

User manual

For Sensei

Step by step through TanoshiGo, with screenshots of the app.



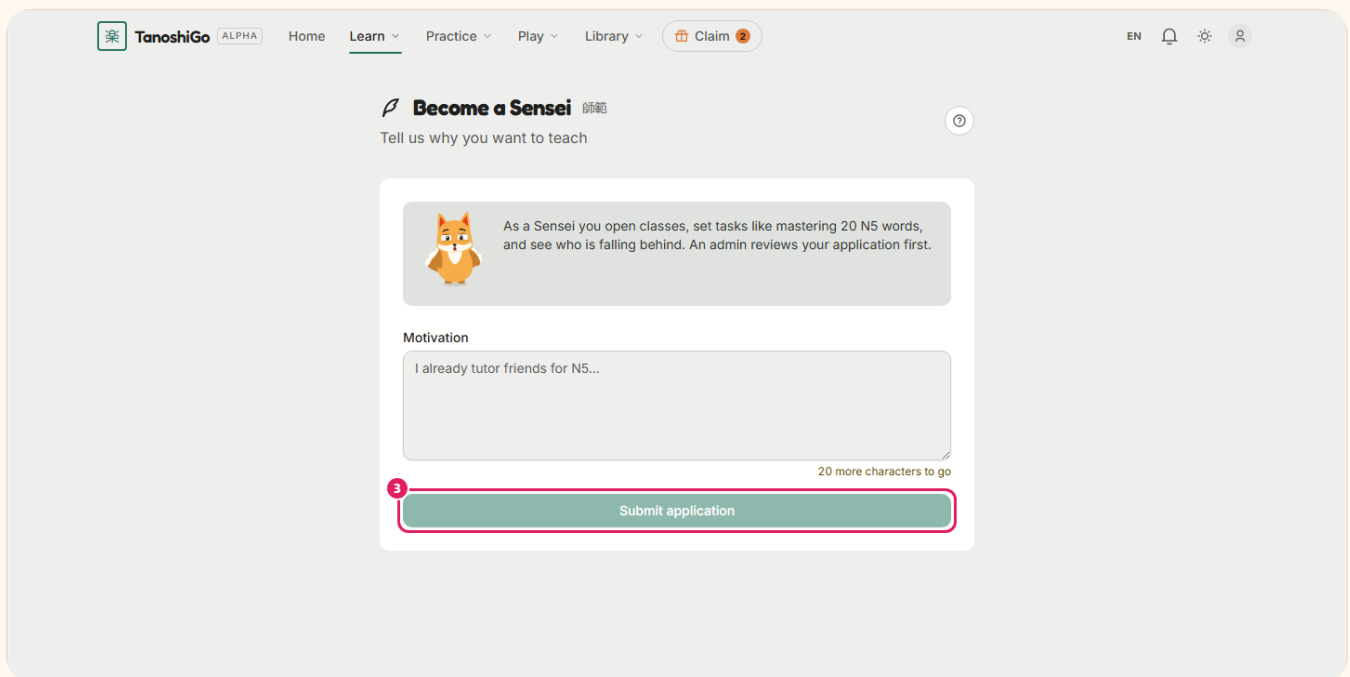
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1 Become a verified Sensei

To create a class, your Sensei application needs approval.

- 1 Open Juku, then click Become a Sensei.
- 2 Fill in the Motivation field (at least 20 characters) about why you want to teach.
- 3 Click Submit application.
- 4 Wait for review. The card shows a pending status.



The screenshot shows the 'Become a Sensei' (師範) page on the TanoshiGo website. The page has a light gray background. At the top, there is a navigation bar with the TanoshiGo logo, 'ALPHA' tag, and links for Home, Learn, Practice, Play, and Library. A 'Claim' button with a question mark icon is also present. The main heading is 'Become a Sensei' with the Japanese text '師範' and a subtext 'Tell us why you want to teach'. Below this, there is a white card containing a gray box with a fox icon and text explaining the Sensei role. Underneath is a 'Motivation' section with a text input field containing the text 'I already tutor friends for N5...'. To the right of the input field, it says '20 more characters to go'. At the bottom of the card, there is a green 'Submit application' button with a red circle containing the number '3' next to it.

