

# Teacher Userguide 2021



Inspiring kiwi-kids and their whanau to develop sustainable healthy habits for a lifetime of great physical and mental wellbeing



[www.youngandhealthy.org.nz](http://www.youngandhealthy.org.nz)

# Userguide Contents Page

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Congratulations on signing up to participate in the Zespri Young and Healthy Virtual Adventure - we know that you will all have lots of fun! You are the leader of your class team, so need to join in with the healthy habits to help your class earn their points.

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## About the Virtual Adventure

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The Zespri Young and Healthy Virtual Adventure program is an exciting initiative brought to you by the Young and Healthy 2019 Charitable Trust with free entry to 20,000 NZ students thanks to the support of partners, Zespri International, ASICS NZ and technology partner, Azion Wellness as well as 5-Plus-A-Day and Sparklers. It's aimed at getting primary aged children moving more often, eating plenty of fruit and veges, drinking lots of water and other healthy habits in the real world, to earn points to move their class around the virtual global adventure course with their classmates. Along the way they will learn about the history and culture of the places they "visit", and get health and wellbeing tips from NZ sporting legends, ASICS Ambassadors; Ardie Savea, Amelianne Ekenasio, Kane Williamson and Samantha Charlton.

Students from schools all over NZ will build their own avatars online, then as the class reaches each destination, the children will see animated video's of their avatars interacting with our ASICS Ambassadors, as they learn. You can use the program in many different ways in your class lessons if you like, or simply enjoy the fun and games of the virtual adventure in a stand-alone way.

We know you are busy, so you will be closely supported throughout the entire event by the Virtual Adventure Support Crew either online, and on the phone.

### **Contact details:**

Email [supportcrew@teamchallenge.co.nz](mailto:supportcrew@teamchallenge.co.nz)

Ph: 0275760133

I thank you for getting involved and would love to hear your feedback and stories of how you used the program and the ways in which it benefited your students and their whanau.

Nga mihi nui  
Kim

[Kim.Harvey@youngandhealthy.org.nz](mailto:Kim.Harvey@youngandhealthy.org.nz)

## Tools and Resources....

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### Teacher Userguide

- This document is designed to give you a step by step guide to participating in the Challenge along. Resources are also available on the <https://www.youngandhealthy.org.nz/resources>.

### Program Resources:

- The Resources includes a whole lot of ideas including worksheets, images, interesting Course Details, nutrition and activity and ideas for classroom activities if you want to integrate the themes of the program into your class lessons.

### Pedometers;

- Children can earn points to move the class team around the course from healthy activities like; clocking up 60 minutes of huff and puff activity, eating fruit and vege's, drinking plenty of water, sleeping well etc (please take a look at the "how to Earn Points" sheet at <https://www.youngandhealthy.org.nz/resources>).
- If you chose to share pedometers amongst your students and based on testing it with students have found the two most effective (and still fun and motivating) ways to use them are;
  1. Groups of 5  
If you have your class broken up into groups of 5 students, one student in each group can have a turn 1 day of each week to be the "pacesetter" for their group. They wear the pedometer for the day and their group uses those steps for their individual entries.
  2. Have a dally pacesetter group  
You select a group of "pacesetter" students who wear pedometers for the day and the average of their steps is the step count that all the children enter for that day. Some teachers liked this for the maths element calculating the average steps each day.
- How to set up your pedometer: Please watch the video or read the instructions at <https://www.youngandhealthy.org.nz/resources>

## Tools and Resources....

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### Login Details;

- **To access Class Home Page:** You will be supplied with a Username and Password to access your Class Profile where you will create your own avatar, enter the Class average daily steps; view class animations; view teams and manage your class and more.
- **To access Student's Personal Home Page:** Username and password details for each student in your class participating in the Virtual Adventure can be found via the Manage Class link from your login on the website. They can login to the Virtual Adventure before it starts to create their own avatars which will be seen in the video's of their adventure. They can login to their Profile at any time during the Challenge to update their avatars, enter their daily points and watch video's again if they like.

## Frequently asked questions

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### 1. Is there a daily points target we need to achieve?

One of the aims of the program is to get your students more active more often, so encourage your students to clock up at least 60 minutes of moderate to vigorous (or huff and puff activity) activity during their day, both at school and at home! Earning bonus points for eating fruit and veges, drinking water, sleeping well and minimising leisure device time all work along the Ministry of Health guidelines, so small improvements every day will help build points.

### 2. Do the students need to login to their Personal Home Pages to enter points

We have changed the data entry process from previous years, so depending on the age of your students or the access to devices or PC's you will have the choice to enter data for the class as a whole (enter one set of points to move the whole class) or the children can each enter their own. **NOTE: It is important that all the children are logged in once to create their own avatars and this will ensure the data entry works correctly no matter which option you are using. Please see slides 12-16 for more details.**

### 3. How long do we need to spend on this each day?

It will take you about 10-15 minutes but you don't need to do it every day; 2-3 times a week will work well to ensure you view animations and can see where your class is on the map to keep everyone moving.

### 4. Do we have to do anything extra to meet the targets of the Virtual Adventure?

Not if you don't want to. Simply get your students to focus on some or all of the healthy habits that can earn them points. However, if you want to integrate themes of the program further into your lessons, it has been used by previous teachers in maths, literacy, writing, geography and culture and diversity. The Teacher Resources guide has tips, ideas and links to some fantastic resources that you can use.

