



Hop into learning

Hoppy Student Guide

Create personal practice, complete classroom assignments, review your results, and build follow-up practice—one clear step at a time.



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Contents

1

Choose a Topic and Create a Practice Quiz with Explore

4 topics

p. 3

2

Take a Quiz and Review Your Results

5 topics

p. 7

3

Turn an Idea or Learning Material into a Practice Quiz

6 topics

p. 11

4

Join a Classroom and Find an Assignment

4 topics

p. 15

5

Complete an Assignment and Review Your Result

5 topics

p. 19

6

Create Follow-Up Practice

2 topics

p. 22

CHAPTER 1

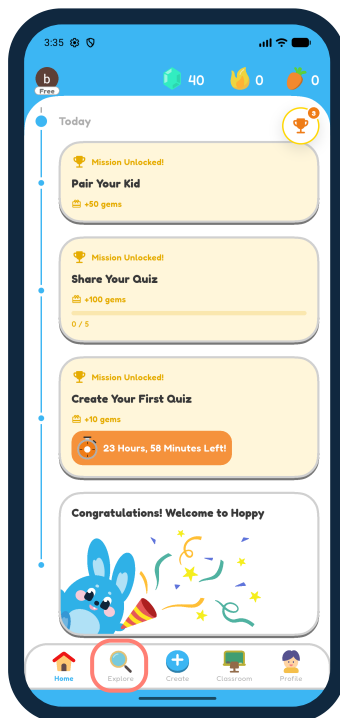
Choose a Topic and Create a Practice Quiz with Explore

Create personal practice by choosing a grade, subject, and learning units in Explore.

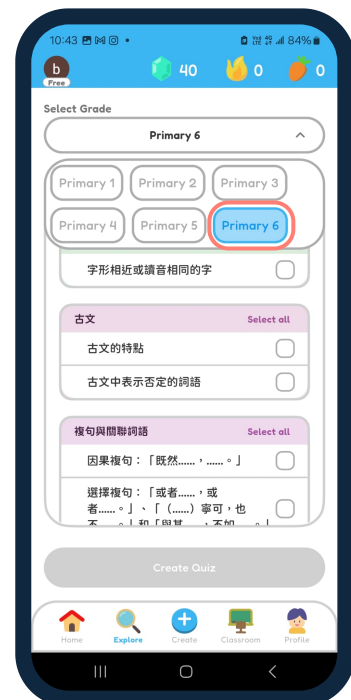
1.1

Choose the Grade Level

- 1 Open Explore.
- 2 Choose the grade level for the practice quiz.



Open Explore from the bottom navigation. The red outline marks the button.



Choose the grade level. Primary 6 is highlighted in this example.

1.2

Choose the Subject and Learning Units

- 1 Choose the subject.
- 2 Choose up to five learning units you want to practise.
- 3 Select Create Quiz.



Choose a subject, use the tick buttons to select learning units, and then press Create Quiz. The red outlines mark each control.

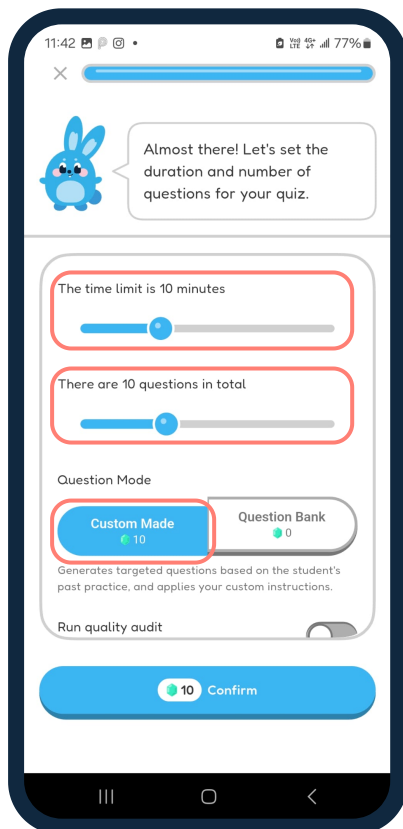
1.3

Generate a Practice Quiz

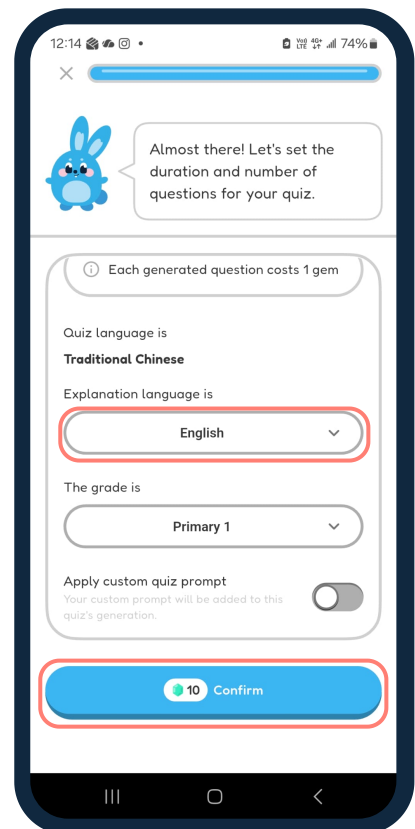
- 1 Choose the expected duration and number of questions.
- 2 Select Custom Made.
- 3 Choose the explanation language.
- 4 Select Confirm.

Question Bank

Question Bank is another option for supported learning units. It uses suitable existing questions.



Set the quiz duration and number of questions, then select Custom Made. The red outlines mark all three controls.

