



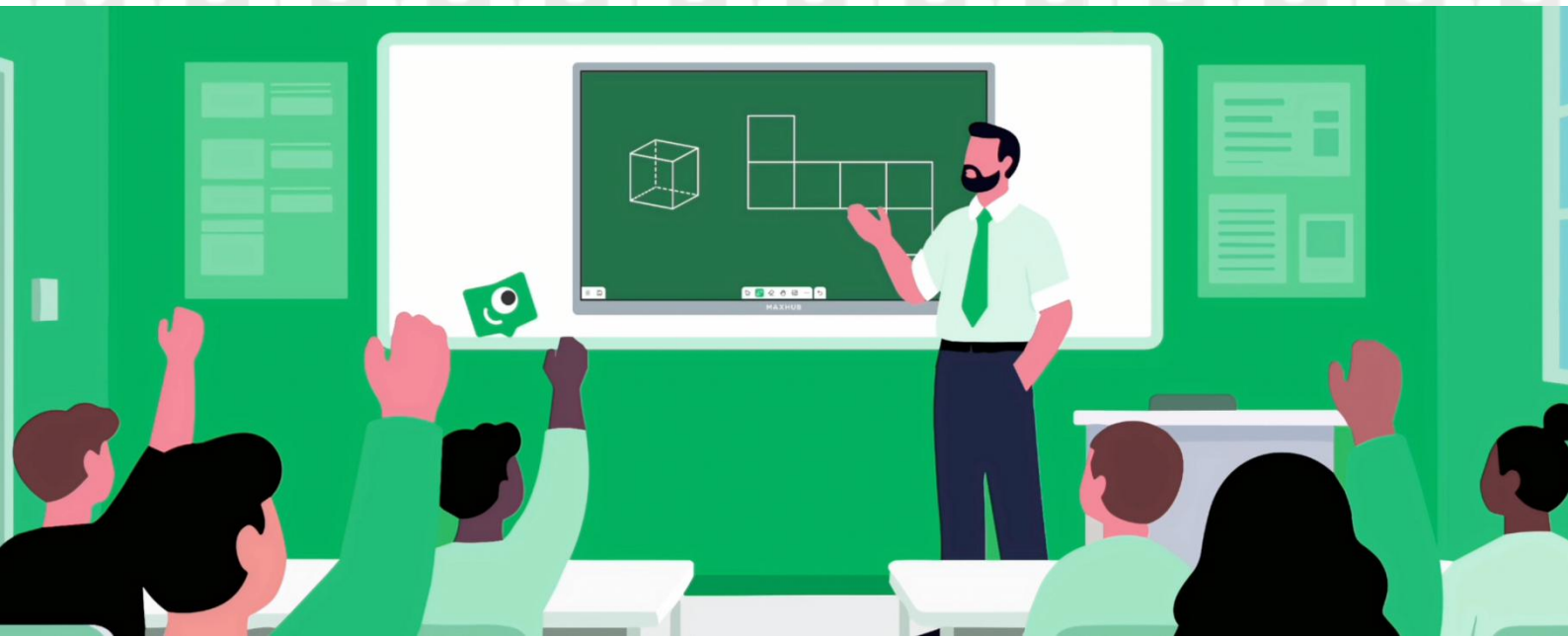
**EasiClass**

# **MAXHUB EasiClass**

## **User Manual**

Update by January 12th, 2026

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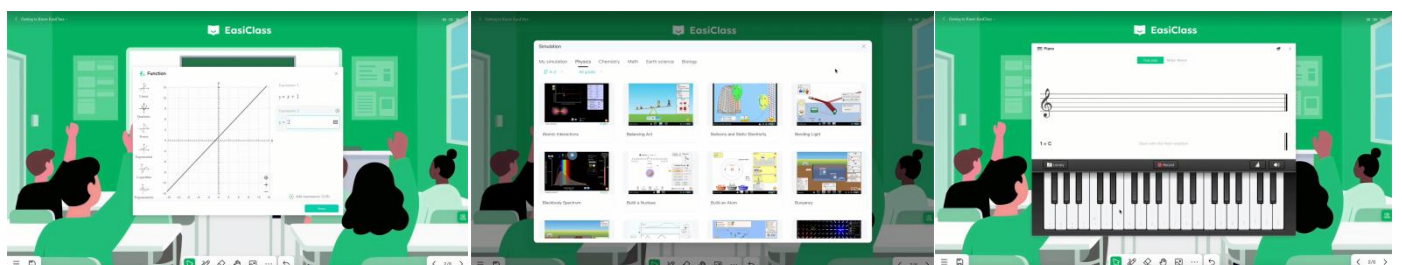


# 1.Quick start

## a. Getting to Know EasiClass

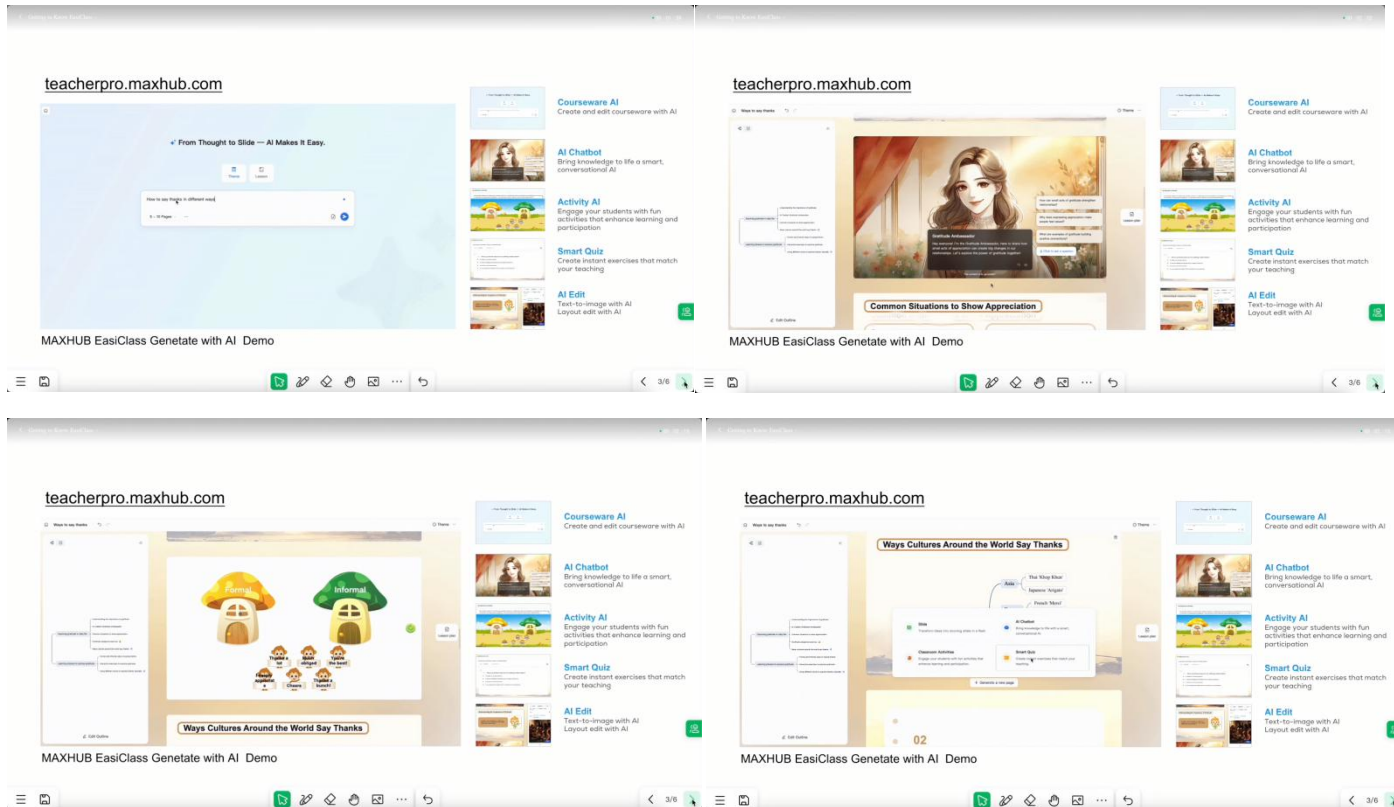
EasiClass is an educational application that integrates AI-powered lesson planning, efficient teaching, and interactive instructional tools, helping teachers create an effective, engaging, and personalized smart classroom.

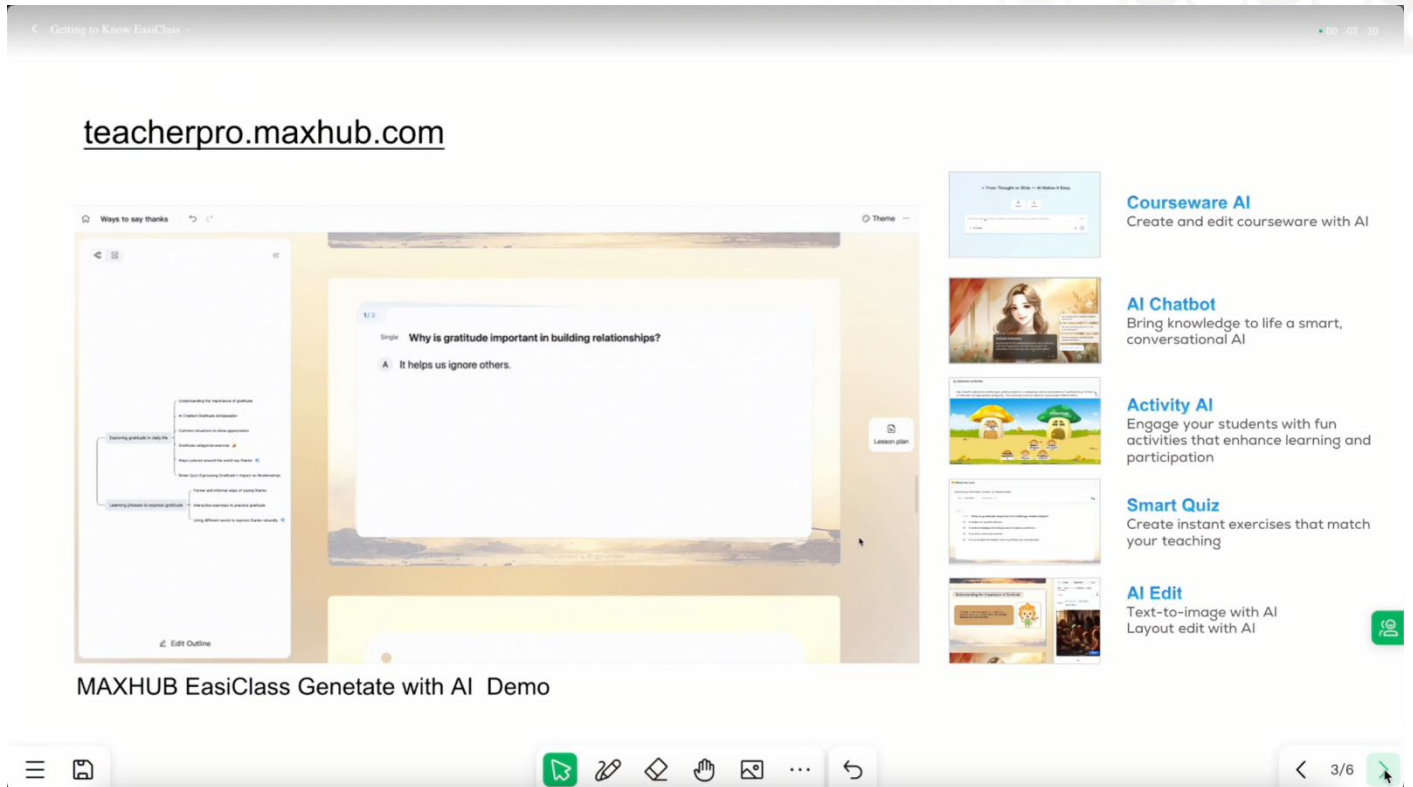
For teaching, EasiClass can be launched directly from the desktop of the MAXHUB interactive flat panel. It allows teachers to write on the board, conduct discussions, and use subject-specific teaching tools during class.



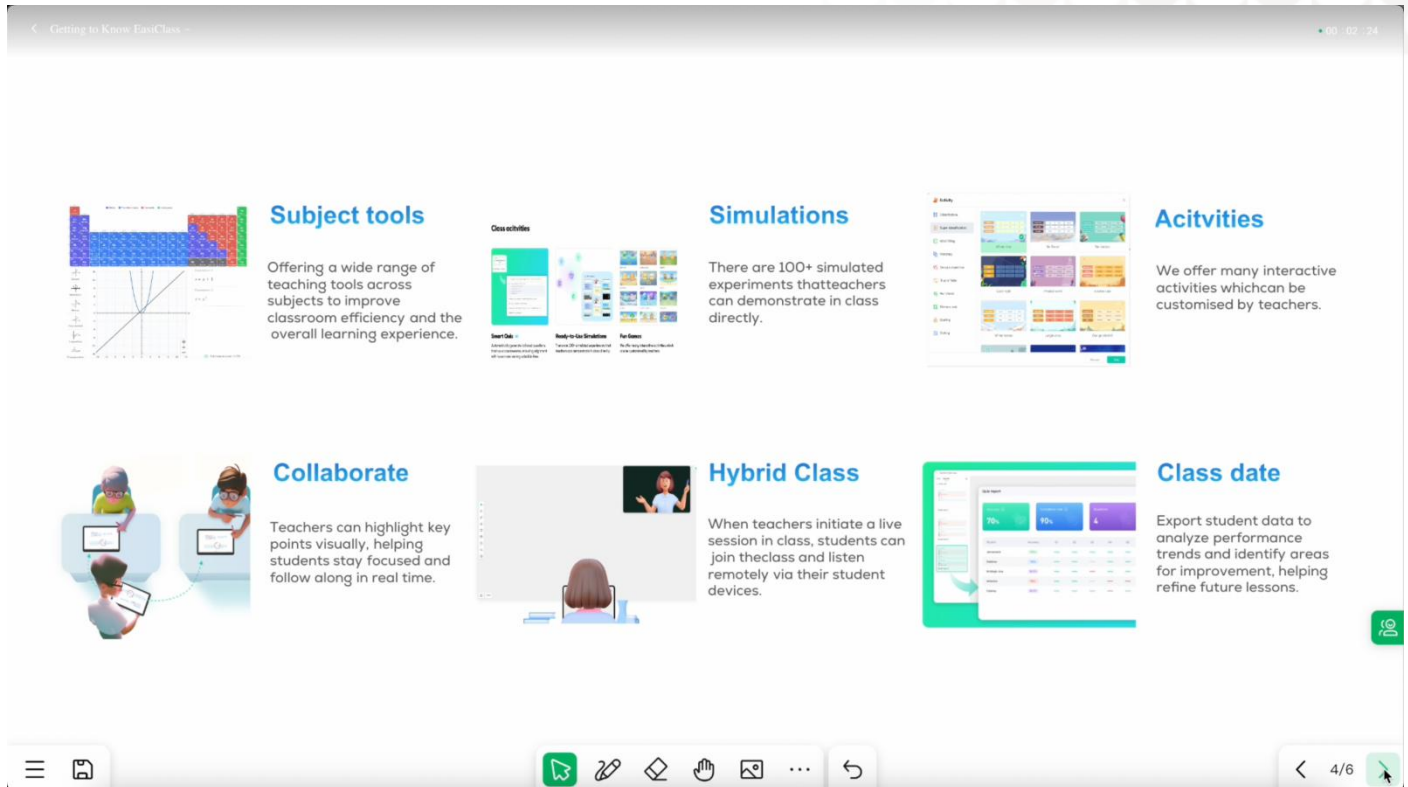
When preparing lessons, teachers can log in to <https://teacherpro.maxhub.com> via a browser to access a range of

AI-powered teaching tools, including AI lesson planning, AI quizzes, and an AI chatbot. Teachers can also upload their existing teaching materials PPTs to EasiClass for further editing, and access classroom activity templates and subject-specific teaching tools.

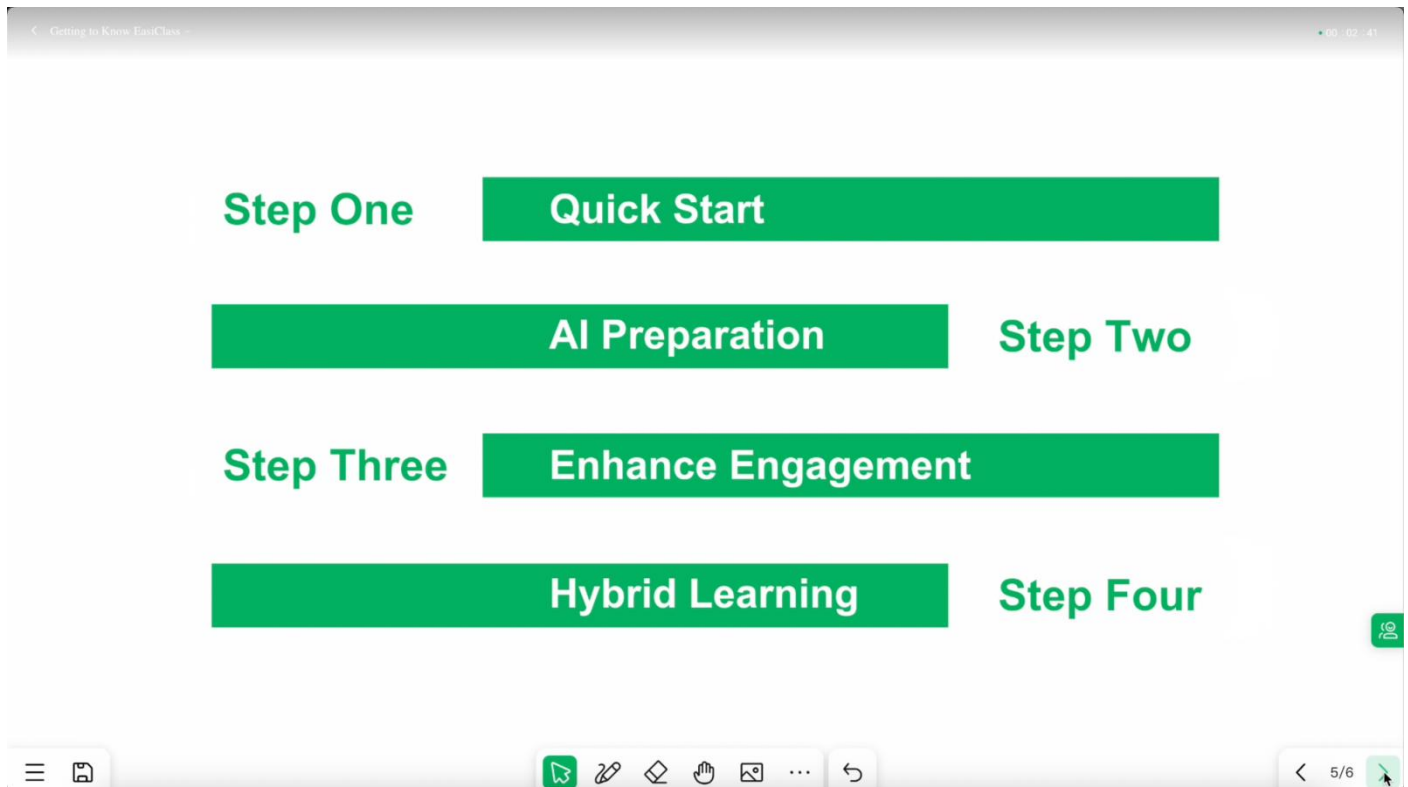




If hybrid teaching is needed, EasiClass also supports teachers in implementing both online and offline teaching methods. It enables class management, courseware synchronization, interactive teaching, online quiz analytics, and live teaching sessions.



You only need 4 steps to fully master EasiClass. The course is divided into four parts: Quick Start, AI Preparation, Enhance Engagement, and Hybrid Learning.

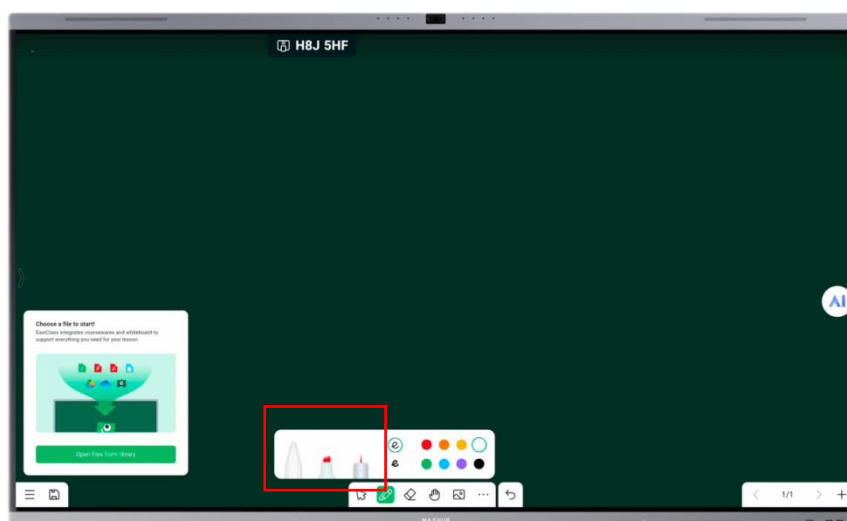


## b. Quick Start for Teaching

During class, teachers can simply use the MAXHUB Interactive Flat Panel in the classroom. Just tap to open EasiClass, and you'll be right inside the teaching side of the platform, ready to use all the tools.

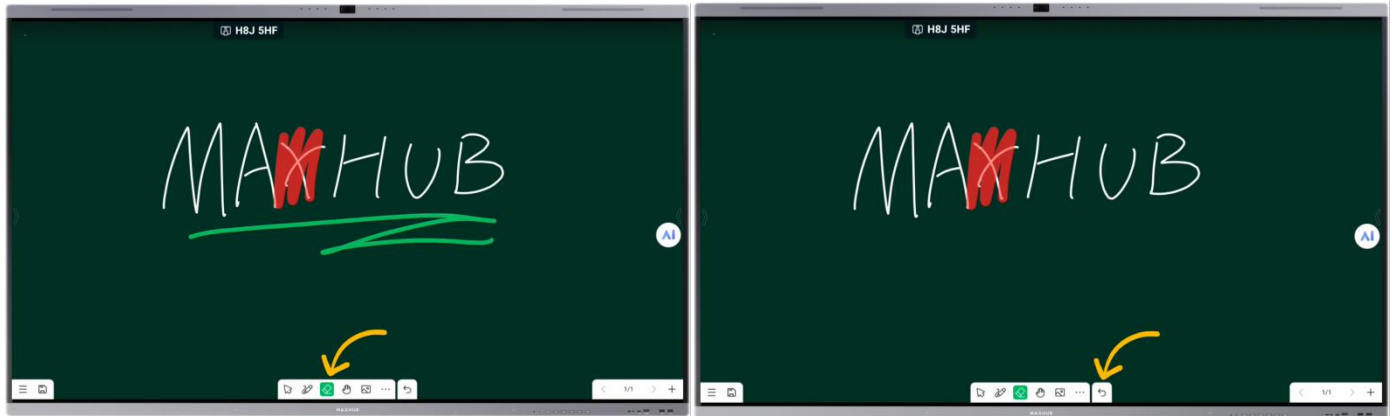


EasiClass provides a whiteboard pen, a marker pen, and a laser pointer. You can choose the pen tool that works best for you to write, use the marker to highlight key points, and the laser pointer to circle important content. By clicking on the pen tool, you can also adjust the color and thickness of the pen.

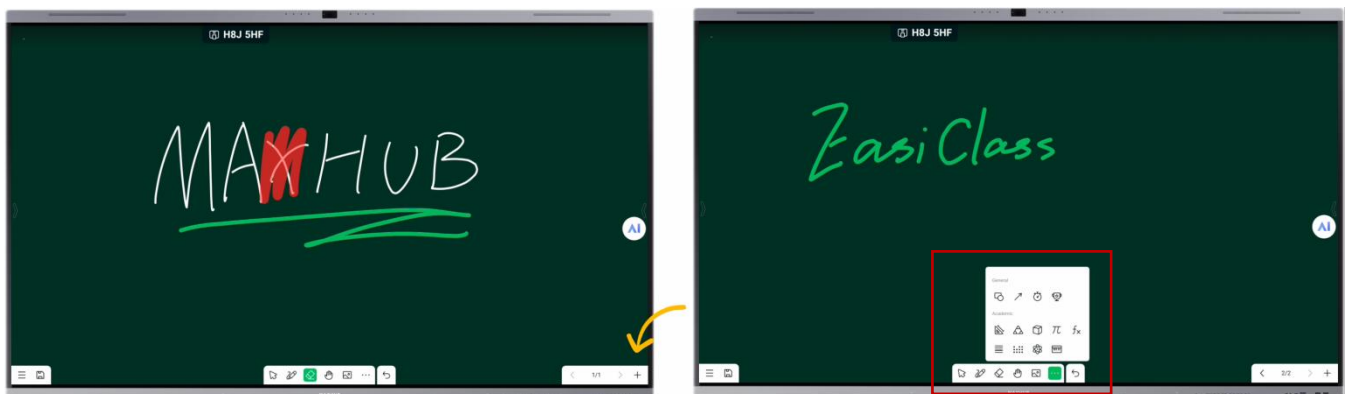


If you make a mistake while writing, or need to erase some content, just switch to the eraser tool—you can easily wipe off the parts you don't need.

If you accidentally made a wrong move, or if you're not happy with what you just wrote, you can use the undo function to go back to the previous state.

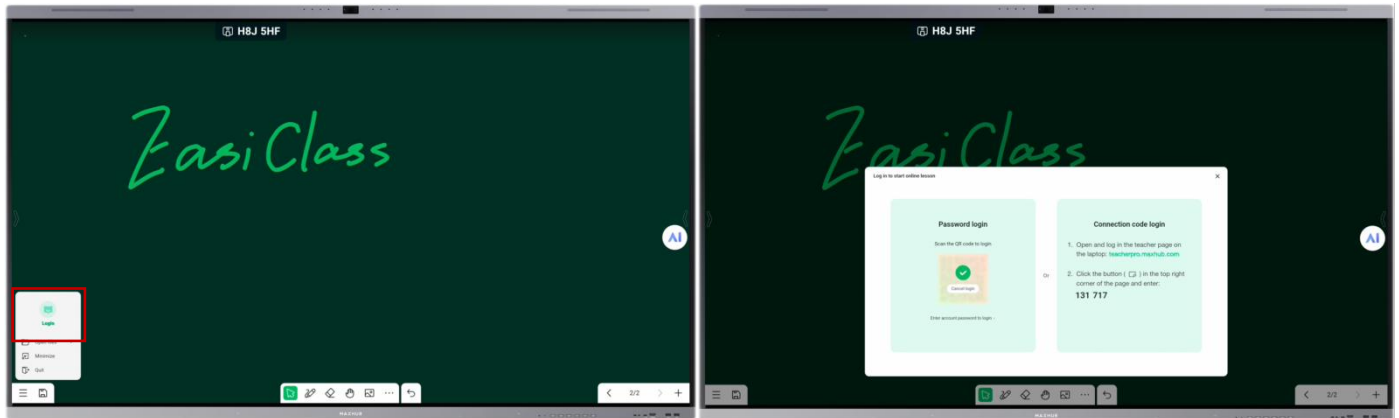


If you want to add a new page, just click the plus sign in the bottom right corner to keep writing on a fresh page. You can also try out the subject tools in the “More Tools” section – we'll go over those in the next lesson.