### 5. What if we missed some days of data entry?

Don't worry, you can go all the way back to the start of the program if you need to in order to enter points for your whole class or any students who may have been absent (it only requires entry of one set of points for a day). You can select any day that does not have data entered already on the data entry pages when you login to the Class Profile.

### 6. Is it important to view the animations as a class?

The animations show the students own avatars interacting our ASICS Ambassadors, which they really love. The players give messages about the place they are visiting as well as really useful health and wellbeing tips that the students seem to listen to more. Students can login to their own profiles to view animations over again too should they wish to.

## Frequently asked questions continued.....

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**7. How do I play an animation?**

Please see page 28.

**8. What if the children can't remember their login details to go online to enter their steps and activity?**

Login to your Profile page, using your Username and Password, click the Manage Class tab on the menu bar and you will see the login details for each child. Refer to page 10 of this guide.

**9. What support will we get over the course of the Virtual Adventure?**

- You will receive a weekly email to keep you up to date on the destinations, and health and wellbeing messages you could use in your class if you want to.
- You are able to contact the support crew by phone or email at any time if you need assistance. Contact details are on page 3 of this guide.

**10. What devices can we use to login to the Virtual Adventure?**

- When you are in class, the easiest way to show the Challenge would be to log on to the website at from your PC or laptop so it's easy to show the whole class: <https://schools2021.healthiestschools.co.nz/#/>
- The Virtual Adventure can also be accessed on an iPad or other device by going to the same website above.

**11. What if my students change or I need to add new ones?**

- Please use the Manage Class function on your own login profile.

## Section One: Before the Virtual Adventure starts: Login yourself and get familiar

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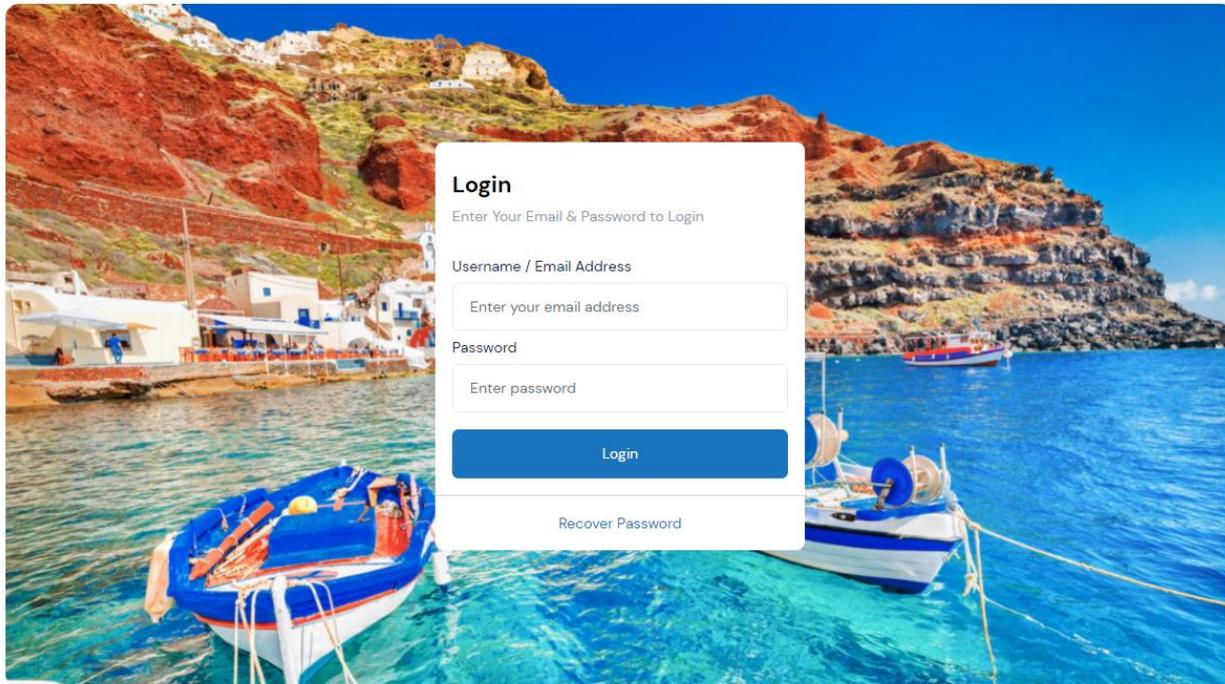
Go to the program website via a PC or laptop: <https://schools2021.healthiestschools.co.nz/#/> and enter;

Your Username (this is your email address): \_\_\_\_\_

Your Password: (you created this when you registered your class) \_\_\_\_\_

**NOTE: If you cannot remember your password, please click the Recover Password button on this login page and you will be emailed a link to update it.**

Create your own character and familiarise yourself with the site especially the Manage Class link on your home page menu bar



# Before the Virtual Adventure starts: Login yourself and get familiar cont'd

**Bubbles**  
Leg 1: Greece

**Kim H**

Name	Daily Avg.	Total
Kim H	0	0

[Edit Your Avatar](#)

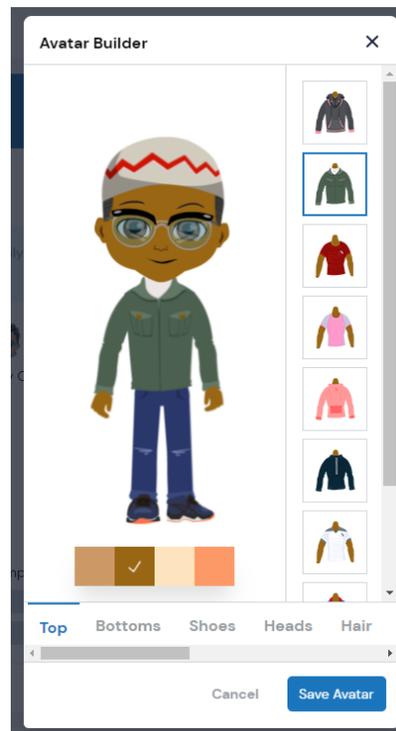
[Enter My Data](#)

