



## KBI Quick Start Guide

**QUICK LINKS** [Resources for teachers/students to get started on KBI](#)  
[Step 1 and Step 2: Create a teacher account and a class/team](#)  
[Step 3: Optional - show students fun features on KBI](#)  
[Step 4: Students sign-up, take Intro Quiz & explore KBI](#)  
[Step 5: Optional - check-in and start a KBI learning module](#)  
[KBI Team Class/Record Sheet](#) and [Sample Student Marking Criteria](#)

Grade Levels: 4 to 12

### Resources For Teachers/Students Getting Started On KBI

- [Kids Boost Immunity \(KBI\) website](#)
- [KBI Teacher Help Guide](#) (download & save for quick reference)
- [Student Help Using Kids Boost Immunity](#) (download & save to share with students)
- [KBI Provincial/Territorial Outcomes/Lessons](#) (access with a Teacher Account – see Step 1 below)
- [KBI User Guides](#) (access with a Teacher Account – see Step 1 below)
- [KBI Class/Team Record Sheet](#) (at end of this document)
- [Sample Student Marking Criteria](#) (at end of this document)

### How To Make Students' First KBI Experience Go Well

Kids Boost Immunity (KBI) is designed by teachers for both classroom and online teaching/learning. Audio, images, videos, educational interactive games, and built-in assessment allow students to work independently if needed.

KBI has hundreds of lessons on many curriculum topics and thousands of resources. This lesson plan helps both teachers and students get started.

While there are five steps, two are optional allowing for flexibility around time availability.

Step 1: Create A Teacher Account (2-3 min)

Step 2: Create A Class/Team (3-5 min)

Step 3: Optional - Show Students Fun Features On KBI (10-20 min)

Step 4: Students Join/Sign-up To Your Class/Team, Take Intro Quiz & Explore KBI (20-30 min)

Step 5: Optional - Check-in & Start A KBI Learning Module (time will vary)

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## Step 1: Create A Teacher Account (2-3 min)

- **Create a teacher account.** This is a one-time sign-up as long as you use the same email so no need to renew yearly.
  - Go to [sign-up](#) on the [kidsboostimmunity.com](#) website and fill in your teacher information (name, school email, etc.) Here are instructions in the [Teacher Help Guide](#).

**NOTE** - approval of **Teacher** accounts can take up to one business day, so it is recommended that you do this a few days prior to using the site with your students.

## Step 2: Create A Class/Team (3-5 mins)

- **Create a class/team.**
  - Go to "[My Teams](#)" and create a team for your class.

**NOTE** - You will need to have completed step 1 and be logged in to your teacher account for this link to work.

This [Teacher Help Guide](#) page 4 gives step-by-step instructions.

The most important step in making a team is creating a 'team registration code'. This enables students to join your class/team.

- Students will be required to enter this code when they sign-up, and this code determines which team they join. They will be required to enter this only once (during sign up).
  - Decide how you want to share this code with your students (preferably electronically so they can copy & paste).
  - Teachers can make as many teams as they like. It is suggested that teachers make one team per class unless this does not meet individual student needs.
- Scan [lessons](#) and find where accompanying **Unit Plans/Lessons Plans** are located.

Click on any learning module to see lessons. Almost all lessons have accompanying resources.

Click on [View Lesson Plan\(s\)](#) to reveal the link to the Unit Plan/Lesson Plan (see example in orange).

There are thousands of free worksheets, inquiry activities, and answer guides on KBI all linked directly to lessons.



### **02 - Classification of Living Things (8-9)**

 30 minutes approx.  [View Scores](#)

[View Lesson Plan\(s\)](#)

[Unit Plan: Diversity of Living Things \(8-9\)](#)

## Step 3: Optional – Show Students Fun Features On KBI (15-20 minutes)

Kids Boost Immunity (KBI) has unique features designed to engage students.

Showing these to students ahead of time may get them excited to start learning.

### 1. Present KBI topics and lessons to the students.

- a. Show some of the [learning modules](#).

Here is an example for Grade 7



- b. Show an example of a lesson.

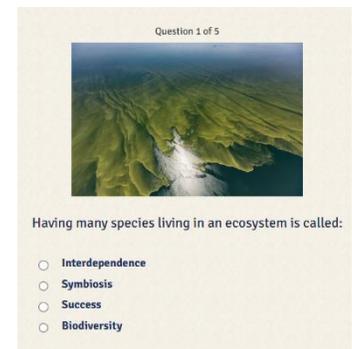
Lessons are designed to be engaging with images, videos, interactive games and audio.

### 2. Explain the unique aspect of KBI that students can help others.

- a. KBI is the only program where students can earn a vaccine donation through UNICEF Canada if they score 80% or higher on a quiz. Students can retry a quiz until successful.

The name 'Kids Boost Immunity' comes from the concept of students helping others.

- b. The Final Quiz for each learning module is a bit different. Students earn vaccines for their first try only.



### 3. Show examples of unique team names from the KBI leaderboard.

It's sometimes fun to pick a team name together.

Show the [leaderboards](#) and ask students to take a few minutes to come up with a team name that is unique and creative.

