

# Emilie

The logo for Emilie features a stylized character integrated into the letter 'i'. The character has a red body, a purple head, and large blue eyes. It is positioned behind the 'i' in the word 'Emilie', which is written in a bold, orange, sans-serif font.

## STUDENT

## USER GUIDE

Emilie

A smaller version of the Emilie logo character, featuring a red body, purple head, and large blue eyes, integrated into the letter 'i' of the word 'Emilie'.

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## Student Portal:

The Student Program is how pupils access Emile.

The app and browser version are largely the same, but the app has full control of the Tamagotchi option and access to the Story Mode. The Story Mode is full of real games that allow students to explore the subject in a context.

The browser version doesn't need to be installed and so can be accessed by nearly all online devices.

- The browser version can be accessed using an internet browser eg. Google Chrome – <https://web.emile-education.com>
- The app is available from [here](#) or by searching “Learn with Emile” in all app stores.

The app is available for the following device types:

1. Windows 7, 8.1, & 10
2. Kindle devices
3. iPad, iPhones and iMacs
4. Android devices - including modern Chromebooks.



### Logging on:

Students will receive their log in details from their school. These can be used on the browser and app. We encourage you to use the free app as it has more resources and game modes your students can try.



After a student logs in, they will be able to access the games, and if using the app, they will be able to access the Tamagotchi option and more game modes.



On the left-hand side of the home page shows a strand selection bar. The strand selection bar shows the Emile resources to which you have subscribed.





At the top of the screen, students can access their Tamagotchi, assignments and trophies. They also have further settings which allows them to turn the music on/off.

### Allocated Work - Assignments:

Teachers can set up assignments via the teacher's portal.

If the assignment is marked as "important", pupils must complete the assignment before they can do anything else.

If an Assignment is outstanding, then the header of the Assignment is red.

If an Assignment has been attempted, then the header of the Assignment becomes grey and shows the highest number of correct answers.

### The virtual pet – App mode.

Each pupil has their own Emile to raise and play with.

The Virtual Emile starts as an egg that needs to be hatched, then grows from baby to child to teenager to adult. When Emile reaches adulthood, they can wear all of the different outfits available to purchase in the shop.



The Virtual Emile encourages regular use of the app and allows students to spend coins earned in games on upgrading their Emile.



### Trophies:

As players work through Emile, there is a range of trophies that become available, from perfect scores, winning multiplayer games, and even playing against one of the creators of Emile.



### Emile Types of Games:



The following Games can be accessed via the app or through your chosen browser.



### Rating Game:

**Before a student can access any other game mode, they must complete a Rating Game.**

The Rating Game determines the appropriate level of game and activity accessible by the student. If a student is successful in subsequent games and activities, then they will complete another Rating Game to re-assess their level and determine their improvement.

Rating Games are simple multiple-choice games. The questions start at a year 1 level and as the student continues, they progress through the national curriculum.

To **advance** through a level the student can either get **four consecutive answers** correct or get more than **75%** of the answers correct in total.

### Practise Mode:

After playing a Rating Game, students can then access “Practise Mode”.

The Levels a student can access in Practise Mode are solely down to their performance in the Rating Game. For example, if they reach Level 5 in the Rating Game, they can access Levels 4 and 5 in the Practise Game.



## Multiplayer Games:

Students can play multiplayer games either:

- Against classmates; or
- Against students from around the world.

### **Classmate Challenge**

Classmate challenge allows students to play against their classmates. One player acts as the “host” and creates a code. The other players enter this code on their devices in the same subject as the host.

### **Vs World**

Students can also play against students from around the world. Please note that there is no chat facility and no way of identifying students in the games.

## Story Mode:

**Please note that this game type is ONLY available on the app version of Emile Learning.**

Story Mode features real games and gives context for the questions, helping with reasoning and problem-solving. Student’s progress through the games on each planet unveiling the enchanting story behind Emile, Aimee and Scrambler.

Great for Golden Time and loved by students, Story Mode always proves popular.

## Contact Us:

If you are still in doubt or have any questions don’t hesitate on reaching out to us!

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