

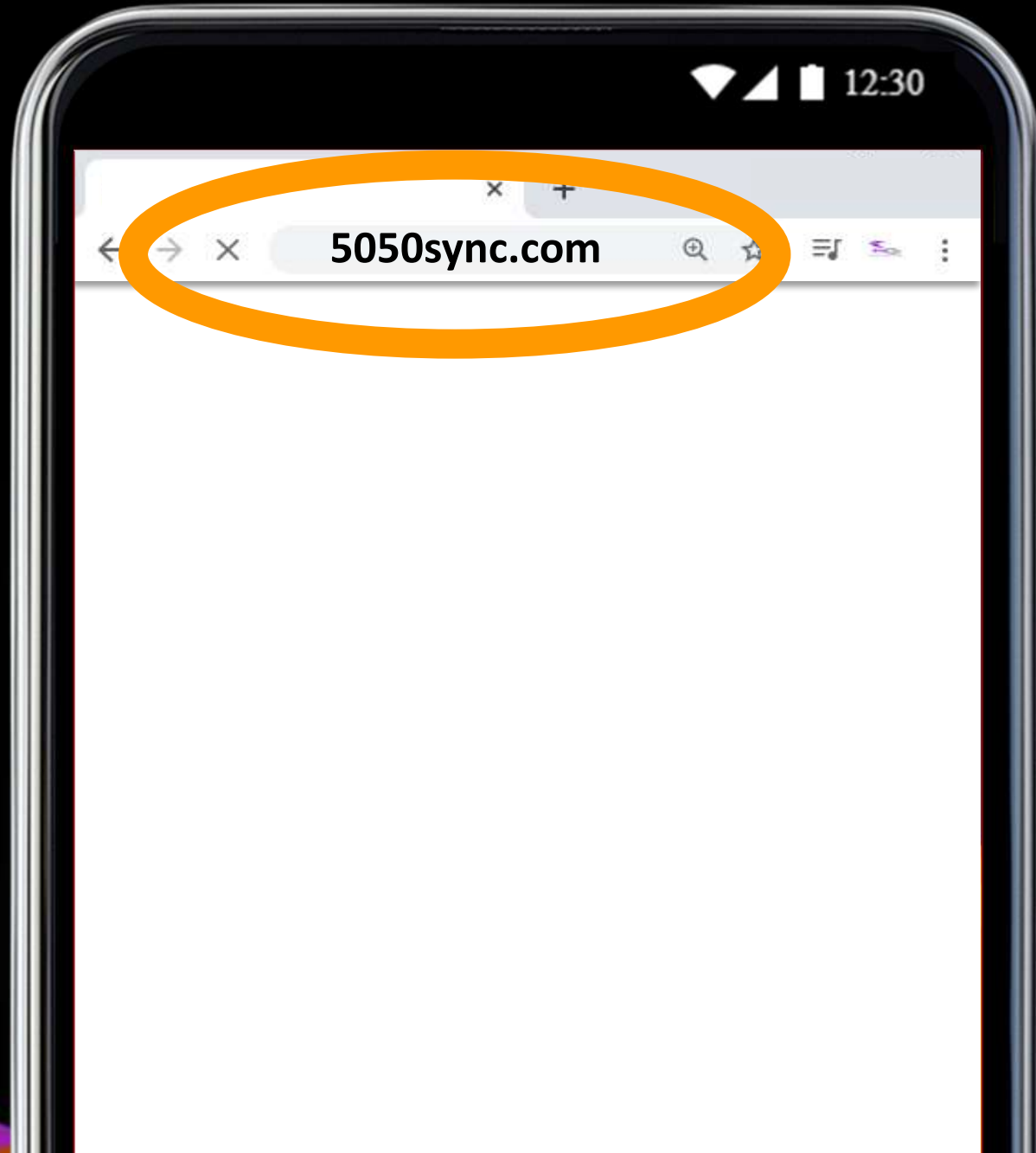


BRITISH EDUCATIONAL
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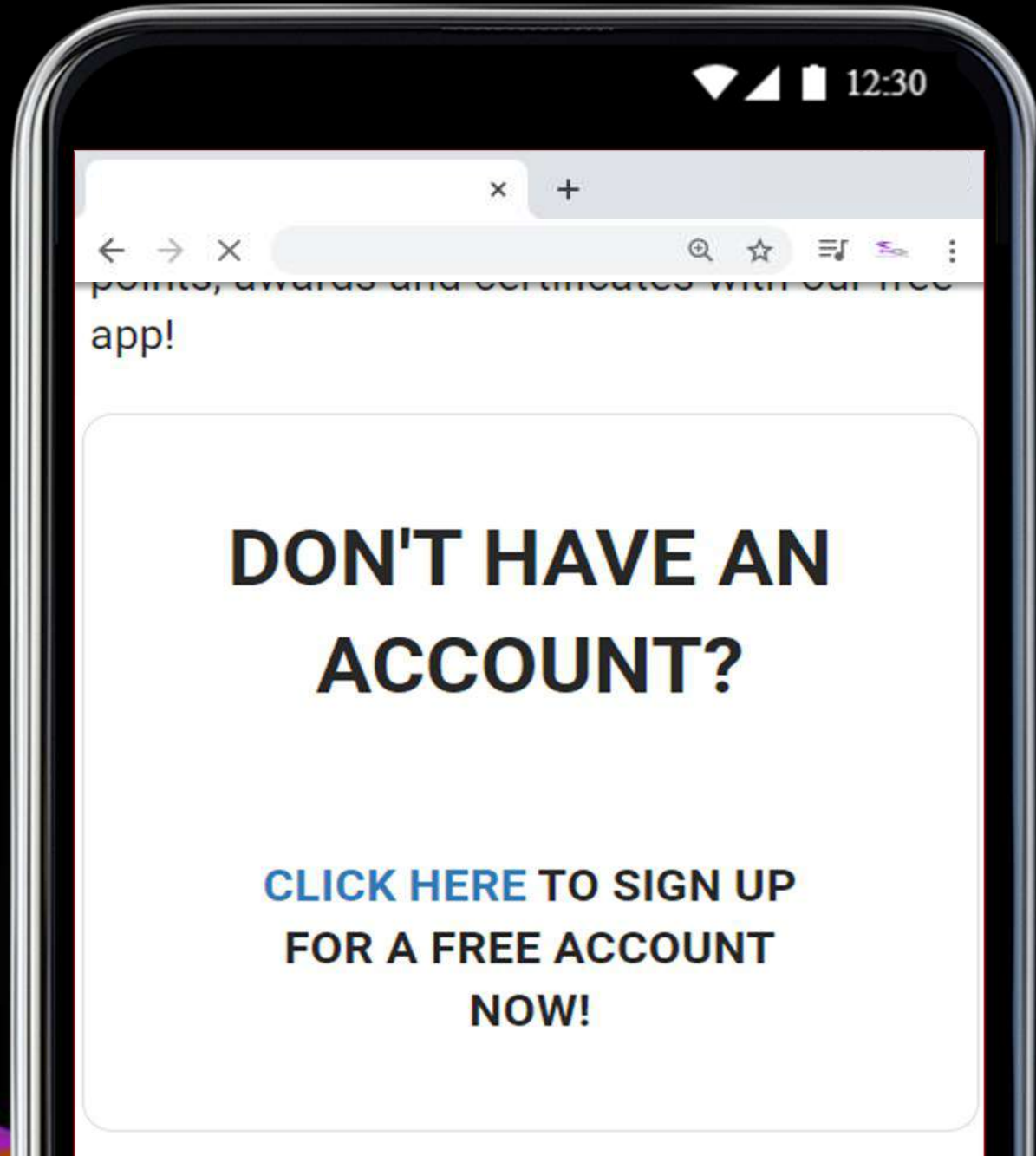


50-50 LAB help information
for parents and carers.

Creating your free Parent or Carer account

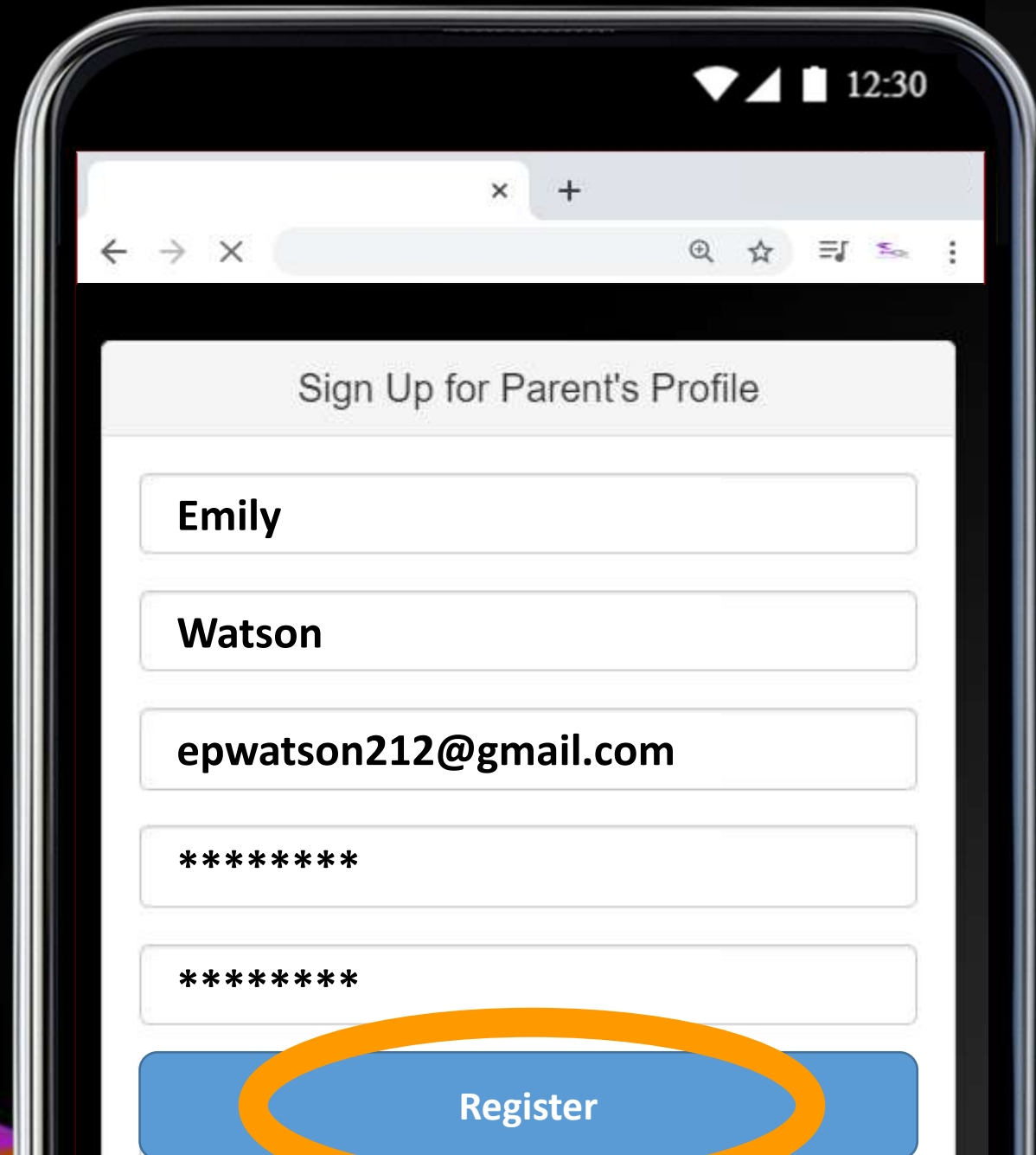


Go To
5050sync.com



Scroll down to where it says: 'CLICK HERE TO SIGN UP FOR A FREE ACCOUNT NOW!' and tap the link

Type your
name, email,
choose a
password and
tap 'Register'



The image shows a smartphone screen displaying a registration form titled "Sign Up for Parent's Profile". The form has five input fields: a name field containing "Emily", a surname field containing "Watson", an email field containing "epwatson212@gmail.com", and two password fields, both containing "*****". At the bottom of the form is a blue button labeled "Register", which is highlighted with an orange oval. The phone's status bar at the top shows the time as 12:30 and icons for Wi-Fi, signal strength, and battery. The browser interface includes a back arrow, a forward arrow, a close tab 'x', and a plus sign for more tabs, along with search, star, and menu icons.

