



QUICK START GUIDE



ABOUT THIS GUIDE:

There are lots of ways to use Señor Wooly. This guide gives you our recommended starting point.

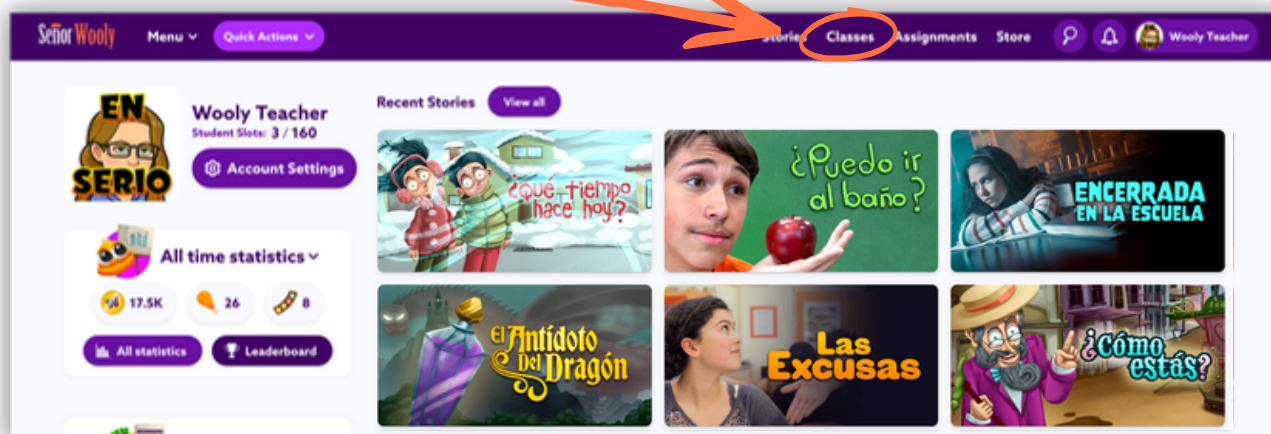
TABLE OF CONTENTS

Creating Classes.....	3
Prepping for Student Registration.....	4
Students Joining a Class.....	5
Accessing Stories.....	6
Choosing a Story.....	7
Accessing Lesson Plans.....	8
Understanding the Lesson Plan.....	9
Unlocking Stories.....	10
Understanding Assignments.....	11
Creating Assignments.....	12
Teaching With Wooly.....	13
Going Further.....	14



CREATING CLASSES

- 1 Click on “Classes”.



- 2 Click the “Create New Class” button.
- 3 Enter a class name.
- 4 Choose the default proficiency level.
 - You can change it later for the entire class or for individual students.
- 5 Choose how students will log in.
 - If your students don’t have Google or ClassLink, choose Username.
- 6 Choose how students enter their last names: full last name or last initial only.
- 7 Click the “Create class” button.

Create New Class

Class Name

3rd Hour

Proficiency Level ?

Novice Mid

Student Login Method ?

Google

How should students enter their last names while creating their accounts?