**NOTE** - it's easy for a teacher to edit the team name.



School	Questions Answered	Vaccines	Students	Team
St Patrick High School Thunder Bay, ON	2,220	198	26	Cook Patrol
St Joseph Island Central Public School Richards Landing, ON	2,464	195	20	Kear's Sharks
Edouard Hébert (emeritus) Saint Pierre Joly, NB	2,674	191	43	7 Courage
Our Lady Queen of Peace Elementary School Ardara, AB	2,093	190	49	
Betty Gilbert Middle Aldersgate, NS	2,856	188	23	

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### Step 4: Students Sign-up, Take Introduction Quiz & Explore KBI (20 - 30 minutes)

1. **Give students the ‘team registration code’** you created in Step 2. See the [Teacher Help Guide](#).
2. **Send students to [Kids Boost Immunity](#)** and ask them to sign up as a student.  
**NOTE** – KBI’s sign-up page defaults to student to make this easier for them.
  - a. Provide students with the easy to follow guide [Student Help Using Kids Boost Immunity](#) PDF.
    - Option 1 - Have all students register at once.
    - Option 2 - Work with a few students at a time (maybe 5 to 7), allowing you time to communicate with each student to confirm their username and password. Students who are waiting could read over the Student Help pdf above, and/or look over sample lessons.
3. **Students take the Introduction Quiz.**
  - As soon as students sign up, they are automatically taken to the Introduction Quiz. Instruct students to complete it. This quiz explains how to use the site.
4. **Ask students to pick one or more lessons and earn vaccines.**
  - a. As part of the first lesson ask students to choose a lesson and do the quiz. The aim is to earn 1 or more vaccines.
  - b. Depending on the time available and age of the students, they can continue doing lessons and earning vaccines.
5. **KBI supports learning outside of school.**

KBI provides students with all they need to do lessons and complete quizzes on their own:

  - Students who need more time to finish a lesson and successfully complete a quiz to earn a vaccine have access to the lessons and quizzes outside of class time and this helps reinforce learning.
  - Students who enjoy more of a learning challenge can stay engaged by doing additional lessons and quizzes on their own.
6. **Encourage focused learning**
  - Some students may want to go directly to the quiz without taking the time to read the lesson information. The [sample marking rubric](#) encourages more focused learning by giving more marks to those who score higher than 80% the **first time** they do a quiz.

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### Step 5: Optional - Check-in & Start A KBI Learning Module

1. **Ask students what they thought of KBI.**
2. **Provide feedback on students' general management of login information** (usernames and passwords). Provide support to any students who did not manage to create an account.

3. **Check which students completed quizzes and earned one or more vaccines.** Teachers can see which students completed quizzes by selecting their team in My Teams. In this example ShannonP earned 2 vaccines.

Show the leaderboard if you would like to have friendly competition, as this can be a good motivator.

Having friendly competition between classes or within a school is fun and gives students a positive goal.

#### Top Vaccine Earners

Teachers can change what this leaderboard displays. [Click here to adjust.](#)

Name	Vaccines ▼
ShannonP	2

4. **Start students on a learning module and use accompanying resources.** Almost ALL learning modules have an accompanying unit plan or lesson plan with resources such as:
  - Literacy building vocab worksheets (grades 4-9) and some numeracy activities/worksheets (grades 4-12)
  - Inquiry activities
  - Lesson and video worksheets
  - Answer guides and marking rubrics

### Additional Resources In The Teacher Centre

The [Teacher Centre](#) includes:

- [User Guides](#) provide instructions on how to use the KBI site. Answers to any questions are here.
- [Year Planners](#) show provincial outcomes for learning modules by grade (4, 5, 6, 7, & 8). Links to lessons and unit/lesson plans make it easy to access all resources.
- [Unit/Lesson Plans](#) linked to lessons are also found here.
- [Professional Development](#) includes webinar videos and resources by teacher specialists.

HAVE FUN WITH YOUR STUDENTS!

## KBI Class/Team Record Sheet

Class \_\_\_\_\_ Team Name \_\_\_\_\_ Team Registration Code \_\_\_\_\_

Student Name	KBI Username	Password
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2.		
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25.		
26.		

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## Learning Modules

Teachers may want to keep track of Learning Modules they want to cover.

Use/adapt to include other information such as relevant teaching unit, approximate date, etc.

Learning Module

1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			

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## Sample Getting Started on Kids Boost Immunity Student Marking Criteria

Name \_\_\_\_\_

Has followed steps from the guide 'Student Help Using Kids Boost Immunity' and has asked others (peers) for help if needed	/3 marks
Has written down their login/password (and/or shared with teacher)	/2 marks
Has completed the Introduction Quiz	/2 marks
Has completed a lesson quiz successfully (scoring 80% or higher) to earn a vaccine: <ul style="list-style-type: none"> <li>• On the <b>first</b> try</li> <li>• On the <b>second</b> try</li> <li>• After 3 or more tries</li> </ul>	3/3 marks 2/3 marks 1/3 marks
TOTAL /10 marks	

NOTE - teachers need to determine the number of vaccines they expect students to earn before the next session. For example, students in Grades 7 and higher might be expected to earn 5 vaccines over 2 days or more between sessions, whereas students in a Grade 4 or 5 class could try to earn 1 to 2 vaccines by a session the following day, if possible.

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