The Sensei application form.

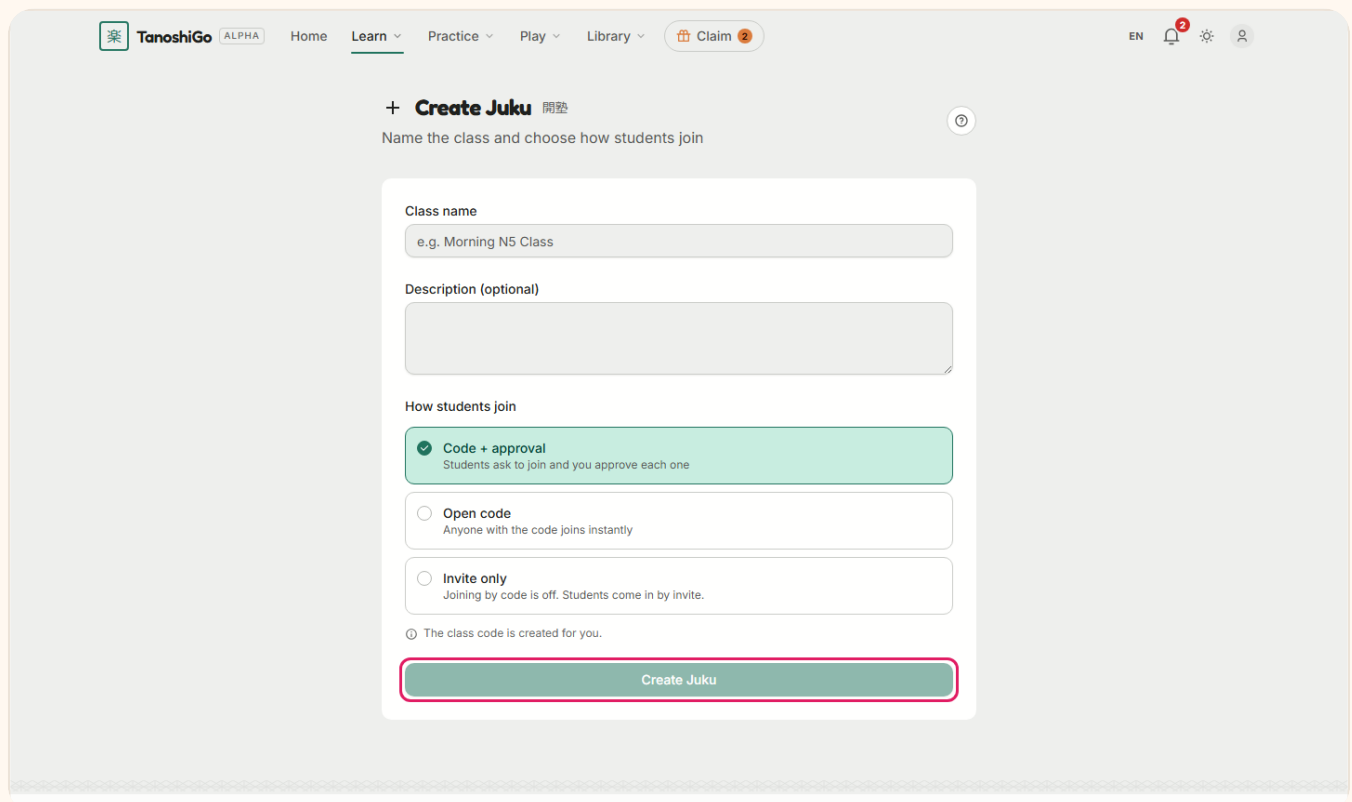
An admin reviews applications

An admin reviews the application. Once it's approved, the Create Juku button appears on the Juku page.

2 Creating a class

Once you're verified, you can create a class.

- 1 Open Juku, then click Create Juku.
- 2 Fill in the Class name and Description (optional).
- 3 Pick how students join, Code + approval, Open code or Invite only.
- 4 Click Create Juku. You are taken to the class page.



