

ClassSwift User Manual

CONTENT

- Product Introduction
 - What is ClassSwift?
 - ClassSwift Hub and ClassSwift App
 - Account Type: Entity vs Individual
 - How to Navigate the User Manual
 - ClassSwift Plan
- ClassSwift Hub
 - ClassSwift Hub Introduction
 - MyClass Tab
 - Student List
 - Uploading a Student List
 - Group List
 - Lesson Record
 - Lesson Insight

- **2** Entity Account
 - Owner/Admin Set-Up

- **?** Individual Account
 - Individual Account Set-Up

- 5 ClassSwift Teacher App
 - Quick Start Guide
 - Joining a Class
 - Answering Questions
 - Push-and-Respond
 - Student Account
 - Install and Launch
 - Hardware Requirement
 - etc

Student Guide

1

Product Introduction



What is ClassSwift?

ClassSwift is a dynamic, interactive classroom platform designed by ViewSonic to enhance live teaching and learning—whether in-person, hybrid, or remote.

It enables real-time student engagement, instant feedback, and Al-assisted lesson insights, all through a combination of software tools and web applications that connect teachers, students, and schools in a seamless learning environment. ClassSwift fits in pre-class, in-class, and even post-class activities.

Prep-Class

- Prepare your quizzes before class and save them in the Quiz Collection
- Quickly turn teaching material into quizzes using Al auto-generate question

In-Class

- Push questions to student devices instantly
- Monitor answers in real time and give instant feedback to students by giving them points
- Interaction with small tools: timers, buzzers, and random draw

Post-Class

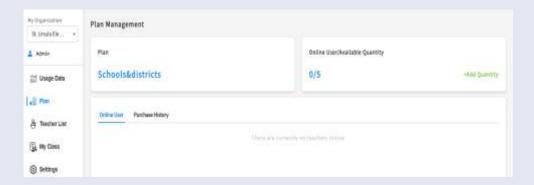
- Auto-generate reports with student performance data
- Get insights to adjust instruction
- Support every student with datadriven teaching



ClassSwift Hub and ClassSwift App

ClassSwift Hub is a backend platform used to manage and store classroom data. **ClassSwift App** is the interactive tool teachers and students use during lessons to access and participate in learning activities. The Hub supports the App by handling all data storage and management before and after classroom sessions.

ClassSwift Hub (Web-based)



PRE CLASS

ClassSwift Hub lets users manage teaching data—such as class rosters,

POST CLASS

...review their past sessions and do a lesson plan powered by Al—all in one place.

ClassSwift App (Installed Application)



IN CLASS

Paired with the downloadable ClassSwift App, it enables interactive teaching with tools



Account Type: Entity vs Individual

ClassSwift offers two types of accounts tailored to different user needs and teaching environments:

Entity Account

Designed for: Districts & Schools.

Key Characteristics:

- Managed through a centralized admin panel on ClassSwift Hub
- Supports integration with rostering systems like ClassLink/Clever
- · Enables bulk import of teacher
- Provides organization-wide analytics and usage reports

User Roles within Entity Account:

- Admin/Owner: Sets up the organization, manages rosters, and monitors usage through ClassSwift Hub
- **Teacher:** Assigned to pre-rostered classes; conducts session using ClassSwift App
- Student: Joins classes through accounts provisioned by the entity

Individual Account

Designed for: Independent educators, tutors, or trial users managing their own classroom setup.

Key Characteristics:

- Self-service sign-up
- · Ideal for personal use
- Act as both admin and teacher simultaneously, using the same tools and functionality available to entity users

User Roles within Individual Account:

- Teacher: Acts as the sole admin of their own account. Teachers can roster students manually before class or share a Quick Join link (or QR code) to let students join instantly without prior setup
- Student: Joins classes using the link or QR code shared by the teacher. No pre-rostered account is required



How to Navigate This Manual!

This manual covers a lot — but don't worry, we've got you!

Use the table below to find the sections that apply to **your role and account type**:

Entity Account

Individual Account

Roles:

- ♣ Admin Section 2: Entity Account Management
- •• Teacher Section 4 & Section 5: How to use Hub & App
- Student Section 6: Student Page

Admin sets everything up, from adding teacher in to downloading the app!

Roles:

- ITeacher Section 3: Account Set-Up
- • Teacher Section 4 & Section 5: How to use Hub & App
- Student Section 6: Student Page

Teacher acts as their own admin.



Individual Plan

Individual

Lite

Complimentary access for teachers to try out core engagement features

\$0.00

Up to 35 concurrent students per class

Keep your lessons dynamic with interactive quizzes, creative sketch responses, and gamified tools.

Review learning outcomes easily with basic ClassSwift Hub reports.

Try ClassSwift for free today

SIGN UP

Entity

ClassSwift

A full-featured plan for teachers seeking smarter, time-saving instruction

\$120 / year

Up to 50 concurrent students per class

Save time and reach more students with auto-synced Google Classroom rosters, real-time translation, and Al quiz generation tools.

Teachers can prepare lessons in advance and deliver more personalized, seamless instruction.

Unlock ClassSwift's full teacher features

BUY NOW

ClassSwift offers two plan options designed for teachers with different needs:

1. Lite (Free Plan)

\$0.00 | Up to 35 students per class Interactive quizzes, sketch responses, gamified tools Basic Hub reporting

Best for teachers exploring core features.

2. Full Plan

\$120/year | Up to 50 students per class Google Classroom sync, real-time translation, Al quiz generation Prepare and deliver lessons seamlessly

Best for teachers seeking advanced, time-saving tools.

For more details on plan comparison please check out <u>ClassSwift</u> <u>Pricing Page</u>.



Entity Plan

Individual

Lite

Complimentary access for teachers to try out core engagement features

\$0.00

Up to 35 concurrent students per class

Keep your lessons dynamic with interactive quizzes, creative sketch responses, and gamified tools.

Review learning outcomes easily with basic ClassSwift Hub reports.

Entity

Schools & Districts

Comprehensive support for large-scale school and district adoption Custom

Custom

Up to 50 concurrent students per class

Empower your entire school or district with centralized management, secure rostering, and detailed reporting.

Leaders gain full visibility into usage, while teachers and students benefit from streamlined setup and dedicated support.

Get in touch for a complete school solution

TALK TO AN EXPER

ClassSwift offers two options for schools and districts:

1. Lite (Free Plan)

Price: \$0.00

Capacity: Up to 35 concurrent students per class

Features: Same as Individual Lite

2. Schools & Districts (Custom Plan)

Price: Custom (contact us)

Capacity: Up to 50 concurrent students per class

Features: Centralized management, secure rostering, detailed reporting,

and dedicated support

For more details on plan comparison please check out <u>ClassSwift Pricing</u>

Page.



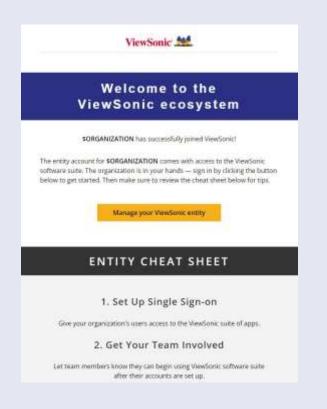
Entity Account Management



Admin Set-Up

To get started with ClassSwift, each entity must designate an Admin to set up the account. The appointed Admin will receive a Welcome Email from View Sonic for the entity creation.

To complete the Admin registration, they should click the [Manage your ViewSonic Entity] button in the welcome email. This would direct the admin to fill the entity details.



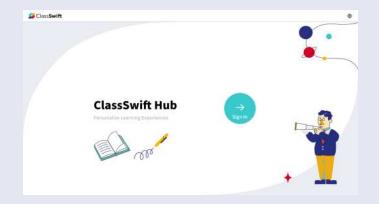


Cheng.ls@school.com Sign Out	
Display Name*	Country/Territory*
) [
School/Organization*	My role is*
) [
I agree to the ClassSwift Term personal data in accordance w	s of Service and EULA. We process your vith our Privacy Policy. *
personal data in accordance w	
personal data in accordance w	vith our Privacy Policy, *
personal data in accordance w I consent to participating in the provide feedback aimed at imp	vith our Privacy Policy, * e ClassSwift Al Beta Program, agreeing to



Assign License for Teachers on ClassSwift Hub

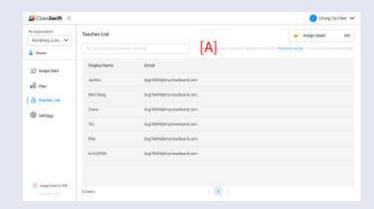
Administrators do not need to manually add teachers into ClassSwift, as the system automatically syncs users from the ViewSonic Portal Entities. Schools using a rostering system such as ClassLink should add the teacher list from ClassLink console, please refer to the ClassLink Rostering Addendum. The view shown applies to ClassSwift Entity Lite, while ClassSwift School/District accounts are entitled to allocate licenses based on the number of users purchased.



1. Click the URL below and log in to your ClassSwift Hub.



2. Click on the Teacher List in the left column.

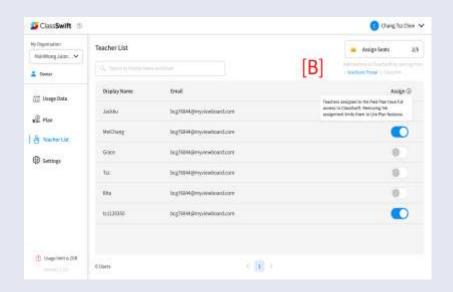


3. The teacher list will be synced automatically with the users that are listed on ViewSonic portal. To add more users, please update your ViewSonic portal here: https://cloud.viewsonic.com/entity/users

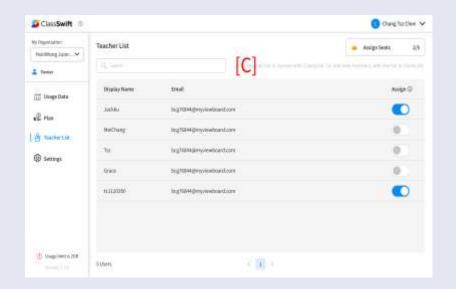


Assign License for Teachers on ClassSwift Hub

To assign purchased licenses to teachers, ClassSwift Entity School/District admins will see this view and can follow the instructions below to provision access.



4. In the **Assign** tab, hover the toggle button to the right to assign a license to a teacher, or hover left to unassign a user.

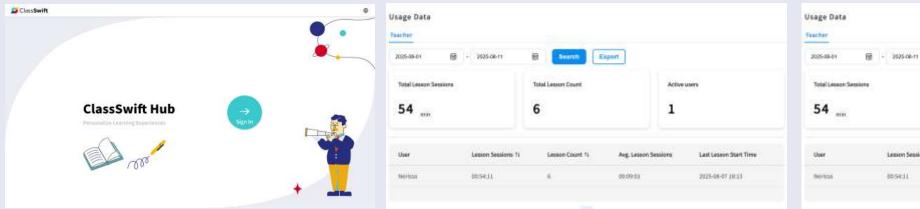


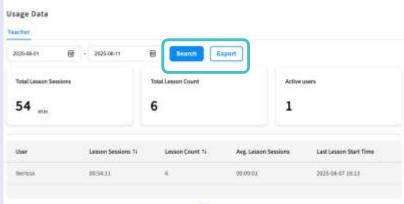
5. If your teachers are rostered through **ClassLink**, you can follow the same steps to manage their licenses.



