Sparkuna BY EDUVERSAL

EDUVERSAL Success is the sum of details

IN CLASS · A GUIDE FOR TEACHERS

The whole class, on one screen.

Fourteen tools in Teachers Hub for the lesson itself: quick questions, games, a simulation to predict, a puzzle, a crossword. Some need student devices, many need only your class screen.



Ready in a minute

Phones, or no devices at all

Your own school only

Which tool, when?

Every tool opens from the same menu. Pick by the moment in your lesson, and by what your room has: a device for each student, one class screen, or paper.

START OF THE LESSON

What do they remember?

Live Class · an entry ticket, 3 questions

Hands up · a word cloud or "How sure are you?"

Class Crossword · a quiet start

DURING THE LESSON

Do they understand?

Predict and See · one simulation, 10 minutes

Sparkuna Lesson · new topics, step by step

Practice Watch · while they practise

Quick Fix · a 2-minute video

END OF THE LESSON

A check, or a game

Live Class · an exit ticket or a competition

Tug of War · Class Games · Bingo

Hands up · the class wall: I learned · I wonder

ON STUDENT DEVICES



Live Class 4

The class answers Sparkuna questions together; the class screen shows how it went.

DEVICES · OR NO DEVICES



Sparkuna Lesson 6

Each student learns 1–3 topics step by step. Your board shows who needs you.

DEVICES



Practice Watch 7

One card per student while they practise, with flags for who is stuck.

DEVICES · YOUR SCREEN ONLY



Hands up 8

Vote, quiz, word cloud, class wall. You choose what the screen shows.

DEVICES

ON THE CLASS SCREEN · NO STUDENT DEVICES



Tug of War · Relay Race 9

Two players at the board, or 2–4 teams passing the baton.

NO DEVICES



Predict and See 10

The class predicts with hands up, then watches a simulation and explains.

NO DEVICES



Class Bingo 11

Printed cards of 16 answers; the question is on the screen.

NO DEVICES · PRINT



Class Games 12

One list, five games: tile board, word search, anagram, sort, spinner.

NO DEVICES

Match Puzzle 13

Pieces fit where a question meets its answer. On the board or cut out.

NO DEVICES · PRINT



Class Crossword 14

A chapter's key words, made in a second. Solve together or print.

NO DEVICES · PRINT

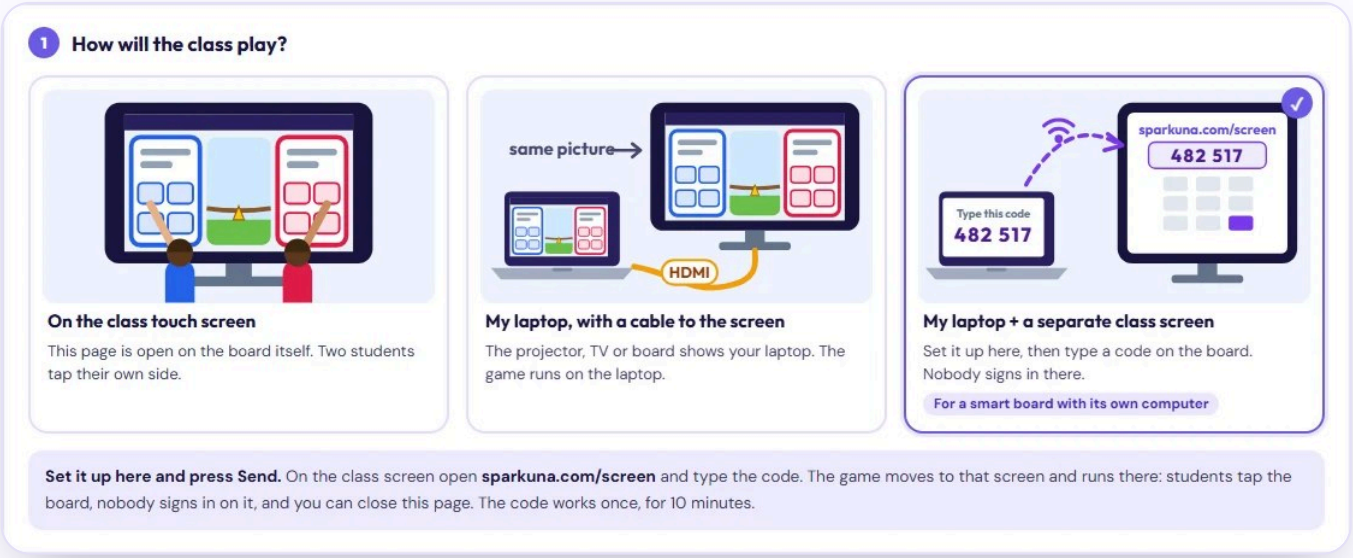
From your class's practice: Quick Fix videos · Questions to talk through · Friday class talk 15

Two-minute videos on topics your class finds hard, the questions it most often got wrong, and questions on the week's Morning Reading.

NO DEVICES

One class screen, three ways to use it.

Most tools show the class one big screen. Each page asks first how your room is set up, and the tip under the choice says exactly what to press.



How will the class see it? The first card on Live Class, Tug of War and the other class-screen tools.

A

On the class touch screen

Sign in to Teachers Hub on the board itself and play there. Sign out after the lesson: a class screen signs you out by itself after 20 minutes without a touch.

B

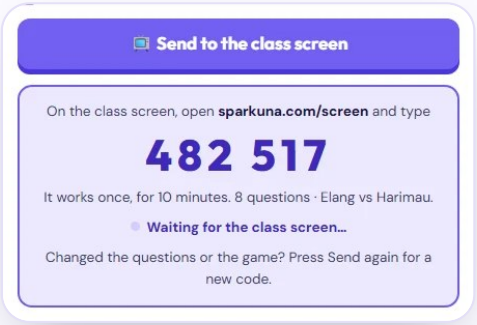
My laptop, with a cable

The board shows your laptop (on Windows press Win + P → **Duplicate**; on a Mac, mirror the screen). Press ⛶ **Full screen**. Casting works too.

C

Laptop + a separate class screen

Set it up on your laptop, press 📺 **Send to a class screen**, then type the 6-digit code on the board at **sparkuna.com/screen**. Nobody signs in there.



The code works once, for 10 minutes.

Your laptop becomes the remote

Once the class screen has the game, your laptop shows what happens there: the score, the question number, the clock. For Class Bingo, Predict and See, the Class Crossword, Relay Race and the Match Puzzle it also has the buttons: *Show the answer*, *Next*, *A letter*, *Pause*.

Works with a separate class screen

Live Class · Hands up · Tug of War · Relay Race · Predict and See · Class Bingo · Class Games · Match Puzzle · Class Crossword · Quick Fix videos · Questions to talk through · Friday class talk.

One laptop, two screens? Under the code, 🪟 **Open the class screen in a new window** and drag it to the board.

