

User Manual

For Teachers

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



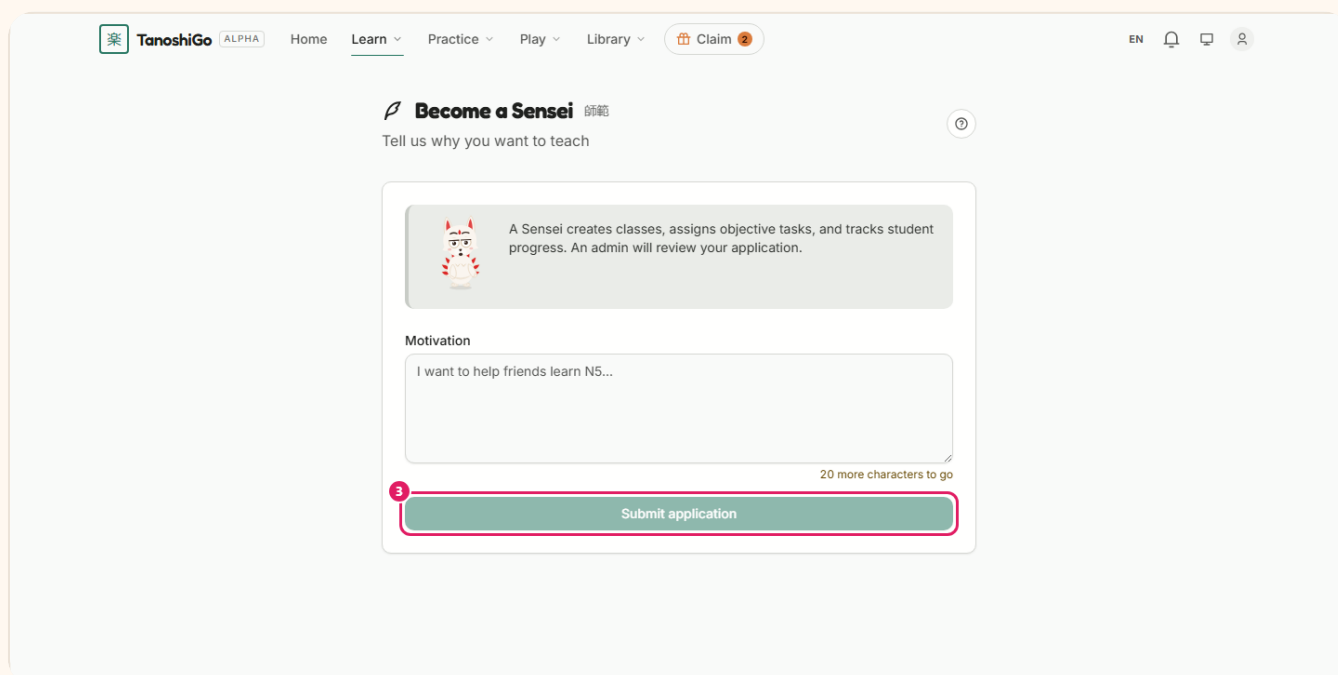
Contents

- | | | | |
|---|--------------------------|---|----------------------------------|
| 1 | Become a verified Sensei | 5 | Viewing student progress |
| 2 | Creating a class | 6 | Giving praise and feedback |
| 3 | Sharing the class code | 7 | Approving and managing the class |
| 4 | Creating an assignment | | |

1 Become a verified Sensei

To create a class, your teaching account must be approved by an admin.

- 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 blue header with navigation links: Home, Learn (selected), Practice, Play, Library, and a Claim button. The main content area is titled 'Become a Sensei' with a subtext 'Tell us why you want to teach'. Below this is a grey box with a cat icon and text explaining the Sensei role. A 'Motivation' text field contains the text 'I want to help friends learn N5...'. A green 'Submit application' button is at the bottom, highlighted with a red circle and the number 3. A character count '20 more characters to go' is visible next to the text field.

The Sensei application form.

