



Participant Manual

Designed to empower educators to learn
how to save time and differentiate lessons
with Boom.

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www.boomlearning.com

GOALS:

- Learn what Boom Cards are
- Understand how to use Boom Cards for teaching and therapy
- Reflect on how to start integrating gamification into the teaching process

METHODS AND ACTIVITIES:

- Live demonstrations
- Active participation
- Analyzing and evaluating student reports for data-informed instruction and scaffolding
- Q&A sessions

AGENDA

- Goals
- Play Boom Cards
 - What is Boom?
 - Set Up:
 - Creating a Teacher Account
 - Subscription Options
 - Creating a Classroom
 - Creating Student Accounts
 - Getting Boom Cards:
 - Store
 - Library
 - Assigning Boom Cards
 - Hyperplay Link
 - FastPlay Link (Fast Pins)
 - Assigning Decks to Whole Classroom
 - Assigning Decks to Individual Students
 - Playing as a Student
 - Reports
- Post-Test
- Feedback Form

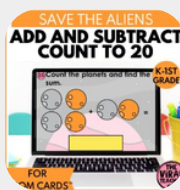
BOOM CARD SUBJECTS

The links below show different subjects for Boom Cards. You can find all kinds of Boom Cards in the Boom Store.

ENGLISH LANGUAGE ARTS



MATH



SCIENCE



SOCIAL STUDIES



MUSIC



FOREIGN LANGUAGES



PHYSICAL EDUCATION



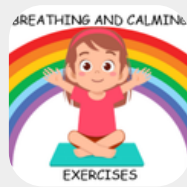
SPECIAL EDUCATION



SPEECH AND LANGUAGE



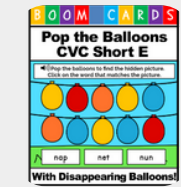
PSYCHOLOGY



OCCUPATIONAL THERAPY

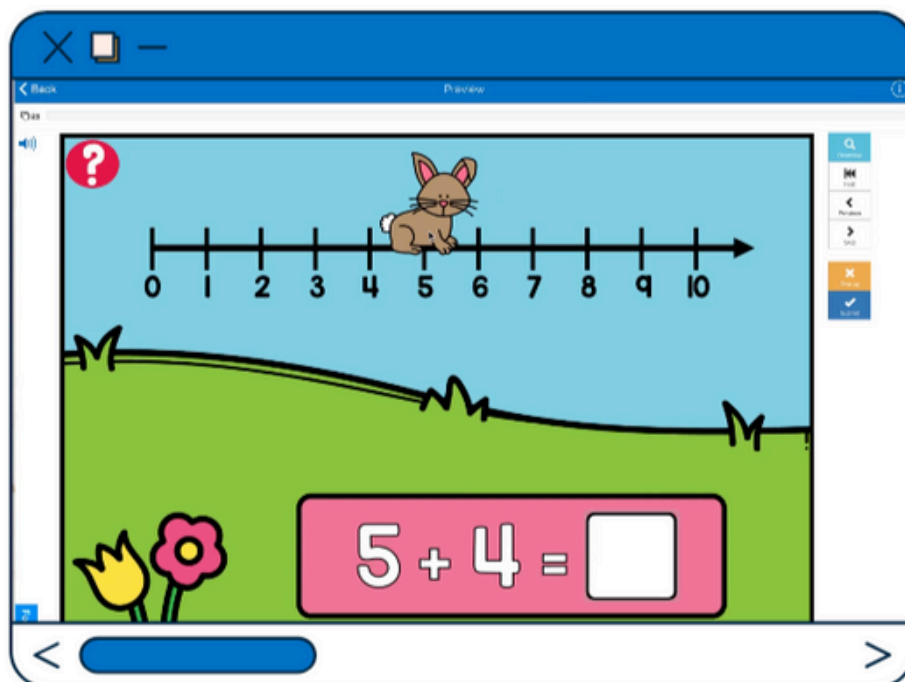


INTERVENTION RESOURCES



WHAT IS BOOM?

- Self-grading learning games
 - Instant feedback
 - Personalized assignments
 - Detailed reports
- Fast and easy for educators to find and assign activities
- Creation tools to make interactive digital task cards
- Rich data and progress reports
- In-person, remote, hybrid, and teletherapy



WITH BOOM, EDUCATORS CAN:



Create or Find
Resources

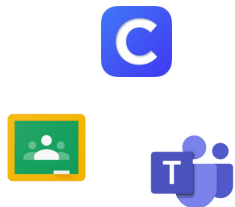


Assign, Teach, and
Grade



Collect and Analyze
Data

EDUCATORS SAVE TIME & STUDENTS GET INSTANT FEEDBACK



Fast, easy onboarding &
Single Sign-On

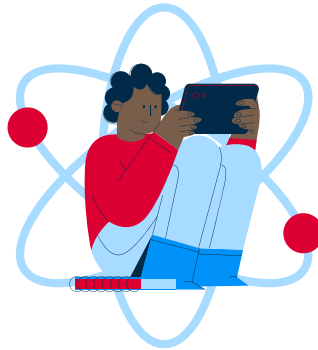
Pre-made, self-
grading lessons



Active learning with
instant feedback

BOOM CAN HELP

Deliver engaging
and interactive
content



Personalize learning

Provide data
you can act
on

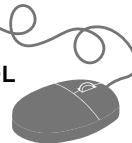


WHAT MAKES BOOM CARDS SO ENGAGING & INTERACTIVE?