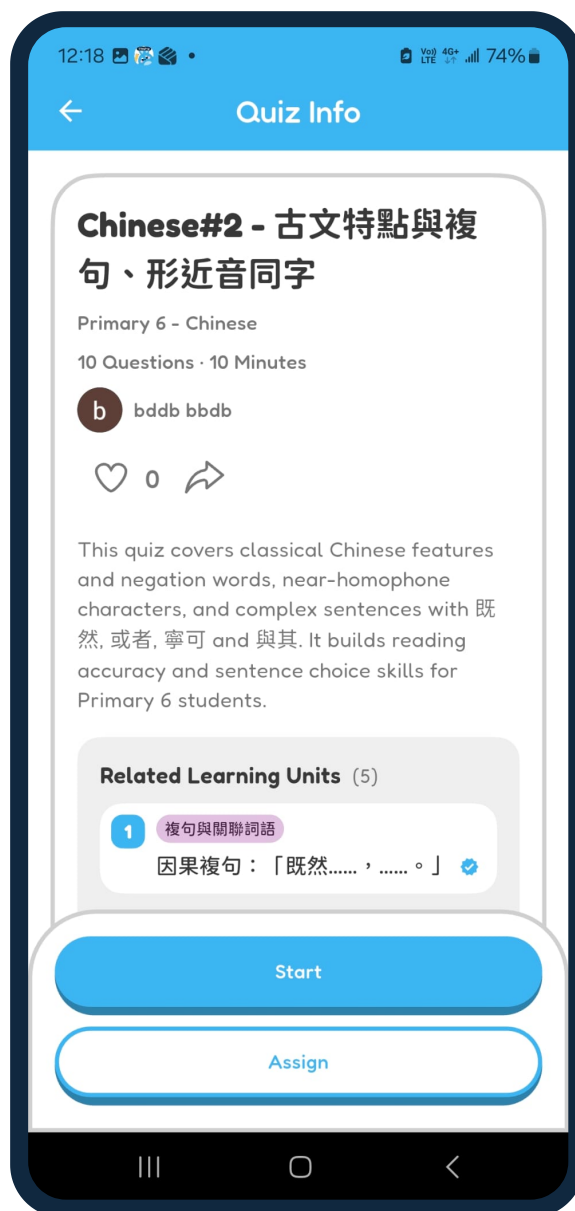


Choose the explanation language and check the gem cost. Pressing Confirm spends the displayed gems and starts generating the quiz.

1.4

Review the Generated Quiz

- 1 Check the quiz title, grade level, subject, number of questions, and duration.
- 2 Check the description and learning units before starting.



When generation finishes, Hoppy opens the Quiz Info page.

CHAPTER 2

Take a Quiz and Review Your Results

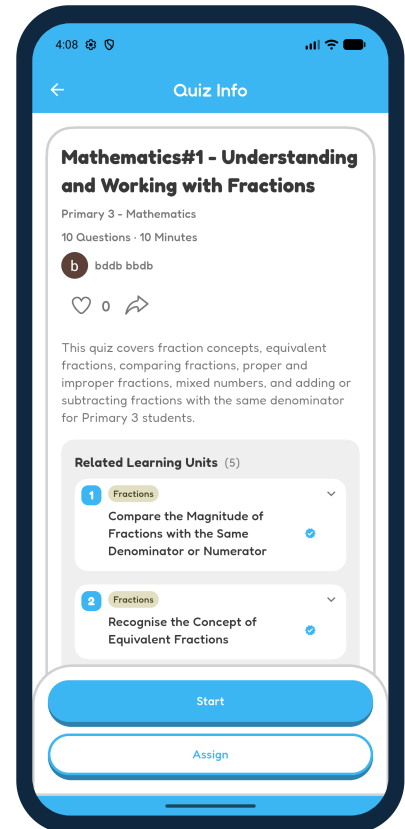
Complete a quiz, learn from its feedback, and review your attempt.

2.1

Open a Quiz

- 1 Open the quiz information page.
- 2 Check the topic, number of questions, and expected duration.
- 3 Select Start.

You can open a quiz you created, find one through Explore or search, or open a quiz shared by link or QR code.



Select Start to begin the quiz.