Good to know

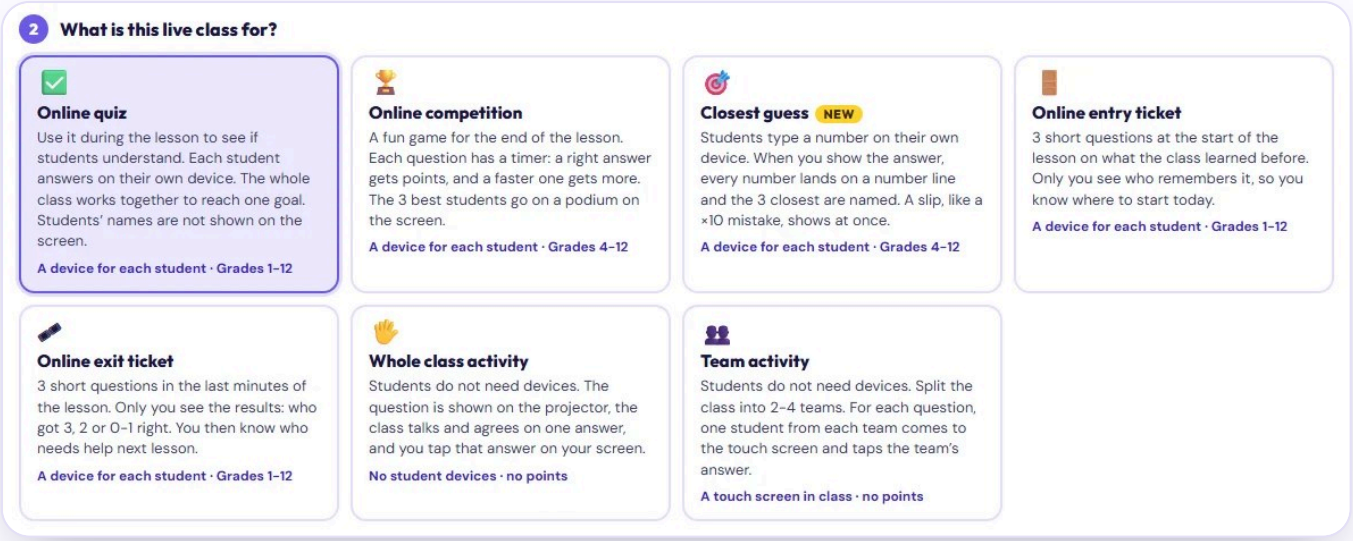
- Names stay on your own screen. A class screen never shows a student's full name, and nobody types a password on it.
- **Sparkuna Lesson** and **Practice Watch** show names, so keep those on your laptop and show the class only the code.

▶ Film · 2:00
Set up a Live Class

A DEVICE FOR EACH STUDENT
OR NO DEVICES

The whole class answers, together.

Sparkuna questions on the class screen, one at a time. Students answer on their own devices, or the class agrees on one answer with no devices at all. Grades 1–12.



What is this live class for? Seven uses, each with what it needs: a device for each student, or none.

1 Choose, then Start

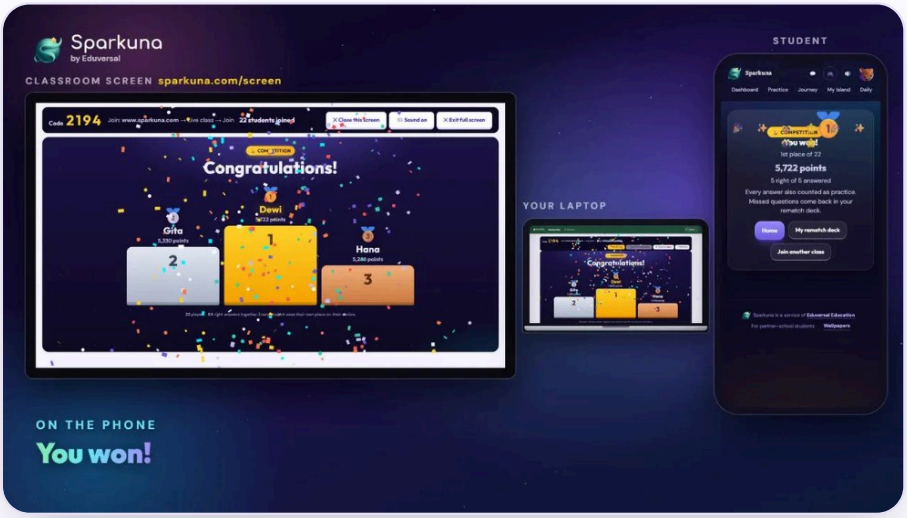
How the class sees it, what the class is for, then the chapter (or one topic for today's lesson) and how many questions. **Start a live class** gives a waiting screen with a code.

2 Students join

They open **www.sparkuna.com** and type the 4-digit code in the **Live class** box on their home page. Only your school's students of that grade can join.

3 Play and talk

▶ **Start**, then after each question **Show answer**, talk about it, and **Next question** →. At the end you see how each question went.



A competition (Grades 4–12): faster right answers score more, and the top 3 stand on a podium. Each student sees their own place.



On a student's device: the question, or only A–D so everyone looks up. "I don't know this yet" is always there.

Good to know

- Answers count as normal Sparkuna practice: right answers earn points, wrong ones come back later in the student's rematch deck.
- The screen never shows who got an answer right or wrong; the **class picture** shows each student as their companion with a first name + initial (or characters only, or off). Past classes stay under **Past live classes**. More: the 6-page Live Class guide.

NEW · TEACHING → LIVE CLASS

New in Live Class, November 2026.

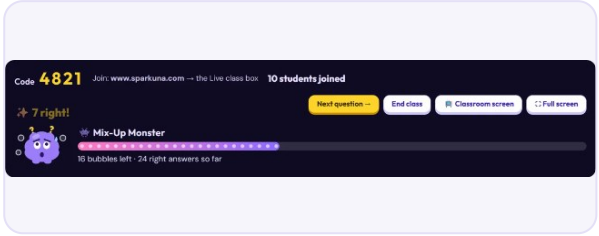
Six ways to make the whole class think, talk and play together. Each one is a choice when you set up the class.



🎯 Closest guess

USE · GRADES 4–12 · DEVICES

Students type a number. At **Show answer** every number lands on a number line (no names), a flag marks the answer and the 3 closest are named. A slip shows at once: "2 students typed 15".



👾 Mix-Up Monster

CLASS GOAL · QUIZ OR WHOLE CLASS

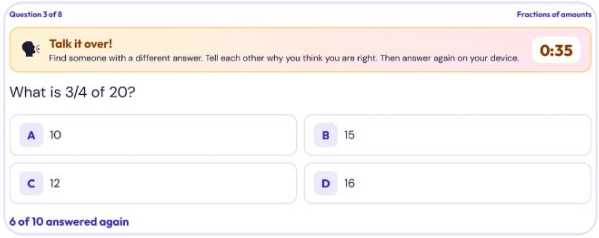
The class goal as a monster. Every right answer pops one of its bubbles. Reach the goal and it turns into a friendly cloud. Nothing is hurt, and a wrong answer costs nothing.



🔍 Mystery Animal

CLASS GOAL · GOOD FOR GRADES 1–6

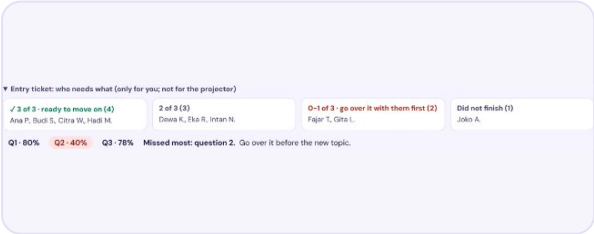
A hidden picture of an Indonesian animal. Every right answer opens part of it, and the class guesses out loud. At the end: the animal, its Indonesian name and a short fact.



🗣️ Talk it over

IN A QUIZ · WHEN THE CLASS IS SPLIT

Many got it wrong? Students find someone with a different answer and say why, then answer again. The reveal shows *before talking 40% → after 80%*. Only the first answer counts for points.



🚪 Entry ticket

USE · START OF THE LESSON

Three questions on what the class learned before; **Use last lesson's topic** fills it in. Only you see who got 3, 2 or 0–1 right, and the question missed most.



⚡ Double · Shield

COMPETITION · GRADES 4–12

Once a class, each player can switch on **Double** (this answer's game points × 2 if right) or a **Shield** (a wrong answer keeps the streak). Game points only: Sparkuna points never change.

Good to know

- Mix-Up Monster is the class goal unless you choose the plain bar or the Mystery Animal.
- Closest guess needs a chapter with at least 5 number questions (most Maths chapters).