Last Name Initial

Full Last Name

Clear

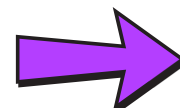
Create class



Quick Tip

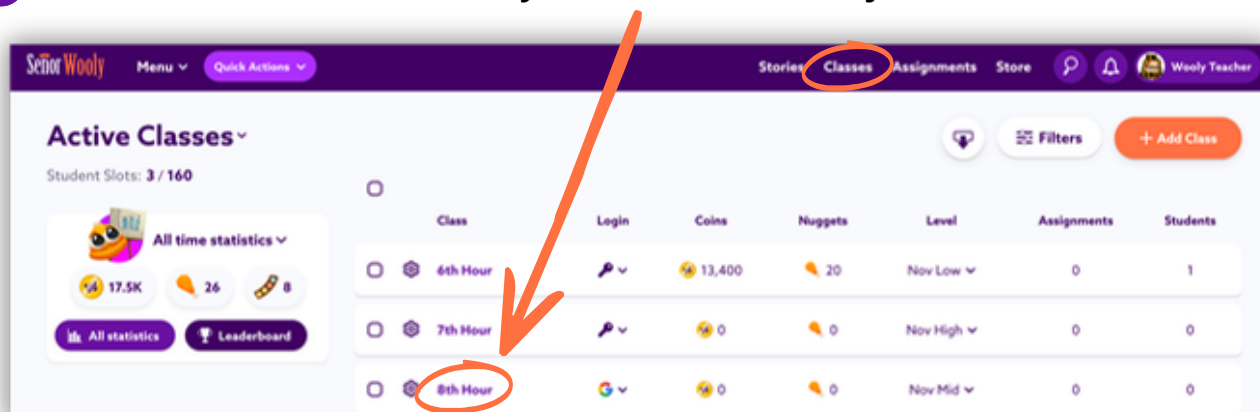
PROFICIENCY LEVEL RECOMMENDATIONS

Course	Recommended Level
Exploratory-Spanish 1	Novice Low
Spanish 1-2	Novice Mid
Spanish 2-3	Novice High
Spanish 3-4	Intermediate Low



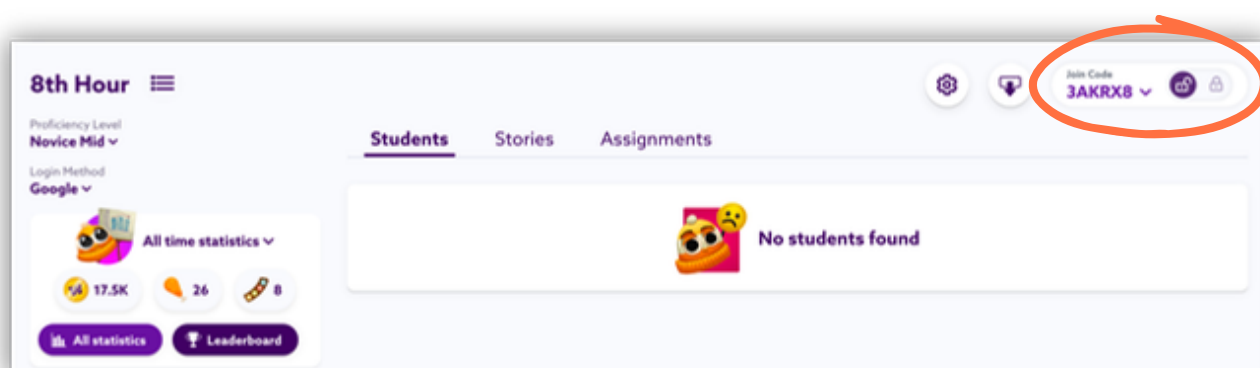
PREPPING FOR STUDENT REGISTRATION

1 From "Classes", click the class you want students to join.

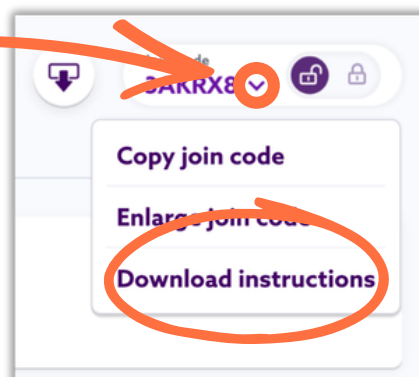


2 Share the Join Code with students.

- New classes are usually open for registration. If registration is locked, unlock it.
- The Join Code expires after 14 days. You can generate a new one any time.