[Enter Class Data](#)

Challenge Starts in **3 days**

1. Click the UPDATE AVATAR link beneath the avatar
2. Scroll through all the options and make new selections
5. Then click SAVE AVATAR

**Avatar Builder**

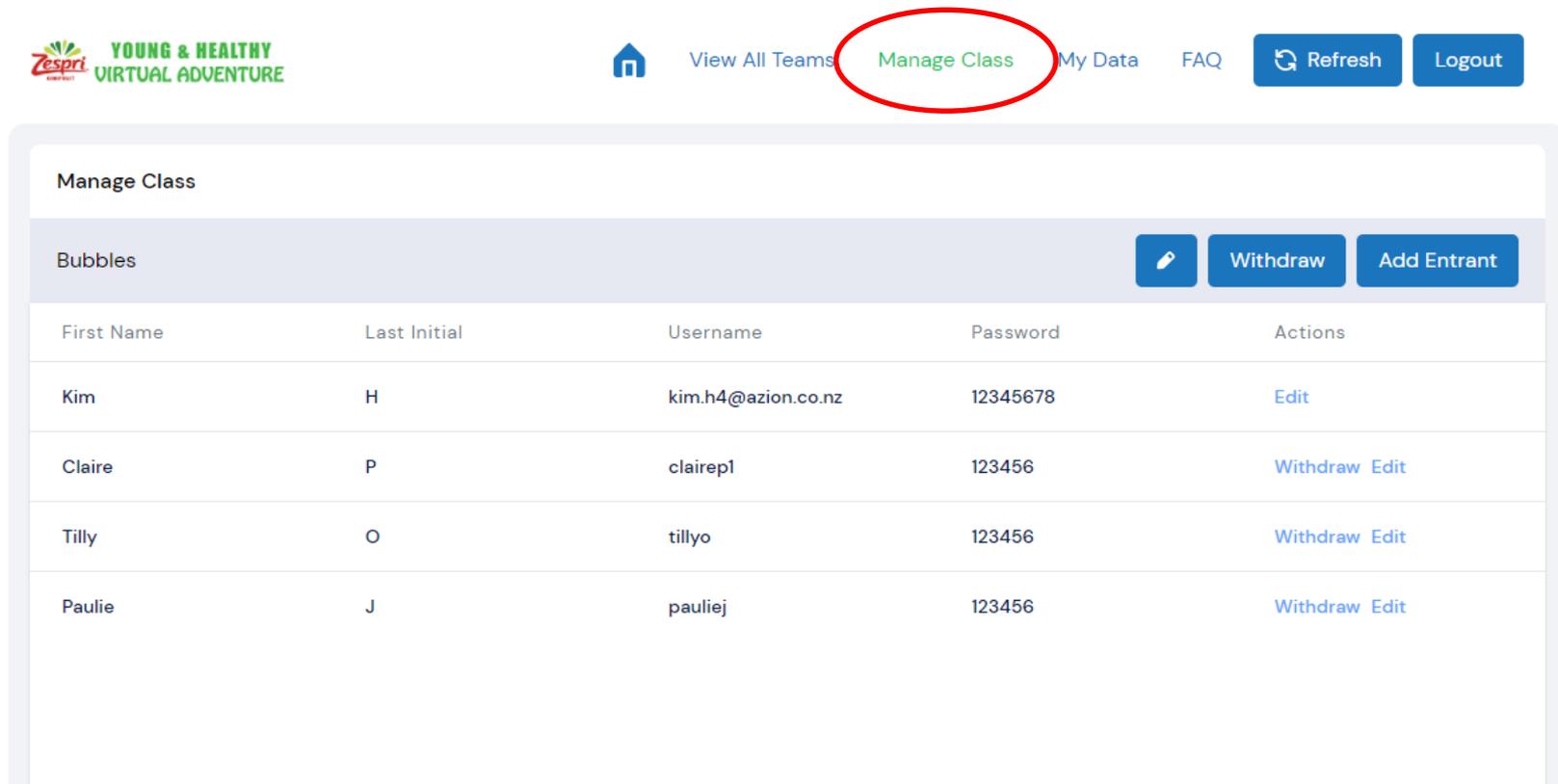


Avatar Builder interface showing a character and a list of clothing options. The character is wearing a green jacket, blue pants, and a white headband with a red zigzag pattern. The list of clothing options includes various jackets and shirts. The 'Top' category is selected, and the 'Save Avatar' button is visible at the bottom.