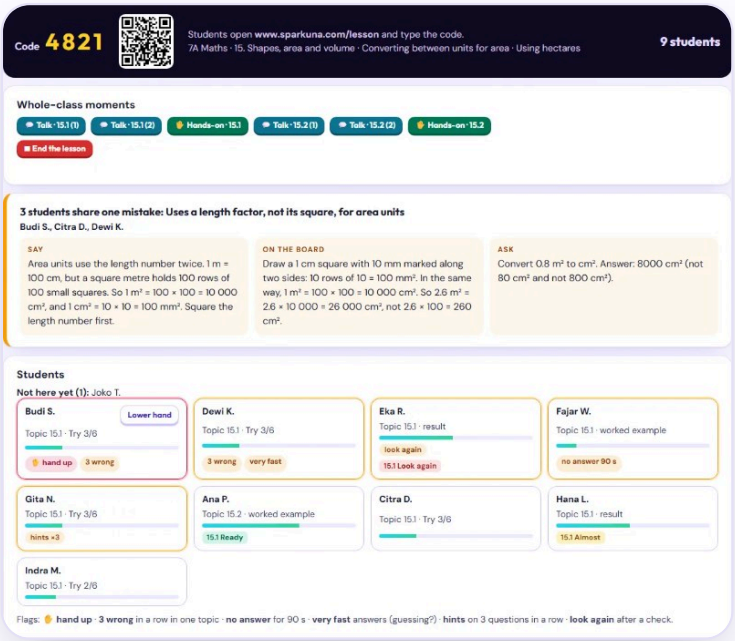
▶ Film · 1:01
Sparkuna Lesson

A DEVICE FOR EACH STUDENT

YOUR SCREEN ONLY

A lesson on Sparkuna, you run the room.

Each student learns one to three topics on their own device: short cards, a worked example, one to finish alone, practice with hints, then a check of 3 new questions. Your board shows who needs you now. Ready for Grade 7 Maths and Science chapters; more come chapter by chapter.



Your board. Flagged students first. When several share one mistake, a card says what to *say*, *draw* and *ask*. A fictional class.

1 Pick the chapter and topics

One to three topics, and your group to see who has not joined. Press ▶ **Start the lesson**.

2 Students join with the code

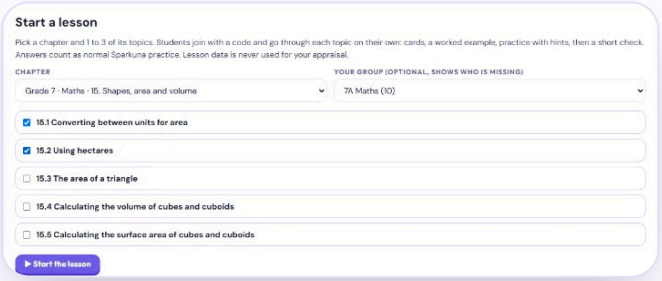
At **www.sparkuna.com/lesson** (or the QR), with their own account.

3 Go to the flagged students

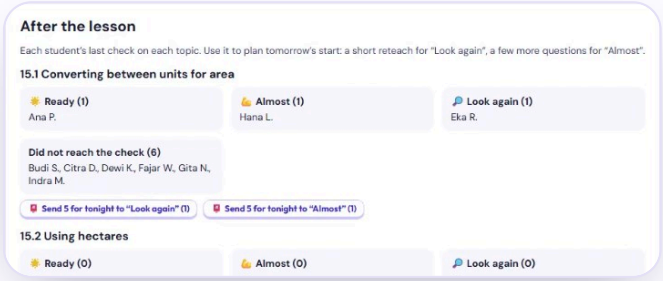
A raised hand, 3 wrong in a row, no answer for 90 seconds, very fast answers, hints on 3 questions in a row.

4 Bring the class together

Talk puts a partner question on every screen; **Hands-on** sends everyone away from the screen for a short task.



Start a lesson. A chapter, your group, 1–3 topics.



After the lesson. Who is Ready, Almost or should Look again, and *Send 5 for tonight* in one tap.

Good to know

- Answers count as normal Sparkuna practice (points, medals). Lesson data is never used for your appraisal.
- The board shows names: keep it on your own screen and show the class only the code. A lesson left open ends by itself after 3 hours.

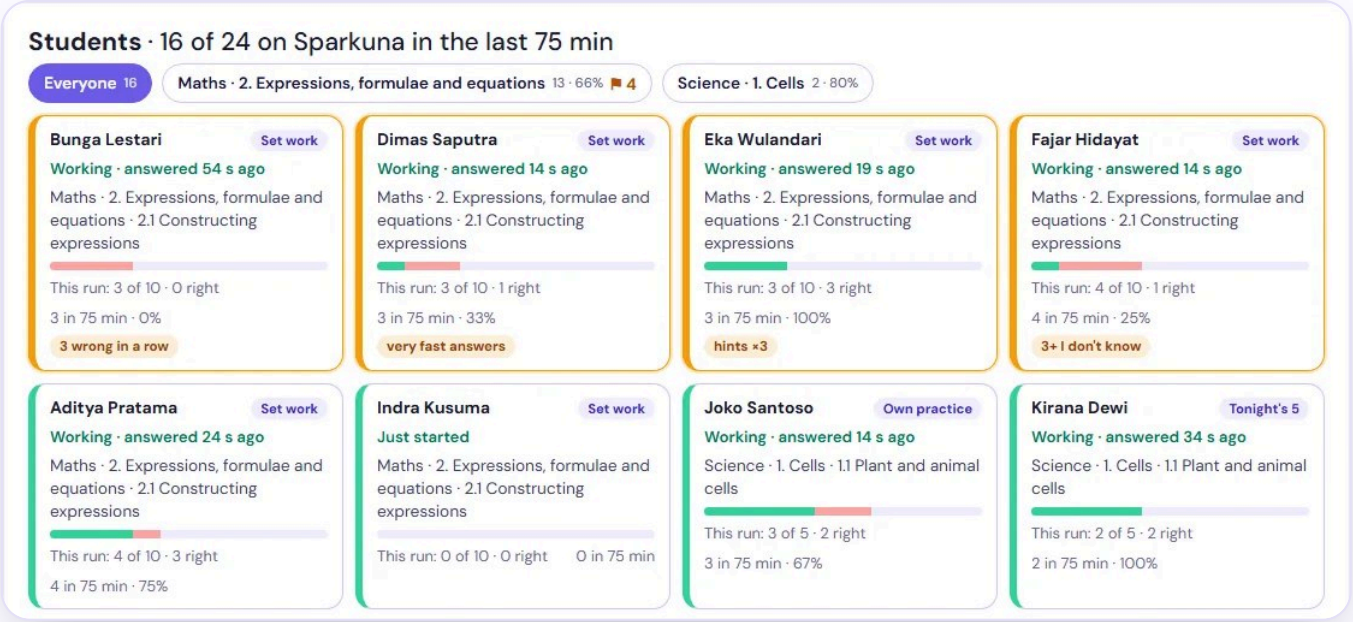
▶ Film · 0:58
Practice Watch

A DEVICE FOR EACH STUDENT

YOUR SCREEN ONLY

Your class, while it practises.

When students practise on their own devices (set work, Tonight's 5, the daily challenge, exam prep, their own chapter), keep this page open on your laptop, tablet or phone as you walk the room. Nothing to set up.



One card per student, updated every 20 seconds. Flagged cards come first; a grey card has had no answer for 2 minutes. The chips sort students by chapter. A fictional class.