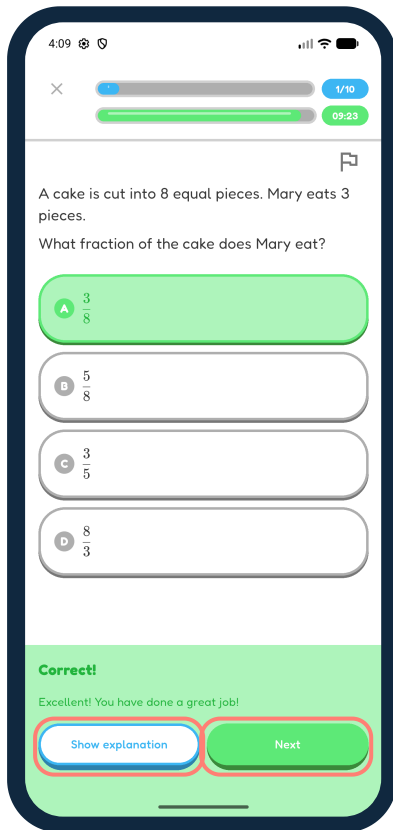
2.2

Answer the Questions

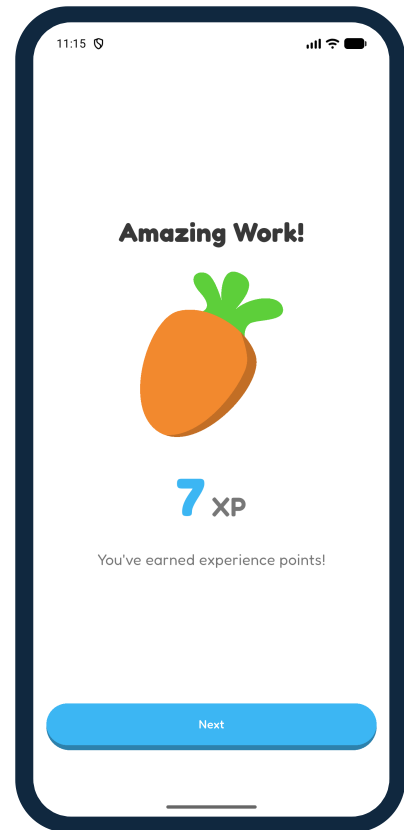
- 1 Choose an answer.
- 2 Select Submit.
- 3 Select Next when you are ready to continue.

XP rewards

After you finish the quiz, you receive 1 XP for each correct answer.



After submitting an answer, review the feedback, open the explanation if needed, and select Next.

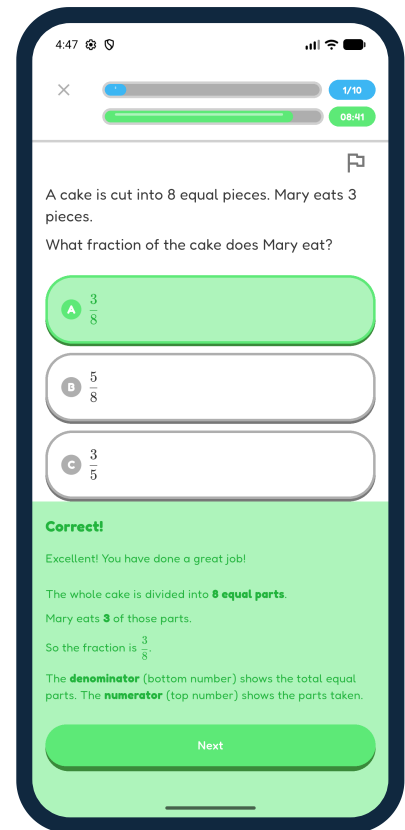


After the quiz is complete, Hoppy awards 1 XP for each correct answer.

2.3

Read the Feedback and Explanations

- 1 Read the feedback after submitting an answer.
- 2 Select Show explanation where it is available.
- 3 Check why the answer is correct before continuing.

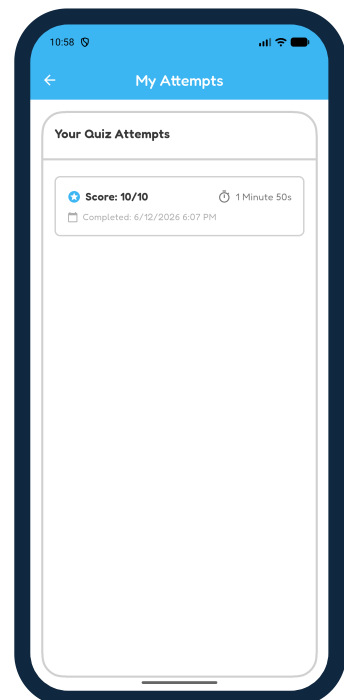


After selecting Show explanation, Hoppy expands the worked explanation below the feedback.

2.4

Finish the Quiz and Review Your Attempt

- 1 Select Finish Quiz after the last question.
- 2 Review the result summary.
- 3 Open your attempt to review the questions, your answers, and the explanations.
- 4 You can return to the quiz later to open an earlier attempt.

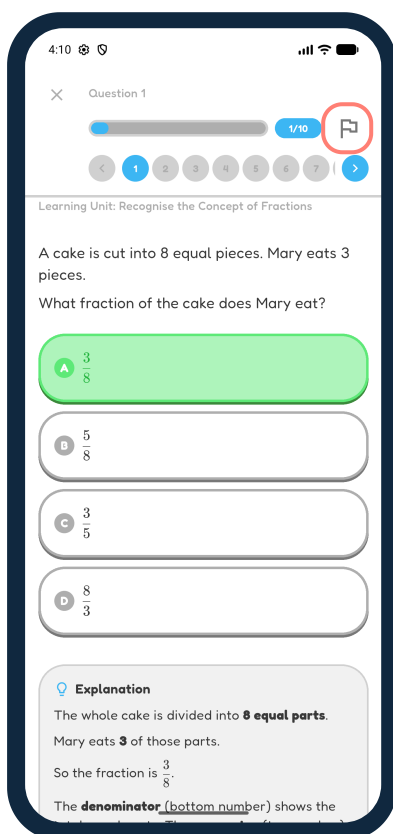


Open View All Attempts to review your earlier scores and completion times.

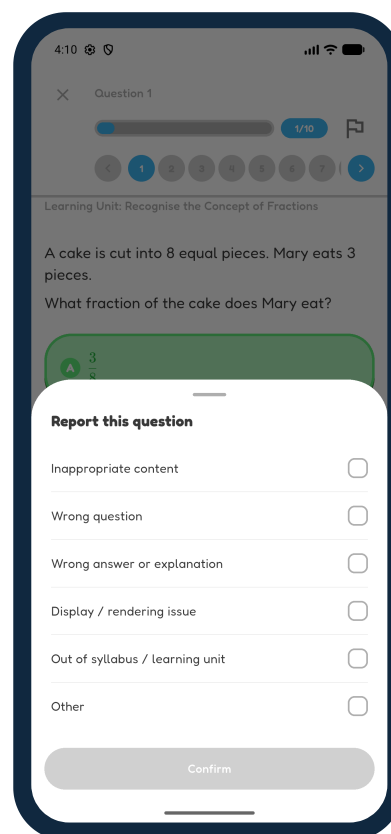
2.5

Report a Problem

- 1 Open the question you want to report.
- 2 Select Report.
- 3 Choose the reason that best describes the problem and submit it.



