

# STUDENT'S WEBSITE

## GUÍA DE USUARIO



Quest Student's Website



Macmillan Student's Website es una plataforma online que permite acceder a gran cantidad de material adicional que puede estar relacionado con un método en concreto (Quest, Find Out, Bugs World, Voices, Definitions, Macmillan Secondary Course) o contener ejercicios genéricos (Bachillerato, Macmillan Secondary Student's Website).

## ACCESO

La Student's Website de Macmillan se encuentra alojada en la siguiente dirección:

<http://www.mac-english.com>



Seleccionamos la Student's Website de Quest y nos aparecerá esta pantalla. Debemos seleccionar la opción TEACHER

# Quest

**Welcome to the Macmillan Quest website!**

Please choose your level.

<b>Pupil Level 1</b>
<b>Pupil Level 2</b>
<b>Pupil Level 3</b>
<b>Pupil Level 4</b>
<b>Pupil Level 5</b>
<b>Pupil Level 6</b>
<b>Teacher</b>

Será aquí donde debemos introducir el código MQTFREE de esta manera en el recuadro donde figura ENTER YOUR REGISTRATION CODE HERE



New product registration

Enter your registration

MQTFREE |

Register

Nos aparece una primera pantalla por defecto



Macmillan Secondary  
Student's Website

Log in or sign up

If you already have an account with us, you can add the additional products in there. If you do not yet have an account, you have to create a new one.

Make a new account

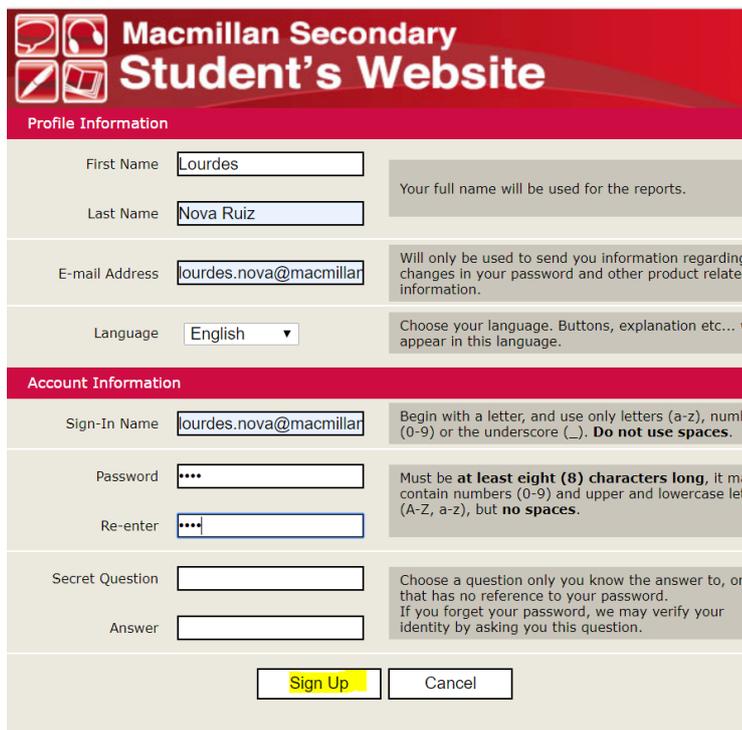
I want to use my existing account:

Sign-In Name:

Password:

Seleccionamos MAKE A NEW ACCOUNT y pinchamos en NEXT

Ahora nos aparecerá esta pantalla para rellenar un formulario con los datos del profesor



The image shows a registration form for Macmillan Secondary's Student's Website. It is divided into two main sections: Profile Information and Account Information. The Profile Information section includes fields for First Name (Lourdes), Last Name (Nova Ruiz), E-mail Address (lourdes.nova@macmillan), and Language (English). The Account Information section includes fields for Sign-In Name (lourdes.nova@macmillan), Password, Re-enter, Secret Question, and Answer. There are 'Sign Up' and 'Cancel' buttons at the bottom.