How to View Usage Data on ClassSwift Hub

Admins can view the usage records of all the teachers they've invited to ClassSwift within a specific time period—such as average lesson sessions, last lesson start time, and more—and export the file for record-keeping. Please refer to this page for details.





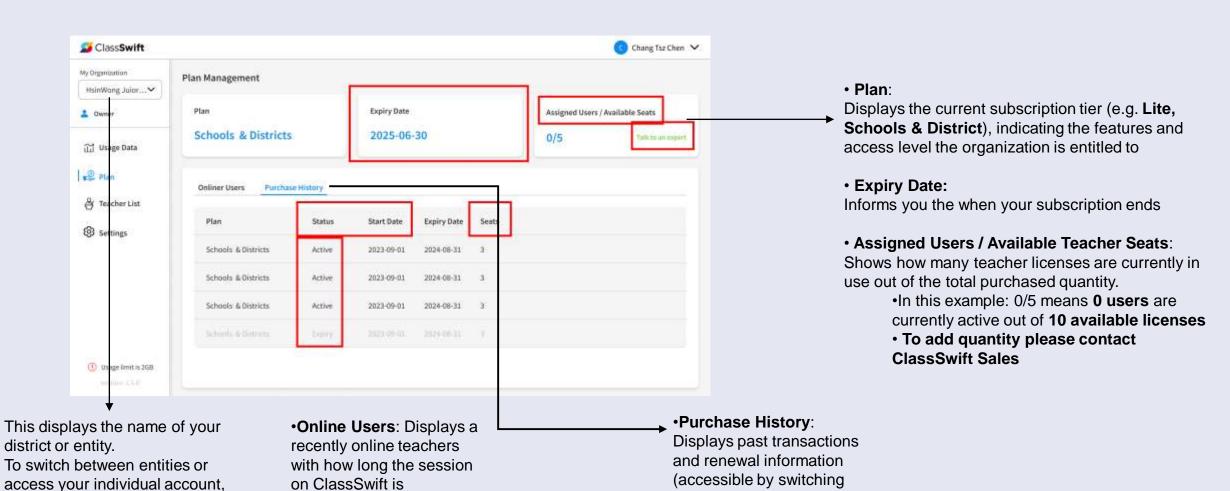
- 1. From your Admin dashboard, navigate to the **ClassSwift Hub** to access teacher usage data.
- 2. In the **Usage Data** tab, adjust the **date range** to specify the period you want to review.
- 3. Click "Search" to display results, or click "Export" to download the report



How to Check your Plan on ClassSwift Hub

click the dropdown arrow.

This page provides admins with an overview of their organization's ClassSwift subscription and user license status. It includes the following key sections:



tabs).

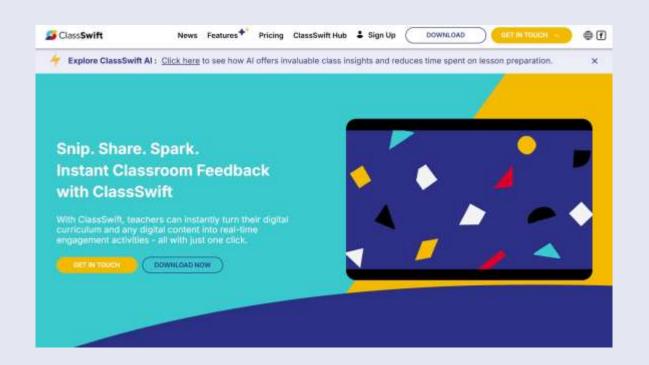


3

Individual Account – Self Service



Individual User Set-Up

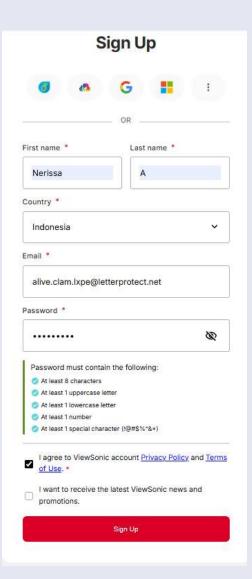




An individual can sign up for a ClassSwift account through our website by filling in the required details on the Sign-Up page.

Note: This sign-up process is intended for individual users only—such as independent educators or tutors managing their own classroom.

Users under an Entity Account (e.g., school or district) should not follow this process. Their accounts will be provisioned by their admin organization.





Individual User Set-Up

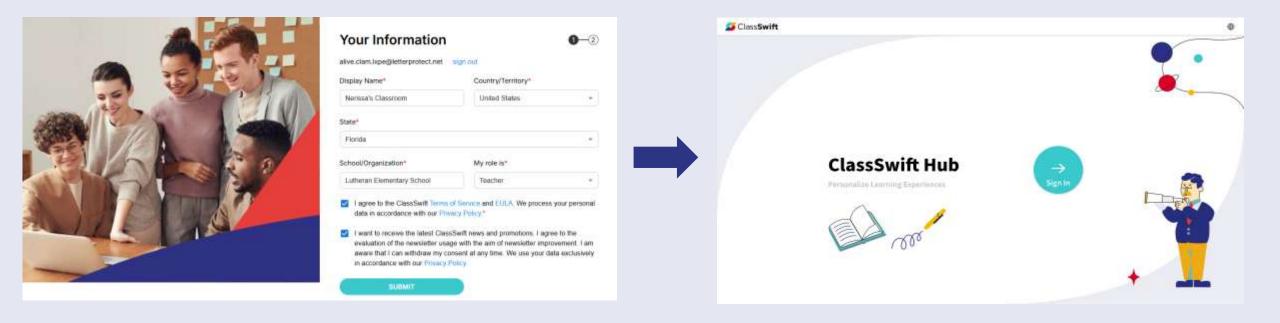


After signing up, individual users will receive a confirmation email to activate their **ViewSonic account**. To complete the setup, click the "**Activate**" button in the email.

Note: The activation link expires in 1 hour. If it expires, go to the sign-in page to resend the activation notice.



Individual User Set-Up

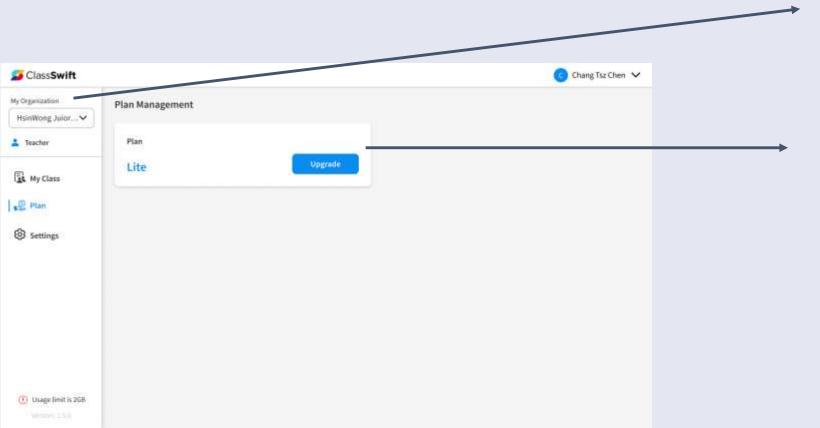


Once the user activates their account, they will need to fill in their ClassSwift account details. To begin using ClassSwift, they can go to the ClassSwift Hub.

Go to section 4 on the ClassSwift Hub guidance and download the ClassSwift app, refer to section 4 "Install and Launch".



How to Check your Plan on ClassSwift Hub



This displays the name of school / organization that previously registered.

This page provides users with an overview of their ClassSwift license status. It includes the following key sections:

• Plan:

Displays the current subscription tier (e.g. **Lite**, **ClassSwift**), indicating the features and access level the organization is entitled to.

Upgrade

User can upgrade their subscription plan and once the button is clicked, it will direct to 2checkout payment page.



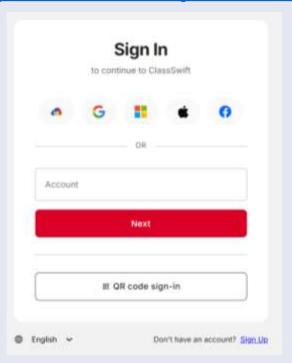
ClassSwift Hub



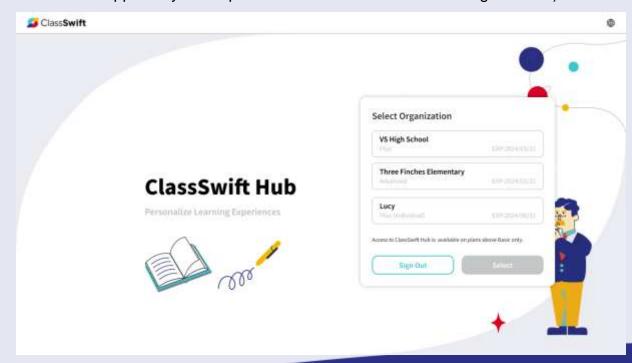
ClassSwift Hub - Introduction

Welcome to ClassSwift! You are now on ClassSwift Hub, the central place where teachers manage classrooms, student data, and prepare for interactive sessions.

Step 1: Sign in to ClassSwift Hub at https://www.classswift.manager.viewsonic.io



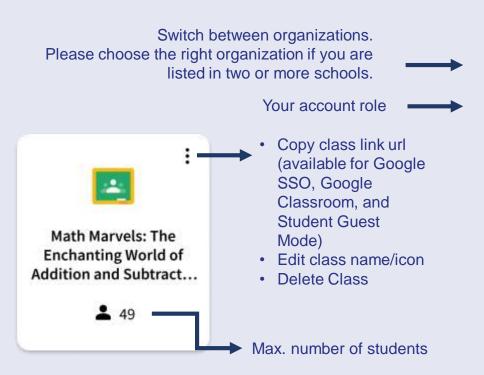
Step 2: Select an organization. (This menu will appear if you are part of more than one ClassSwift organization)





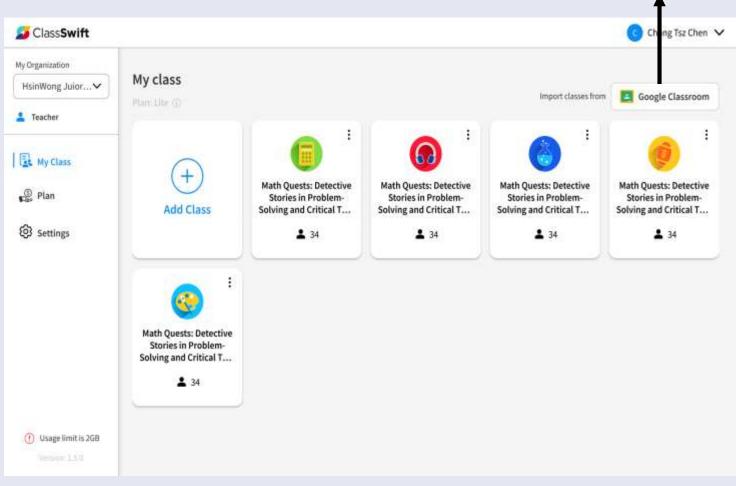
My Class – ClassSwift Hub

You can import students' data from Google Classroom. Please check addendum for a full guide..



Note: If you are a teacher under an entity and your organization uses a rostering system (e.g., **ClassLink**), please contact your IT administrator to sync your class and student information.

This page will not be editable for users in a roster-managed environment.





ClassSwift Hub - Add Class

Before diving into live teaching, you'll use the Hub to set up your classes and ensure everything is ready for your students.

In the Hub, you can:

- Create classes from scratch
- Integrate with Google Classroom to import class rosters
- Add or update student information as needed.

