FoolProof for Schools
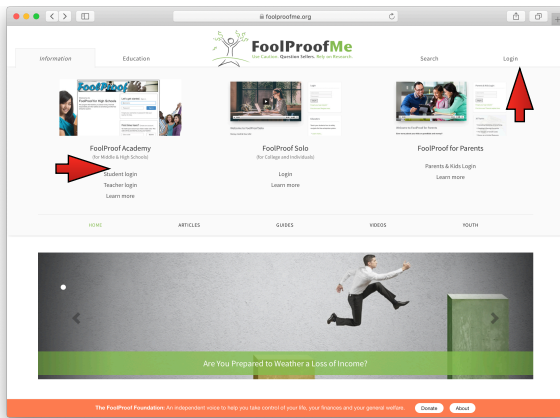# Quick Start Guide
– Teacher Overview –

FoolProof
F O U N D A T I O N
Use Caution. Question Sellers. Rely on Research.

> Activation: When accessing the program for the first time, you will need to have registered for a free account. You can request one online at foolproofteacher.org.
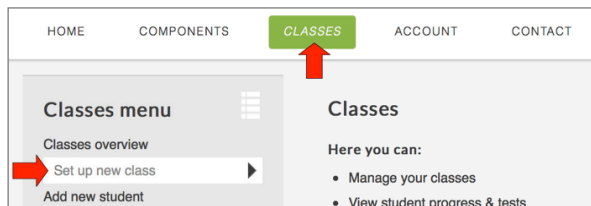
Logging in:

1. Visit foolproofme.org and click "login" on the top right of the page, followed by "Teacher login" below "FoolProof Academy."

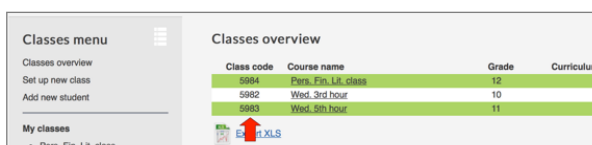2. On the login page, enter your credentials to log in.

Register your class:
Your students need a "class code" to register themselves. When your students register an account, they are asked for this code. Our program will add your students to the right class automatically.

1. Select "My Classes" from the navigation.

2. Select "Set up a new class" from the navigation on the left.

3. Enter a class name and choose your preferred class settings or instructions, followed by "Submit" at the bottom.

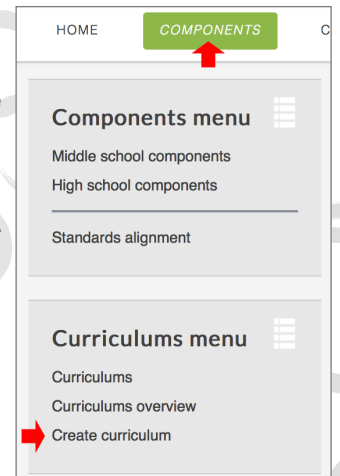4. Give the "class code" to the students in your class.

Customize your curriculum:
FoolProof offers many "Modules," "Assignments" and "Activities" on several different topics and grade levels. You can choose which "Components" to make available to your students.

By creating a custom "Curriculum" for your classes, you hide not needed "Components" from your students (this avoids confusion and improves the student overview pages).

1. Select "Components" from the top navigation.

2. Review your desired "Components" in the menu on the left.

3. Next, click "Create curriculum" from the menu on the left.

4. Enter a name for your "Curriculum," e.g. "High School Modules only," and select only the "Components" you want to teach.

5. If you have already created a class, you can immediately apply your "Curriculum" to your classes on the right side of the tab.

6. Click "Save" at the bottom of the screen. You are ready to use FoolProof in your classroom.

> To education! Enjoy FoolProof with your students. Questions? Log in and use the "Contact" tab to get in touch.

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Activation: Before you can start, you must be sure to have an assigned class code. If you do not have this code, you will not be able to create an account. Please ask your school administrator or teacher for the correct class code.

Here are the steps to get started on the FoolProof School program.

1. Open a browser window on your computer or mobile device and go to foolproofme.org.

2. Click "login" on the top right of the page, followed by "Student login" under "FoolProof Academy."

3. On the page that opens, on the bottom right, enter in your "Class Code" and select "submit."

4. Verify that the right data for your teacher and school are displayed in the blue box. If not, please contact your teacher or administrator.

5. You will register by entering your preferred login details.You must create a unique username and password and be sure you can remember it. Then you select "Register."

6. That's it. Now you can select from a wide range of components within the student menu.

7. Be sure to work through all the elements ("Modules", "Assignments" and/or "Activities") displayed in the student menu, or as instructed by your teacher.

   Additionally, check if your teacher has left you instructions. They will appear in a light blue bar on top of the overview page.

8. If in doubt, please be sure to contact your teacher or administrator.

9. Good luck!

Additional tools & uses:
You can use tools in FoolProof to make your learning experience easier. For instance, notice the calculator and notepad in the "Tool Box" on the top right.

Explore the navigation bar at the top of the page to find "pre-test" or "post-test" access, review standards, or change your account settings.

Questions? Ask your teacher or instructor.