FAQ's for Educators

Please reach out to supersquad@fitmoney.org with any questions.

Contents

What is $uperSquad?

$uperSquad is a game-based curriculum based on FitMoney's robust financial literacy curriculum, which is rated 4 stars by Common Sense Education. Check out the Program Overview for Educators on our website at https://supersquad.fitmoney.org/ to learn more!

How do I create accounts for groups of learners?

If you'd like to enroll a large number of users at once, please reach out to teachers@fitmoney.org for support.

How do I create an account for an individual learner?

FitMoney is free for every learner. To make sure you have what's needed for a smooth playing experience, look through our technical requirements on the FAQ page. When you're ready, follow the steps below:

1. Go to https://supersquad.fitmoney.org/.
2. Click "Sign Up" at the top right of the screen.
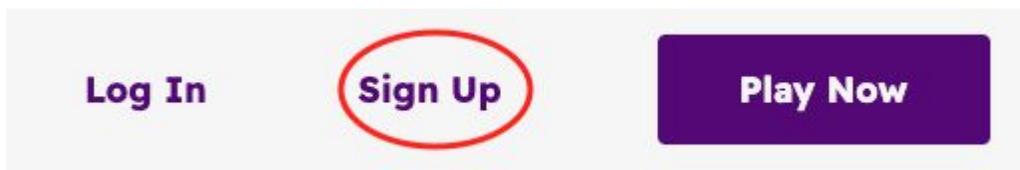
3. Fill in the learner's information. If you are uncomfortable providing a learner's name, you may provide a nickname or alias.
4. Select a username from a list of options.
5. Provide your email or an email of a parent or guardian.
   - If a learner forgets or loses their username and password, their information will be sent to this email.
6. Click "Play Now." The game has begun!
7. You will receive an email confirming your permission for the learner to play $uperSquad. Without this permission, the learner can use this account for up to 7 days.

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<u>How do learners sign out and log in?</u>
Learners' progress will be saved when they click "Sign Out" from the game.

To log back in, they can follow these steps:
1.   Go to https://supersquad.fitmoney.org/.

2.   Click "Log In" at the top right corner of the screen.
     ○   If you or a learner forgets a username or password, click "Forgot your
         username?" or "Forgot your password?" to retrieve your information.
     ○   This information will be sent to the email address you provided when you
         created the account.
3.   After entering your information, click "Log In."

4.   We recommend using a password manager through your browser to help learners
     remember their passwords for the next log-in.

How do I create an avatar?

Learners may ask for help to design their *avatar*, or the character they'll play throughout the game.

1. Click each tab to view options for Clothing, Skin, Hair, and Accessories. Some options will be locked until the learner advances to a different part of the game.
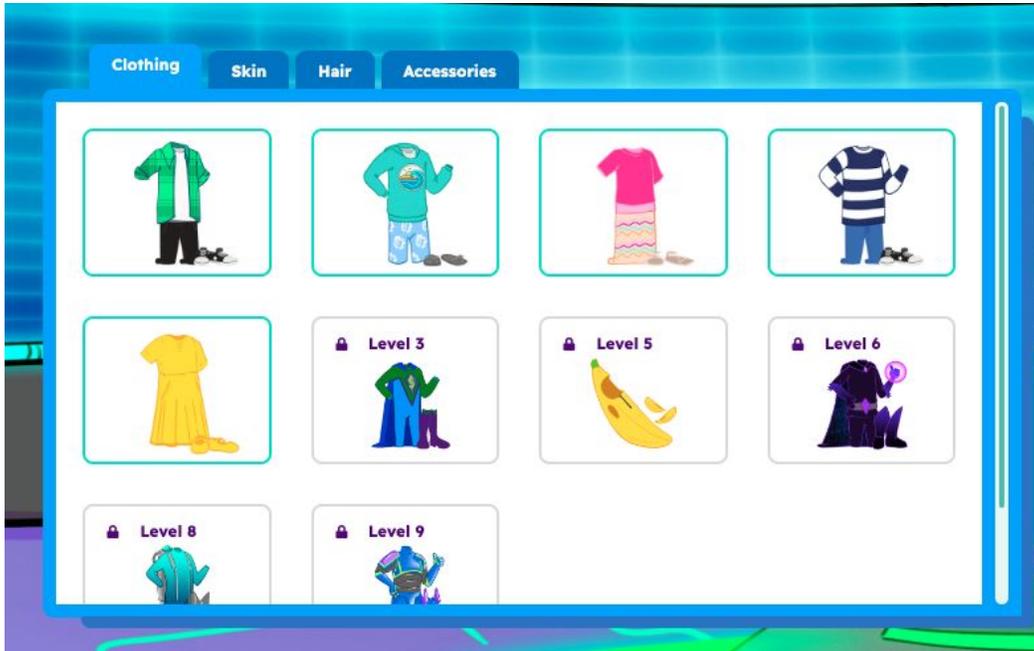
2. When the avatar is finished, click "Save."
    - Learners can always change their avatar! Simply click the "PowerUp Station" button at the top center of your screen, and you'll be taken back to the avatar building screen. Learners can return here to make a change or to try on new, unlocked options.