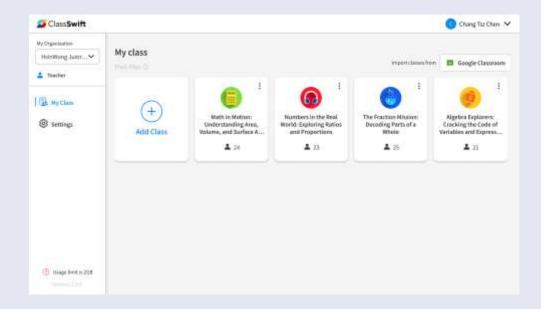
Completing this setup will help ensure your sessions run smoothly when you move to the real-time classroom sessions

There are couple of ways on adding class on ClassSwift Hub:

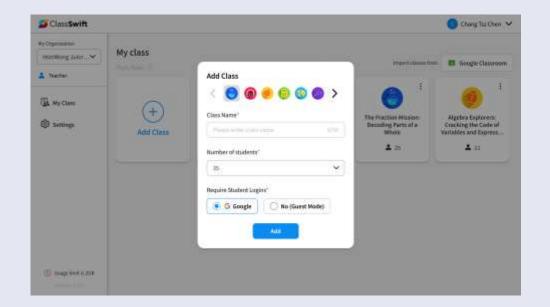
- Students Join Using Google Single Sign On
- Students Join Without Logging In
- Rostering Platform or LMS (ClassLink, Google Classroom please see <u>Addendum</u> for full instruction)



Choose this option if you want students to sign in using their Google accounts.

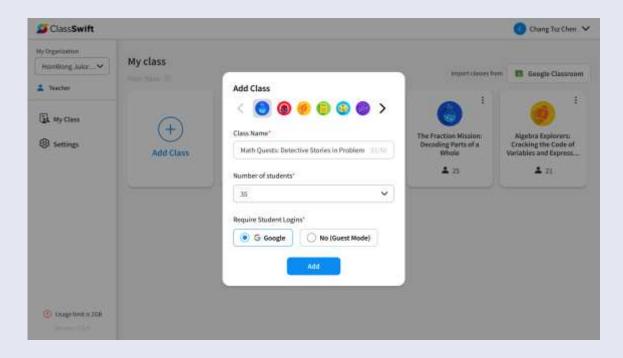


To add a new class, click "+ Add Class"

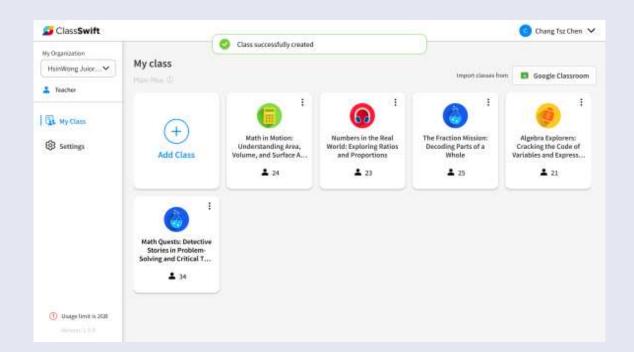


On this page, type your Class Name, choose the capacity of your class, and on **Require Student Login** click on **Google**



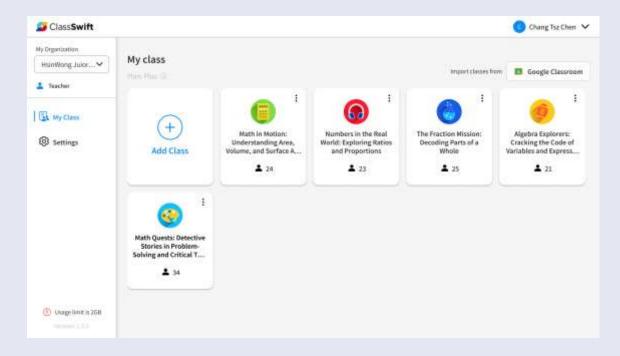


Once all the details added, click "Add"

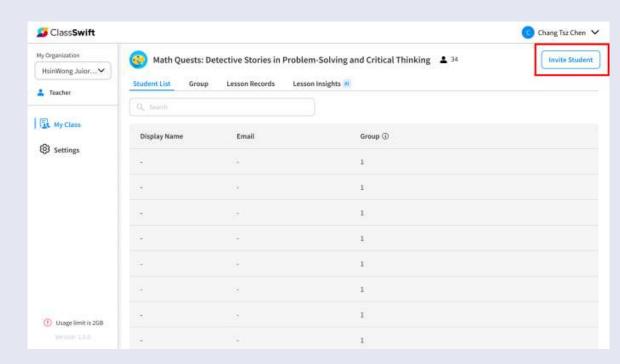


You will see the notification "Class Successfully Added"



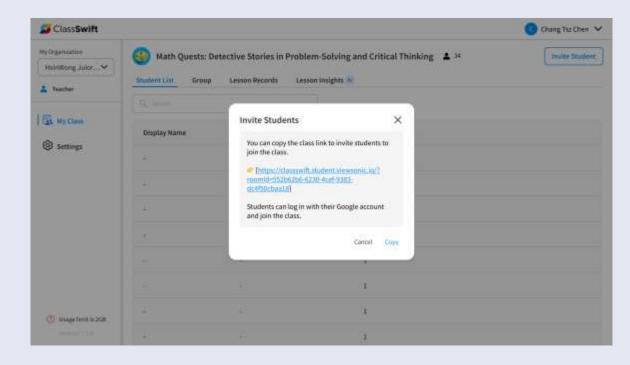


To get the Class URL and invite your students to join the session, click the icon of recently added class

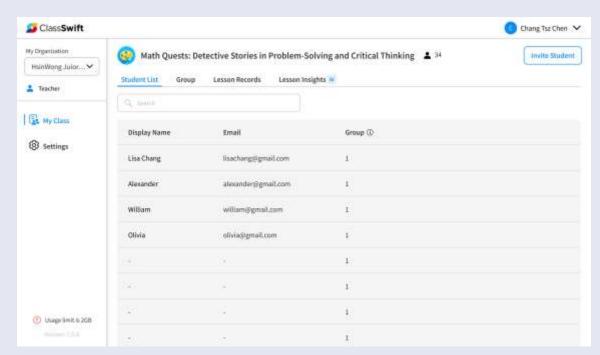


Click the Invite Student button





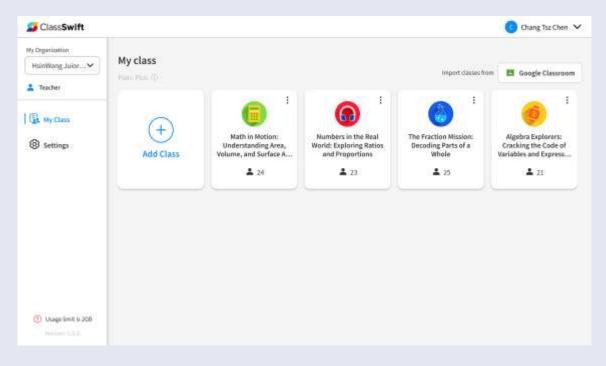
You can click "Copy" to share your class link



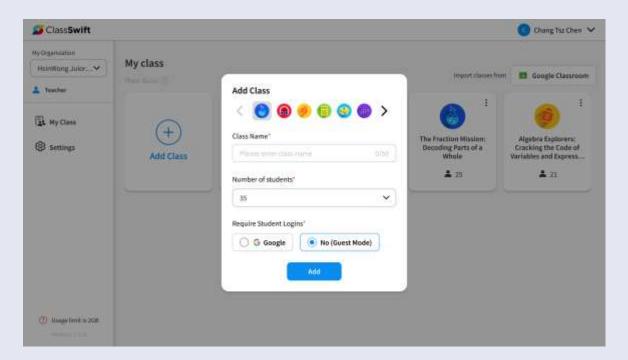
Once the students join your session, you will be able to see their name and email



Add Class - Student Guest Mode



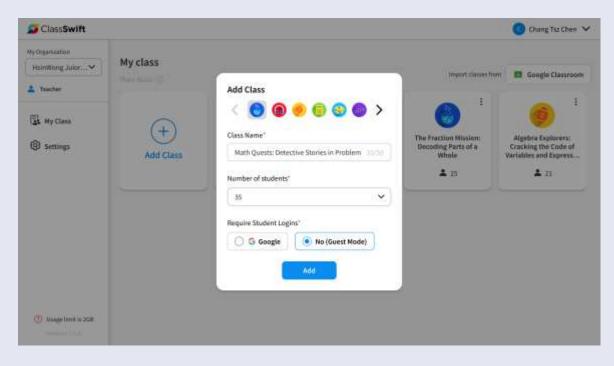
To add a new class, click "+ Add Class"



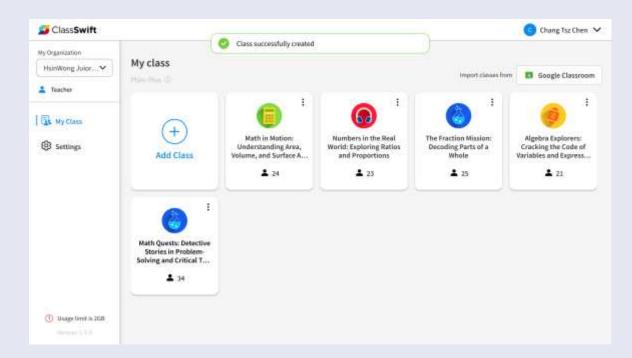
On this page, type your Class Name, choose the capacity of your class, and on Require Student Login click on **No (Guest Mode)**



Add Class - Student Guest Mode



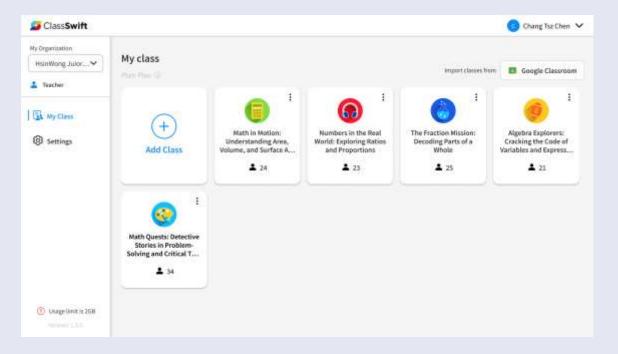
Once all the details added, click "Add"

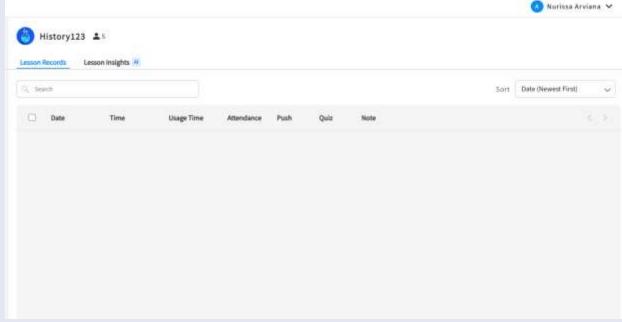


You will see the notification "Class Successfully Added"



Add Class – Student Guest Mode





To get the Class URL and invite your students to join the session, click the icon: of recently added class >> Copy Link

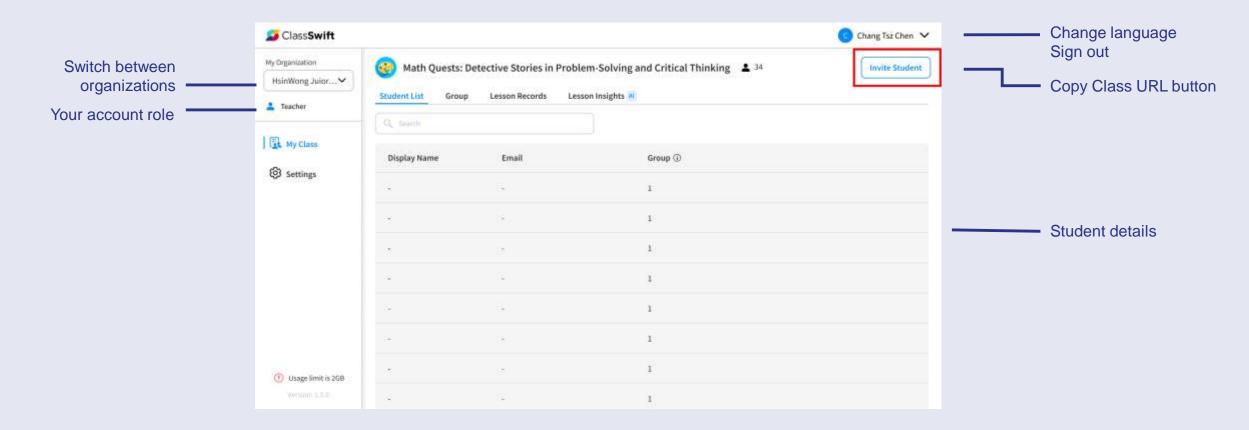
You will see the details of the class like you see above if you create class on Student Guest Mode

Tip: Use **Google Sign-In** for secure, ongoing classes. Use **Guest Mode** for quick, one-time sessions.