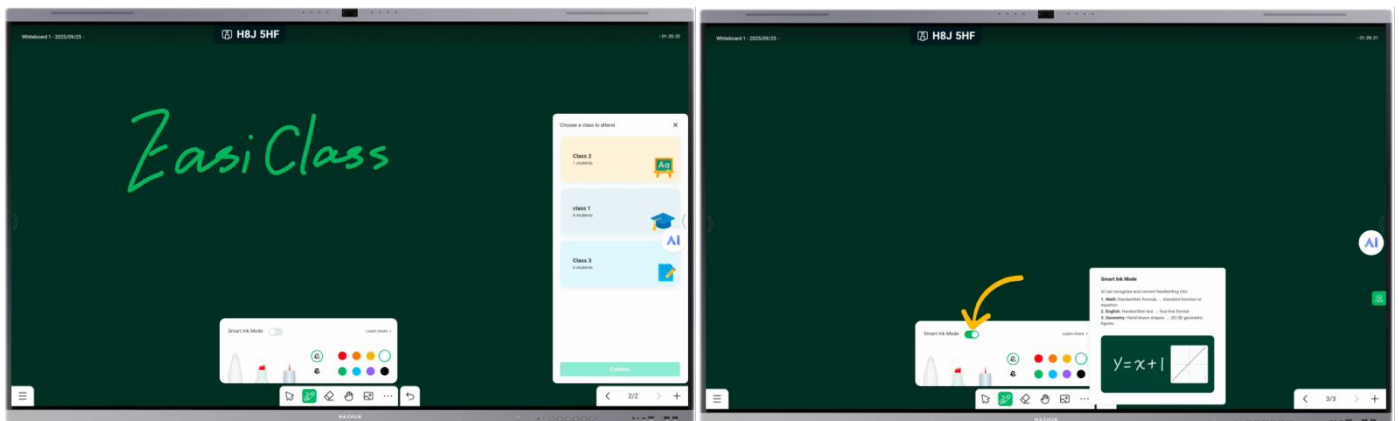


We recommend that teachers register an account in advance at [teacherpro.maxhub.com](https://teacherpro.maxhub.com). After logging in, you'll unlock more features you can use in your lessons – including AI tools and other functions that make your

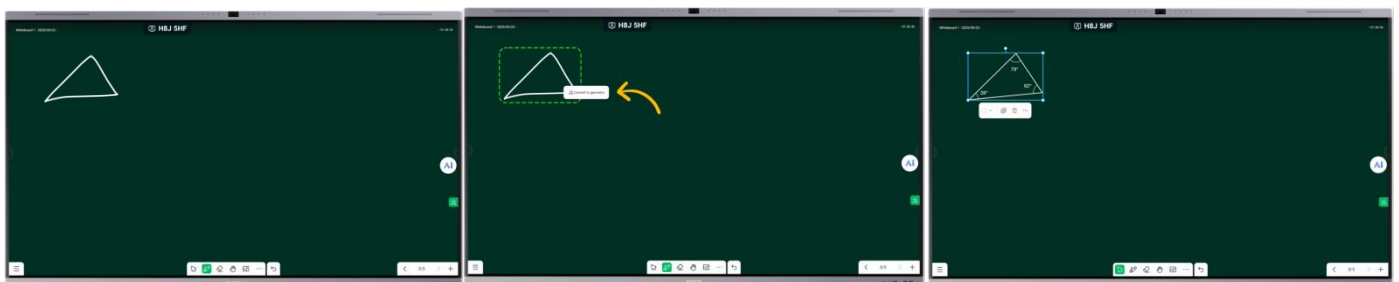
classes more interactive. In the upcoming sessions, we'll guide you step by step on how to use them.



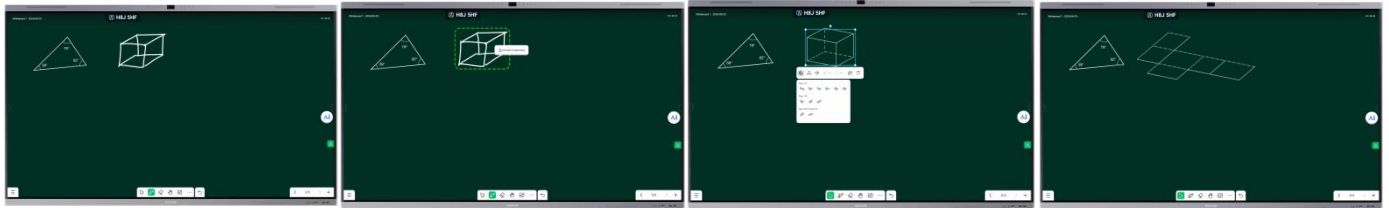
After logging in to EasiClass, you can turn on Smart Ink Mode in the pen tools. AI will recognize and convert your handwriting.



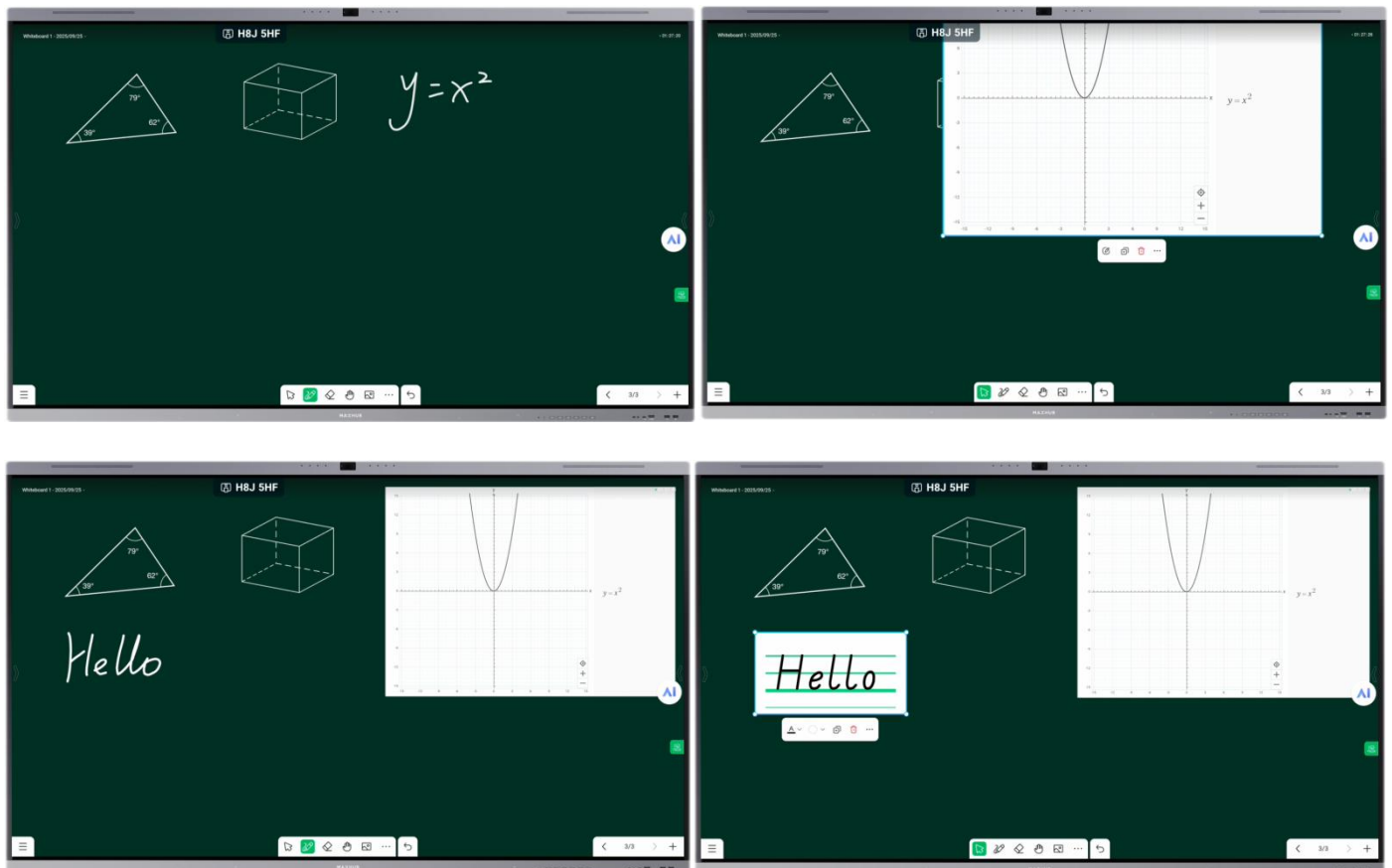
For example, if you draw a triangle, the system will automatically detect it. After a quick flash, you can long-press the shape and tap Convert to Geometry – it will instantly change into a precise triangle and even show the angles.



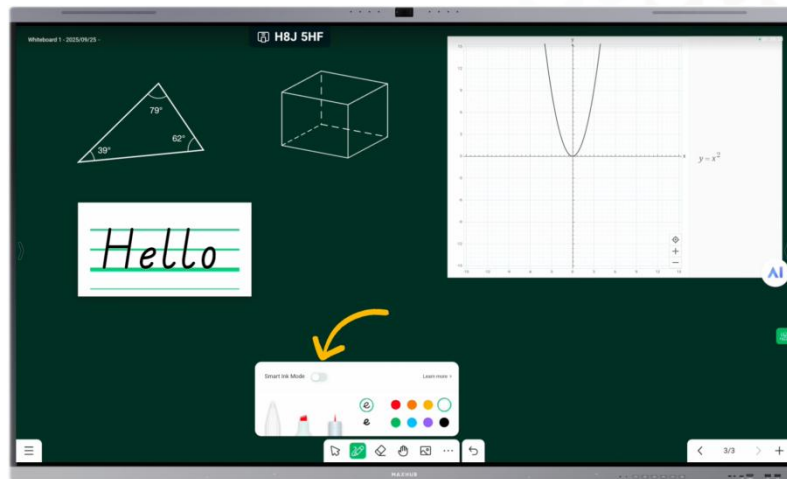
You can also draw a cube, and after the flash, long-press and select Convert to Geometry to turn it into a 3D cube, which you can then unfold for teaching.



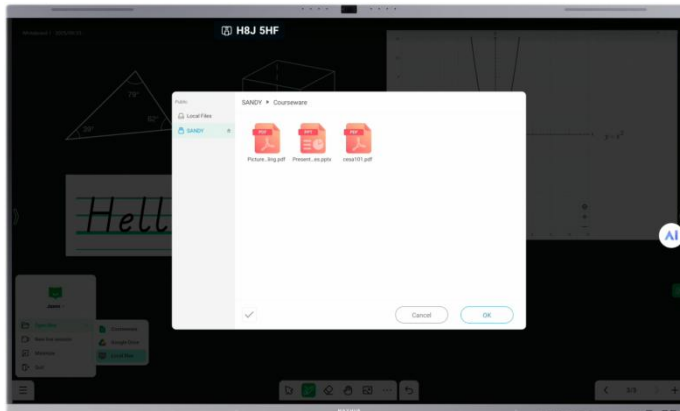
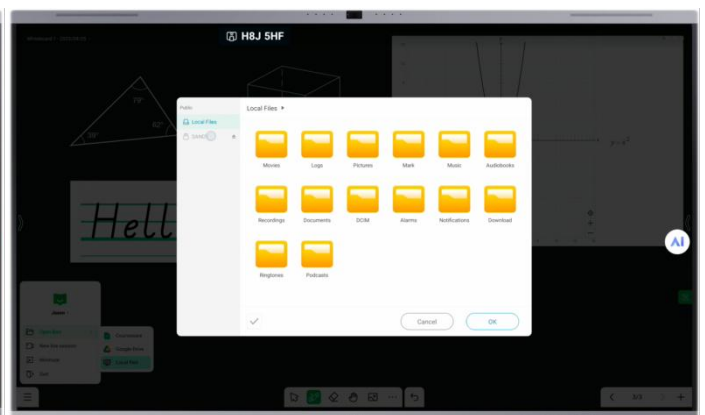
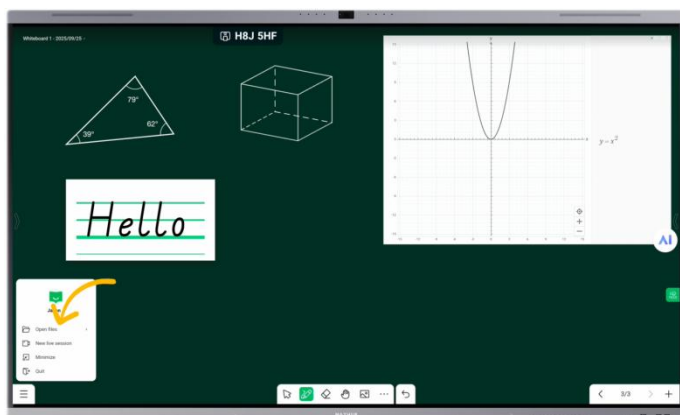
You can also write math formulas, such as  $y = x^2$ , and it will generate the corresponding function graph.



If you don't need this feature, you can simply turn off Smart Ink Mode.

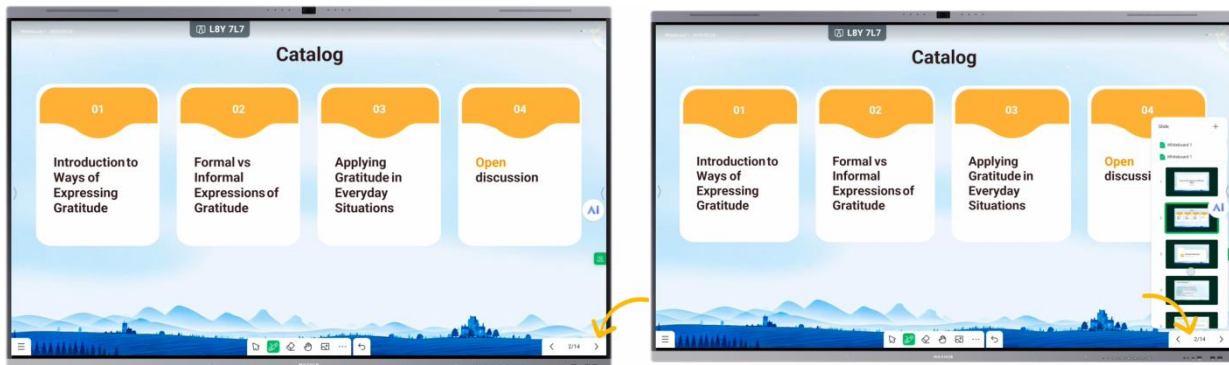


If you have courseware you'd like to present, just click the menu in the bottom left corner and open your local files. You can choose either a PPT or PDF, and it will load right into EasiClass. This way, while you're presenting your slides, you can also use all the teaching tools at the same time.

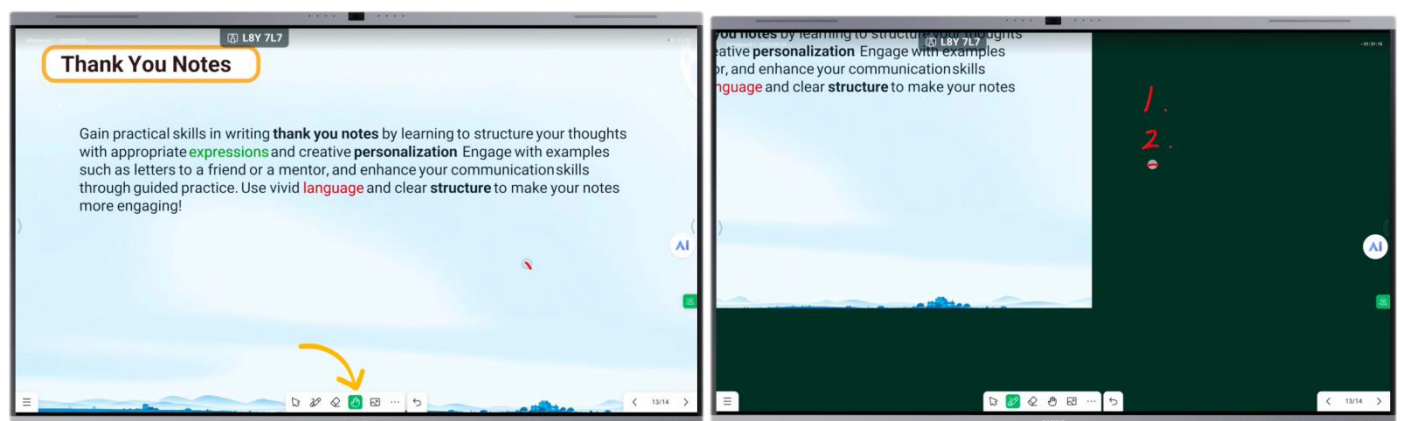


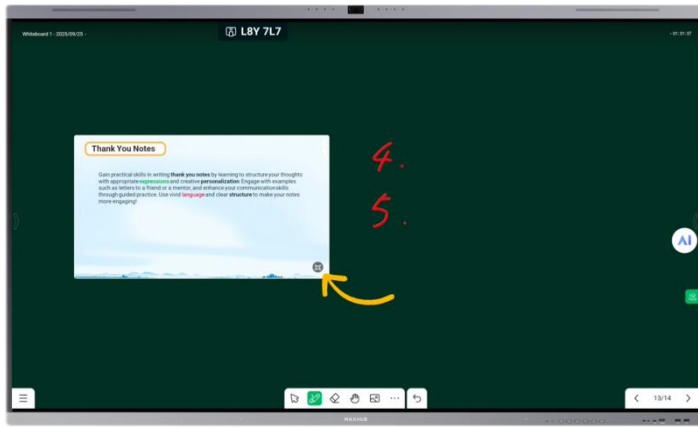
We can also open a cloud courseware file for teaching. By clicking the left or right arrows at the bottom right, you can switch pages to show the next teaching point. You can also click on the page number, and a thumbnail view

of all the slides will appear. From there, you can quickly jump to any page, making it easy for teachers to switch content on the fly.



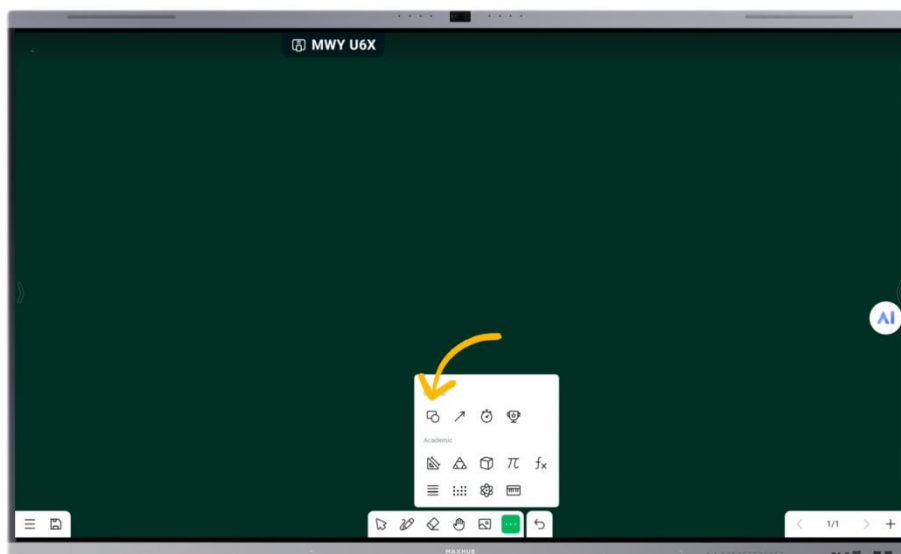
During teaching, if the writing space on a slide isn't enough, you can click the "hand" button to move the whole writing area, giving you unlimited space to write. When you drag the courseware off the screen, it will turn into a floating window. You can resize this window as needed and continue writing on the blank space. With just one click, you can also bring the courseware back to the main page.



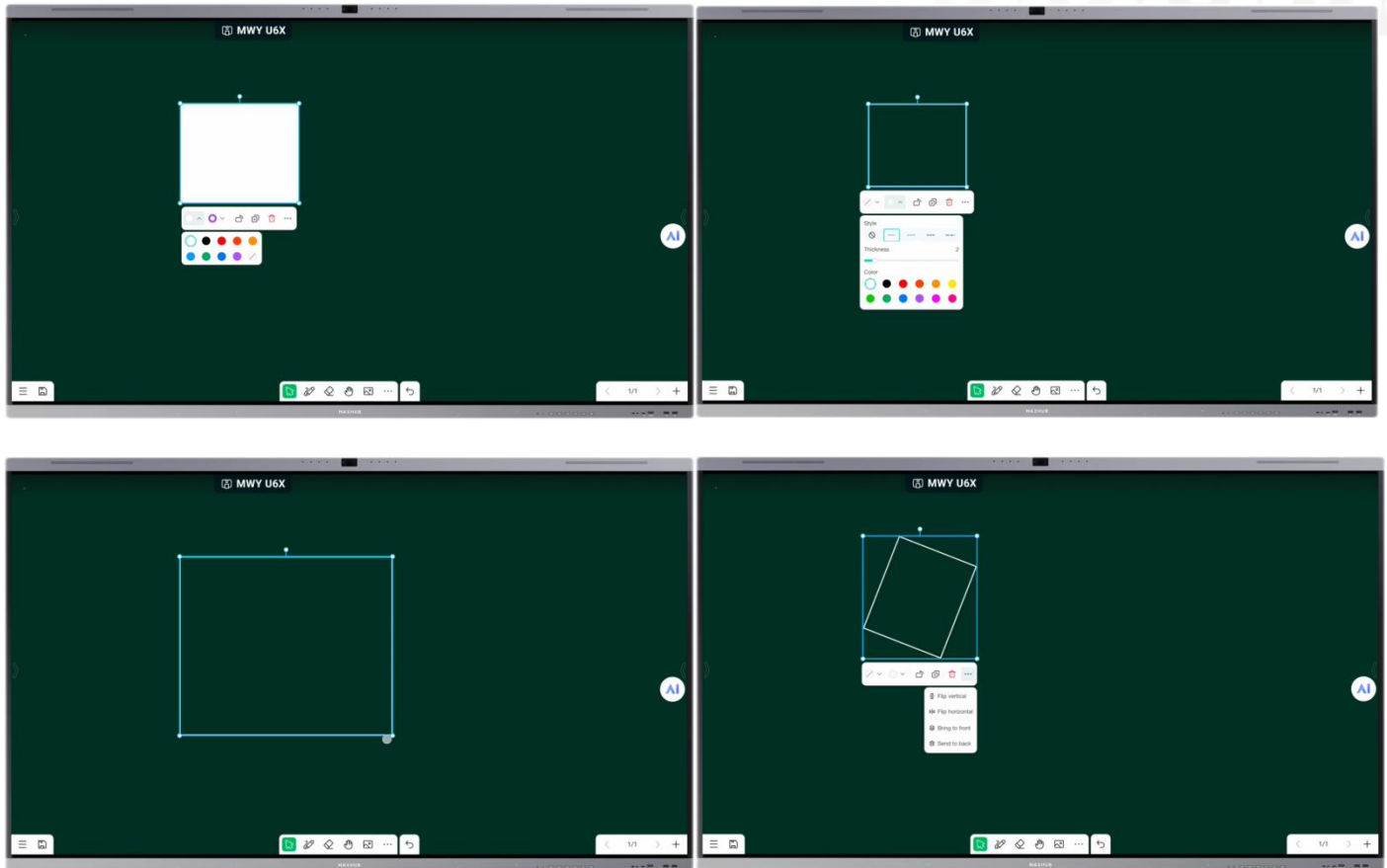


## c. Convenient Subject Teaching Tools

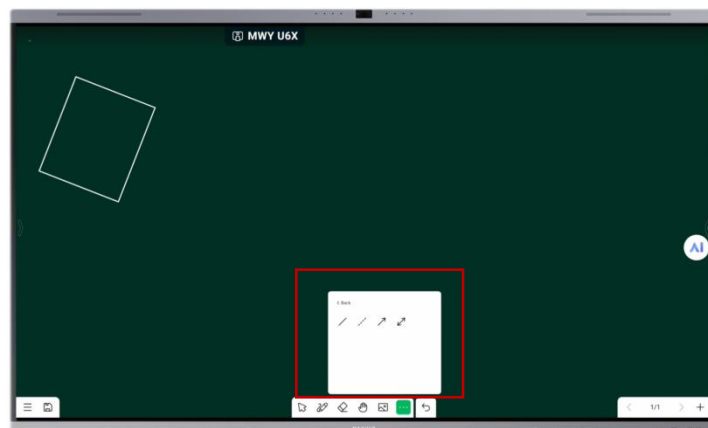
EasiClass has a wealth of subject-specific tools prepared for teachers of different subjects. Click "More," then select "Geometry"—there are lots of 2D shapes here, like squares, circles, sectors, triangles, and more.



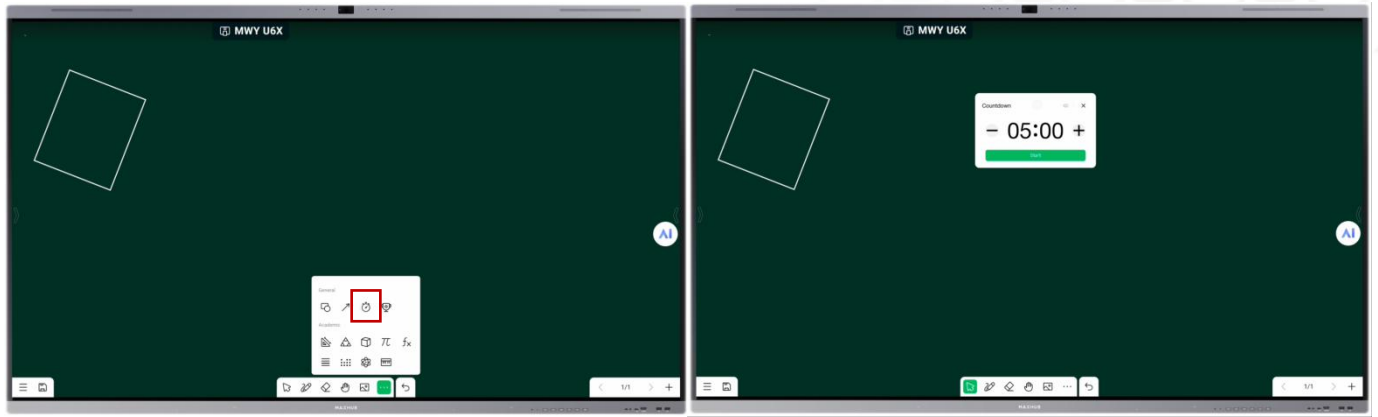
Once you insert a shape, you can resize it, rotate it, or change its color. You can also use features like copy, horizontal flip, vertical flip, bring to front, send to back, and delete to manage the shape elements on the whiteboard flexibly.