Select the flag to report a problem with the current question.



Choose the reason that best describes the problem.

CHAPTER 3

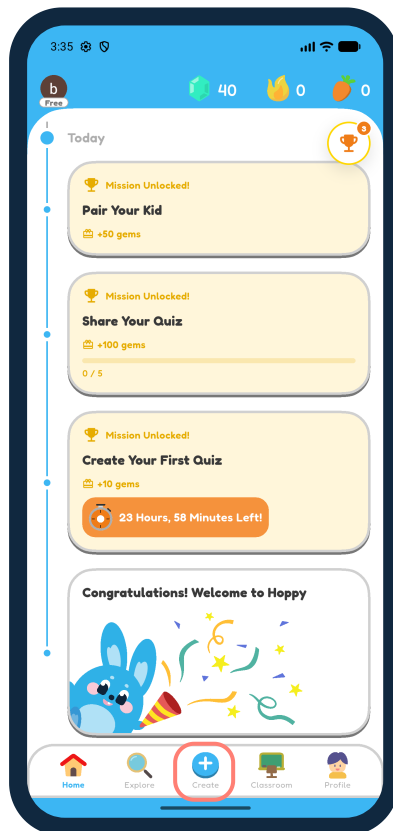
Turn an Idea or Learning Material into a Practice Quiz

Create personal practice from a description, suitable learning materials, or both.

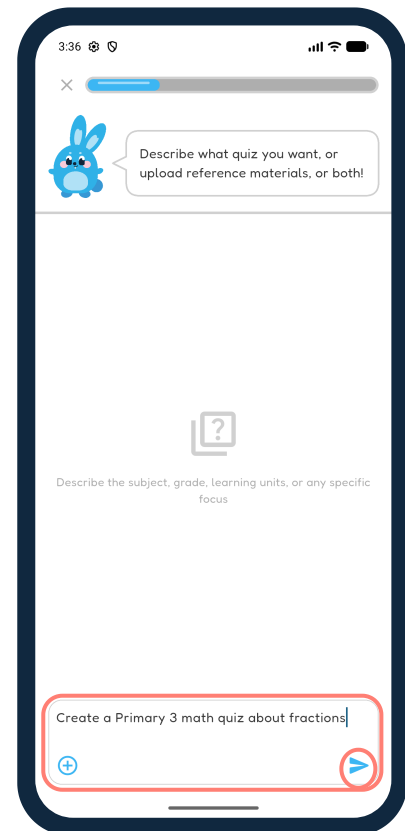
3.1

Describe the Practice Quiz

- 1 Open Create.
- 2 Describe what you want to practise. You can include the subject, grade level, topic, or a specific difficulty.
- 3 Select the arrow to continue.



Open Create from the bottom navigation. The red outline marks the button.



Enter the quiz description, then press the highlighted arrow.

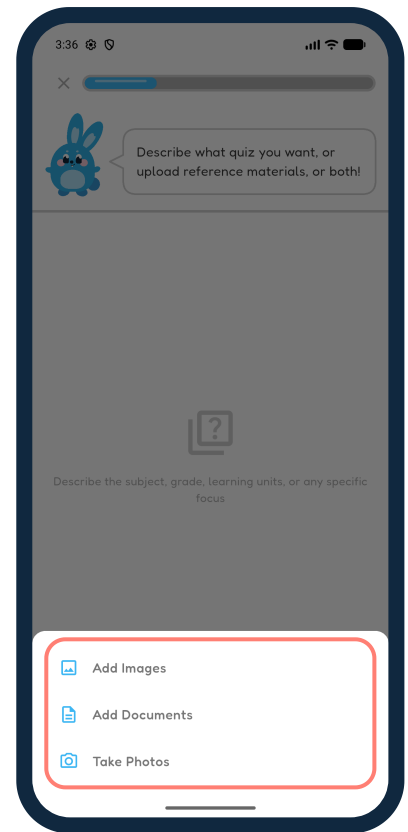
3.2

Add Learning Materials — Optional

- 1 Select the plus button.
- 2 Choose Add Images, Add Documents, or Take Photos.
- 3 Add the learning materials you want Hoppy to use.
- 4 Select the arrow to continue.

Use suitable material

Do not upload personal information or material you are not permitted to use.

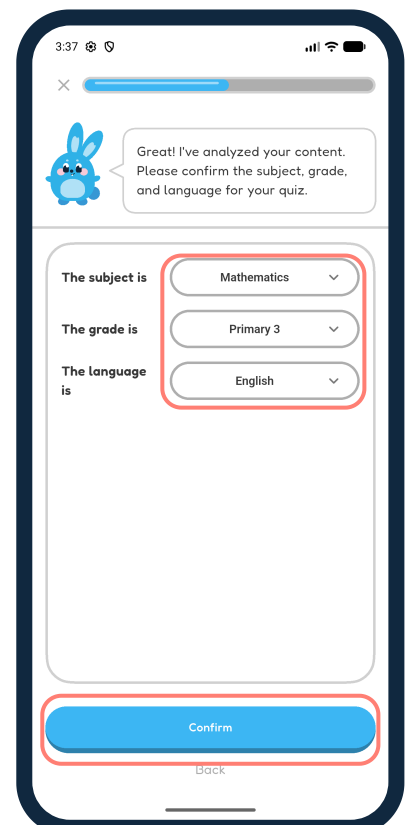


Use the highlighted menu to add reference materials.