Student List Tab – My Class (Google SSO & Google Classroom)

Each class that is created using Google SSO and Google Classroom will have this view:

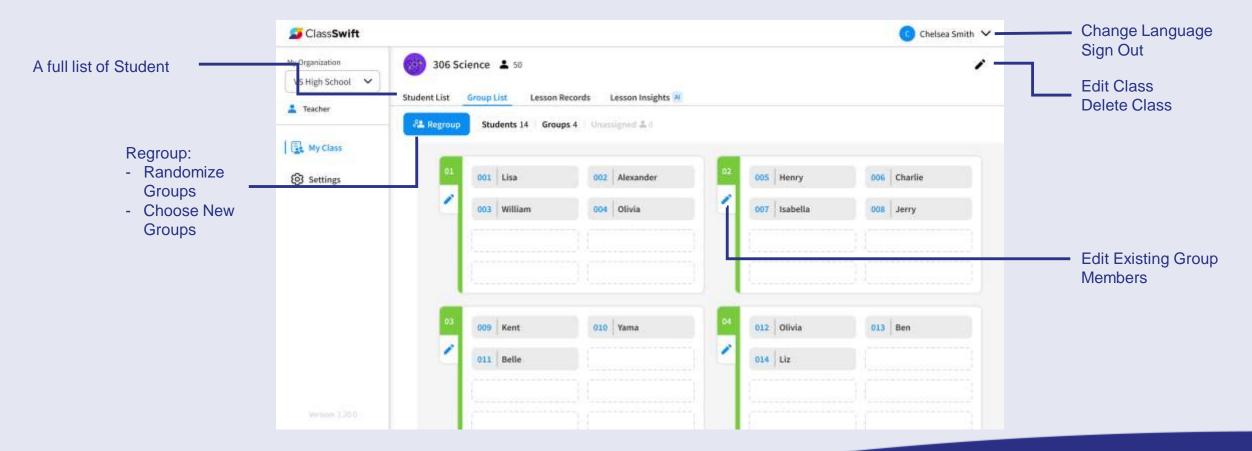




Group Tab – My Class

Why use this?

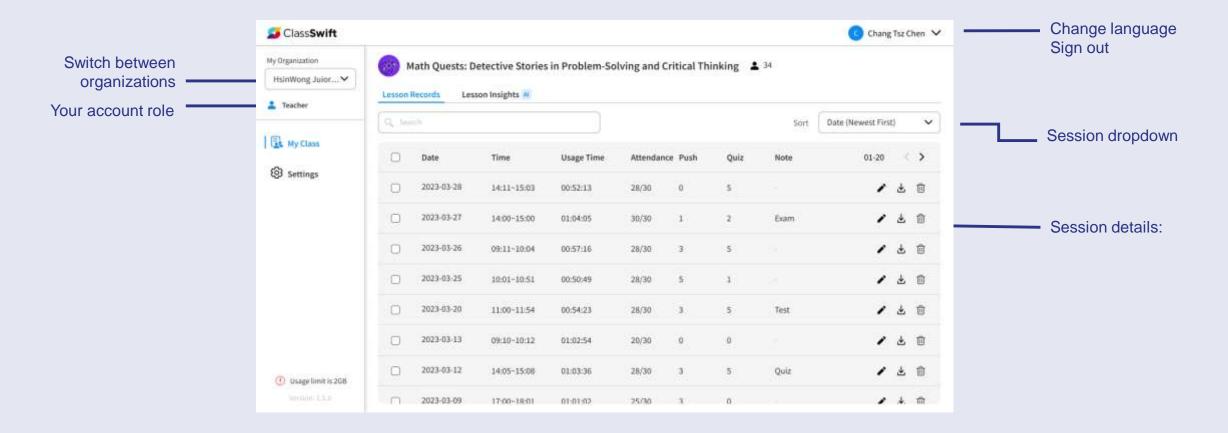
Creating student groups allows teachers to easily manage **Push-and-Respond** activities, facilitate **in-class collaboration**, and target instruction for smaller sets of students during lessons.





Student List Tab - Guest Mode

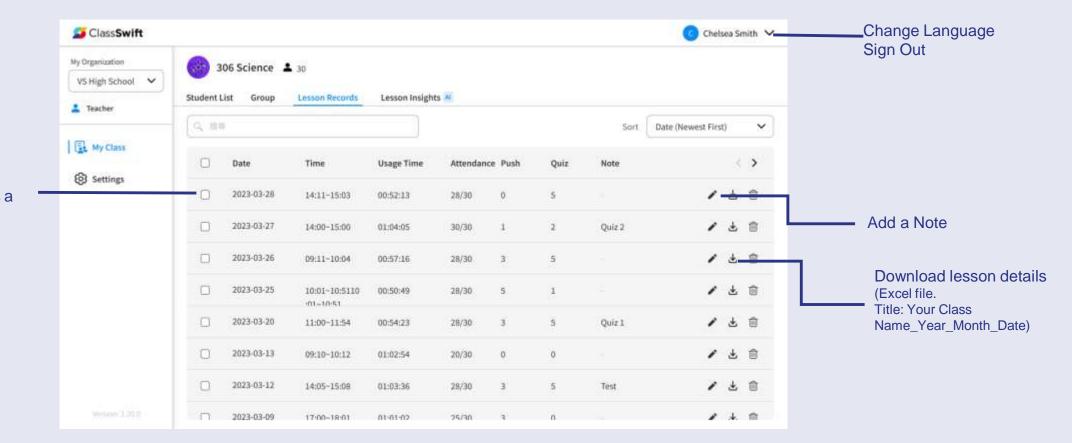
Each class that is created using Guest Mode will have this view:





Lesson Records – My Class

Complete records of Quizzes and activities for previous sessions. Click into a Session Record to see more details.

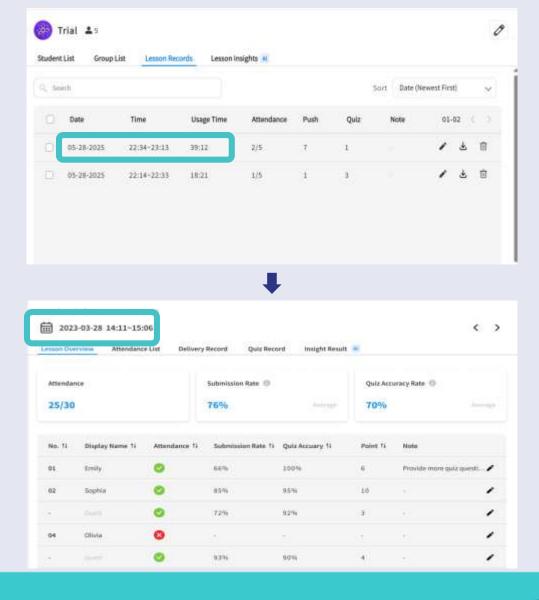


Each line represents a session/class.
Click to access:

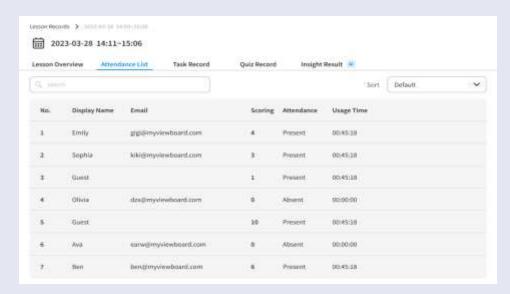
- Lesson Overview
- Attendance List
- Delivery Record
- Quiz Record
- Insight result [AI]



To get a more detail view on your class session, you can click on any of the class session on the Lesson Record. It will direct you to a new section of Lesson Overview.



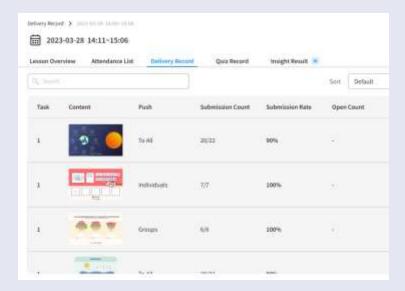
The **Attendance List** tab includes details about attendees for that session including points and how long the students join the session.



In **Lesson Overview** we get a snapshot of the session. Individual student answers for the session are also found here. Add a note to any line with .

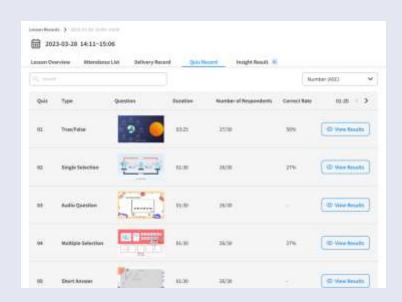


My Class > [Class] > Lesson Records Tab > [Session] > **Delivery Record**



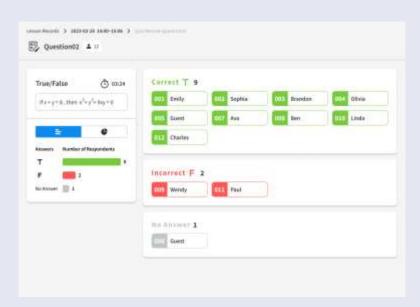
The **Delivery Record** tab shows all content sent during a session.