## Before the Virtual Adventure starts: Login yourself and get familiar cont'd

When you log in to your Class Home Page via the website, you will see a MANAGE CLASS link on your menu bar. When you go to this page, you can;

- Change your class team name
- Add a Student
- Withdraw a Student
- Create a new password



The screenshot displays the 'Manage Class' interface. At the top, the 'Zespri' logo and 'YOUNG & HEALTHY VIRTUAL ADVENTURE' text are visible. The navigation bar includes a home icon, 'View All Teams', 'Manage Class' (circled in red), 'My Data', 'FAQ', 'Refresh', and 'Logout' buttons. Below the navigation bar, the 'Manage Class' section features a 'Bubbles' header with 'Edit', 'Withdraw', and 'Add Entrant' buttons. A table lists student details:

First Name	Last Initial	Username	Password	Actions
Kim	H	kim.h4@azion.co.nz	12345678	Edit
Claire	P	clairep1	123456	Withdraw Edit
Tilly	O	tillyo	123456	Withdraw Edit
Paulie	J	pauliej	123456	Withdraw Edit

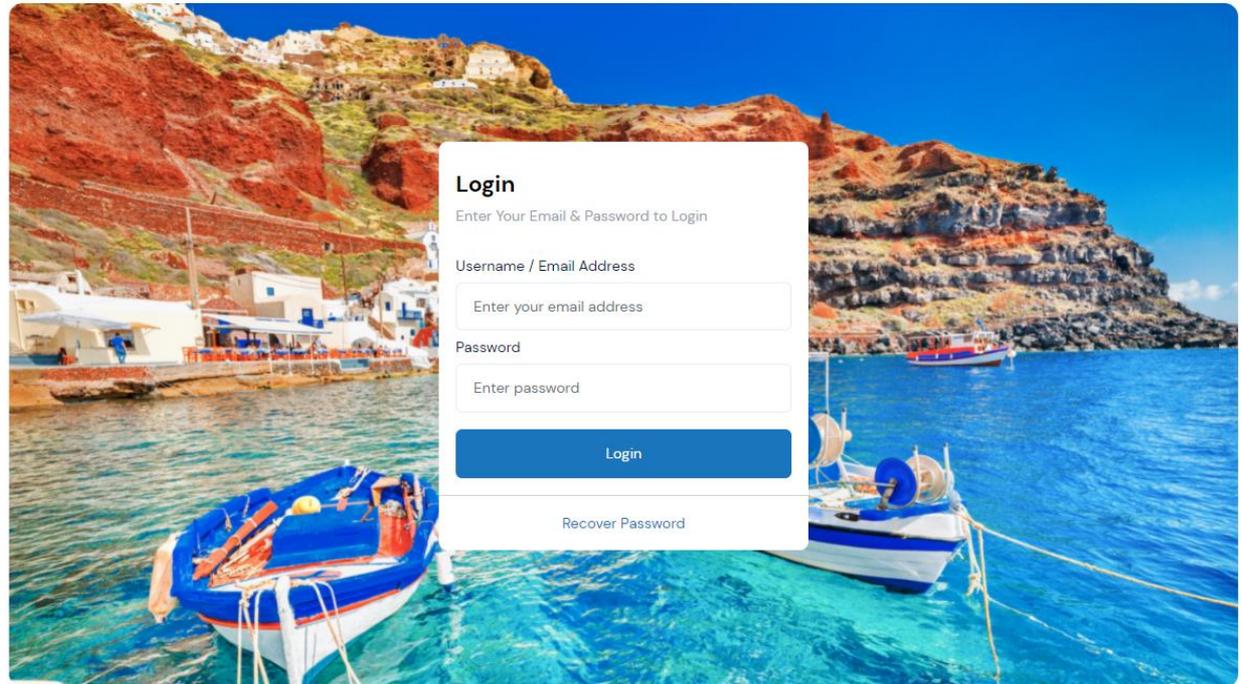
If there is anything else that you need help with email [supportcrew@teamchallenge.co.nz](mailto:supportcrew@teamchallenge.co.nz)

## Before the Virtual Adventure starts: Help your students create their own characters

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Go to the Virtual Adventure website via a PC or laptop <https://schools2021.healthiestschools.co.nz/#>

From the class list provided, get them to enter their Username and Password into the white boxes and click LOGIN



## Before the Virtual Adventure starts: Help your students create their own characters cont'd

Once your students have completed their registration, they will arrive at Personal Home Page.

The first item is for them to update their avatar. The children are assigned a random male or female character, but they do have lots of fun creating their own!

1. Click the UPDATE AVATAR link beneath the avatar
2. Scroll through all the options and make new selections
5. Then click SAVE AVATAR
6. option.
7. Then click SAVE AND EXIT



View All T

Bubbles  
Leg 1: Greece

Kim H

Name	Daily Avg.	Total
Kim H	0	0

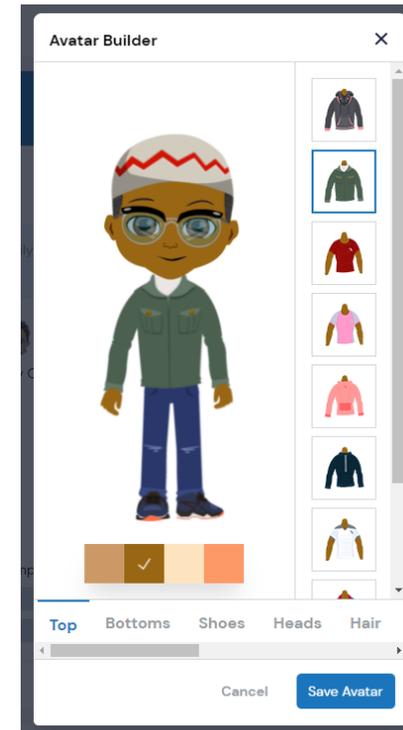
Paulie J   Tilly O   Claire P

Percentage of course completed

0% Target

0% Actual

Challenge Starts in 3 days



## Before the Virtual Adventure starts: Decide how you will use the pedometers during the program

If you decided on sharing pedometers with your students, you may wish to use them in the following ways:

### 1. Groups of 5

If you have your class broken up into groups of 5 students, one student in each group can have a turn 1 day of each week to be the "pacesetter" for their group. They wear the pedometer for the day and their group uses those steps for their individual entries.