1 Give the class practice

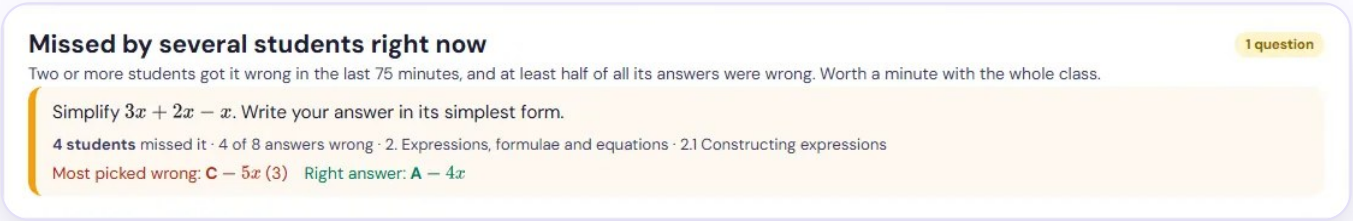
Set work on Assign Practice, or ask the class to open Practice and pick the chapter. Then pick your grade and group here.

2 Go to the flagged students

3 wrong in a row, several "I don't know", very fast answers, hints on 3 questions in a row, or under 40 % right.

3 Stop the class for a shared mistake

When two or more students miss the same question, take a minute with the whole class, then let them carry on.



Missed by several students right now: the question, the wrong answer most of them picked, and the right one.

Good to know

- Nothing is saved and nothing changes for students; their answers count as normal practice. Live Class questions are not shown here.
- It looks back 75 minutes and stops by itself after 2 hours (press **Resume**). For everyone on one question, use Live Class; to teach new topics, Sparkuna Lesson.

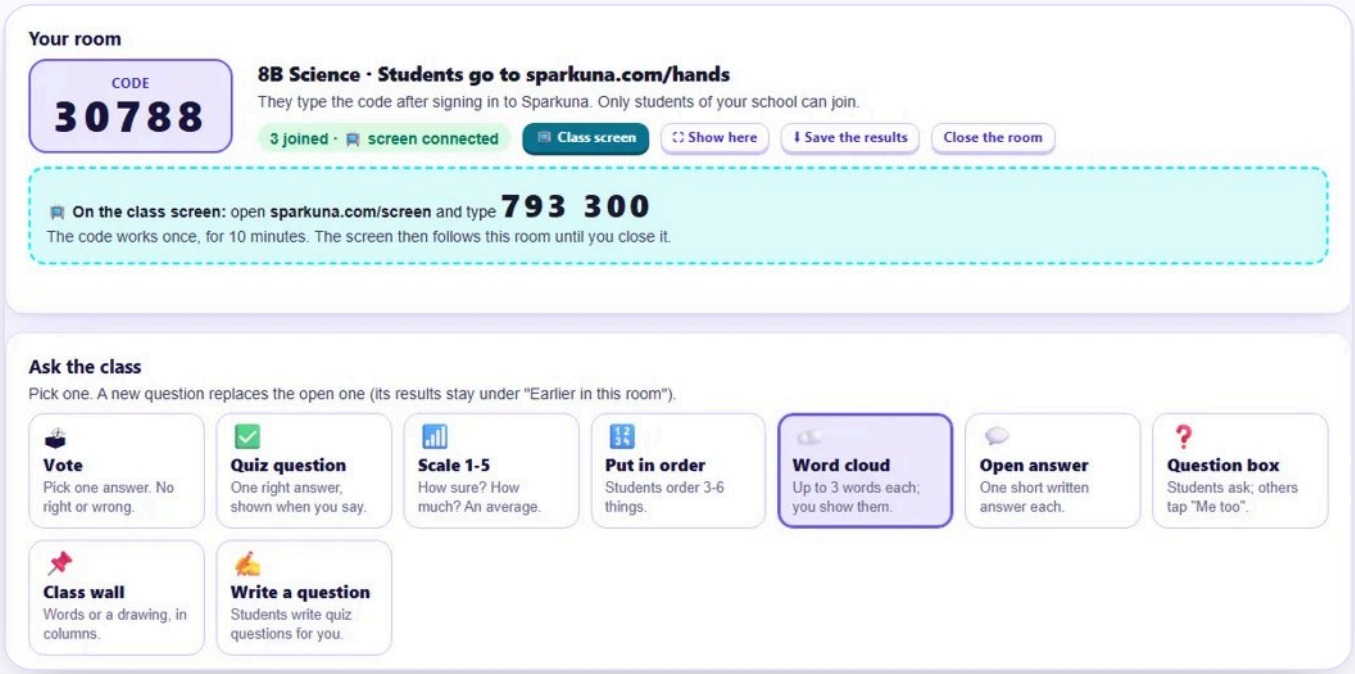
▶ Film · 1:03
Hands up

NEW · TEACHING → HANDS UP

A DEVICE FOR EACH STUDENT

Ask the class, hear every voice.

Students answer on their own devices: a vote, a quiz question, a word cloud, a class wall. Written answers come to you first; you choose what the class screen shows, never with a name.



Your room. The code students type, the class screen's own code, and the nine ways to ask. A fictional Grade 8 class.

1 Open a room and ask

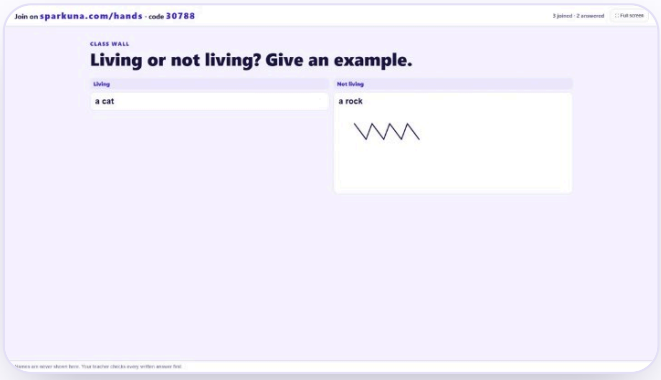
🙋 **Open a room** gives a 5-digit code. Students type it in the code box on their Sparkuna home page, the same box as Live Class.

2 Check the answers

Votes count at once. Written answers wait for you: **Show** puts one on the screen. A rude word, a link or a phone number is marked **Check this one**.

3 Show the class

⛶ **Show here** fills this screen. For a separate touch screen, press 📺 **Class screen** and type its code at **sparkuna.com/screen**.



The class screen. A class wall in two columns, with the word and the drawing you chose to show.

Nine ways to ask

- **Vote** · no right answer
- **Quiz** · answer shown when you say
- **Scale 1–5** · how sure?
- **Put in order** · 3–6 things
- **Word cloud** · 3 words each
- **Open answer** · one short answer
- **Question box** · others tap "Me too"
- **Class wall** · words or a drawing
- **Write a question** · students write quiz questions for your class list.

Good to know

- **Try:** a word cloud at the start ("What do you remember?"), the class wall as an exit ticket (*I learned · I wonder*).
- Only students of your school can join. No points and no marks. A room stays open 3 hours; its answers are deleted 14 days after it closes. ⬇ **Save the results** gives a spreadsheet with no names.

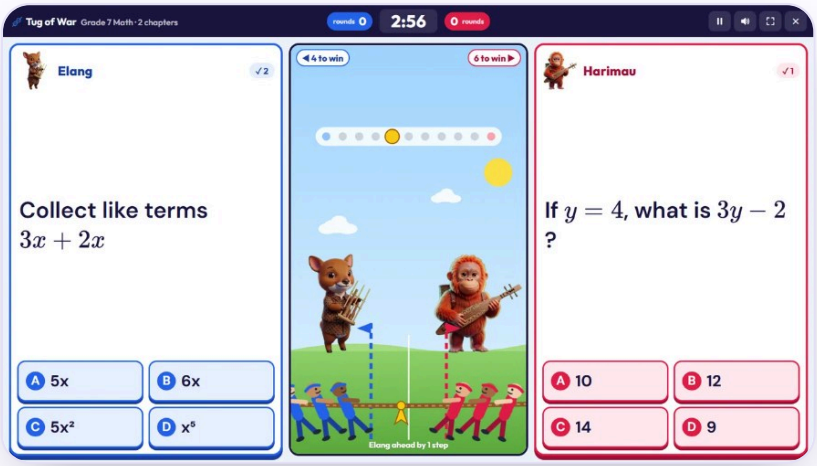
▶ Film · 1:09 Tug of War

▶ Film · 1:09 Relay Race

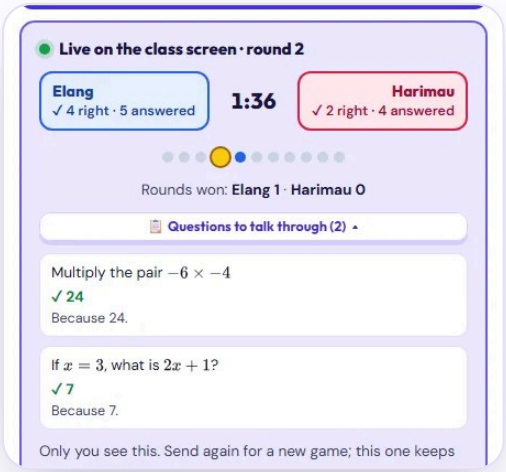
NO STUDENT DEVICES

Two players at the board, the class cheers them on.