Approved by an admin

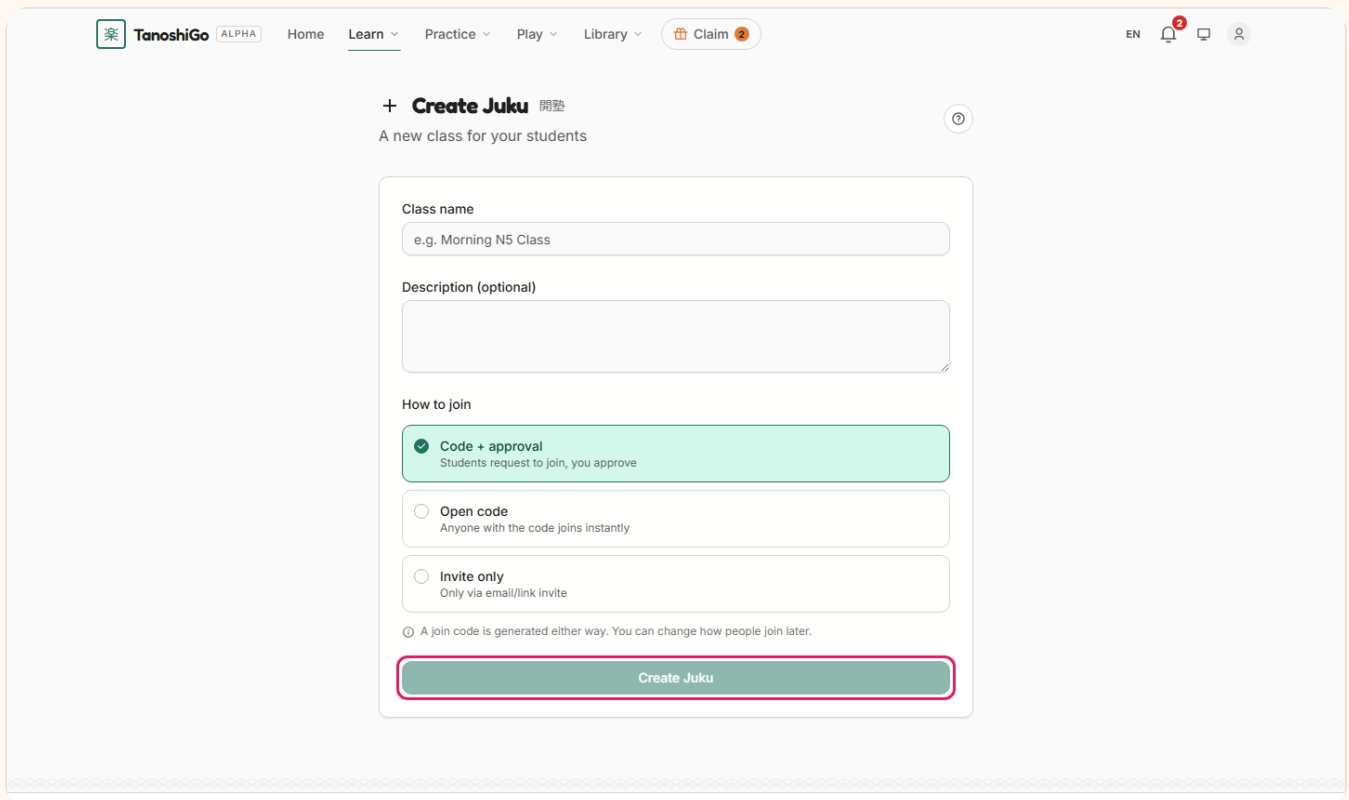
Review is done by an admin, not inside the Juku page. Once approved, the Create Juku button appears.

2

Creating a class

Once verified, create a class in a moment.