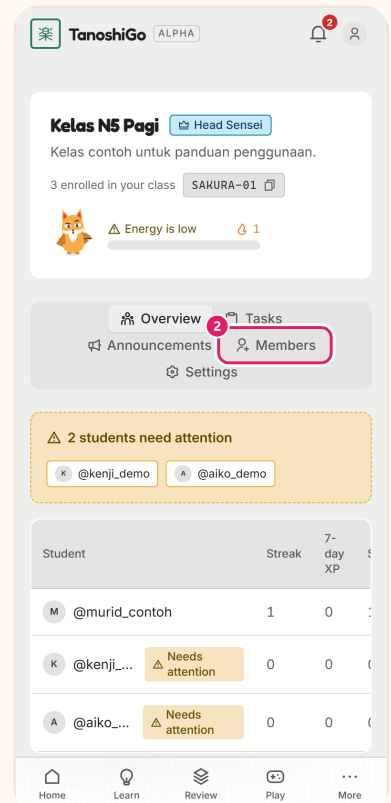
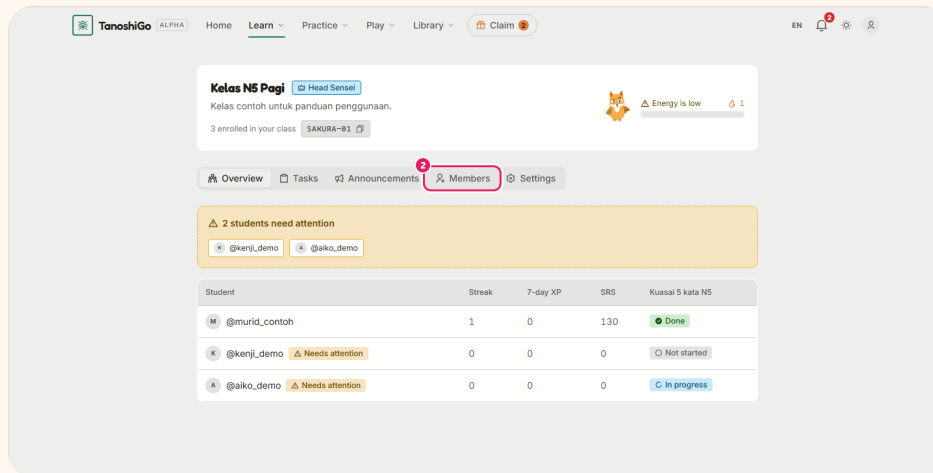
The screenshot shows the 'Create Juku' form on the TanoshiGo website. The form is titled '+ Create Juku 開塾' and includes a sub-header 'Name the class and choose how students join'. It contains three main sections: 'Class name' with a text input field (placeholder: 'e.g. Morning N5 Class'), 'Description (optional)' with a larger text area, and 'How students join' with three radio button options: 'Code + approval' (selected, with subtext 'Students ask to join and you approve each one'), 'Open code' (with subtext 'Anyone with the code joins instantly'), and 'Invite only' (with subtext 'Joining by code is off. Students come in by invite.'). Below these options is a note 'The class code is created for you.' and a large green 'Create Juku' button.

The create-class form.

3 Sharing the class code

Students join with your class code.

- 1 The class code shows at the top of the class page (for example SAKURA-01).
- 2 Share that code with your students, or open the Members tab and Copy invite link.
- 3 Students enter the code on their Juku page to join.



The class header with its join code.

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Creating an assignment

Assignments have measurable targets, and the app checks them automatically.

- 1 On the class page, open the Tasks tab, then click Create task.
- 2 Pick a Type: Practice target, Lesson, or Unit. Fill in the Title.
- 3 For a Practice target, pick the Target, Amount, and Level. Check the Students will see preview.
- 4 Click Create task. It publishes to all students at once.

Create task ×

Type

☒ Practice target

☐ Lesson

☐ Unit (all lessons)

Title

e.g. Master 20 N5 words

Target

Master SRS words ▼

Amount

20

words mastered

Level (optional)

All ▼

⊕ What your students will see

Master SRS words: 20 words mastered

Completes on its own the moment a student reaches it.

Instructions (optional)

Due date (optional)

4

The create-task dialog.

