This Guide describes the steps to use NumberShire with your DIBELS Data System (DDS) account. It describes purchasing, allocating and enabling licenses, teacher access and student gameplay:

A. District Set-up (District-level user performs once per year)
B. Purchase NumberShire Licenses (District and school-level users)
C. Allocate Licenses (District and school-level users)
D. Enable Student Licenses (district, school and class-level users)
E. Request Licenses (District, school and class-level users)
F. Student computer setup (may require IT staff assistance)
G. Teacher and class set-up
H. Student Gameplay

A. District Set-up (District-level user performs once per year)

A1. Sign into your DDS account. If you haven’t already done so, use either the New School Year or Initial Account Set-up Quick Start Guides to set the assessment schedule, add classes, students and users to your account. This information will sync with the NumberShire intervention.

A2. Go to the Administration Page and click Manage Products.

A3. On the Manage Products page, turn on NumberShire.
A4. Click **System Addendum**, review and sign electronically.

B. **Purchase NumberShire Licenses** (District and school-level users)

B1. From the **Manage Products** page click **License Management**.

B2. Click **Purchase District Licenses** and complete the purchase form. You will receive an email when your licenses are activated.

C. **Allocate Licenses** (District and school-level users)

C1. From the **Manage Products** page click **License Management** to allocate licenses to specific classes in your DDS account.
C2. Use the allocate tool to select school, class and number of licenses to allocate.

![Allocate Order](image)

C3. Unassigned licenses can be reclaimed through License Management (accessed by clicking Manage Product on the Administration Page).

   a.) Click the License Order number to see all allocations

   ![License Order](image)

   b.) Click the cog icon to reclaim licenses.

   ![Reclaim License](image)
D. Enable Student Licenses (district, school and class-level users)

D1. Click Manage Classes on the Administration Page.

D2. Click the desired class.

D3. Check the box next to student name.

D4. Click “Select Action” on the Action Menu, change to “Enable NumberShire,” click Save.

E. Request Licenses (District, school and class-level users)

The DDS has a “request licenses” feature to help coordinate the purchase and allocation of licenses.

E1. Go to Manage Classes and click the class name.

E2. Open the Product Subscriptions bar.

E3. Click Request Licenses in the NumberShire row and fill in the number of licences.

The request is shown to district- or school-level users on the License Management page. The list of requests can be used to accurately allocate licenses to each class.
F. Student computer setup (may require IT staff assistance)

District IT staff should check student computers to ensure NumberShire plays properly. Installation of the UnityPlayer is required. The system requirements and installation guide can be found at: https://dibels.uoregon.edu/market/numbershire#requirements

NumberShire is played at https://game.numbershire.com/

Each district has a custom NumberShire URL created after the first class is redeemed. It is the URL above with your district’s login code added. The URL will be emailed to users when they redeem a classroom. We recommend bookmarking your custom URL.

G. Teacher and class set-up

G1. Go to Manage Classes on the Administration Page and select the class.
G2. Open the Product Subscription section.
G3. Copy the Access Code listed in the NumberShire row.
G4. Click the “Dashboard” link. The first time on the Dashboard you will need to sign-up and create a NumberShire username and password that you will use each time you access NumberShire.

G5. Log into NumberShire
G6. Click “Redeem DDS Classroom with Access-Code.”
G7. Enter access code (retrieved from Manage Classes page in the Product Subscription section, step G4).
G8. Class is added to teacher’s dashboard.

G9. An email is sent to the teacher with instructions to get students started.

G10. Click **Manage Students** on the menu bar (on NumberShire dashboard) and print the list of usernames to issue to students.

![Student Manager](image)

**H. Student Gameplay**

H1. Provide username and password to students.

H2. Students log in at district’s custom NumberShire site (in the Classroom Redeemed email) or at https://game.numbershire.com/

H3. Students play NumberShire game.

H4. Tips:
   a. If a student clicks the Back button in the browser return to the game webpage and log the student in again.
   b. If the student refreshes the page have the student play from where the page reloads.

For assistance, contact us at support@dibels.uoregon.edu or toll-free 888-497-4290.