### 2. Have a daily pacesetter group

You select a group of "pacesetter" students who wear pedometers for the day and the average of their steps is the step count that all the children enter for that day. Some teachers liked this for the maths element calculating the average steps each day.

**Decide whether to use them just during school time or to allow students to take them home to count a complete day of steps**

If you decided not to get pedometers or learning from home means that you cannot get pedometers to your students for a period of time, please refer to the "Counting Steps Without a Pedometer" sheet on the resources page <https://www.youngandhealthy.org.nz/resources>



This class from Cockle Bay School have decided to use all 10 of their pedometers and rotating them around the class by going down the class list ten at a time, so it's pretty much every second day that the students get to wear one.

# Before the Virtual Adventure starts: Decide the best way to enter points to move your class team

You have different options, depending on the age of your students, access to PC's / devices or personal preference:

1. One Data Entry for ALL Students: You (or one of your students) enters one set of points, that populates the data entry of ALL students and moves the class team around the course. This is suitable for younger entrants or if you have limited access to the digital platforms. Access the Class Points Entry using your login to the program website and using your Username (email address) and Password you have created.
2. Your Students Enter Their Own Points: By logging into the website or App using their own personal logins, students can add all their own points. You will find their login details listed on the Manage Class tab when you login using your own login details.
3. A Combination of the Two: If you know that there are some students who may not be entering their own points or if there are days when points have not been tracked for your whole class, you can add a set of points that will fill in any "gaps" for students who have not entered them on that day.

## NOTE:

If you see DATA ENTERED on any date on your Class Team points entry screen, you know that all your students have entered their own points already.

If you see the ENTER DATA button, you know that some of your students have not logged in themselves, and you can choose to enter points for those who have not. You will enter one set of points and it will populate the profiles of only the students who have not already entered their points. If some students have already entered their own points, you will see points on that day as in the example on the RHS.

Ghost Team  
Leg 1: Greece

Kim H

Team Avg. Daily Points: 12539pt  
Team Avg. Total Points: 25078pt

Name	Daily Avg.	Total
Kim H	12455	24910

Avatar grid:

- Graeme E
- Jacobus M
- Char V
- Mark C
- Danni F
- Therese F
- Justine L
- James K

Percentage of course completed:

- 6% Target
- 7% Actual

Course Close in: 27 days

Data Entry for Class

Name: Ghost Team

Date	Avg Activity Points	Avg Bonus Points	Avg Total Points	Action
Today	555		555	+ Enter Data
28 Oct 2021	13100		13100	Data Entered
27 Oct 2021	11838	140	11978	Data Entered

## Before the Virtual Adventure starts: Decide which healthy habits you will track during the program

While we would love your students to focus on all of the healthy habits that they can earn points for, we realise that may not be useful or practical for you.

So, depending on how much time you have to spend on implementing this program or if there is a particular health and wellbeing focus you have that easily links into this, you can decide if you want to track all the healthy habits or just some of them.

You only need to enter the steps but the rest are optional.

### How can you record them if not online every day?

- There is a Keeping Track of Your Points worksheet on the <https://www.youngandhealthy.org.nz/resources>

- Use a page at the back of each students spelling notebook with each element noted;

Date: 20 Oct

Steps: 15,407

Huff and Puff Activities: 30 minutes scootering,  
15 minutes tag  
10 minutes skipping

Water: 4 glasses

Fruit: 2 pieces

Vegetables: 3 pieces

"Sometimes" food: 1

Sleep hours: 9 hours

Leisure device time: 30 minutes

27 Oct 2021, Data Entered by Teacher

Activity Points Entry	Bonus Points Entry
Date: 2021-10-27	Fruit: 2
Steps: 10000	4 Cups of Water
Activity#1: Running on w, High, 30 r	Vegetables: 1
	Snacks: 2
	1 Tsp. of Sugar
	Mindfulness: 3
	Sleep Time: 9 h



Date \_\_\_\_\_

## Do small things every day

There are so many small things you can do every rā (day) to look after your tino (precious) tinana (body) and hinegaro (mind) that also whai piro (earn points) for your tira (team) to move around the course!



Aim for 5 or more huawhenua (veges) a day

How many? \_\_\_\_\_



Aim for up to 3 whurutu (fruit) a day

How many? \_\_\_\_\_



Aim for 3 ngā kai "matareka" ("treat foods) a week

How many? \_\_\_\_\_



Aim for 5-8 mōwhiri (glasses) of wai (water) a day

How many? \_\_\_\_\_



Aim for 9-10 hours of moe (sleep) a night

How many? \_\_\_\_\_

Go to [www.youngandhealthy.org.nz/resources](http://www.youngandhealthy.org.nz/resources) and read the [How to Earn Points](#) sheet for more details on each points earning activity



Date \_\_\_\_\_



Aim for 8,000 steps or more a day

How many? \_\_\_\_\_



Aim for > 60 mins a day of activity that makes you "hahu me te Pahu" (huff and puff)

How many? \_\_\_\_\_



Aim for > 6 moments to be what whakaaro (mindful) each day

How many? \_\_\_\_\_



Aim for < 4 teaspoons of "added" sugar a day

How many? \_\_\_\_\_



Aim for < 30 mins a day of leisure screen time

How many? \_\_\_\_\_

Go to [www.youngandhealthy.org.nz/resources](http://www.youngandhealthy.org.nz/resources) for more tips and tools

## Before the Virtual Adventure starts: Invite whanau to get involved

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Many of our past participants have been amazing wellbeing champions, encouraging their friends and whanau to take up the challenge to implement or increase healthy habits. We've heard how whole families have increased their activity levels together, enjoying quality time and feeling the benefits of being fitter and stronger. They've told us how small changes to the foods they eat each day has improved their energy levels, concentration and overall mood. Parents identified sleeping better as having a tremendous impact on their child's behaviour and their own mental wellbeing.

