Sparkuna BY EDUVERSAL | EDUVERSAL Success is the sum of details

FOR TEACHERS · GRADES 1–12

TEACHERS HUB · LIVE CLASS

A quiz on the classroom screen. Together, or for the podium.

Run it from **your laptop**. Show the questions on the **classroom touch screen** or the projector. Students answer on **their own devices**, or the whole class plays together **on the board**, even in teams. At the end of a lesson: a 🏆 **Competition** with a timer and a podium, or a **exit ticket**.

Your laptop

Start the class in Teachers Hub and run it from there, or from the big screen.

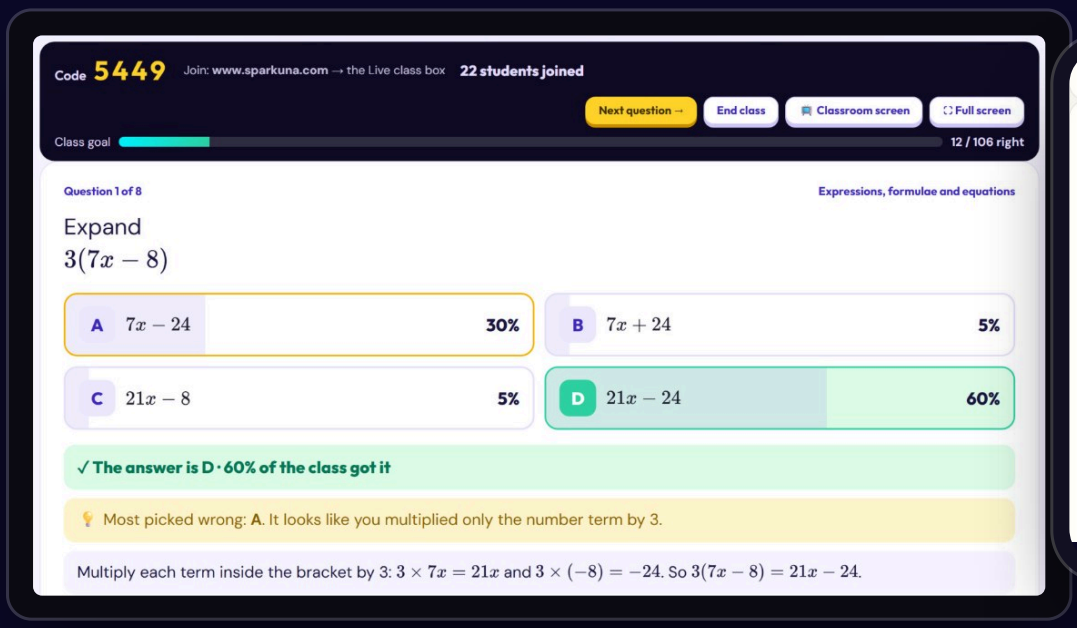
Classroom screen

Open sparkuna.com/screen and type a 6-digit code. Nobody signs in on the screen.

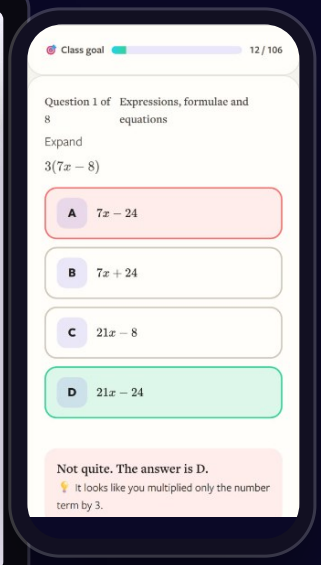
Students' devices

Students join with a 4-digit code. Their device can show only A, B, C and D.

THE CLASSROOM SCREEN sparkuna.com/screen



ONE STUDENT'S PHONE



✓ Math and Science, 5–15 questions

✓ Quiz: one class goal · 🏆 Competition: a podium

✓ No devices? The whole class, or teams

Teachers Hub → In class → Live Class

Classroom screen: sparkuna.com/screen · Students: www.sparkuna.com
Screens from a fictional class of 22 at an Eduversal test school.

