

English Benchmark Young Learners

Teachers' guide to the Emulator



Version 1.1
April 2021

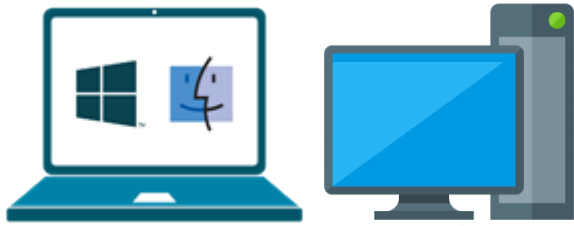
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About the English Benchmark Young Learners emulator

- The English Benchmark Young Learners emulator is a software application that replicates the original tablet experience on a desktop/laptop device. As a desktop solution, users require a keyboard and a mouse (unless a touchscreen is available).
- It allows learners to access English Benchmark Young Learners tests on their desktop or laptop either at school or at home. Please note that this guide focuses on the classroom experience. An additional guide for remote testing is also available.
- It is intended to support remote learning more easily.
- The tests are the same as those taken via the app and they are scored in the same way.
- The admin/teacher journey **does not** change – the test assignment flow is the same (managed through the School Portal).
- It is available for Windows users. A Mac version is coming soon. At this point Chromebooks are not supported.
- There are 8 different variants depending on your institution's needs:
 - EBYL emulator (no pre-downloaded content)
 - EBYL emulator + single level (levels 1-6 to choose from)
 - EBYL emulator + all levels (levels 1-6 included)

What will your students need?



A Windows PC or laptop



A headset with microphone boom



A stable internet connection



A mouse and a keyboard

Lenny Dorthman
Class: Wednesday 10-11.30
School: [TEST] DC TEST
Access Code: 210-00-037
Test ID: 000-82-473
Level 1 Form 1

An Access Code and Test ID for every student



A quiet room

Best practice

The English Benchmark Young Learners Emulator reproduces the test experience delivered via the app and best practice for successful testing is similar.

1. Select the test level

Choose the best level for each student. Detailed information on choosing levels is provided in the online [help pages](#).

2. Prepare the test room

- Tests must be administered in quiet, distraction and echo free rooms to ensure answers to the Speaking questions can be recorded and scored.
- Students must sit 10 feet/ 3m apart, in each direction.
- Test your students in small groups to avoid noise interference, distractions and so you can provide support when required.

3. Prepare your devices

- Download the emulator with the content before preparing your students and running real tests to avoid delays when tests are started.
- This is especially important if internet bandwidth in the classroom is low.
- Instructions on how to download the emulator are given later in this guide.

4. Prepare your students – [Practice Questions](#) & [Practice Tests](#)

- Students are more relaxed, need less help, and perform better if they are familiar with the question types, audio controls, and wearing headsets. The emulator contains unscored example questions and can be used to run unscored practice tests.
- Teachers can work through the individual practice questions and set practice tests to demonstrate sound controls, how to wear the headset, and how to answer.
- This can be done in small groups a few days before the real test. We recommend an hour for each group.
- Some questions require written answers, and some require the student to speak or perform an action.
- Written questions can be answered using the emulator's onscreen keyboard or a physical keyboard. While Pearson recommends the latter, the choice should depend upon how familiar and comfortable the student is with an external keyboard.
- When answering the written questions, the child should first click in the answer gap and then use their onscreen or external keyboard. To hide the onscreen keyboard, ask your child to click on the keyboard icon in the bottom right corner.
- We do not recommend using laptop track pads as these can be difficult for younger students to control.
- An external mouse can be used for all other answers (e.g., Tap an object or Move an object).
- Information about how to use the keyboard and mouse to answer questions is given later in the guide.
- Advice about preparing students for Speaking questions is given below under *Prepare your students – modelling behaviour*.

- Students do not have to practice before each test unless they are moving up a level and need to try new question types.

5. Prepare your students – modelling behaviour

Younger children can be restless when taking any test, especially the first time. They may touch the headsets, cover their mouths, or tap their computers, desks, and chairs. This will affect the clarity of recordings and impact English Benchmark Young Learners' ability to score answers to Speaking questions. It is also important that students talk at the right volume and a natural speed.