3 Optional: Click the arrow next to the Join Code to download instructions for students and families.



STUDENTS JOINING A CLASS



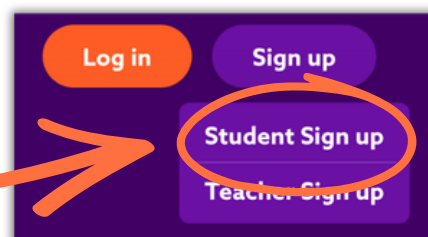
Quick Tip

We recommend having students set up their accounts now so they'll be ready when it's time to use Wooly. They won't see any stories or assignments yet, and that's okay! Let them know they're just getting their accounts ready. You'll add stories and assignments later.

HAVE STUDENTS COMPLETE THESE STEPS:

1 Go to senorwooly.com in a web browser.

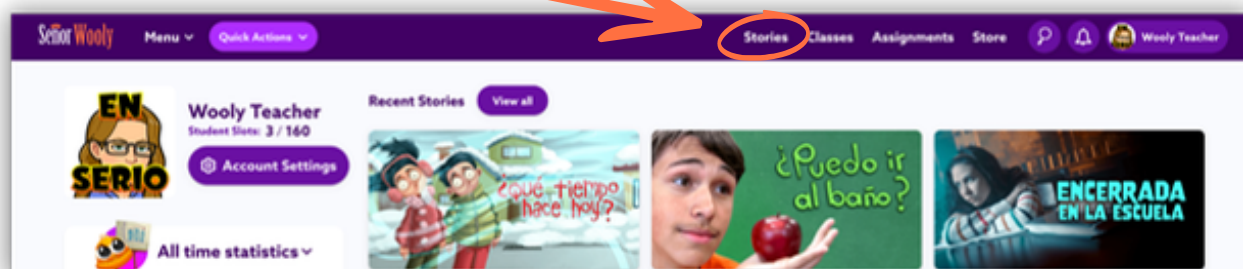
2 Click the "Sign up" button in the upper right corner, and then select "Student Sign up."



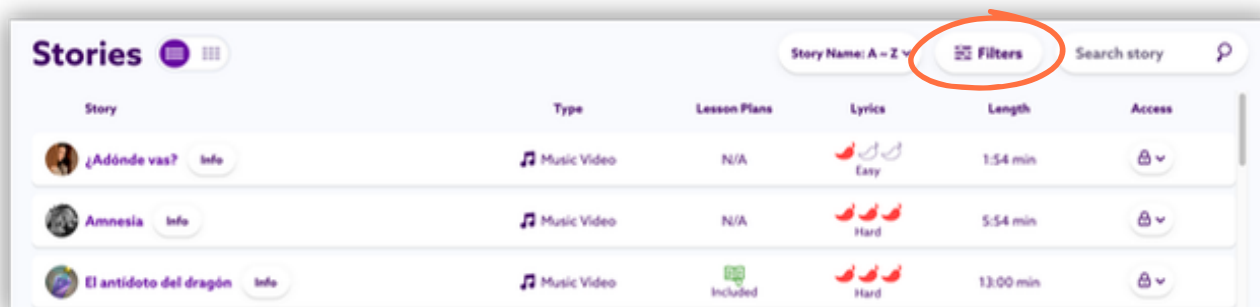
3 Enter the class Join Code, then complete the remaining account setup steps.

ACCESSING STORIES

- 1 Click "Stories" to view all music videos and graphic novels.



- 2 Use filters to narrow the list.
 - Filter by story type, difficulty, age appropriateness, lyrical complexity, and lesson plan availability.



- 3 Click a story to view it.

CHOOSE YOUR VIEW

Use the toggle to switch between list and tile view.

Stories ☰

Story

- ¿Adónde vas? Info
- Amnesia Info
- El antídoto del dragón Info

Stories ☐

Music Video Info 🔒

CHOOSING A STORY



Quick Tip

Not sure where to start? Try one of these proven favorites. Each offers a great introduction to Wooly and includes a complete lesson plan at four proficiency levels, plus optional assessments.