Watch the video

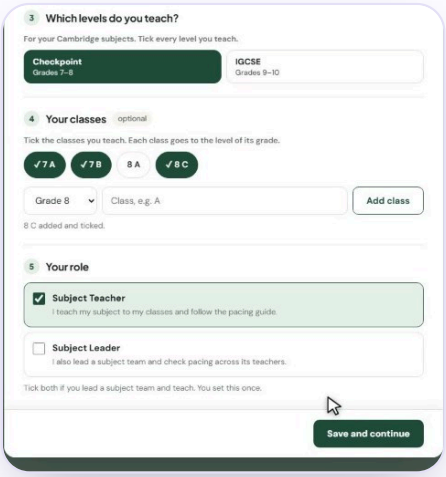
Step by step, in 6 minutes

sparkuna.com/tour#live-class

BEFORE YOUR FIRST LIVE CLASS

Start here: your profile.

The first time you open Teachers Hub, it asks a few short questions. You do this only once, and it takes about two minutes.



A school with Grades 7–10, so the card shows Checkpoint and IGCSE.

- ✓ **Sign in** at teachershub.eduversal.org with your **school Google account**.
- ✓ **Your school** is usually already filled in.
- ✓ **What do you teach?** Tick your subjects, for example Mathematics.
- ✓ **Your level** (for Cambridge subjects): you see the levels your school teaches. Primary is Grades 1–6, Checkpoint 7–8, IGCSE 9–10, AS & A Level 11–12.
- ✓ **Your classes:** tick them. Not on the list? Choose the grade, write the class name (for example C) and press **Add class**.
- ✓ **Your role:** Subject Teacher, Subject Leader, or both. Then press **Save and continue**.

Eduversal then checks and approves your account (the page says "Almost there"). You can change your subjects and classes later in **Settings**.

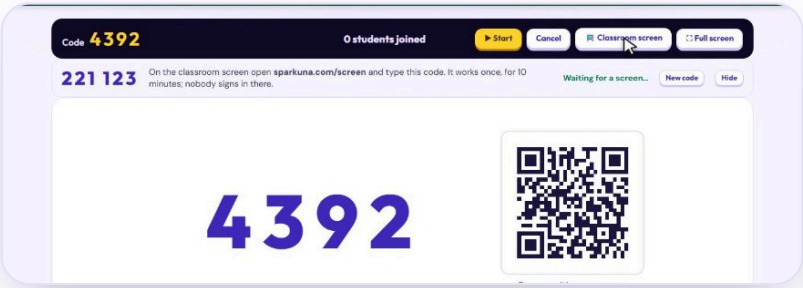
THEN Run a live class

1 Set it up on your laptop

Open **Teachers Hub** → **In class** → **Live Class**. First, what is the class for? Pick one of six cards. With a device for each student: ✅ **Online quiz** (during the lesson), 🏆 **Online competition** (page 4), ✏️ **Online exit ticket** (page 5) or 🚪 **Online entry ticket** (page 6). With no student devices: ✋ **Whole class activity** or 👥 **Team activity** (page 3). Then choose the grade, the subject, the book, the chapter, and a topic if you want only today's lesson. **More options** has the number of questions (5 to 15; 8 if you change nothing), **Only A–D** on students' devices, **Ask how sure** and the class picture. Press **Start a live class**: a waiting screen opens with the code. Nothing goes to students yet; you can look through the questions and swap any before you press ▶ **Start**.