Some students may be reluctant to speak aloud or uncertain about how to respond and stay silent. However, they should try to answer. No response, across multiple questions, increases the chance that background noise or heavy sighs will mean the Speaking questions are not scored (NS).

When running through the practice questions and practice tests, and before taking a real test, encourage students to:

- Sit with their hands in their laps when not answering questions so they do not accidentally move the mouse or keyboard and enter the wrong answer.
- Give as much of a response as they can in English, such as a few words or a short sentence.
- If asked to "summarise" a question, they should type or enter the main points using their own words (copying the passage word-for-word is an incorrect answer).
- If it is a Speaking question, they should speak clearly (not shouting or whispering).
- Stay silent and click on the **Next** button (letting the question time elapse increases the risk of background noise being captured as a response).

Note: Once an item has been answered or skipped, it is not possible to return to it.

6. Plan your students' test day

- Tests taken via the emulator and app take the same time to run.
- When planning test sessions, try to avoid times when school events (e.g., fire drills) or maintenance work may disturb students or increase noise levels in the test room.
- Ensure students have enough time to take the test. Providing you have installed the Emulator, and students are familiar with the question types, we recommend you allow 10–15 minutes for children to settle, enter their test code and adjust volume controls on top of the test duration time.
- From time to time, it may be necessary to take English Benchmark Young Learners offline to release new features or for scheduled maintenance. Please check the [Help site](#) for information about down times when planning sessions.

Level	Approx. duration
Level 1	20 mins
Level 2	25 mins
Level 3	30 mins
Level 4	30 mins
Level 5, 6	40 mins

7. Monitor progress and review scores

Teachers can monitor how students are progressing through real tests via the School Portal whether using the emulator or app.

- When tests are submitted, answers are automatically uploaded to Pearson for marking.
- Results are typically available within an hour.
- Teachers can access test results on the School Portal. See [Reviewing Test Results](#).
- If the student's computer has lost internet access, the test results will be delayed. You can check the status using the [Uploading Status](#) option on the emulator. See the section on trouble shooting.

8. Are You Ready?

Use the handy checklist to ensure you are ready to administer English Benchmark Young Learners tests (see below). Being well prepared up-front will ensure the best possible outcomes for you and your students.

For Teachers and Administrators		✓
Before the Test	Plan your test day. Select test levels, decide which students you will test together and choose suitable rooms. Check the help site for information about scheduled maintenance (displayed on every page).	
	Ensure you have the right devices for each student (laptop or PC, mouse and keyboard, headset with microphone boom).	
	Download the emulator to all devices.	
	Install the emulator on all devices.	
	Try Practice Questions to ensure headset and microphone are working properly.	
	Prepare students using practice questions and a practice test. Model how to navigate the test, adjust audio controls, and answer the different questions especially Speaking items.	
	Set up a class on the School Portal and generate student test codes .	
	Prepare a test room and ensure stable Internet connection in the room.	
During the Test	Ensure all devices are fully charged to avoid losing power during the test.	
	Hand out student test codes.	
	Monitor students' progress by checking their status on the School Portal and check behaviour (especially playing with the microphone). If needed, help students resume the test by typing the passcode (200314).	
After the Test	Check Upload Status on each device to ensure students' responses are uploaded to Pearson for marking.	
	Review test results on the School Portal.	
	Generate reports for students and parents.	

Emulator set-up

1. System requirements (Windows)

General Requirements for Laptops / PCs:

- Intel/AMD processor (capable of virtualisation)
- Operating system: Windows 8.1 or 10
- Device storage: around 10GB of disk space needed
- Device RAM: over 4GB
- Virtualisation must be enabled in BIOS
- Internet connection: recommended speed of 10 Mbps and minimum 3G mobile data - [test the connection](#)
- External mouse and keyboard or a touchscreen (if available)
- Computer keyboard setting should be in the left on teacher's native language setting

Known unsupported configurations / devices:

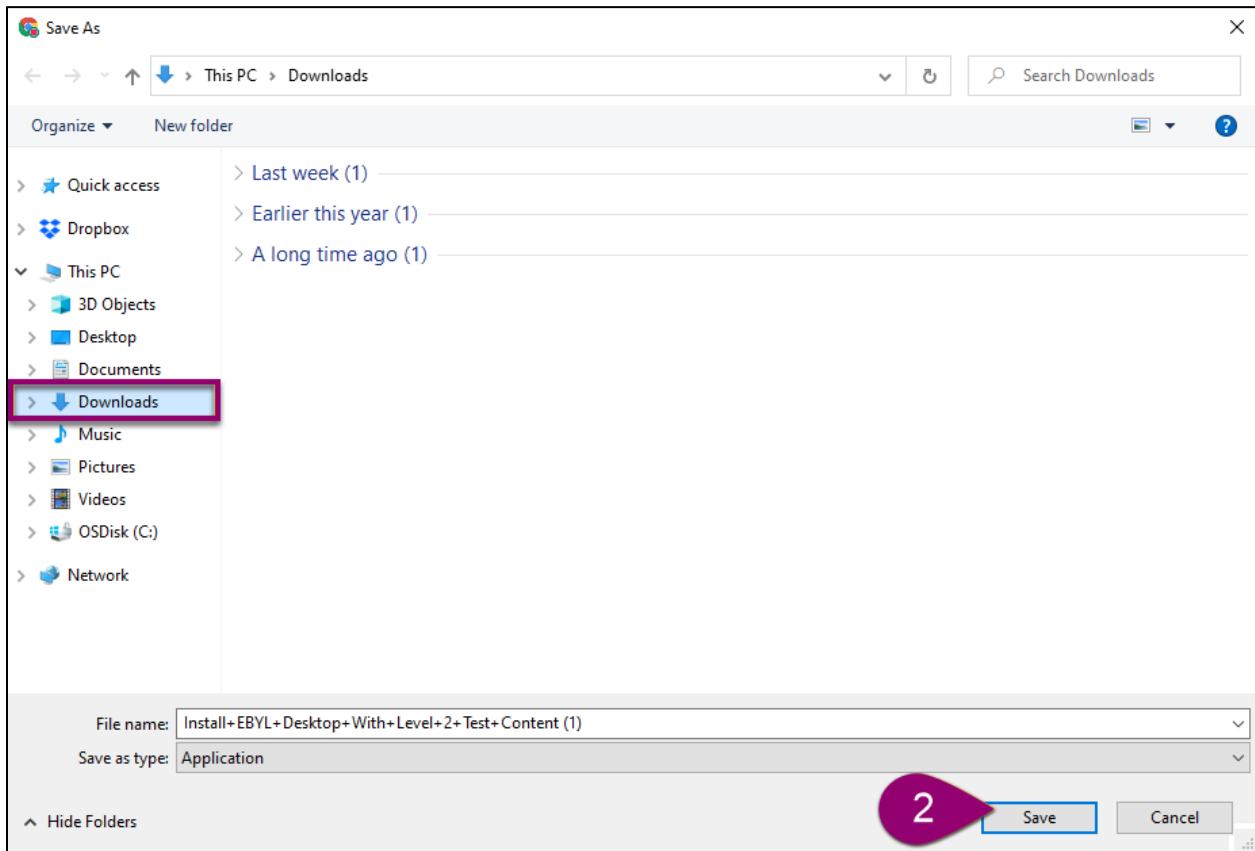
- Chromebooks
- AMD processor with Windows 10 Home edition or Windows 8.1
- Avast Antivirus may block hardware-assisted virtualisation (configurable)
- Work/schools computers may have restrictions about installing third party software (if this happens – contact your local IT administrator for assistance).