¿Qué tiempo hace hoy? is about a family that turns discussions about the weather into full-on performances until the unexpected happens.

- ✓ Great for lower levels
- ✓ 3-day lesson plan



¿Puedo ir al baño? follows Justin, who desperately needs to go to the bathroom. Will his teacher let him go?

- ✓ Great for any level
- ✓ 5-day lesson plan

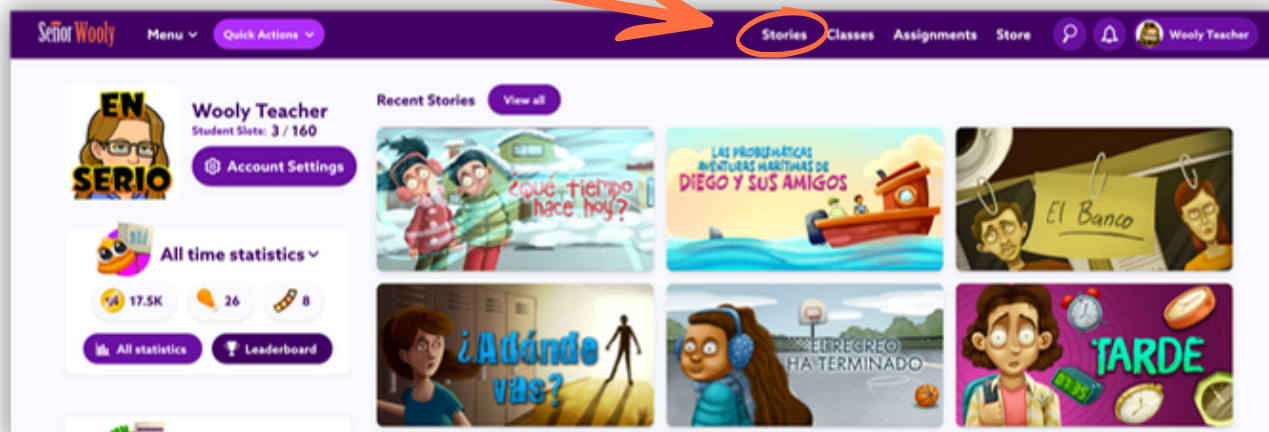


Encerrada en la escuela follows Lara, a student who gets locked inside her school overnight and uncovers some surprising secrets.

