**SETTING UP YOUR DEVICE**

**1 Gather This Information:**
- The name of your Wi-Fi network and your Wi-Fi password.
- Your class roster, including the names and birth dates of the children in your class.

**2 Power On**
- Press the power button and wait a moment while your device powers on. You will see our Welcome Screen, then setup will begin!

**3 Connect to Wi-Fi**
- Use our setup guide to select your network name from the list, then enter your password.
- You will be notified when you are connected.
- Keeping your device connected to Wi-Fi is imperative so the device can store progress-monitoring information (and receive the latest updates and features).

*For the next few steps, choose your path (as shown) depending on whether this is the first device you have set up. See the directions on the next page.*

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Setting Up Your Device

Is This Your First Device?

• Press Create a Classroom Account.

New to iStartSmart?
If you haven’t set up an account for your classroom, let’s get started!

Create a Classroom Account

• Enter information to create your Classroom Account.
• Remember to store your password in a safe place!

Already have an account?
Log in below to assign your class to a new device or to update your account info.

Username (usually your email): Password: Log In

• Log in using your email and password.

Welcome back, Bruce!
There is already at least one Class set up for this account.
Select the classes below that you’d like to assign to this device and then press Assign to Device.

Morning Class  Bruce’s Class  Afternoon Class

Assign to Device

• Find your class name and press to add it, or use the link below to add a new class.
• Press Assign to Device.

First, create your Teacher account. Tell us about yourself.

First name: Press to type  Last name: Press to type
School: Beta Test
Email address (do not use your classroom): name@example.com
Re-enter email to confirm: name@example.com
Set your password (at least 8 characters): Press to type
Re-enter password to confirm: Press to type
Cellphone (optional class program text alerts): 012 345 6789

• Enter information to create your Classroom Account.
• Remember to store your password in a safe place!

Hello, Bruce! Let’s create a new class.

Give your class a name: Bruce’s Class
Select the number of children: 10
Choose a class icon (optional): Dog Teacher

Assign Class to Device

• Enter information for your class, then press Assign Class to Device.
• You will see the details of your class at the bottom of the screen.
• The spaces at the top will clear so that you may add a second class if you wish.

Review your information to ensure it’s correct, then edit or press那 looks right!
**Complete Device Setup!**
- After you have finished creating or adding Classes, you will see a screen with a small animation that shows how to begin adding children. Take a close look, then press Exit to move forward.

**Move Through the Child-Safe Desktop**
- After pressing Exit, you will land on the desktop shown at right.
- Press the button showing the Shell Squad characters.
- You will see the characters welcoming you as the game launches.
Setting Up Your Device

Navigate to the Add Child Details Window

- You will be asked to review and sign a user agreement.
- After a few moments, the Teacher Menu will appear, similar to the two shown to the right.
- Press Add Child, the top option on the first menu.
- You may see one more menu. If so, press Add Child or Photo.

Add Children!

- The Add Child Details window should now appear.
- You will need to add child details and take a photo of each child so that children can log in and play independently.
- Children can play only after you have added them and taken their photographs.
- Adding children here adds their information to your reports.

Beyond Setup

Classroom Technology Tips

- Ensure your technology learning center is in a place where children can access it independently.
- Plan 30 minutes per week of play within Shell Squad Adventures for each child (or follow your center’s guidelines).
- Wearing headphones during play encourages focus.
- Encourage children to repeat the prompts they hear characters speak in the game.

See Progress Monitoring!

- To view child skill progress and assist children who are stuck, visit: RMS.HatchEarlyLearning.com
- Use your Classroom Account email and password to log in.
- Learn more about the RMS by taking an online course.

Free Online Courses

- Need a bit more guidance? Find the Learning Courses button on the bottom-left side of the RMS screen. Hatch’s Learning Management System (LMS) offers courses with completion certificates, reference materials, and contact forms to build your savvy and answer your stickiest questions. Use this button or visit: LMS.HatchEarlyLearning.com

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Unlock Extra Value Within EC Launch

- EC Launch, your child-safe desktop, is packed with valuable features for teachers and children.

Shell Squad Adventures
- The Shell Squad Adventures are the most important part of your iSS AIO Computer 5.0!
- The SSA games introduce children to 18 vital kindergarten-readiness skills. Playing the SSA games provides children with ongoing opportunities to practice, develop, and master these skills.
- As children play the SSA games, the system monitors and saves their progress with each skill.

Henry's Hideout
- Henry's Hideout is a free-play area designed to enhance the learning experience through participation in enrichment activities.
- Activities include art and writing games, a nutrition game, and an interactive room full of animated objects for children to explore.

Storytime & Games
- Storytime opens an eBook library of books for children to interact with as they listen and learn!

The Teacher Pad
- The Teacher Pad is a workspace exclusively designed for teachers.
- To enter the Teacher Pad, type in the password: h@tch
- The Teacher Pad also connects to relevant and popular iStartSmart teacher-friendly links.
- Use the Teacher Pad to reach the Report Management System, which holds your Class’s progress-monitoring information.
- To learn more about your computer, visit our online courses at: LMS.HatchEarlyLearning.com