2. Downloading the emulator

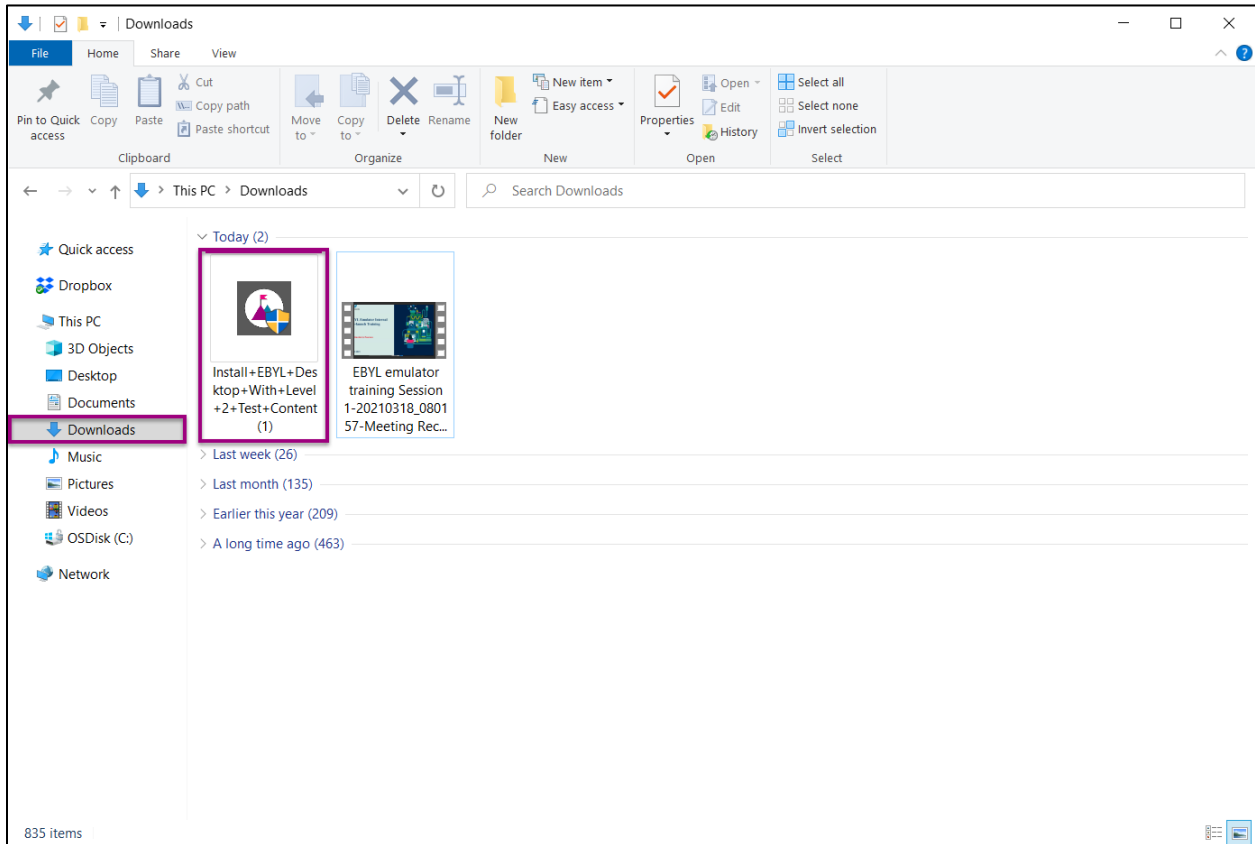
1. Go to the [English Benchmark Young Learners help site](#) and from a table select the downloadable file you need or use the table below (please note clicking on a link in the table will start the download immediately).

Level	Installer Link	More information
No content	Download Now	The content needs to be downloaded at the start of the test
Level 1	Download Now	File includes the content of Level 1 test
Level 2	Download Now	File includes the content of Level 2 test
Level 3	Download Now	File includes the content of Level 3 test
Level 4	Download Now	File includes the content of Level 4 test
Level 5	Download Now	File includes the content of Level 5 test
Level 6	Download Now	File includes the content of Level 6 test
All levels	Download Now	File includes the content of all six levels, longer download time

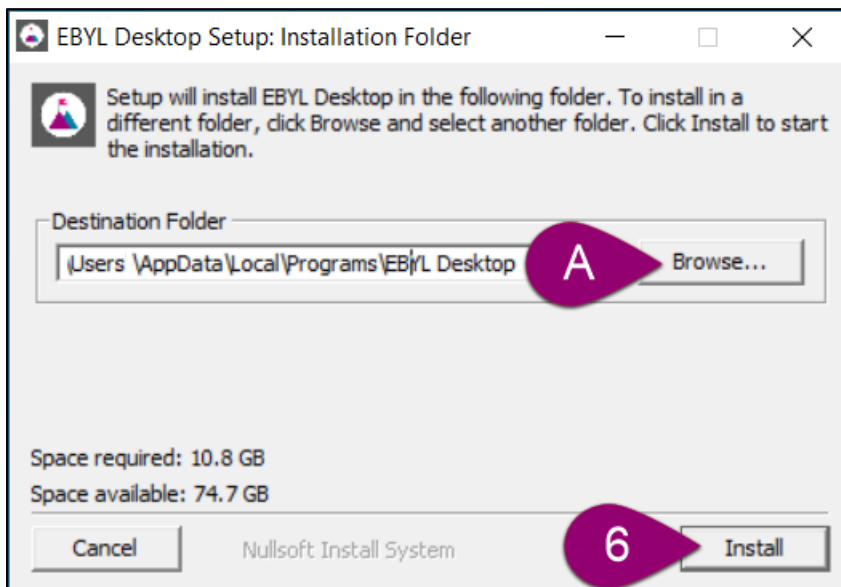
2. Select the folder where you want to download the installer file and click **Save**. If this window does not appear on your screen, then your file is automatically downloaded to the **Downloads** folder on your computer.