3.3

Confirm the Quiz Context

- 1 Check the detected subject, grade level, and language.
- 2 Correct any selection that does not match the practice you want.
- 3 Select Confirm.

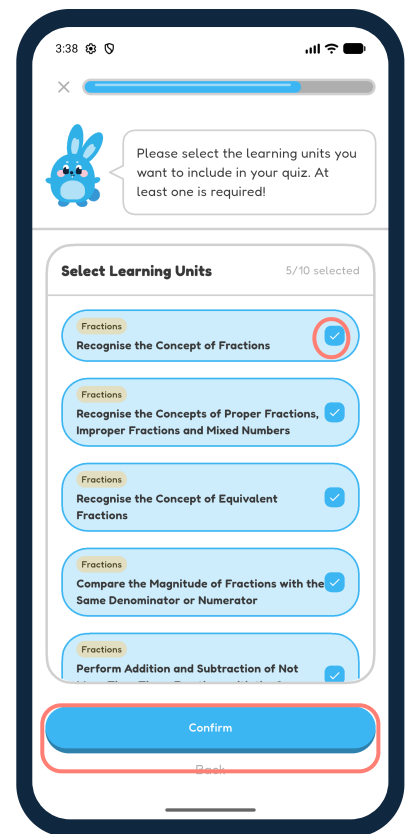


Check the detected subject, grade level, and language, then press Confirm.

3.4

Select the Learning Units

- 1 Select at least one matching learning unit.
- 2 Select Confirm.

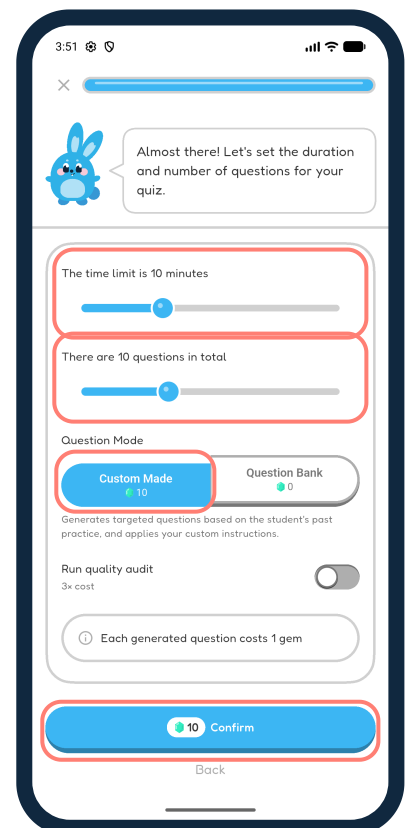


Select the learning units for the quiz, then press Confirm.

3.5

Choose the Quiz Settings

- 1 Choose the expected duration and number of questions.
- 2 Select Custom Made.
- 3 Select Confirm.



Set the duration and question count, then select Custom Made. Pressing Confirm spends the displayed gems and starts generating the quiz.

Review the Generated Quiz

- 1 Check the quiz title, grade level, subject, number of questions, and duration.
- 2 Check the description and learning units before starting.

CHAPTER 4

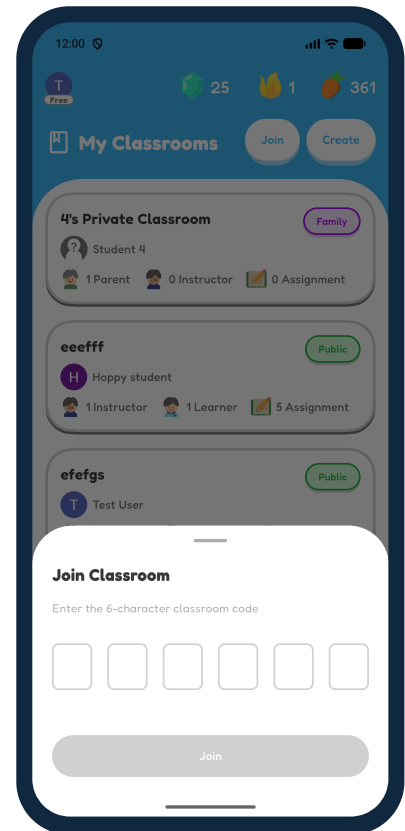
Join a Classroom and Find an Assignment

Join your teacher's classroom and open the work they assigned.

4.1

Join with a Classroom Code

- 1 Open Classroom.
- 2 Select Join Classroom.
- 3 Enter the six-character code from your teacher.
- 4 Select Join.

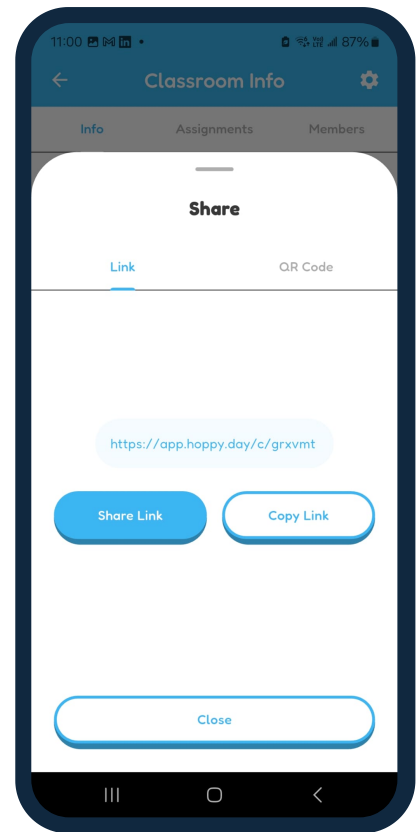


Enter the six-character classroom code, then select Join.

