



Elementary *keepin' it REAL* D.A.R.E. Mobile

Welcome to D.A.R.E. Mobile, a digital version of the Elementary *keepin' it REAL* student planner. **D.A.R.E. Mobile** consists of a classroom portal and companion mobile application. To better understand the features and functions of the mobile application and the classroom portal, visit **www.daremobile.org** for an overview video under the ABOUT button. For an in-depth look at the classroom portal, preview the training videos under the HELP button.

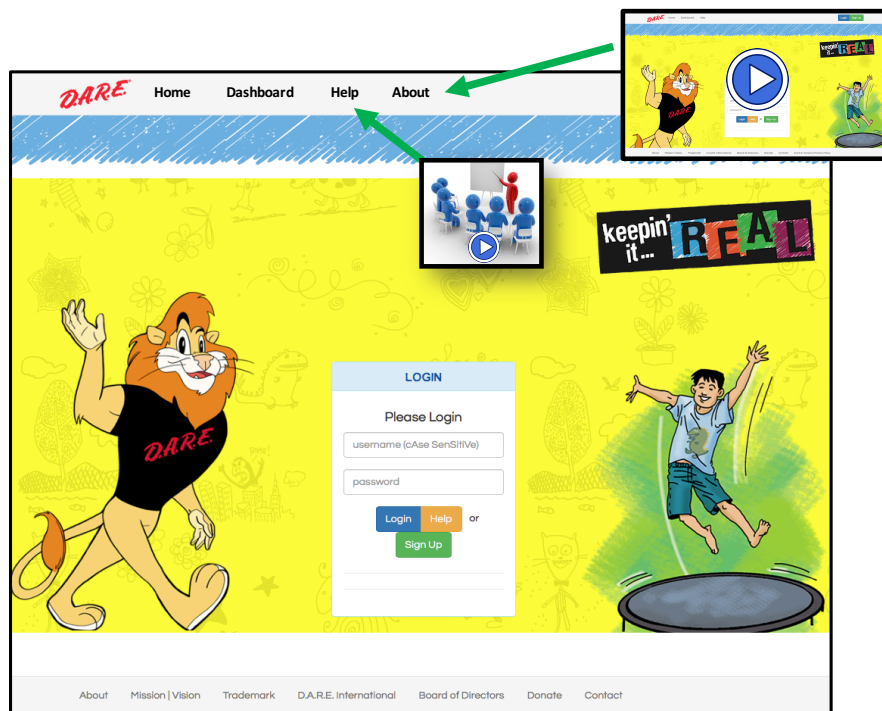


Figure 1

The following pages outline the step-by-step process showing how to set up an account, tour the website and download the D.A.R.E. Mobile app for Android and iOS.

Step 1

To begin, go to www.daremobile.org and click the green **Sign Up** button to create a username and password. There are three levels of Sign Up: **Instructor**, **Facilitator** and **Student**. To tour an example of an active **Instructor** account, select the blue **Login** button and enter Username “officer” and Password “officer” (all lower case). You’ll get to see what an active **Instructor Dashboard** looks like. Please **DO NOT** change or delete any of the data in the “officer” account. For **Facilitator** level, enter Username “facilitator” and Password “facilitator” (all lower case). For **Student** level access, enter Username “student” and Password “student” (all lower case). Visit the **Help** section for some helpful FAQ’s and training videos. For direct assistance with questions now answered under the FAQs, email support@daremobile.org.

Step 2

Become familiar with the **Dashboard** as this is where you’ll spend most of your time organizing classes, reviewing student answers and where you or a designee will purchase student **Credits**. Only the Instructor level allows for purchase of **Credits**. Each new **Instructor** account will automatically receive 15 **Credits** so **Instructors** can set up a test session and take **DARE Mobile** for a test drive. Note: **Instructor** and **Facilitator** accounts require an email account be provided.