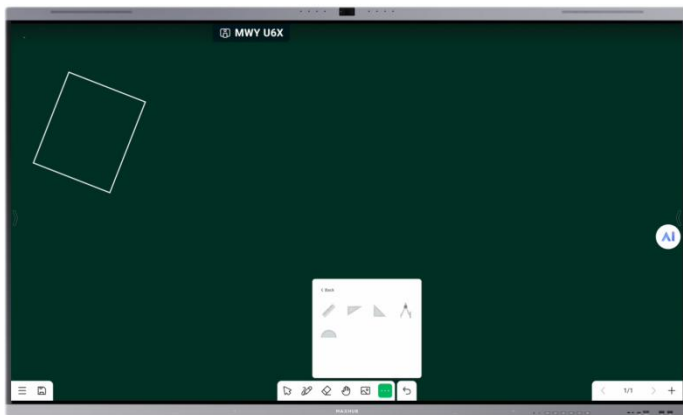
Click "Arrow"—it gives you different line styles, like straight lines, dashed lines, lines with arrows, and so on.



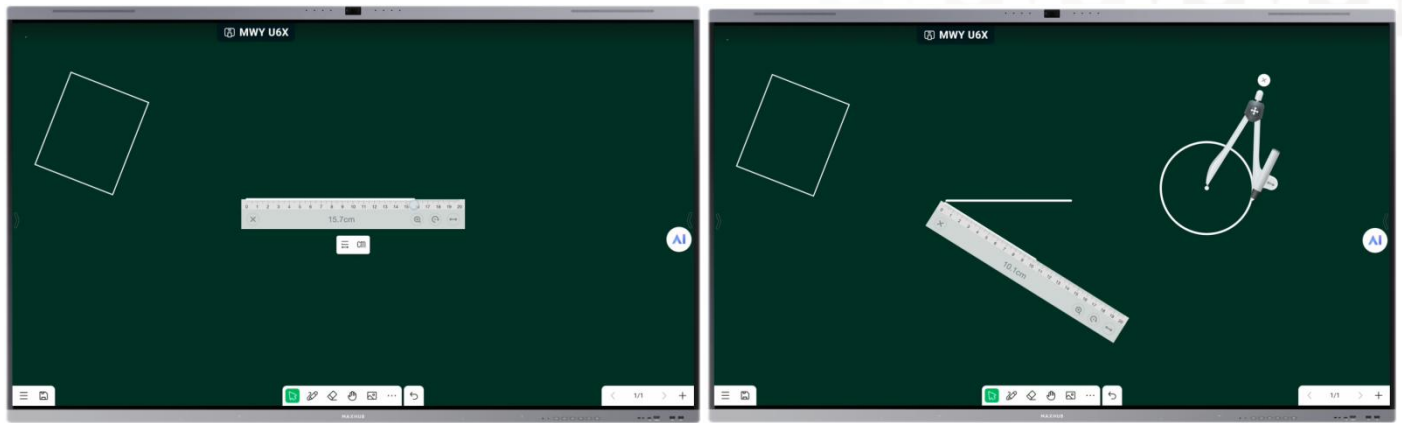
Click "Countdown" and set a specific time, like 5 minutes or 10 minutes. You can use it to control how long students take to answer questions, have group discussions, or finish tasks.



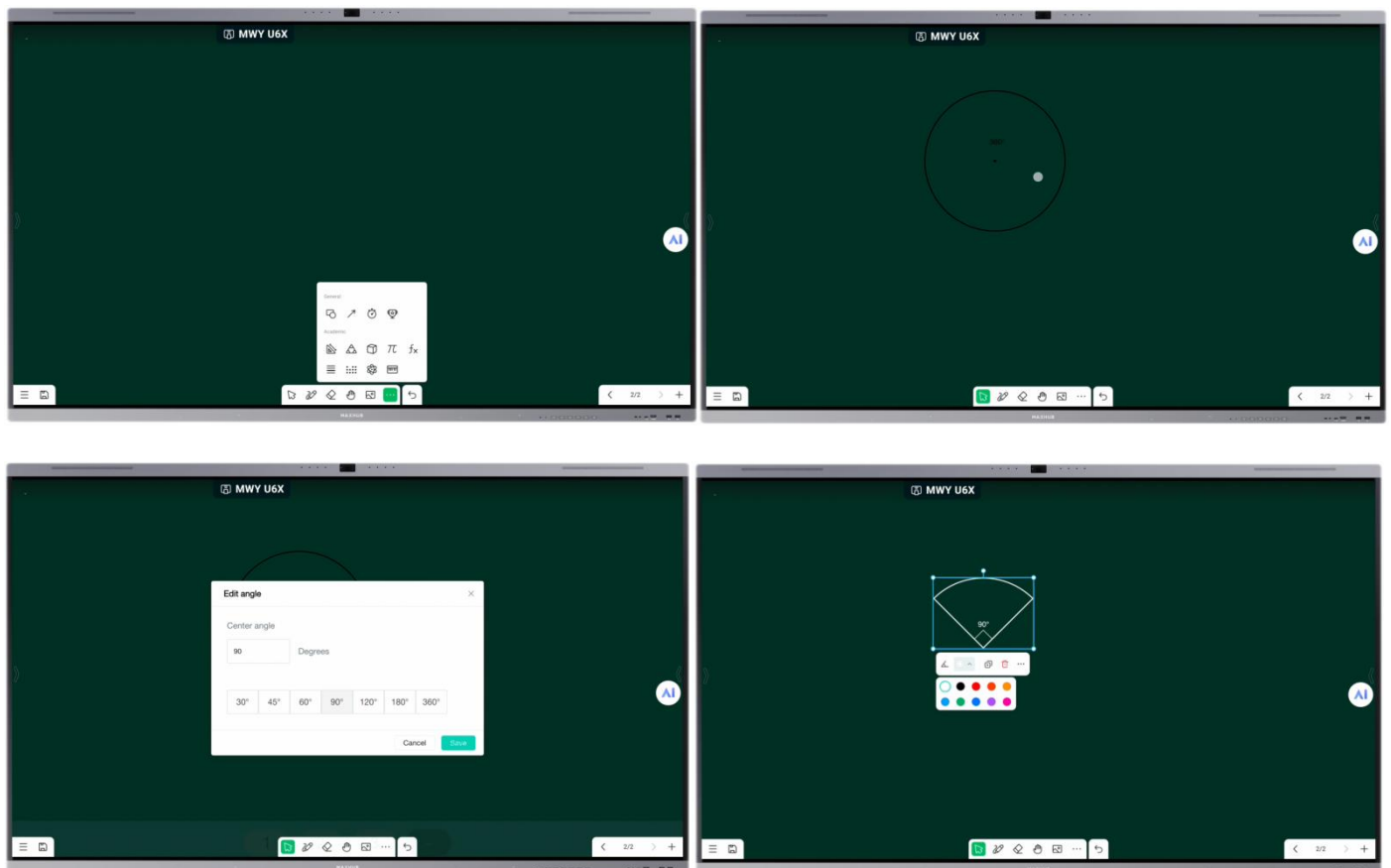
For math classes, you can also use the ruler and compass tools.



Pick the Ruler Tool—you can choose rulers with different scales. It's for drawing straight lines and measuring segment lengths. You can adjust the line's thickness and style, and even change the unit of measurement too. Choose the Set Square Tool, and there are set squares with different angles to pick from. Select the Protractor Tool if you need to measure angles accurately. Or go for the Compass Tool—that's for drawing circles or arcs.

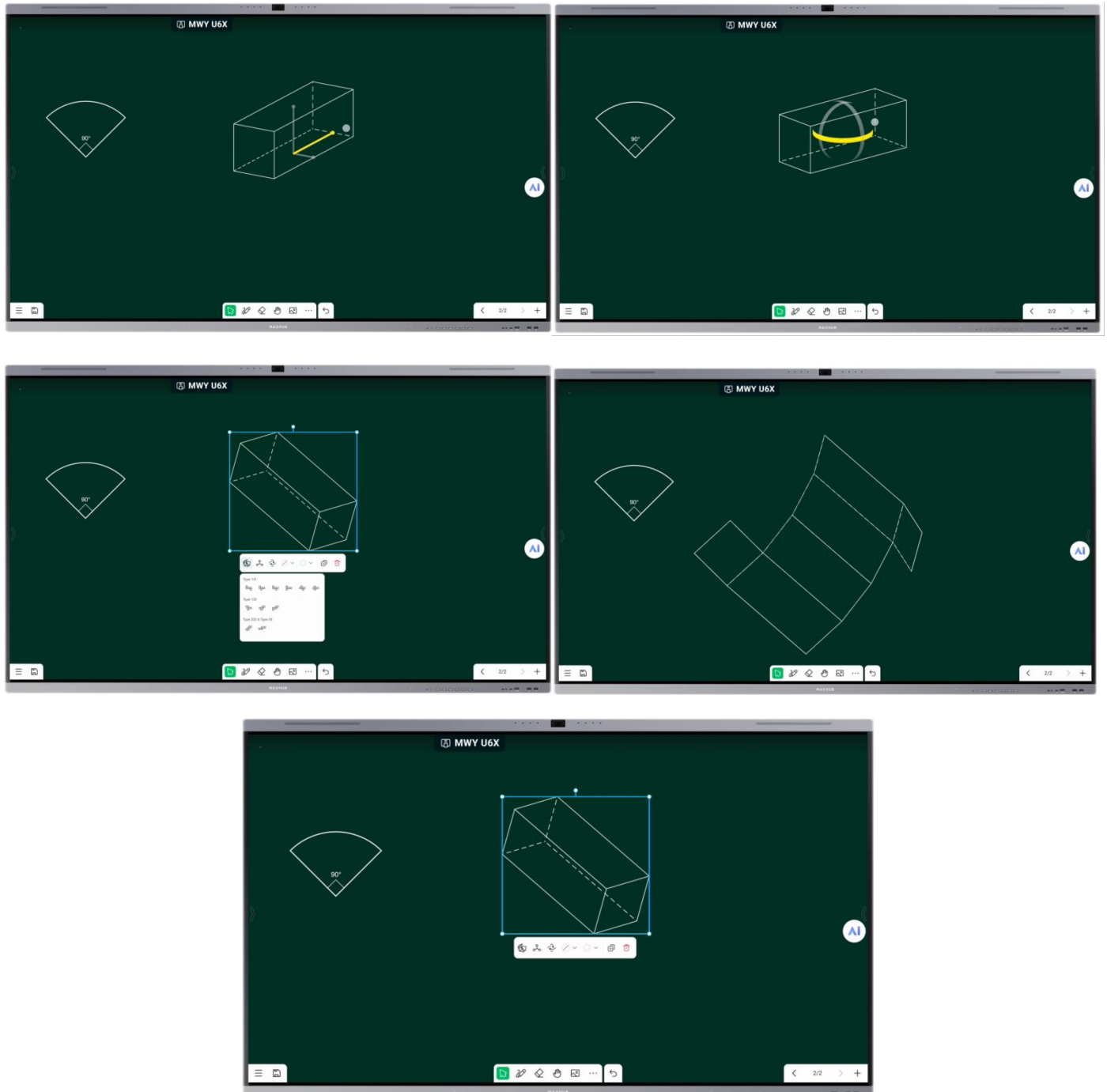


If you select "Draw Shape," you can create custom 2D shapes. Let's take a circle as an example: when using this feature, you can either type the circle's central angle degree on the interface or click one of the common angle buttons, and the system will adjust the circle's display automatically.



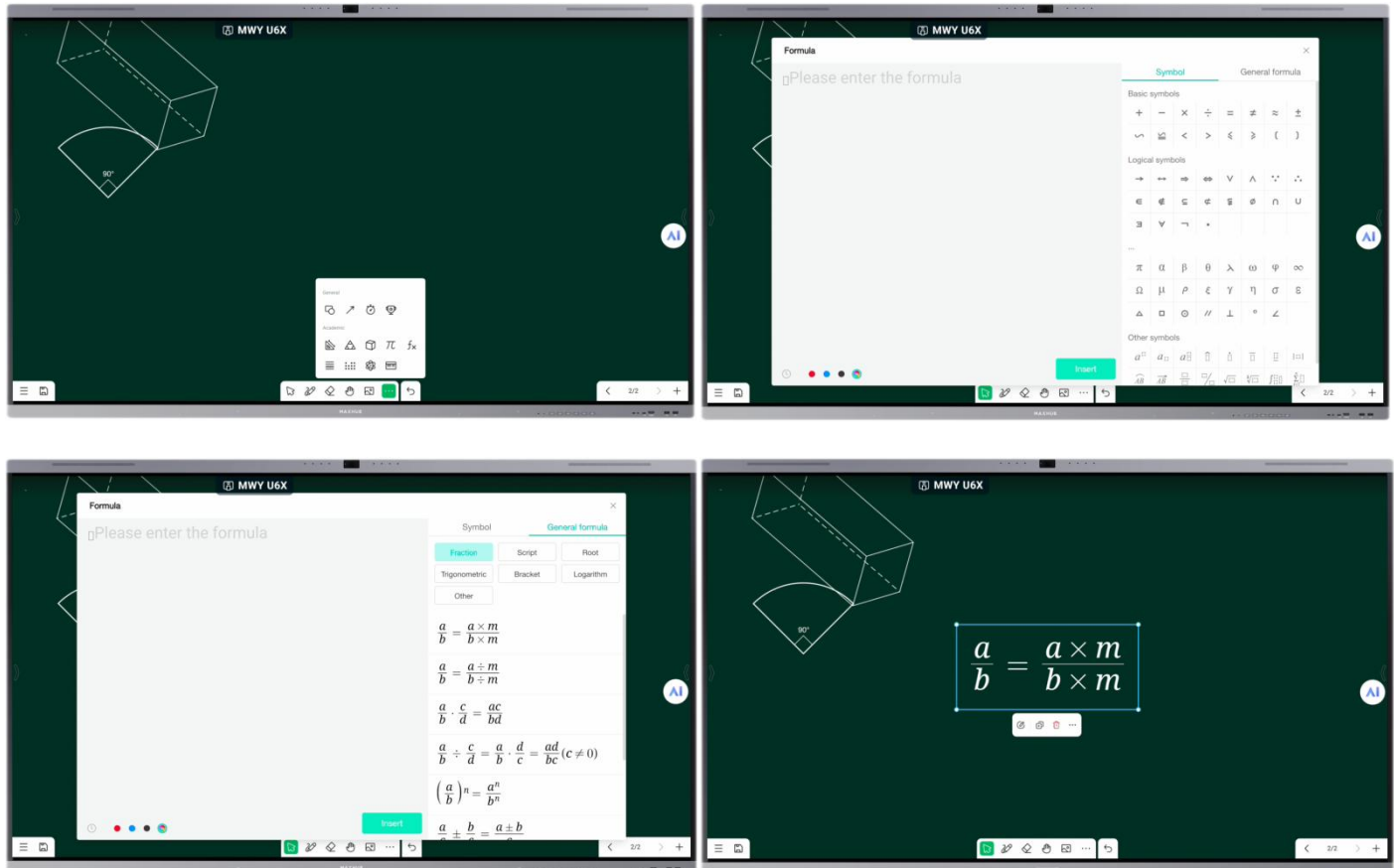
Once you finish editing, click the "Save" button—then you can use the edited circle for your teaching.

You can also use the 3D geometry tool. EasiClass has models like cubes, cylinders, cones, and more. For example, you can draw a cube—then you can adjust its length, width, and height, spin it 360 degrees, or unfold it in different ways. And if you want, you can also turn it back into a cube.

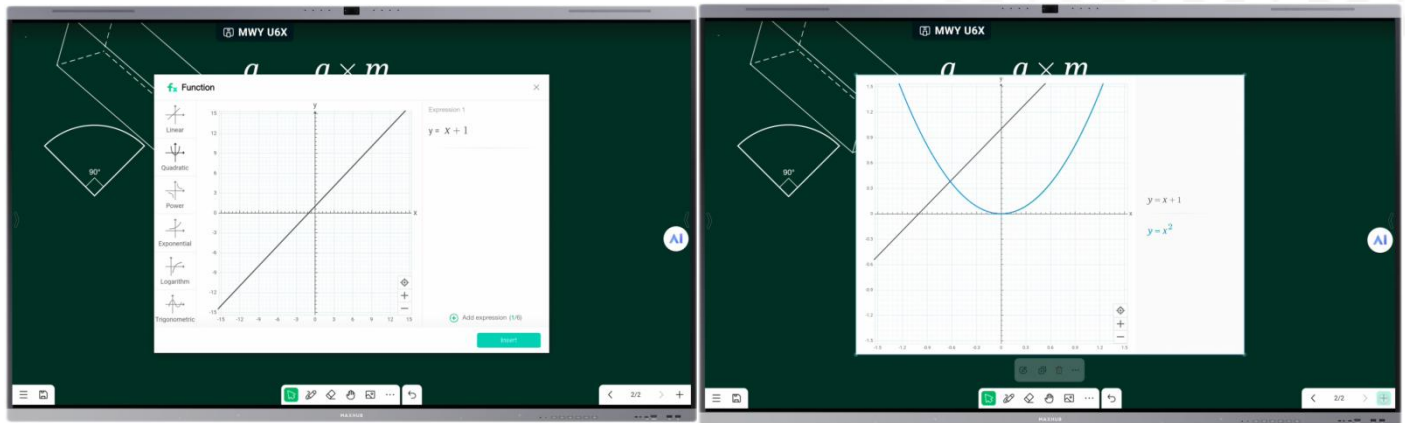


It can be tricky to present special formulas in class, but here you can input math expressions quickly.

You can customize and edit them in "Symbol," or use "General Formula"—just pick a formula template, and it'll pop into the formula editor. Finally, click the "Insert" button to add the formula to the right spot on the whiteboard or your courseware.



If you need to present math function graphs—like linear, quadratic, power, or exponential functions—just input the function expression. The system will automatically plot the graph on the coordinate system, and you can also perform operations like translating or scaling it.

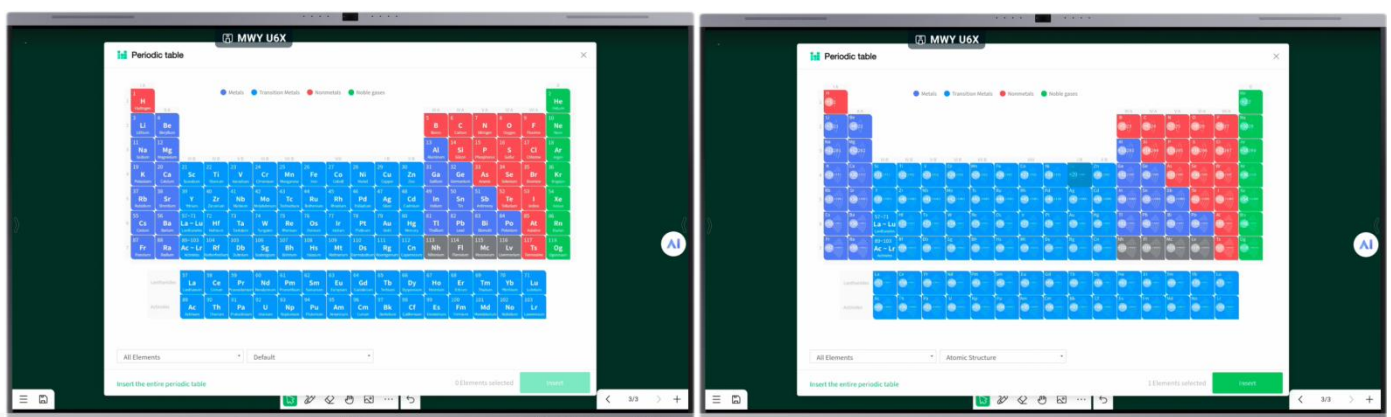


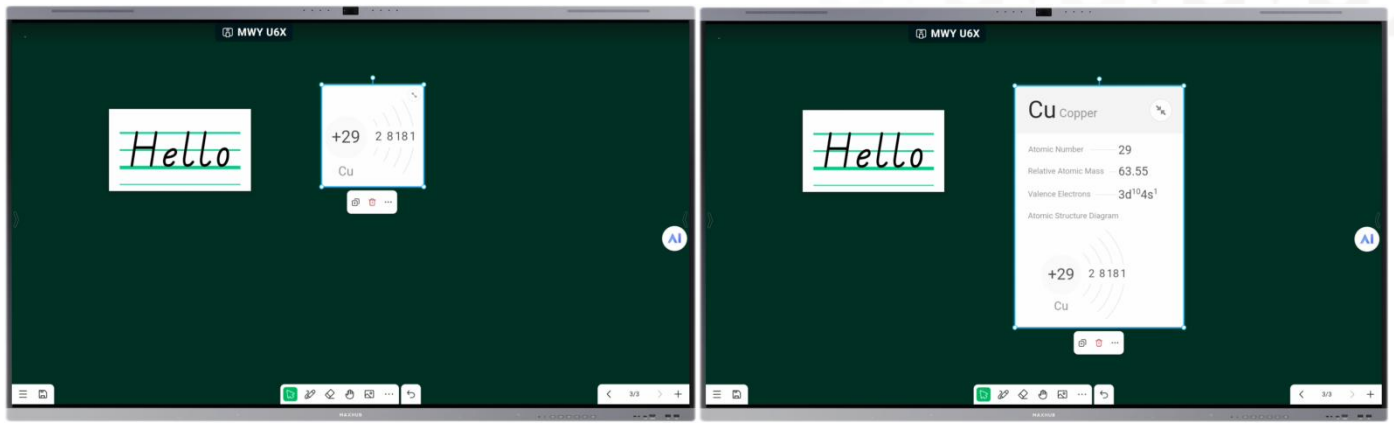
The four-line, three-space tool on the side is really handy for language teaching, especially English. It helps teachers show students the correct way to write letters during class.



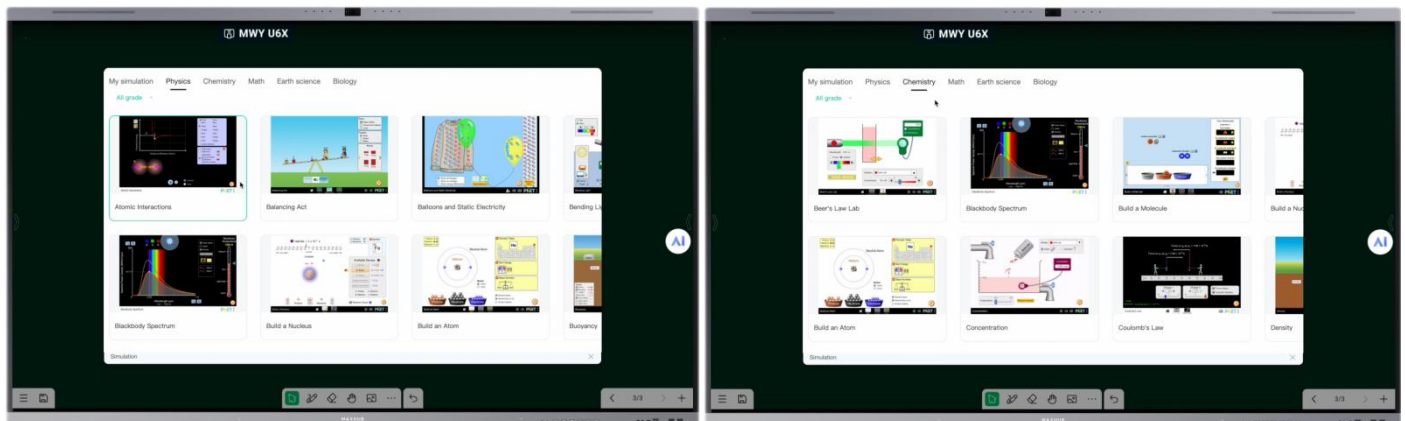
For chemistry teachers, you can use the periodic table of elements. You can filter it based on your needs to show different categories.

Click any element to add it to your courseware, and hit "More" to check detailed info like the atomic structure.

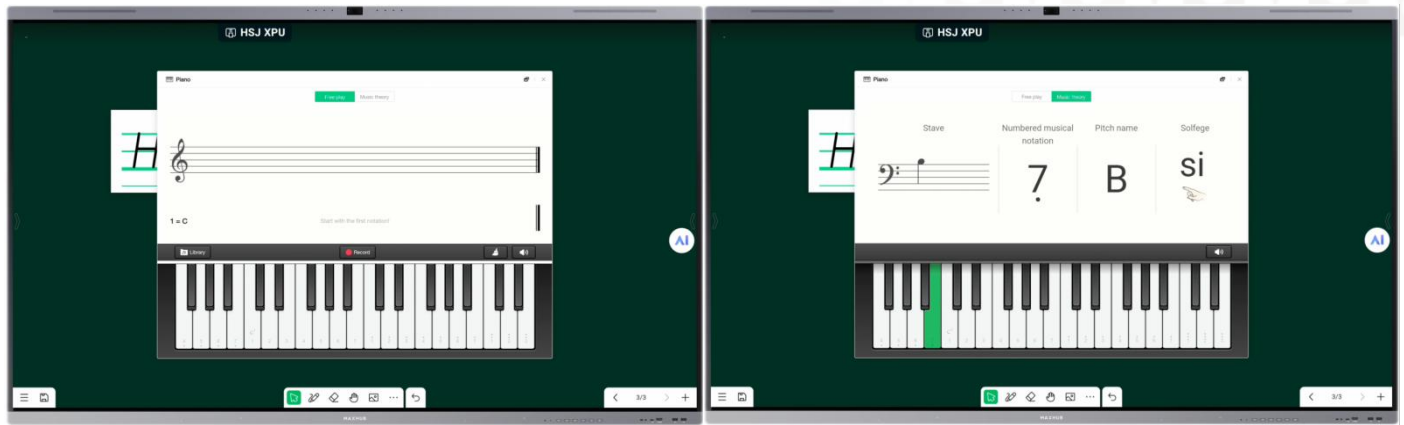




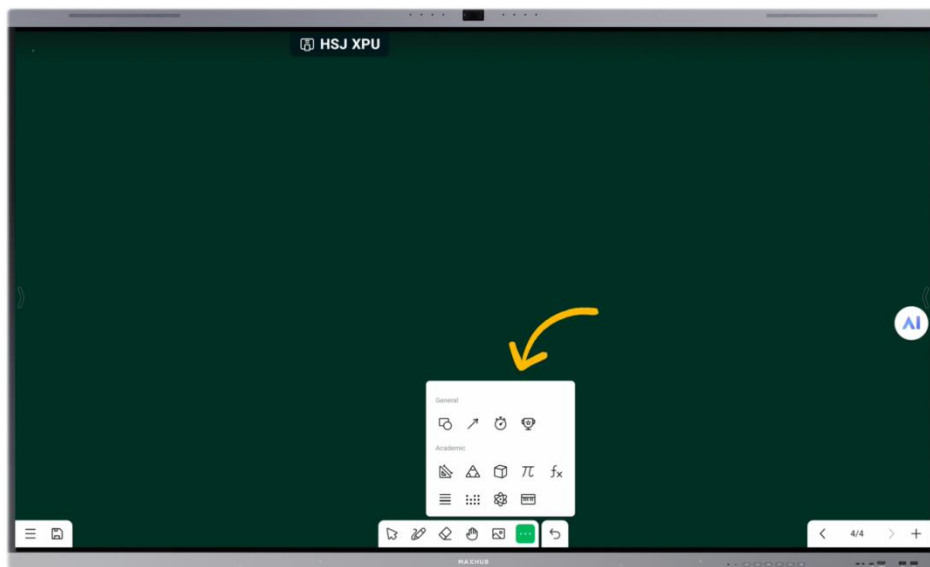
For multiple subjects, you can use the simulation experiment feature. It covers subjects like physics, chemistry, math, earth science, and biology, with plenty of experiment scenarios—you can do interactions and demos with it.