Profile Information	
First Name	<input type="text" value="Lourdes"/>
Last Name	<input type="text" value="Nova Ruiz"/>
E-mail Address	<input type="text" value="lourdes.nova@macmillan"/>
Language	<input type="text" value="English"/>

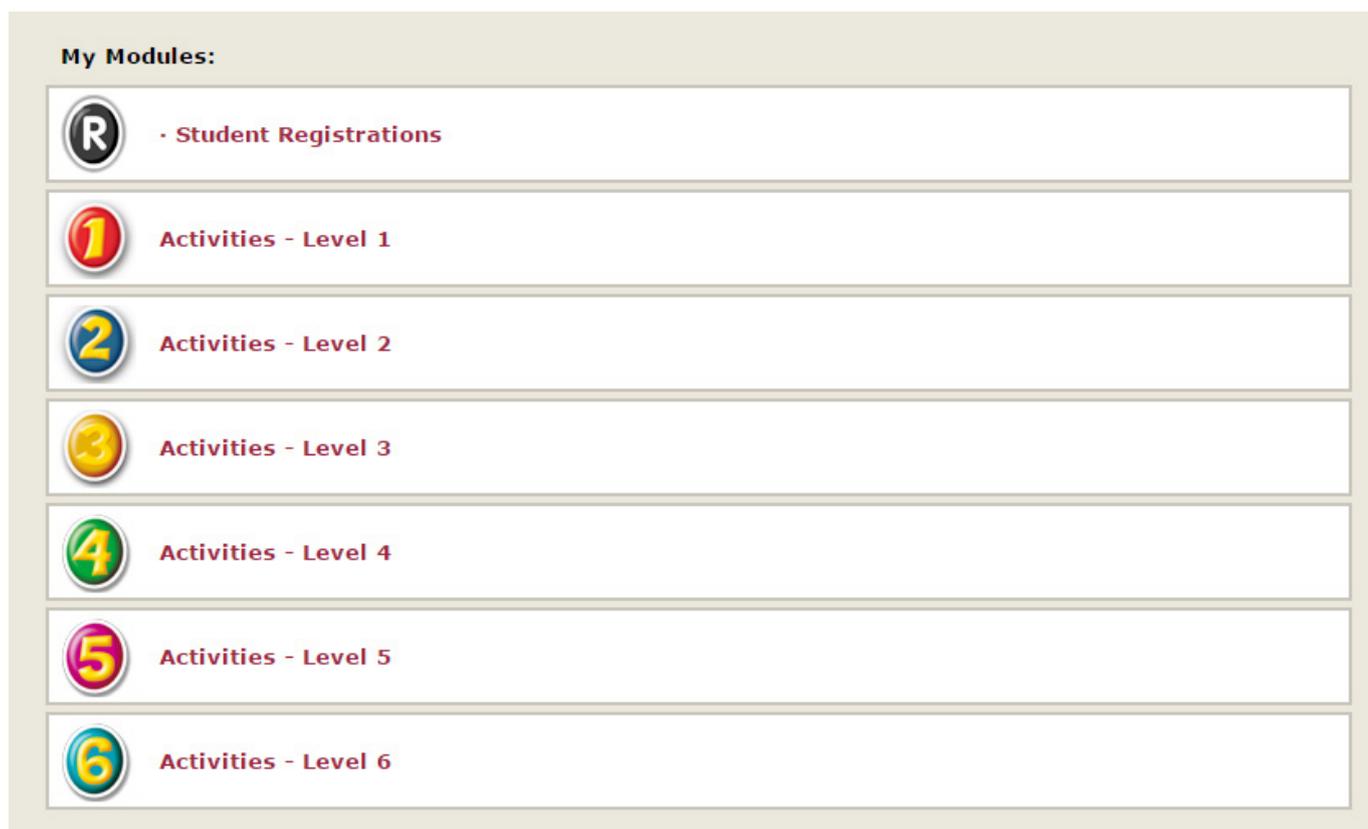
  

Account Information	
Sign-In Name	<input type="text" value="lourdes.nova@macmillan"/>
Password	<input type="password" value="****"/>
Re-enter	<input type="password" value="****"/>
Secret Question	<input type="text"/>
Answer	<input type="text"/>

Pinchamos en Sign Up para que se cree el registro en la website y el sistema envía automáticamente las claves al email del profesor. Para confirmar que está correctamente creada aparece esta pantalla

Como aún no tenemos ningún alumno ni clase creados, tendremos que seleccionar la opción **TEACHER**.