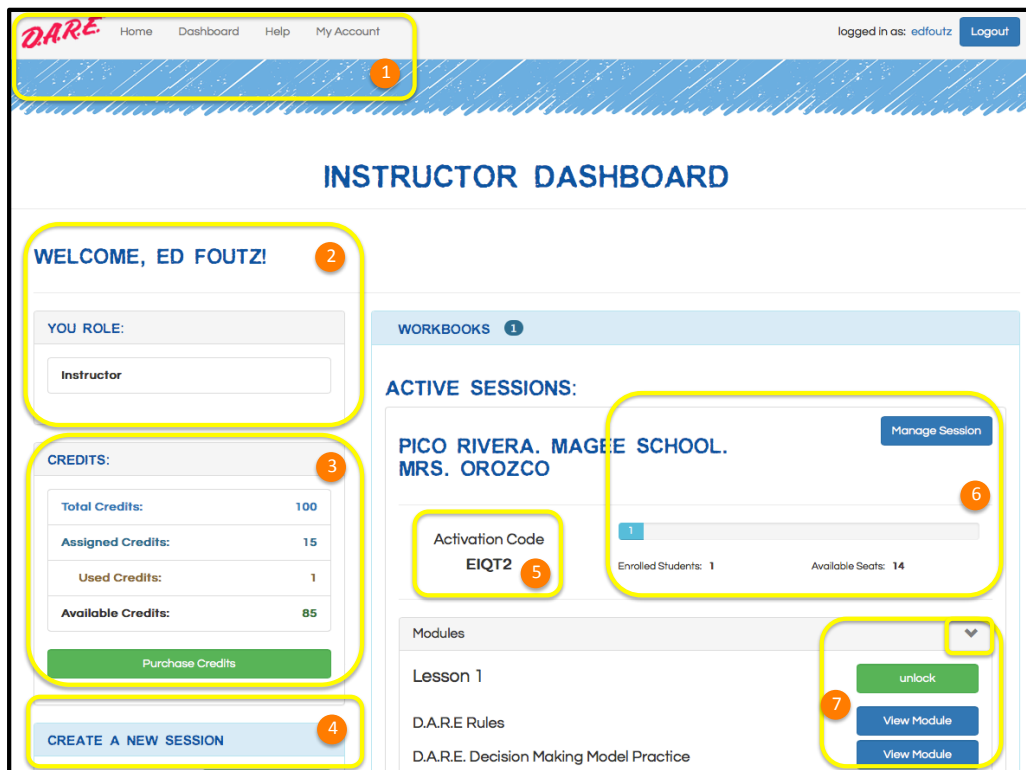


Figure 2

1 Navigation Toolbar: The **navigation toolbar** has six functions: return to Home, Dashboard, Help, About, My Account and Logout. Clicking on **Dashboard** will return you to the primary navigation screen.

2 Welcome: Confirms your name and role.

3 Purchasing Credits: Purchasing **Credits** is easy and similar to other ecommerce sites. An initial purchase of 100 **Credits** is required, and never expire. Additional **Credits** can be purchased in lots of twenty-five (25). More information on **Credits** and how to allocate them is addressed in the next section or in the training video within the HELP section. Credits may be purchased by credit card from within daremobile.org or by purchase order/order form found under the green **Purchase Credits** button on the **Dashboard**.

4 Creating a New Session: To create a new session, first select the appropriate grade level via the pull-down menu. The next step is to create a unique **Session Name**. This will make identifying classes easy, especially as your class count increases. Be sure to complete all the fields (school district, school name, teacher name, grade level, city, state, etc.). This step is followed by entering the appropriate number of student **Credits**. In doing so, you will notice the debit under **Available Credits**. If you enter too many **Credits**, unused **Credits** are reclaimable.

5 Activation Code: The last step in creating a session is to produce an activation code. This activation code is the code key students and teachers will use to join a session.

CREATE A NEW SESSION

Available Credits: 85
(1 Seat uses 1 Credit)

Buy More Credits

Grade 5-6

Pico Rivera, Magee School, Mrs. Orozco

15

Create Session

Activation Code
EIQT2

NOTE: Please choose a naming convention that will help you easily identify the correct session. For example, a name like "AnyTown Elementary - Grade5 - Group 1 - Ms. Apple" is a very descriptive name that identifies the school, a group, and a teacher.

Figure 3

6 & 7 Managing Sessions: As an Instructor, you manage sessions in two ways: By clicking the **Manage Session** button, you will be able to see how many Credits are used, how many are available and the names of the students as they activate their seat. Next, by clicking the navigation arrow on the **Module** bar, individual lessons can be unlocked. Remember to share the **Activation Code** with your students and classroom teacher. There is a handout sheet located in the **Instructor Toolbox** referred to in Step 3.