2 Connect the classroom screen

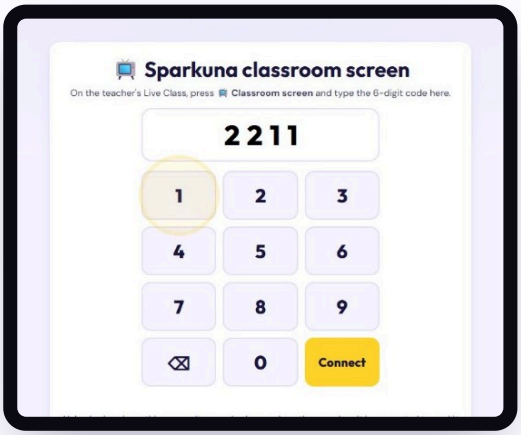
Press 📺 **Classroom screen**: you get a 6-digit code. On the classroom screen, open **sparkuna.com/screen** and type the code. Nobody signs in there; the code works once, for 10 minutes. Your laptop then says **"1 screen connected"**. Tap **Full screen** for big letters. No touch screen? Connect your laptop to the projector: that works too.



Your laptop. The screen code (top) and the class code for students.



Connected. "✓ 1 screen connected". If a screen you do not know is connected, press **Disconnect screens**.



The classroom screen. Type the code with the number keys.

IN THE LESSON

Ask, show the answer, talk.

3 Students join

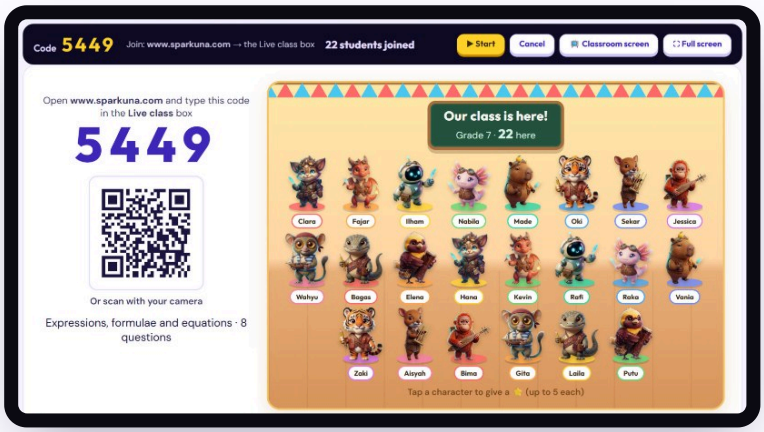
Students open www.sparkuna.com, type the 4-digit code in the **Live class** box at the top of their home page and press **Join**, or scan the QR code with the camera. Only students of your school, in that grade, can join. Each student who joins stands in the **class picture** as their Sparkuna character, with their first name (or characters only, or off: **More options**).

4 Ask, show the answer, talk

Press **Start**. The question is on the big screen; with Only A–D, each device shows **"Look at the classroom screen"** and four big buttons. When the class is ready, press **Show answer**, on your laptop or on the screen: the right option, how many chose each option, and the wrong answer most students picked, with why. Talk about it, then press **Next question**.



The phone. Only A–D.

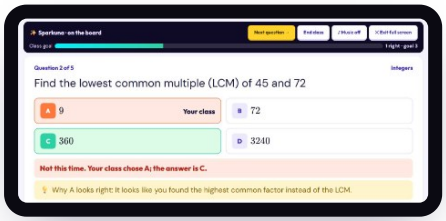


The waiting screen. The class code, a QR code to join and the class picture. Tap a character to give a ⭐ (up to 5 each, no points).

NO DEVICES? Play on the board

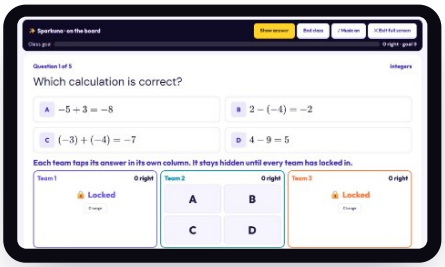
🖐 Whole class activity

Read the question together. The class agrees on one answer: tap it on the screen, then press **Check**. If the class is wrong, Sparkuna shows why that answer looks right.