- 1 Open Juku, then click Create Juku.
- 2 Fill in the Class name and Description (optional).
- 3 Pick how to join: Code plus 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 has a subtitle 'A new class for your students'. It contains the following sections:

- Class name:** A text input field with a placeholder 'e.g. Morning N5 Class'.
- Description (optional):** A larger text input field.
- How to join:** Three radio button options:
 - ☒ **Code + approval**
Students request to join, you approve
 - ☐ **Open code**
Anyone with the code joins instantly
 - ☐ **Invite only**
Only via email/link invite
- Footer note:** A small note stating 'A join code is generated either way. You can change how people join later.'
- Create Juku button:** A large green button with a red border at the bottom of the form.

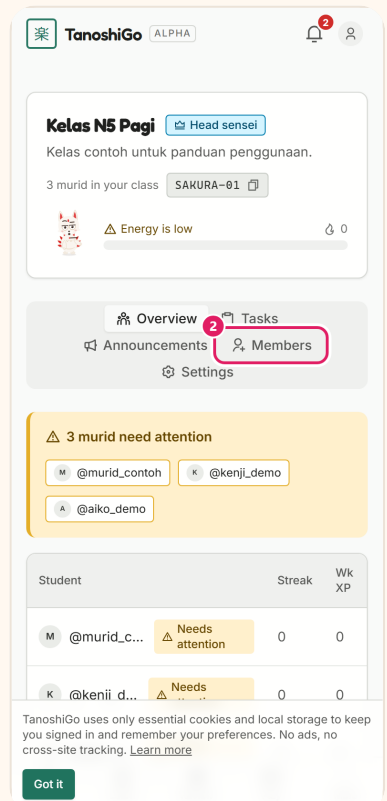
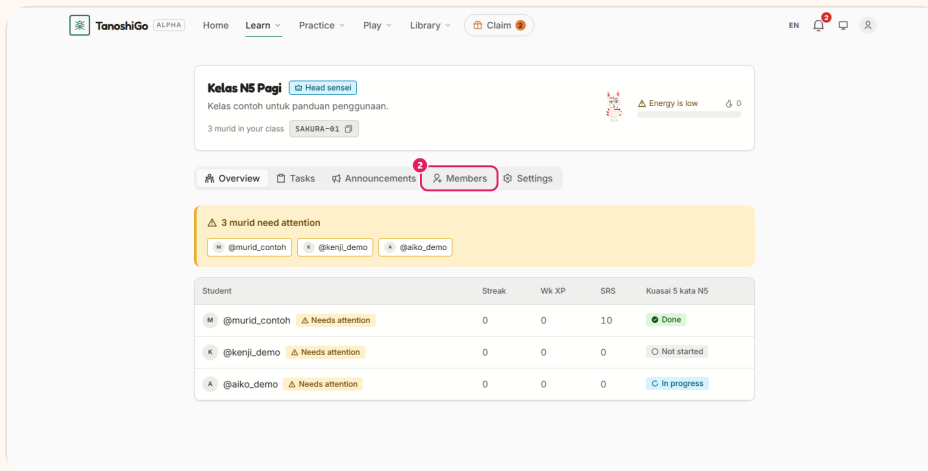
The top navigation bar includes the TanoshiGo logo, 'ALPHA' tag, and links for Home, Learn, Practice, Play, and Library. There is also a 'Claim' button with a badge. The user interface is in English (EN) and shows a notification badge on the user profile icon.

The create-class form.

3 Sharing the class code

Students join with your class code.

- 1 The class code shows in the class page header (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.

4

Creating an assignment

Assignments are objective. The app grades 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 (objective)

☐ Lesson

☐ Unit (all lessons)

Title

e.g. Master 20 N5 words

Target

Master SRS words

Amount

20

words mastered

Level (optional)

All

© What your murid will see

Master SRS words: 20 words mastered

Completes on its own the moment a murid reaches it.

Instructions (optional)

Due date (optional, soft)

4

The create-task dialog.