If a music teacher uses the piano tool, they can go into Free Play mode. The record button at the bottom lets you record your performance and create an audio file. In Music Theory mode, just click on a note, and the sheet music above will show the related content, so you can follow along and learn the theory.



Those are the basic features you'll use in the teaching mode. There are also more cool ways to use it—like AI courseware creation and in-class activities.

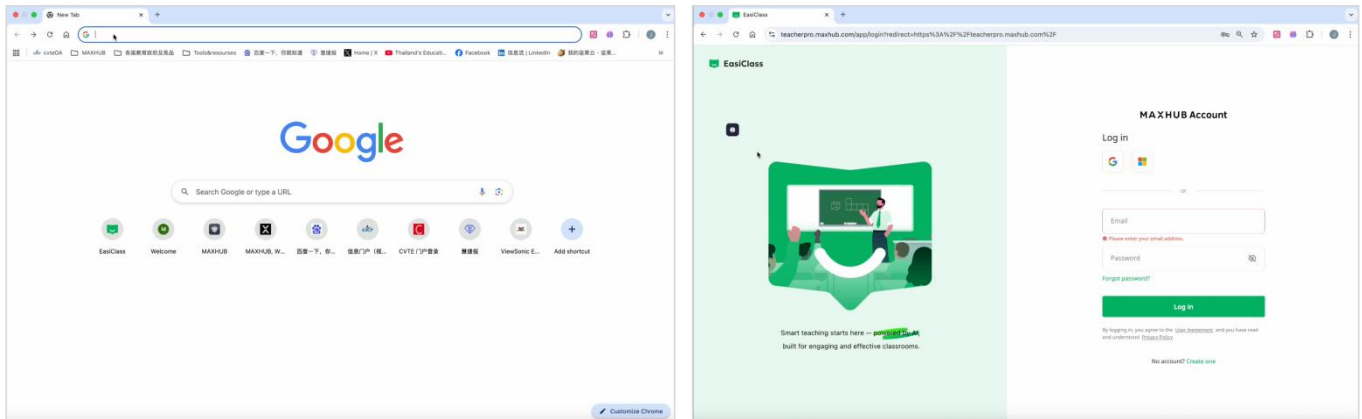


## 2. AI preparation

### a. Account Registration and Basic Layout

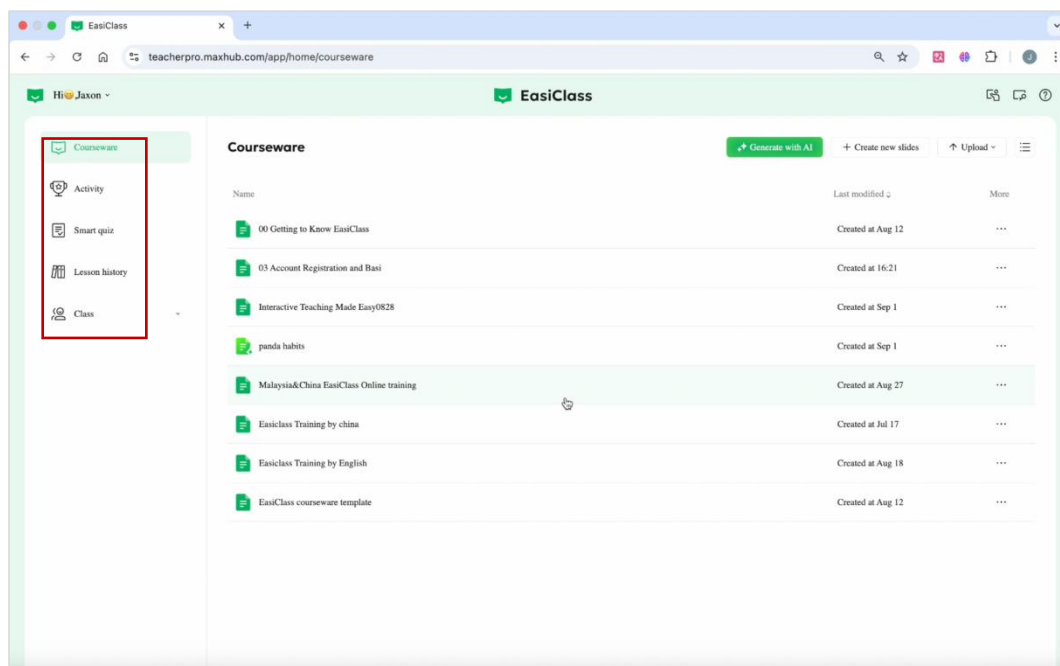
Let's explore how EasiClass can assist you in efficiently preparing and creating courseware.

First, open your browser and go to [teacherpro.maxhub.com](https://teacherpro.maxhub.com). This website allows you to prepare lessons, conduct classes, and manage your teaching activities. Don't forget to bookmark it! If this is your first time logging in, you can register a new account. You also have the option to log in using your Google or Microsoft account.

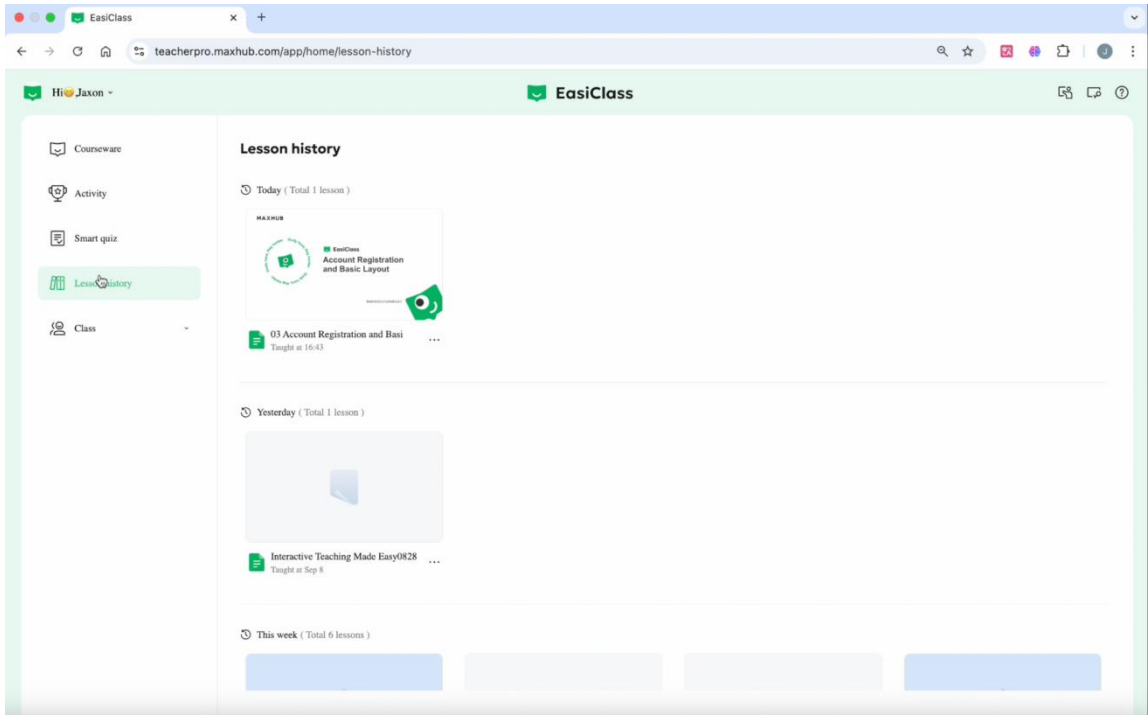


The lesson preparation interface is divided into three main sections:

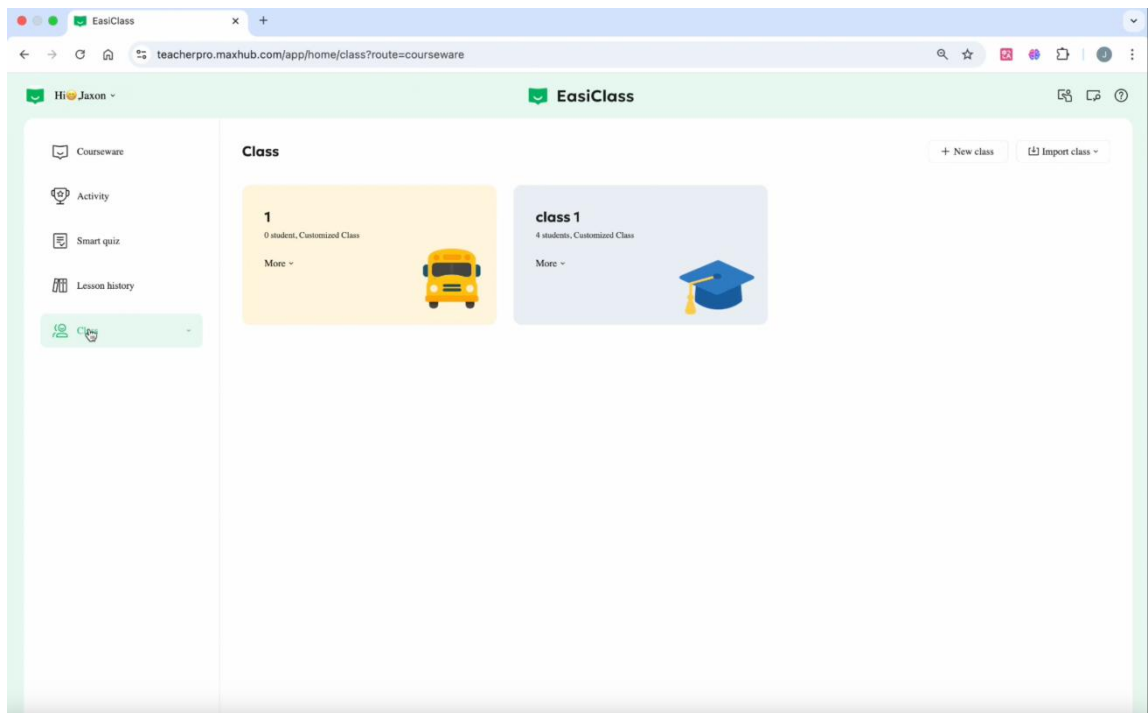
First, My Space – This is used to manage your teaching materials, activities, and quizzes. We will go into more detail about this later.



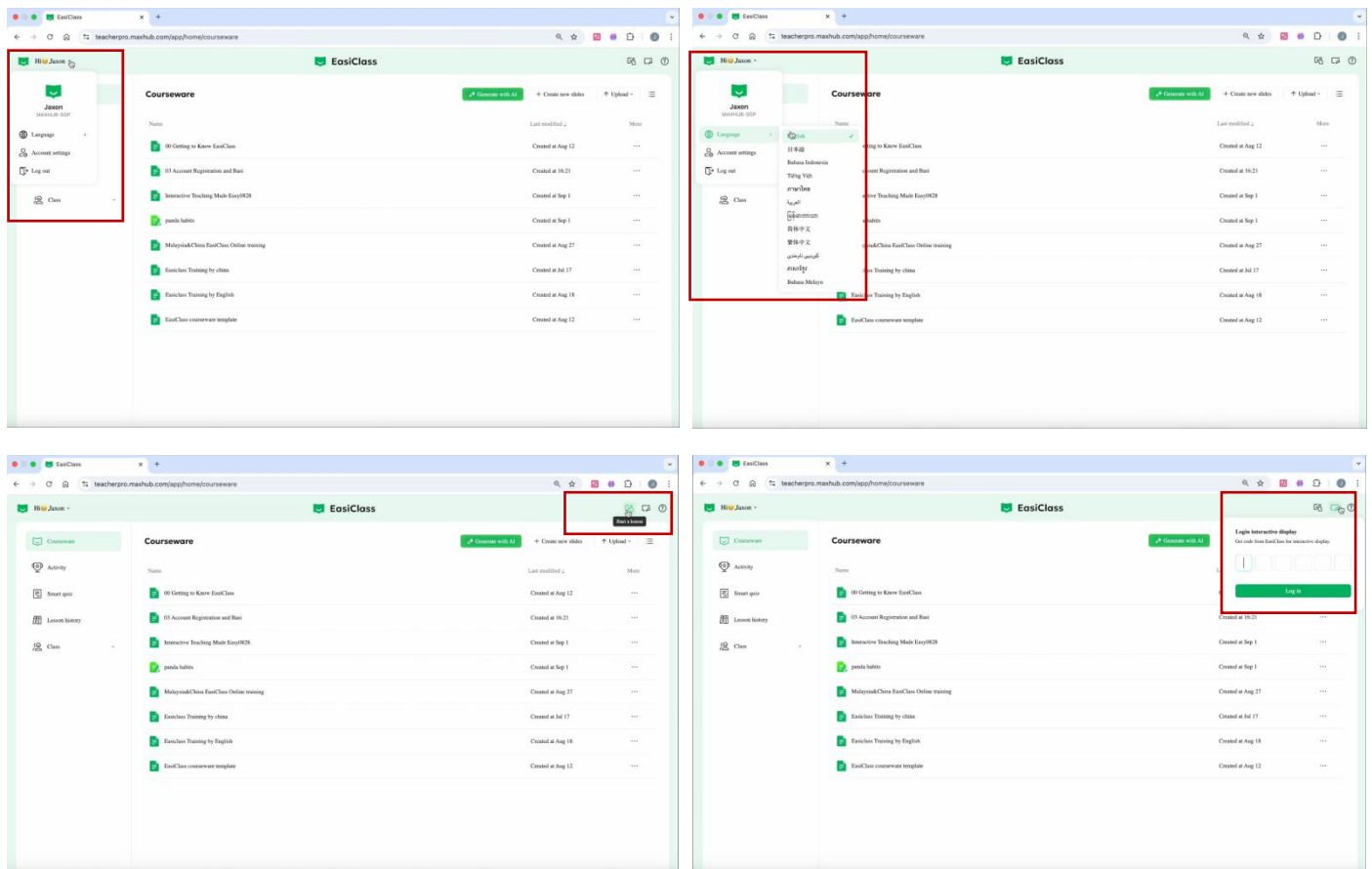
Second, Lesson History – Here, you can review your past lessons.



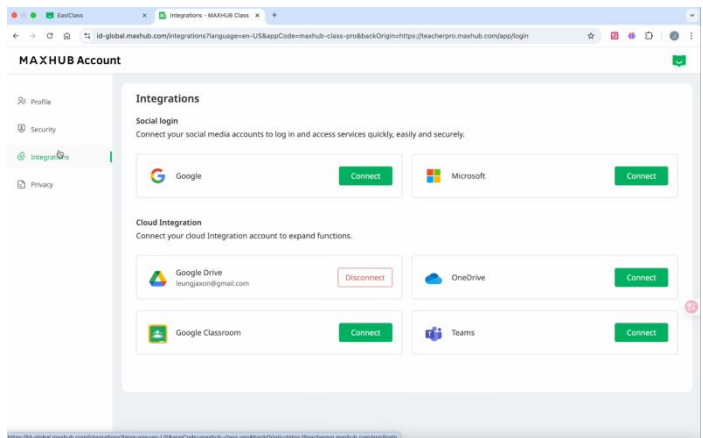
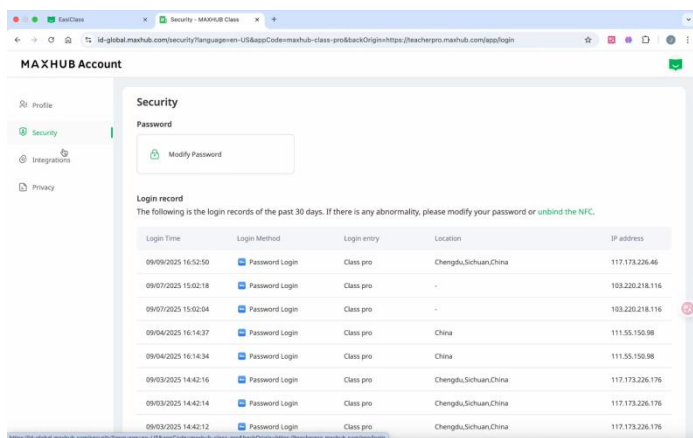
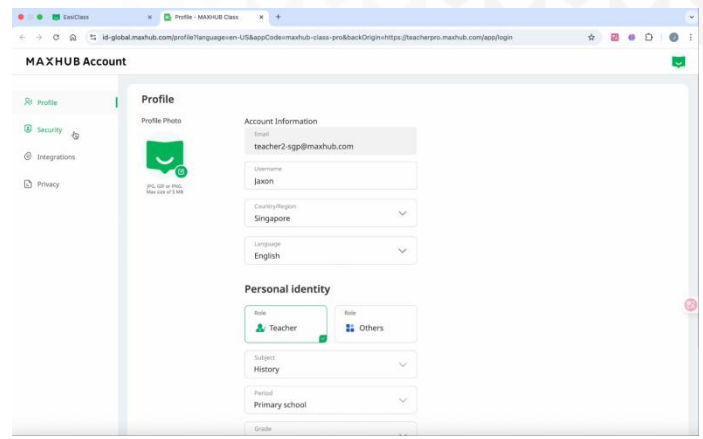
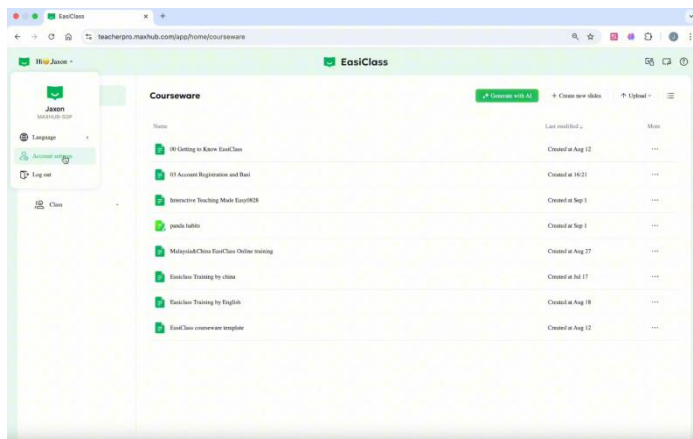
Third, Class – This section is for managing classes and students in both online and hybrid teaching environments.



In the top left corner, you'll find your account information, where you can also change the system language to your preference. There are two additional buttons: "Start a Lesson" and "Login Interactive Display." If your classroom is equipped with a MAXHUB Interactive Flat Panel, you can quickly cast your laptop screen wirelessly using this feature.

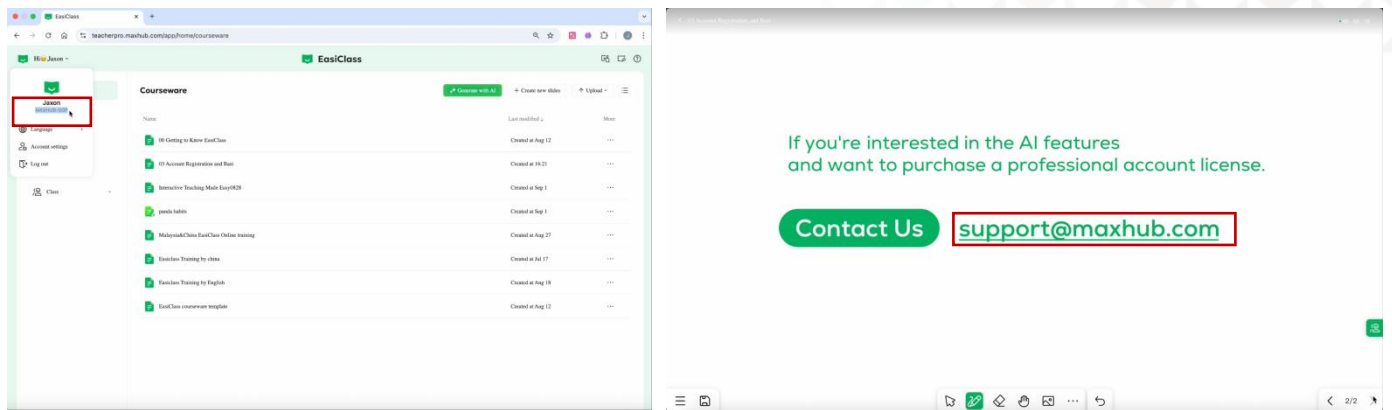


Click Account Settings to access detailed account settings. You can also view Security, navigate to Integrations to connect your cloud drive for data access, and check Privacy.



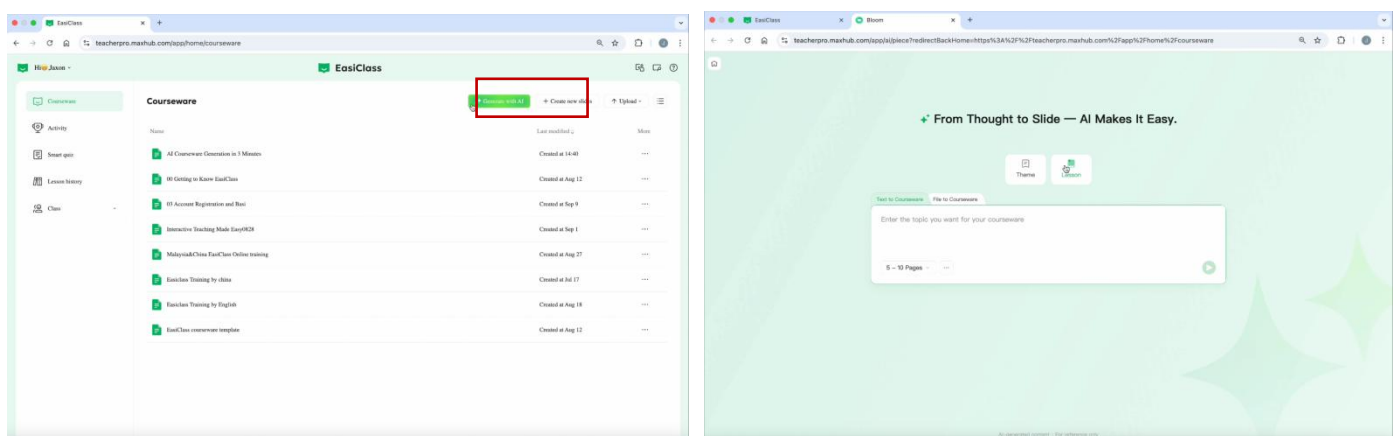
Right below the account name, you'll see the organization affiliation. For individual users, this usually shows "Personal account." We also support setting up school organizations. Once you add the school's teachers to the organization, you'll be able to experience and apply to activate AI-related features.

If you're interested, just get in touch with the MAXHUB team or drop a note to [support@maxhub.com](mailto:support@maxhub.com) to try out the professional features or get a professional account license.

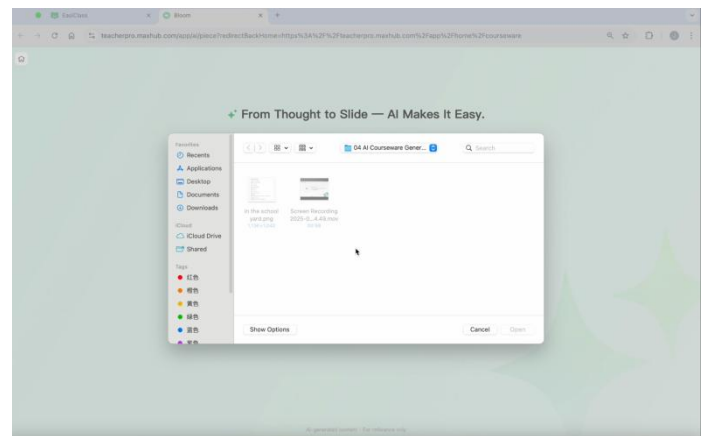
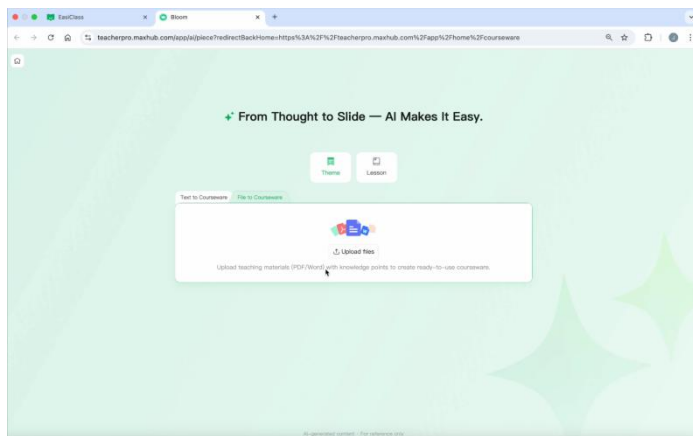
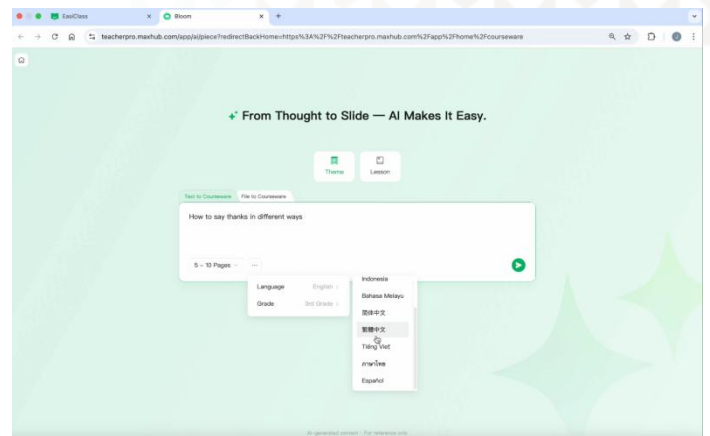
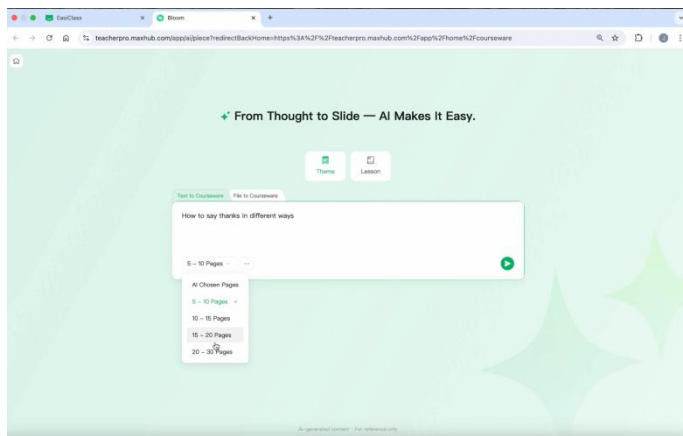


## b. Generate AI Courseware in 3 minutes

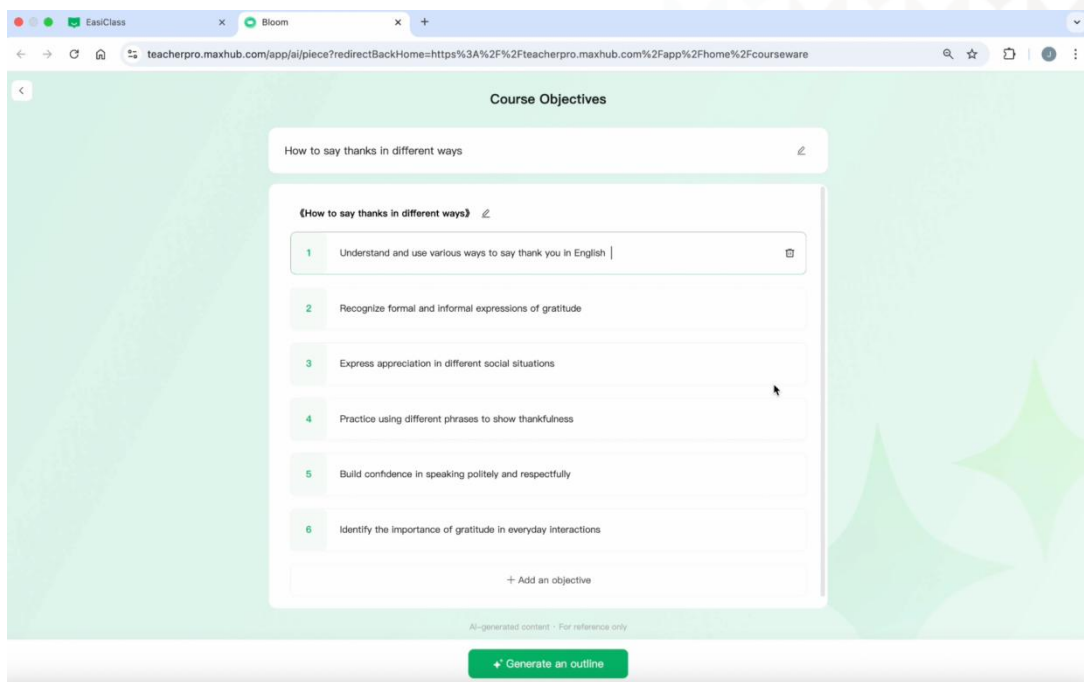
When creating new courseware, click “Generate with AI” in the right of the Courseware section. This will take you to the AI lesson preparation page. You can enter a class meeting, holiday courseware topic, or a subject-related theme to get started.