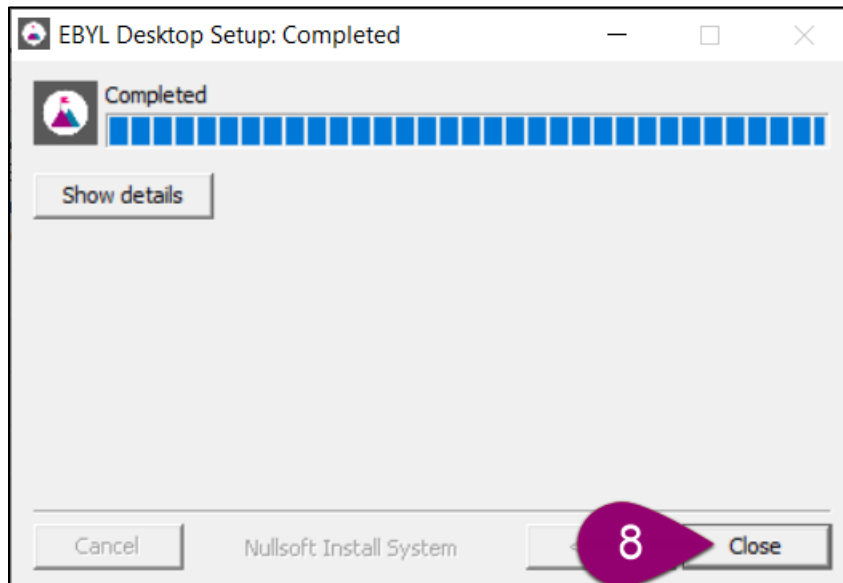
3. Wait for the file to be downloaded to your computer.
4. Once the file is downloaded, it will appear in the folder you selected.
5. Go to this folder and double-click on the file. The installation should begin automatically.



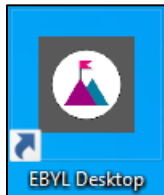
6. Select the location for the emulator **[A]** and click **Install**.



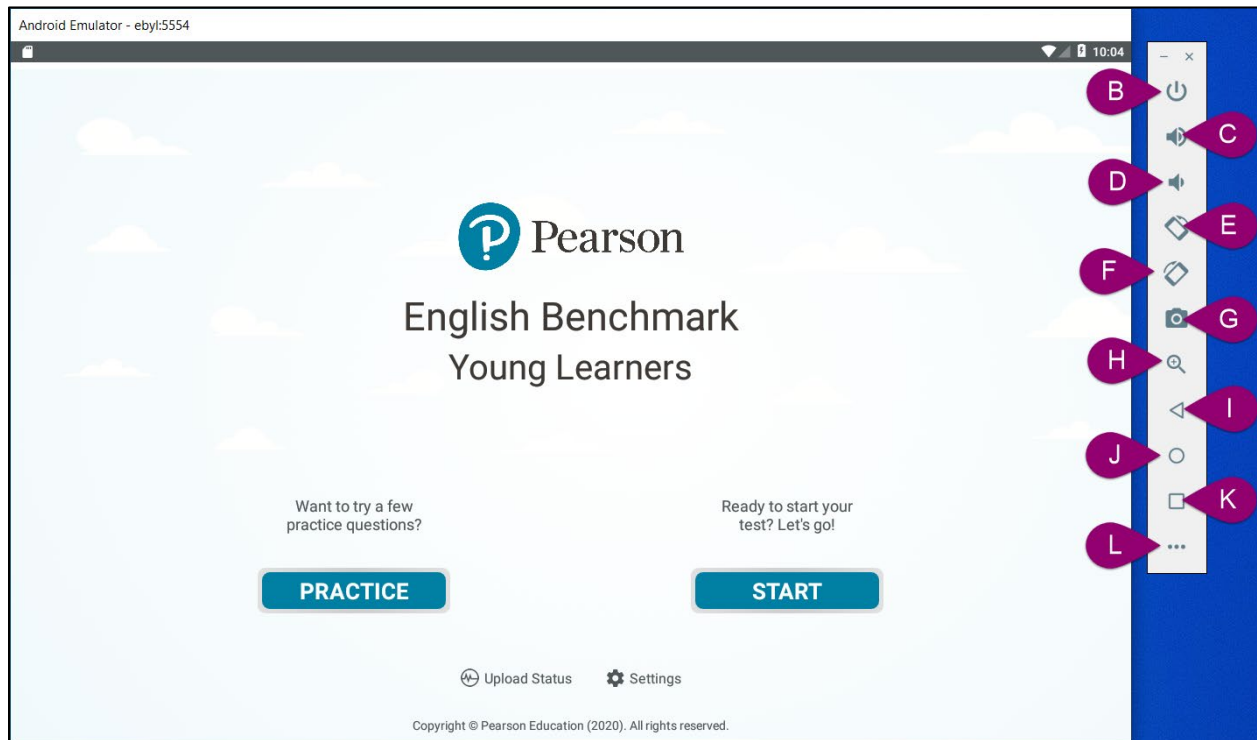
7. You will see that the installation process has started.
8. Once the installation finishes, click **Close** and an icon will appear on your computer's desktop.