GAMIFIED



MOUSE
CONTROL



DRAG AND
DROP



POINT AND
TOUCH

SOUND



VIDEO



DRAW WITH INK

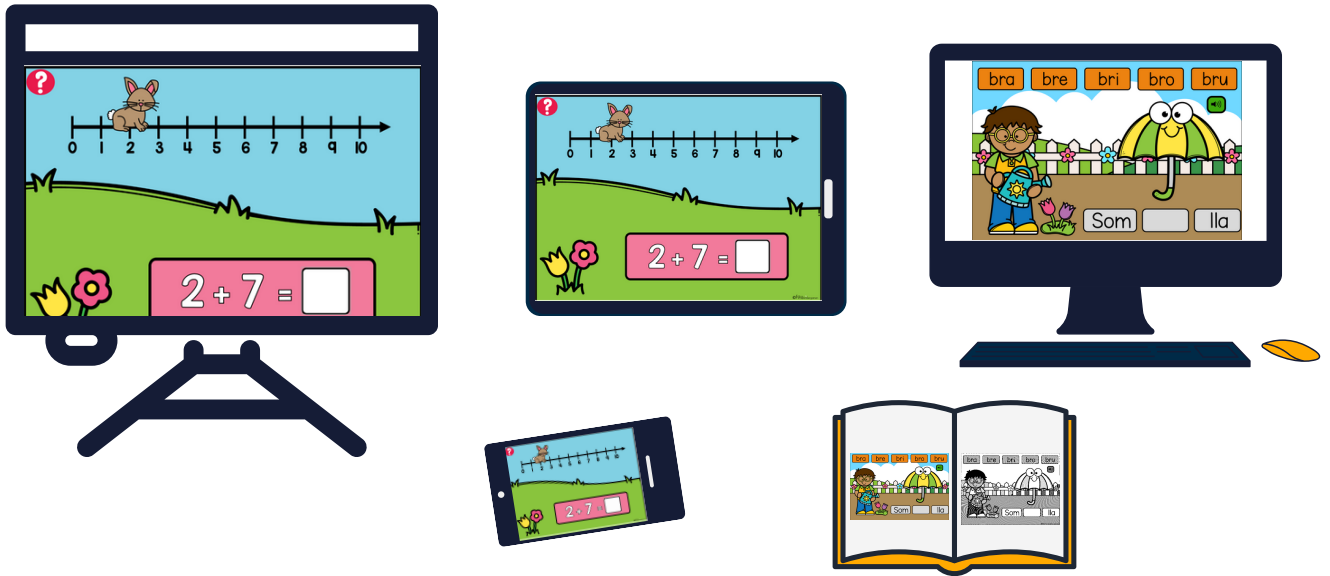


VOICE MEMO

BOOM LIVE + LIVE MONITORING



BOOM CARDS WORK ON MANY DEVICES



STUDENT PRIVACY COMES FIRST

- Student Data Privacy - Top Priority
- FERPA, COPPA, GDPR Compliant
- Student Privacy Pledge Signatory
- Privacy by Design



MODULE 1

SET UP

- A. CREATING A TEACHER ACCOUNT
- B. SUBSCRIPTION OPTIONS
- C. CREATING A CLASSROOM
- D. SETTING UP STUDENT ACCOUNTS
- E. MANAGING STUDENT PASSWORDS
- F. QR CODE SIGN IN

MODULE 1

A. CREATING A TEACHER ACCOUNT

PRE-CHECKLIST

- ☐ Connect to internet
- ☐ Go to [wow.boomlearning.com/signup](https://www.wow.boomlearning.com/signup)

1

Select **Educator**.

What best describes you?

This will help us decide what account is best for you.



Educator



Student



Family



School

2

Choose how to sign in to your Boom account and follow the prompts.

Educator Sign-Up

Use any of your existing accounts or join with your email.

Join with Email

Join with Google

Join with Microsoft

Join with Clever

3

Review Terms and Conditions and check the boxes.

Terms and Conditions

IMPORTANT: The use of Boom Cards and related services is subject to these Terms and Conditions. Please read them carefully.

☒ I agree to the applicable [Terms of Service](#) (required)
[General Terms of Service](#) (applicable to users who don't have a superseding school agreement)
[Public Author Terms of Service](#) (applicable if you open a Publisher account)

☒ I have reviewed and agree to the [Privacy Notices](#) (required)
[General Privacy Notice](#) (applicable to users who don't have a superseding school agreement)
[Student Privacy Notice](#) (to share with students and families)
[Information Security Plan](#) (for New York and other states who require one)
[Data Elements](#) (discloses the elements we collect – for your IT department and families)
[Subprocessor Disclosure](#) (for your IT department)

☒ I want to help improve Boom Cards. I consent to the collection of Google analytics about my use of the product to improve it and to personalize my experience with it. (optional) [Cookie Policy](#)

Cancel Continue

4

Select "upgrade" to view all membership levels.

All done!

Before we get started would you like to purchase a membership now?

Upgrade

Not Now

MODULE 1

B. SUBSCRIPTION OPTIONS

PRE-CHECKLIST

- ☐ Connect to internet
- ☐ Go to [wow.boomlearning.com/signup](https://www.wow.boomlearning.com/signup)

5

Select a subscription.