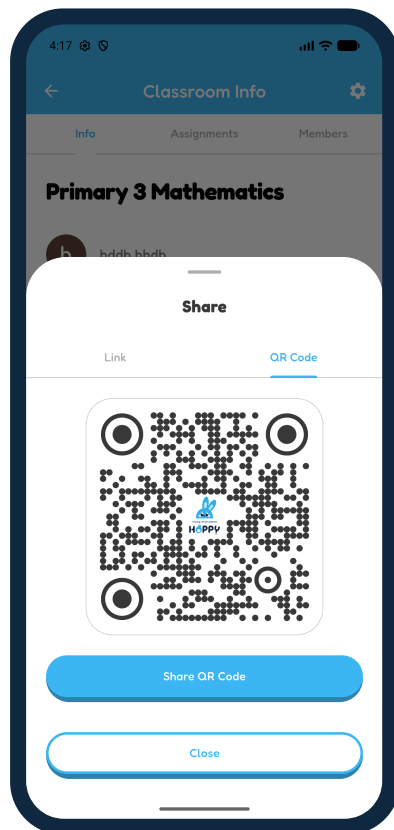
4.2

Join with an Invitation Link or QR Code

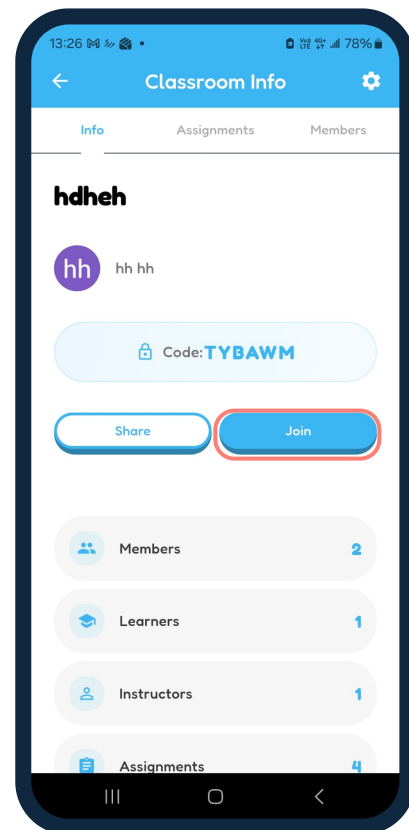
- 1 Open the classroom link from your teacher, or scan the classroom QR code.
- 2 Open the classroom in Hoppy.
- 3 Select Join.



Your teacher may send the classroom invitation as a link.



Your teacher may also provide a classroom QR code for you to scan.

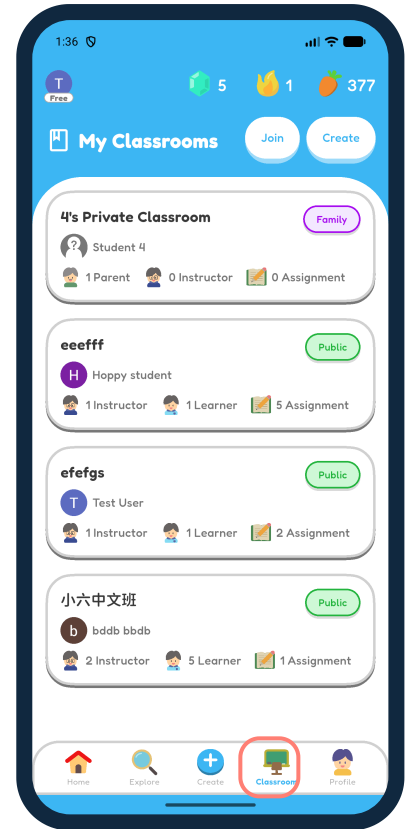


When the classroom opens in Hoppy, select Join. The red outline marks the button.