Sign Up for Parent's Profile

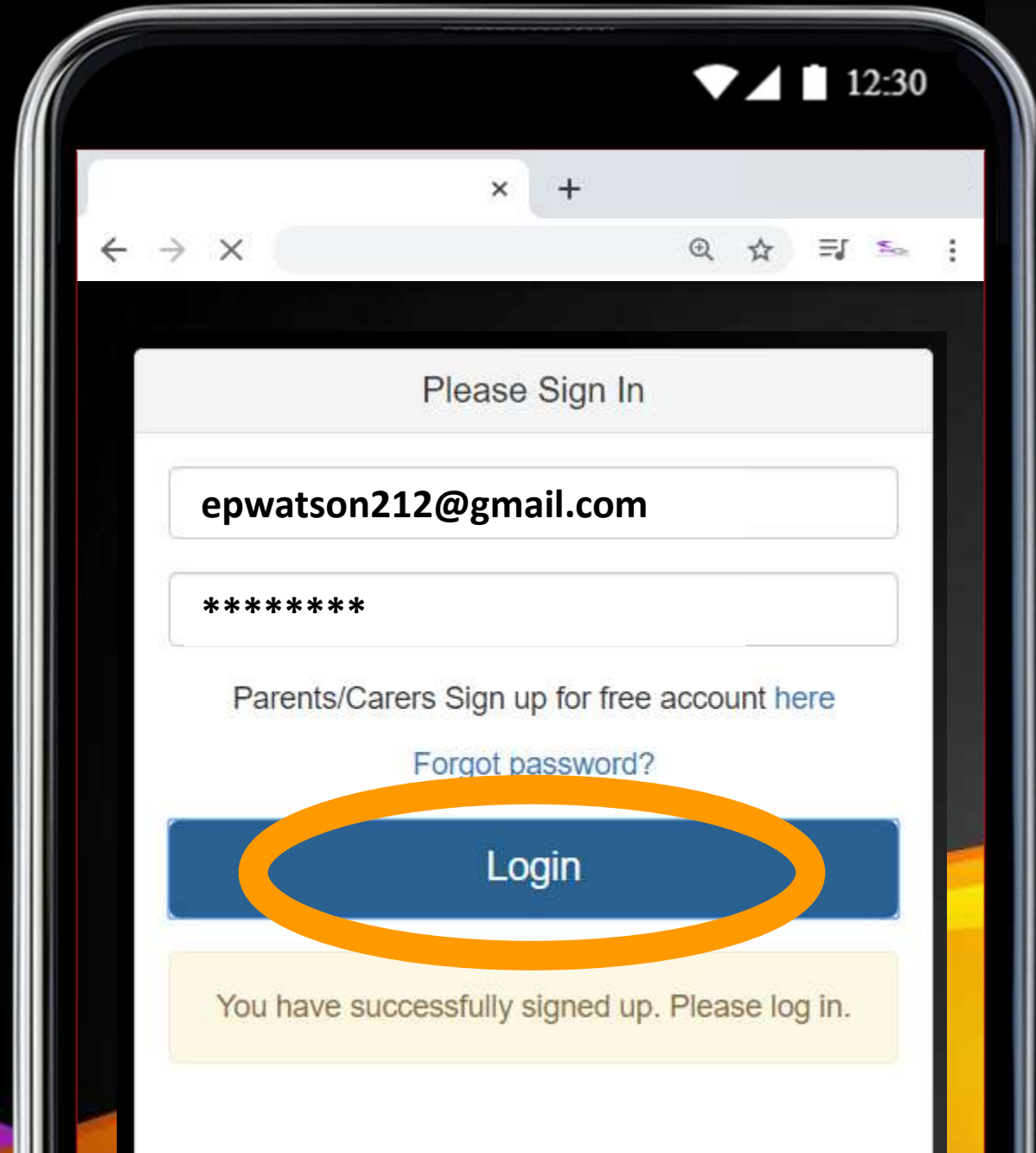
Emily

Watson

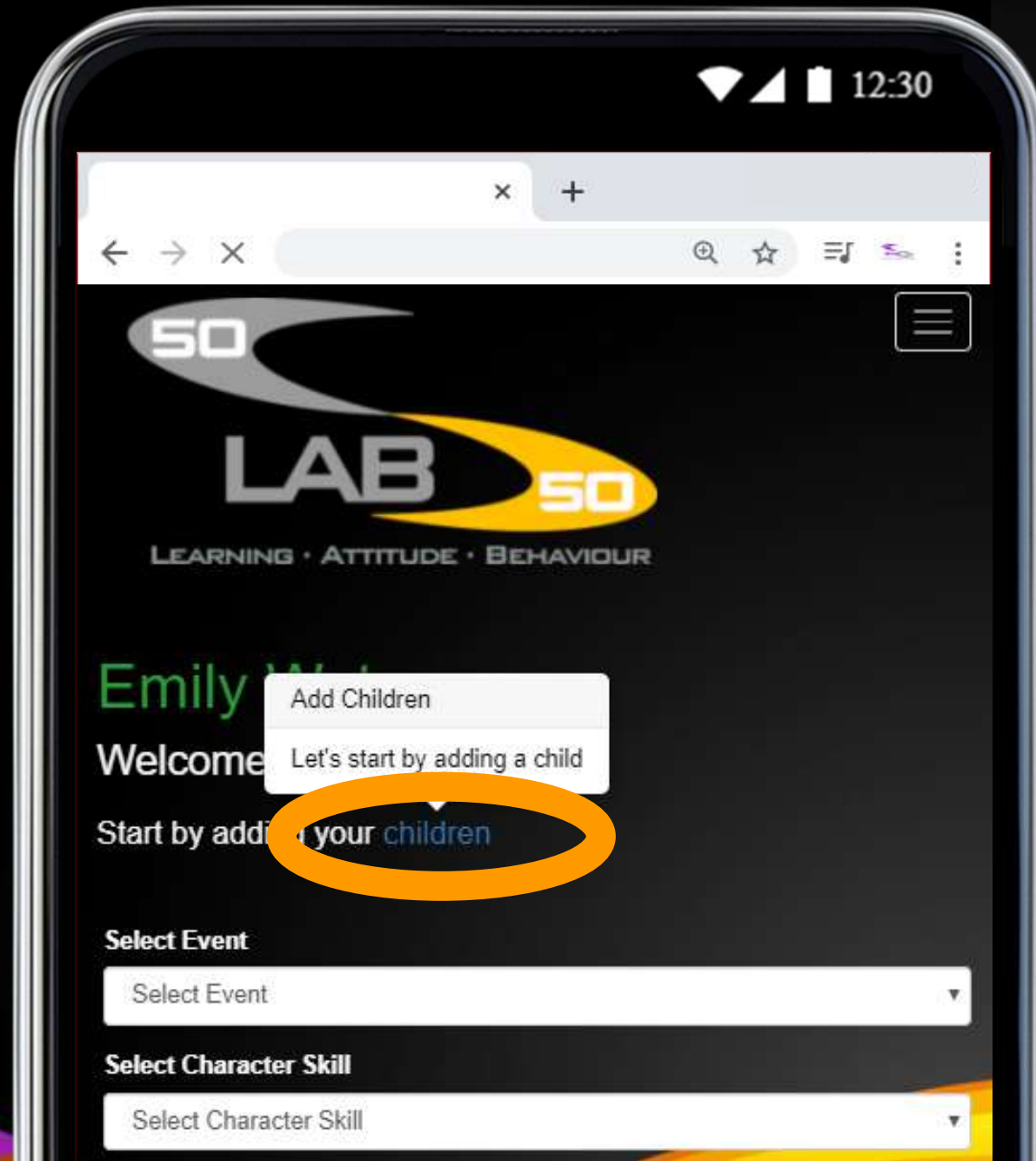
epwatson212@gmail.com

Register

Sign in with
the email
address and
password you
just created.



It will now ask you to add a child. Tap the link.



Add your
child's details
and tap 'Save'.

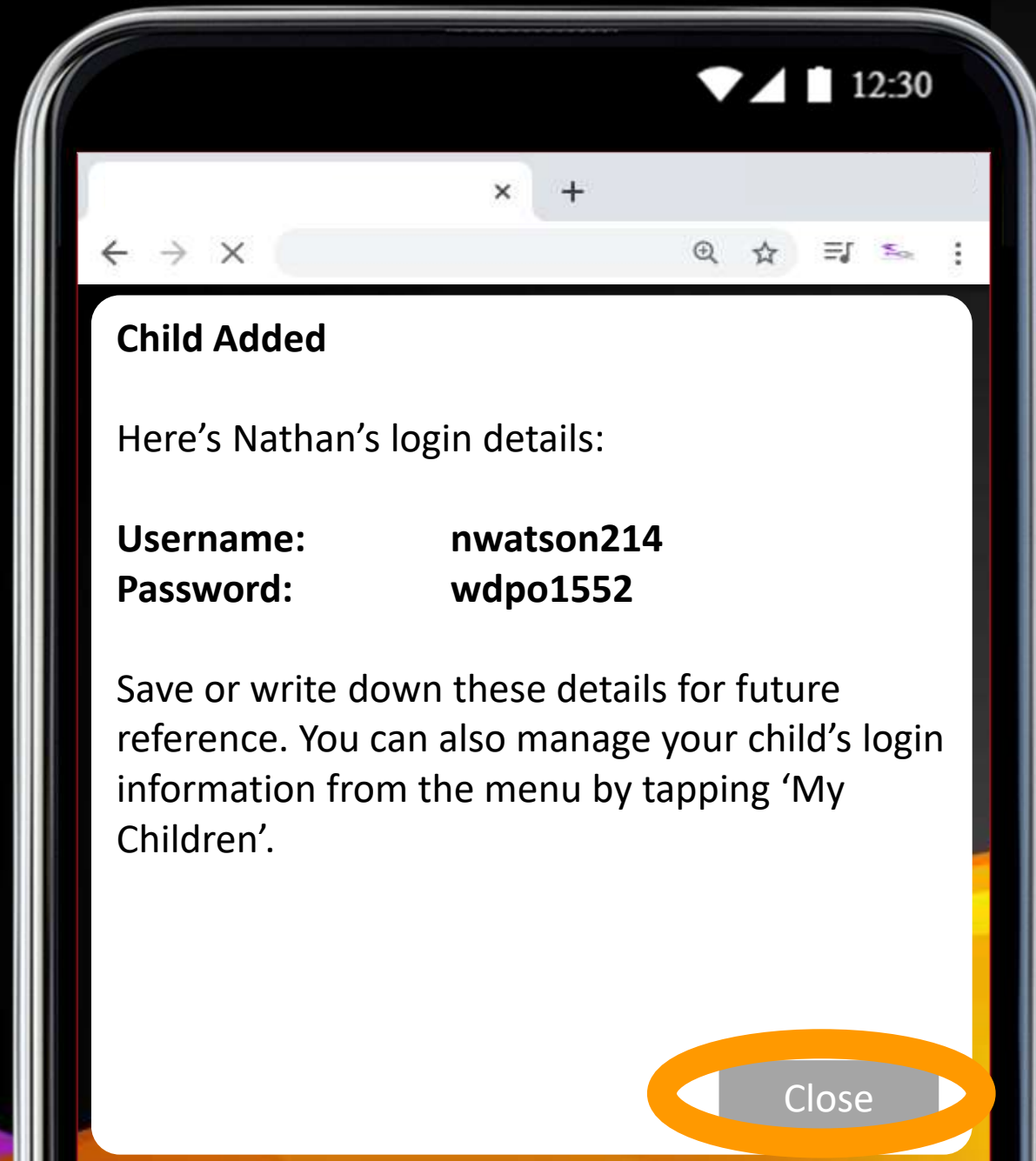
The image shows a smartphone screen displaying a web application interface for adding a child's details. The screen is titled "Add Children" and contains the following fields:

- Gender:** Radio buttons for "Male" (selected) and "Female".
- First Name:** Text input field containing "Nathan".
- Surname:** Text input field containing "Watson".
- Date of birth:** Date picker field showing "10/05/2013".

At the bottom of the form, there is a blue "Save" button, which is circled in orange. The phone's status bar at the top shows the time as 12:30 and various icons for signal, Wi-Fi, and battery.

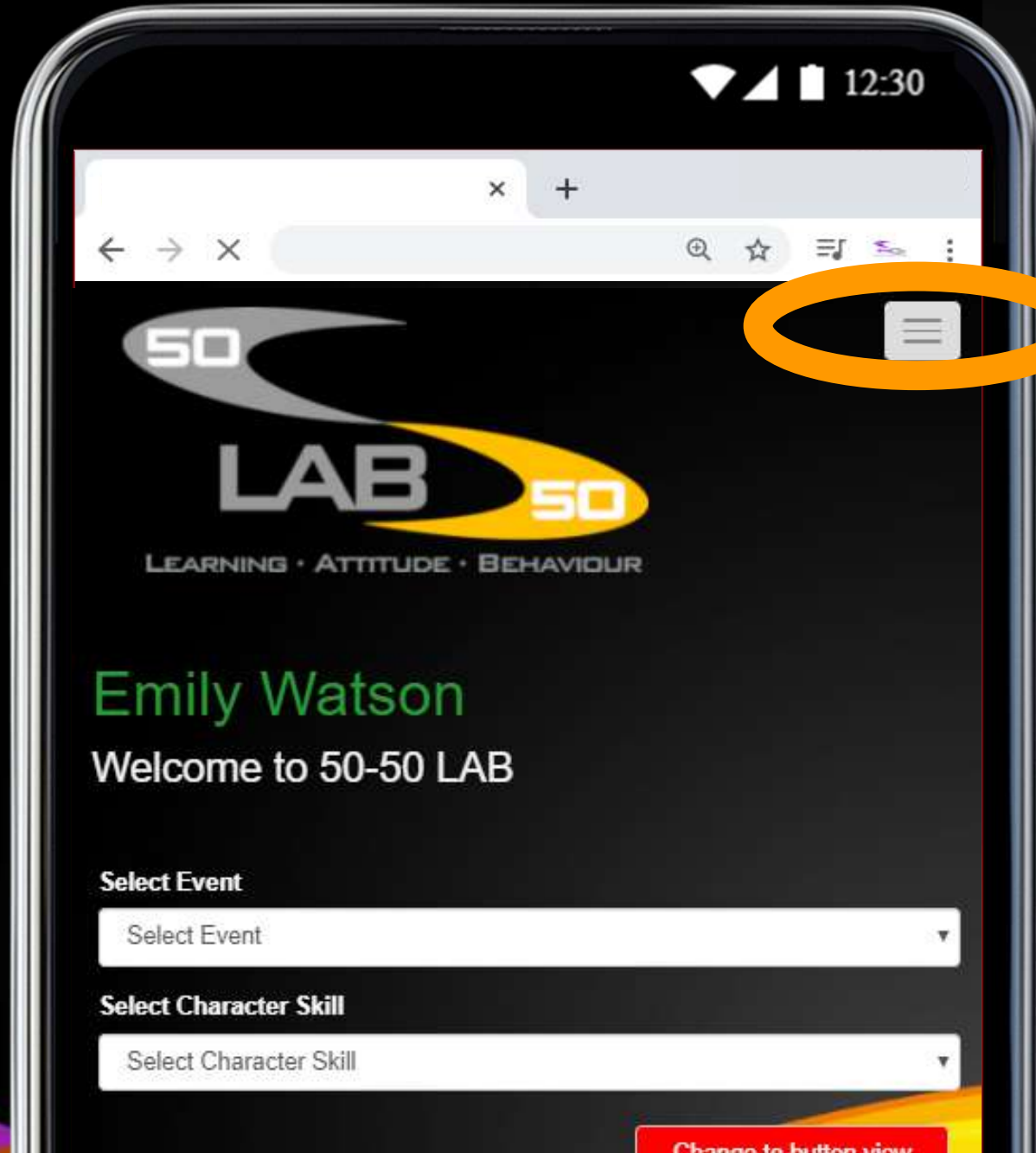
It will now tell
you your
child's login
details. Save
or write these
down.

Your child now
has their own
50-50 LAB
account too!