The screenshot displays three subscription tiers side-by-side:

- Starter Free**
 - 5 Students
 - 1 Classroom
 - 5 Self-Made Decks
 - ✓ Detailed Reports for 5 Students
 - ✓ Connect With Colleagues
 - ✓ 5-Day FastPlays
 - Choose Starter
- Premium**
 - \$6.99 / month or \$49.99 / year
 - Starts at 150 Students
 - 17 Classrooms
 - Unlimited Self-Made Decks
 - ✓ Detailed Reports for 150 students
 - ✓ Share Students With Colleagues
 - ✓ 14-Day FastPlays
 - ✓ Presentation Mode with Data Boom Live
 - ✓ Upload Custom Sounds
 - ✓ Upload Custom Fonts
 - ✓ Detailed Live Reports
 - ✓ Share Self-Made Decks
 - Choose Premium
- Publisher**
 - \$69.99 / year
 - Starts at 150 Students
 - 17 Classrooms
 - Unlimited Self-Made Decks
 - ✓ Detailed Reports for 150 students
 - ✓ Share Students With Colleagues
 - ✓ 14-Day FastPlays
 - ✓ Presentation Mode with Data Boom Live
 - ✓ Upload Custom Sounds
 - ✓ Upload Custom Fonts
 - ✓ Detailed Live Reports
 - ✓ Share Self-Made Decks
 - ✓ A License to Sell Boom Cards
 - Choose Publisher

Month to month subscriptions are available for Premium users.

MODULE 1

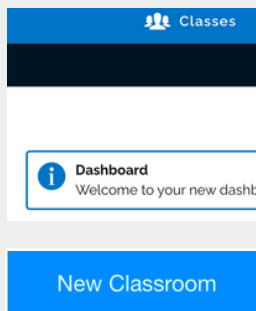
B. CREATING A CLASSROOM

PRE-CHECKLIST

- ☐ Create Boom Account
- ☐ Set Teacher Name

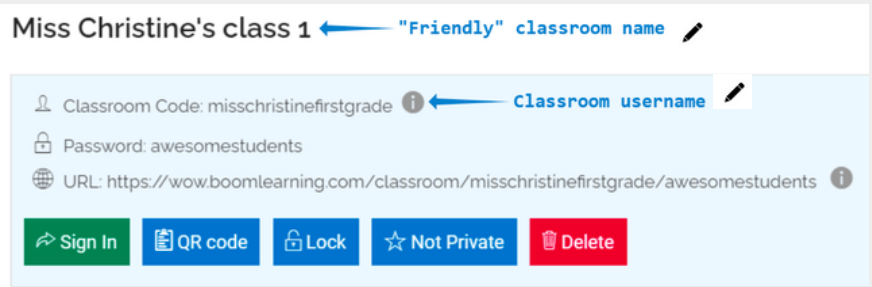
1

Go to your **Classes** tab. Then, click **New Classroom**.



2

Click on the bold lettering above the classroom's blue information box and change the Classroom name.

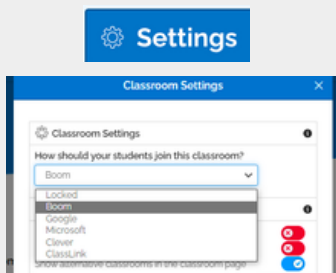


3

Click on the automatically generated classroom code and password to change them.

4

Click the **Settings** button to change classroom settings. For older students, choose from the joining options.



NOTES

Locked means that students are unable to create new student accounts in the classroom.

If the students have been set up in a learning management system (LMS) such as Google Classroom, the classroom may be set to that LMS.

Classrooms are **locked** and **private** by default, preventing students from creating new accounts or changing nicknames. Making a Classroom private hides student names in the roster.

MODULE 1

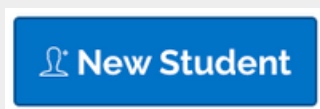
C. SETTING UP STUDENT ACCOUNTS

PRE-CHECKLIST

- ☐ Create Boom Account
- ☐ Create Classroom

1

View the Classes page, and select a Classroom from the menu on the left. Click the **New Student** button.



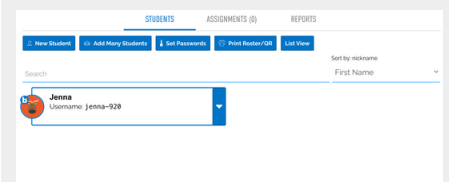
2

Choose a nickname and password for the new student.

A form titled "New Student" with two input fields: "Student Name" containing "Jenna" and "Password" containing "Demonstration1@". Below the fields are "Cancel" and "Okay" buttons.

3

Scroll down to show the new student.



4

Click the **Add Many Students** button to add multiple students at once.

A form titled "Add Students By List" with a text area for "List of Students" containing "Carrie Anne", "Juan", "Michelle", "Kirk", and "Steven". Below it is a "Default Password" field containing "Demonstration1@". A blue "Add Students" button is at the bottom.

5

Click on the **username** of a new student account and simplify it.

A dropdown menu for a student account. The name "Jenna" is at the top. Below it, the "Username:" field shows "jenna-1".