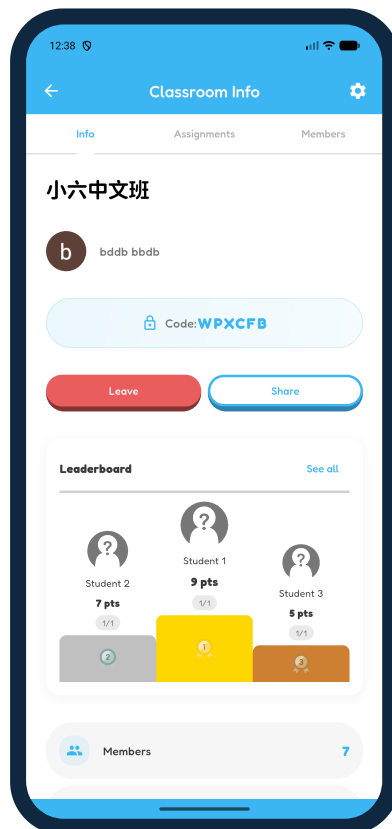
4.3

Open Classroom Assignments

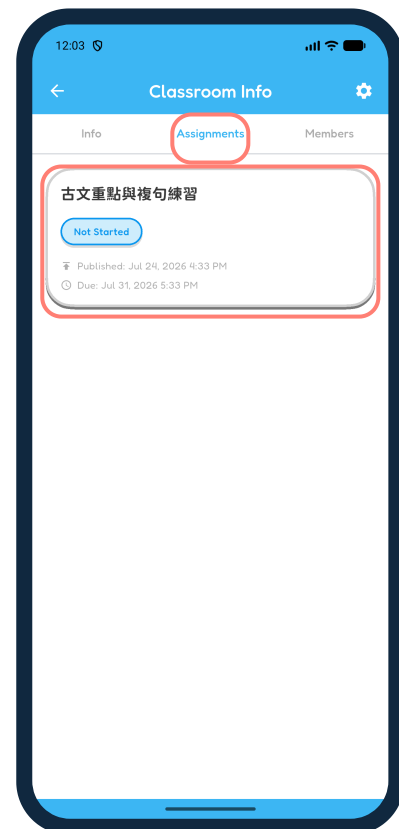
- 1 Select Classroom from the bottom navigation.
- 2 Choose the classroom.
- 3 Open the Assignments tab.



Select Classroom from the bottom navigation. The red outline marks the tab.



Choose the classroom to open its information page.

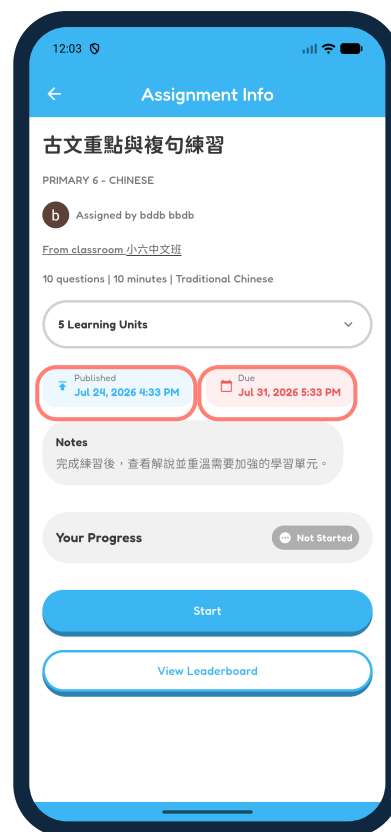


Open the Assignments tab, then select the assignment card. The red outlines mark both.

4.4

Open an Assignment

- 1 Find the assignment from your teacher.
- 2 Select it to view its quiz, notes, publication time, and due time.



The red outlines identify the publication time and due time.

CHAPTER 5

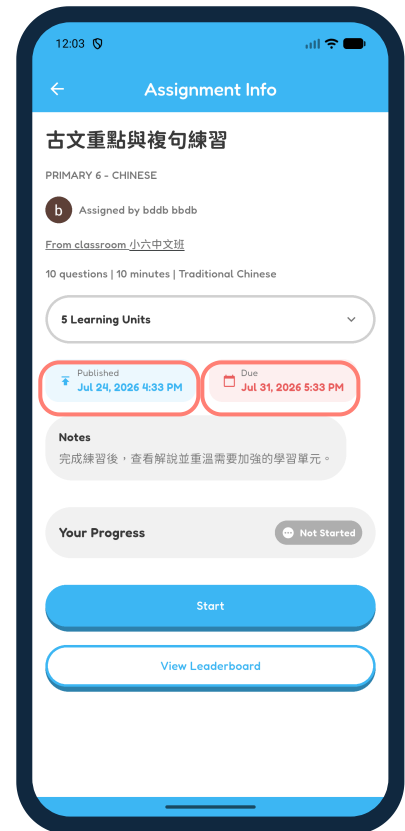
Complete an Assignment and Review Your Result

Finish classroom work, check its status, and review your own result.

5.1

Check the Publication and Due Times

- The publication time tells you when the assignment becomes available.
- The due time tells you when the assignment should be completed.

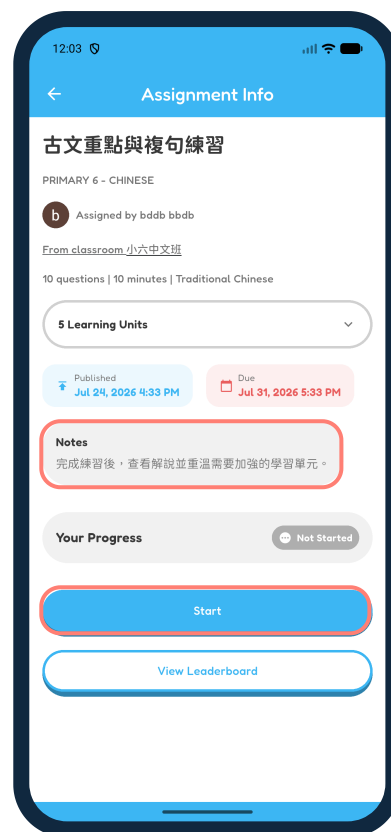


Check when the assignment is published and when it is due. The red outlines mark both times.

5.2

Start the Assignment

- 1 Open the assignment after its publication time.
- 2 Read the title and any notes from your teacher.
- 3 Select Start.



Read the teacher's notes, then select Start. The red outlines mark both areas.