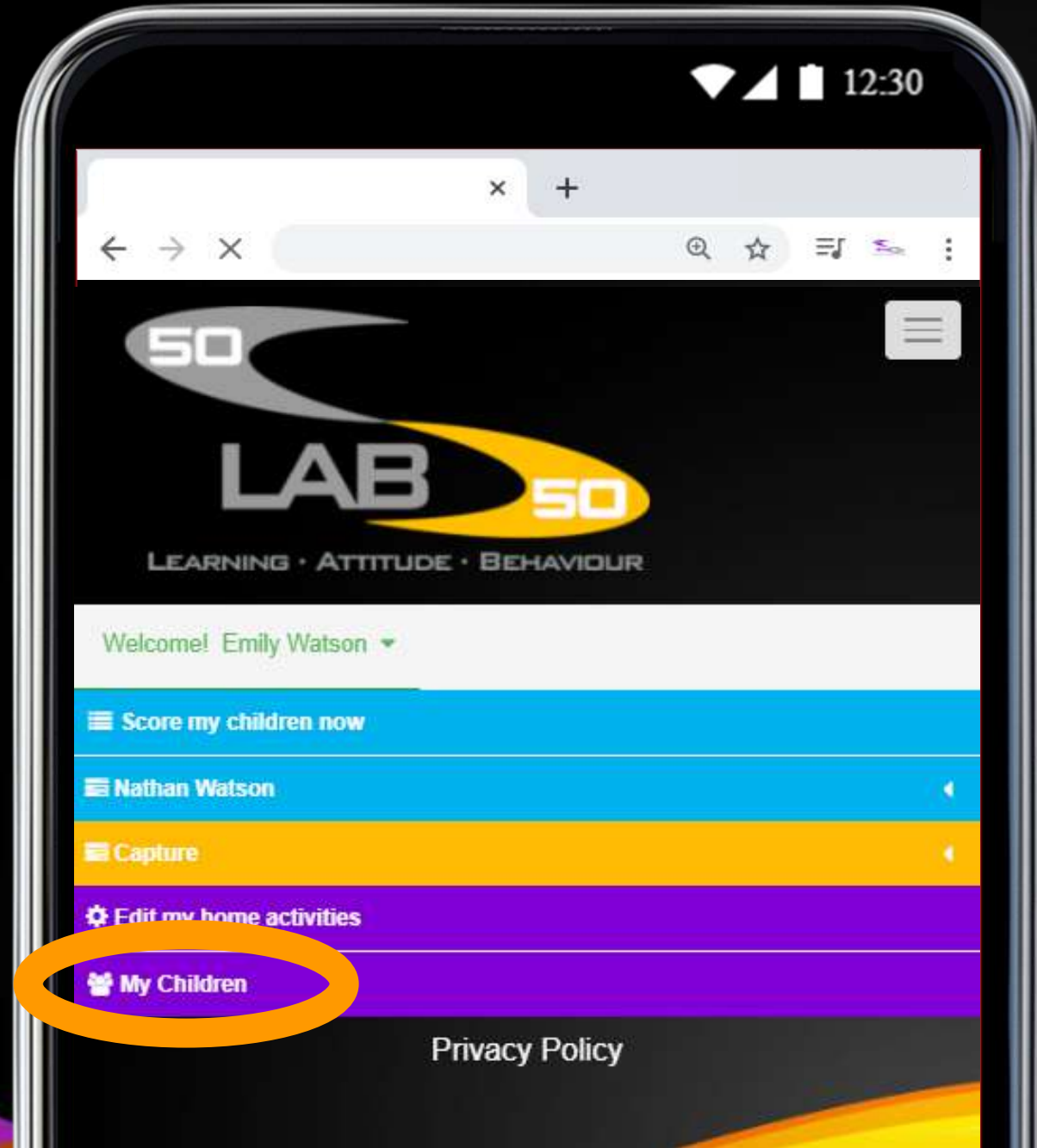


Close

Don't worry if you ever forget those details. You can see and manage your child's login information by tapping the menu icon...

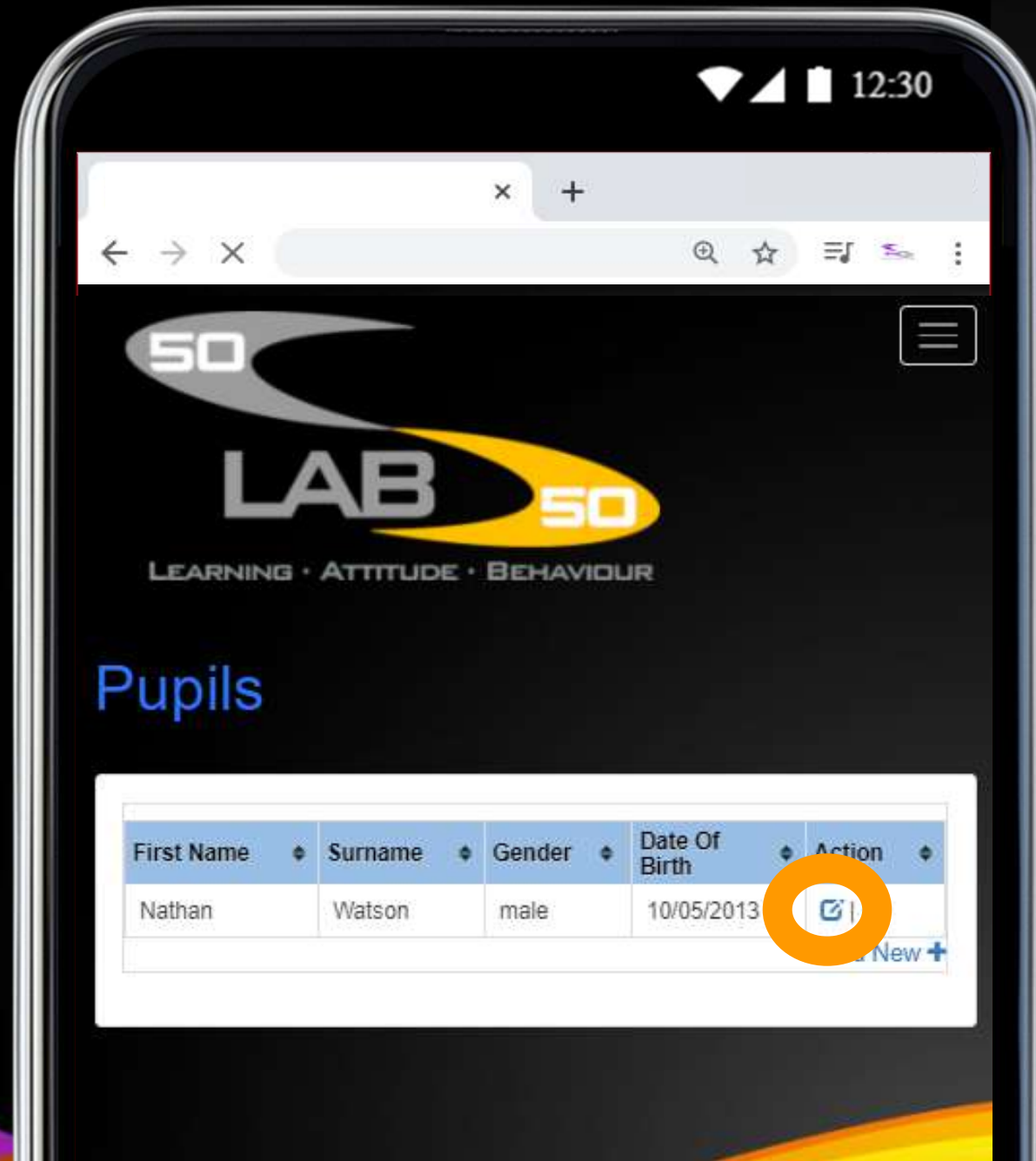


...and then tap
'My
Children'...

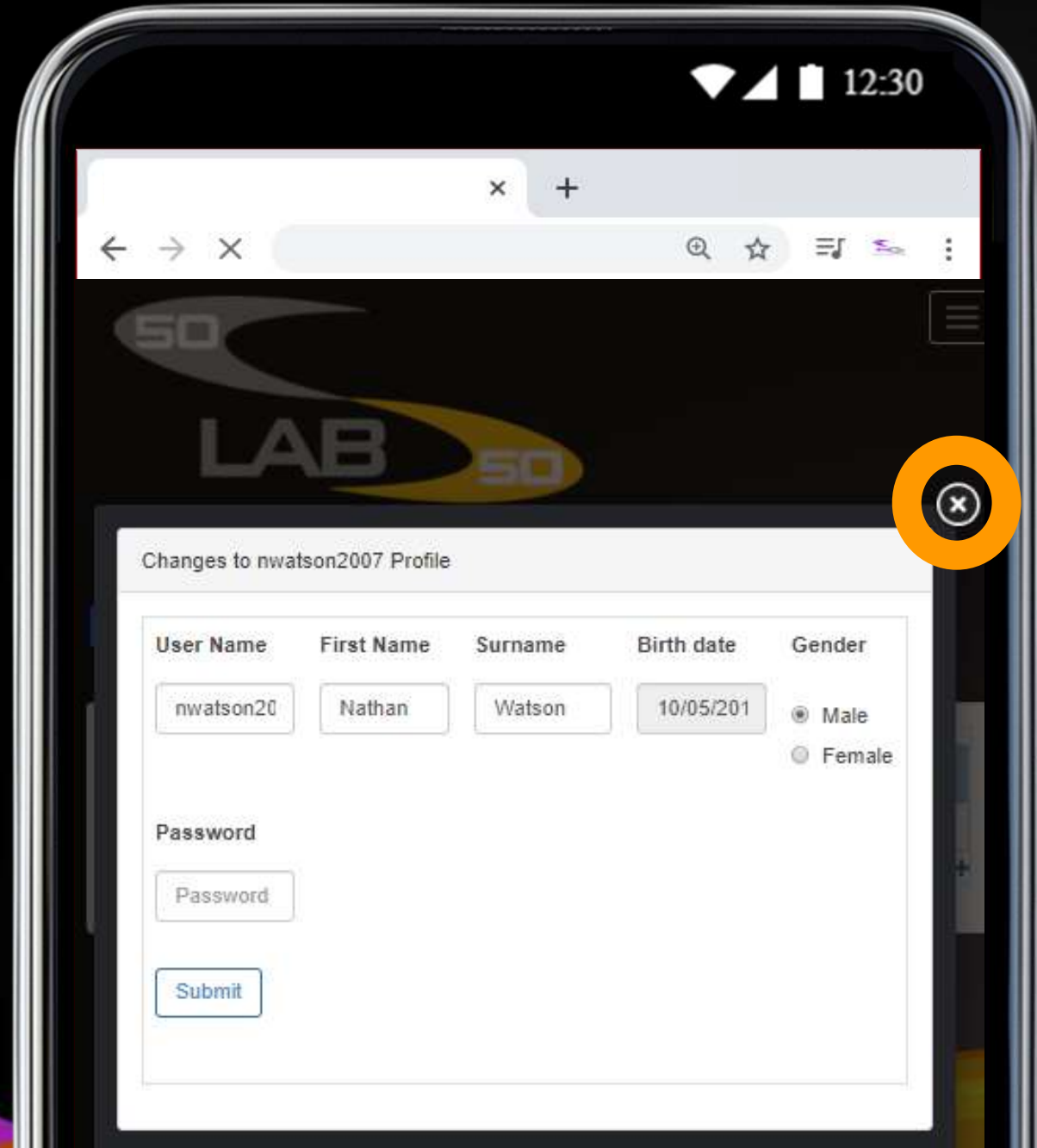


...Here you will see a table containing all the children you've added to 50-50 LAB.

Tap the edit icon next to a child to edit their details.

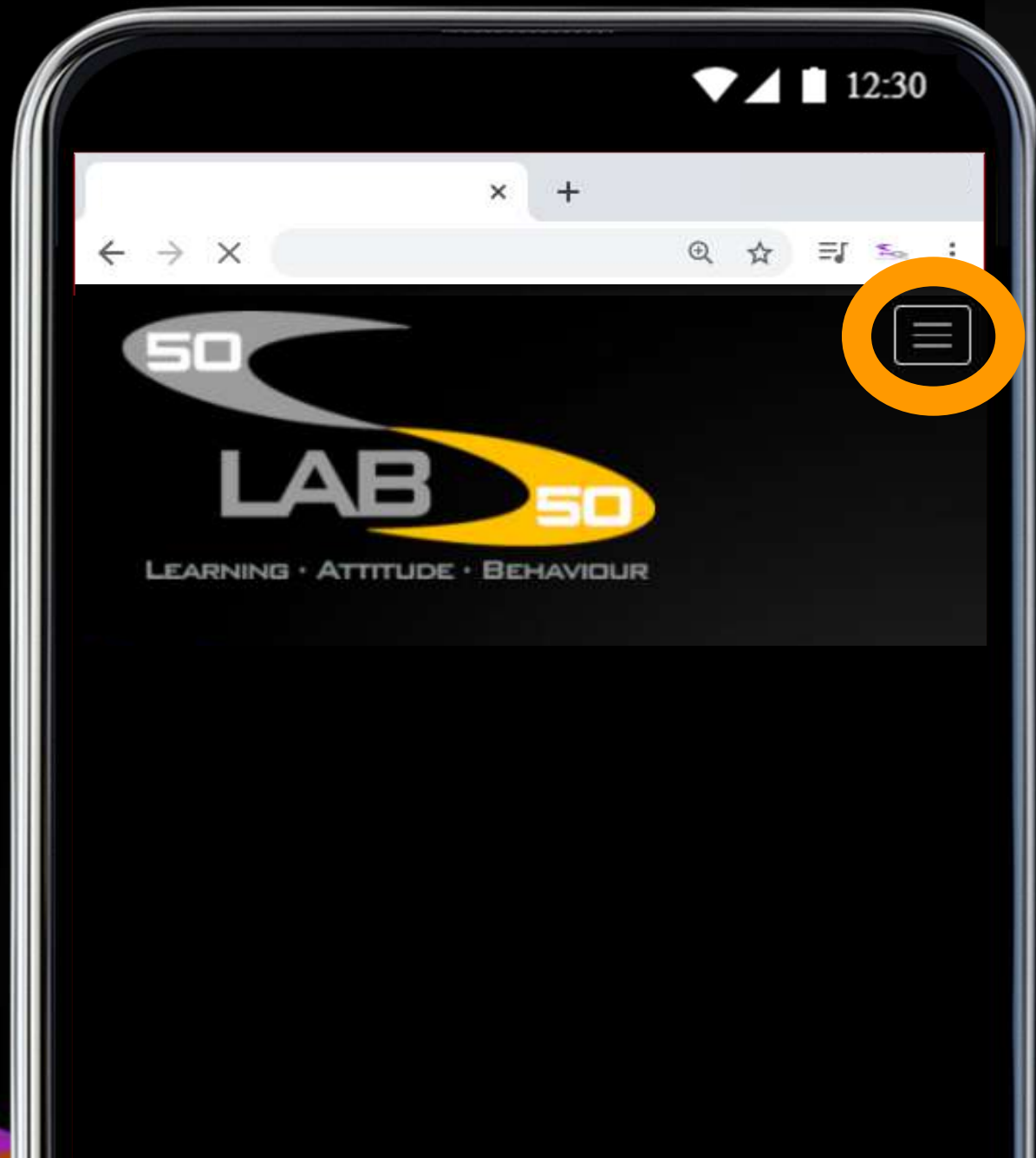


You can edit their username, password and other information from this screen.