Una vez seleccionada, aparecerá la siguiente pantalla:



The image shows a screen titled 'My Modules:'. It contains a list of modules, each with a numbered icon and a text label:

- 1** - Student Registrations
- 2** - Activities - Level 1
- 3** - Activities - Level 2
- 4** - Activities - Level 3
- 5** - Activities - Level 4
- 6** - Activities - Level 5
- 6** - Activities - Level 6

Ahora seleccionaremos la opción **STUDENT REGISTRATIONS** y nos encontraremos con una pantalla así:

Quest

Internal Demo Noviembre11

MACMILLAN

Home Start Profile

New class Rename class Remove class Print Help

Students in: 3 A PeioErrota Remove selected students Update licenses for selected students

<input type="checkbox"/>	First Name(s)	Last Name(s)	Sign-In Name	Password	License(s)
<input type="checkbox"/>	Iker	Martinez	ikma071216b	2067	Activities - Level 3, Activities - Level 4

Register new student into class 3 A PeioErrota :

First Name(s): Last Name(s):

Licenses:  Activities - Level 1  Activities - Level 2  Activities - Level 3  Activities - Level 4  Activities - Level 5  Activities - Level 6

I have parent's permission to register this student (?)

Register New Student

## CREAR UNA CLASE

Lo primero que tendremos que hacer será crear una clase, para que después los alumnos que creamos estén vinculados a las clases que nosotros queramos. En la parte superior se dispone de un menú que posibilita gestionar las clases:

Home Start Profile

New class Rename class Remove class Print Help

Crearemos una nueva clase (y tantas como vayamos a necesitar si queremos trabajar con más de una clase):

ace.mac-english.com dice:

Name for the new class?

Aceptar Cancelar

Una vez creadas todas las clases, podremos pasar de una a otra a través de este menú desplegable:

Students in: 3 A PeioErrota

## PUNTOS A TENER EN CUENTA PARA LA UTILIZACIÓN DE LA PLATAFORMA DIGITAL:

- 1.- Acceso del profesor
- 2.- Creación de clases
- 3.- Registro de alumnos
- 4.- Acceso de alumnos
- 5.- Seguimiento

## ACCESO DEL PROFESOR

De ahora en adelante, cuando queramos acceder a la plataforma, entraremos en <http://mac-english.com> y seleccionaremos el curso que estamos trabajando. Una vez seleccionado el curso al que queremos acceder, introduciremos nuestro **Sign-In Name** y **Password** (los que acabamos de crear) en los siguientes recuadros. Esto solo es necesario hacerlo si queremos volver a entrar en la website después de haber salido de la misma.



The image shows a sign-in form with a red header bar containing the text "Do you already have an account?". Below the header, there are two input fields: "Sign-In Name:" and "Password:". Below the "Password:" field is a "Sign In" button.

Do you already have an account?

Sign-In Name:

Password:

## REGISTRAR LOS ALUMNOS

Una vez creada la/s clase/s será momento de dar de alta a todos nuestros alumnos. Para ello seleccionaremos la clase a la que queremos vincular nuestros nuevos alumnos y rellenaremos sus datos:

Register new student into class **3 A PeioErrota** :

First Name(s):  Last Name(s):

Licenses:  Activities - Level 1  Activities - Level 2  Activities - Level 3  Activities - Level 4  Activities - Level 5  Activities - Level 6

I have parent's permission to register this student [\(?\)](#)

Una vez introducidos el nombre y apellido, tendremos que decidir a qué niveles queremos dar acceso a ese alumno. Es posible seleccionar uno de los niveles o los cuatro al mismo tiempo.

Licenses:  Activities - Level 1  Activities - Level 2  Activities - Level 3  Activities - Level 4  Activities - Level 5  Activities - Level 6

Una vez registrado, nuestros alumnos comenzarán a aparecer en la clase a la que les hemos vinculado:

Students in: **3 A PeioErrota** ▼

<input type="checkbox"/>	First Name(s)	Last Name(s)	Sign-In Name	Password	License(s)
<input type="checkbox"/>	Iker	Martinez	ikma071216b	2067	Activities - Level 3, Activities - Level 4

Como se puede observar, cada vez que se registra un alumno, se crea de manera automática su **Sign-In Name** y su **Password**:

Sign-In Name	Password
anpe071216j	4948
lupe281116y	1162

Si nos hemos equivocado por error introduciendo un alumno en una clase en la que no debería estar, podemos modificarlo utilizando el botón de REMOVE SELECTED STUDENT.