5.3

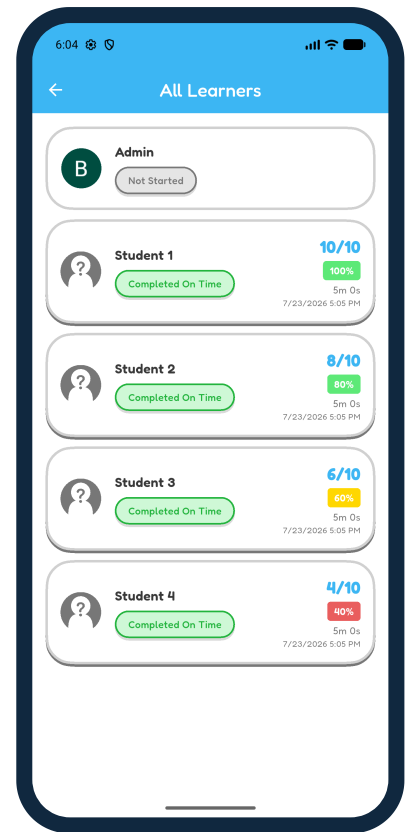
Complete and Submit the Assignment

- 1 Answer each question and read the feedback.
- 2 Select Finish Quiz after the last question.
- 3 Follow the result screens to finish the attempt.

5.4

Review Your Attempt and Learning-Unit Results

- 1 Open the completed assignment.
- 2 Review your score and completion information.
- 3 Open View Attempt to review your answers.
- 4 Check the learning-unit results when they are available.

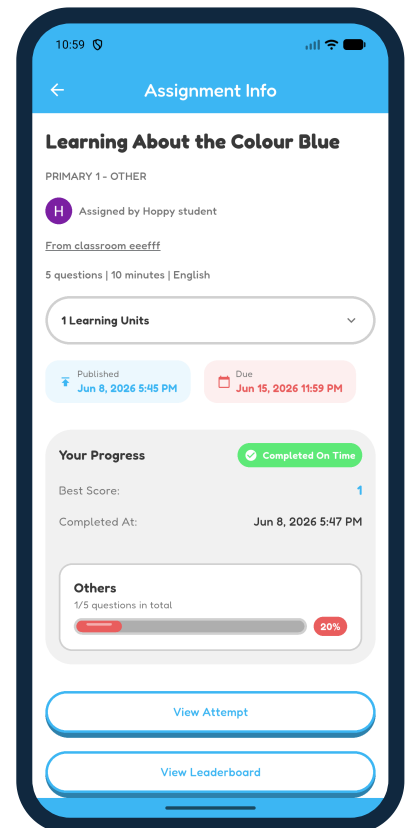


In All Learners, select a student marked Completed or Completed Late.

5.5

Check Your Assignment Status

- Not Started means the assignment has not been completed.
- Completed On Time means it was completed by the due time.
- Completed Late means it was completed after the due time.
- Overdue means the due time has passed and it has not been completed.



The assignment page records the completion status, best score, completion time, and learning-unit results.

Create Follow-Up Practice

Generate similar practice from your completed result and try it.

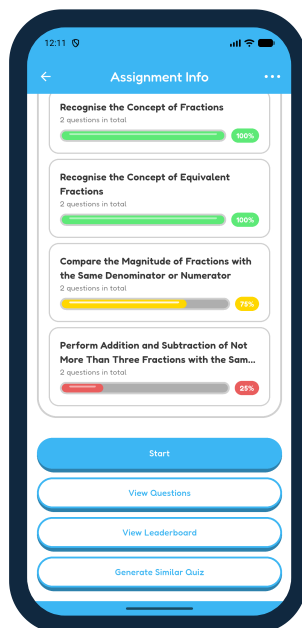
6.1

Generate a Similar Quiz from Your Result

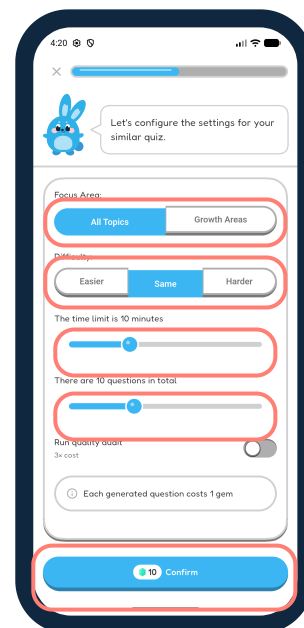
- 1 Open a completed assignment.
- 2 Select Generate Similar Quiz.
- 3 Choose the practice focus, difficulty, number of questions, and time limit.
- 4 Select Confirm.

Available after completion

Similar practice is available after your assignment attempt has been completed.



Review the learning-unit results, then select the follow-up quiz button.



Choose the focus and difficulty, set the duration and question count, then select Confirm.

6.2

Complete the Similar Quiz

- 1 Open the generated quiz.
- 2 Complete the questions and read the explanations.
- 3 Review the new result and compare what improved.

4:09 1/10 09:23

A cake is cut into 8 equal pieces. Mary eats 3 pieces.
What fraction of the cake does Mary eat?

☒ A $\frac{3}{8}$

☐ B $\frac{5}{8}$

☐ C $\frac{3}{5}$

☐ D $\frac{8}{3}$

Correct!
Excellent! You have done a great job!

Show explanation Next

Complete the generated quiz in the same way as your other Hoppy quizzes.

4:47 1/10 08:41

A cake is cut into 8 equal pieces. Mary eats 3 pieces.
What fraction of the cake does Mary eat?

☒ A $\frac{3}{8}$

☐ B $\frac{5}{8}$

☐ C $\frac{3}{5}$

Correct!
Excellent! You have done a great job!

The whole cake is divided into **8 equal parts**.
Mary eats **3** of those parts.
So the fraction is $\frac{3}{8}$.

The **denominator** (bottom number) shows the total equal parts. The **numerator** (top number) shows the parts taken.

Next

Review the result and explanations to see what improved.



KEEP LEARNING

You are ready to use Hoppy!

Use Hoppy to create practice, complete classroom assignments, and keep improving with follow-up practice.



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