

# TEACHER'S MANUAL (version 16-12-2019)

**PLEASE NOTE: This manual will not be updated!**  
**For the most recent, please visit our [help pages](#)**



## What is Earz

Earz is an accessible way to teach musical skills over the internet. It uses appealing tools (pc, tablet and/or smartphone) and is designed as a 'game', but not at the expense of the content.

Earz contains 'standard games', but a unique feature is that the teacher can be the 'boss' of the content by creating games themselves (in a simple way)! The teacher merely has to select the desired material, the app will convert it into questions in 'random' order.

This generates an infinite amount of variations and makes sure Earz is never boring for the students.

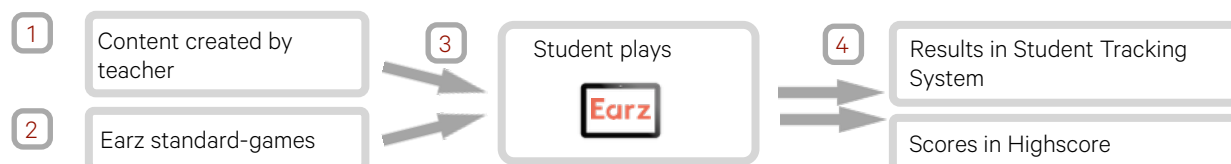
Earz can be used for all ages and levels; from young kids (for example with the graphic display of high/low) to advanced musicians and singers.

Goal is: learn while playing.

Earz contains the following 'modules':

- tones; recognition of basic music principles (high/low, long/short, loud/soft)
- recognition of instruments
- recognition of styles
- note reading
- rhythmic dictation
- theory
- intervals
- chords
- scales
- melodic dictation
- quiz

## How does Earz work broadly



**1** The teacher can create content in the form of 'games' on the teachers page (accessible with the password provided to the school). A game consists of one or multiple of the aforementioned modules and contains material, levels etc to be chosen freely.  
Creating a game is not hard and if necessary standard Earz-games can be copied and edited. The creation process will be explained in the next pages.

**3** The student sees the games created by the teacher upon logging into the app (next to the standard Earz-games [2]) and can choose to play these. The app generates questions in 'random' order based on the material chosen by the teacher.

**4** The teacher can oversee the scores/results of the student in the Student Follow-up System. The achieved score will also appear in a high score (displayed in the app and -if desired- on earz.eu).

## TEACHERS PAGE

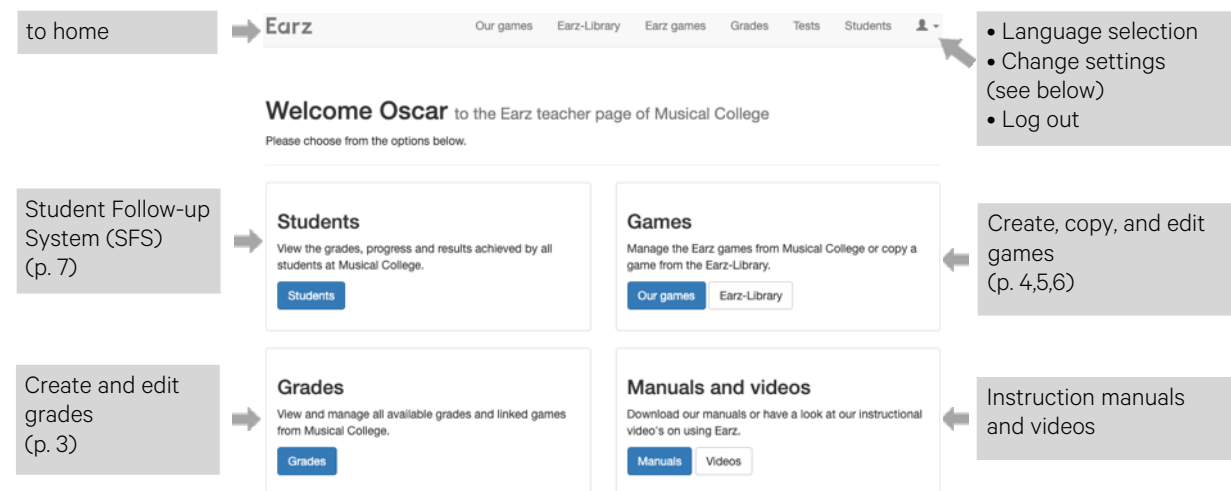
To access the teachers page: click 'login' on [www.earz.eu](http://www.earz.eu) and then choose 'teachers page'.