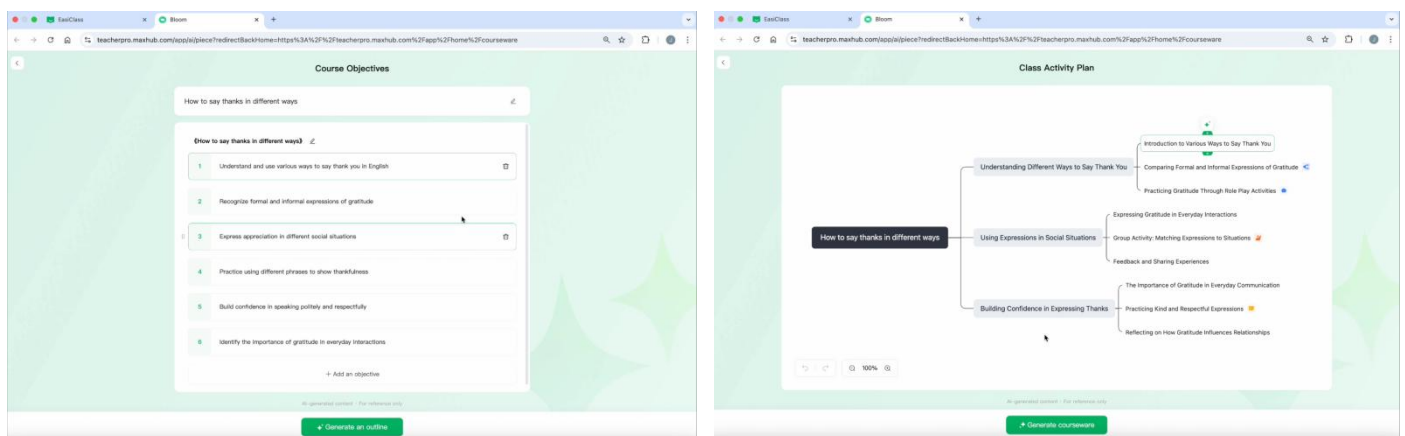
Now let’s try entering “How to Say Thanks in Different Ways”. Below, you can select the number of courseware pages you’d like to generate. By clicking “More”, you can also choose the output language and grade level. Of course, if you already have lesson plans or documents related to the topic, you can upload them here—this will help the AI generate more accurate courseware.



Click Send and wait about 20 seconds to receive a set of course objectives for your topic. You can review these objectives to see if they meet your needs. Feel free to edit the content of each objective, delete any that don't fit, or add new ones. Please make sure to carefully adjust the teaching objectives according to your requirements—this will help ensure the AI generates follow-up content that better matches your needs.

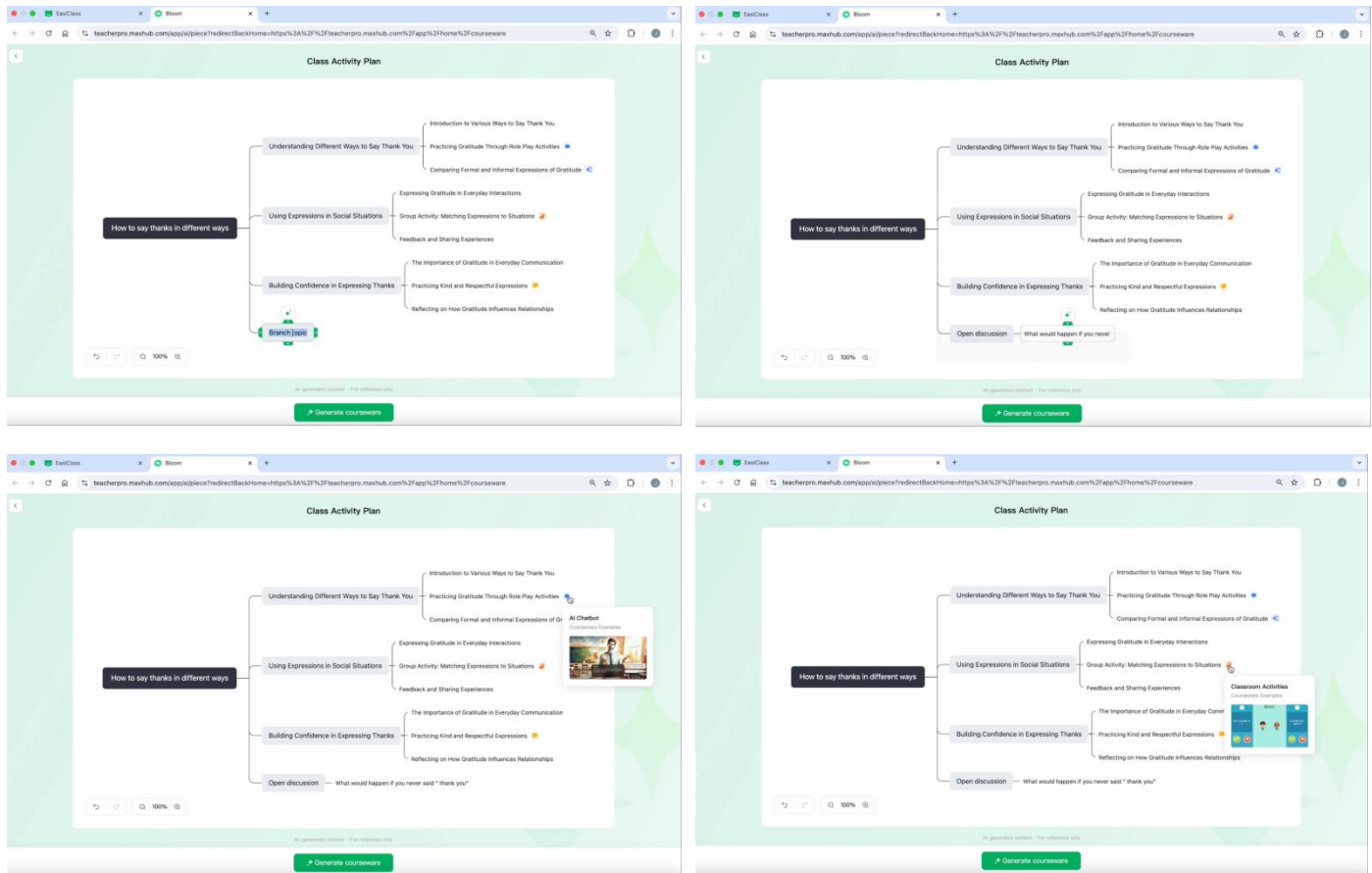


Next, click Generate an Outline to proceed to the next step. The AI will use the teaching objectives you provided to create a teaching activity design. This will determine the structure of the courseware content generated by the AI. Similarly, you can modify, delete, or add to the teaching activity design according to your teaching needs.

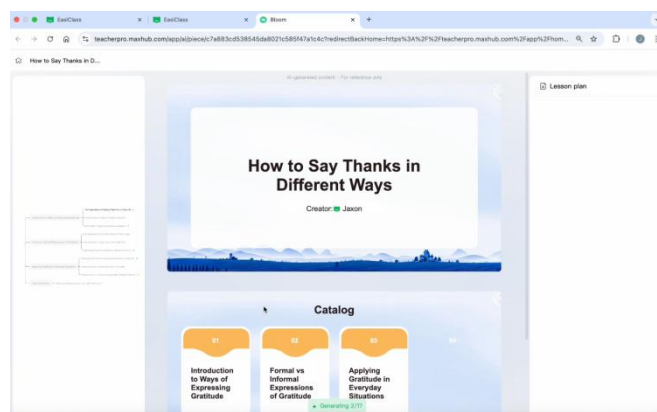


For example, you can add an open discussion at the end, such as discussing “What would happen if you never said ‘thank you’?” For each note content, you can choose whether you want it to be interactive or attractive for

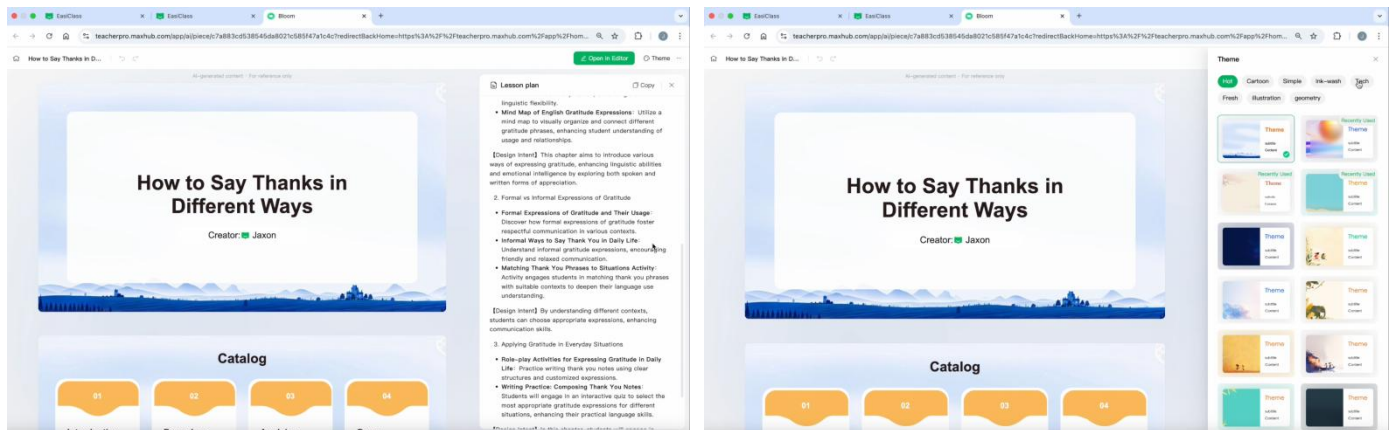
students, and the AI will adjust the language accordingly. Sometimes, a activity icon will appear, indicating that this part will be presented in the form of a activity, as shown.



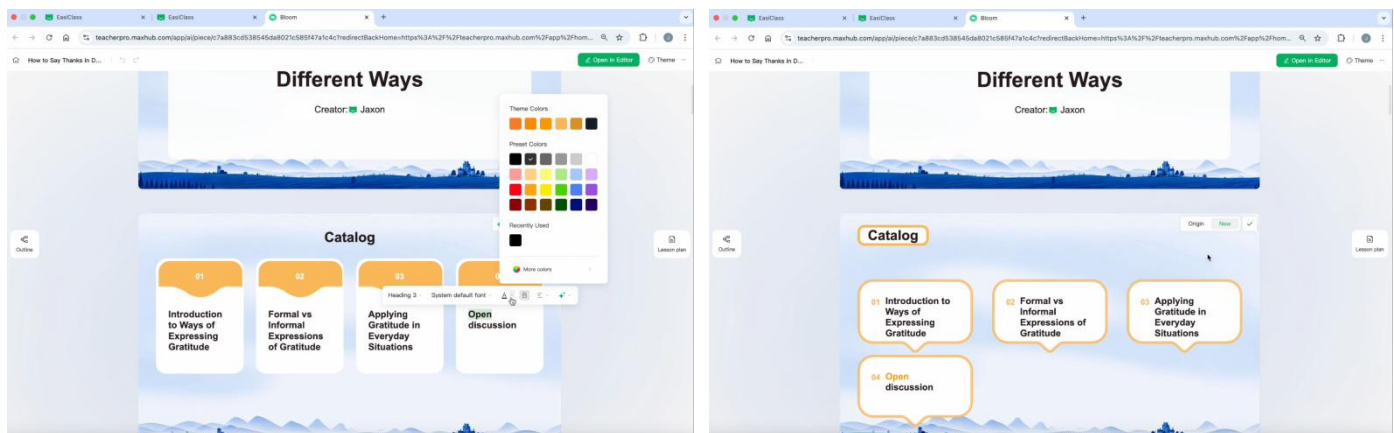
Up to this point, every step is designed to help the AI better understand your needs. Now, just click Generate Courseware to have the AI automatically create your course materials.



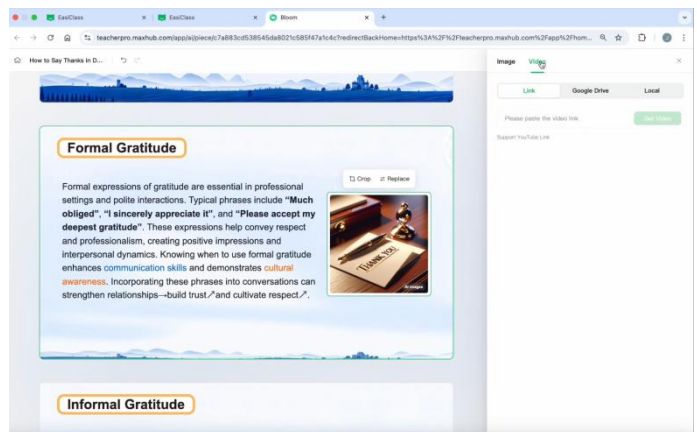
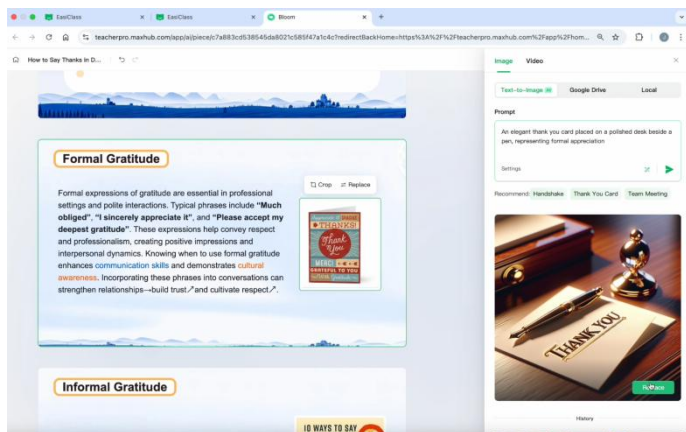
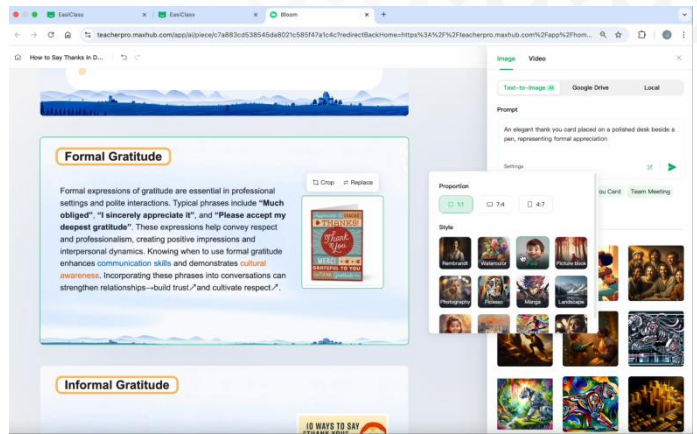
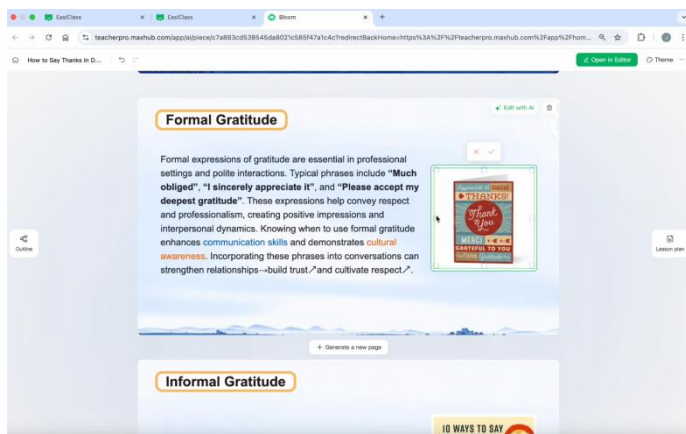
The courseware generation is expected to complete in about one minute. On the right side, you'll also find a lesson plan that guides you on how to use the courseware. If you don't like the current theme of the courseware, you can switch to a style you prefer by selecting it in the top right corner.



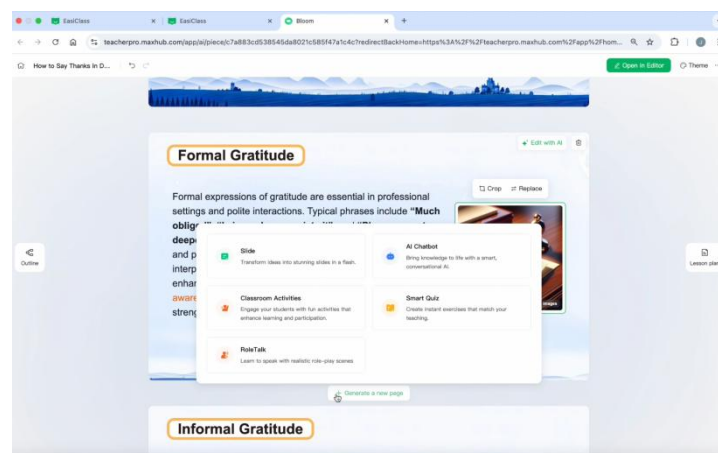
You can edit any content in the courseware by clicking Edit with AI on the page, where you can choose different layout options.



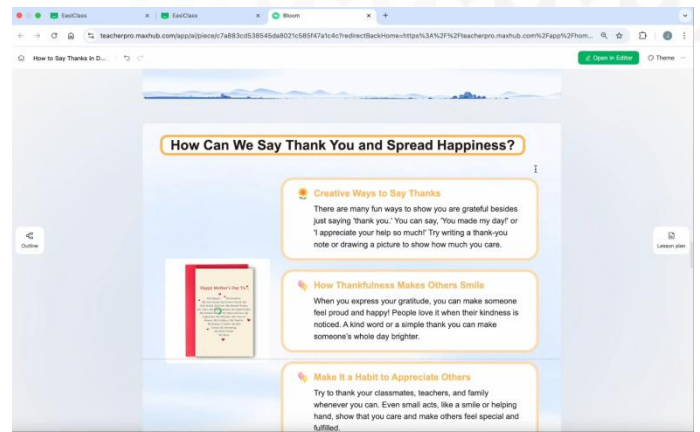
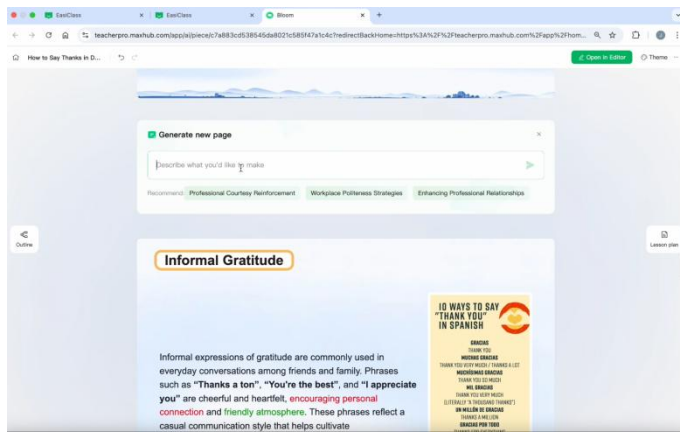
You can also crop the pictures in your slides, or replace them. Just type in what kind of picture you want, and the AI will create one for you and insert it into the slide. You can also upload from your cloud drive or from your computer. If you want to add a video, you can replace a picture with a video, paste the video link, or upload it from your cloud drive or computer.



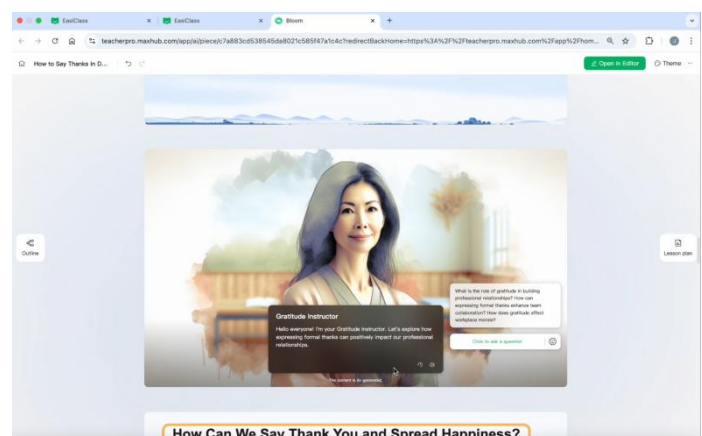
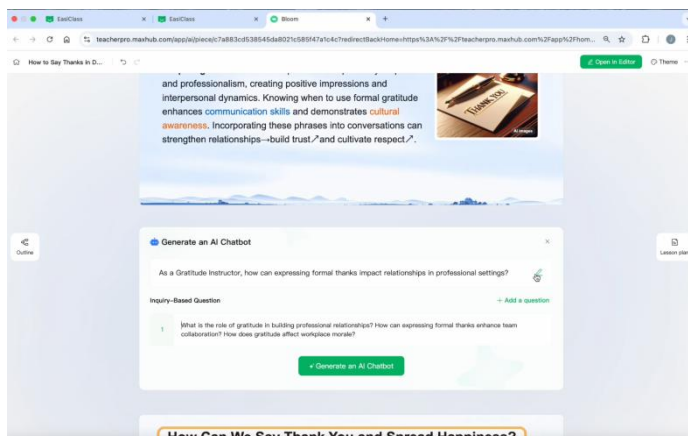
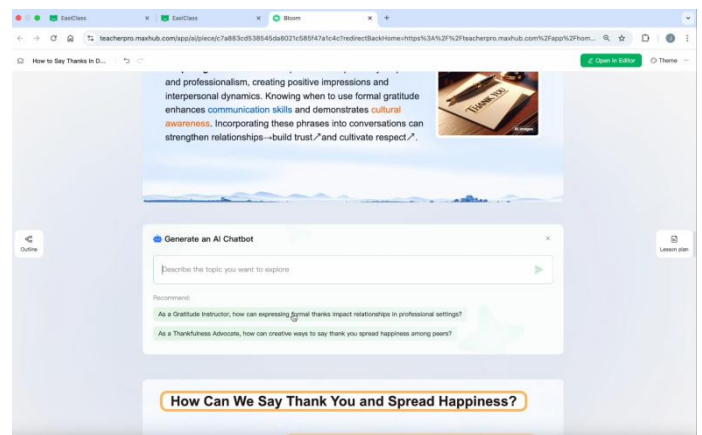
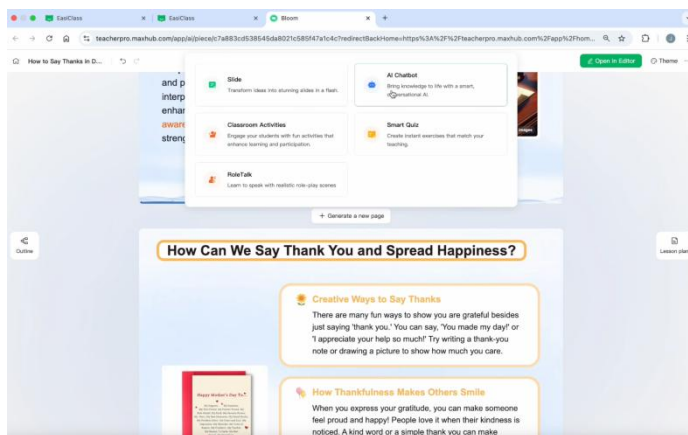
You can also click Generate a New Page between pages to add a new slide, an AI chatbot, classroom activities, smart quiz, or a Role Talk.



Click on the slide and the AI will give you some ideas based on the previous and next pages. Of course, you can also type in exactly what you want to add, like 'To add a part about expressing one's gratitude and making others feel happy and fulfilled.' The AI will then create content for you.