D.A.R.E. Mobile Starter Guide

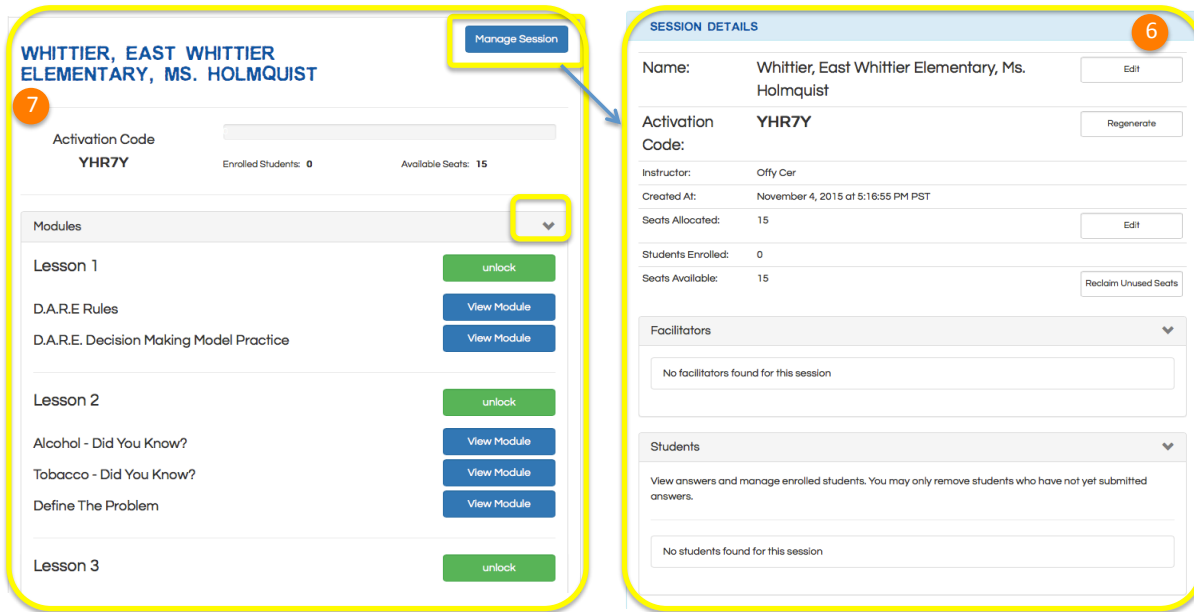


Figure 4



To ensure your classroom experience runs smoothly, all the required PowerPoints and videos can be found in the **Instructor Toolbox**. It is recommended that you download them to your computer before your lesson begins.

Also in the **Help** section, you will find **Helpful Hints** for connecting your computer in the classroom. If you use your own computer, it is recommended that you test your connections in advance in the classroom or use a computer that is already set up in the classroom.



DARE Mobile Application: The Mobile Application is available for download from the Google Play and Apple App Stores. It is a beyond-the-classroom learning tool with many fun and interactive features, including Augmented Reality-based lesson overviews, games, a DDMM tool and access to the Student classroom workbook. The Mobile App also allows D.A.R.E. to track valuable data on student usage. We recommend you become familiar with the App before introducing it to your students. More information on the App can be found in Step 5.

D.A.R.E. Mobile Starter Guide



Google Play & Apple App Store
Keyword Search: daremobile (one word)

Figure 5



Augmented Reality in the Mobile App. Augmented Reality is a technology that uses a marker image to overlay digital media into the real world via the camera on a mobile device. The D.A.R.E. Mobile App features a 3D character giving an overview of each lesson.



Figure 6

To acquire a marker image, select the Augmented Reality button the DARE Mobile App. Then scan the lesson number and image on the **Backpack Buddy** shown above. Click the **Unlock** button and the 3D image will release from the marker. Students can then play with the 3D image, making it bigger or smaller, spinning it around, take pics with it, etc.

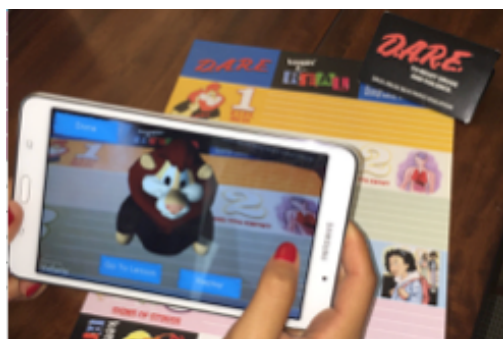


Figure 7

An Augmented Reality marker package, called a **Backpack Buddy**, is included free with the purchase of each **Credit**. The **Backpack Buddy** features a black, D.A.R.E.-branded durable laminated jacket containing a double-sided folded worksheet and a beaded chain so students can hang it from their backpacks.



Figure 8

My Decision Journal: The Mobile App features an interactive DDMM. This feature allows students to record and work through difficult decisions when they are confronted with them. This journal can later be shared with a trusted adult, parent, friend and/or DARE Instructor.

DARE Mobile Webinar Training & Support@DAREMobile.org

Each Friday at 10:00 AM PT (1:00 PM ET), there will be an on-line training session. To register for this live webinar, or to request a special webinar training for your officers, please contact support@daremobile.org.

Support@daremobile.org can also be used to provide feedback, comments or suggestions with regard to improving the DARE Mobile App.



D.A.R.E. Mobile Glossary of Terms

Application or App: Pre- and post-classroom mobile version of the digital student planner. Students can log-in from the mobile app (available as a free download from Google Play and Apple App stores), play games, use the interactive DDMM, as well as play with the AR scanner.

Augmented Reality (AR): A means by which media is superimposed into a real-world setting.

Backpack Buddy: Black D.A.R.E.-branded marker package that is included with the purchase of each **Credit**. For use with the Augmented Reality scanner found in the DARE Mobile App. Students can hang this item from their backpacks.

Credit: A digital student planner; also called a *seat*.

Facilitator: Teacher or other assistant to the Instructor. Must provide email address.

Instructor: D.A.R.E. Officer who delivers the in-classroom lessons. Must provide email address at sign up in order to receive/purchase digital student planners known as Credits.

Lesson: One of ten in-classroom lessons taught by a D.A.R.E. Officer/Instructor

Marker: Image used to retrieve AR media (video/model); found on the Backpack Buddy.

Media: A video, 3D model or any form of digital content.

Module: A natural stopping point within a Lesson.

Portal: The entire digital workbook and ecommerce website.

Role: One of three positions within the portal: Instructor, Facilitator and Student.

Seat: A digital student planner; also called a **Credit**.

Session: The 10-lesson D.A.R.E. curriculum.

Student: Member of a classroom session set up by a D.A.R.E. Instructor. Upon sign up, Student may list an email address, but is not required to do so.