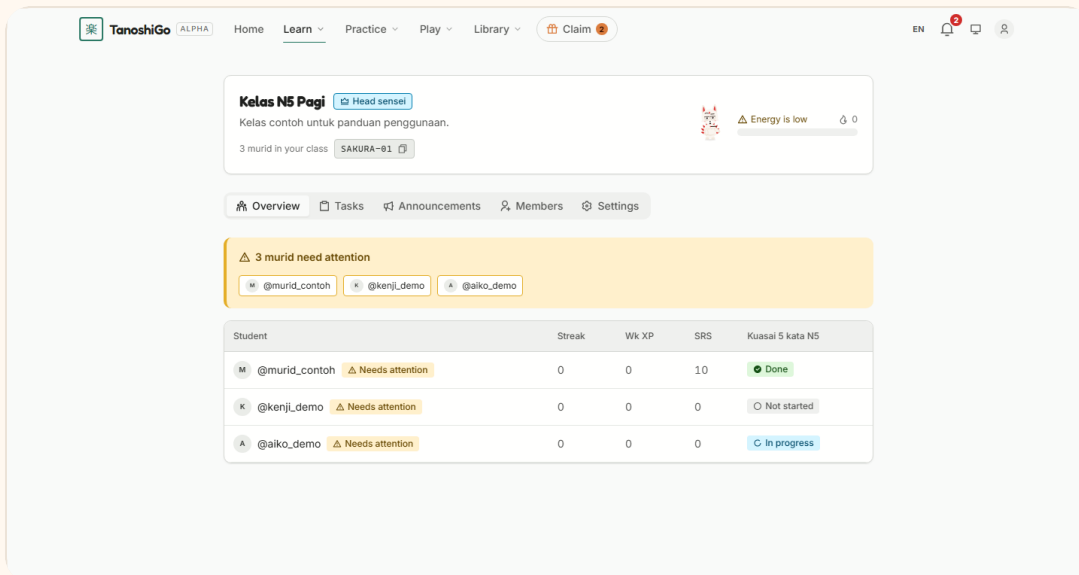
Objective and automatic

It completes automatically when the target is reached. You do not grade manually, you only guide.

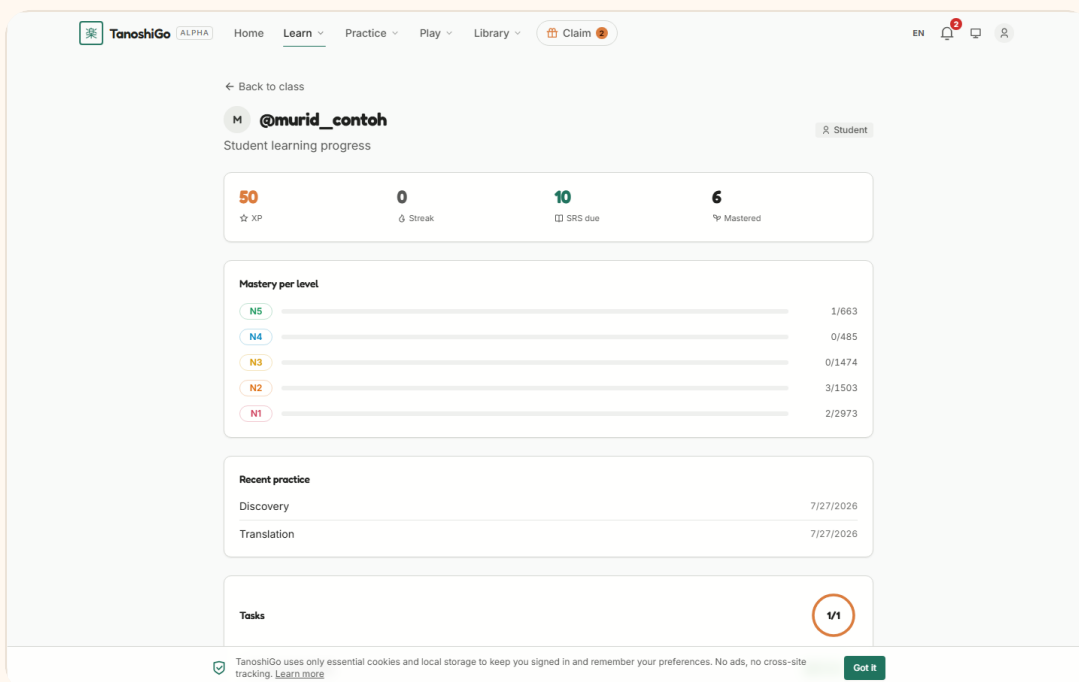
5 Viewing student progress

See who has done what, at a glance.