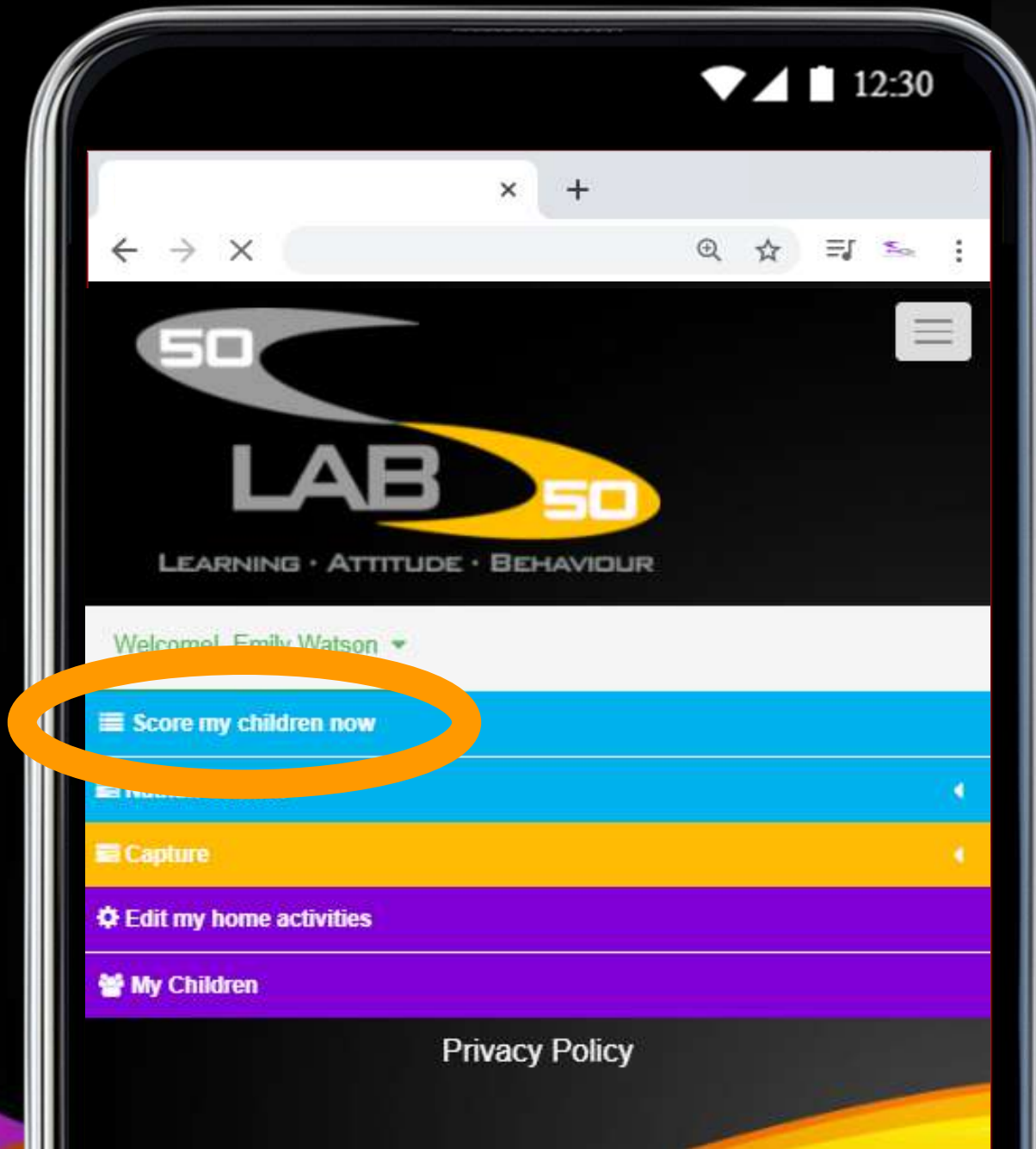


Scoring your child

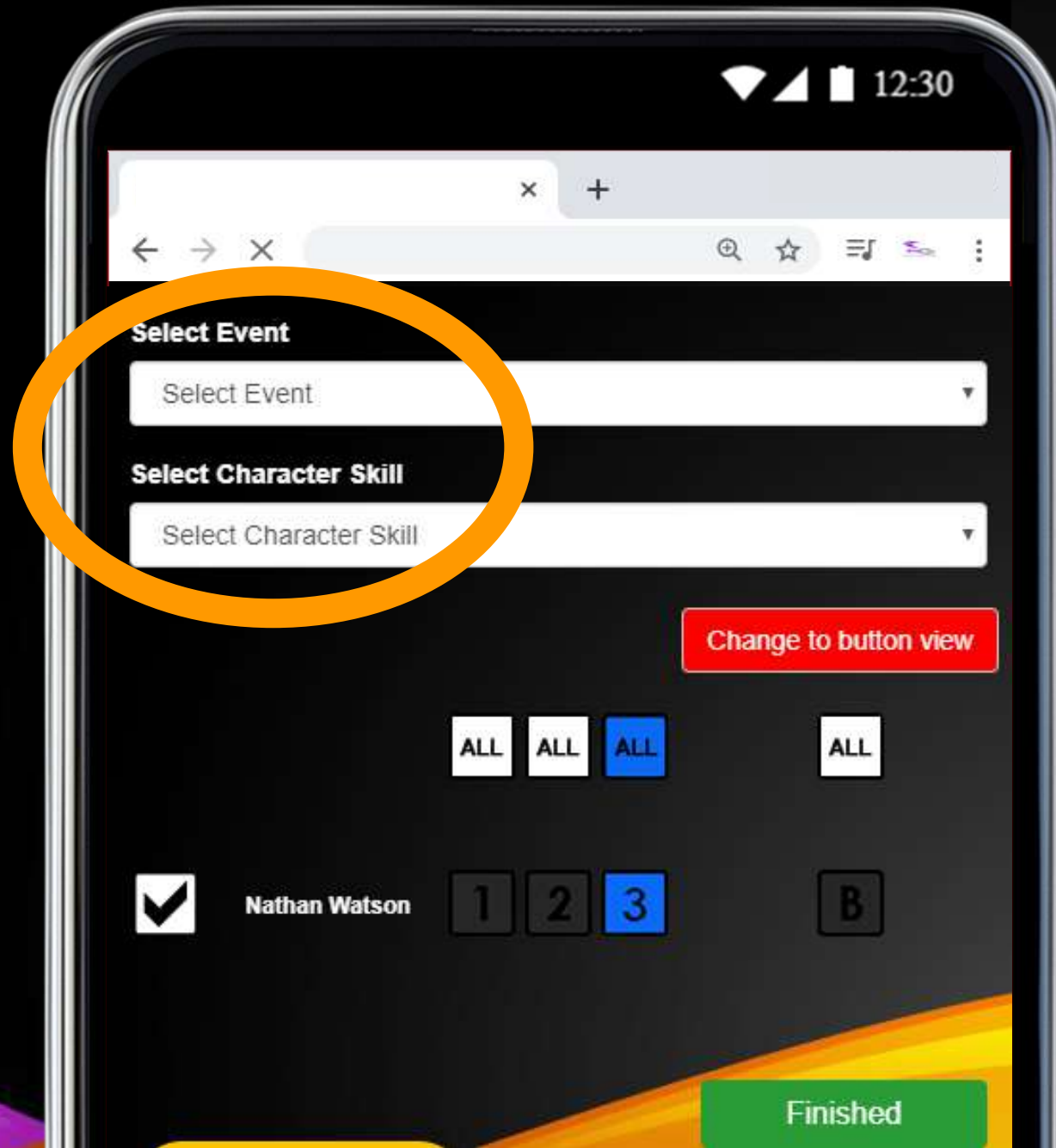
To score your child, tap the menu icon...



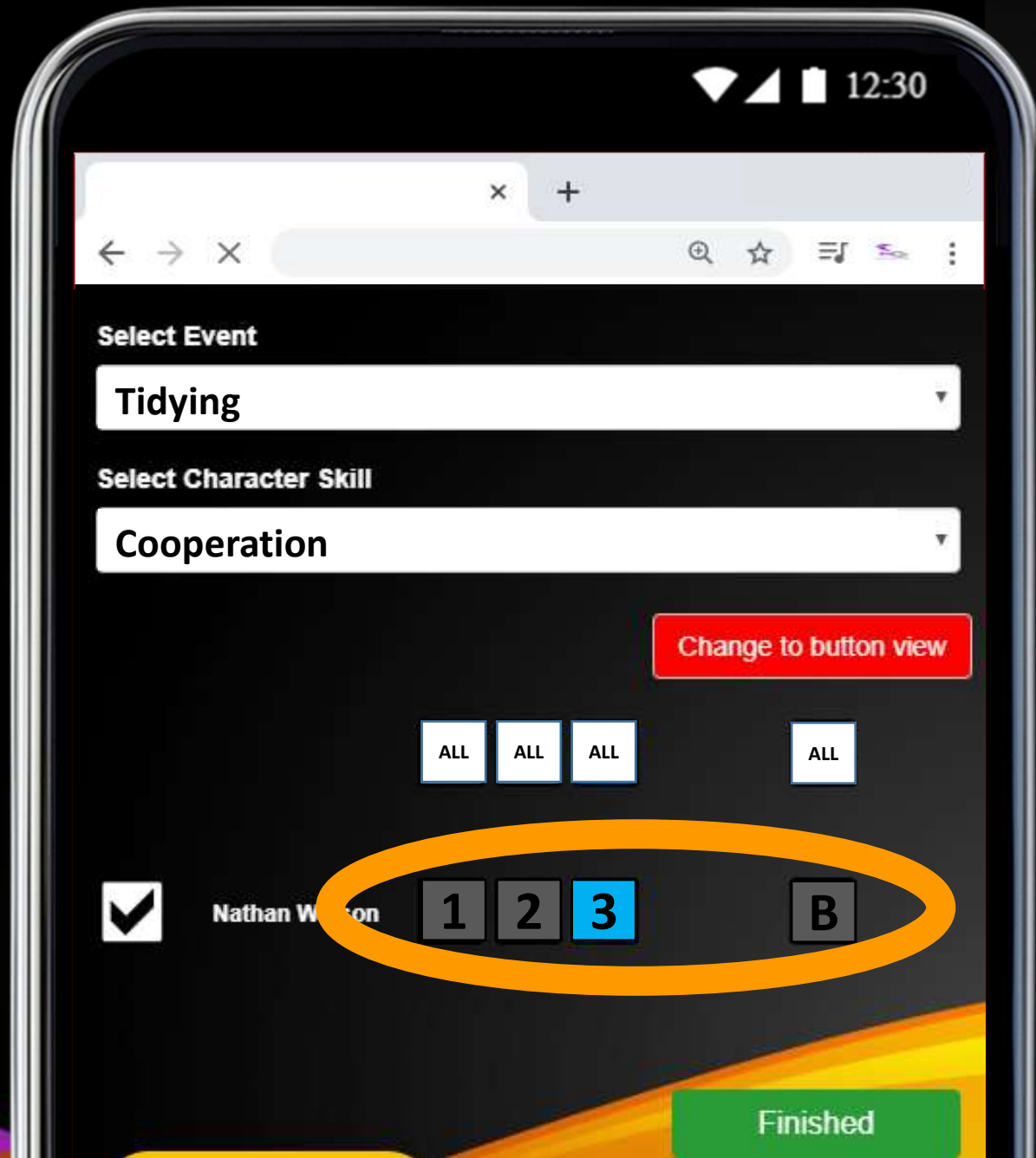
...and then tap
'Score my
children
now'...



...Now choose an event and a character skill. For example you could choose the event: 'Tidying' and the character skill: 'Cooperation'.

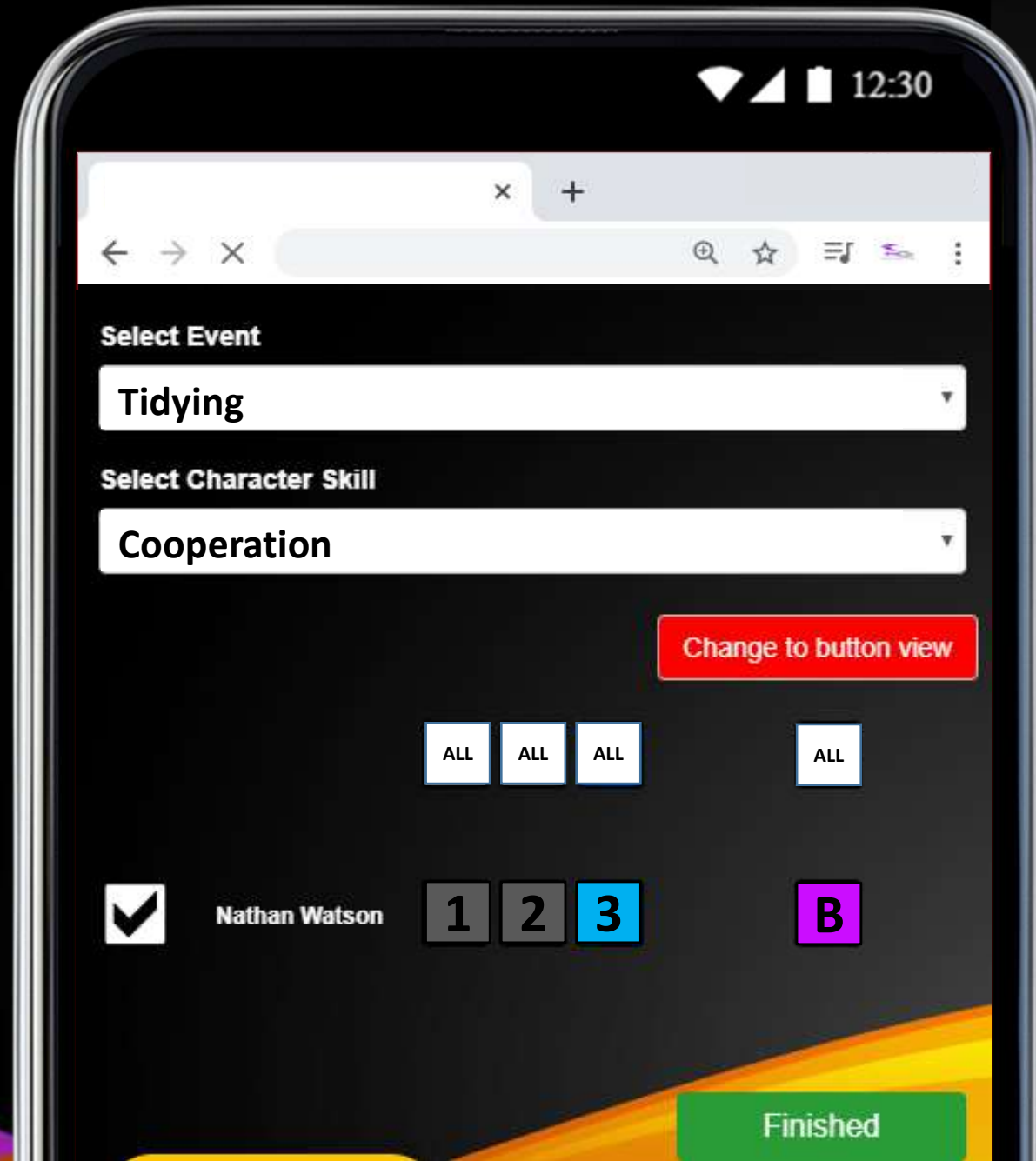


Throughout the activity, you can use these score buttons to adjust your child's score.