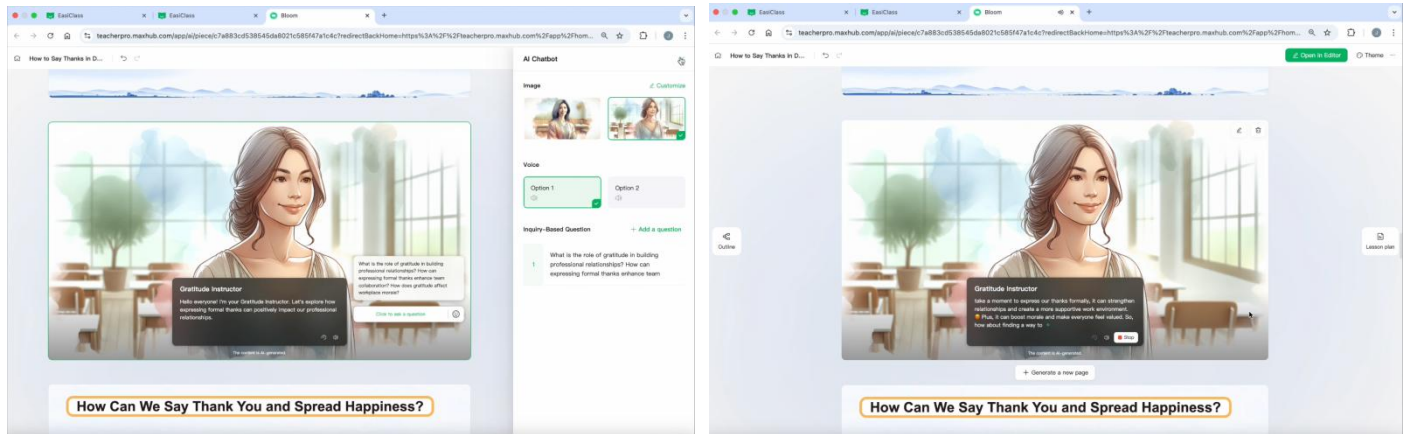


Click on AI Chatbot, and you can add the ability for students to chat with AI during the lesson. You can set a discussion topic in advance—for example, here we choose the one recommended by the AI. Then, the AI will automatically create a chatbot with a matching character, and students can interact with it in class.

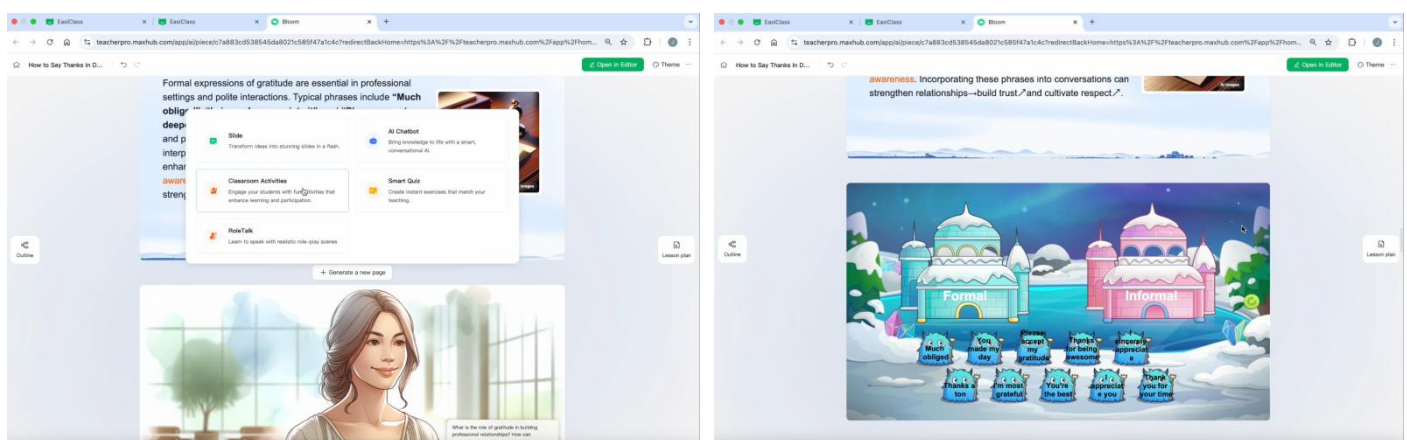


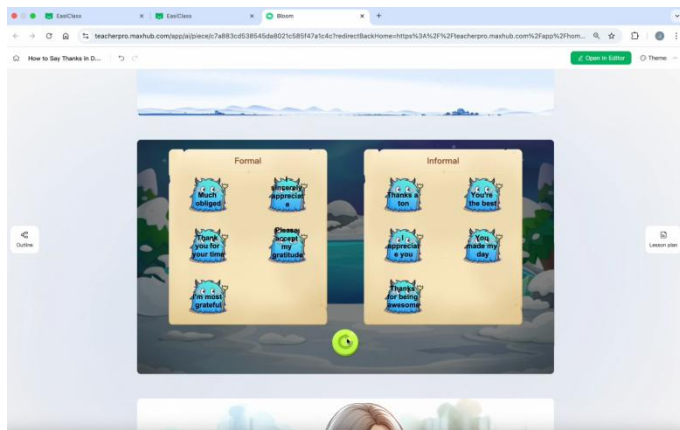
We can also change some of the Chatbot's appearance and voice.

During class, you can have students interact with the AI either by talking to it directly or typing text via the keyboard."

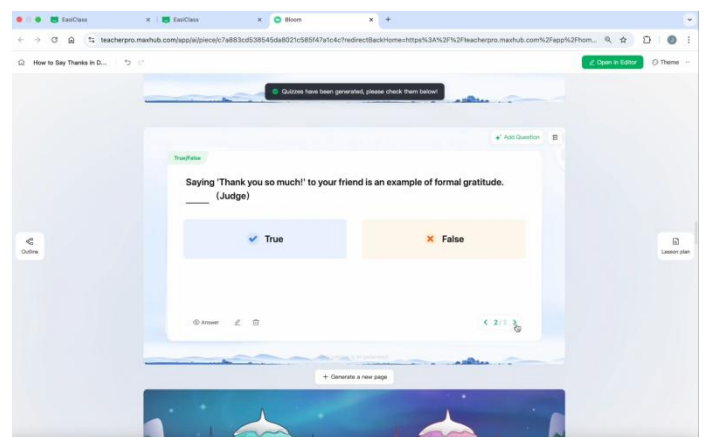
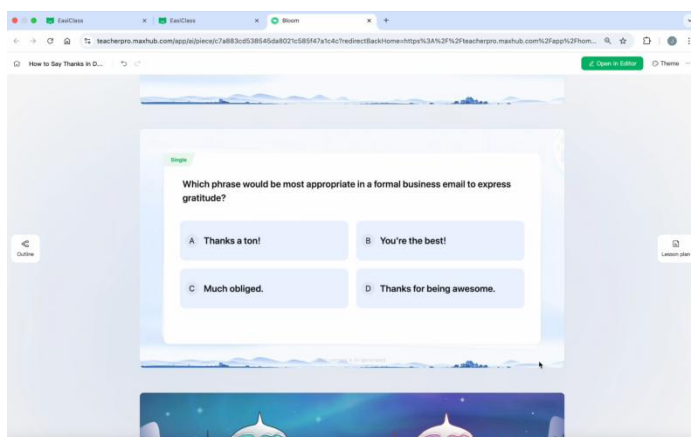
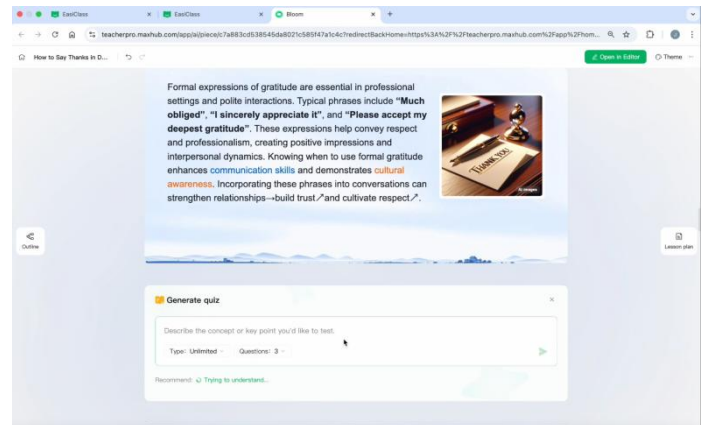
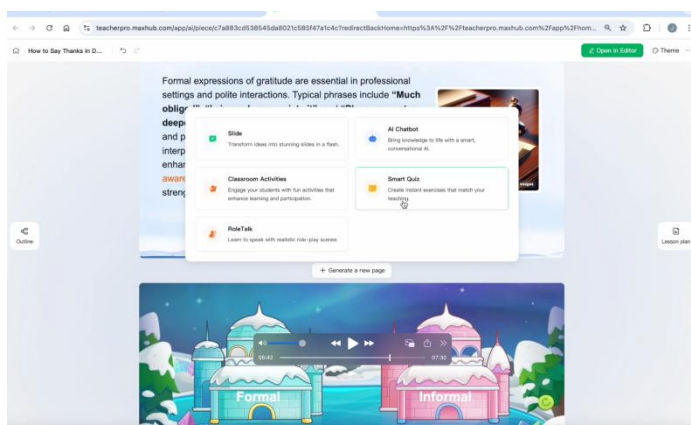


Of course, you can also create a classroom activity. Just type in the topic you want, or choose one of the AI's suggestions, and it will automatically generate a small interactive game for students to play in class. This helps make learning more fun and engaging. There are many different types of classroom activities, and we'll go into detail about them in later lessons. For now, let's try one here. After finishing the game, you can also check or review the answers.

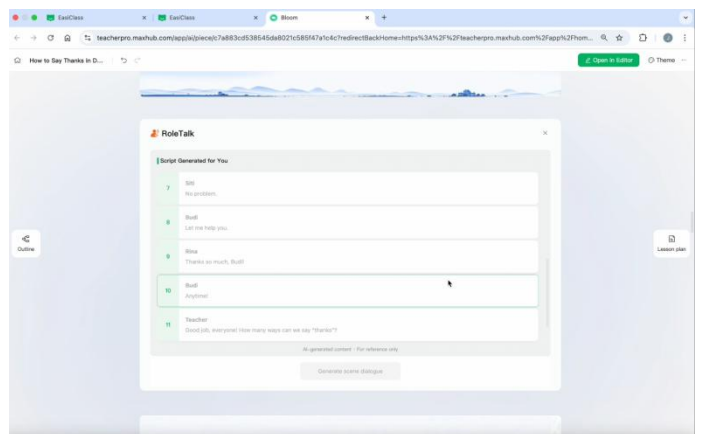
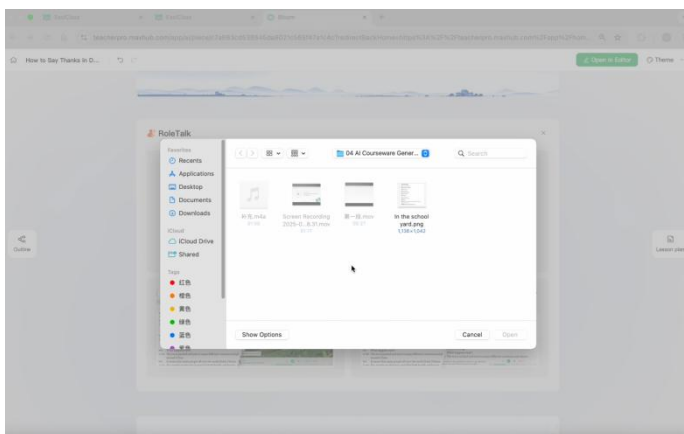
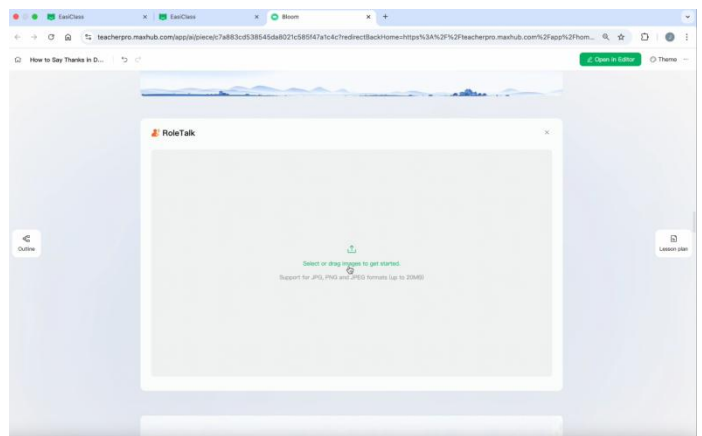
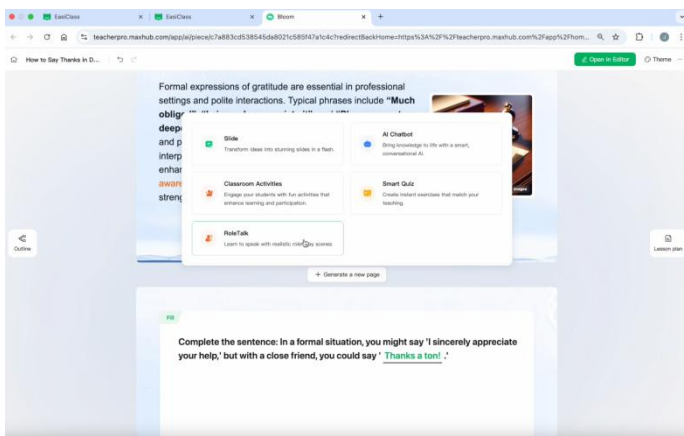


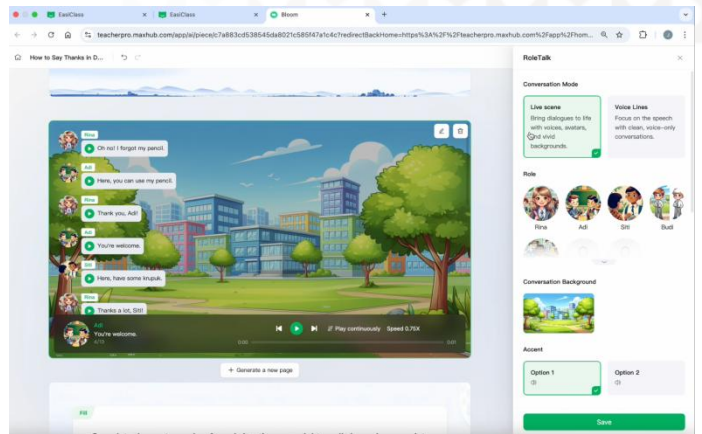
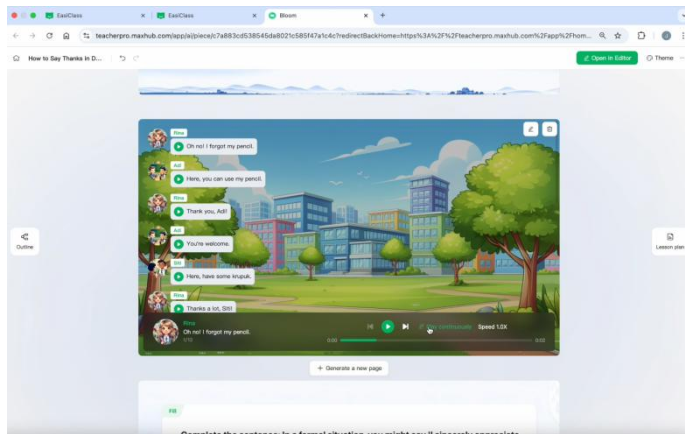


Or you can use Smart Quiz. Just type in a topic, or pick one of the topics suggested by the AI. Then choose a question type, like multiple choice, and generate three questions. The AI will automatically create the quiz based on the content. This way, you can use it in class for practice and review, helping students strengthen their understanding.

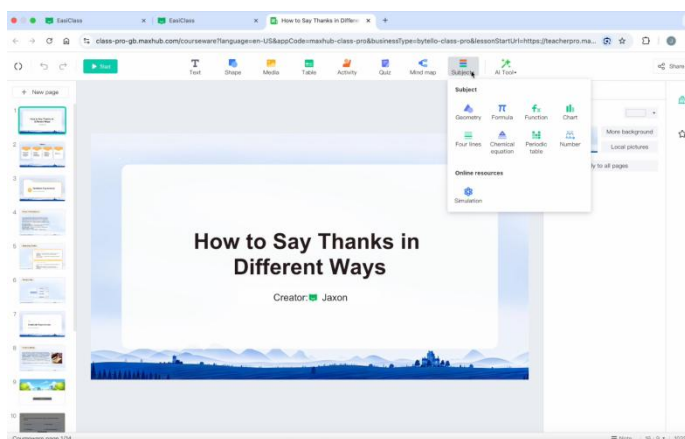
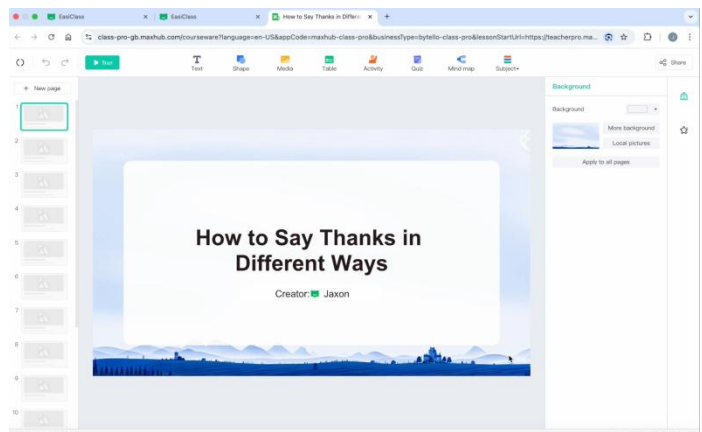
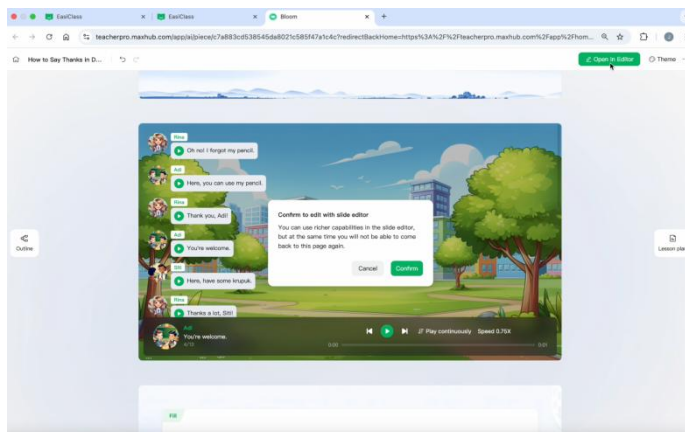


You can also click on Role Talk. Textbooks often have real-life dialogue practice for students. Teachers can take a screenshot of the dialogue in the book, upload it, and the AI will automatically recognize the text and turn it into a practice script. This is really useful for language learning and speaking practice. After generating the Role Talk, you can play a full demo in class, let it read aloud, adjust the speed, or listen to one sentence again and again. If you click Edit, you can also change the characters' avatars, the background, the voice type, and even the dialogue itself.



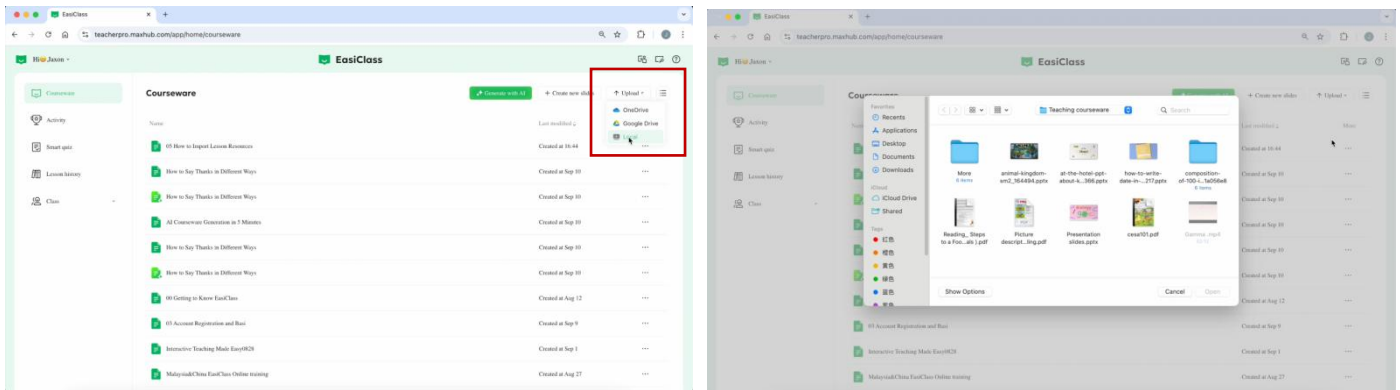


Finally, if you don't want to make any more changes to the courseware, you can start teaching right away. If you want to continue editing, click More in the top right corner, then select open in editor to enter the courseware editing interface, where you'll find additional subject-specific tools available for use.

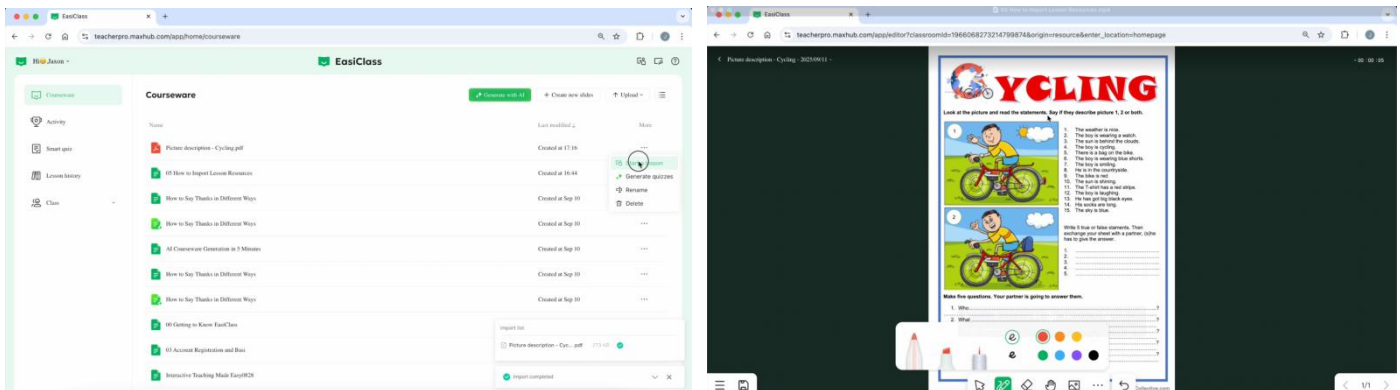


## c. How to Import Lesson Resources

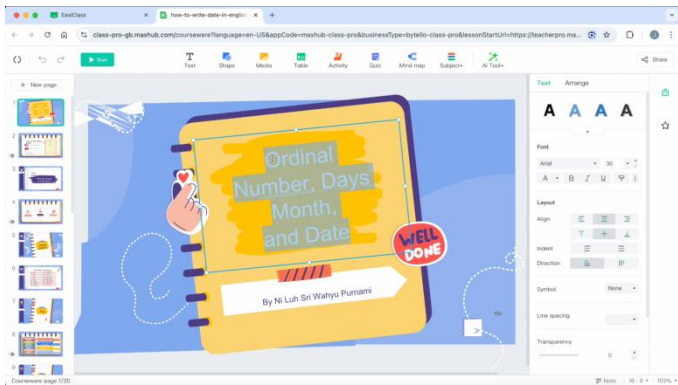
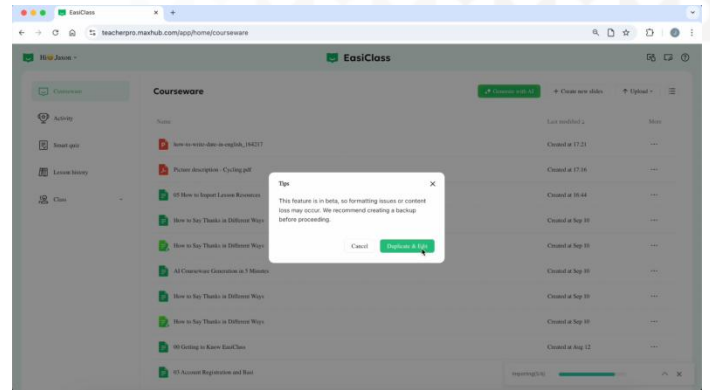
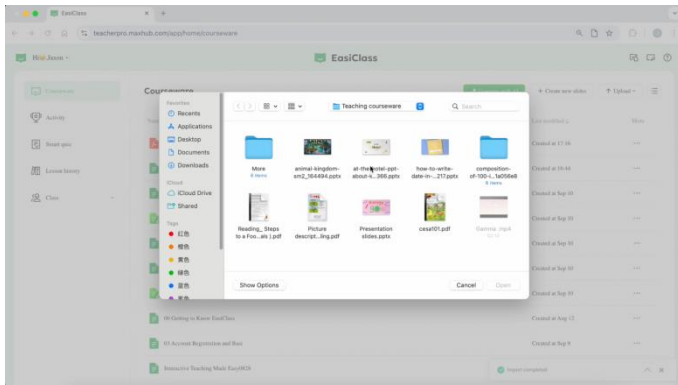
Go into Courseware, click Upload at the top, and you can import local PPT and PDF files into easiclass. You can also get files online through Google Drive or OneDrive.



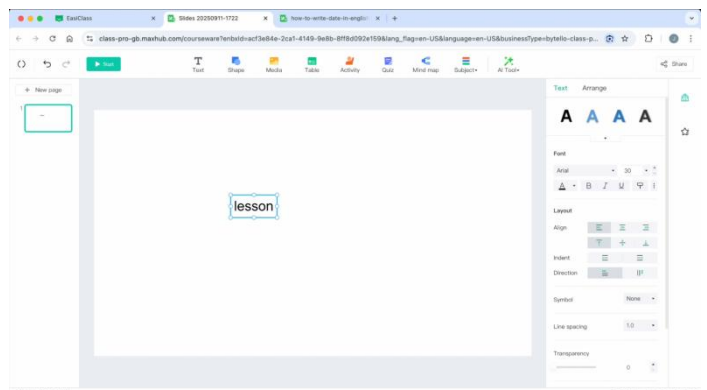
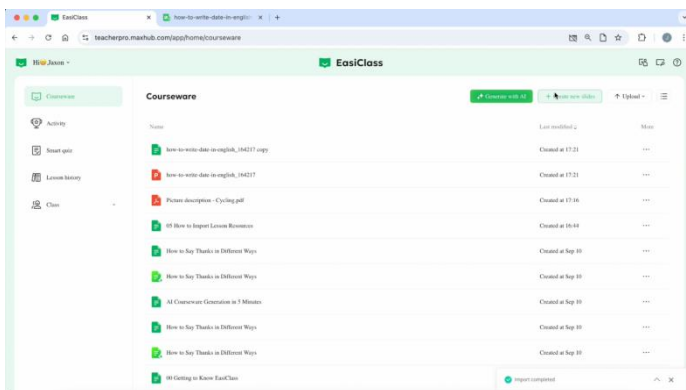
Once the import is complete, you can start teaching. You can use the freehand writing and teaching tools available when Easiclass is in teaching mode.