- 1 Open the Overview tab to see the grid: 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.

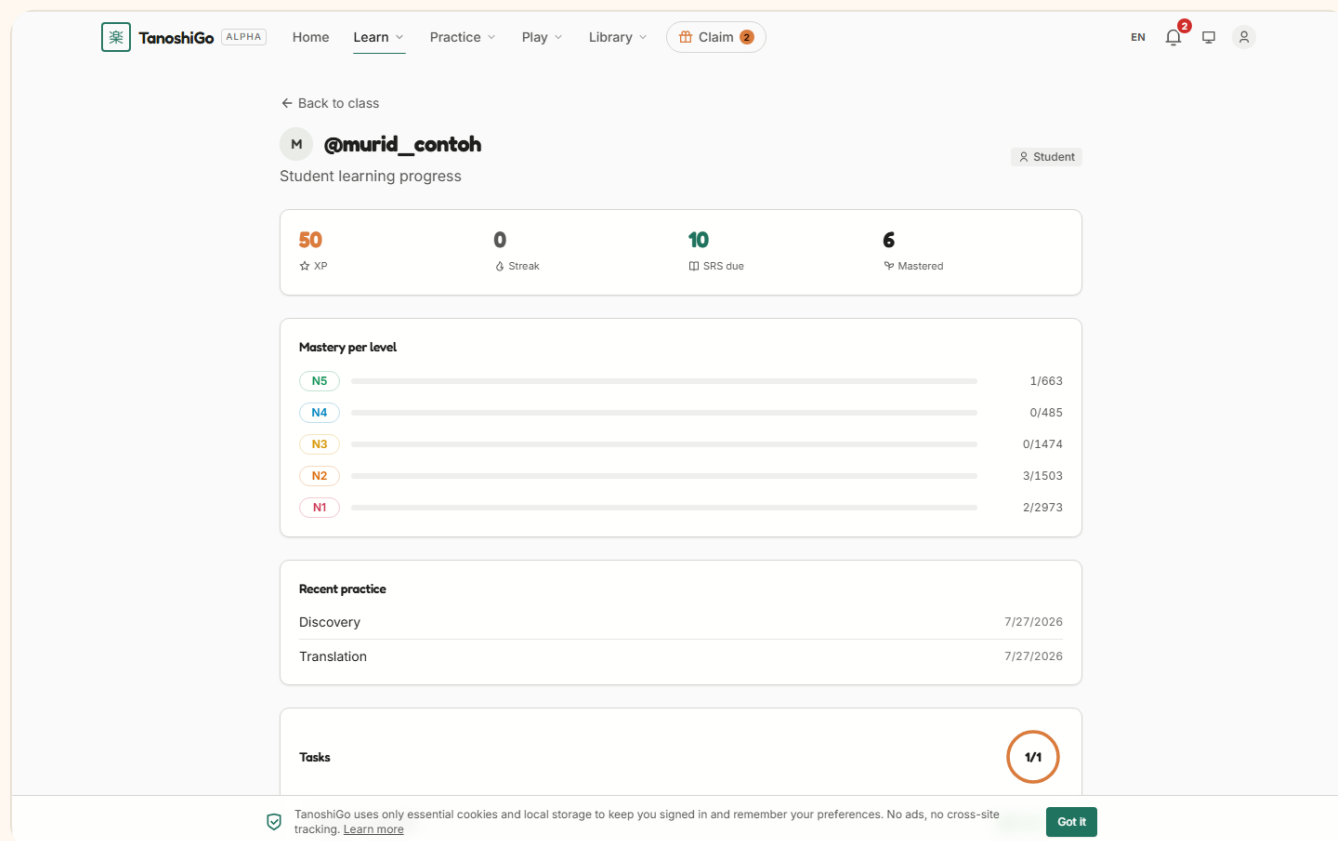


A student's progress dashboard.