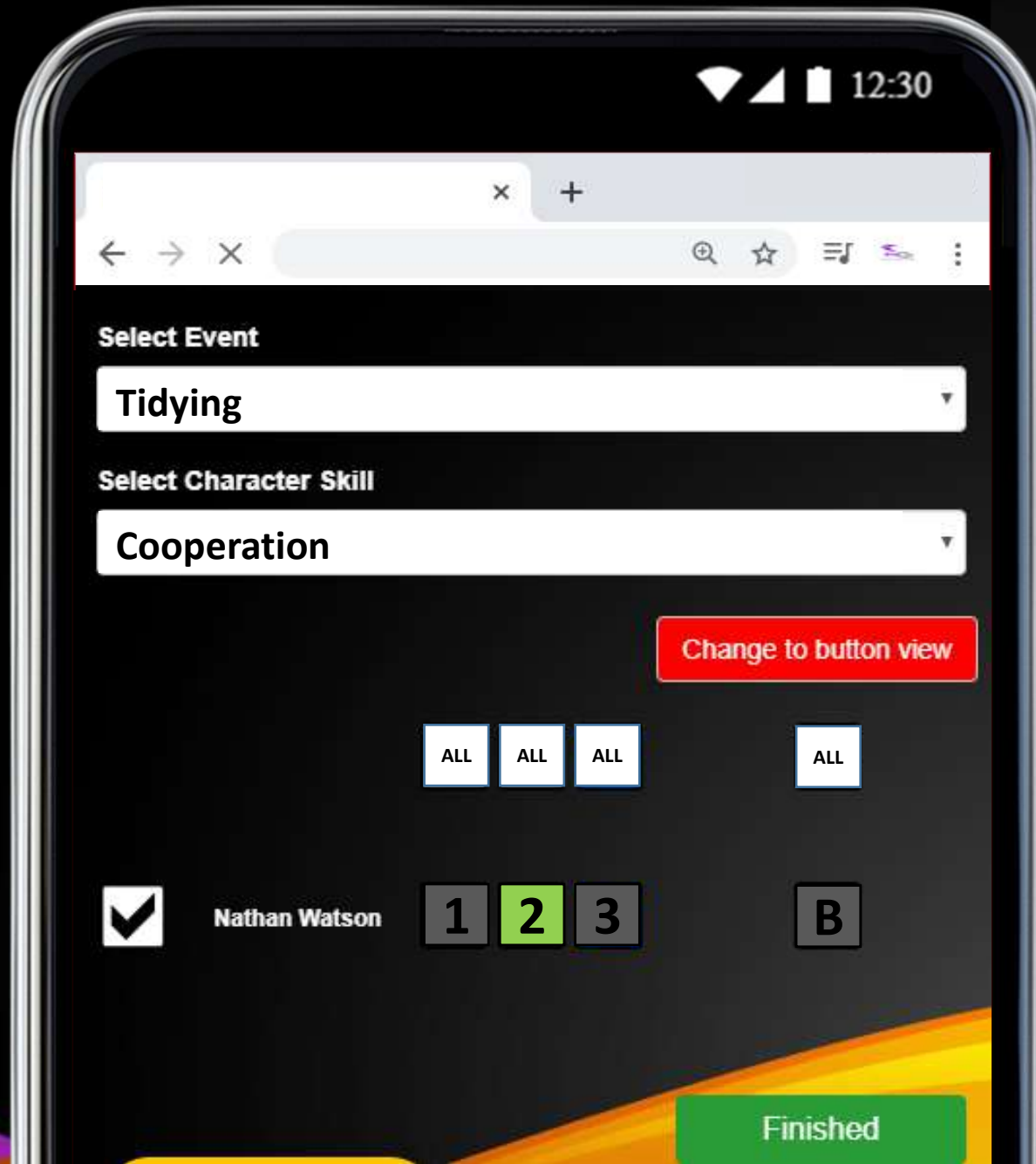
To keep things positive, your child starts every activity on a 3 score.

The aim to help them stay on a 3 score or even go on to earn a Bonus Point.

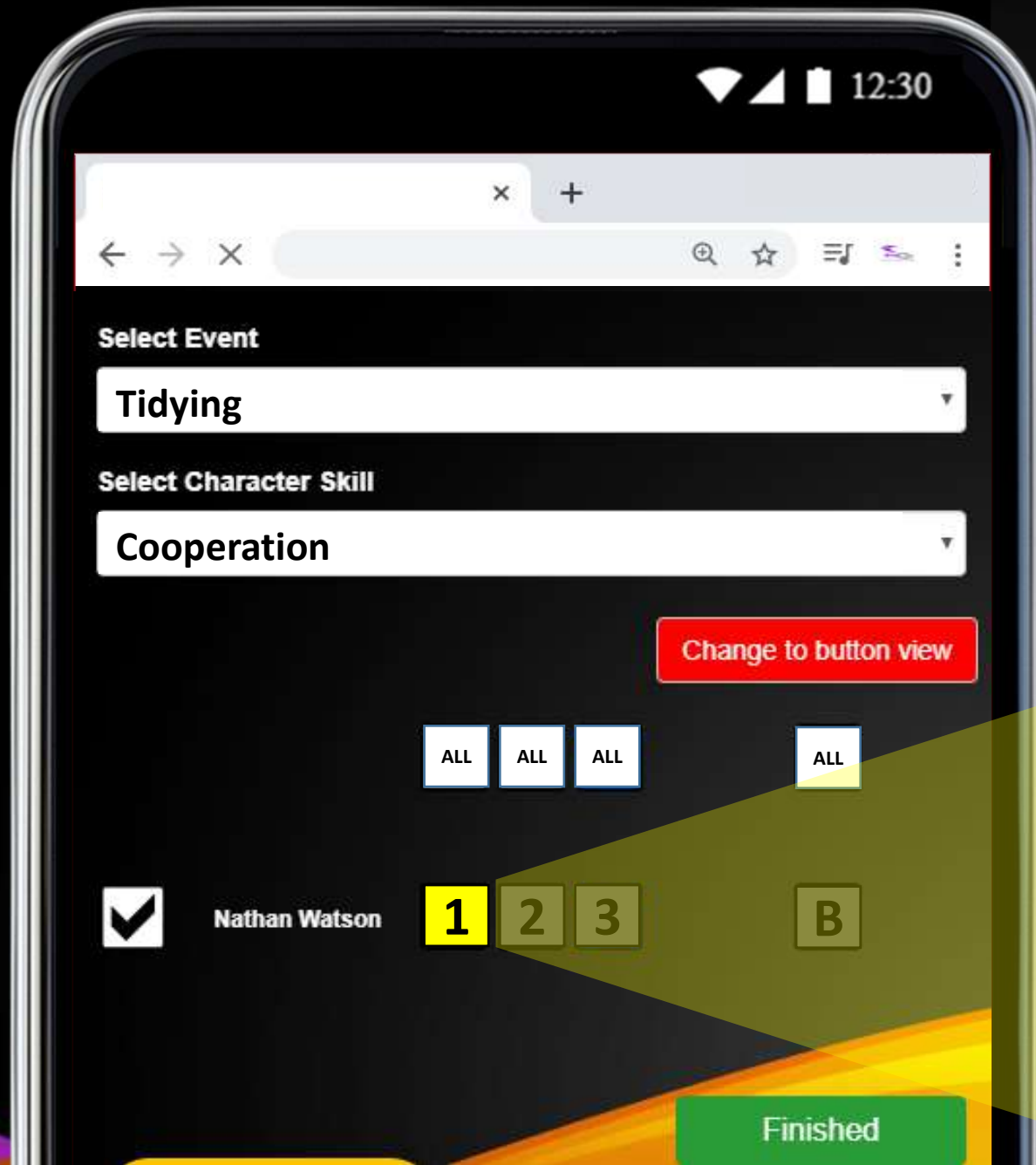


At times, they may drop down to a 2 or even a 1 score.

But you can give them lots of opportunity to move back up to a 3 score.



A 1 score means their effort and attitude needs to improve.



More Effort Needed!

Better Attitude Needed!

Finished

A 2 score means their effort is good, but their attitude still needs to improve.

The image shows a smartphone screen with a data entry application. At the top, the status bar shows signal strength, Wi-Fi, battery, and the time 12:30. The browser address bar is empty. The form has two dropdown menus: 'Select Event' with 'Tidying' selected, and 'Select Character Skill' with 'Cooperation' selected. A red button labeled 'Change to button view' is positioned to the right of the second dropdown. Below the dropdowns are four 'ALL' buttons. A table lists a user named 'Nathan Watson' with a checked checkbox, a score of 2 (highlighted in green), a score of 3, and a grade of B. A green 'Finished' button is at the bottom.

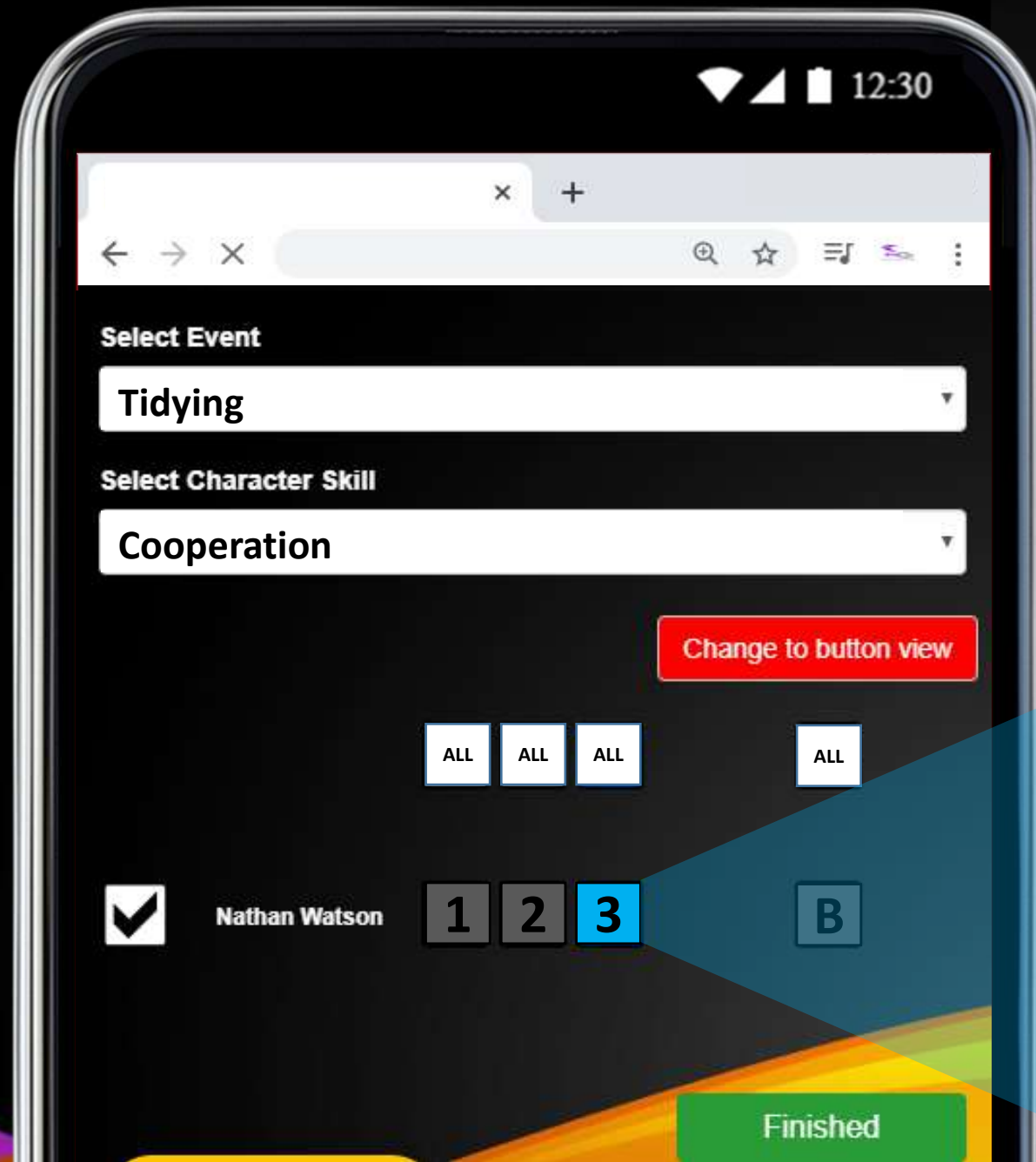
Event	Character Skill	ALL	ALL	ALL	ALL	
Tidying	Cooperation	<input checked="" type="checkbox"/>	1	2	3	B

Good Effort!

Better Attitude Needed!

Finished

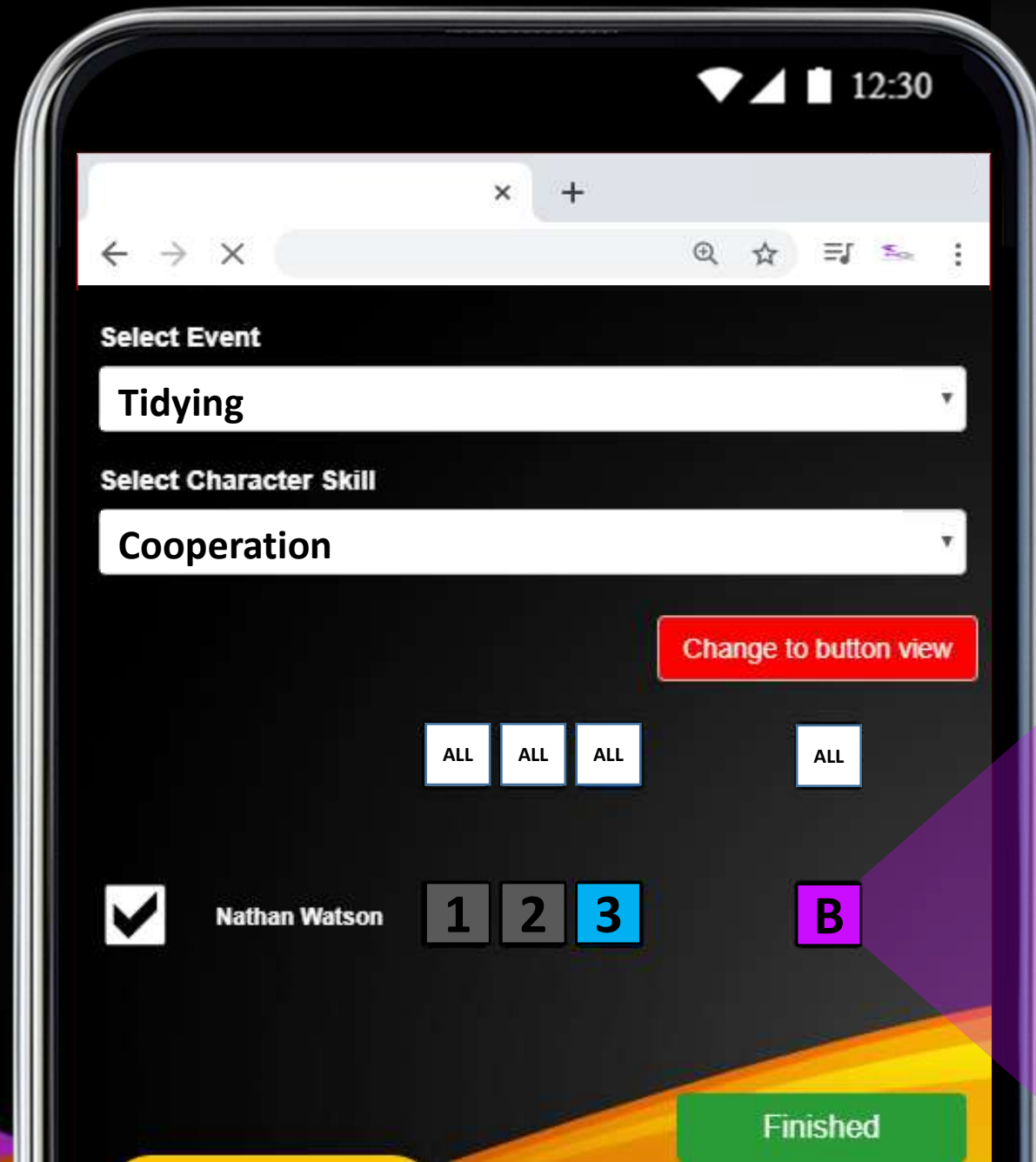
A 3 score
means both
their effort
and attitude
are great!



