparkies earned.

Note: The Serial Number in the End Session Report when selected displays the question attempted by the student in the session.

Session-wise Report

The report (Figure 2.1.6.2) captures a summary of all the Mindspark sessions attempted by the student. It tabulates details like the total sessions attempted by the student, start and end time of each session, total duration and a brief on the type of questions attempted. Each session ID is a hyperlink which when selected displays the details of the session - It redirects the student to the end session report for that session.

S. No	Session ID	Start Time	End Time	Duration (MM:SS)	Session Details
1	14387165	29-Aug-2013 11:29	29-Aug-2013 11:59	29:44	34 questions, 15 topic revision questions
2	14386560	29-Aug-2013 11:15			
3	14350192	27-Aug-2013 13:59	27-Aug-2013 14:01	02:31	29 questions

Figure 2.1.6.2: Session-wise Report

The Dashboard (Figure 2.1.6.3) also provides information to the student for every topic attempted in Mindspark. It states the following:

- Number of attempts made by the student in the topic
- Number of questions attempted in the topic
- Percentage accuracy of the questions attempted
- Number of practice questions attempted
- Topic report enlists the concepts that have been cleared and the concepts that need attention in the topic (Figure 2.1.6.4)
- Question trail in the topic attempted

Topic	Complete it	Practice	No. of attempts	No. of Q's attempts	% Correct	No. of practice Q's attempted	REPORT	QUESTION TRAIL
Pre-algebra and patterns	2%		1	1	100	0		
Algebra - basic concepts, algebraic expressions and equations	7%		1	7	57.1	0		

Figure 2.1.6.3: Dashboard

HOME > DASHBOARD > TOPIC REPORT > Point, lines and planes	
Concepts cleared	Understanding basic terms and concepts Reasoning with lines and planes Reasoning with pairs of angles Complementary and supplementary angles
Concepts needing attention	None

Figure 2.1.6.4: Topic Report

Question Trail (Figure 2.1.6.5) tabulates the questions attempted by the student in the topic. It gives the following data -

- Displays the questions attempted in the topic
- Outcome of the question (right/wrong)
- Time spent in answering the question (with date and the session id)
- Learning Unit to which the question has been mapped

Question Trail exhibits the question wise progress of child in a topic in every session. It clearly shows the flow of questions that a student attempted in a regular Mindspark session as also his/her performance in solving them. The progress of a student in a Topic actually is a true picture of his ability to clear the questions in a regular Mindspark session.

MINDSPARK Bindu Class : 5

HOME > DASHBOARD > QUESTION TRAIL : Pre-algebra and patterns

Total Questions Done- 1 Percentage Correct- 100%

1 Is the following statement true?
8 = 10 - 2

Your response

A Yes, the statement is true. B No, the statement is not true. C No, but the statement will be true ONLY if you write 10 - 2 = 8

User Response: A Correct Answer: A

Session ID : 13932957 Start Time : 09/08/2013 10:46:44 Learning Unit : Understanding 'equal to' and solving simple number sentences with blanks

9 Sec

Figure 2.1.6.5: Question Trail

Note: Mindspark welcomes feedback/queries on all questions. Such a feedback/query (other than the ones posted in the Student Comment Page) must state the session id and the question number, this helps Mindspark easily trace and solve the same.

2.1.7 Logout

Click/Tap 'Logout' to sign out of Mindspark.

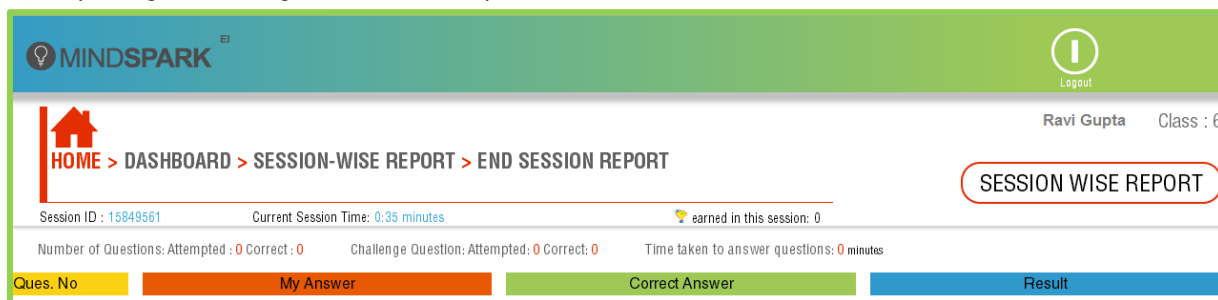


Figure 2.1.7: Logout

2.1.8 Rewards

Sparkie (Figure 2.1.8.1) is an electronic reward given to students to motivate and encourage them to do Mindspark regularly and with increased interest. This reward is applicable for students of classes (1 to 7). For classes 8 and above, Sparkies get replaced by reward points. 1 Sparkie = 10 reward points.

Sparkies awarded for regular Mindspark questions and Challenge Questions answered correctly is based on the logic stated below:



Figure 2.1.8.1: Sparkie

Number of attempts in a Topic	Number of consecutive correct answers needed to earn 1 Sparkie
1, 2	3
3, 4, 5	4
6, 7, 8, 9	5
10 till 20	10
21 and above	NO SPARKIES

Number of attempts made to solve a Challenge Question	Number of consecutive correct answers needed to earn 1 Sparkie
1	5
2	2

Students also earn Sparkies for their performance in the Monthly Revision Session, the logic for which is explained below –

- If the number of questions attempted are <20, no Sparkie.
- If the number of questions attempted ≥ 20 and % correct between 60 & 74 - 2 Sparkies.
- If the number of questions attempted ≥ 20 and % correct between 75 & 89 - 5 Sparkies.
- If the number of questions attempted ≥ 20 and % correct ≥ 90 - 10 Sparkies i.e. a Super Sparkie

Sparkie Champ Certificate, Badge and Poster

On a weekly basis, Mindspark announces the names of the Sparkie Champs, those students who earn maximum Sparkies in the week gone by. The Sparkie Champs are declared in three class categories – Classes 1 to 3, Classes 4 to 7 and Classes 8 to 10. This is announced on the Mindspark login page. They receive a certificate of appreciation, a Sparkie Champ badge and personalized poster from Mindspark.



Figure 2.1.8.2: Sparkie Champ Certificate



Figure 2.1.2.8.3: Sparkie Badge



Figure 2.1.2.8.4 Sparkie

Mindspark Usage: The daily allowable usage for a student is 90 minutes. This figure has been arrived at after considering a number of factors like preventing the student from excessive and unreasonable use of Mindspark, measurable impact of Mindspark in a day, making allowance for students to concentrate on other academic subjects etc.

We hope you have an enjoyable Mindspark experience!