MODULE 1

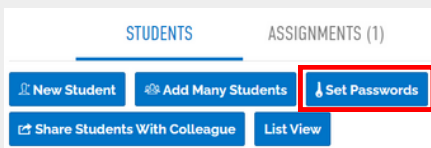
D. MANAGING STUDENT PASSWORDS

PRE-CHECKLIST

- ☐ Ensure student accounts have been created in Classes

1

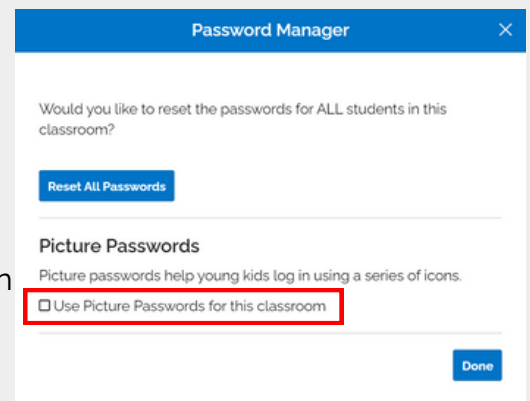
Click the **Set Passwords** button to set a password for all of the students in the Classroom.



2

Optional:
Click the **Use Picture Password** checkbox.
Picture passwords help younger students to log in easily.

Click **Done**.

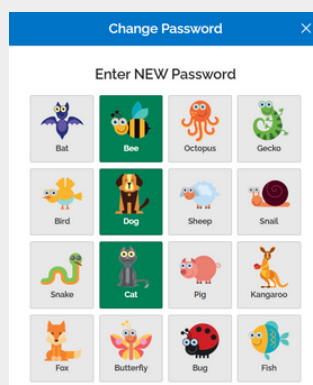


Note: The **Reset All Passwords** button is a way to reset all student passwords at once.

3

Set a password by highlighting the **Bee**, the **Dog**, and the **Cat**.

Any 3 or more animals can be selected to set Picture Passwords.



For security and privacy reasons, only a student and a student's teacher can reset a student password. A Boom customer service agent cannot reset a student password.

MODULE 1

E. QR CODE SIGN IN

PRE-CHECKLIST

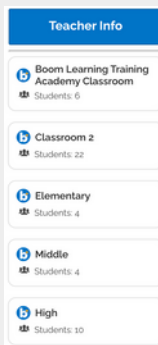
- ☐ Ensure student accounts have been created in Classes

1

Navigate to the **Classes** page.

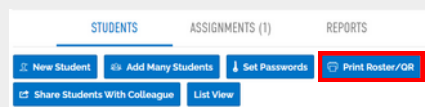


Select a Classroom that you would like to print QR Codes for.



2

Click the **Print Roster / QR** button.



3

Click the **Print roster with QR Code** checkbox.

Print Roster / QR codes.

This feature print the student cards.

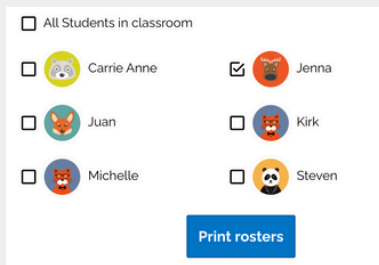
☒ Print roster with QR code

If you want to reset QR codes for your students, you must select the "Reset QR codes". This will NOT change the student passwords.

☐ Reset QR codes

4

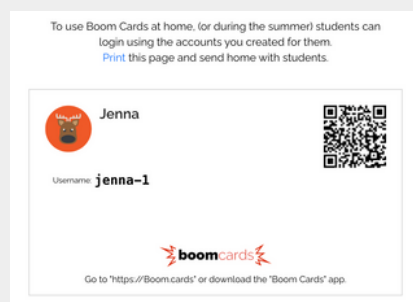
Choose which **students** in the Classroom to print QR Codes for.



Click **Print rosters**.

5

The **QR Code** with username will be included in the printout.



NOTE

Don't have a camera? Students can sign in with just a username and password. But generating from Print Roster/QR Code with username and password will always create a **new student password**.

MODULE 1

E.2 QR CODE SIGN IN WITH PASSWORDS

PRE-CHECKLIST

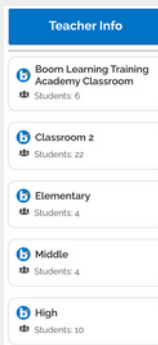
- ☐ Ensure student accounts have been created in Classes

1

Navigate to the **Classes** page.

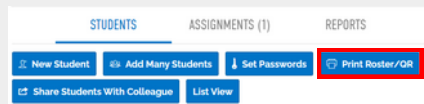


Select a Classroom that you would like to print QR Codes for.



2

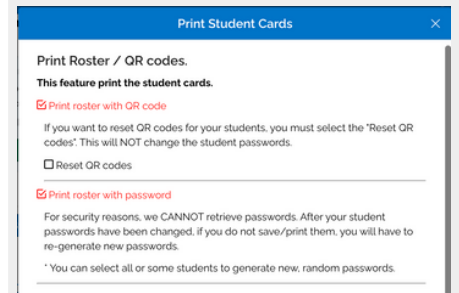
Click the **Print Roster / QR** button.



Checking Print Roster **with Password** generates all new passwords.

3

Click the **Print roster with QR Code** and **Print roster with password** checkboxes.



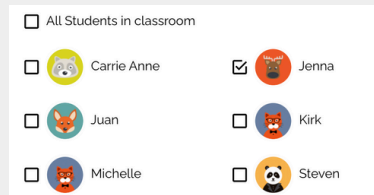
OPTIONAL

Click the **Use Picture Password for this Classroom** checkbox.