Two teams, a panel each, the same questions in their own order. A right answer pulls the rope one step; a wrong one shows the right answer. All grades, any subject: Sparkuna questions, your Question Bank set, English words, or your own lines in any language.



On the board. Both players can tap at the same time.



On your laptop, when the game runs on a separate screen.

1 Pick how, then the questions

Name the two teams, give each a companion, and choose how far the rope goes and how long a round is.

2 Start, or send it

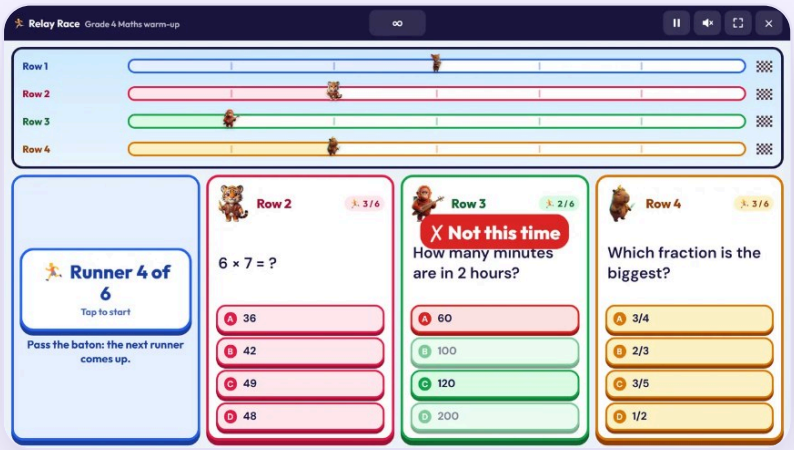
▶ **Start Tug of War** goes full screen. Or 📺 **Send to the class screen** and type the code at sparkuna.com/screen.

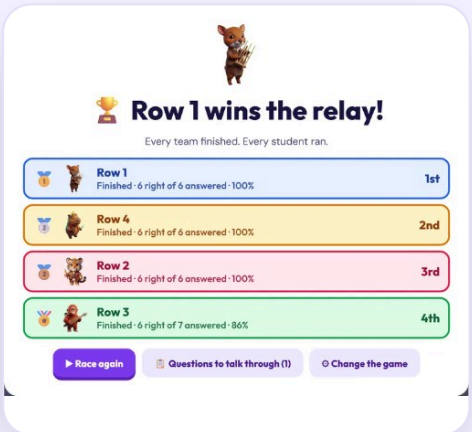
3 Next two players

Rounds won are kept. **Questions to talk through** lists what the class missed. No touch screen? Team 1 keys 1–4, team 2 keys 7–0.

🏃 Relay Race · every student runs

Under **Which game?** pick Relay Race: 2–4 teams (one a row works well), a lane each, as many runners as students in a team. A right answer moves the team one leg; the next runner comes up and taps **Tap to start**, like passing the baton. Every team finishes. On a laptop, teams answer with 1–4, Q W E R, A S D F and Z X C V.





Good to know

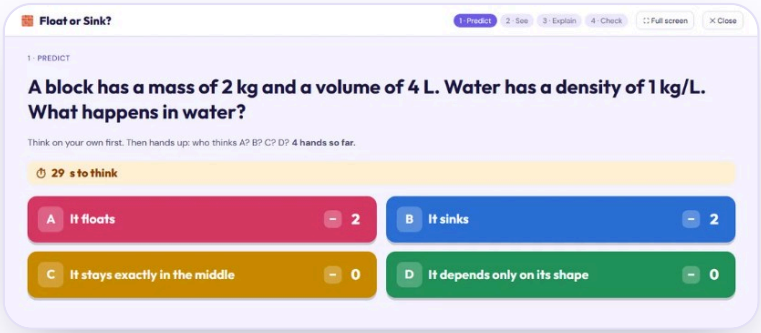
- Nothing is saved for a student: no points, no names. A one-minute film of a class playing is under the Start button and in Video tutorials.

▶ Film · 1:09
Predict and See

NO STUDENT DEVICES

Predict, watch, then explain.

One simulation, the whole class, about 10 minutes. The class predicts with hands up, watches what really happens, then talks about why. More than 220 simulations for Maths and Science, by grade.

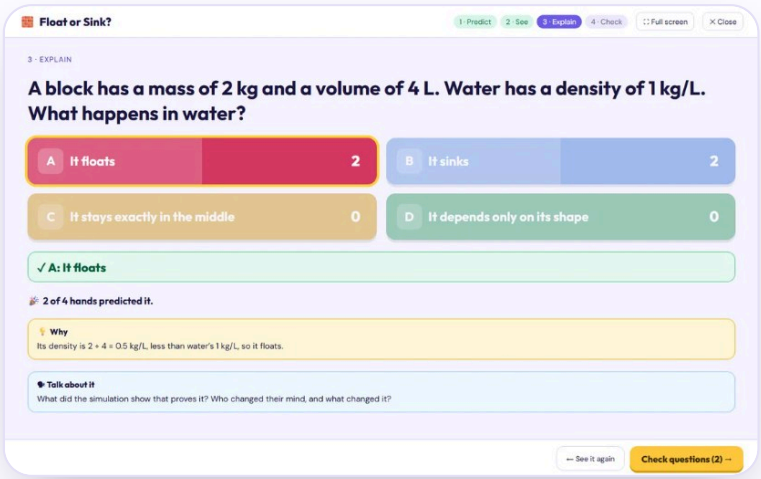


1 · Predict. 30 seconds to think on their own, then hands up for A, B, C or D. Tap an answer to count a hand.

1 **Predict**
Pick a simulation for your grade and press **▶ Start on this screen** (or **📺 Send to a class screen**). Count the hands, then **🔒 Lock our prediction**.

2 **See**
The simulation opens with **What to try** beside it. Let students tell you what to change, and watch together.

3 **Explain**
Show the answer shows the votes and why it is right. Ask what in the simulation showed it, and who changed their mind. Then two check questions.



3 · Explain. How the class voted, why the answer is right, and a question to talk about.

Want every student to answer?

Students try the same simulations on their own in **Sim Lab** on Sparkuna, with the prediction and the checks, and you see who did them under My Students → Labs & activities. For a quiz on their devices, use Live Class.

Keys on the class screen

1–4 count a hand · Enter goes on · Esc closes.