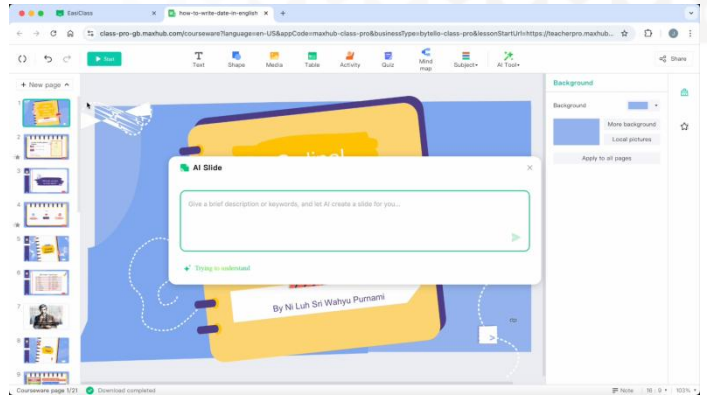
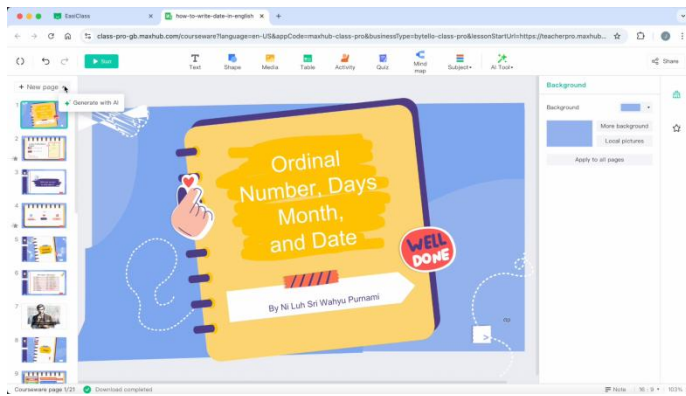
If the courseware you imported is a PPT, you can edit it directly. Just click Edit, and the system will automatically turn the PPTX file into a new EasiClass editable document. Then click on that new document, and you can start editing your courseware freely — adding teaching tools and classroom activities.



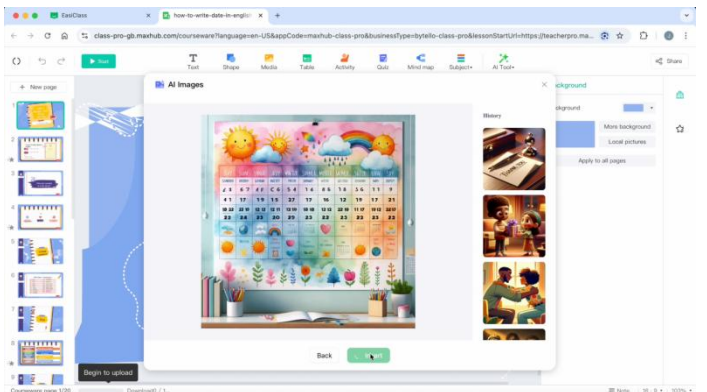
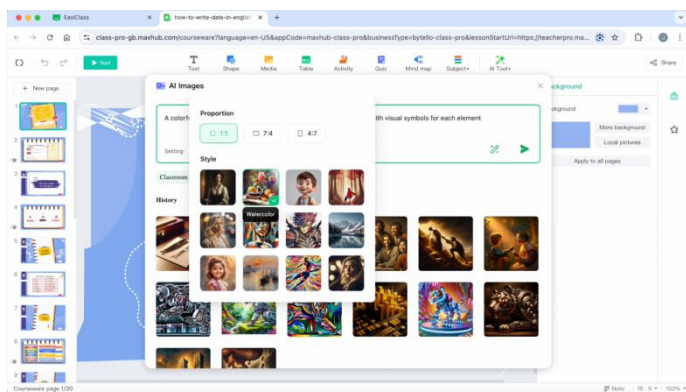
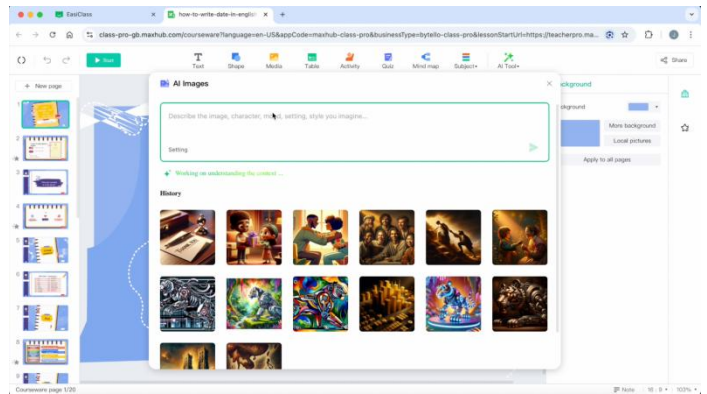
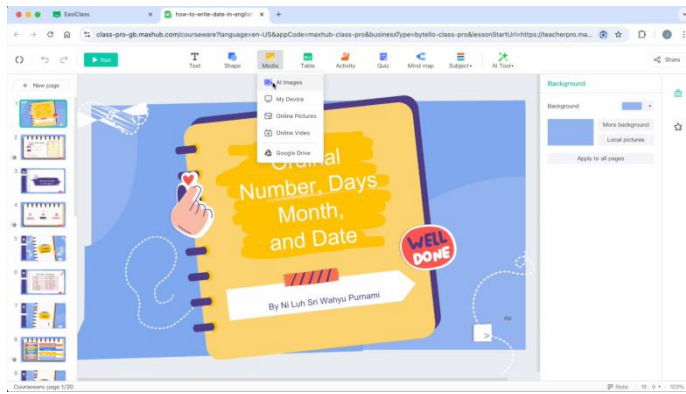
Of course, you can also create a brand-new blank courseware from scratch and start editing your teaching content.



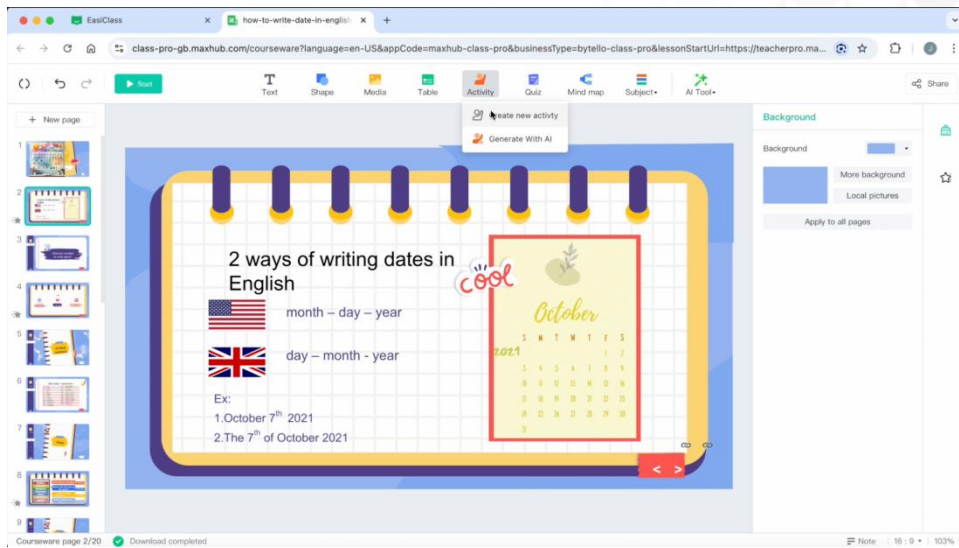
Let's go back to the PPT courseware we imported just now and get into Edit mode. All the AI tools we tried out in the last class—you can use them all here! For example, you can click the arrow next to New Page on the left panel and let AI generate a brand-new slide for you. This way, you can create teaching content more quickly.



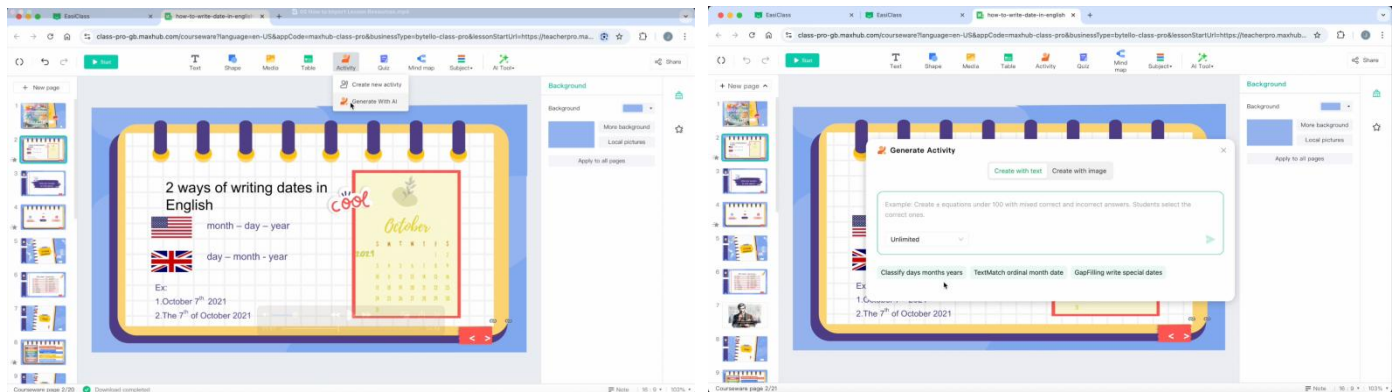
Click on "Media"—you can use AI to generate the images you need. Just type a text description of what kind of image you want AI to create, and it'll spit out the right one!



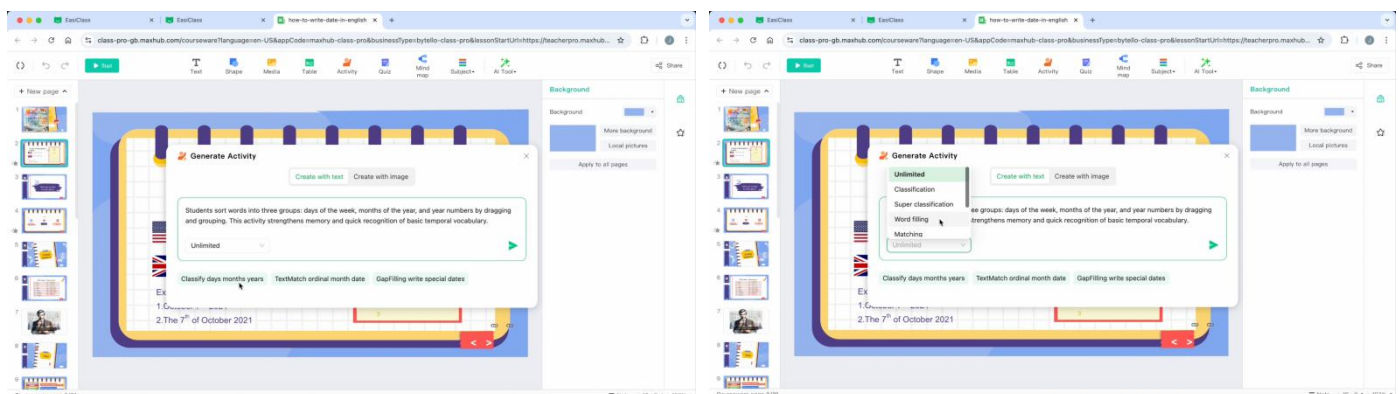
click on "Activity"—and you can use AI to create class activities that fit this course's content, all based on your existing PPT courseware!



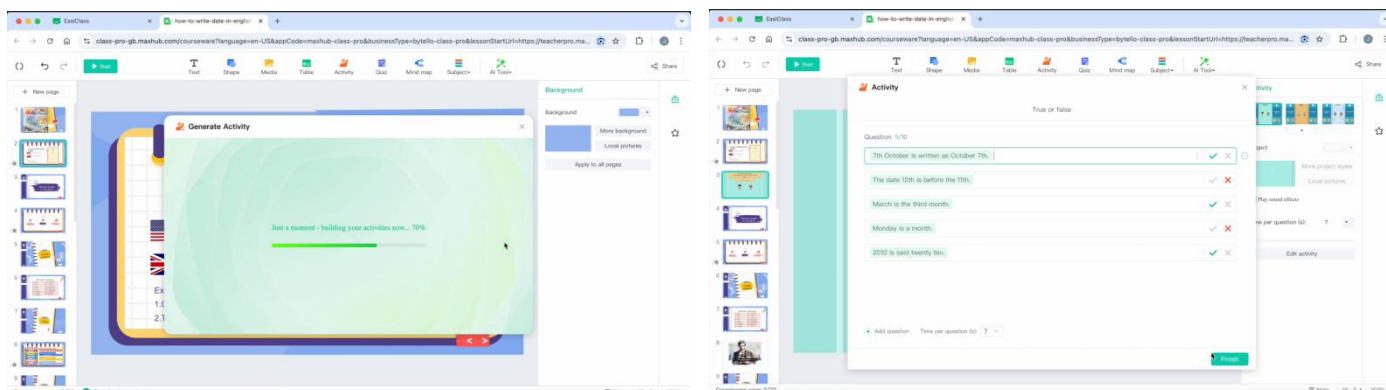
Click "Generate Activity" and describe the classroom activity you expect AI to create. The more detailed your description, the better the generated activity will match your expectations.



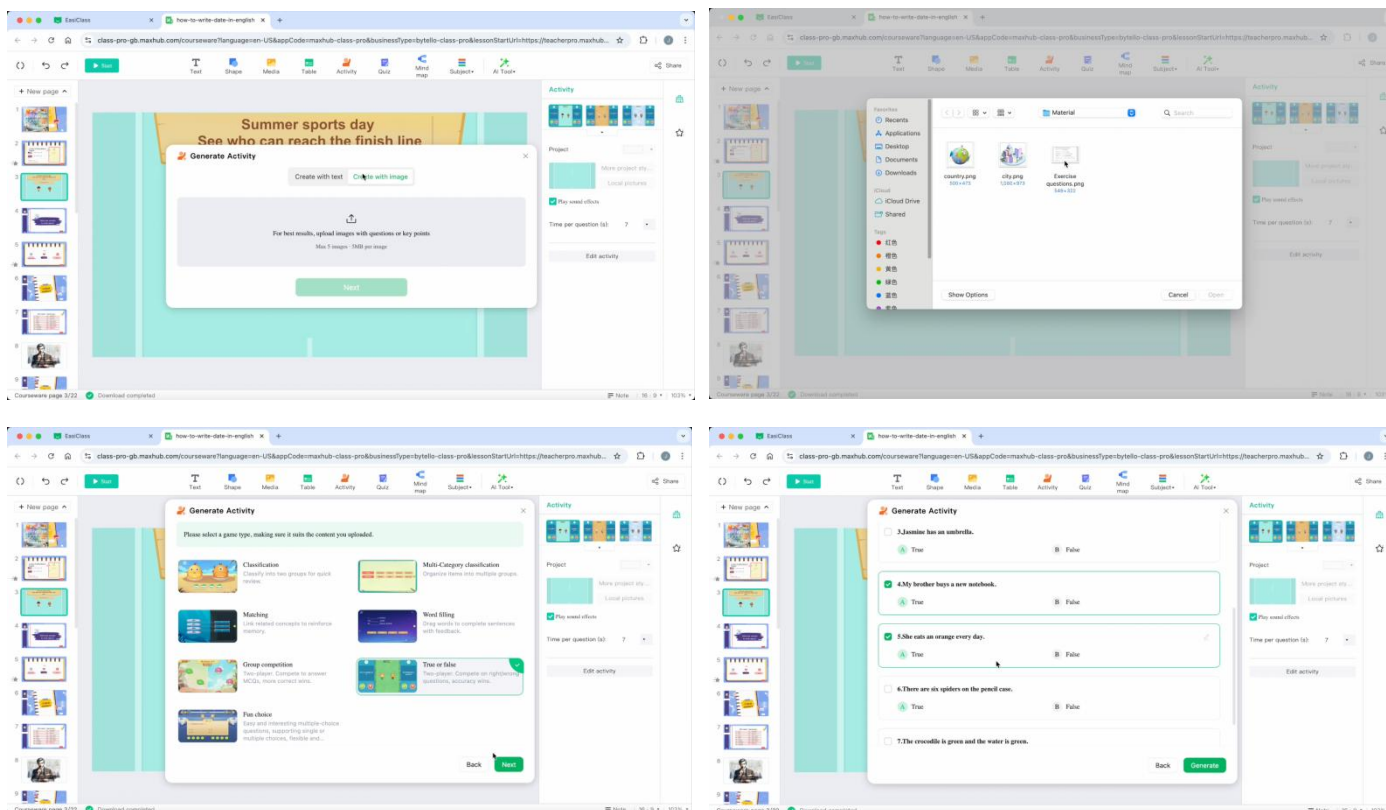
In the lower left corner, you can choose the type of classroom activity you want AI to generate, such as Classification, Super Classification, Word Filling, etc.

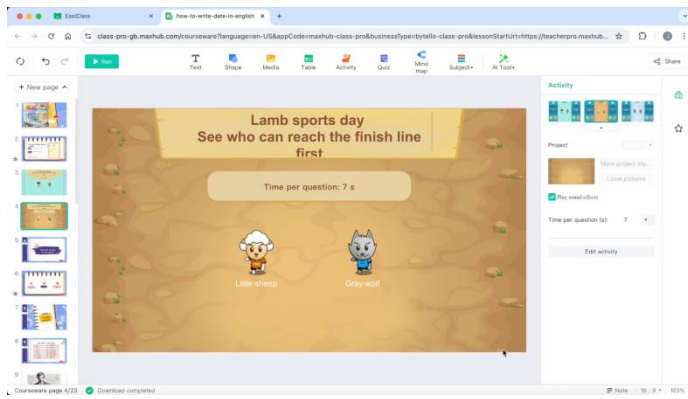


Once generated, the classroom activity will be automatically created, and you can further modify it as needed.

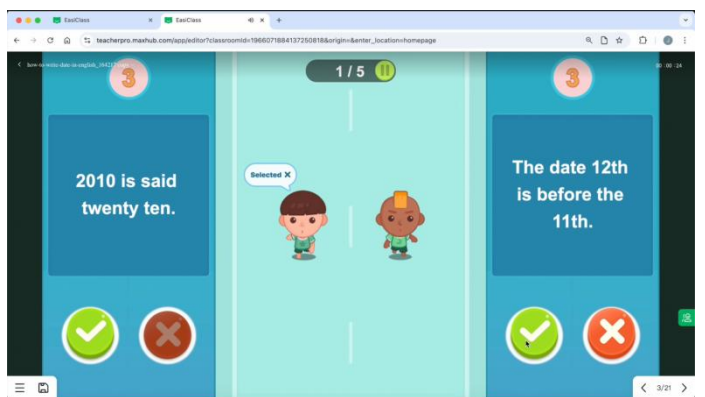
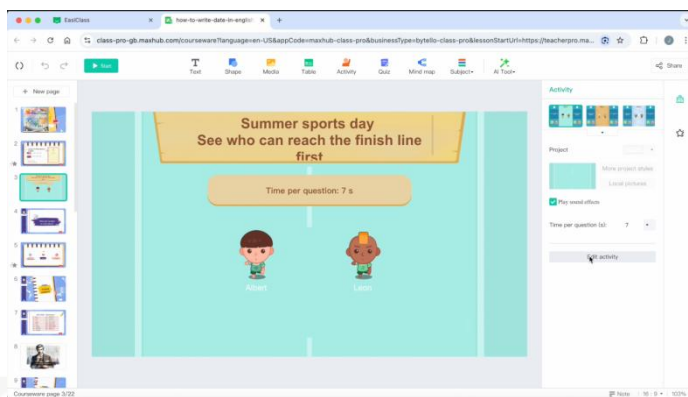
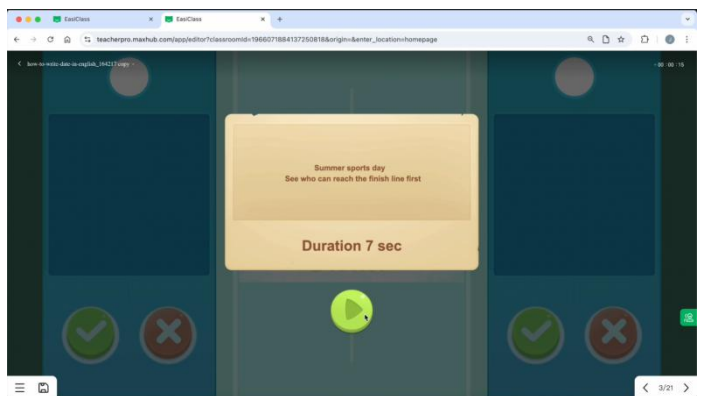
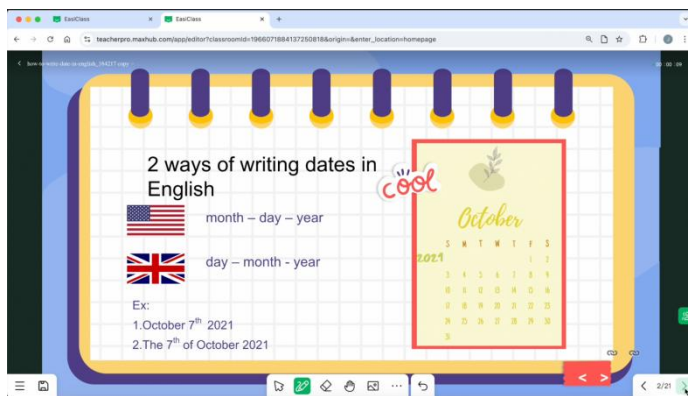
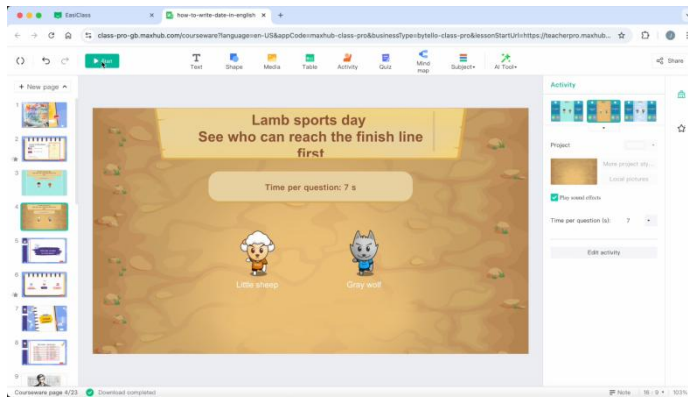


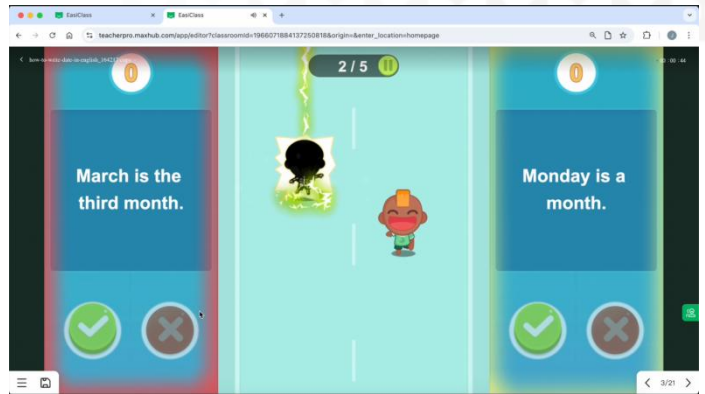
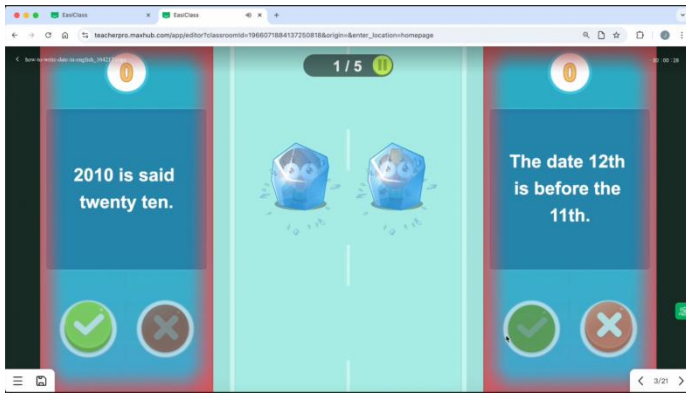
You can also use the "Create with Image" feature. Teachers can take screenshots of practice exercises from textbooks, upload them, then select the type of in-class activity they want the AI to generate. The AI will automatically create a suitable activity based on the uploaded content—no more worrying about how to make one yourself!



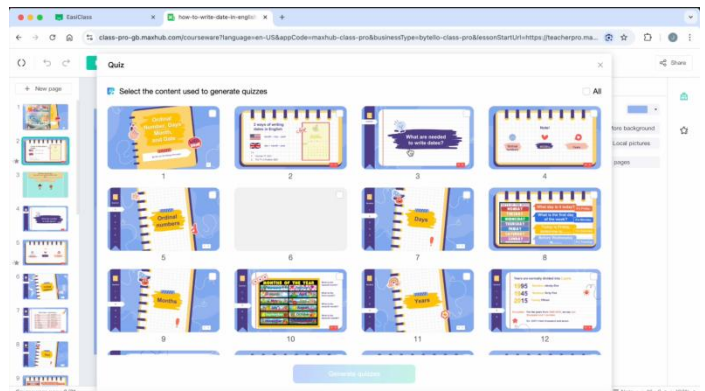
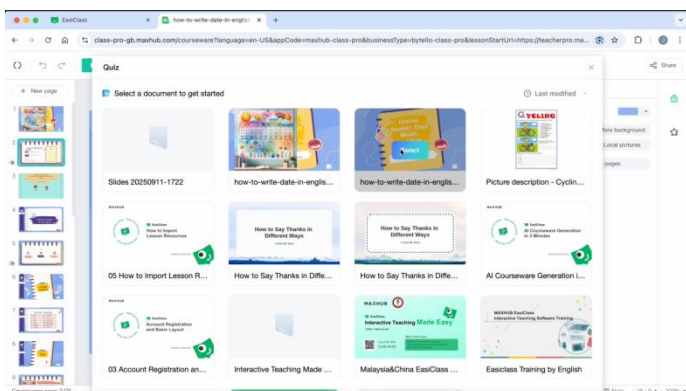
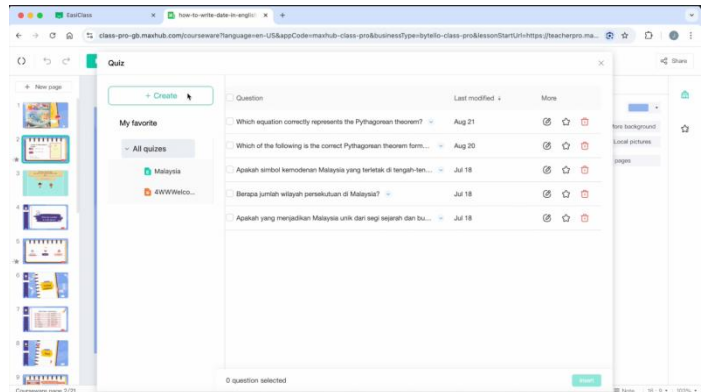
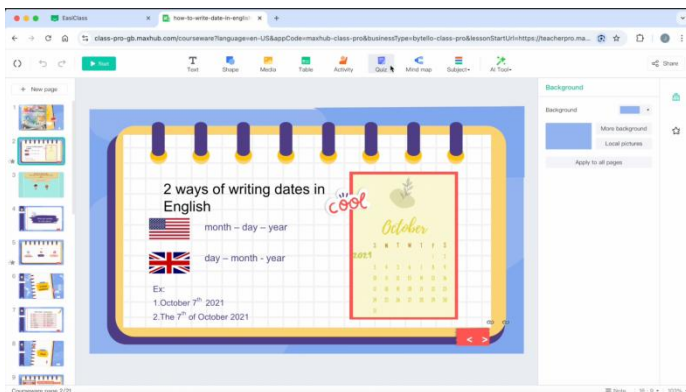


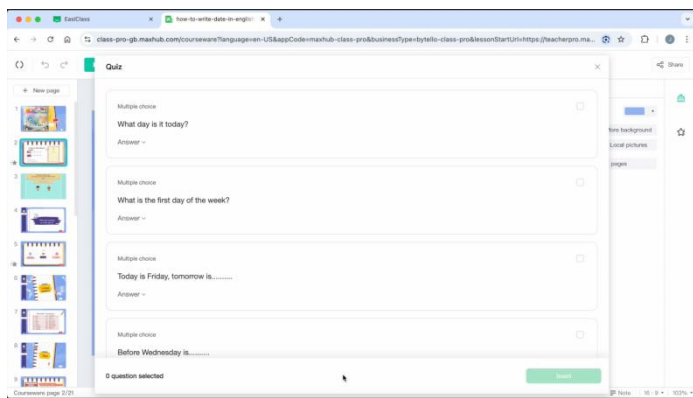
If you want to check out this classroom activity, just click Start to enter teaching mode. Then choose the activity slide. This is a competitive game — you'll need two students, one on each side, to answer. Let's give it a try!