So, we would love you to encourage your student's whanau to join your class on your Virtual Adventure.

[Sign up to receive regular email updates and join in some mini challenges](#)

Packed with healthy tips and tools to use at home with the whole family, and weekly mini-challenges with some prizes up for grabs. Send them to <https://www.youngandhealthy.org.nz/prize-draws>

# Section Two: When the Virtual Adventure is running



Bubbles  
Leg 1: Greece

Kim H



[Edit Your Avatar](#)

[Enter My Data](#)

[Enter Class Data](#)

Team Avg. Daily Points

Opt

Team Avg. Total Points

Opt

Name	Daily Avg.	Total
Kim H	0	0



Paulie J



Tilly O



Claire P

Percentage of course completed

0% Target

0% Actual

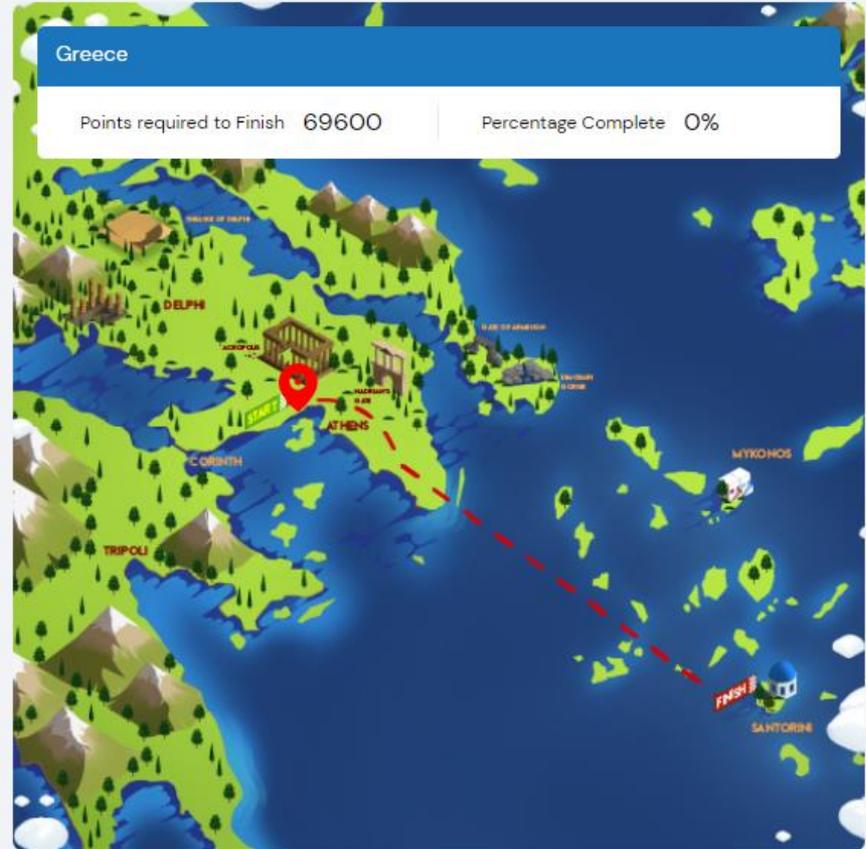
 Challenge Starts in

3 days

Greece

Points required to Finish 69600

Percentage Complete 0%



[Course Videos & Photos](#)  
Click to view videos & photos



[Course Map](#)  
View the full standings map

## When the Virtual Adventure is running: Earning Points – what do you need to do?

This isn't a race and there are no prizes for the most points...we want the kids to feel the fun and energy of making healthy choices on a regular basis and experiencing real learning around health and well-being in a fun and positive way that may help inspire them so set out on a lifetime of good health.

The journey is the most important thing - it's the learning and the messages, the teamwork and fun that you have that's more important...so aiming to see an animation say, once a week is good. This means that you / your students don't have to stress about getting more and more points. If you don't have all points recorded every day it doesn't matter either. For younger students, you might just work out class points that moves you to achieve the goal of viewing one animation a week and enter the same each day as the class, whilst getting each student to simply focus on the activities they can do to help the class earn points.

- Data entry buttons for your own points and to enter points for your whole class
- The target vs progress bar
- The team daily average points graph
- The map of the leg your class is on (use the Zoom Out button to see the global locations you will visit).

The screenshot shows the 'Ghost Team Leg 1: Greece' interface. On the left, a user profile for 'Kim H' is shown with an avatar and buttons for 'Enter My Data' and 'Enter Class Data'. A table displays team statistics: Team Avg. Daily Points (12817pt) and Team Avg. Total Points (25634pt). Below this is a list of team members with their names and avatars: Graeme E, Jacobus M, Char V, Mark C, Danni F, Therese F, Justine L, and James K. A progress bar shows 6% completed (actual) against a 7% target. On the right, a map of Greece is displayed with a red line indicating the course path. A box above the map shows 'Points required to Finish: 44100' and 'Percentage Complete: 36%'. At the bottom, there are buttons for 'Course Videos & Photos' and 'Course Map'.