- Organization password = the password of the school that the students use as well.
- Teacher password = the password that can only be used by teachers.
- Name teacher = your own name. This will be mentioned with the exercises on the teachers page, so you always know who (e.g. a colleague) created the game. NB students don't see this.



The login form is titled 'login'. It contains three input fields: 'organization password', 'teacher password', and 'name teacher'. Below these fields is a green 'login' button. An arrow points from the text 'Name teacher' in the list to the 'name teacher' input field.

## Home page



The screenshot shows the Earz teacher home page. At the top is a navigation bar with links: 'to home', 'Earz', 'Our games', 'Earz-Library', 'Earz games', 'Grades', 'Tests', 'Students', and a user profile icon. Below the navigation bar is a welcome message: 'Welcome Oscar to the Earz teacher page of Musical College'. Below this are four main sections: 'Students', 'Games', 'Grades', and 'Manuals and videos'. Each section has a description and a button. To the right of the 'Students' and 'Games' sections is a box with the text 'Language selection', 'Change settings (see below)', and 'Log out'. To the right of the 'Games' and 'Manuals and videos' sections is a box with the text 'Create, copy, and edit games (p. 4,5,6)'. To the right of the 'Manuals and videos' section is a box with the text 'Instruction manuals and videos'. Arrows point from the text boxes to the corresponding sections on the page.

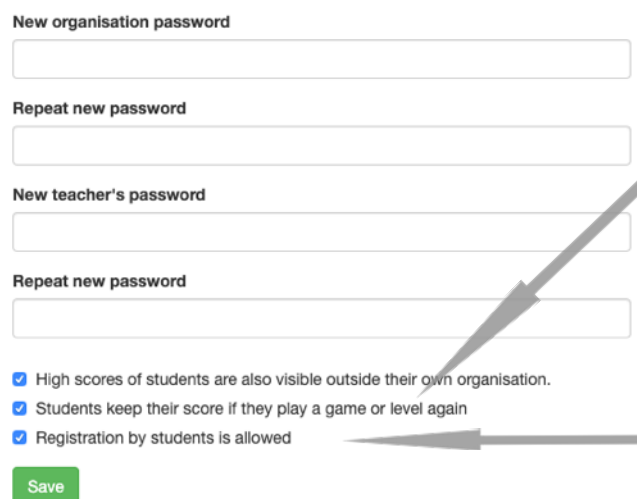
## Settings

- Change organization password as desired (= password that is also used to log into the app)

- Change teacher password as desired

- Privacy setting not checked entails that names and highscores are not visible outside of the institution

### Settings



The settings form has three sections: 'New organisation password', 'New teacher's password', and 'Privacy settings'. Each section has a 'Repeat new password' field. The 'Privacy settings' section has three checkboxes: 'High scores of students are also visible outside their own organisation.', 'Students keep their score if they play a game or level again', and 'Registration by students is allowed'. Below these checkboxes is a green 'Save' button. Arrows point from the text boxes to the corresponding fields in the form.

- Students retain or lose their points when they play again.

Login students:

- Ticked = everyone can log in "freely" into the app, with any chosen login name
- Unticked = institution must enter a list of names per grade. Students can only log in with these names. (See below: entering student names)

## New grade

To create a new grade click 'Grades'/'New Grade':

- Enter a name
- Choose a language if desired (the set language of the app will be overruled by this action)
- Click 'Save' (or 'Delete')

Name (required)

Language

Self-determined by the student

- The student sees the names of the created grades in the app.
- When the student chooses a grade, they will only see the games linked to that grade.
- By choosing a grade upon logging in, the player is automatically placed in that grade.

To change the settings of a grade, select the relevant grade.

Edit the name



If necessary, change the language. Pay attention:

- Choosing a language makes it impossible for the student to choose a language in the app.
- The student can no longer choose another grade in the app!



### group 1

Name (required)

group 1

Language

Self-determined by the student

Save

Remove

### Games

Game

Chords-beginner



Anouk It's a New Day Quiz



You will see an overview of the games linked to that grade.