Great Effort!

Great Attitude!

A 3 score with a Bonus Point means that as well as showing great effort and attitude, they're also displaying additional character skills.

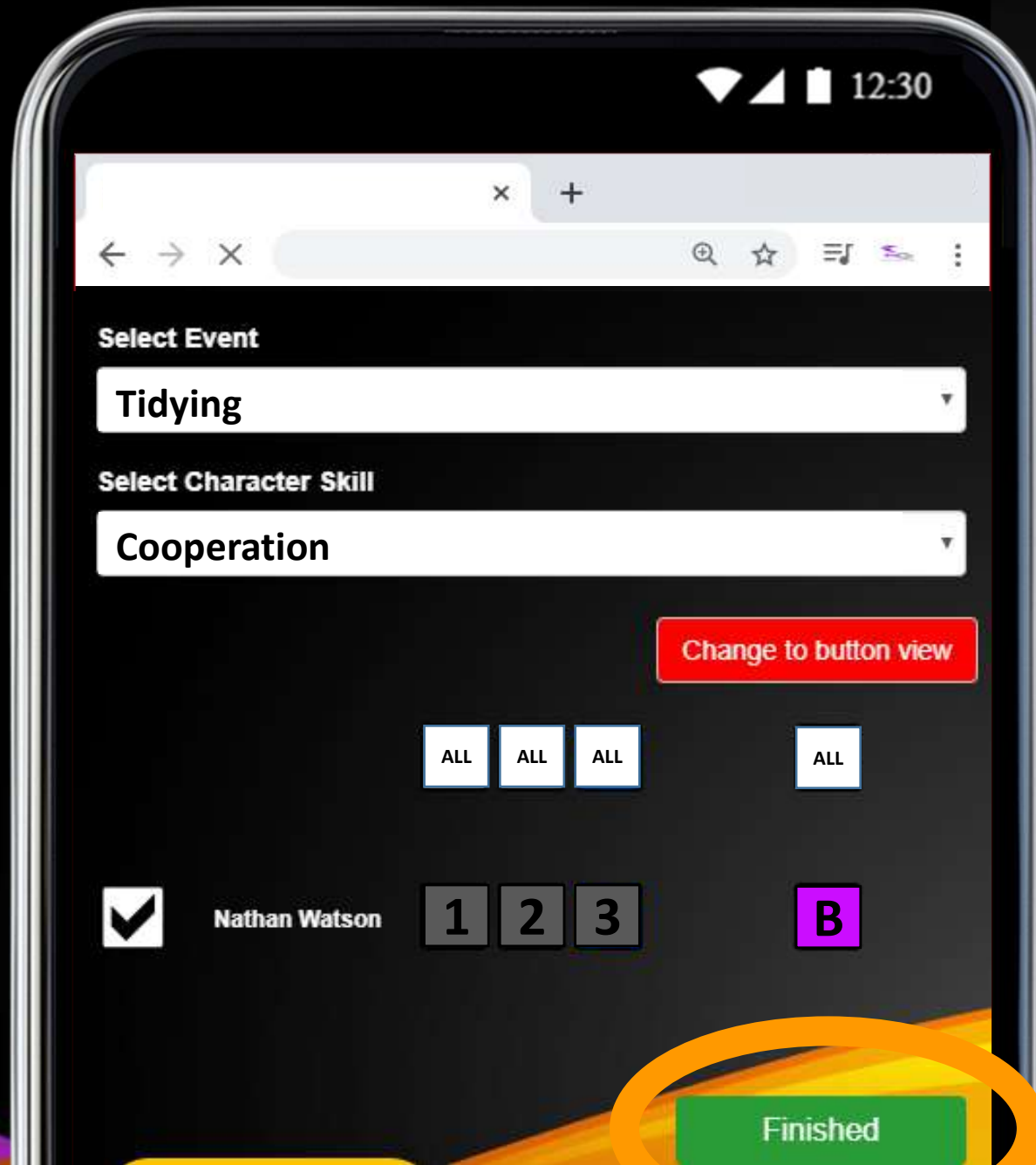


Great Effort!

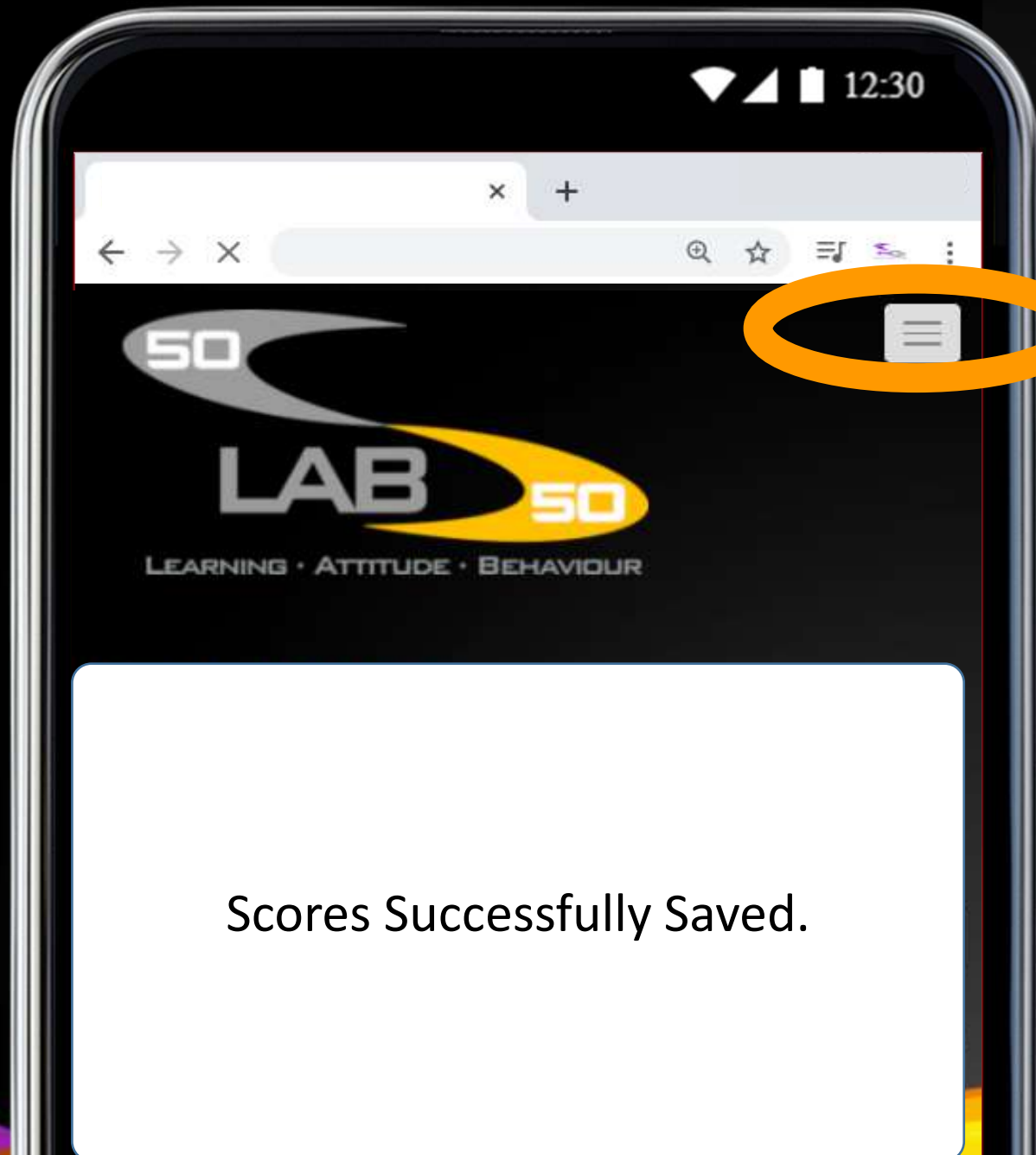
Great Attitude!

Displaying Additional
Character Skills!

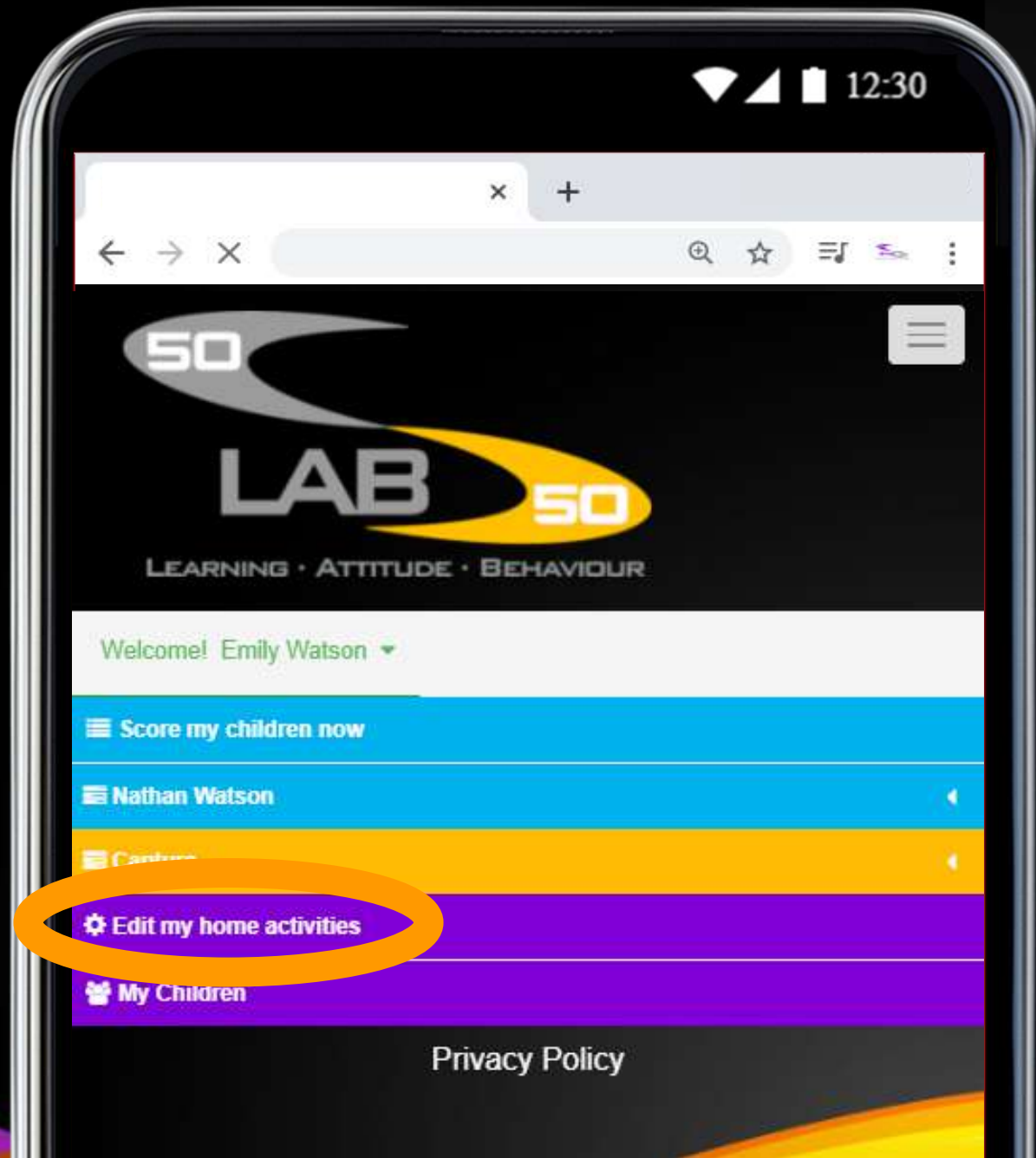
When the activity is over, tap 'Finished' to save the score.



You can create your own custom home activities by tapping the menu icon...