### What do you need to do?

- Track some or all of the healthy habits to earn points to move your class team around the course.
- Watch the animations to hear about the places you are "visiting" from our fun and inspiring ASICS Ambassador's Ardie Savea, Amelianne Ekenasio, Kane Williamson and Samantha Charlton.

### You can:

- Take part in some or all of the mini-challenges we send you
- Integrate the program themes into other areas of your lesson if you wish

## When the Virtual Adventure is running: Earning Points – how do we earn points?

By tracking some or all of the activities shown on the point entry screen.

### Enter Steps:

This can be their own steps if they have worn a pedometer or those tracked by your “pacesetter” of the day. If there are no pedometers used, an average step count for children of this age is about 15,000, so please enter that.

### Activities Points:

Up to 8 “huff and puff” activities can be added each day and are in blocks of ten to sixty minutes each. You can choose moderate or vigorous activity and points will be calculated. Sixty minutes of moderate to vigorous activity each day is recommended and can be gained from small “bites” of time throughout the day. Perfectly timing activity is not necessary, children can estimate based for example on, spending half of playtime running around playing tag, so this equals about 10 minutes etc

### **What is “huff and puff” activity?**

There are two intensity levels to choose from and some examples:

Moderate: make you breathe harder and your heart beats faster.

Vigorous: make you puffed (so you can't say more than a few words without pausing for breath).

### Moderate-intensity activities:

- Rollerblading
- Skateboarding
- Brisk walking
- Cycling
- Dancing
- Kapa haka
- Games that require catching and throwing (like T-ball, for children, or softball)
- Housework and gardening

### Vigorous-intensity activities:

- Active games – running and chasing games like tag (for kids), games like Ultimate Frisbee (for young people)
- Cycling
- Skipping
- Martial arts like karate
- Running
- Sports like football, netball, rugby, touch rugby, swimming, hockey
- Dancing
- Waka ama
- Bouncing on a trampoline

Please enter your Steps first then any Activity and Bonus points data

### 1. ENTER STEPS

### 2. ENTER ACTIVITY DATA:

Click any activity and the time panel will come up, then enter the time you did the activity for.



## When the Virtual Adventure is running: Earning Points – how do we earn points cont'd?

### Optional Bonus Points:

Because the Virtual Adventure is a holistic program, focused on overall health and wellbeing, we wanted to give you the option of getting your students to track more than just moving as much as possible.

You could use one or more of these to help bring children's attention to the choices they make each day that impact how they feel, physically and mentally.

27 Oct 2021, Data Entered by Teacher

Activity Points Entry	Bonus Points Entry
Date 2021-10-27	  2 Fruit
Steps 10000	  4 Cups of Water
Activity#1 Running on w   High   30 r	  1 Vegetables
	  2 Snacks
	  1 Tsp. of Sugar
	  3 Mindfulness
	  9 h Sleep Time

# When the Virtual Adventure is running: Entering your class's daily points online

You have different options, depending on the age of your students, access to PC's / devices or personal preference:

1. One Data Entry for ALL Students: You (or one of your students) enters one set of points, that populates the data entry of ALL students and moves the class team around the course. This is suitable for younger entrants or if you have limited access to the digital platforms. Access the Class Points Entry using your login to the program website and using your Username (email address) and Password you have created.
2. Your Students Enter Their Own Points: By logging into the website or App using their own personal logins, students can add all their own points. You will find their login details listed on the Manage Class tab when you login using your own login details.
3. A Combination of the Two: If you know that there are some students who may not be entering their own points or if there are days when points have not been tracked for your whole class, you can add a set of points that will fill in any "gaps" for students who have not entered them on that day.

## NOTE:

If you see DATA ENTERED on any date on your Class Team points entry screen, you know that all your students have entered their own points already.

If you see the ENTER DATA button, you know that some of your students have not logged in themselves, and you can choose to enter points for those who have not. You will enter one set of points and it will populate the profiles of only the students who have not already entered their points. If some students have already entered their own points, you will see points on that day as in the example on the RHS.

Ghost Team  
Leg 1: Greece

Kim H

Team Avg. Daily Points: 12539pt  
Team Avg. Total Points: 25078pt

Name	Daily Avg.	Total
Kim H	12455	24910

[Edit Your Avatar](#)

[Enter My Data](#)

[Enter Class Data](#)

Percentage of course completed

6% Target  
7% Actual

Course Close in 27 days

Team Members:

- Graeme E
- Jacobus M
- Char V
- Mark C
- Danni F
- Therese F
- Justine L
- James K

Data Entry for Class

Name: Ghost Team

Date	Avg Activity Points	Avg Bonus Points	Avg Total Points	Action
Today	555		555	<a href="#">+ Enter Data</a>
28 Oct 2021	13100		13100	<a href="#">Data Entered</a>
27 Oct 2021	11838	140	11978	<a href="#">Data Entered</a>

# When the Virtual Adventure is running: Watch your class progress

When points are entered, you will all see a change to your Home Page view;

**Ghost Team**  
Leg 1: Greece

Kim H



[Edit Your Avatar](#)

[Enter My Data](#)

[Enter Class Data](#)

Team Avg. Daily Points **12817pt**

Team Avg. Total Points **25634pt**

**These points will change**

Name	Daily Avg.	Total
Kim H	14955	29910

		
Graeme E	Jacobus M	Char V
		
Mark C	Danni F	Therese F
		
Justine L	James K	

Percentage of course completed

6% Target

7% Actual

**The target vs actual bar will change**

Course Close in 27 days

Greece

Points required to reach the end of the leg will reduce

Points required to Finish 44100

Percentage Complete 36%



Your team "counter" will move forward on the map of the leg you are on.