- ✓ Great for upper levels
- ✓ 5-day lesson plan

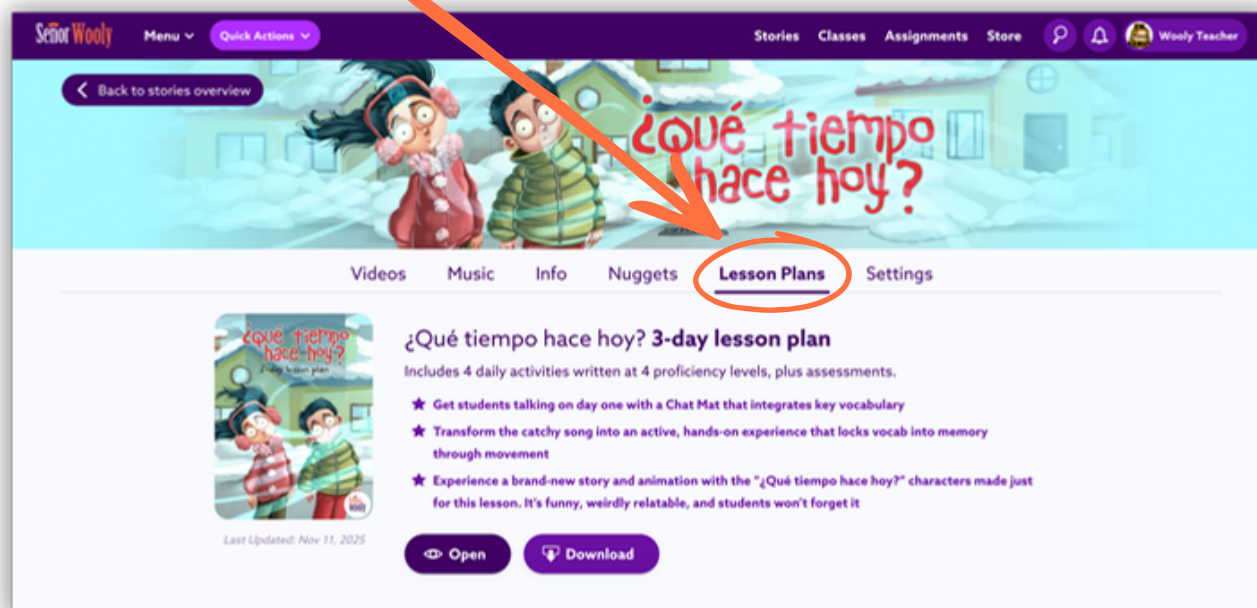
ACCESSING LESSON PLANS

1 Click "Stories".



2 Click on the story you chose.

3 Click "Lesson Plans".



4 Open the lesson plan in your browser or download it to your device.

Note: We don't have lesson plans for every story yet, but the library is growing quickly.

UNDERSTANDING THE LESSON PLAN

You've chosen a story and found the lesson plan. Now it's time to teach!

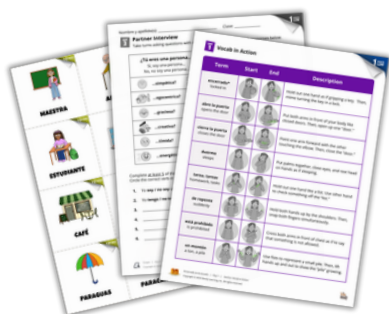


WRITTEN AT 4 PROFICIENCY LEVELS

The materials are written at **Novice Low**, **Novice Mid**, **Novice High**, and **Intermediate Low**, so you can use the same lesson plan across multiple preps or differentiate within one class.

4 UNIQUE ACTIVITIES EACH DAY

Our lesson plans use a 4-activity daily framework that build on one another, providing repeated input to prepare students for success.



READY-TO-USE MATERIALS

We've created the worksheets, slideshows, graphic organizers, and more, **so you don't have to**.

OPTIONAL ASSESSMENTS

At the end of each lesson plan, we have provided assessment options for reading, listening, writing, and speaking. Choose the assessment that best fits your needs.



FOR YOUR FIRST STORY, FOLLOW THE PLAN



Quick Tip

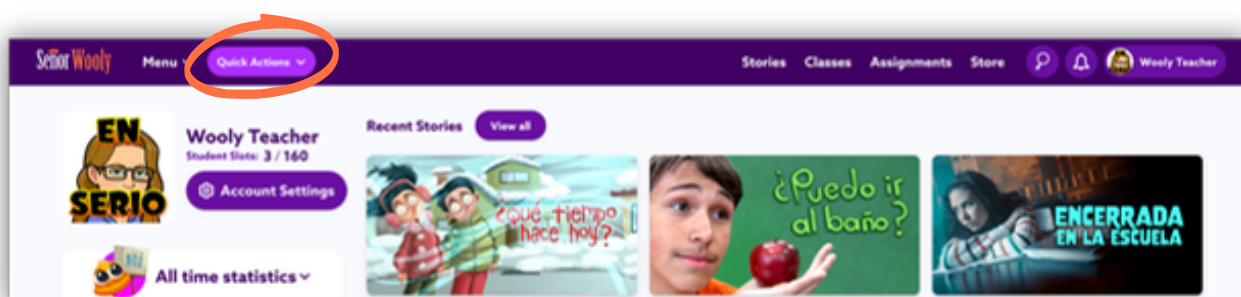
We know dedicating several class periods to a Wooly story is a big commitment. For your first story, we strongly recommend following the lesson plan from start to finish. By the end, you'll have a much better sense of how Wooly works.