Predict	See	Explain	Check
~2 min · think alone, then hands up	~4 min · the class tells you what to change	~2 min · why, and who changed their mind	~2 min · two questions, out loud

Good to know

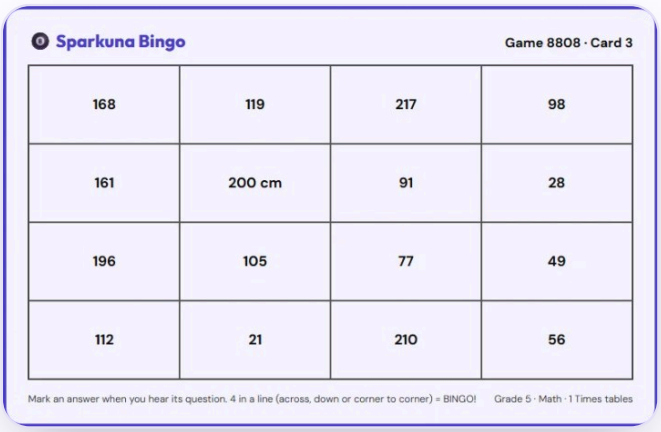
- Nothing is saved, and no student needs a device or an account.
- The simulations come from PhET, Concord, GeoGebra, Falstad, NASA and Sparkuna; each one's credit shows under it.

▶ Film · 1:01
Class Bingo

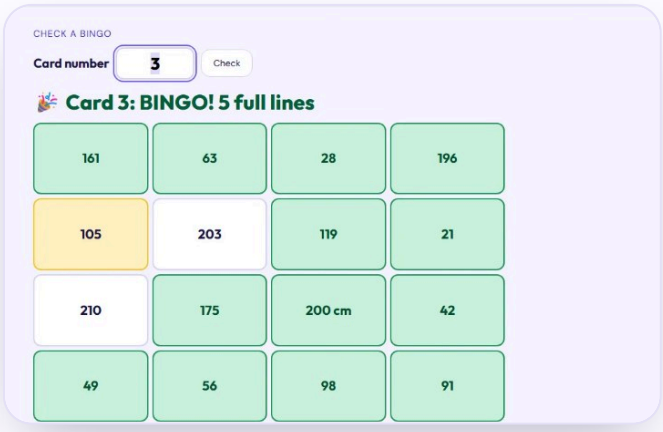
NO STUDENT DEVICES · PRINT

Bingo, with the chapter's answers.

Each student or pair gets a printed card of 16 answers. You show a question on the class screen; whoever has its answer marks it. Four in a line wins.



A printed card. Two on each A4 page, every card different.



Someone shouts Bingo? Type their card number to check it.

1 Make the game and print
Pick Sparkuna chapters, or write your own *question | answer* lines. **Make the game** gives it a 4-digit number. 🖶 **Print the cards**: 10 to 60.

2 Play on the class screen
One question at a time. Give the class time to find the answer on their card, then **Show the answer** and **Next question**.

3 Check a Bingo
🎉 **Check a Bingo**, type the card number: the screen says whether a row, a column or a diagonal is complete. Play on for a full card.



On the class screen. The question, then its answer for everyone to check.

Good to know

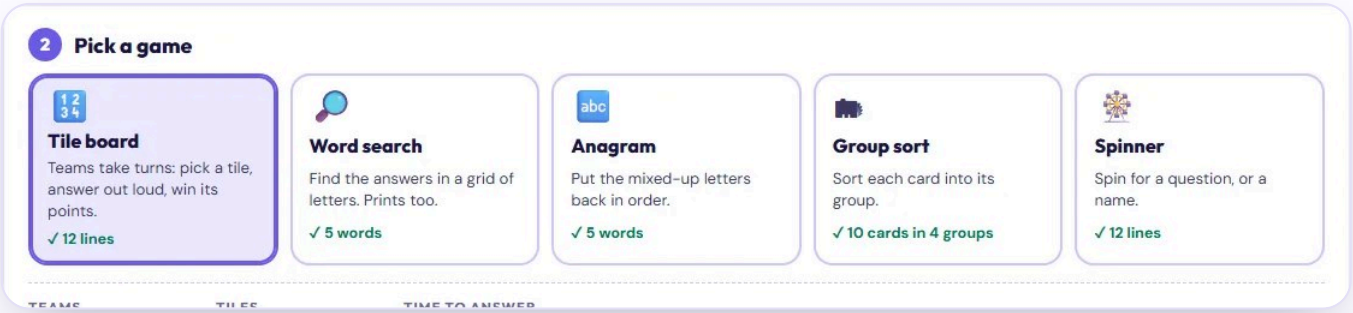
- Short answers work best: a number, a word, a short phrase. You need at least 20 different answers; 30–40 make better cards.
- Nothing is saved for a student. The game stays in this browser, so cards printed today still play tomorrow (**Your games**).

▶ Film · 1:19
Class Games

NO STUDENT DEVICES · PRINT

One list, five games.

Write your questions and answers once, in any subject and any language, and pick a game. Your class lists are kept in your account and also show up in Tug of War, Class Bingo, the Class Crossword, the Match Puzzle and Hands up.



Pick a game. Each card says whether your list fits it.

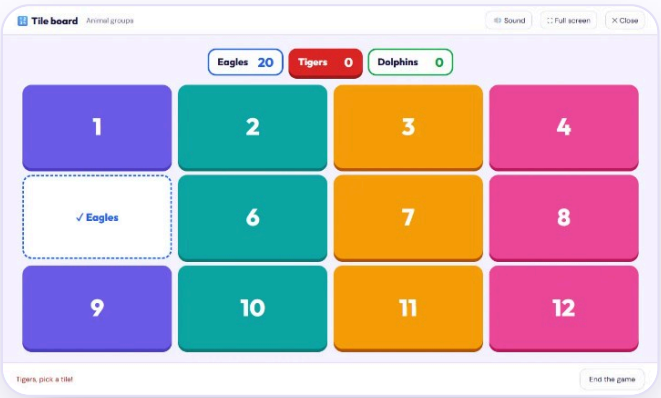
Tile board
Teams take turns to pick a numbered tile and answer out loud. Some tiles hide a good surprise.

Word search
Find the one-word answers in a grid. Prints with an answer page.

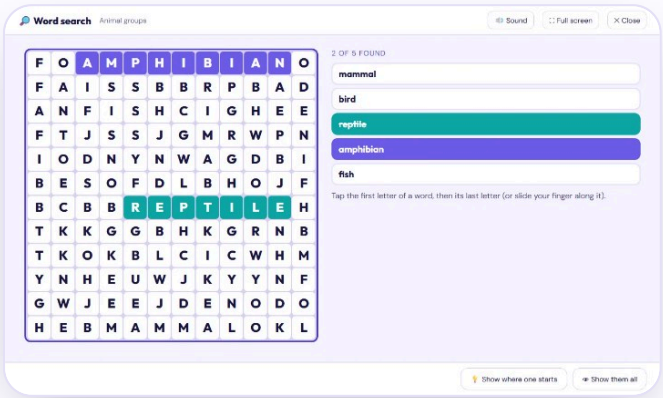
Anagram
Put the mixed-up letters back in order. Prints too.

Group sort
The answer is the group: *A bat | mammal*. Sort each card.

Spinner
Spin for a question, or for a name from your class.



Tile board. 2–4 teams, 9–24 tiles.



Word search. Tap the first and last letter.

1 Write a class list
One line for each item: the question, a **|**, then the answer. Wrong answers after more **|**s give choices. Pasting from a spreadsheet works.

2 Pick a game
Or use Sparkuna questions for the tile board and the spinner.

3 Play on the class screen
On the tile board the team answers out loud; you press **Show the answer**, then ✓ or ✗. If they miss, another team may try.

Good to know

- Nothing is saved for a student, and a team that answers wrong never loses points.
- Names for the spinner stay on this computer only. They are never sent to a class screen.