Course Videos & Photos  
Click to view videos & photos

Course Map  
View the full standings map

You may enter enough points to reach the end of a leg. You will see this message if that happens:

**LEG COMPLETE**

You have finished the leg.

[PLAY VIDEO NOW](#) [PLAY LATER](#)

# When the Virtual Adventure is running: Watch your class progress cont'd

You can check out the View All Teams to see where other classes are up to on their journey as well. You can also “track” other teams and see their marker appear on the course map



[View All Teams](#)

[Manage Class](#)

[My Data](#)

[FAQ](#)

[Refresh](#)

[Logout](#)

## View All Teams

Select Team All Teams

Leg	School	Team Name	Track Team	# In Team
1	Awahono School	Room 6 Rockets	<input checked="" type="checkbox"/>	25
1	Awahono School	Team Rua	<input type="checkbox"/>	20
1	Awahono School	Winning Ones	<input type="checkbox"/>	19
1	Awahono School	Zespri Zoomers	<input checked="" type="checkbox"/>	1
1	Clearview Primary School	Blue Zone	<input type="checkbox"/>	31
1	Clearview Primary School	Clearview Blue Zone Hb25	<input checked="" type="checkbox"/>	30
1	Clearview Primary School	Team Simba	<input type="checkbox"/>	
1	Fairfield Primary School	Mighty Ducks	<input type="checkbox"/>	
1	Fairfield Primary School	Team Room 6	<input type="checkbox"/>	

## Course Map



## When the Virtual Adventure is running: How to play an animation when it is triggered

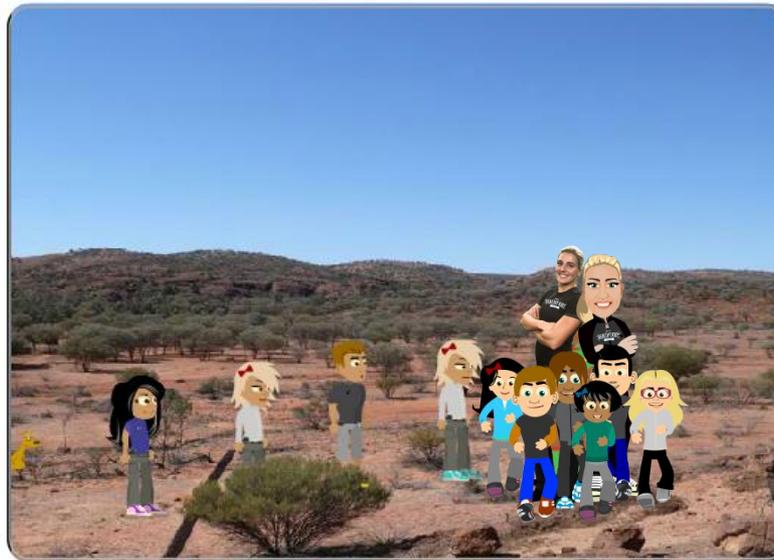
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Viewing the animations is one of the most fun parts of the Virtual Adventure and happens whenever you get to the end of a stage of the adventure...roughly every 5 or 6 days. It keeps everyone motivated to achieve their daily targets so they can “unlock” the next location and player guide.

The animations show their sporting hero’s visiting each interesting destination with the avatars of the students from your class. The players deliver motivational messages and tips for health and wellbeing.

You will see all your avatars throughout the different scenes of the animation – so be sure to make sure everyone watches carefully and know what they look like!

**When your class enters enough steps to reach the end of a leg, you will get the following message. Choose to play the animation now if your class is altogether and ready to watch or you can select PLAY LATER to do it another time.**



## When the Virtual Adventure is running: Manage your class

When you log in to your Class Home Page via the website, you will see a green MANAGE CLASS button on your menu bar. On the App, click the menu bar and you will see Manage Class link. When you go to this page, you can;

- Change your class team name
- Add a Student
- Withdraw a Student
- Create a new password

[View All Teams](#)[Manage Class](#)[My Data](#)[FAQ](#)[Refresh](#)[Logout](#)

### Manage Class

Bubbles

[Withdraw](#)[Add Entrant](#)

First Name	Last Initial	Username	Password	Actions
Kim	H	kim.h4@azion.co.nz	12345678	<a href="#">Edit</a>
Claire	P	clairep1	123456	<a href="#">Withdraw</a> <a href="#">Edit</a>
Tilly	O	tillyo	123456	<a href="#">Withdraw</a> <a href="#">Edit</a>
Paulie	J	pauliej	123456	<a href="#">Withdraw</a> <a href="#">Edit</a>

If there is anything else that you need help with email [supportcrew@teamchallenge.co.nz](mailto:supportcrew@teamchallenge.co.nz)

## Section Three: When the Virtual Adventure has finished: Final Data Entry & Placings

When the program finishes, you will have two days to enter any days of steps that you may have missed. After that the data entry will close for all classes so you can see where everyone got up to.

Login to your Class Home Page to watch the class finish animation hosted by some of our ASICS Ambassadors.

A certificate will be available for every student showing their avatar with our ASICS Ambassadors— just have them login to their own Personal Home Pages.