My Class > [Class] > Lesson Records Tab > [Session] > **Quiz Record**



Click Quiz Record to see only Quizzes.
Clicking View Results vill bring up details about the Quiz including:

- -Correct and Incorrect responses
- -Quiz time
- -Participants



View Results Page

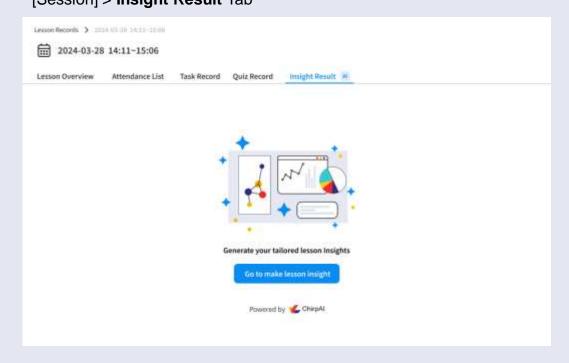


Generating a Lesson Insight report

Step 1: Go to:

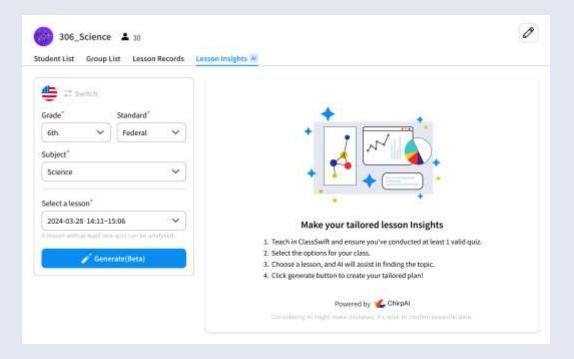
My Class > [Class] > Lesson Records Tab >

[Session] > Insight Result Tab



- Previously generated Lesson Insight reports will appear here.
- 2. Click the blue button to jump to Lesson Insights.

Step 2:

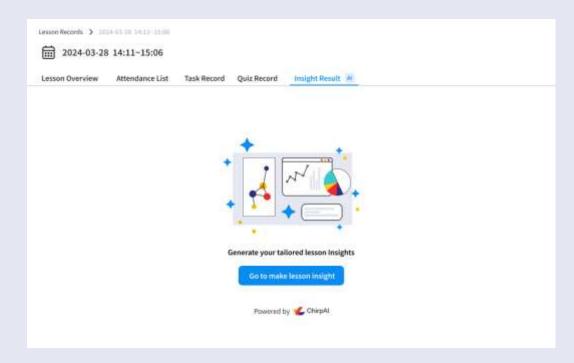


Select Grade level, Education Standard, Subject and ClassSwift Lesson.

Then click Generate(Beta)



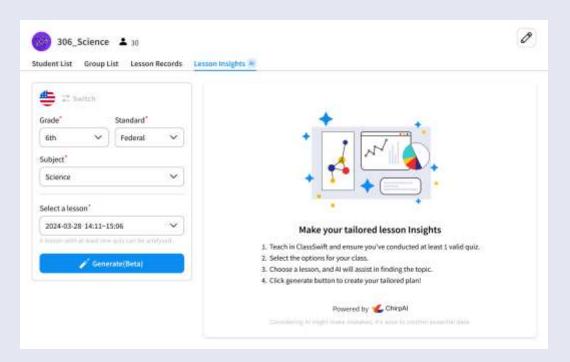
Step 3:



- 1. Previously generated Lesson Insight reports will appear here.
- 2. Click the blue button to jump to Lesson Insights.

Note: As with all Al-generated content, please review reports generated by Lesson Insights for accuracy before use.

Step 4:



Select Country, Grade level, Education Standard, Subject and ClassSwift Lesson.

Then click Generate(Beta)

Note: Lesson Insights can only be generated if the lesson has had at least 1 Quiz Generator question or at least 1 Quiz question that includes text.



ClassSwift App



Install and Launch

Follow these simple steps to install and launch the application

Windows

- Download ClassSwift Launcher: Download the latest version of the ClassSwift launcher: https://www.classswift.viewsonic.io/tryforfree
- 2. Install ClassSwift: After downloading the ClassSwiftLauncher.msi file, run it to install the ClassSwift application. The installer will guide you through the necessary steps.
- **3. Launch ClassSwift:** Once the installation is complete, simply double-click on the ClassSwift desktop shortcut to open.

Note: ClassSwift will automatically keep up-to-date.

MAC

- 1. **Download ClassSwift Launcher:** Download the latest version of the ClassSwift launcher: https://www.classswift.viewsonic.io/tryforfree
- 2. Install ClassSwift: After downloading the ClassSwift-2.11.3arm64(1).dng, run it to install the ClassSwift application. The installer will guide you through the necessary steps.
- 3. Post-Installation Steps for ClassSwift on MAC:
- Drag the ClassSwift icon into the Applications folder
- If you see "Update Available", click Install Now
- Find ClassSwift icon in the Application folder, simply double click to log in on the app



Hardware Requirements

ClassSwift App

Windows version

Operating System: Windows 10 64-bit or above

Processor: Intel Core™ i7-1165G7 @ 2.80GHz

Memory: 16 GB RAM

Graphics: Intel® Iris® Xe Graphics Dedicated GPU

Storage: 1.2 MB available SSD space

Network: Broadband internet connection (1 Mbps or above)

MAC version

Operating System: macOS 15.0.1, arm64

Processor: MacBook Pro (13-inch, M2, 2022)

Memory: 8GB

Graphics: Apple-designed integrated GPU built into the M2 chip

Storage: 256GB SSD

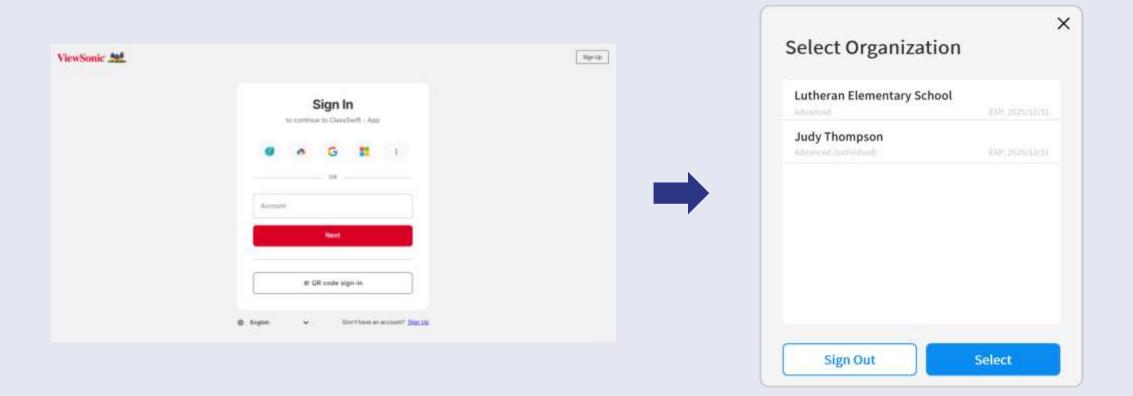
Network: Broadband internet connection (1 Mbps or above)

Participant Web App:

Android: Pixel-5 / Samsung S22 and above iOS: iPhone-6s and above, iPad (8th) and above



Teacher ClassSwift App – Sign In



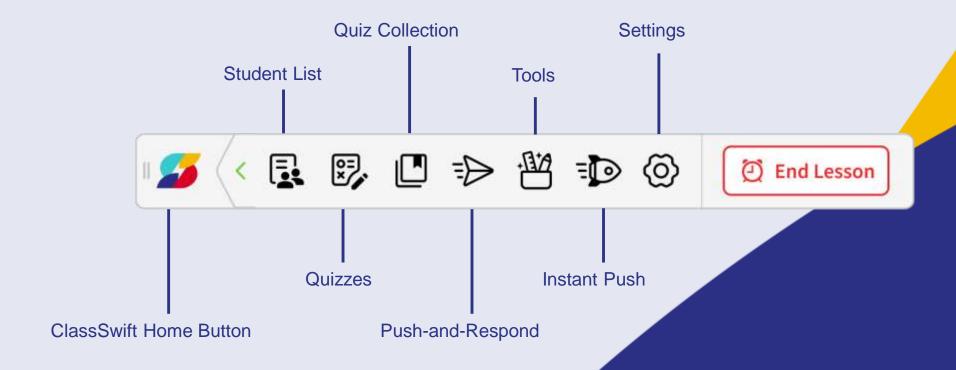
Once the app is installed, the teacher can sign in using a registered email and password.

If a teacher is a part of a school/entity and invited by an admin to use ClassSwift, please choose the entity option (the school/district's name) and not the individual one.



Toolbar Kit

To use ClassSwift, teachers need to open the ClassSwift app. This is the first view users will see: the ClassSwift Toolbar, which overlays all open windows on the desktop. It can be repositioned by clicking and dragging the left side.

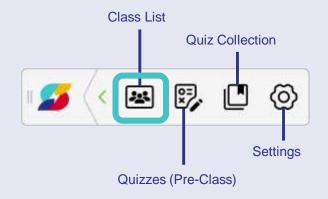


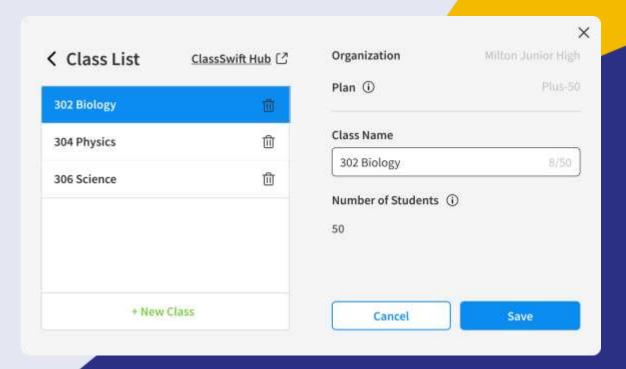


Toolbar Kit as Pre-class Activity

The ClassSwift toolbar displays different buttons depending on the available functions. The **Pre-Class Toolbar** is accessible from the Class List menu.







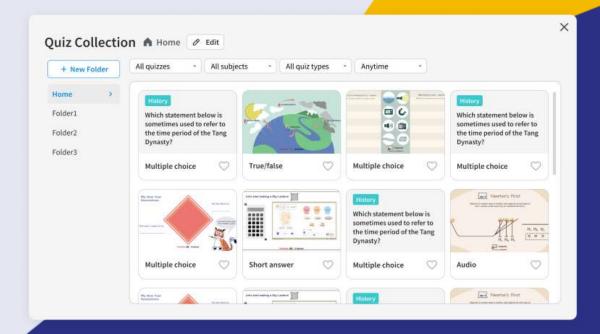


Preset Quiz – Prepare Quizzes Outside of Class

The Preset Quiz feature is used to make Quizzes outside of class.

All Preset Quizzes are saved in Quiz Collection for easy sharing later during class.

Class List	ClassSwift Hub	Organization GIA	/i Junior High Schoo
301 Science	Û	Plan ①	Basic-1
302 Science	0	Class Name	
303 Science	Û	302 Science	
304 Science	Ф	Number of Students 35	
305 Science	Û		
306 Science	filt		
+ New Class		Edit	Enter Class



You can find Preset Quiz in the Pre-Class Toolbar (In the Class List menu before Entering Class)



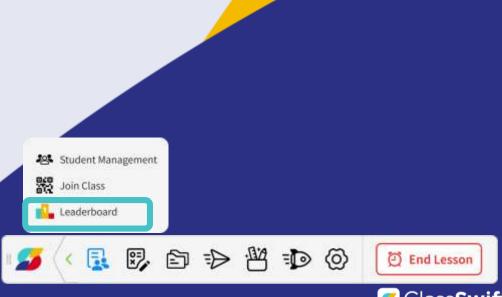
Quizzes made outside of a session are saved in Quiz Collection



Leaderboard

Leaderboard will automatically populate when at least 3 participants receive Stars from Quizzes – the students will earn a star when they answer quiz correctly. It can be accessed at any time during a lesson from the ClassSwift Toolbar. This leaderboard will only be available for the teachers. Note: To toggle the Leaderboard sound, click the icon.