Students in: **3 A PeioErrota** ▼

## ACCESO DE LOS ALUMNOS

Tras haberlos registrado, cada alumno dispone de un **Sign-In Name** y un **Password** personalizados.

Para acceder a sus ejercicios, deberá ir a la página: [www.mac-english.com](http://www.mac-english.com) y seleccionar su curso:

# Quest

Welcome to the Macmillan Quest website!

Please choose your level.

Pupil Level 1
Pupil Level 2
Pupil Level 3
Pupil Level 4
Pupil Level 5
Pupil Level 6
Teacher

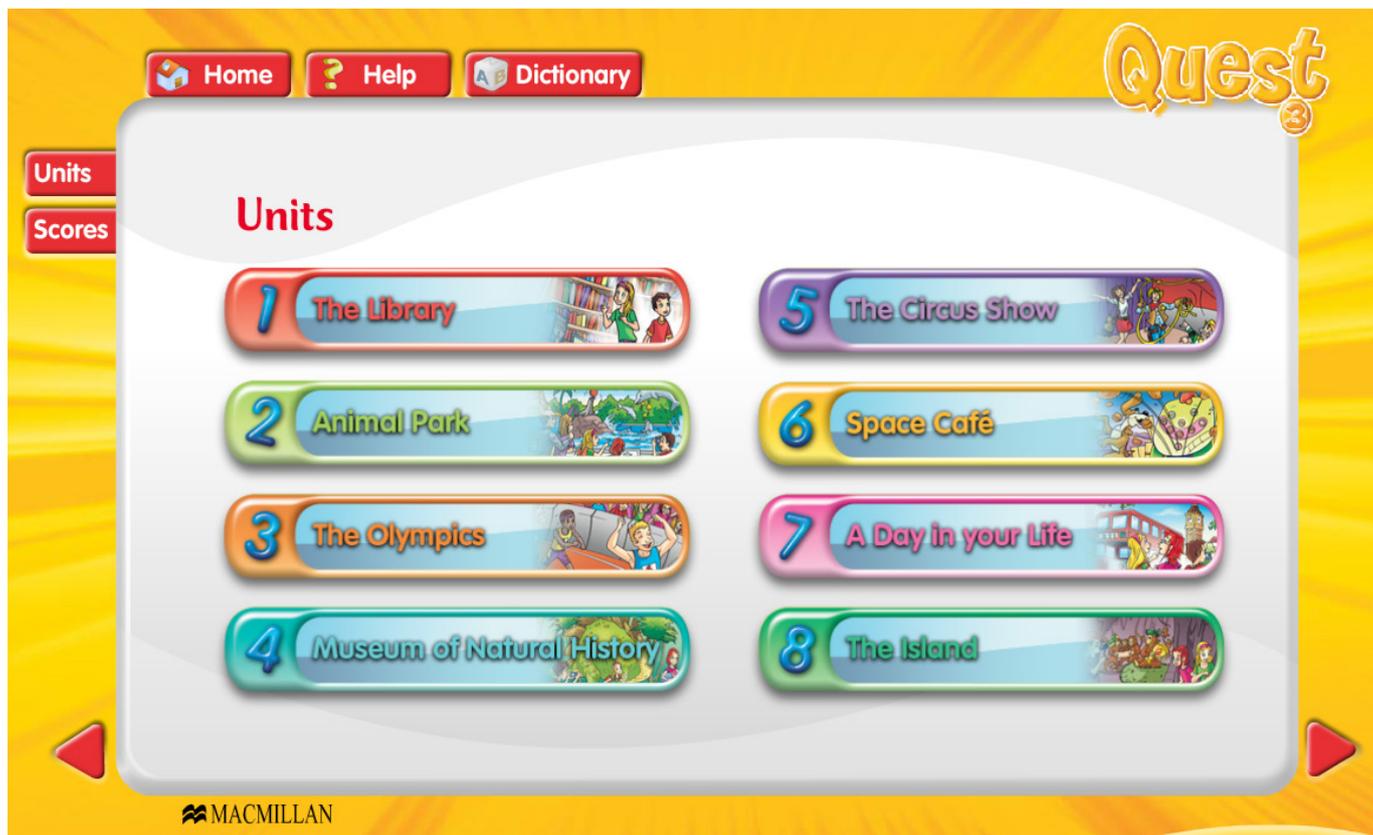
Seleccionamos el nivel al que nuestro profesor nos ha concedido acceso:



Introducimos nuestro Username y Password (el que nos ha proporcionado el profesor) y seleccionamos el botón ENTER:



Con el menú lateral izquierdo seleccionaremos la pestaña **Units** para acceder a las actividades:



The screenshot shows the 'Quest 3' interface with a yellow background. At the top, there are three buttons: 'Home', 'Help', and 'Dictionary'. On the left side, there is a vertical menu with 'Units' and 'Scores' buttons. The main area is titled 'Units' and displays eight colorful buttons, each representing a unit with a number and a small illustration: 1 The Library, 2 Animal Park, 3 The Olympics, 4 Museum of Natural History, 5 The Circus Show, 6 Space Café, 7 A Day in your Life, and 8 The Island. The Macmillan logo is visible at the bottom left.

Seleccionamos la unidad de la que queremos hacer ejercicios:



The screenshot shows the 'Quest 3' interface with a yellow background. At the top, there are three buttons: 'Home', 'Help', and 'Dictionary'. On the left side, there is a vertical menu with 'Units' and 'Scores' buttons. The main area is titled 'Activities for Unit 1 - The Library' and features a large illustration of a golden trophy with a red letter 'Q' on it. To the right of the trophy, there is a list of seven activities, each in a red button: 1 Word maze - library activities, 2 Matching - library activities, 3 Crossword - library activities, 4 Listening - What do you do at the library?, 5 Listening - The library song, 6 Matching - alphabets, and 7 Writing - alphabets. The Macmillan logo is visible at the bottom left.

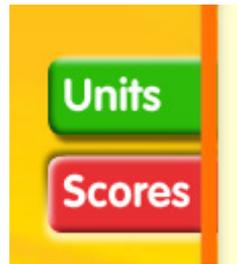
Seleccionamos la actividad que queremos realizar:

The screenshot shows the 'Quest' software interface. At the top, there is a navigation bar with 'Home', 'Start', 'Exercises', 'Solutions', 'Results', 'Students', and 'Profile'. Below this is a sub-menu with 'Answers', 'Print', 'Report', 'Close', and 'Help'. On the left, a sidebar lists 'Activities - Level 3' with a tree view showing 'Unit 1', 'Unit 2' (selected), 'Unit 3', 'Unit 4', 'Unit 5', 'Unit 6', 'Unit 7', and 'Unit 8'. Under 'Unit 2', several activities are listed, including 'Word maze - animals'. The main area displays the 'Word maze - animals' activity. It features a grid of animal icons (orcas, dolphins, koalas, kangaroos, and monkeys) connected by a path from a 'Start' button to a 'Finish' button. There are 'Help' and 'Dictionary' buttons at the top. A 'Start again' button is at the bottom. The text 'Unit 2, activity 1' and 'Credits' are visible at the bottom of the activity frame.

Siempre que realicemos una actividad, es necesario hacer click en **CHECK ANSWERS** para que quede registrado que la hemos realizado:

The screenshot shows the 'Quest' software interface for a 'Matching - library activities' activity. At the top, there is a navigation bar with 'Home', 'Help', and 'Dictionary'. On the left, there are 'Units' and 'Scores' buttons. The main area displays the 'Matching - library activities' activity. It features six cards with illustrations and text: 'watch DVDs', 'read books', 'listen to stories', and 'use a computer'. A central pop-up window displays 'You have finished! Score: 6/6 Try it again?' with 'Yes' and 'No' buttons. At the bottom, there are 'Start again' and 'Check answers' buttons. The text 'Unit 1, activity 2' and 'Credits' are visible at the bottom of the activity frame.

Para poder ver los resultados que hemos ido obteniendo, es necesario seleccionar la pestaña SCORES:



Obtendremos una página como esta:

The screenshot shows the Quest software interface. At the top, there are navigation buttons for 'Home', 'Help', and 'Dictionary'. The main area displays 'Hello, Iker!' and 'Look and click.' Below this, a 'Scores' window is open, showing a table of activity results. The table has three columns: 'Activity', 'Attempts', and 'Latest Score'. The 'Units' tab is selected, and unit '1' is active. The table lists seven activities with their respective attempt counts and scores. At the bottom of the interface, there are buttons for '6 animals' and '5 classroom objects', and the Macmillan logo is visible in the bottom left corner.