☒ Use Picture Passwords for this classroom

4

Choose which students in the Classroom to print QR Codes for.

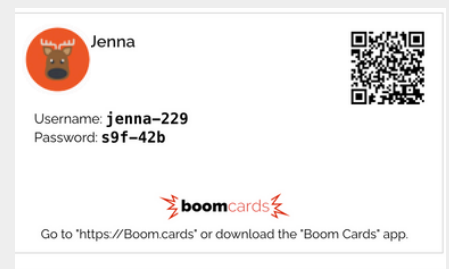


Click **Generate New Passwords**.

Generate New Passwords

5

The **username**, **password**, and **QR Code** will be included in the printout.



MODULE 2

GETTING BOOM CARDS

- A. STORE
- B. LIBRARY

MODULE 2

A. STORE

PRE-CHECKLIST

- Go to wow.boomlearning.com

1

To search the Store, click the Store tab.



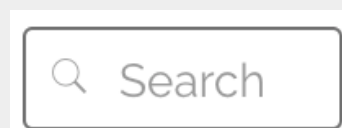
2

Select from *Decks*, *Authors*, *Images*, or *Fonts* in the Boom Store subnavigation bar.



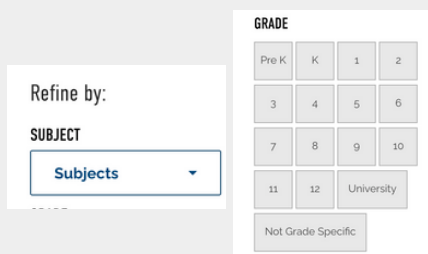
3

In the search bar, type your query. For example, "right angles." You can also sort your search by price.



4

Filter the search results using the left toolbar, selecting grade level and subject.



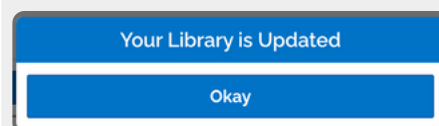
5

Select the deck you like and click on *Add to Cart*, *Add to Library*, or *Buy now*.



6

After purchasing your deck, it will appear in your Library.



NOTE

Boom Points are **credits** you purchase from the Boom Store. Boom Points allow you to make very small purchases (such as a \$.05 image or \$2.00 font) without paying a convenience fee. You can buy points by going to the Featured section of the Boom Store and clicking on the package you like.

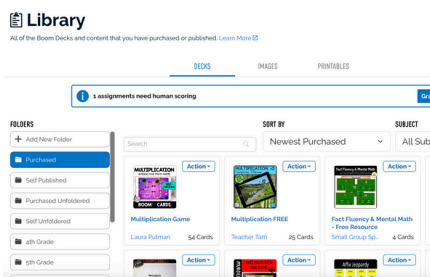
MODULE 2

B. LIBRARY

PRE-CHECKLIST

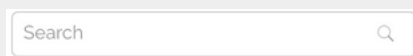
- Ensure there are Boom Cards in the Library
- You should have Boom Cards in your Library after completing the previous module

All Boom Cards that are added to your account are visible and searchable in your Library.



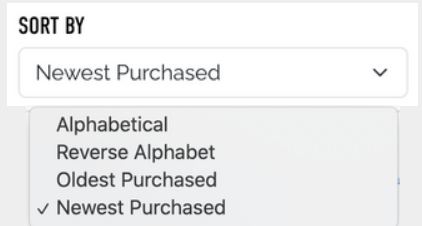
1

Use the **Search Bar** to add keywords to filter the list of Boom Cards in your Library.



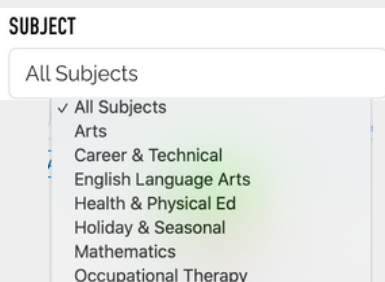
2

Use the **Sort By** menu to arrange the Library list (e.g., "Alphabetical").



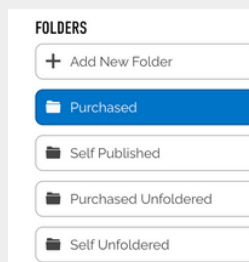
3

Click the **Subject** drop-down to filter for more specific searches.



4

Organize decks inside **Folders**. To create a custom folder, click **New Folder**, then label the folder with a student, topic, or class name.



EXTRA

DECKS IMAGES **PRINTABLES**

You can also find Images and Printables (PDF documents) in the Boom Store. View, download, and print Images and Printables in your account through the Library.

MODULE 3

ASSIGNING BOOM CARDS

A. HYPERPLAY LINK

B. FASTPLAY LINK (FAST PINS)

C. ASSIGNING DECKS TO WHOLE CLASSROOM

D. ASSIGNING DECKS TO INDIVIDUAL STUDENTS

MODULE 3

A. FASTPLAY LINK (FAST PINS)

- No data collection

PRE-CHECKLIST

- ☐ Ensure there are Boom Cards in the Library

1

Navigate to the **Library** page.