Optional: enter names of students (click 'Grades' in the menu)

**This option only works when 'registration by students is allowed' is unticked (see 'settings')**

Enter the names of the students:

- Students can only log in to the app with these names!
- A list of names (separated by commas or enters) can be copied and pasted. For example, an export file (Excel or CSV) of a student registration system can be used.
- Relevant students are automatically placed in the correct grade by the app.



Students can only register with the following names. Existing accounts will not be modified by adding or deleting anything to this list.  
Enter the names comma separated or per line.

Permitted usernames

Carlos  
Cato  
Jan Jansen  
Sebas

**See the following pdf for selectable content and settings (per module):**

[https://play.earz.nl/downloads/Earz-contents\(EN\).pdf](https://play.earz.nl/downloads/Earz-contents(EN).pdf)

It is required to enter a title, the rest is optional.

- **Title** = name of the game that the students will also see in the app (e.g. 'Instruments beginners')
- **Folder**: Games can be placed in folders. (To create folders: click in 'Our games' on 'New folder'.)
- **Grades/students**: Every game must be linked to one or multiple grades or students.
  - Depending on the selected option, a field appears with the grades to be chosen or the names of the students to be entered.
  - (See 'Grades' -p. 3- for details abouts grades.)
- Description and messages : see below.
- Additional settings: see below.

Description and messages (optional):

- Description: mostly important for yourself (and colleagues) to pin down extra info on the game. This is not visible for students.
- Start message: 'explanation-page' for students in the app prior to the game. This 'start page' can consist of:
  - Text (to be made italic (I) and bold (B) if necessary.)
  - Images
  - Youtube videos
  - Files (Pdf or Word)
  - Links
- Final message: statement for students in the app after finishing the game.

Additional settings (optional):

- When 'Game is test' is ticked:
  - the game is only visible in the app between the entered start and end dates (+ time)
  - the student can do the test-game only once
  - the student cannot play the game in 'practice mode'.
- When 'Include game in Earz-Library' is ticked the game is also usable by other organizations.
- Automatic 'Show correct/wrong after answer' can be turned off (e.g. for a test)
- Automatic 'Show hearing again' option can be turned off (e.g. for a test)
- Automatic 'Show rating' can be turned off (e.g. for a test)
- The 'percentage correct, needed for sufficient' (=grade 5.5) can be changed. By default: 55% good answers. When changing, all ratings (between 1 and 10) automatically change.
- The set time to answer questions can be changed at once for the entire game (+ entered percentage)

**All these settings can be changed at all times.**

**Title (required)**

Instruments beginners

**Folder**

Testfolder

**Grades/players**

This game is for grades

**Permitted grades**

3 options selected

**Description and messages****Additional settings**

^ Description and messages

**Description**

(only visible on the teachers' page)

**Start message**

B I Image Video File Link

(visible in the app at the start of the game)

**Final message**

(visible in the app when completing the game)

^ Additional settings

☐ Game is a test

☐ Including games in Earz-Library

☒ Show correct / wrong after answer

☒ Show hearing again option

☒ Show rating

**Percentage correct, needed for sufficient**

55 %

**Answering response time**

%

(for students with difficulty in reading)

(Continuation of 'create new game')

## Instruments beginners

Preview Modify Copy Print + New level ✓ Activate game

Game is not active

Teacher: Oscar  
Description:  
Grades: group 1, group English, klas 2a  
Game is a test: no  
Total number of questions: 20

Use 'Preview' to try out your game

- A game always exists of one or multiple (max 20) 'levels'.
- Click 'new level' if there are no levels yet.
- Order of levels can be changed by dragging and dropping.

- Choose one or multiple modules that this level of the game consists of.
- If multiple modules are selected, they can be shown in the following order options:
  - 'mixed' (so the questions appear randomly)
  - 'in order'; the order can be determined by dragging and dropping, or by entering numbers in the boxes behind the modules (lowest number first).

- At 'start message', you may enter a message that the student will see at the start of this level.
- Click 'Save'.

## Instruments beginners

Change level

Start message  
Instrumenten  
(visible in the app at the start of the level)

Level  
1

Modules

☒ Instruments  
☐ Chords  
☐ Intervals  
☐ Melody  
☐ Note reading  
☐ Quiz  
☐ Rhythm  
☐ Theory  
☐ Scales  
☐ Styles  
☐ Tones

- With the 'Copy' button, the content of this level is copied to a brand new level.
- By clicking 'Modify' you can:
  - add or delete modules to or from this level.
  - delete this level (+ content) entirely.