Activity	Attempts	Latest Score
1. Word maze - library activities	1 attempt	8 / 8
2. Matching - library activities	1 attempt	6 / 6
3. Crossword - library activities	0 attempts	
4. Listening - What do you do at the library?	0 attempts	
5. Listening - The library song	0 attempts	
6. Matching - alphabets	0 attempts	
7. Writing - alphabets	0 attempts	

## SEGUIMIENTO DE RESULTADOS

Para llevar a cabo el seguimiento exhaustivo de los ejercicios que van realizando nuestros alumnos, debemos seguir los siguientes pasos:

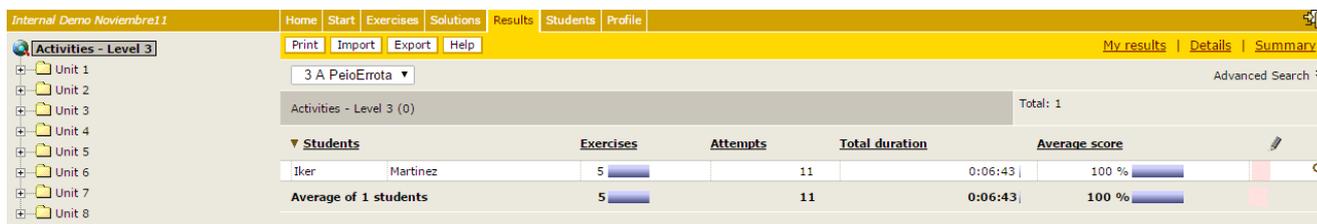
Desde la página principal, acceder al nivel que queremos observar:



**My Modules:**

- R** - Student Registrations
- 1** Activities - Level 1
- 2** Activities - Level 2
- 3** Activities - Level 3
- 4** Activities - Level 4
- 5** Activities - Level 5
- 6** Activities - Level 6

Una vez dentro, seleccionamos la pestaña **RESULTS** del menú superior:



Internal Demo Noviembre11 | Home | Start | Exercises | Solutions | **Results** | Students | Profile

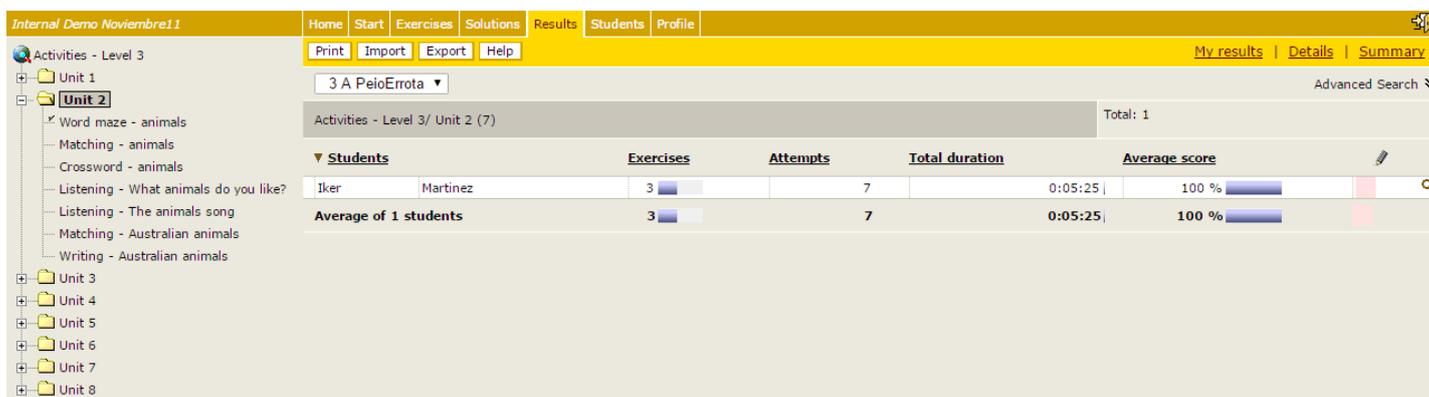
Print | Import | Export | Help | My results | Details | Summary