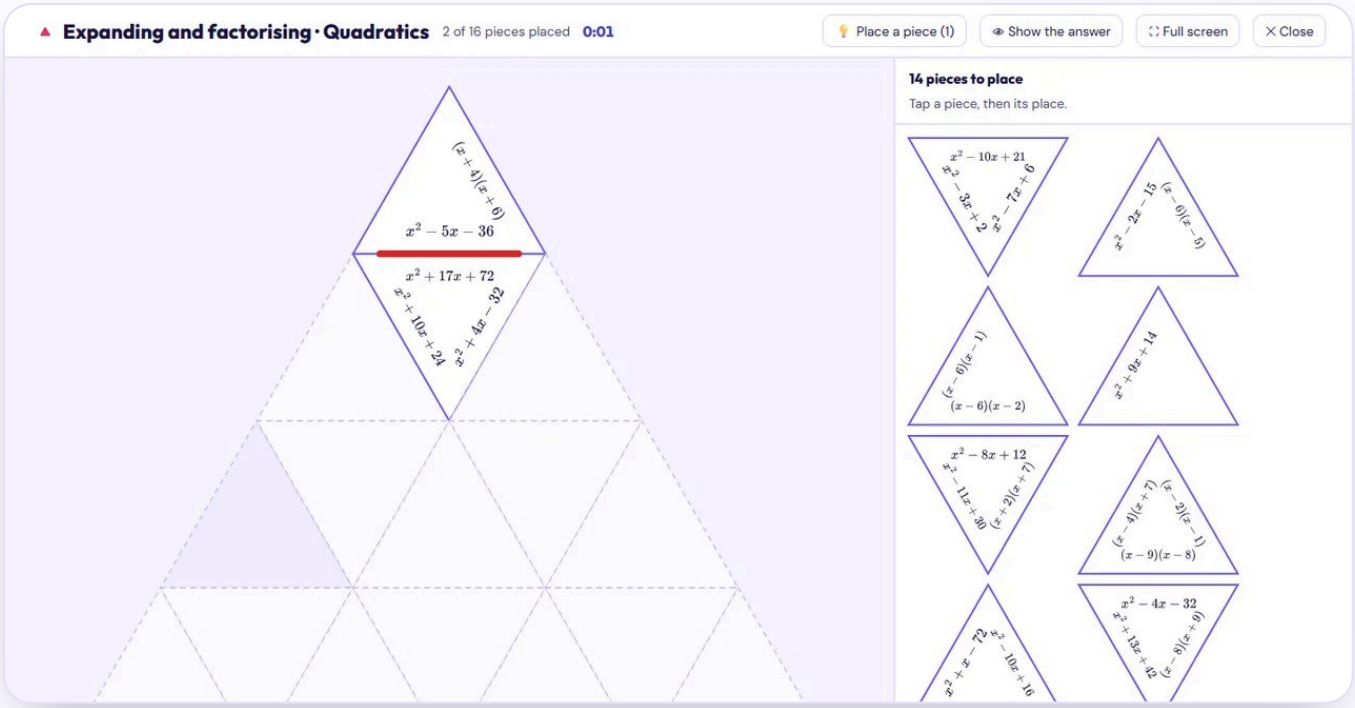
▶ Film · 1:06
Match Puzzle

NEW · TEACHING → MATCH PUZZLE

NO STUDENT DEVICES · PRINT

A puzzle that fits only when the maths does.

Every edge of a piece has a question or an answer on it. Two pieces fit when the edge they share holds a question and its own answer. When every pair meets, the pieces make a triangle, a hexagon or a square.



On the board. Tap a piece, then its place. 💡 *Place a piece* helps when the class is stuck.

1 Pick the pairs

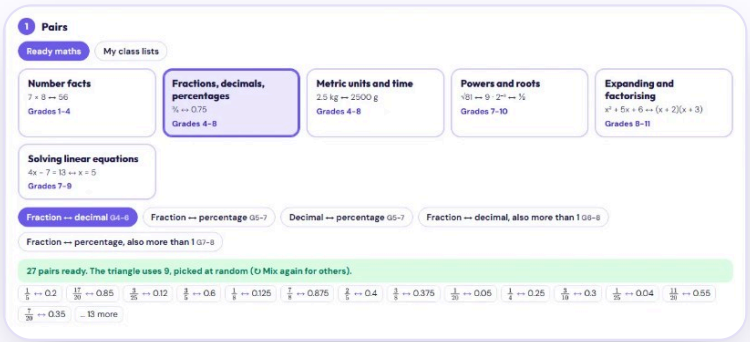
Ready maths, new every time, Grades 1–12: number facts to calculus. **Ready sets** for Science and English. Or your own class lists.

2 Pick the shape and the check

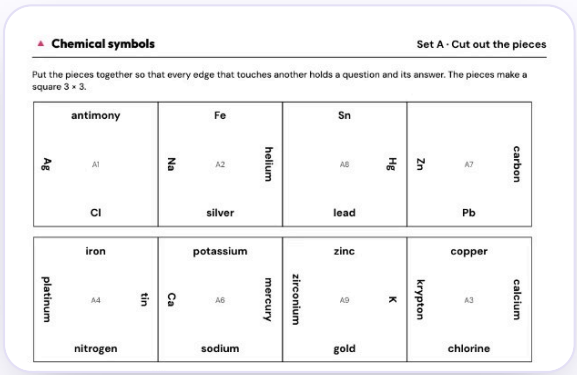
Triangle (9 pieces) for a quick start, Big triangle (16) for the classic. Check **at once**, with a button, or only at the end.

3 Play or print

🖶 **Print** gives pieces to cut out, one set a group (A, B, C…), and an answer page for you.



Ready maths. Ten kinds of pairs, each for its grades.



Printed for groups. A Science set: element symbols.

Good to know

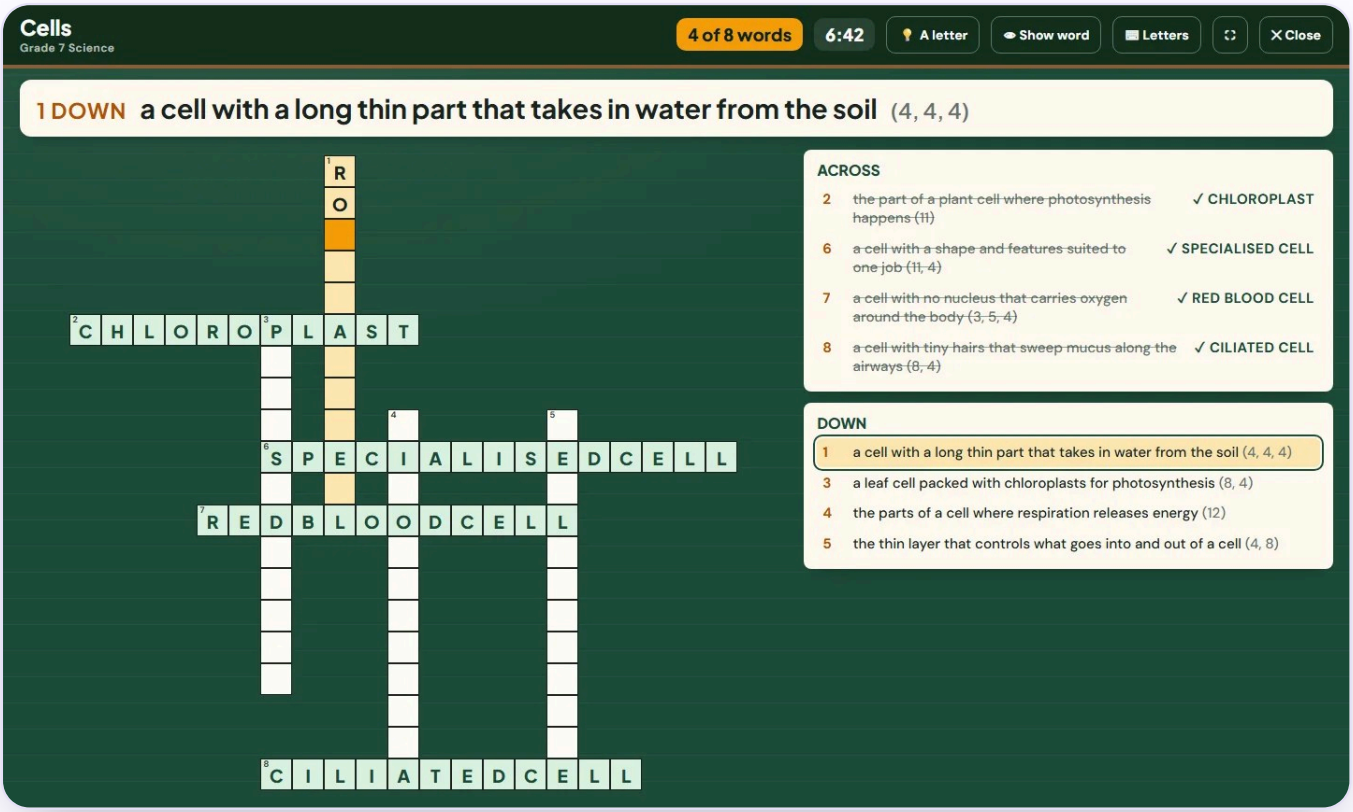
- **Easy** pieces come the right way round; in **Classic** the class turns them too.
- Nothing is saved for a student. Two halves that mean the same (½ and 0.5) would fit two places, so the page leaves such a pair out and says why.