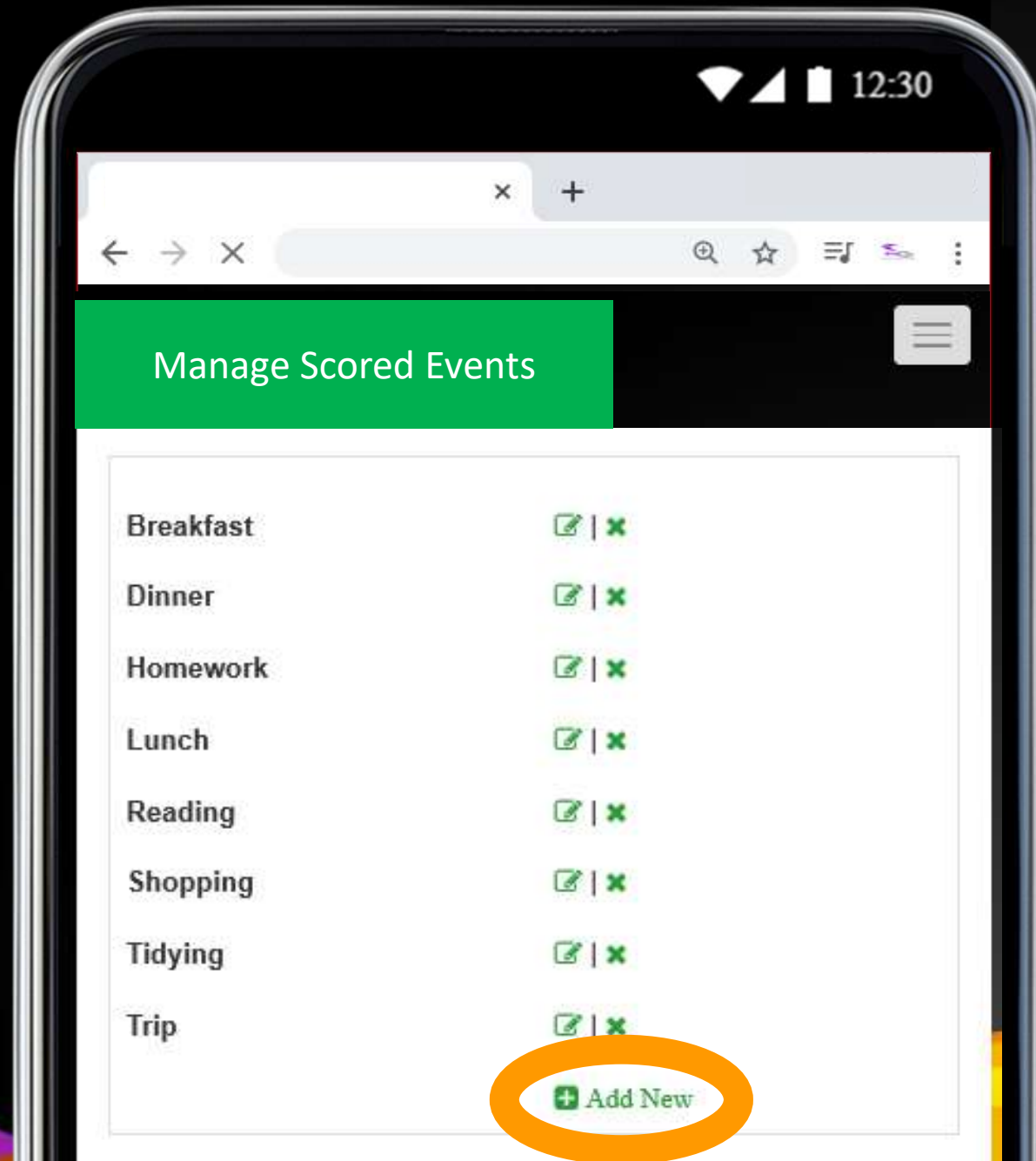


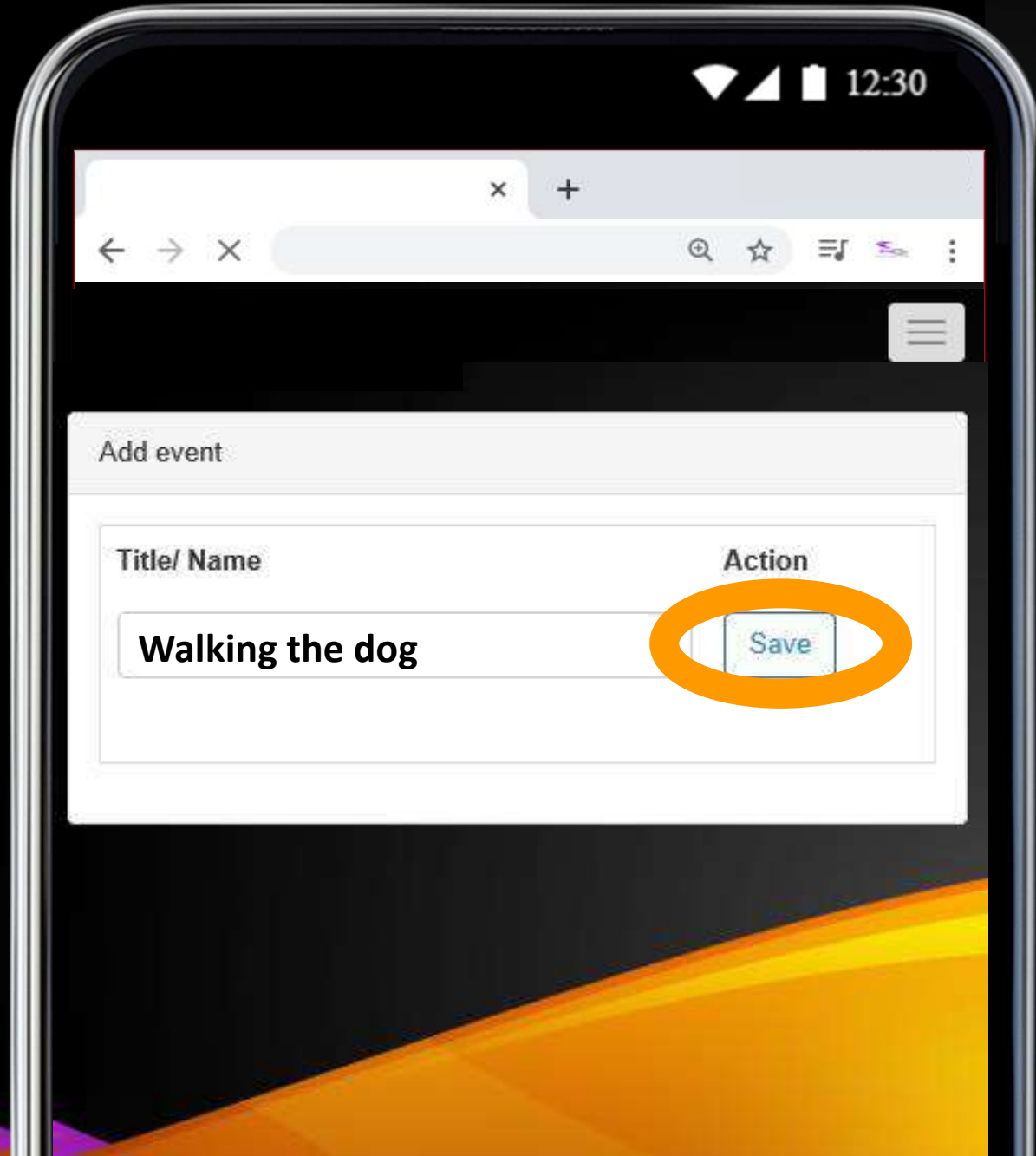
...and then tap
'Edit my home
activities'...



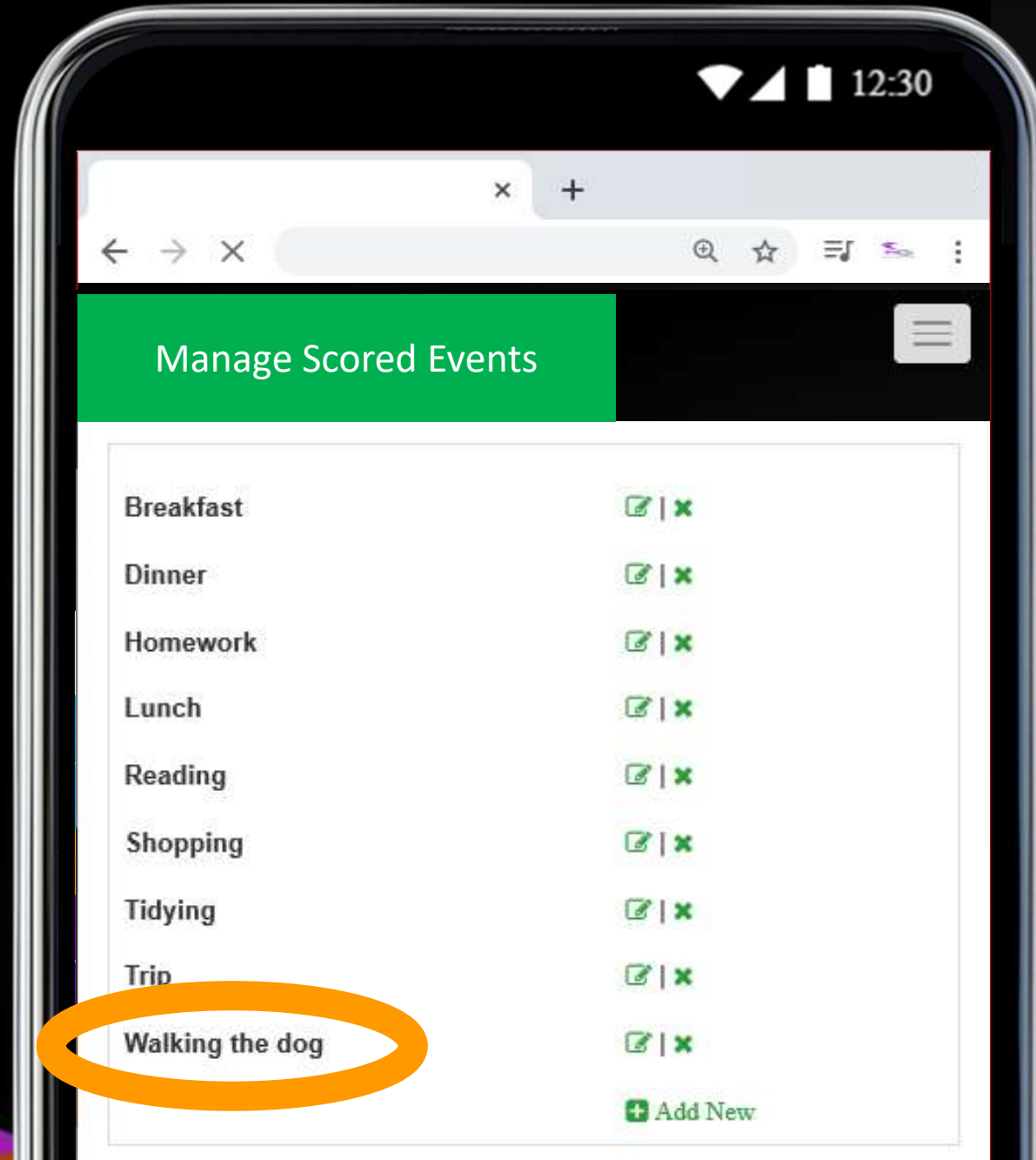
You can see a
list of the
activities.

Tap add new
to create a
new one.





Type your own custom activity, for example 'Walking the dog', and then tap 'Save'.



It's now added
to your list.

Breakfast



Dinner



Homework



Lunch



Reading



Shopping



Tidying



Trip



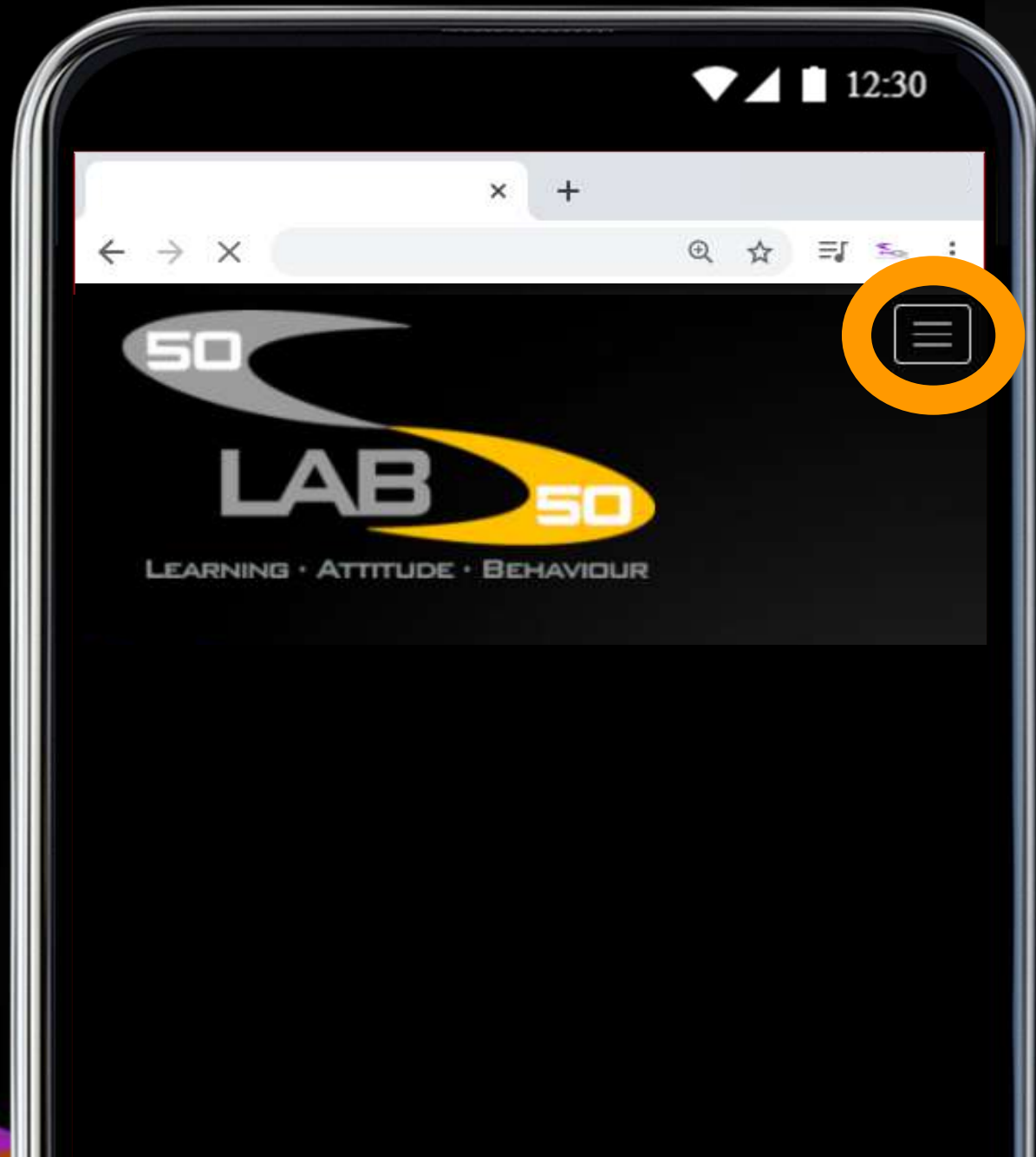
Walking the dog



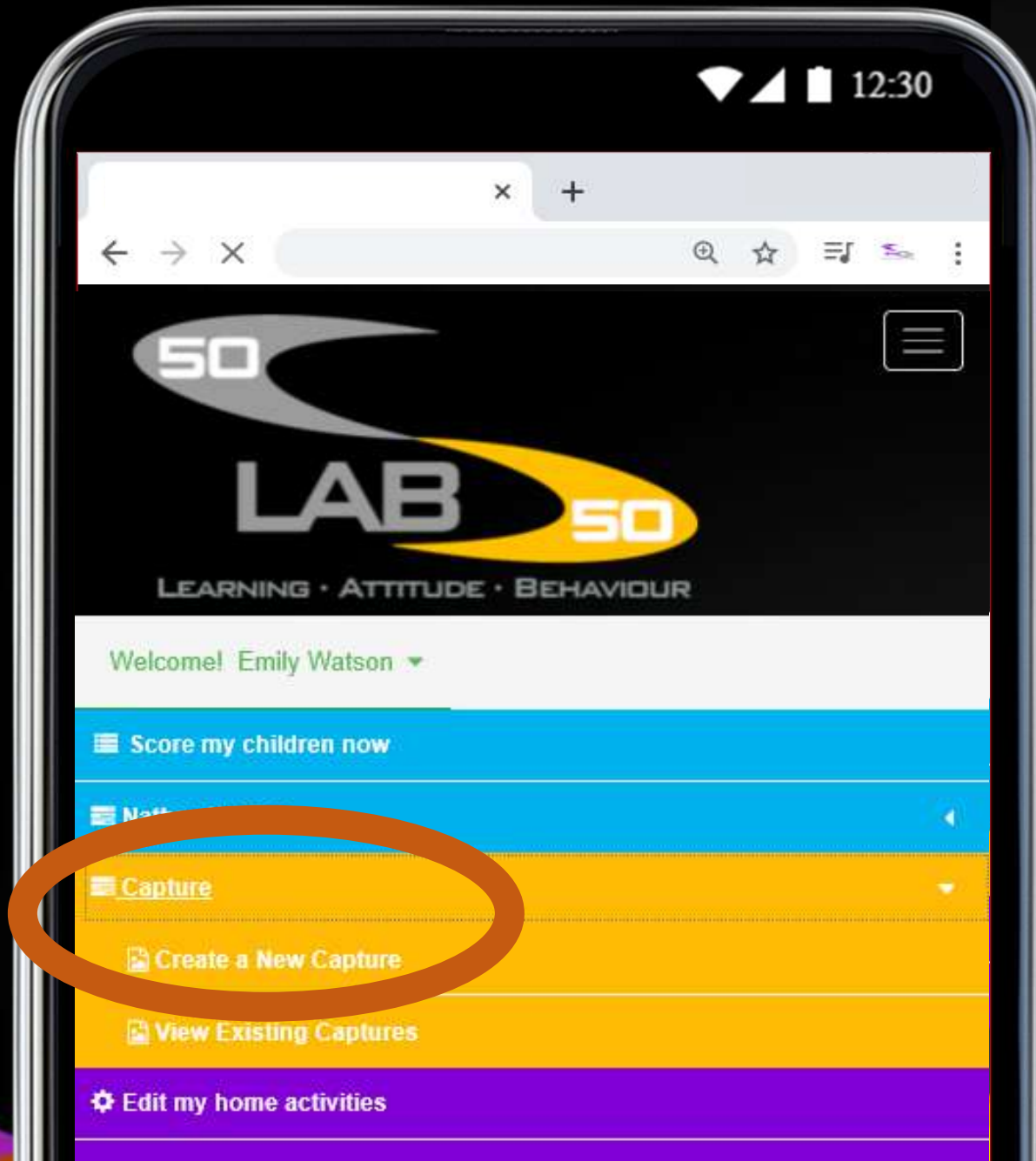
+ Add New

Publishing a Capture

You can also publish photo captures of your child by tapping the menu icon...