3 A PeioErrota | Advanced Search

Activities - Level 3 (0) | Total: 1

Students	Exercises	Attempts	Total duration	Average score
Iker   Martinez	5	11	0:06:43	100 %
<b>Average of 1 students</b>	<b>5</b>	<b>11</b>	<b>0:06:43</b>	<b>100 %</b>

Para poder ver de manera correcta los resultados, siempre tendremos que situarnos en el menú lateral izquierdo sobre el tipo de ejercicios o la unidad sobre los que queremos obtener los resultados:



Internal Demo Noviembre11 | Home | Start | Exercises | Solutions | **Results** | Students | Profile

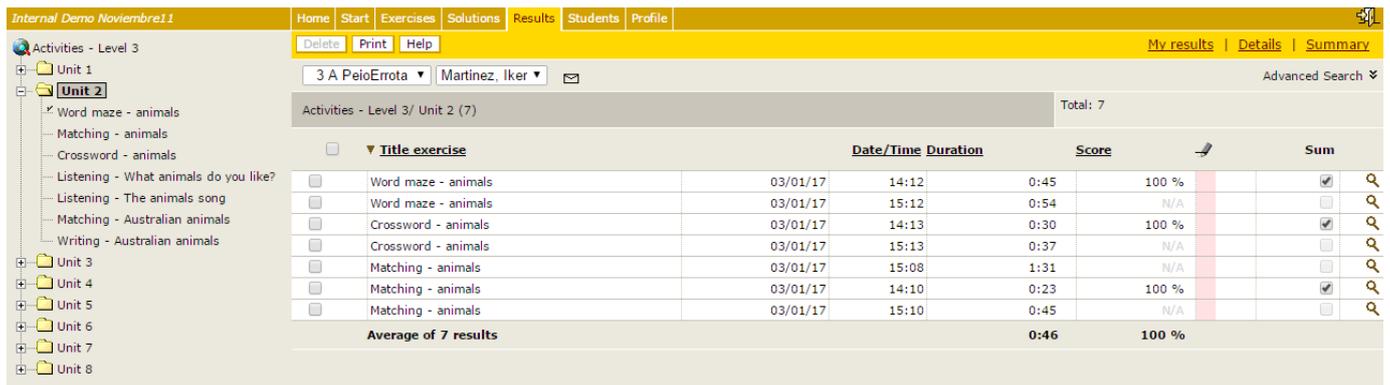
Print | Import | Export | Help | My results | Details | Summary

3 A PeioErrota | Advanced Search

Activities - Level 3 / Unit 2 (7) | Total: 1

Students	Exercises	Attempts	Total duration	Average score
Iker   Martinez	3	7	0:05:25	100 %
<b>Average of 1 students</b>	<b>3</b>	<b>7</b>	<b>0:05:25</b>	<b>100 %</b>

En esa pantalla podremos ver a todos los alumnos de una clase determinada. Si seleccionamos a uno de ellos veremos lo siguiente:



The screenshot shows a web interface for a learning management system. The top navigation bar includes links for Home, Start, Exercises, Solutions, Results, Students, and Profile. The main content area displays the results for a specific student, '3 A PeioErrota', in 'Unit 2'. The table below shows the results for seven activities, with an overall average score of 100%.

<input type="checkbox"/>	Title exercise	Date/Time	Duration	Score		Sum	
<input type="checkbox"/>	Word maze - animals	03/01/17	14:12	0:45	100 %	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Word maze - animals	03/01/17	15:12	0:54	N/A	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Crossword - animals	03/01/17	14:13	0:30	100 %	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Crossword - animals	03/01/17	15:13	0:37	N/A	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Matching - animals	03/01/17	15:08	1:31	N/A	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Matching - animals	03/01/17	14:10	0:23	100 %	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Matching - animals	03/01/17	15:10	0:45	N/A	<input type="checkbox"/>	<input type="checkbox"/>
<b>Average of 7 results</b>				<b>0:46</b>	<b>100 %</b>		

Siempre podemos cambiar de clase o de alumno con los siguientes desplegables:



3 A PeioErrota ▼    Martinez, Iker ▼

Seleccionando el ejercicio que nos interese, podremos ver los resultados de ese alumno en concreto.