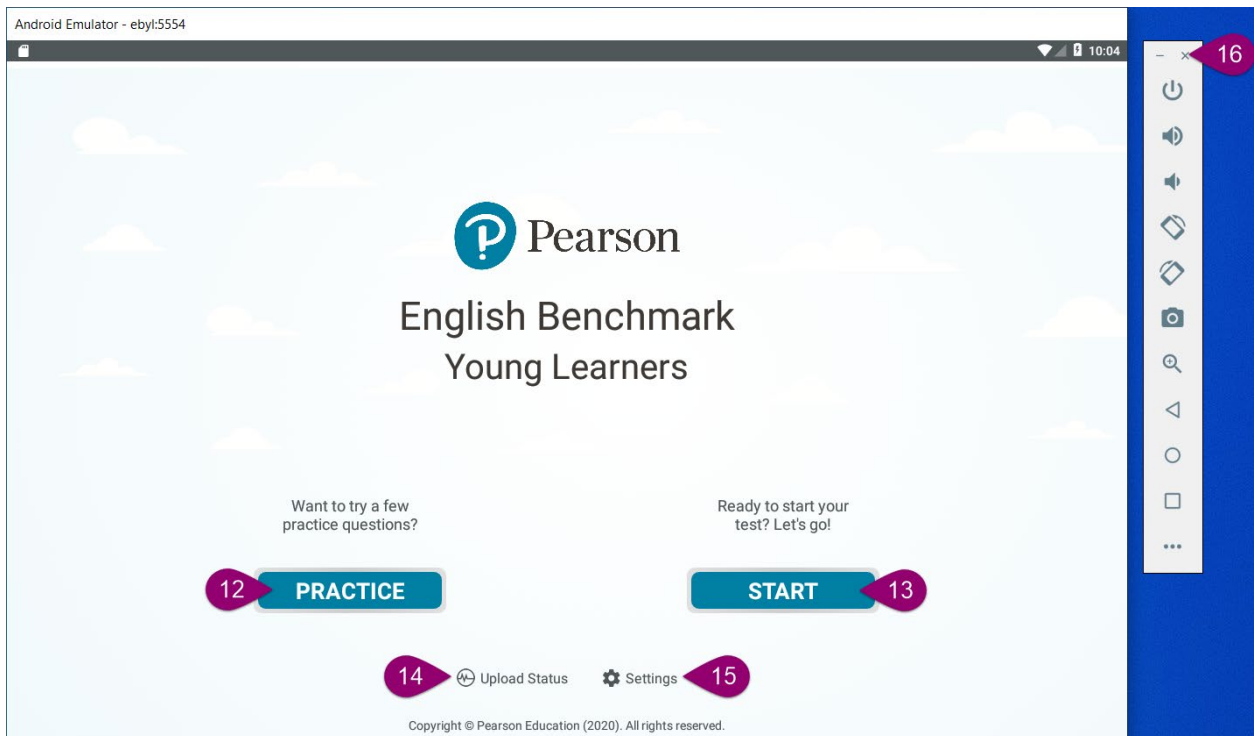
- To run the application, double click on the icon from your desktop (the installed app will have a small arrow in the bottom left corner).