How do I start a new level?

Each level has its own mission for learners to complete. When a learner successfully completes a mission, the next level will unlock. To select a mission after logging in, follow the steps below:

1. You should see an illustrated map of Fitonia, the town featured in $uperSquad. If you don't see this map, click the "Fitonia Map" button at the top center of the page.


2. To the left of the map, you'll see several pictures with titles. These are the levels. Click on a picture to see a level description, then click "Play Now" to start playing.
   - Levels that are still locked will say "Locked."
   - Levels that have already been completed will say "Complete."
3. You can also select a level by clicking on the purple bubbles above buildings on the map. This will open a picture and a level description and you can click "Play Now" to begin, if th e level is unlocked.

How do I close help guides?

When a learner plays a game for the first time, an animation will appear to demonstrate how the game is played. To close this, click the large purple "X" to the top right of the animation.
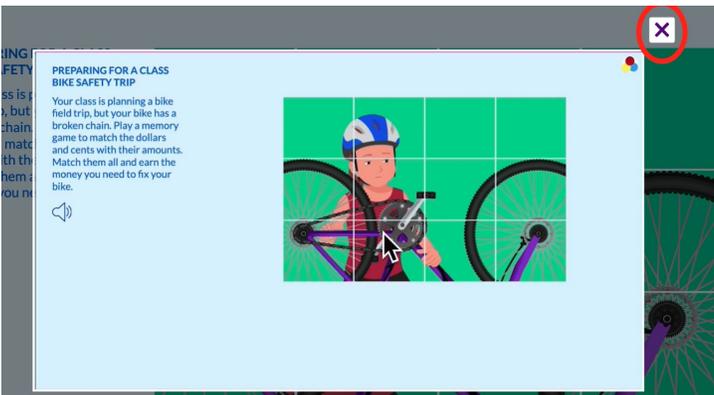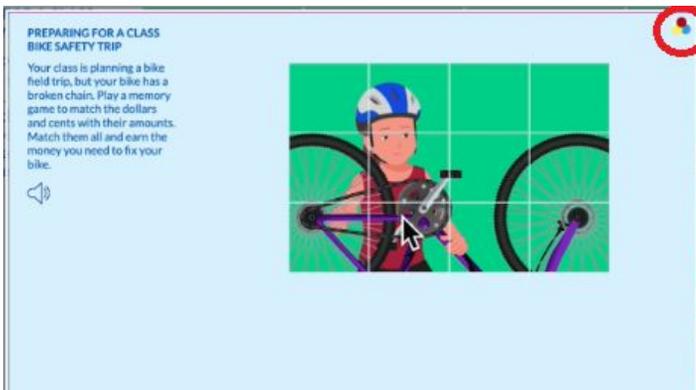

How do I activate voice-overs?

A voice-over will read questions and opening instructions for each game for the learner. To play or replay a voice-over, click the speaker icon button.
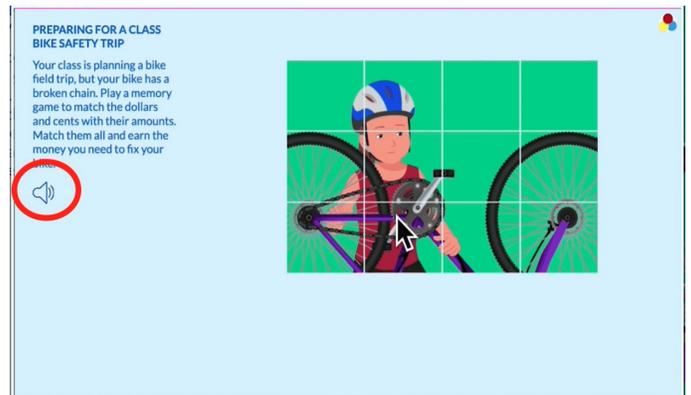

How do I adjust color contrast?

If a specific color contrast will enhance the learner's experience, you can adjust color contrast by clicking on the palette at the top right of the screen.

Can I turn off the guiding videos for the games?

To close the animation that demonstrates the game, click the large purple "X" to the top right of the animation. It is not possible to turn this feature off for the whole game.