👥 Team activity: 2, 3 or 4 teams

For a touch screen. Each team has its own column at the bottom of the screen. One student from each team taps an answer: it stays hidden ("Locked") until every team has locked in. The most right answers wins.



Counts as practice

On devices, right answers earn points; missed questions come back in the rematch deck. On the board, no points are added.

Quiz: no prize for speed

Nobody needs to rush, in teams too. "I don't know this yet" is always OK. For a race, choose 🏆 Competition (page 4).

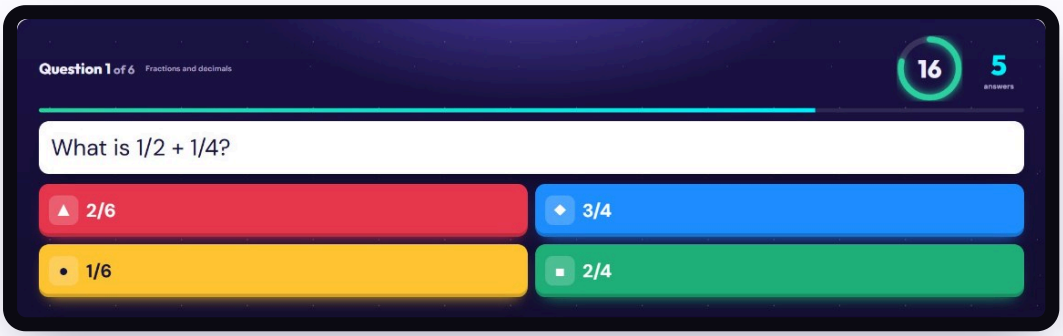
Right or wrong stays private

The screen never shows who got an answer wrong; the class picture marks only who answered (✓).

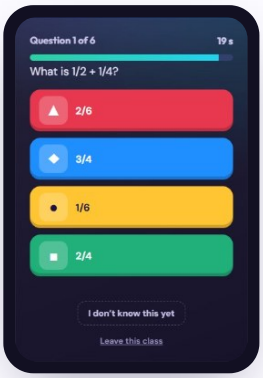
FOR THE END OF A LESSON · GRADES 4–12

Competition: fast, right, podium.

A game like a TV quiz show, on students' own devices. A right answer scores more when it is fast. After each question the screen shows the top 5, and at the end the top 3 go on the podium, with music.



The classroom screen. A colour and a shape for each answer, a timer, and how many students answered.



The phone. The same colours and shapes.

1 Set it up

Pick the **Online competition** card. Under **More options**, choose the time for each question (10, 20, 30 or 60 seconds; number questions get twice as long), the names on the screen (first name + initial, or fun names such as Comet 1) and **Power-ups** on or off.

2 Play

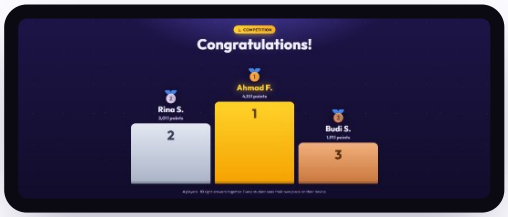
Each question starts with **Get ready 3-2-1**. The answer opens by itself when the time is up or everyone has answered. Then press **Leaderboard** → and **Next question** →. After the last question: **Podium**.

3 Sound on

Music and sound effects play on the classroom screen (or on your laptop if no screen is connected). The **Sound** button turns them off. Check the volume before the class.



The leaderboard. The top 5 after each question, never the bottom. A big climb further down is shown too.



The podium. A drum roll, then 3rd, 2nd and 1st, with a fanfare and confetti.



The phone. My own place.

Names and points are from a test class.

Speed counts in the game only

A right answer earns 500 to 1,000 game points. Once a class, Double scores one right answer twice and Shield keeps a streak after a wrong one. Sparkuna points and medals work as in normal practice.

A wrong answer never loses points

Wrong or "I don't know this yet" gets 0, never less. Right answers in a row earn a bonus.