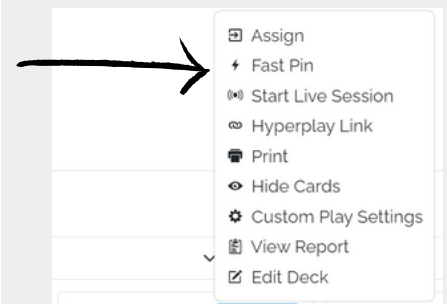
2

Click the **Action** button on a Boom Card deck.



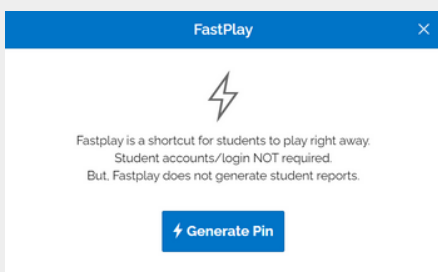
3

Click **Fast Pin**.



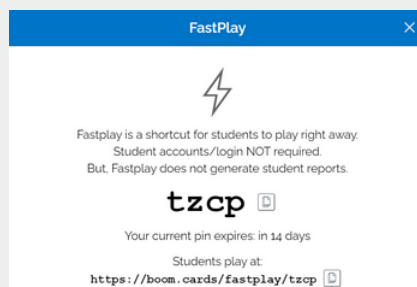
4

Click **Generate Pin**.



5

Send a **Fast Pin** or **FastPlay link** to anyone. Fast Pins allow students to play Boom Cards without needing to sign in.



MODULE 3

B. HYPERPLAY LINK

- Collects data

PRE-CHECKLIST

- ☐ Ensure there are Boom Cards the Library
- ☐ Ensure a student account has been created in Classes

1

Navigate to the **Library** page.



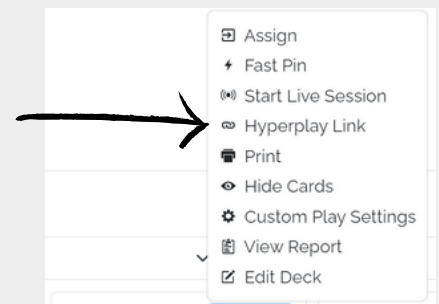
2

Click the **Action** button on a Boom Card deck.



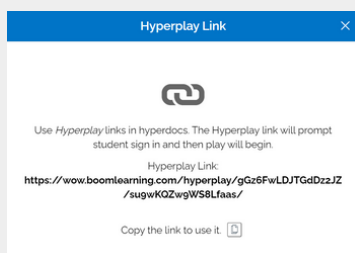
3

Click **Hyperplay Link**.



4

Send a **Hyperplay Link** to a student. They will be prompted to log in and play the assigned Boom Cards.



MODULE 3

C. ASSIGNING DECKS TO WHOLE CLASSROOM

- Collects data

PRE-CHECKLIST

- ☐ Ensure there are Boom Cards in the Library
- ☐ Ensure a student account has been created in Classes

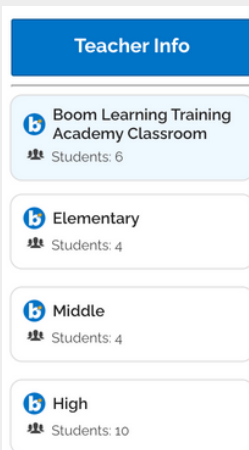
1

Navigate to the
Classes page.



2

Select the Classroom.



3

Click **Assignments**.



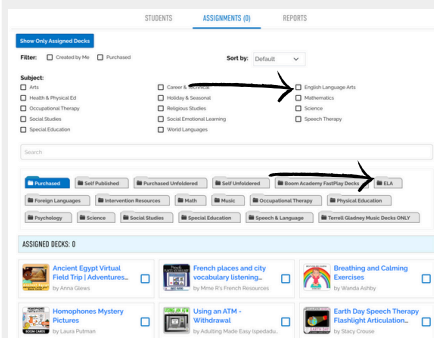
4

Click **Assign More
Decks**.



5

Look for the deck.
Filter your search using the
tool bar, search bar,
folders, or subjects.



6

Check the box to assign the
deck.



Decks with the red check mark
are currently assigned to all
students in the chosen class.

MODULE 3

D. ASSIGNING DECKS TO INDIVIDUAL STUDENTS

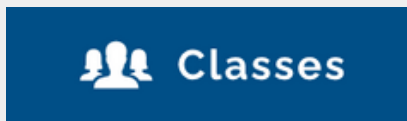
- Collects data

PRE-CHECKLIST

- ☐ Ensure there are Boom Cards in the Library
- ☐ Ensure a student account has been created in Classes

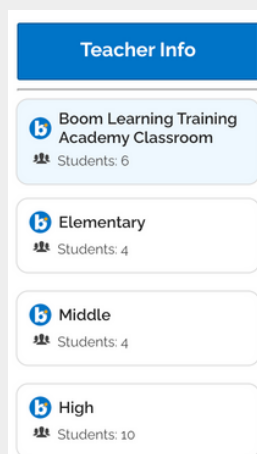
1

Navigate to the **Classes** page.



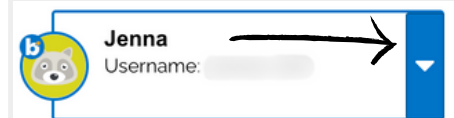
2

Select the Classroom.