Quizzes – Introduction

In-class Toolbar:



Quizzes are quick, 1-question assessments that are great for:

- Comprehension Checks
- Pop quizzes
- Discussion questions
- Fun competitions with ClassSwift Leaderboard
- Warm up activities

Quizzes can also be prepared before class in Pre-class mode. Quizzes made in Pre-class mode are saved in **Quiz Collection**

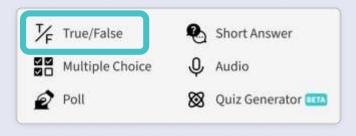


True/False - Quiz

The True/False Quiz type is the fastest way to ask the class a question in minimal time. It can be used as a mid-lesson comprehension check, a graded pop quiz, or a starting point for a new topic.

Tend Lesson

Step 1: Start a lesson and click on Quiz from the Toolbar:





Step 2: Click **True/False** in the Quiz menu and drag your mouse over the content you wish to capture for your quiz



Take a screenshot!



Step 3: Review and then click Start Quiz

For this Quiz, ask the class a question:

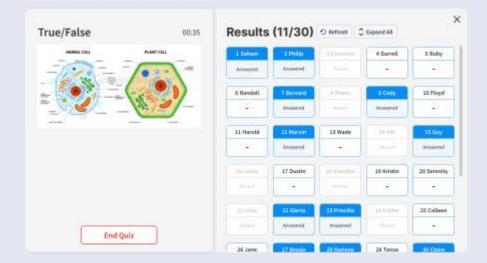
"DNA information is stored within the nucleus of a plant cell. True/False?"

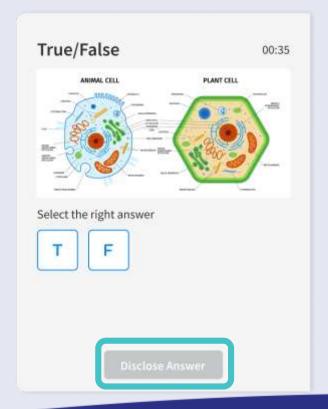
Step 4: Your Quiz is now sent to the class – the Results section will populate as students give their answers. In this case, True or False.

Step 5: Review the answers with the class, transition into a discussion, or simply end the Quiz by pressing [End Quiz] to stop receiving responses.

Then choose the correct answer to share with the class.





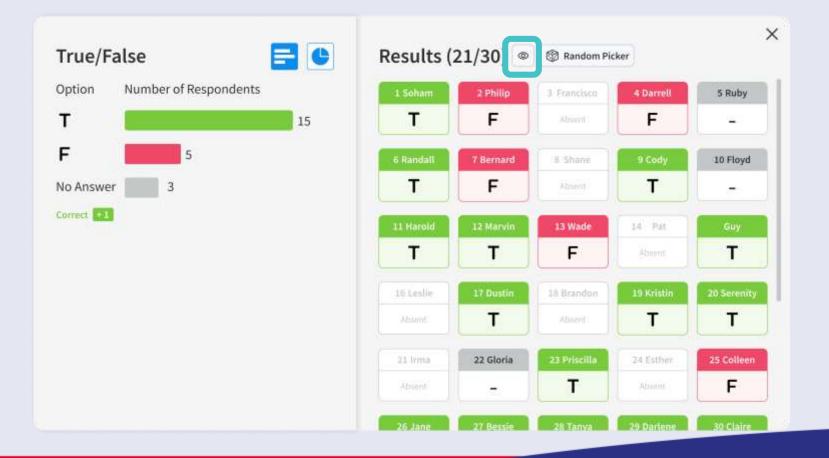




Step 6:

The right panel shows individual responses and has controls to **hide answers** or **pick a student at random** to continue discussion. Student responses will be shown on the Results page. Response data is shown as a bar graph or pie chart in the left panel.

Note: Use the outton to hide student answers.





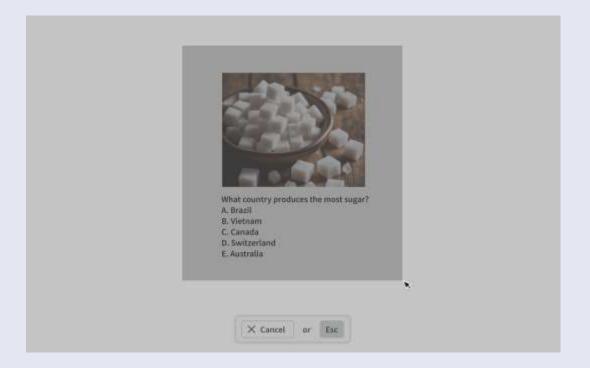
Multiple Choice – Quiz

The Multiple Choice Quiz offers flexibility with single and multiple answer settings.

Step 1: Start a lesson and click on Multiple Choice in the Quiz Tab



Step 2: Click and drag your mouse over the question to select your content

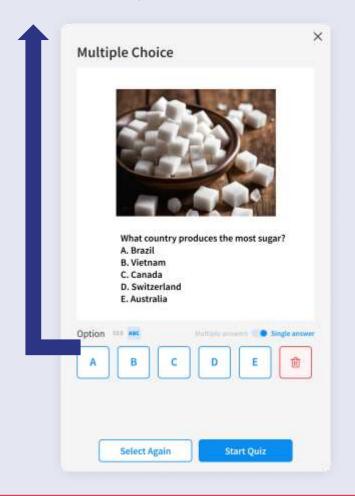




Step 3: Choose:

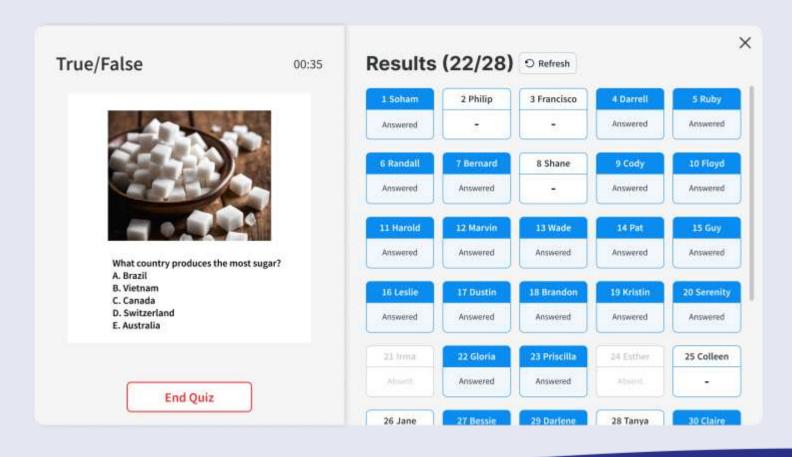
- ABC or 123 answers. You can pick an option here according these choice options.
- Multiple answers or just one
- How many answer choices (up to 6)

Then click Start Quiz.



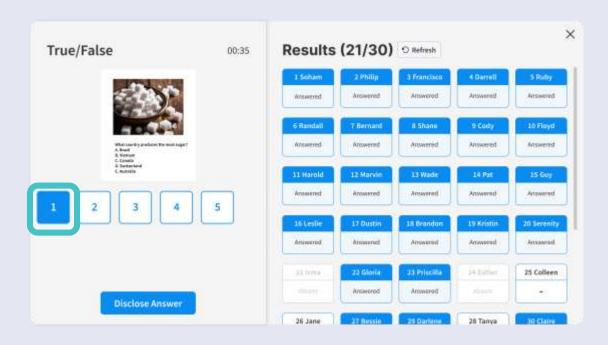
Step 4: The Results section will populate as students give their answers.

To stop receiving answers, press **End Quiz**





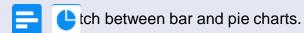
Step 5: Select the correct answer, then click **Disclose Answer**. Students will see the answer you choose on their devices.

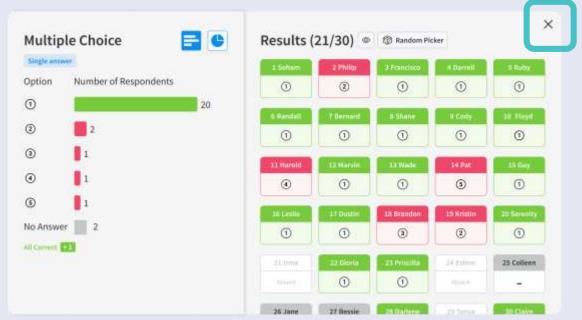


Step 6: The Results section will then show responses from the entireclass.

The olicon hides/shows student names and numbers.

In the left panel, the buttons





End the activity by closing the window using



Poll – Quiz

The Poll quiz type is designed for encouraging new discussions, collecting information or for casting a quick classroom vote. Polls are ungraded and answers do not have point values.

Step 1: Start a lesson and click on Poll in the Quiz Tab



Step 2: Click and drag your mouse over the question to select your content of your Poll content. In this example we are asking students what they think will happen before showing them.

What do you think will happen when I pass this beam of light through this solution?

1. The entire liquid will light up

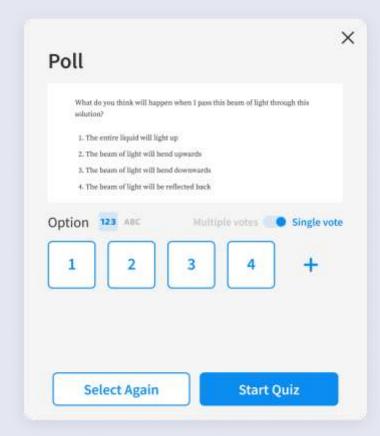
2. The beam of light will bend upwards

3. The beam of light will bend downwards

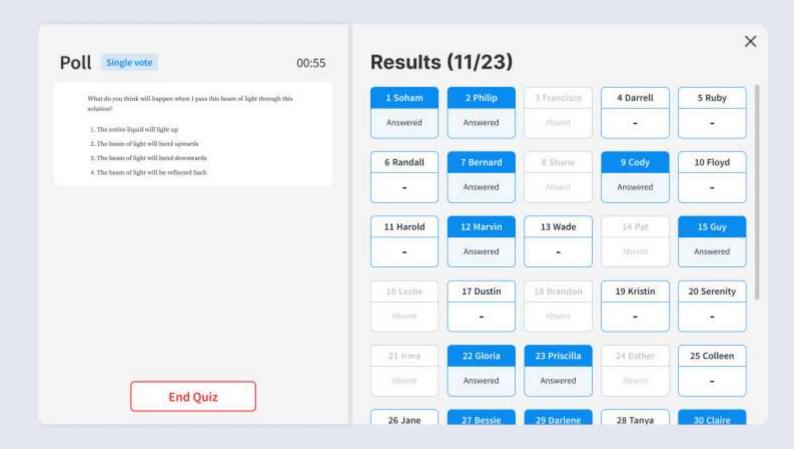
4. The beam of light will be reflected back



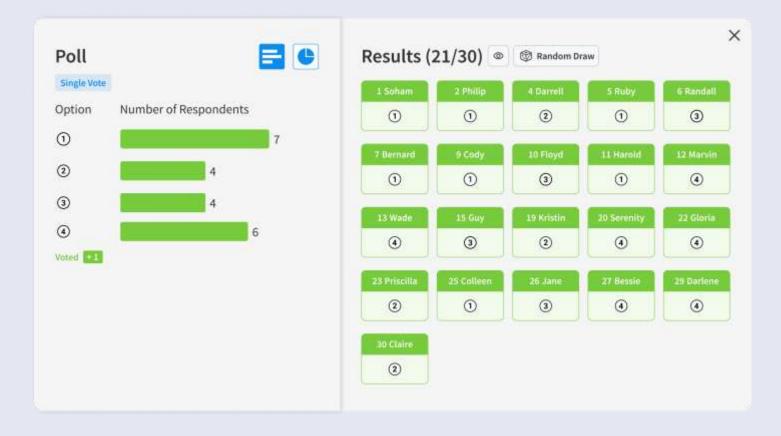
Step 3: Select number of choices and click **Start Quiz.**



Step 4: Students will show up on the Results page as they answer on their devices. Click **End Quiz** to stop receiving responses and go to the **Results** page







Hide/show student answers
 Pick a student at random
 Close Poll window



Audio – Quiz

This Quiz type asks student for an **audio recording** as an answer. Popular use cases include learning new languages, word pronunciation practice or recording music theory answers. Please make sure to enable microphone on your device to run this feature.