UNLOCKING STORIES

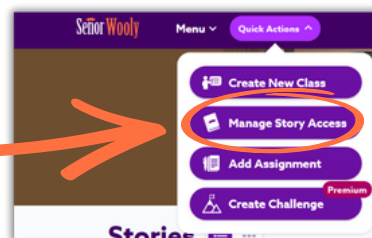


We know it's tempting to unlock a Story for your students right away, but hold on! Woolly Stories are best experienced together first. The lesson plan guides you through when and how to introduce the story. Even without it, experience the story as a class before unlocking it.

- 1 Click the "Quick Actions" menu.

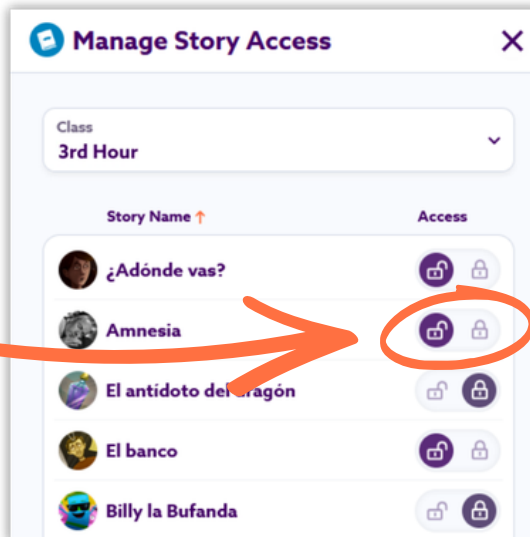


- 2 Click the "Manage Story Access" button.



- 3 Choose the class you want to unlock the story for.

- 4 Use the toggle next to each story to update access for the selected class.



UNDERSTANDING ASSIGNMENTS

There are a few things you need to know about how assignments work in Woolly. Assignments tell students to complete activities in the “Nuggets” tab of their account.

WHAT IS A NUGGET?

A Nugget contains 4–8 short online activities that students complete in their student accounts. Each story has 10 Nuggets.

Think of a Nugget like a level.

WHY USE NUGGETS?

Nuggets give students repeated practice with the language of the story. The goal isn’t to memorize lyrics or study isolated vocabulary. It’s to help students understand the story and build the language they need to talk about it.

HOW MANY NUGGETS SHOULD I ASSIGN?

We recommend starting with one or two Nuggets. Students will get valuable repetition of language without feeling overwhelmed. Motivated students can work beyond the assigned amount if they choose to.

WHEN SHOULD I ASSIGN NUGGETS?

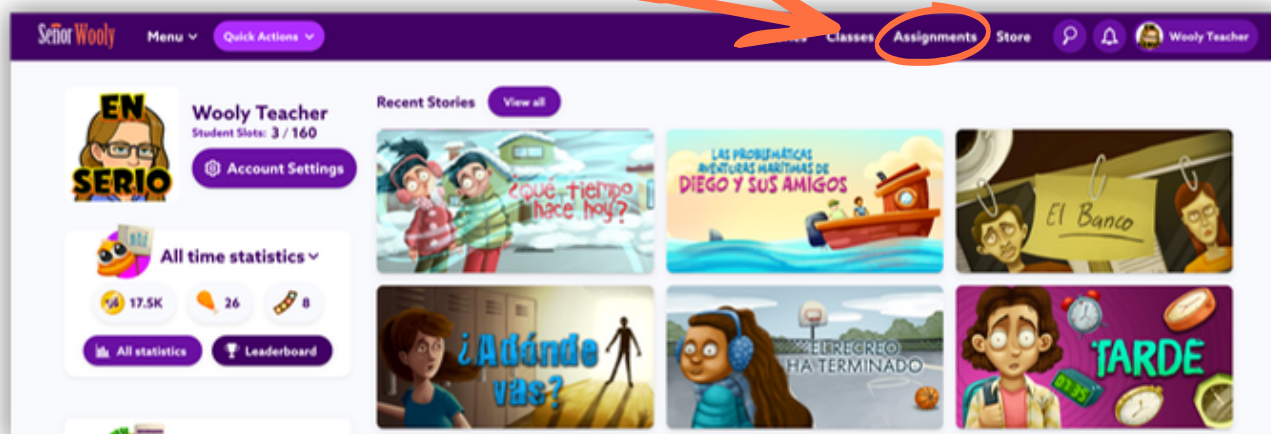
Assign Nuggets after students have watched the video or read the graphic novel. We want students’ first experience with a Woolly story to be the story itself, not an assignment. Starting with Nuggets can make a new story feel like work before students have had a chance to enjoy it. Our lesson plans tell you when to assign Nuggets.