6 Giving praise and feedback

Encourage your students right from their dashboard.

- 1 On a student's task row, click a praise 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.

Annotation, not grades

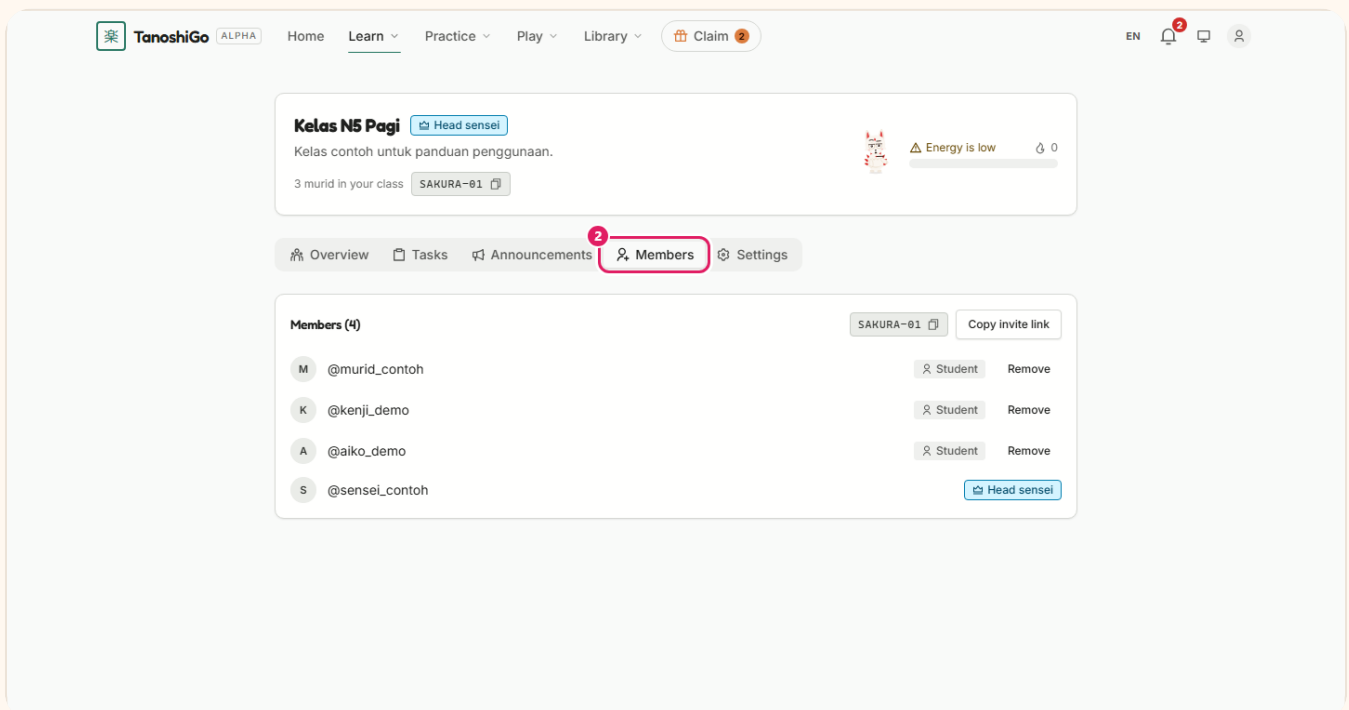
Praise and feedback do not change the student's objective score. The app still does the grading.

7

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 yet

A few things are system-only for now: changing member roles, transferring ownership, email invites, and editing a class after it is created.