Completes on its own

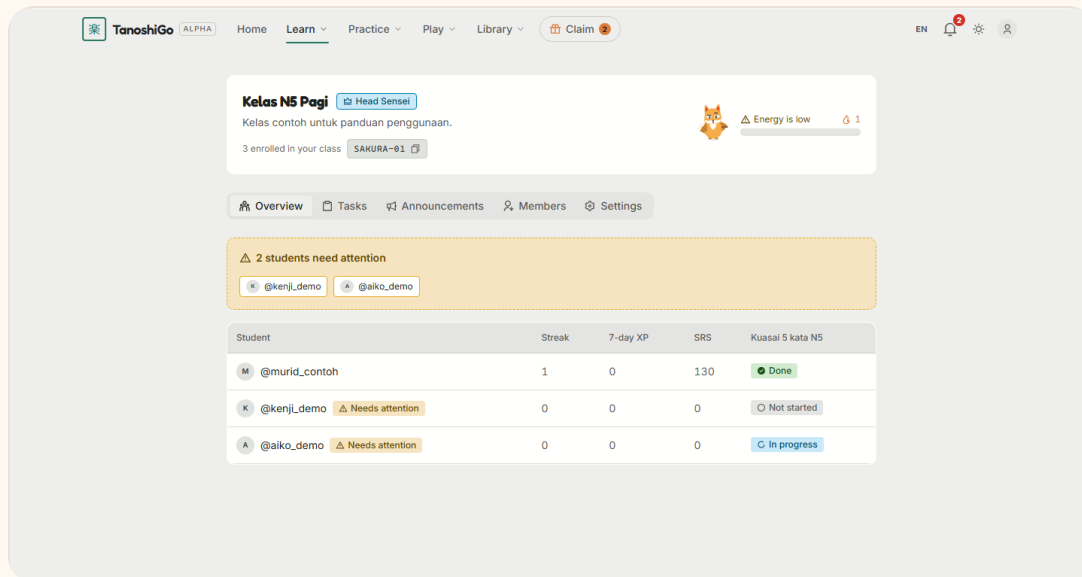
A task completes automatically when its target is reached, so you don't grade each one.

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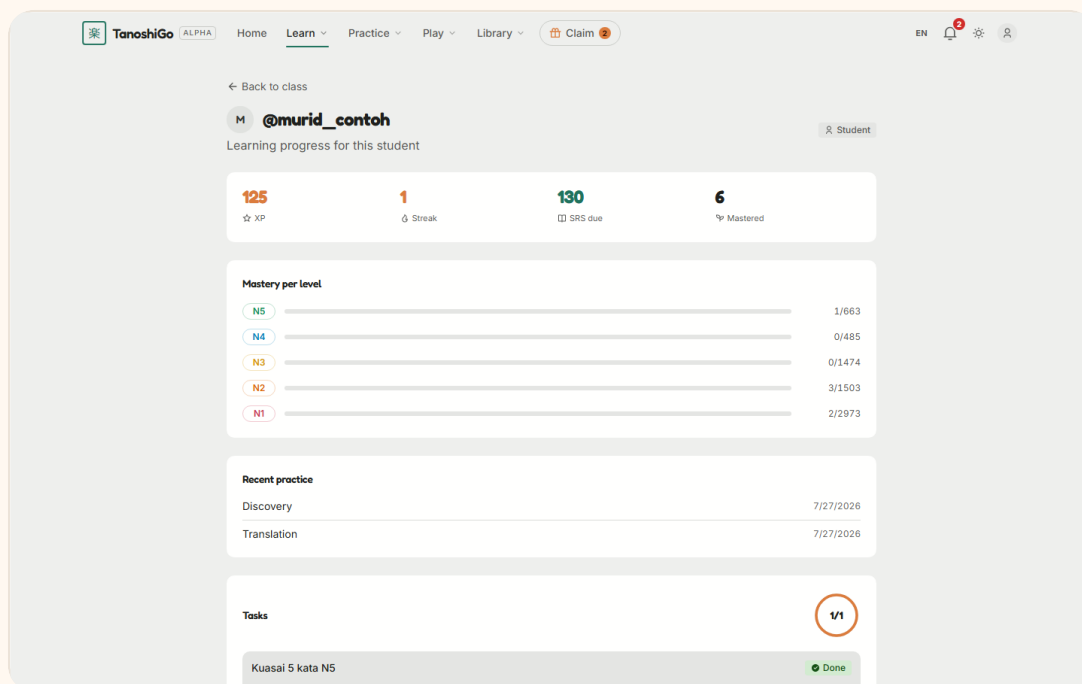
Viewing student progress

See who has done what, at a glance.