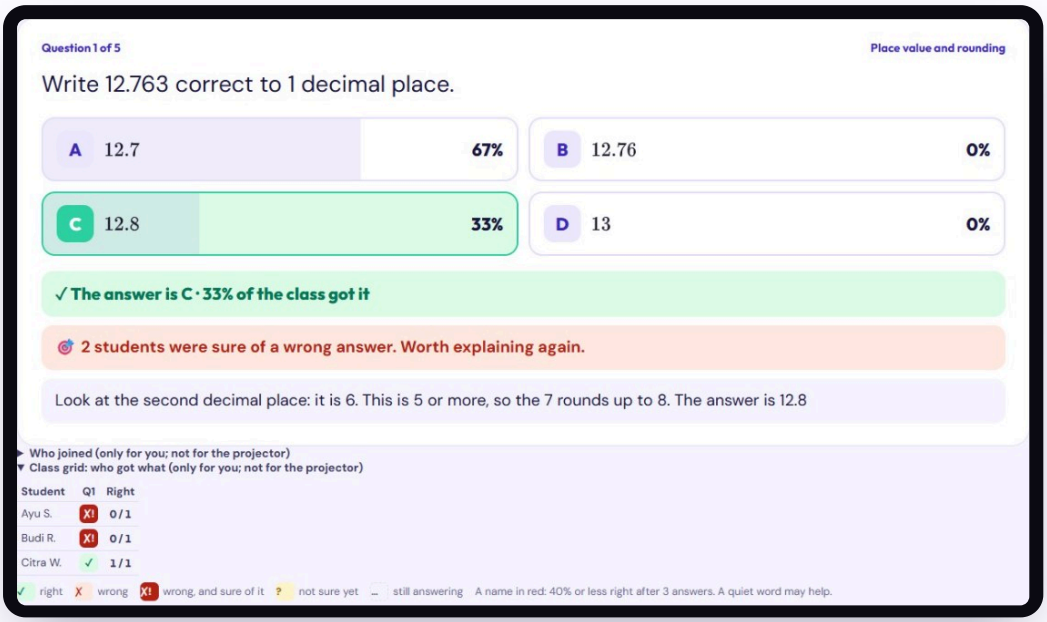
Everyone sees their own place

On their device, after each question and at the end. Grades 1–3 play the Quiz.

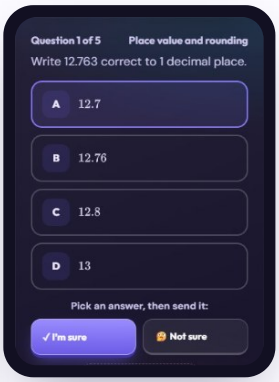
ONLINE QUIZ AND EXIT TICKET

Know who needs what, before they leave.

Five tools for the end of a question or a lesson. They change nothing in Sparkuna points; they show you where to start next time.



Your laptop. "2 students were sure of a wrong answer": often a misconception worth explaining again. In the class grid (only for you), those answers show as X!.



The phone. Pick, then send.

1 Ask how sure

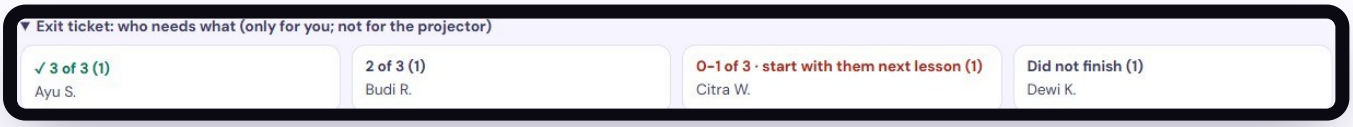
More options → Ask how sure → Yes (Grades 4–12). Students pick an answer, then send it with **I'm sure** or **Not sure**. The screen shows a count, never names.

2 Exit ticket

The **Online exit ticket** card: three questions from the chapter at the end of a lesson. When it ends you see, on your laptop only, who got 3, 2 or 0–1 right.