▶ Film · 1:04
Class Crossword

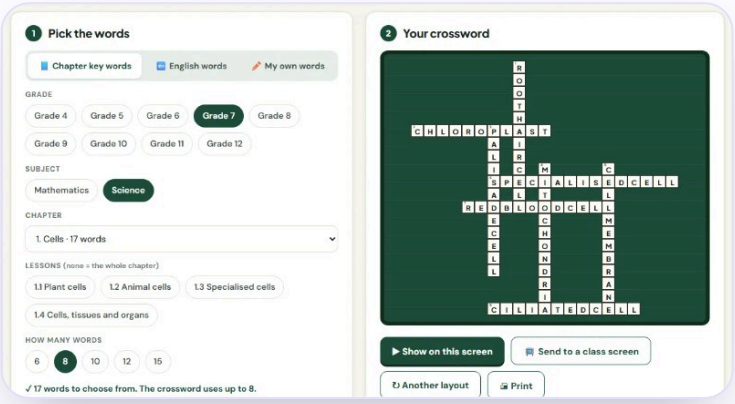
NO STUDENT DEVICES · PRINT

A chapter's key words, made in a second.

A crossword of the words your class needs: a chapter's key words (Maths and Science, Grades 4–12), English words from Word Cards, or your own list in any subject. Solve it together on the class screen, or print it. Nothing is saved for a student.



On the class screen. A student taps a square or a clue and types, or says the word for you to type. A right word turns green.



Make it and look at it. It shows first with the answers, for your eyes.

1 Pick the words
Grade, subject and chapter (or lessons in it), and how many words: 6 to 15.

2 Look at it
Not happy? ↻ **Another layout** mixes it again.

3 Solve it, or print it
Stuck? 💡 **A letter** or 👁 **Show word**. 🖶 **Print** gives a student copy with Name, Class and Date, and an answer page.

Chapter key words
Maths and Science, Grades 4–12: more than 4,000 key words with clues, chapter by chapter.

English words
The Sparkuna Word Cards lists, A1 to C1, and academic words for IELTS-style or SAT-style word work.

My own words
One word a line, then = and the clue. Any subject, any language with the letters A–Z.

▶ Film · 0:43
Quick Fix videos

▶ Film · 0:47
Questions to talk through

▶ Film · 0:43
Friday class talk

TEACHING → ON SPARKUNA

NO STUDENT DEVICES

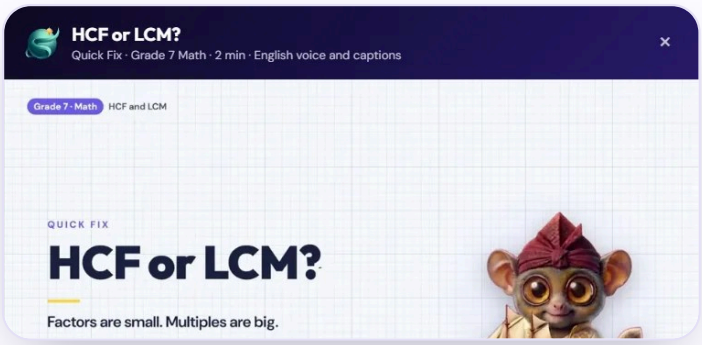
From your class's practice, ready for the board.

Three cards on My Students → In class turn what your students did on Sparkuna into something for the whole class. Pick your grade and class at the top; each can go to a separate class screen.

🎬 Quick Fix videos

TEACHING → QUICK FIX VIDEOS

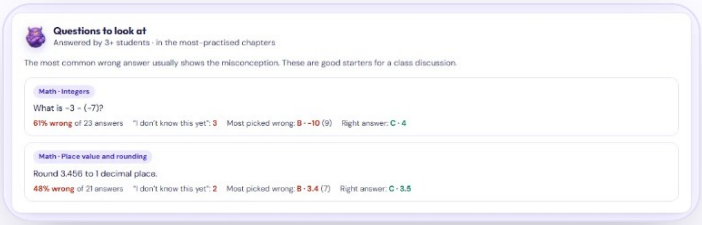
Two-minute videos, with an English voice and captions, on topics Sparkuna students often get wrong. A gold line marks the ones *your class finds hard*. Press ▶ **Show in class**, and pause before "Your turn" so the class answers first. Then **Set this chapter…** as practice.



🗣 Questions to talk through

TEACHING → QUESTIONS TO TALK THROUGH

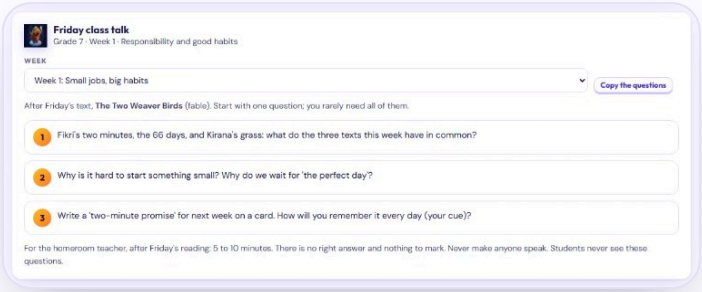
The **Questions to look at** card: the questions your students most often answered wrong (once 3 or more answered one), with the wrong answer most picked and the right one. Put one on the board, let the class try again, and ask: *"Why might someone choose -10?"* No student's name is shown.



🌻 Friday class talk · Grades 7–12

TEACHING → FRIDAY CLASS TALK

For the homeroom teacher, after Friday's Morning Reading: a few questions on the week's texts. Start with one; there is no right answer and nothing to mark, and nobody has to speak. **Copy the questions** for a slide or a chat.



Also in Teaching: the Library

Teaching resources, videos and references shared by colleagues across every partner school. Filter by type or subject, or add your own.

GETTING STARTED

Try one tool this week.

1

Pick a moment

The start, the middle or the end of one lesson. Page 2 shows which tool fits.

2

Open Teachers Hub

Sign in with your school account. Every tool is under *Teaching*.

3

Show the guide

Each page has *Show the guide* at the top: three pictured steps, the same as this booklet.

Five minutes, no devices

Tug of War, Class Games or a Class Crossword with your own list. Nothing to set up for students.

With student devices

A Live Class quiz of 5 questions, or a Hands up word cloud. Students join with a code on their Sparkuna home page.

Watch first

A 1-minute film for every tool, and every guide, in Teachers Hub.

teachershub.eduversal.org/sparkuna-tutorials

Questions?

Ask your school's Sparkuna Champion, or your Eduversal team. Help → Send Feedback in Teachers Hub reaches us too.

Sparkuna BY EDUVERSAL

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