...tap 'Capture'
and then tap
'Create a New
Capture'...



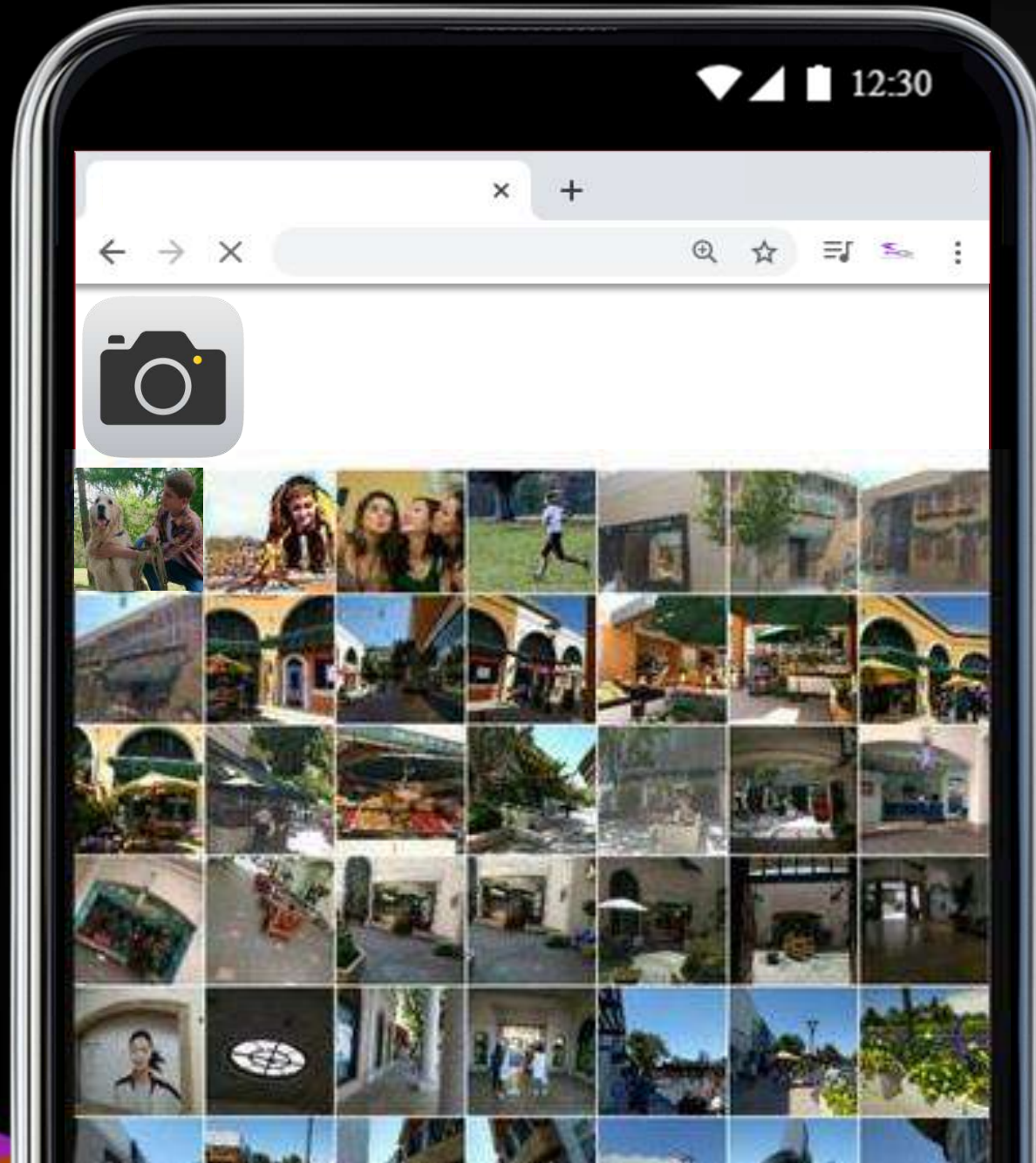
...choose the event, the character skill and the score.

Then select which children are doing the activity and then tap 'Get Photo'...

The image shows a smartphone screen displaying a web-based form. At the top, the status bar shows signal strength, Wi-Fi, battery, and the time 12:30. The browser address bar is empty. The form contains the following elements:

- A date input field containing "26/04/2020".
- Three radio button options: "School", "Sport", and "Home", with "Home" selected.
- A text input field containing "Walking the dog".
- A text input field containing "Independence".
- A text input field containing "3 Score & Bonus Point".
- A list of children with a checked checkbox next to "Nathan Watson".
- A red button labeled "Get Photo" next to the selected child.
- A text input field with the placeholder "Type a description".
- A grey button labeled "Add Capture" at the bottom right.

You can take a new photo or choose an existing one from your gallery.



Now type a brief description of what your child was doing and then tap 'Add Capture'.

The image shows a smartphone screen displaying a form for logging a child's activity. The form is titled '26/04/2020' and has three radio buttons for location: 'School', 'Sport', and 'Home', with 'Home' selected. The activity description is 'Walking the dog', and the skill being developed is 'Independence'. The score is '3 Score & Bonus Point'. A checkbox is checked next to the name 'Nathan Watson', and there is a red 'Get Photo' button. Below this is a small photo of a boy and a dog. The final description is 'Nathan was really helpful and walked the dog independently!', and there is a grey 'Add Capture' button at the bottom.

26/04/2020


School Sport Home

Walking the dog

Independence

3 Score & Bonus Point

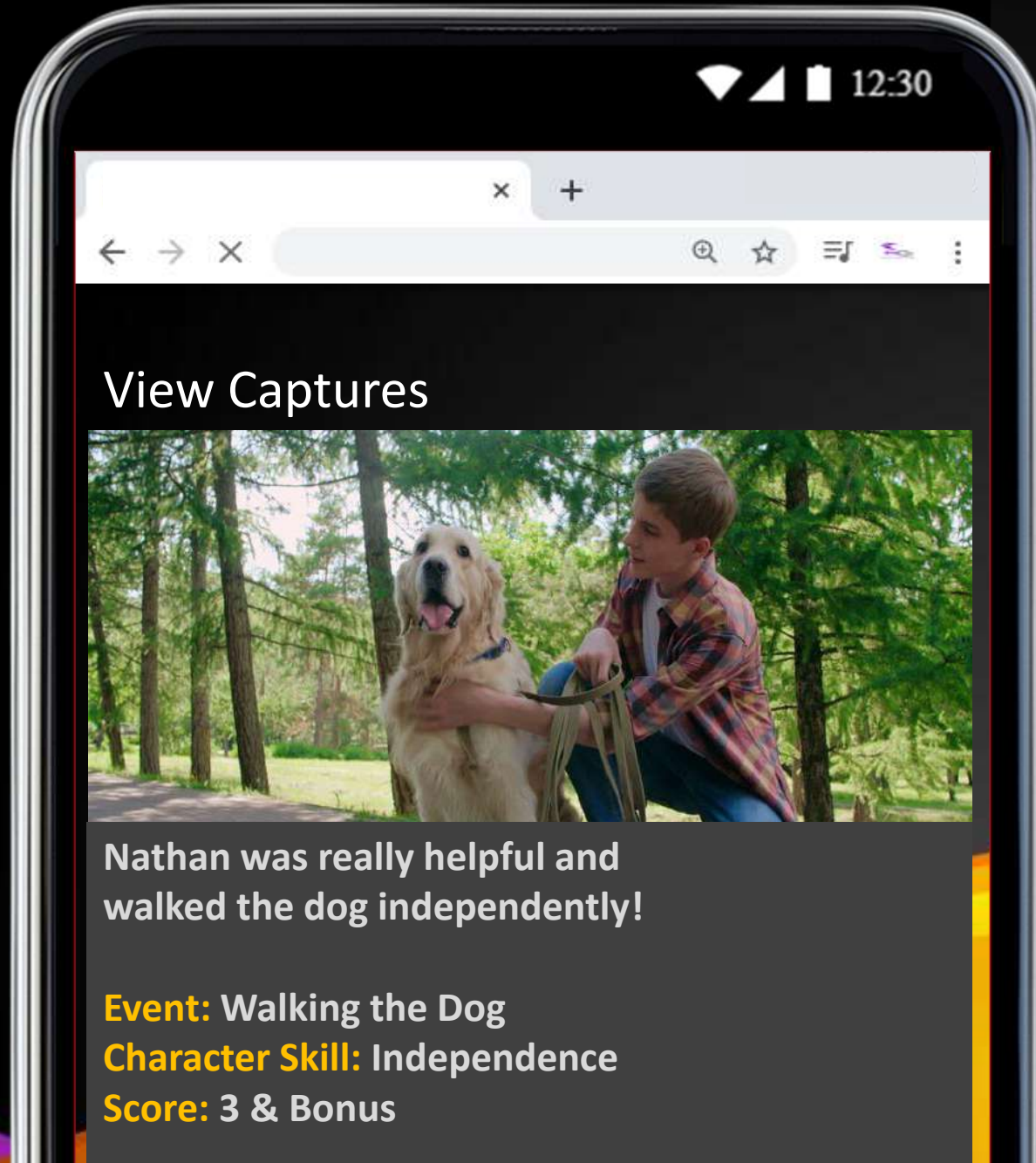
Nathan Watson [Get Photo](#)



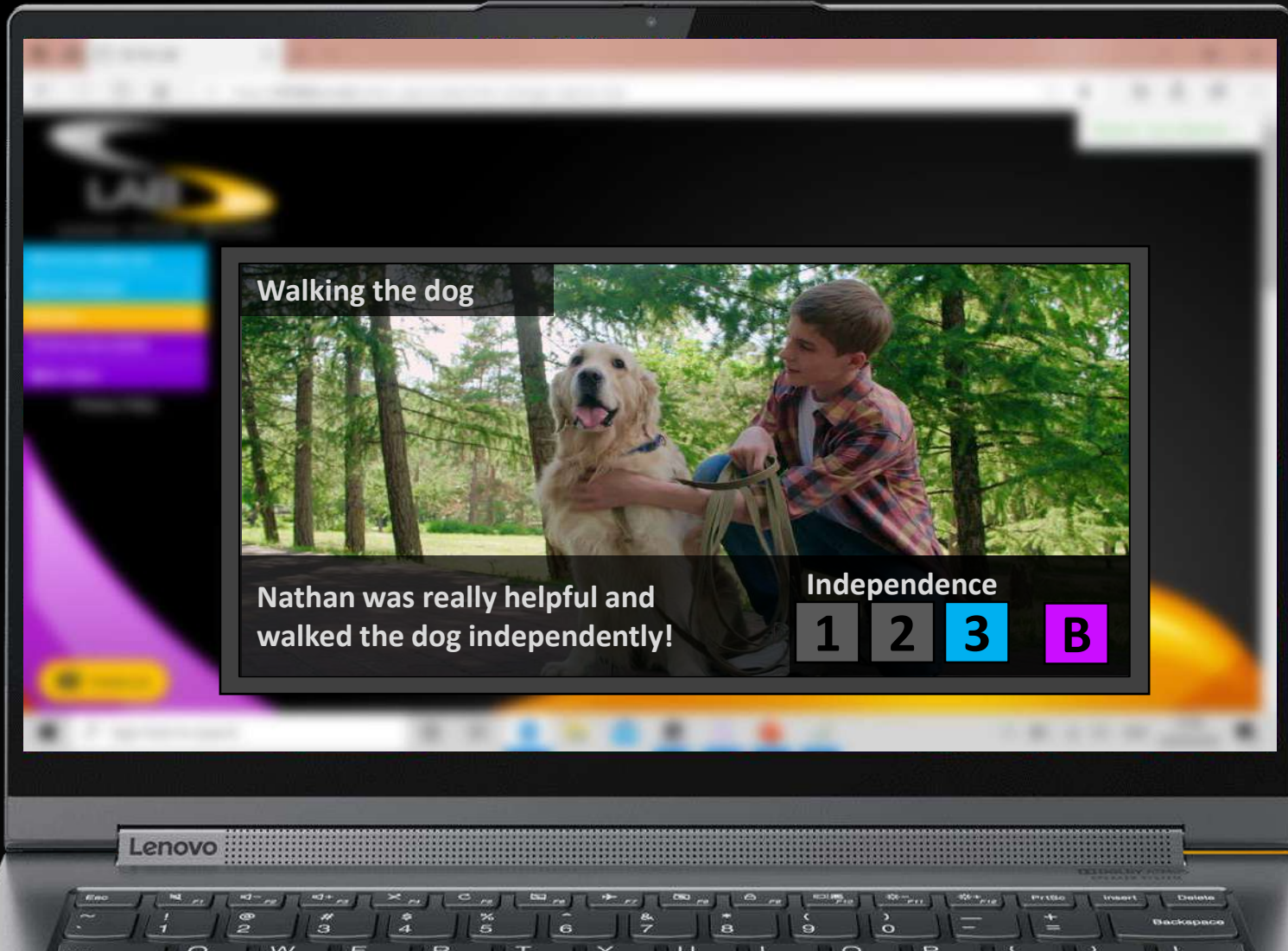
Nathan was really helpful and walked the dog independently!

Add Capture

You can view a simple version of your captures on your mobile or tablet.



If you use a laptop or PC, you can view or print a high quality version of the capture.





LEARNING · ATTITUDE · BEHAVIOUR