Step 1: Start a lesson and click on Audio in the Quiz Tab



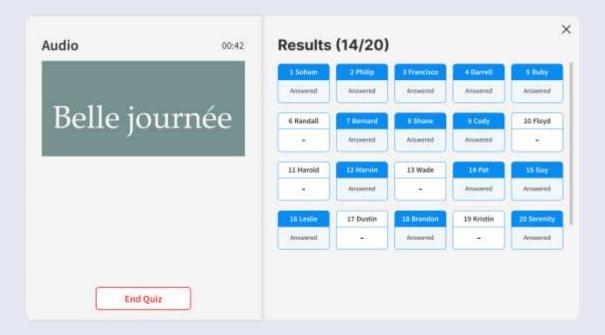
Step 2: Click and drag your mouse over the question to select your content your Quiz content. In this example we are practicing pronunciation. Click **Start Quiz** to begin.





Step 3: As students submit responses, they will appear in the Results window.

Click **End Quiz** to close the Quiz to responses and bring up the Results screen.



Step 4: After ending the Quiz, you can play individual submissions by clicking lander the student's name. Click the to close the Quiz when finished.

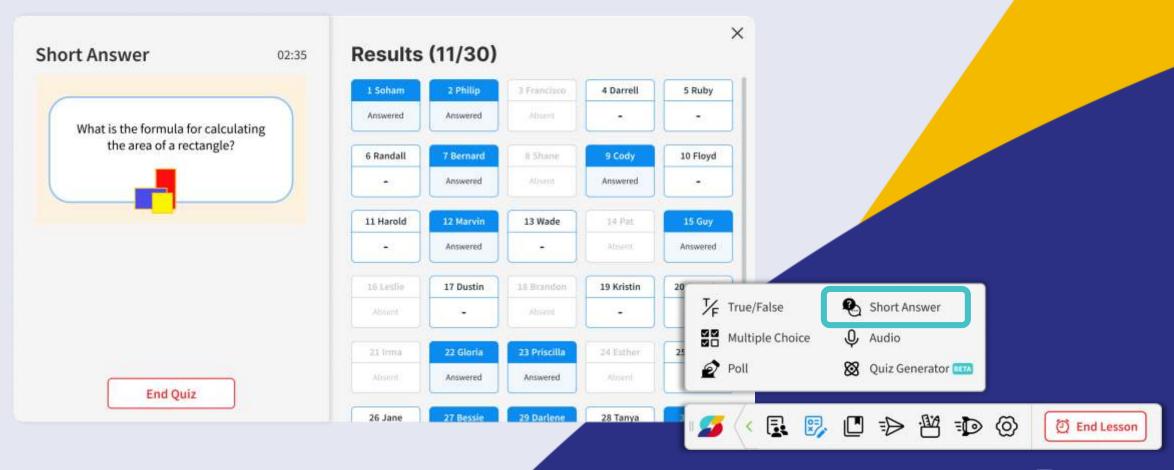
The audio response is stored on ClassSwift Hub in case the teacher wants to review it again at a later time.





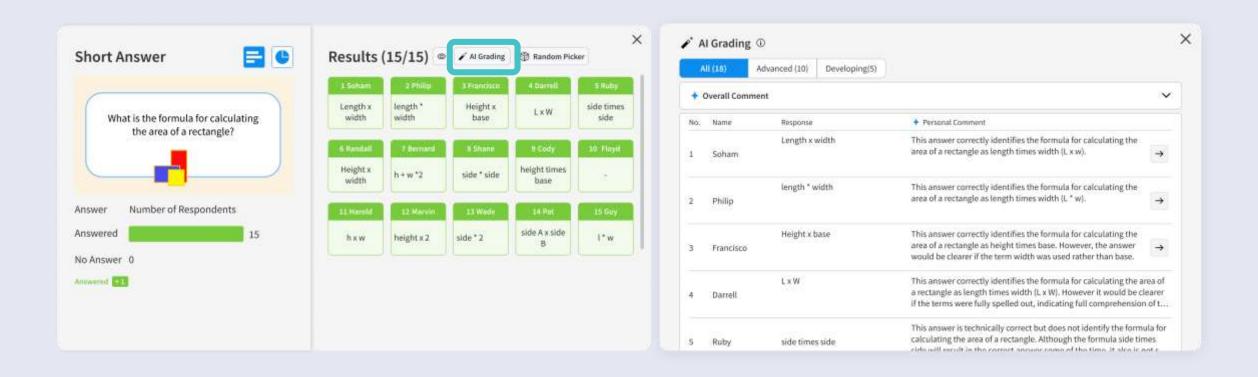
Short Answer – Quiz

This Quiz type accepts a text-based free response.



After clicking End Quiz, review student responses. At this point you can close the quiz with, start a discussion or use AI grading.

Al Grading quickly writes a comment for each response. However, these responses are not saved and can only be viewed in this window.



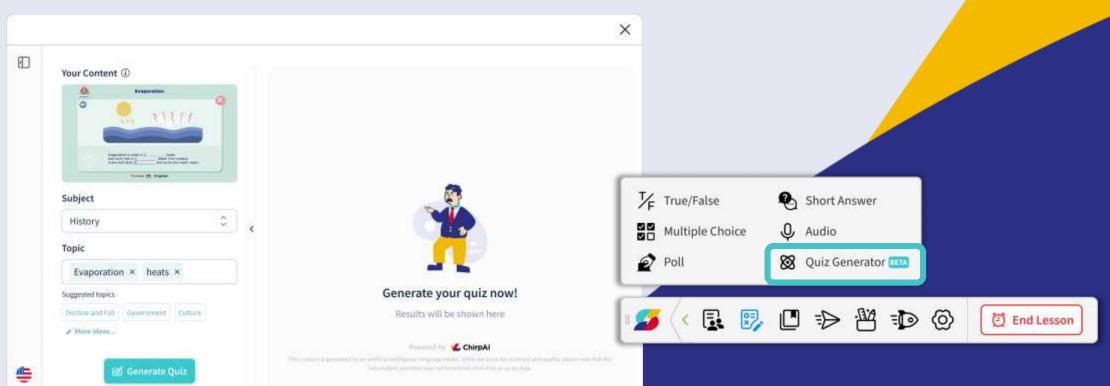


Quiz Generator – Quiz

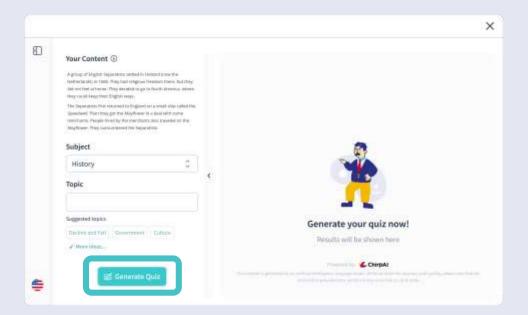
Use AI to build Quizzes to send to the class. ClassSwift Quiz generator can produce Quizzes using different education standards and languages.

Quizzes made with Quiz Generator can be saved in Quiz Collection.

Note: As with all Al-generated content, please review thoroughly before sending to the class.







Screen capture some text/images and choose your settings in the drop-down menus.

The sidebar has more settings for more accurate generated questions.

Quiz Generator will suggest topics to further narrow down the type of question it produces.

Click Generate Quiz when ready.

Select a Question and review the answers.

- See the AI answer:

- Edit the question with:

- Generate a new question:

- Save to Quiz Collection :

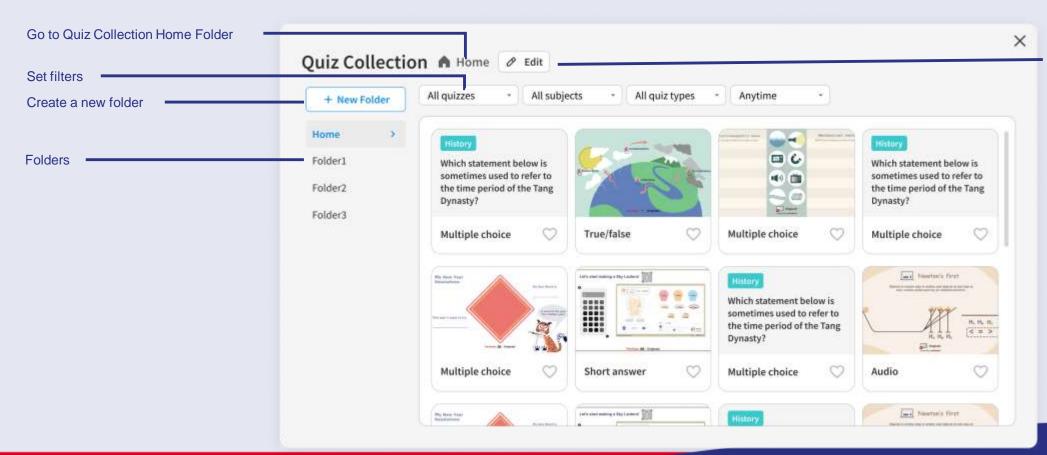
- Send to class with: ▷ Push to class

D Your Content ① Background X Cancel Push to class A group of English Separatists settled in Holland (now the Standard Netherlands) in 1608. They had religious freedom there, but they did not feel at home. They decided to go to North America, where California This quiz set applies Florida ELA B.E.S.T Standards 1.2.3 V they could keep their English ways. The Separattitis first returned to England on a small stop called the Grade Speedwolf. Then they got the Mayflower in a deal with some Armember: merchants. People hired by the merchants also traveled on the Mayflower. They outnumbered the Separatists. 1. Europeans start coming to the Americas in the late... 0 Quiz Settings Subject (A) 15th century Bloom's Taxonomy (B) 14th century History Remember (C)20th century (D) 1945 Topic Quiz Type Pilgrims × Multiple ch... 5 The guiz pushed to the class will be saved in the Quiz Collection. Suggested topics Santa Maria Government Thanksgiving / More ideas... 2. Why did the Pilgrims leave Europe? ■ Generate Quiz



Quiz Collection

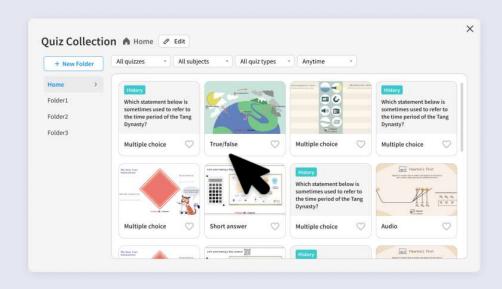
- All Quizzes made in Pre-class or sent during a class session are saved here.
- Quizzes can be sent to the class again directly from Quiz Collection.