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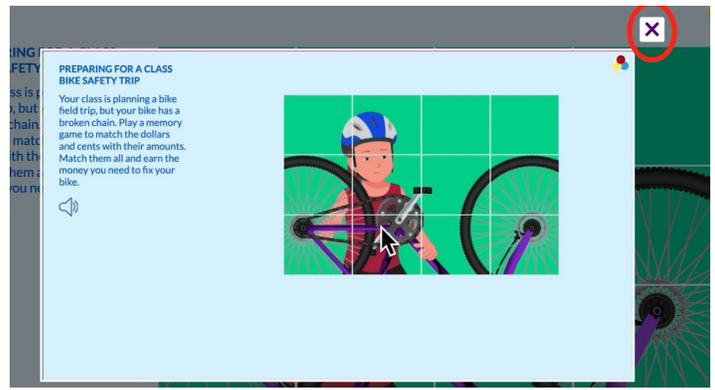
How do I support learners outside of the game?

Each level/mission includes a Completion Certificate with a Community Connection page. You can access the Community Connection pages in the "Award Center."

1. Click on the "Award Center" button in the top center of the screen.
2. Find the level/mission the learner has recently completed.
   - Note: Community Connections are available when a learner has completed a mission.
3. Under the title for that level/mission, click the buttons to view or download the file.
4. In the Community Connections file, you'll find activities and questions to support learners' understanding outside of the game. These activities are not required but can provide an off-screen way to practice these skills at home or in class.

Award Center

After you complete a mission, get your Certificate and Community Connection here.
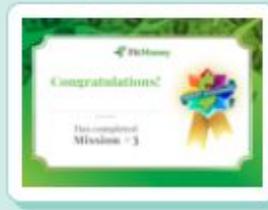
Meet Your Money
View ⬇

Savvy Spending & Saving
View ⬇

Smart Shopping
View ⬇

The program is running, but something is wrong with the display. The learner can't see the whole page. What should I do?

Try checking the zoom level on the browser. This is typically found under the "View" tab at the top of the screen. If the browser is zoomed in, the learner may not see the whole picture. While playing $uperSquad, we recommend keeping your browser zoom at 100%. You may want to also check that your display size is large enough for the game.

If you're still having trouble, contact us at supersquad@fitmoney.org.

How can I check learners' progress?

At this time, we do not have a way for educators to view the progress for all students at once. If you'd like to share more about how this feature would support your use of $uperSquad, you can email us at teachers@fitmoney.org.

To check an individual learner's progress:
1. Log in to the individual learner's account.
2. Click on the "Award Center" button in the top center of the screen.
3. View the levels, or missions, the learner has recently completed.
4. Each certificate and Community Connection page will share more about what the individual has learned. To find out more, click the buttons under each level to view or download the file.
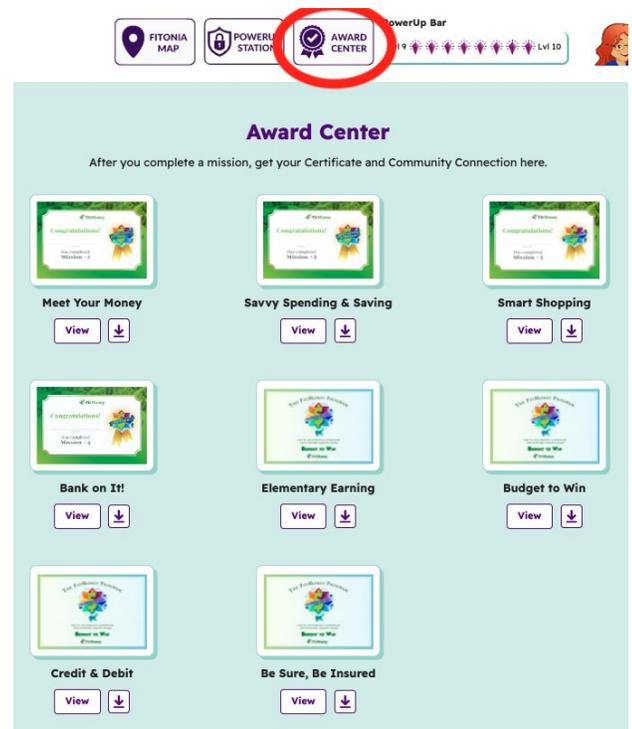
What are the technical requirements for $uperSquad?

For optimal user experience, please ensure a persistent internet connection, at 400 Kbps per connected user. $uperSquad can be played on desktops, laptops, and touchscreen mobile devices (Android and iPhone) with most updated browsers. It is recommended to have 4 GB of RAM. Display works best on a minimum screen size of 6.5 inches (measured diagonally) and a minimum screen resolution of 375 × 667 pixels.

How do I solve technical problems that I don't see here?
If you can't find answers to your questions here, please contact us at teachers@fitmoney.org.