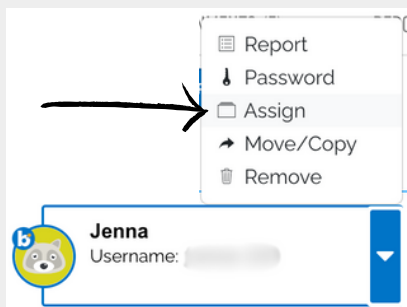
3

Click the student's **drop-down menu**.



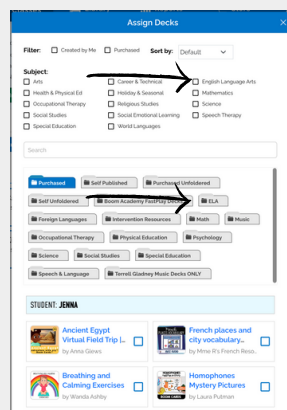
4

Click **Assign**.



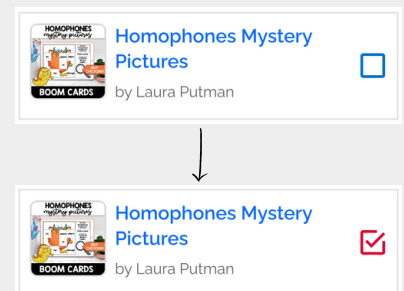
5

Look for the deck. Filter your search using the toolbar, search bar, folders, or subjects.



6

Check the box to assign the deck.



Decks with the red check mark are currently assigned.

MODULE 4

PLAYING BOOM CARDS AS A STUDENT

MODULE 4

PRE-CHECKLIST

- ☐ Ensure a student account has been assigned Boom Cards
- ☐ Sign in to the student account previously created.

1

Go to Boom.Cards or open the Boom Cards app.



Boom Cards

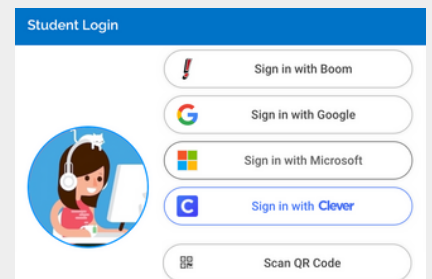
2

Select **Sign In**.



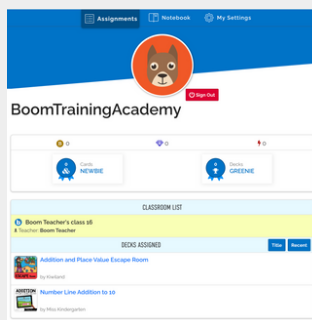
3

Choose a Sign In method (Boom username, Google, Microsoft, etc).



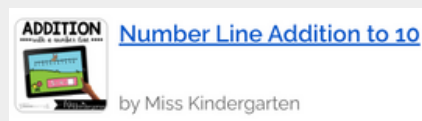
4

Assignments made to the student are available.



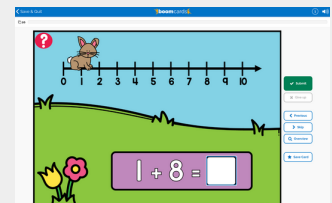
5

Click on a deck to start playing!

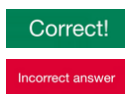


6

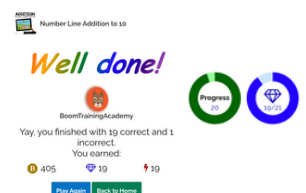
You can click, tap, or drag objects around, hear audio, type text, and even draw on some decks. Give it a try and see what cool things you can discover!



Instant feedback: As soon as you select an answer, you'll find out if it was the correct one or not.



You can also see scores on any deck that has been completed.



MODULE 5

REPORTS

A. REPORTS BY CLASSROOM AND DECK

B. REPORT METRICS

C. REPORTS BY STUDENT

MODULE 5

A. REPORTS BY CLASSROOM AND DECK

PRE-CHECKLIST

- Boom Cards deck must be played through by a student.

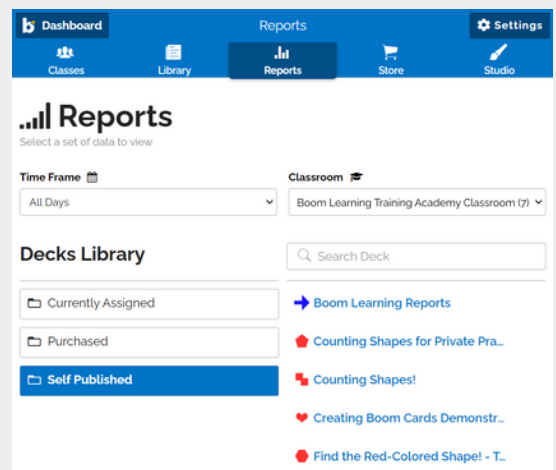
1

Click the **Reports** tab.

A blue rectangular button with a white bar chart icon and the word "Reports" in white text.

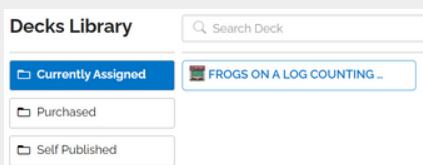
2

Set Time Frame to **All Days**, and set Classroom to the **demonstration Classroom** in which the demo students have played.