- 1 Open the Overview tab to see a grid of each student and their task status (Done, In progress, Not started).
- 2 Click a student's name to open their dashboard.
- 3 The dashboard shows XP, streak, mastery per level, and each task.



The class progress grid.



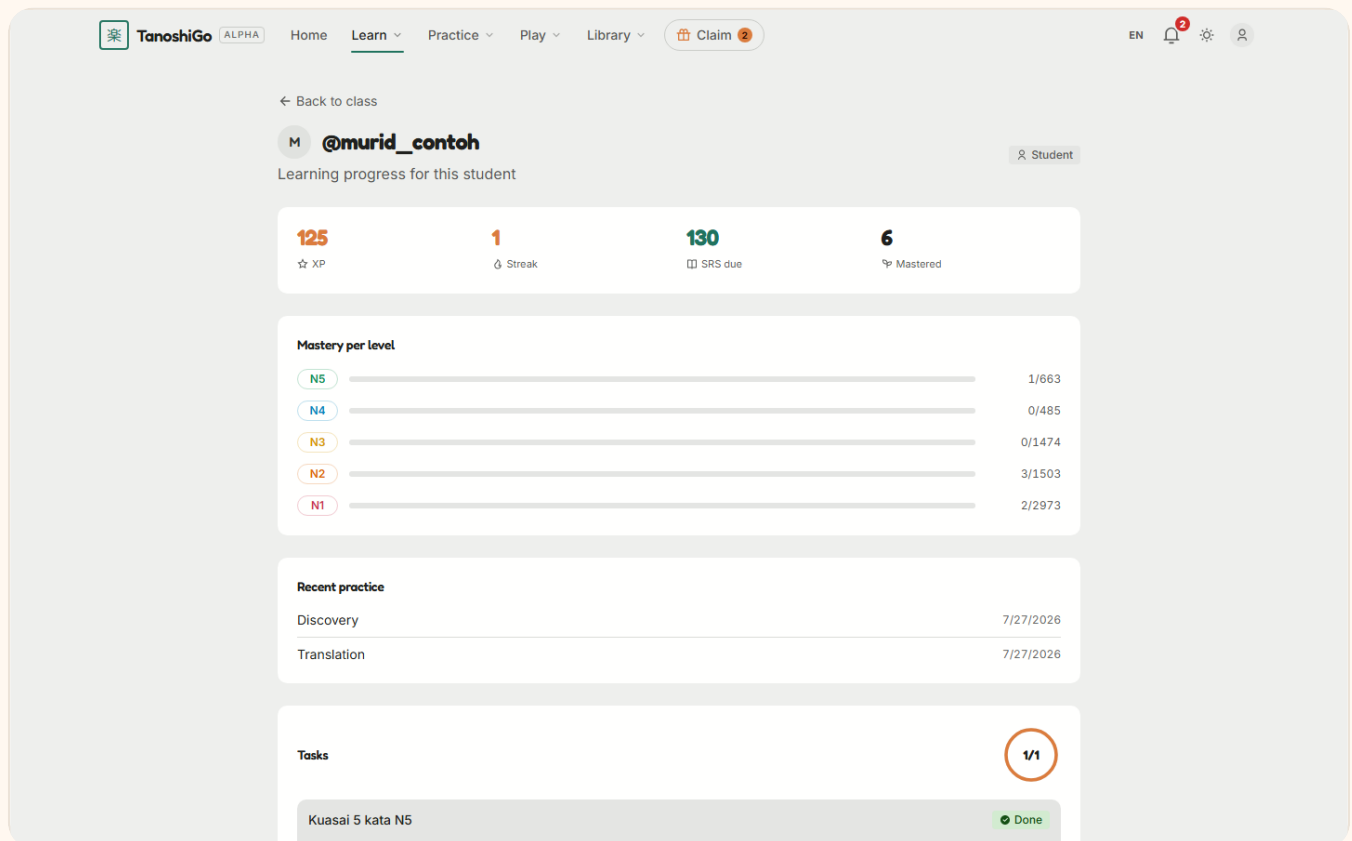
A student's progress dashboard.