- To resize the emulator, point to a corner of the window. The mouse pointer changes to indicate that you can resize the window. Grab the corner and drag the window to the new size.
- Look at the image below to learn about the sidebar.
 - Power off – turning the emulator off.
 - Volume up – turning the volume up on the emulator.
 - Volume down – turning the volume down on the emulator.
 - Rotate left – rotating the emulator to the left, it doesn't rotate the English Benchmark Young Learners application.
 - Rotate right - rotating the emulator to the right, it doesn't rotate the English Benchmark Young Learners application.
 - Take a screenshot – taking screenshot of the actual screen on the emulator.
 - Zoom in – zooming in on the app screen.
 - Back – going back one screen on the app.
 - Home – taking you back to the Home Screen when pressed, allowing you to exit apps and menus.
 - Multitasking - pressing it will bring up a list of apps that are currently open, allowing you to sort through them and close them if needed.
 - More - opening extended controls of the emulator.



12. Launch Practice Questions.
13. Launch the English Benchmark Young Learners test.
14. Check the Upload Status.
15. Check the Settings.
16. Click on the **X** button to close the emulator's window and exit the app.



Notes:

- Due to the speaking elements of the test, is it important that the emulator has access to the device's microphone. If this is not enabled, students will not be able to record their answers. We recommend that this step is done when the emulator is set up to avoid delays when taking a test.

3. Before the Test

- 1) Provide students with [instructions](#).
- 2) Run through the practice questions with your students – [see how](#).
- 3) Set them a practice test – [see how](#).
- 4) Set up the class – [see how](#).
- 5) Add students to the class ([single](#) vs. [bulk](#) registration)
- 6) Assign test level to students – [see how](#).
- 7) Distribute the Access Codes and Test IDs among students.
- 8) Assist students with the sign-in process – if needed.

4. During the Test

- 1) Monitor and assist students during the test.
- 2) At the start of the test students will be asked to test their speaking level and adjust the volume. They can change the volume using their mouse. Further information about the audio controls is given in the online Help page ([see how](#)).
- 3) When answering the written questions, students should first click in the answer gap and then use their physical keyboard to enter their answer or use their mouse to tap on the onscreen keyboard. To hide the onscreen keyboard, ask your child to click on the keyboard icon in the bottom right corner.
- 4) When answering questions that require tapping on an object, pointing, or dragging and dropping the item, students should use the mouse.
- 5) If a student's test needs to be resumed, type 200314 on the screen ([see how](#)).
- 6) Monitor the test status to see how each student is progressing using the School Portal – [see how](#).

5. After the Test

- 1) Score will be available on the School Portal as soon as they are automarked - [see how](#)
- 2) Information about scores including NS / BL / NA is available [on the Help pages](#).
- 3) You can also generate downloadable reports to share with students and parents – [see how](#).

6. Basic troubleshooting

1) Emulator will not start:

- Check if your computer/laptop is capable of virtualization.
- Go to "Turn Windows Features On or Off" via Start menu
 - Enable Hyper-V – [see how](#).
 - Enable Windows Hypervisor Platform (should be listed alongside Hyper-V in Settings tab).
- Check whether your antivirus is not blocking hardware-assisted virtualisation e.g., Avast.

2) Scores still pending:

If scores are pending for more than an hour, this means that the student's responses have not been uploaded for marking or there is a technical issue.

- Go to the emulator and tap [Upload Status](#) to check if the tests were completed and uploaded.
- If the Upload Status is Test Unfinished, the test should be resumed, completed by the student and responses uploaded for scoring.
- If the Upload Status is Pending, the test was completed, but responses were not sent for scoring. Check your PC/laptop is connected to the Internet to upload the answers.
- If the Upload Status is Complete and scores are still pending, report the issue to the [Support Team](#) providing the student's Test ID.

If you have any questions or require training, please contact your local representative or [Pearson Support](#).