3 Try the hard ones again

After the last question of a Quiz, press **Try the hard ones again**: up to three questions the class found hard, answers in a new order, just for learning.



After an exit ticket. Start the next lesson with the 0–1 group. Names and answers are from a test class.

Class grid

Open **Class grid** under the stage: every student × every question, right, wrong or not sure yet. Never on the projector.

Send as homework

After a class of 5 or more questions, send them to a class of your school or one of your groups: the students who missed it, or everyone. Open for 7 days.

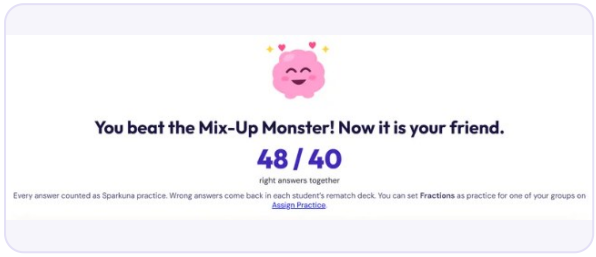
Past live classes

Open any past class: who joined, each question, "sure but wrong" and exit tickets, marked.

NEW · TEACHERS HUB → IN CLASS → LIVE CLASS

New in Live Class, everyone joins in.

Choose the look of the class goal at step 2, or in the waiting box before you start. The class screen follows your choice. Still no names on the screen, and a wrong answer costs nothing.



Mix-Up Monster

CLASS GOAL · THE DEFAULT

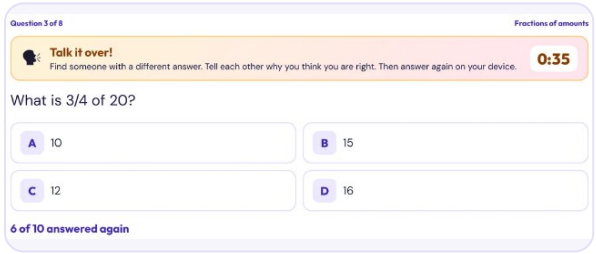
Every right answer the class gives pops one of its bubbles when you show the answer. At the goal it turns into a friendly cloud: “Now it is your friend.” Nothing is hurt.



Mystery Animal

CLASS GOAL · A PICTURE TO OPEN

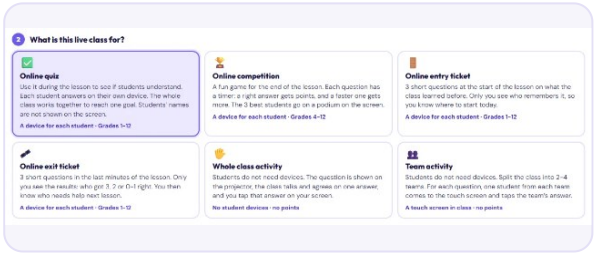
An Indonesian animal under 16 tiles. Right answers open tiles and the class guesses out loud. At the end: the animal, its Indonesian name and a fact.



Talk it over

ONLINE QUIZ · BESIDE SHOW ANSWER

When the class is split, press it: students find someone with a different answer, talk for one minute and answer again. Show answer then gives both: “Before talking 40% right → after talking 80%”. Second answers earn no points.



Online entry ticket

START OF A LESSON · STEP 1

Three questions on what you taught last time (*Use last lesson’s topic* fills it in). Only you see the summary: ready to move on, or go over it first, with the question missed most.

How will the class see it?

Step 1 of *Start a live class* offers three set-ups: **the class touch screen** itself, **your laptop on a cable** to the screen, or **your laptop and a separate class screen**, which opens sparkuna.com/screen and types the code. On a shared class screen, Teachers Hub signs you out by itself after 20 minutes without a touch.

The monster and the mystery picture work in an Online quiz and a Whole class activity, never in a competition, a ticket or teams. Pictures: the Teachers Hub page guide.