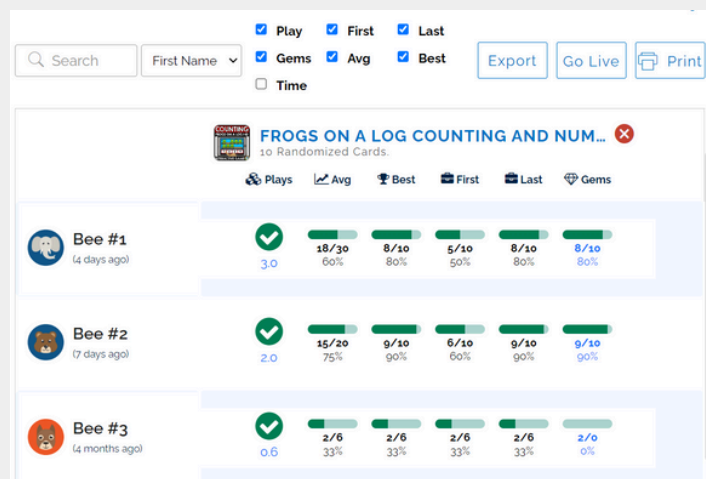
3

Select the deck the students played.



4

Reports include student progress metrics: **Plays**, **Avg**, **Best**, **First**, **Last**, and **Gems**.

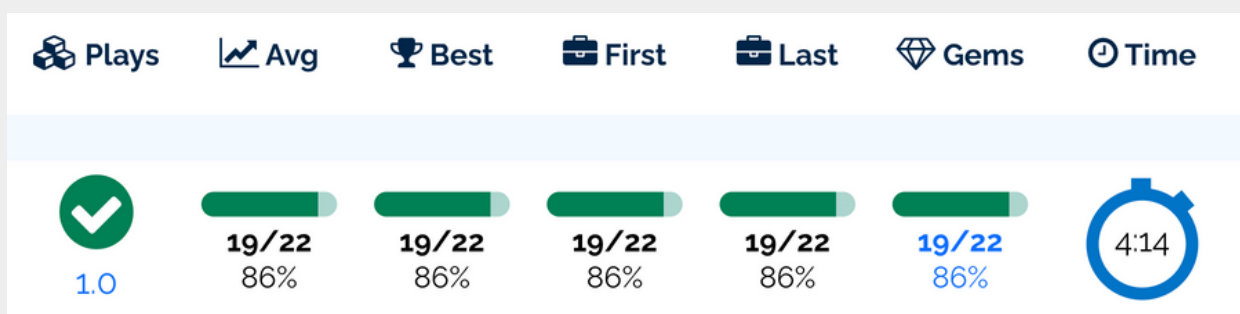


MODULE 5

B. REPORT METRICS

PRE-CHECKLIST

- ☐ Boom Cards deck must be played through by a student.



Check or uncheck the metrics you would like to see in your report. You can generate a printout of these data points.

- | | | |
|--|---|--|
| <input checked="" type="checkbox"/> Play | <input checked="" type="checkbox"/> First | <input checked="" type="checkbox"/> Last |
| <input checked="" type="checkbox"/> Gems | <input checked="" type="checkbox"/> Avg | <input checked="" type="checkbox"/> Best |
| <input checked="" type="checkbox"/> Time | | |

- **Play** indicates how many times the student completed the deck.
- **First** indicates the score the student received when first completing the deck.
- **Last** indicates the score the student received on their most recent completion of the deck.
- A **Gem** is awarded when a student answers a card correctly, and there is only one Gem to earn per card in a deck.
- **Avg** is the number of correct answers divided by the total number of cards completed.
- **Best** indicates the session where the student submitted the largest number of correct responses.
- **Time** indicates how much time the student spent playing the deck.

MODULE 5

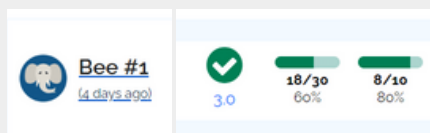
C. REPORTS BY STUDENT

PRE-CHECKLIST

- Boom Cards played by student.

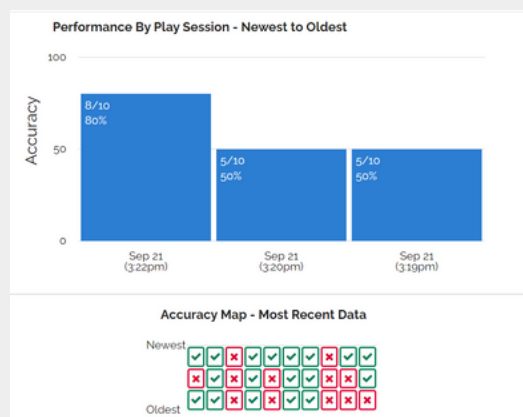
1

Click the **green play circle with the check in the center** to see data for an individual student.



2

In the Accuracy Map, click on the **Green Check** or the **Red X** to show why cards have been reported as correct or incorrect. See both the student's incorrect answer choice and the correct answer by clicking the Red X.



3

Scroll down to see the **Response Time** graph. Click on each dot to show the card associated with the response time.



NOTE



Cards with a blue text box icon are cards without questions.



Cards with a purple text box icon are cards with open response fill-in-the-blank questions. These will need manual grading from the Library.

POST-TEST

Scan the QR Code to complete the post-test.



Link:

<https://forms.office.com/r/VEuuPZPxBz>

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