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Giving stickers and feedback

Encourage your students right from their dashboard.

- 1 On a student's task row, click a sticker (for example Ganbatte).
- 2 Write feedback in the text box, then click Send feedback.
- 3 If needed, click Mark done to mark the task complete manually.



A student's progress dashboard.

Notes don't change results

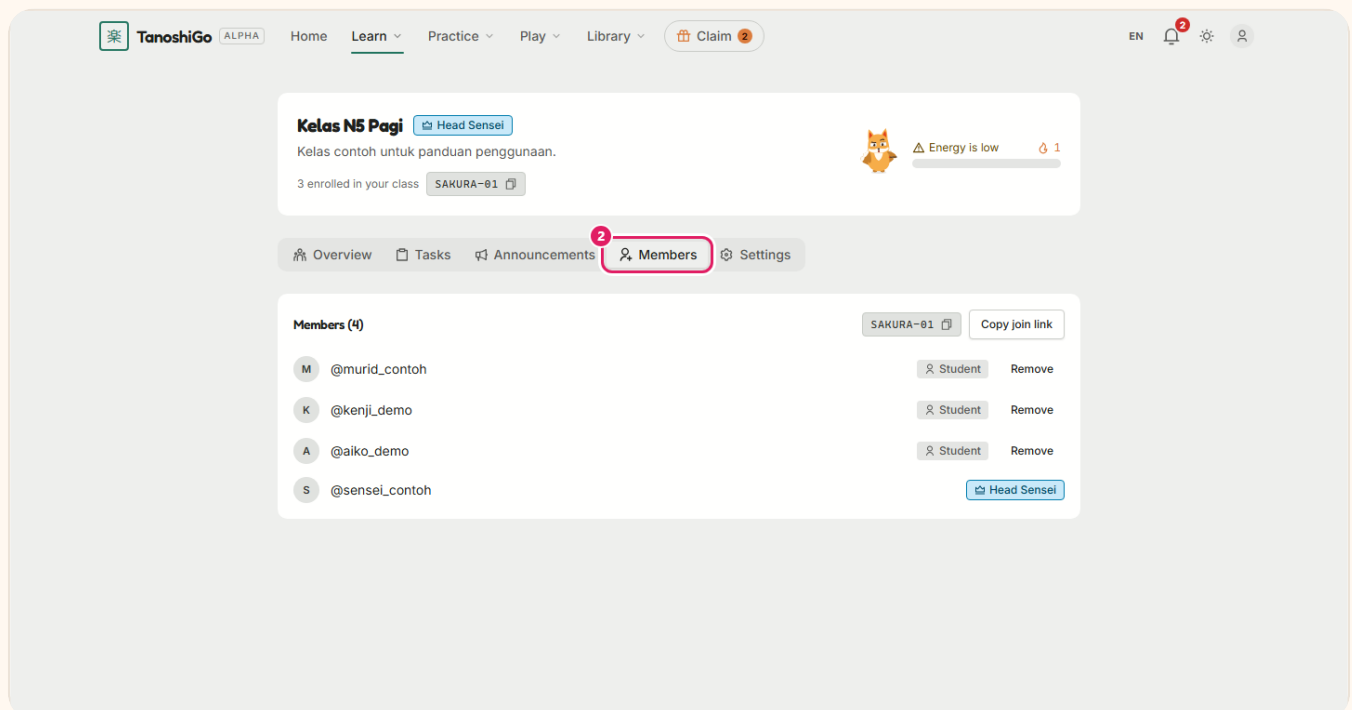
Stickers and feedback don't change a student's measured results. The app still does the grading.

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Approving and managing the class

Manage members and class settings.

- 1 In the Members tab, approve or reject Join requests.
- 2 To remove a member, click Remove in the member list.
- 3 In the Settings tab, you can Archive the class.
- 4 To delete permanently, click Delete class and type the class name to confirm.



The Members tab with join requests.

Not available to you yet

A few things can't be done yourself yet, changing member roles, transferring ownership, email invites and editing a class after it's created.