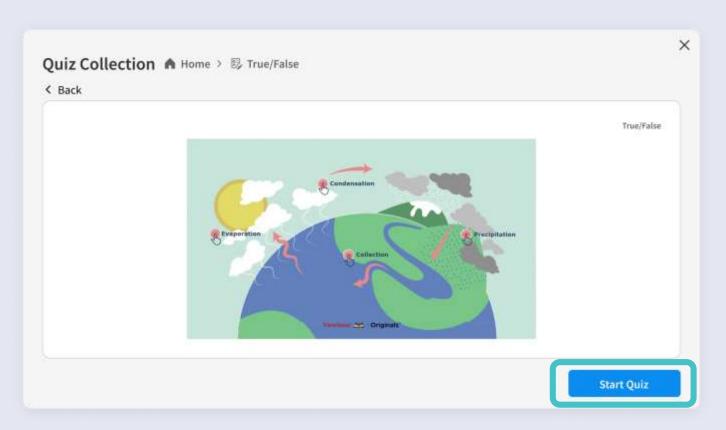
Edit:

- Delete Quiz
- Move to folder



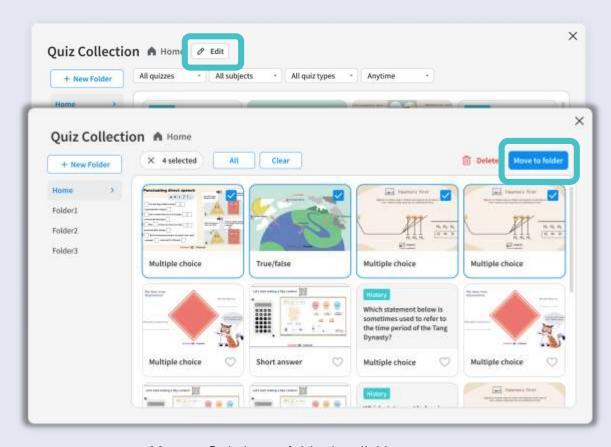


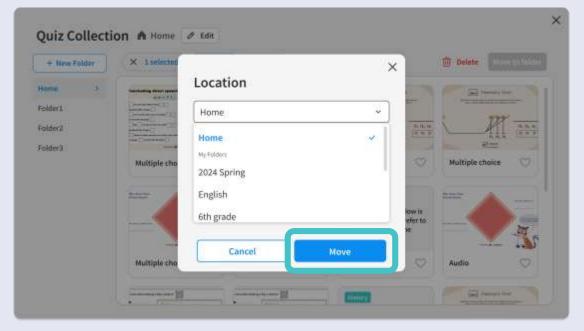
Click on a Quiz in **Quiz Collection** to preview it.



Then click Start Quiz to send to the class.







Move a Quiz into a folder by clicking

Edit > [Select Quiz] > **Move to folder**

Then choose a location and click Move.



Push-and-Respond

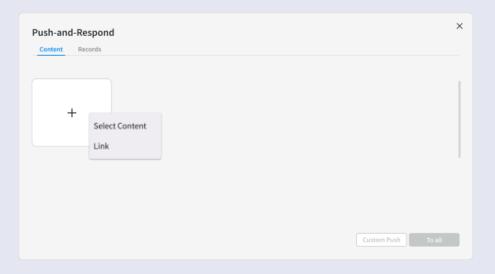
Push-and-Respond lets teachers send one or more sketch-based response questions such as diagrams, handwriting practice and math questions and receive submissions from students.

Let's see how that works – open Push-and-Respond from the ClassSwift Toolbar by pressing Push.

and the clicking the + to add our first

X Push-and-Respond Records Select Content

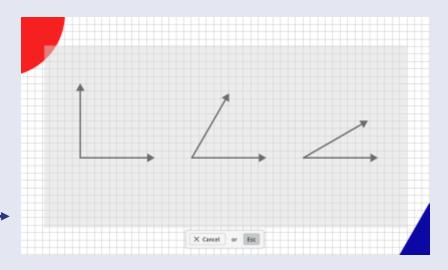




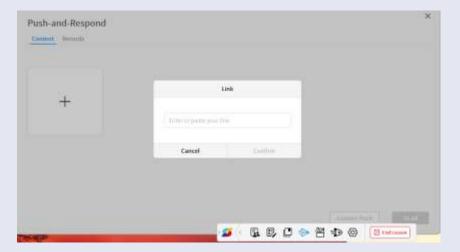
We can choose to:

1. **Select Content** and grab a screenshot – here we are using a diagram for students to draw a line on.

2. Link a webpage, YouTube video or other URL.



For this example, we are going to use **Select Content** to screenshot a practice problem for students to label.

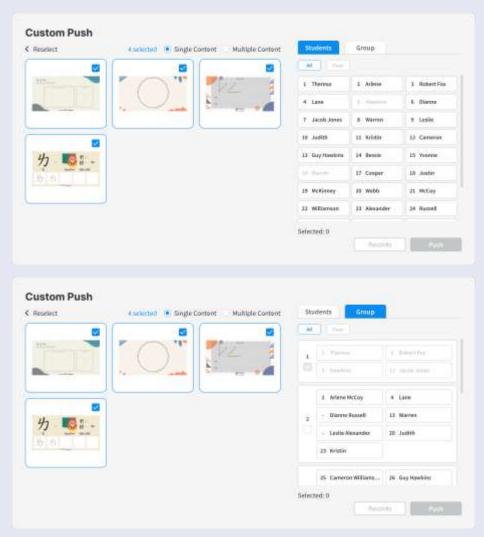






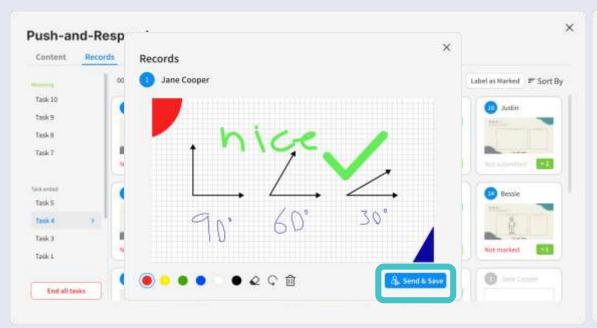
Send content to the class:

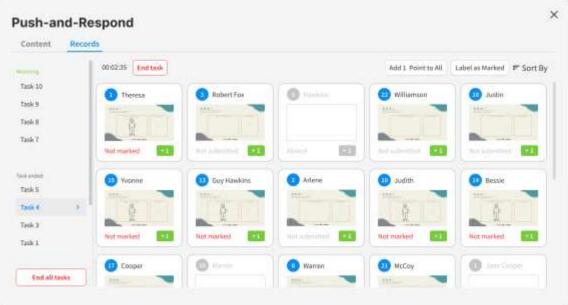
- 1. Custom Push sent to groups or individual students
- 2. To all send to all students in the class.



Custom push to individual students or groups.







This is the Teacher's view of the activity in progress. Student submissions will populate the window. During this step, Teachers can:

- 1. Click into a Response to mark and send feedback, praise or just to use as an example for the class.
- 2. Send Responses back to students. This will save it as the latest response.

Other useful functions include:

- Award stars to individual Responses using +1 button
- Add 1 star to all responses
- Labeling Responses as Marked
- Sort submissions using Sort By
- Reviewing Pushes, you sent in the **Content** tab

If you want to stop receiving responses, click **End task** to end the selected task or **End all tasks** to end all tasks currently in progress.



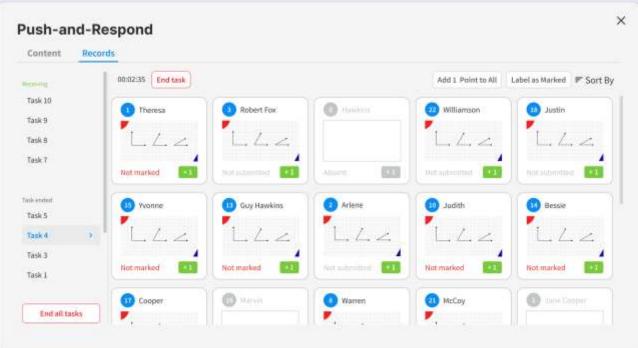
Instant Push – Push-and-Respond

Instant Push is a shortcut to screenshot and **send a Push in one click**. It is designed for large touch screens such as ViewBoard to make sending content faster and easier.

Instant Push:

- Takes a full-screen screenshot.
- · Automatically pushes screenshot to all students in the class.





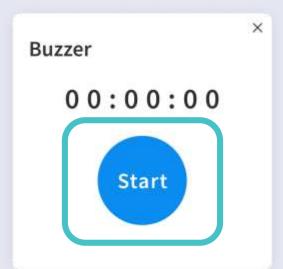


Tools

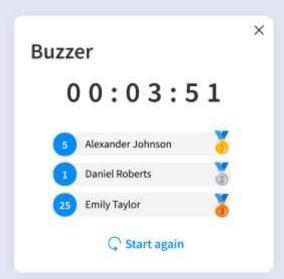
A convenient toolkit for teachers - built right into ClassSwift.



1. Buzzer turns the classroom into a mini game show, allowing students to hit the buzzer on their device to answer questions, compete for points and more! The Buzzer event ends when a student hits the button on their device.



Click Start to start the Buzzer.



Students who hit the buzzer button on their device will show up on your screen.

Click Start again to reset.



2. Random Draw will pick a student in the class at random. This is also built into the response section after giving a Quiz.



Click the button to draw a name.

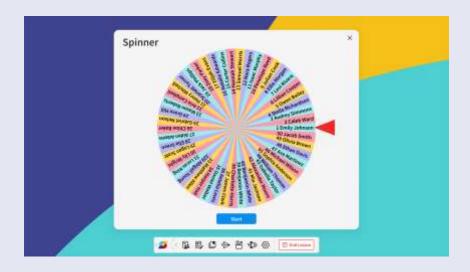


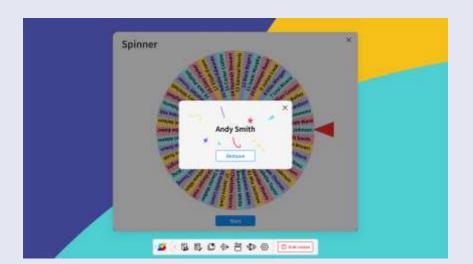
Students will receive a notification on their device if they are picked.

Click Start again to reset.



3. Spinner Bring excitement in your classroon! This feature allows you to select students at random using a colorful spinning wheel.





The **Spinner** automatically includes all students who are present in the class.

If the class capacity is 50 but only 20 students attend, the spinner will display **20 slices**, one for each attending student.

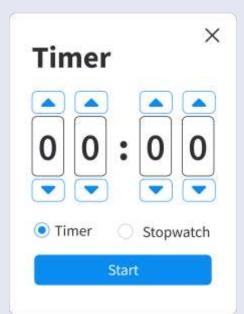
To begin, click the "**Start**" button. The wheel will spin and randomly select a student.

After a student is chosen, you can decide whether they remain in the pool:

Click "Remove" to take them off the spinner. Leave them on if you'd like them to have another chance at being selected.



4. Timer/Stopwatch puts a timer or stopwatch on the screen - useful for test-taking, lecture breaks or group activities.



Use the arrows to set a time.

Click Start to start the timer.

The timer will countdown until it reaches 00:00.00



Click Start to start the stopwatch

Click Stop to stop the stopwatch.

Addendum

- ClassLink Rule-based rostering user manual
- Google Classroom rostering user manual
- ClassLink Full Permission Rostering user manual