- For every module that is chosen, 'content' must be determined by clicking 'Modify' behind the name of the module in question. (In this example 'instruments')

Level 1

Copy Modify

Instruments

Modify

Determine the module content of this level here. To do so select the desired content.

Choose whether the player sees the multiple choice options as text or as pictures\*.

\* depending on the selected module

Enter the desired number of questions or correct answers of this module in this level here.

- Click 'Save'.

- **Click 'Activate game'. Until this happens the game is not visible in the app!!**

- To edit a game this must be unticked! (then it will no longer be visible in the app.)

+ New level ✓ Activate game

After this the game is playable in the app for students of the relevant grade(s)!

Our Games    game-library of the own institution

Earz-Games    game-library of standard Earz-games

Earz-Library    'public' game-library accessible to teachers of all institutions

These libraries all work in the same way:

To search you can enter a search term; both title and description will be searched.  
(If no search term is entered all games are displayed.)

Which teacher created the game and when it has been created / last edited.

Click to create a new game or folder for games.

Click the name of the intended game to use and/or edit it.

## Games

Name ...

+ New folder + New game

Game	Teacher	Last modified	Active
Beyoncé Quiz	ger	21-01-2019 11:47	Yes
Cello Notes Reading Level A1	ger	30-09-2019 10:08	Yes

Active = no:  
Not visible in the app  
Active = yes:  
Visible in the app

Copy (to use as template for new game)

Delete game

An overview of the complete content of the chosen game will now appear.

You can:

- Copy this game  
The game may be placed in the library of your institution and you can edit and use it completely freely.
- Edit this game  
Change the content and settings.
- Print this game  
The entire content can be printed.
- Activate/deactivate  
The game is made visible/invisible for students in the app.

## Instruments beginners

Game is not active

Teacher: Oscar  
Description:  
Grades: group 1, group English, klas 2a  
Game is a test: no  
Total number of questions: 20

Level 1

Instruments

Display: text  
Questions to next level: 10  
Instruments: bassoon, flute, oboe

Level 2

Instruments

Display: text  
Questions to next level: 10  
Instruments: bongos, orchestral chimes, castanets, cello, cello, conga drums, cowbell, glockenspiel, maraca, marimba, triangle, snare drum, tambourine, tom-tom drums, triangle, vibraphone, xylophone, xylophone

Overview of all students of the institution that are active on Earz:

Export as Excel-document or print

Click to arrange on student, rating, score or date.

Export as Excel-document or print

Student name ... 01-08-2019 Until ...

All grades All folders All games Search

Select students to be displayed

Student	Rating	Score	Grade	Last played
4rn0	6.1	1868	Exam-class	2019-11-06 14:15:28
arthur	5.8	1278	_hafabra-D	2019-10-15 12:30:45
fredU	5.4	140	vmbo 3	2019-11-05 17:06:24

Click for more info per student

Results per student:

4rn0

Export as Excel-document or print

All games 01-08-2019 Until ... Search

**Report**

Correct	Wrong	% Correct	Score	Rating	Last played
33	23	21%	1868	6.1	2019-11-06 14:15:28

**Games**

Game	Progress	Level	Answers	Correct	Wrong	% Correct	Score	Rating	Last played
Theory beginner	19%	1/5	14	13	1	93%	130/140	9.3	2019-09-03 23:38:29
Intervals beginner	3%	1/6	3	1	2	33%	10/60	2.4	2018-09-03 09:01:41
Rhythm beginner	4%	1/8	3	1	2	33%	10/30	3.7	2019-10-25 15:01:50

Click for more info per game

Results per game per student:

4rn0

Instruments beginners

Export as Excel-document or print

01-08-2019 Until ... Search

**Report**

Progress	Level	Answers	Correct	Wrong	% Correct	Score	Rating	Last played
45%	4/8	36	27	9	75%	460/750	6.1	2019-10-16 20:41:46

**Levels**

	Progress	Answers	Correct	Wrong	% Correct	Score	Rating
Level 1	100%	15	15	0	100%	150/150	10
Level 2	100%	8	7	1	88%	140/160	8.8
Level 3	100%	8	3	5	38%	90/240	4.1
Level 4	63%	5	2	3	40%	80/200	4.3