HOW LONG DOES A NUGGET TAKE?

A Nugget typically takes 5–15 minutes to complete. To complete a Nugget, students must earn at least 600 of the 800 available coins.

CREATING ASSIGNMENTS

1 Click "Assignments".



2 Click "Add Assignment".

3 Choose an assignment type.

- Start with a "Specific Story" assignment.
- Use "Choice" when students have multiple stories unlocked.

4 Choose a class.

5 Choose the story.

6 Choose how many Nuggets to assign.

- For your first assignment, we recommend starting with Nuggets 1 and 2.

7 Choose the publication and due dates.

8 Click "Create Assignment".



Quick Tip

ASSIGNMENTS DON'T LIMIT STUDENTS

When you unlock a story, all of its Nuggets become available. An assignment tells students which Nuggets you want them to work on and when they're due. Students may complete Nuggets before you assign them or continue beyond the ones you assigned.

TEACHING WITH WOOLY

*You've learned the basics! As you get started, remember:
Wooly works best when stories are experienced together.*



STORIES FIRST

The heart of Wooly is the shared classroom experience. Watch the video or read the graphic novel together. Let students enjoy the music, humor, characters, and weirdness before asking them to work with the story on their own.

USE THE LESSON PLANS WHEN YOU CAN

Our lesson plans are our recommended way to teach a story. They're carefully designed so each activity builds on the one before it, so we recommend following them as written whenever possible. Of course, adapt as needed to fit your class.

NO LESSON PLAN? NO TIME? THAT'S OKAY!

If you don't have time for a full lesson plan, or a story doesn't have one yet, check the story's other resources for activities. At a minimum, experience the story together before students begin working on Nuggets.

THEN LET STUDENTS KEEP GOING

Once students have experienced the story, unlock it and let them continue through Nuggets. Use assignments to guide students toward the work you want them to complete while giving them the freedom to keep going.

When in doubt, remember: **Stories first. Nuggets second.**

GOING FURTHER

Once you're comfortable with the basics, here are a few more features to check out!

CHOICE ASSIGNMENTS



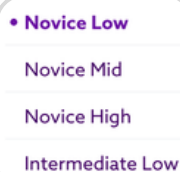
With a “Choice” assignment, you assign a coin goal instead of specific Nuggets. Students choose which unlocked stories and activities they want to complete to reach that goal. For example, a student could earn 400 coins from *¿Puedo ir al baño?* and 600 from *Encerrada en la escuela* to complete a 1,000-coin assignment.

BONUS VIDEOS



Check out the “Videos” tab of any story for bonus content like behind-the-scenes videos, spot the differences, hidden objects, live performances, and more. These videos are available to both teachers and students.

ADJUST INDIVIDUAL PROFICIENCY LEVELS



Need to differentiate within a class? You can change the proficiency level for individual students without changing the rest of the class. Go to the class’s “Students” tab and use the dropdown in the “Level” column.