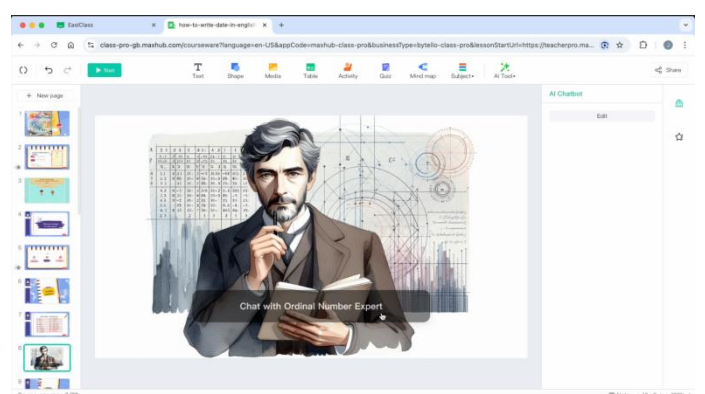
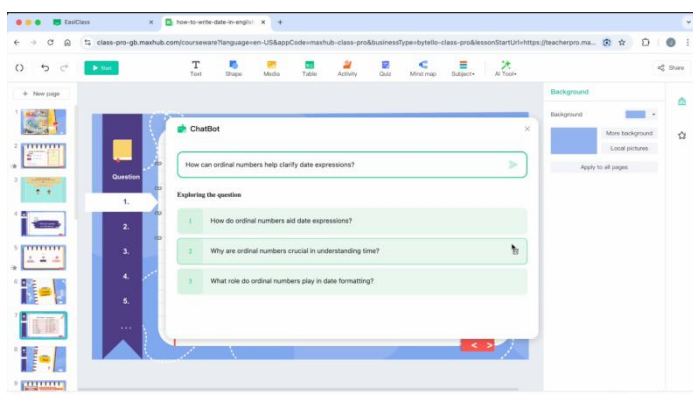
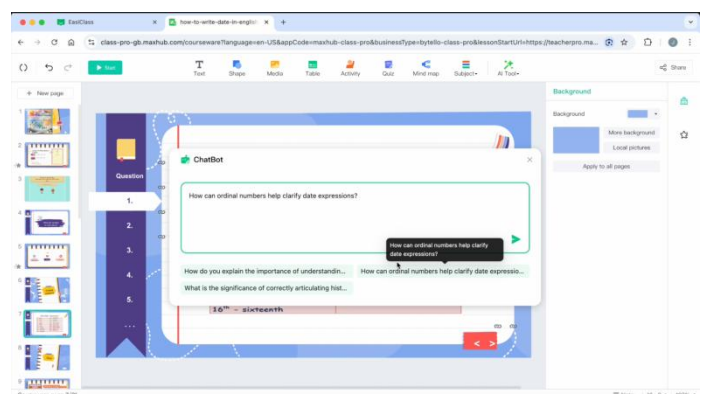
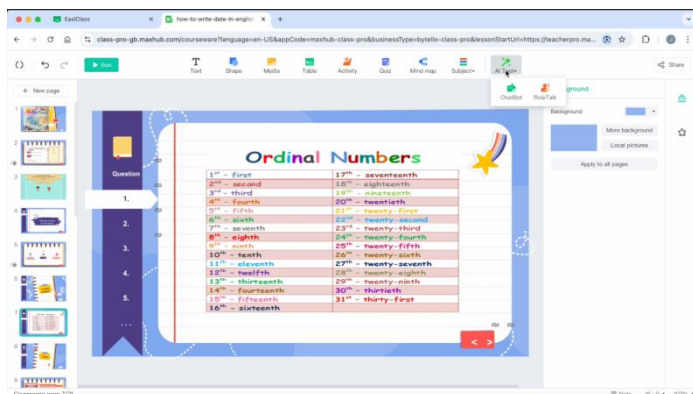


Quiz works the same way as the last feature. You can create a new quiz, pick the courseware document you want to use, and you'll see all the slides. Just select the slides you want AI to generate questions from — you can pick more than one — and AI will quickly create questions based on that PPT content.



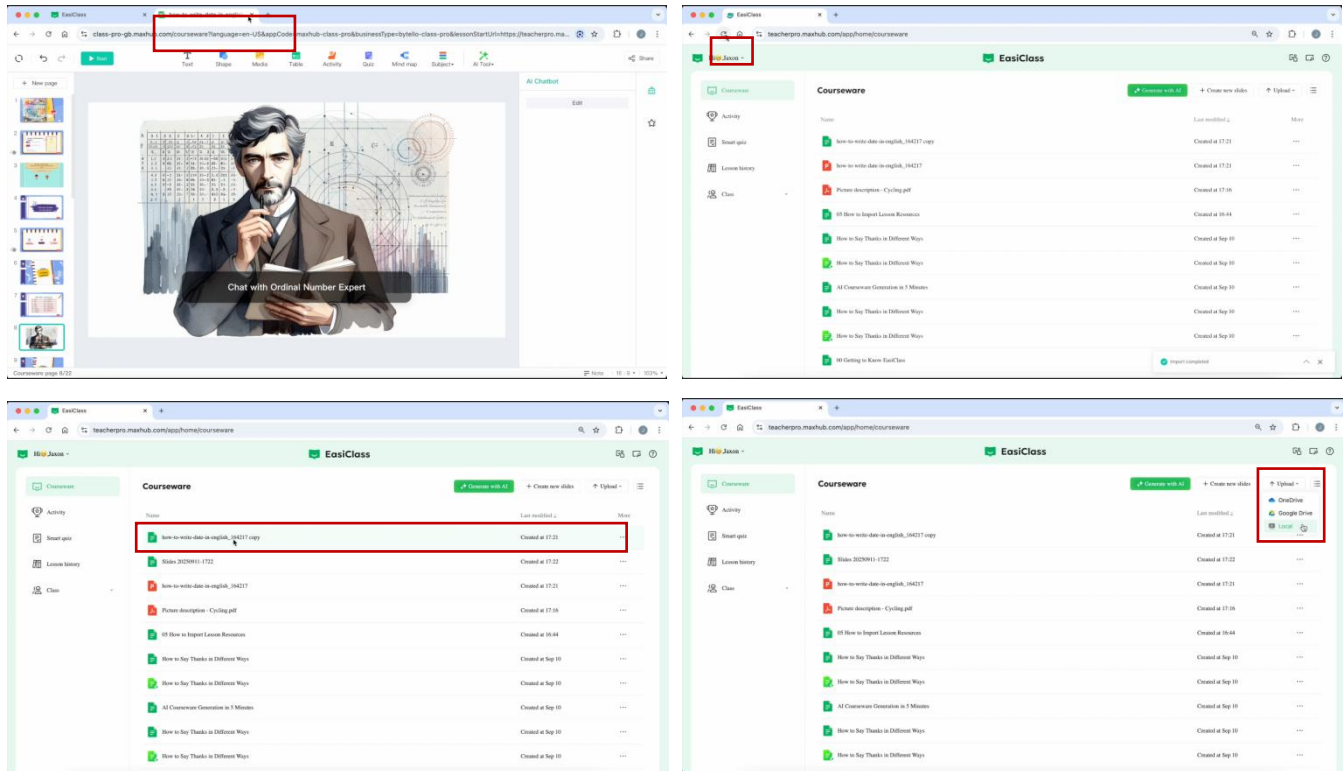


And ChatBot and RoleTalk—two tools teachers love most—are also available here once you’ve imported your PPT courseware. Just click on "AI Tool", then pick the one you want to use. For example, with ChatBot: you can type in any teaching topic you want on your own, and AI will also suggest some topics based on the imported courseware content!



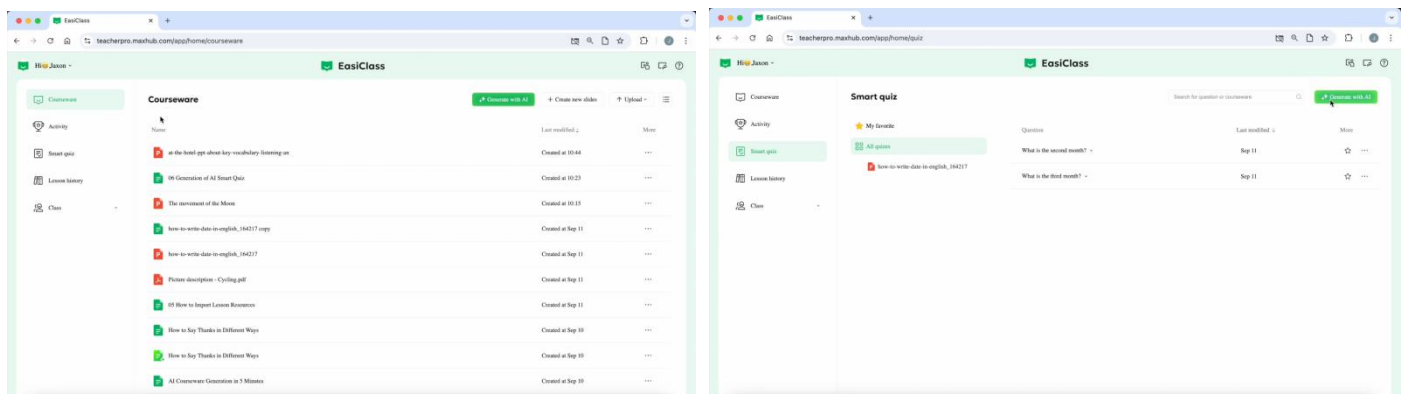
After you finish creating the course, just close this page. Then go back to the EasiClass page, click refresh, and you’ll see the updated courseware.

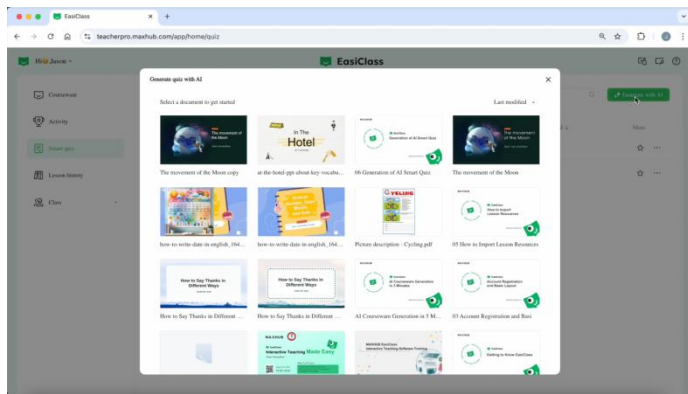
Go ahead and give it a try—import your own PPT courseware into EasiClass, and feel the magic of AI for lesson preparation!



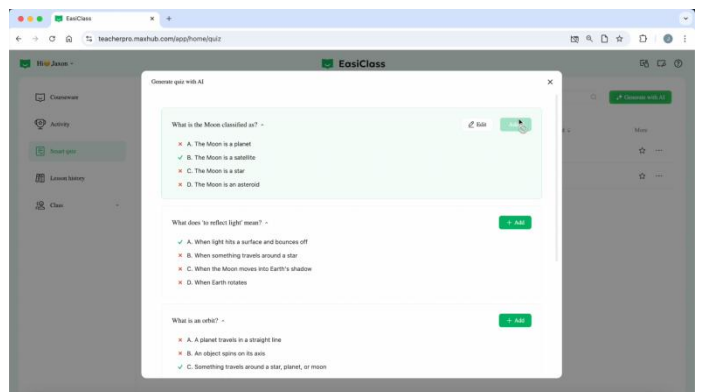
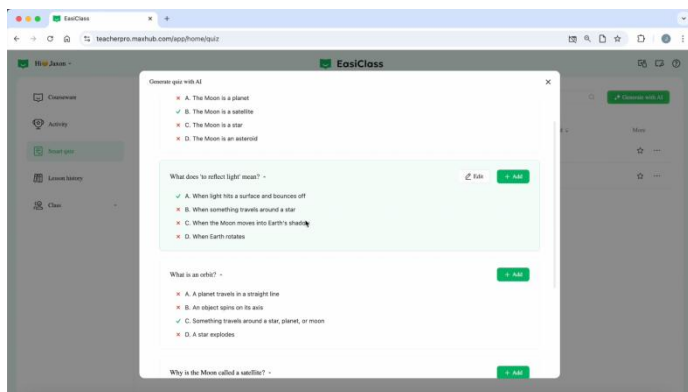
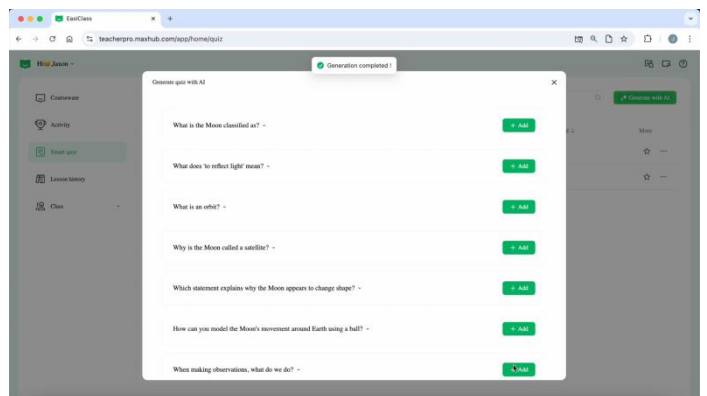
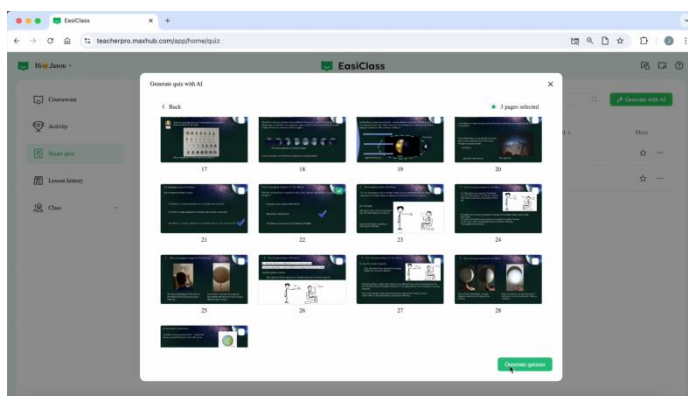
## d. Generation of AI Smart Quiz

First, make sure you've already uploaded or created the courseware. Then go into Smart Quiz, click Generate with AI, and choose the courseware you want to make a quiz from.

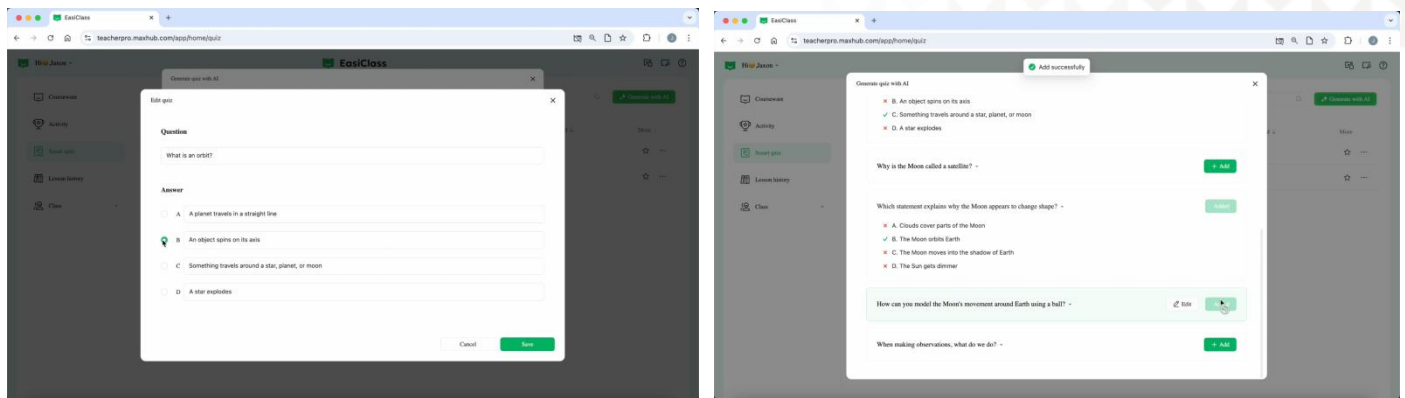




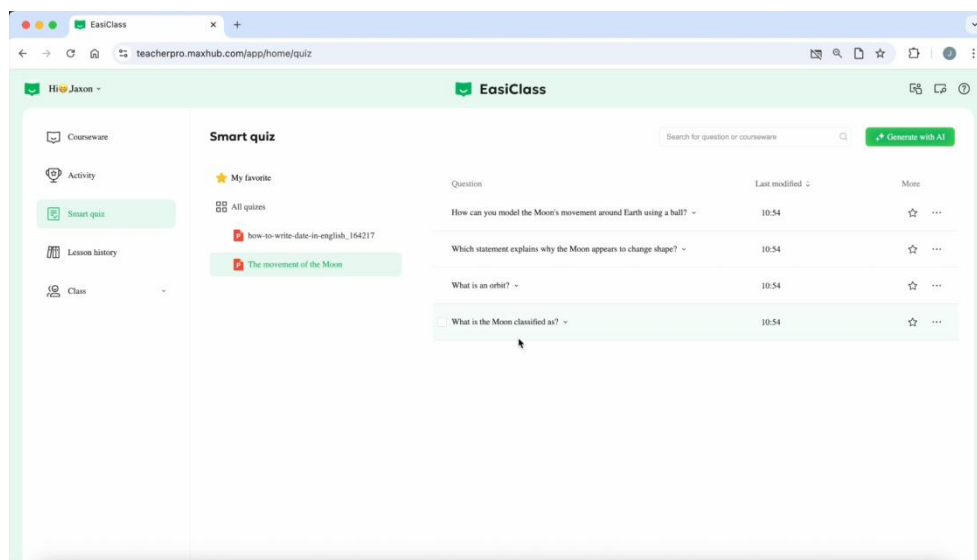
After you make your selection, just click Generate Quizzes. The AI will automatically create multiple-choice exercises based on the courseware content. Sounds familiar, right? We already did a quick demo of this in an earlier session.



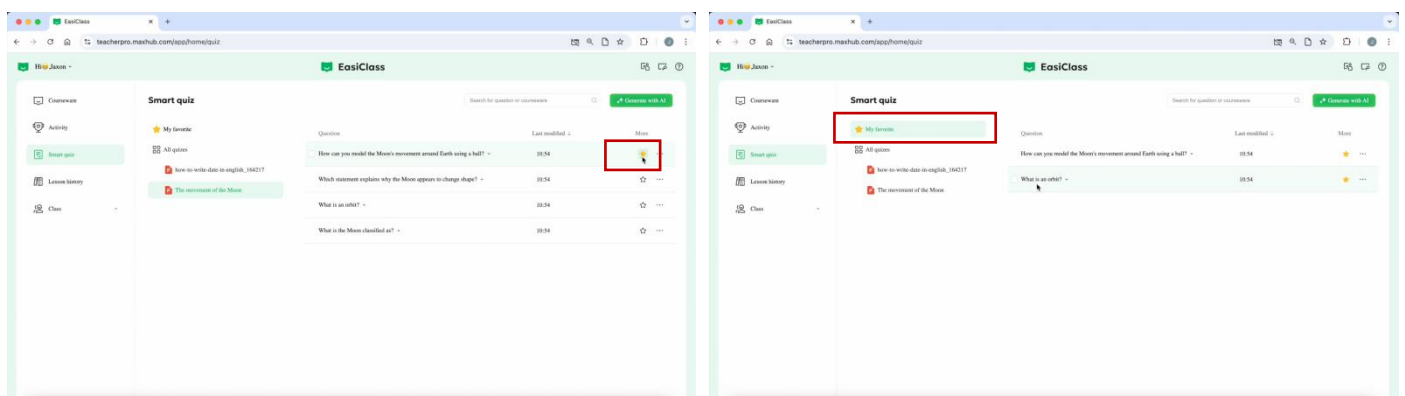
Once the AI generates the questions, you can review and modify the content. If you confirm that the questions meet the needs of this lesson, just click "Add" to finish adding them.



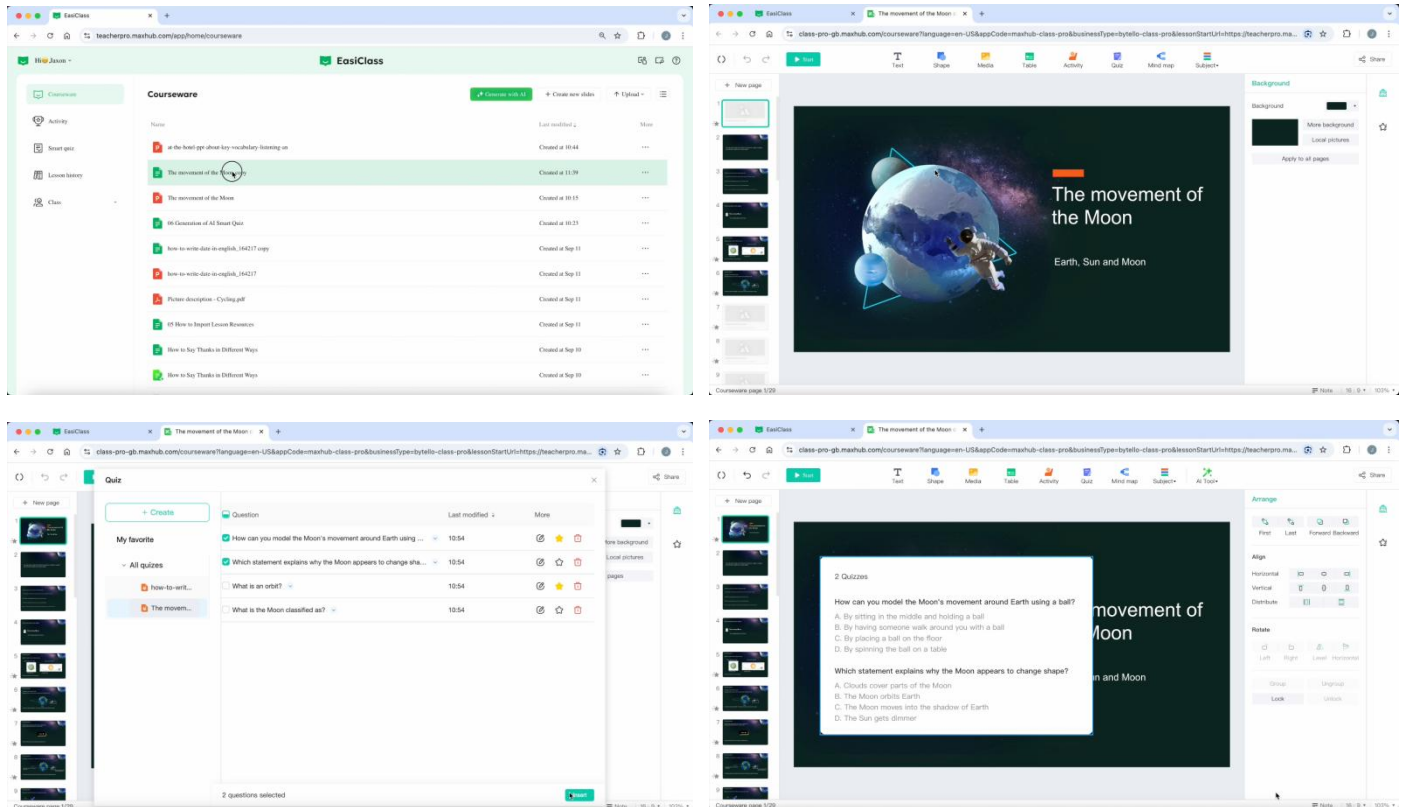
After closing it, you'll be able to see the questions corresponding to this courseware in "All Quizzes."



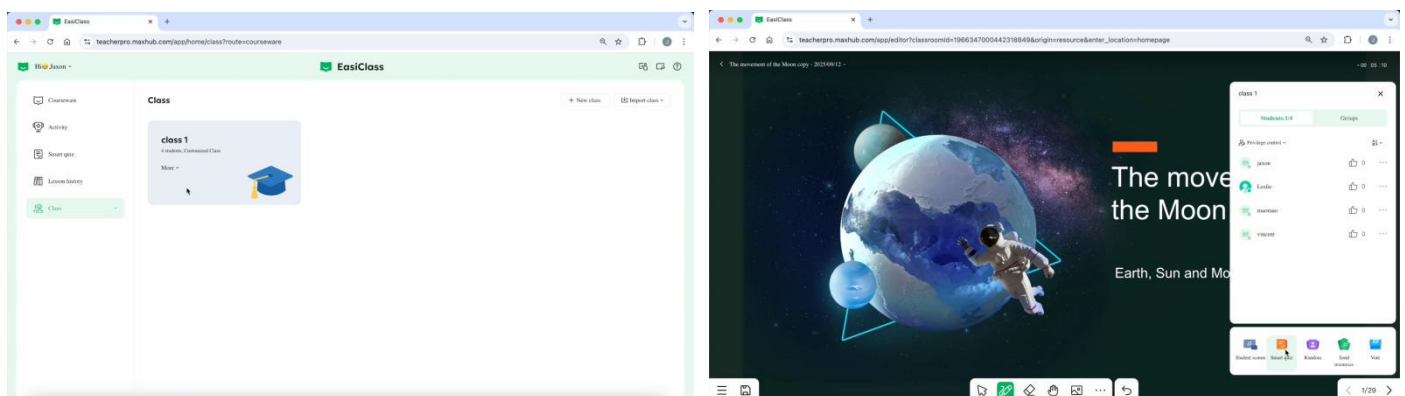
Also, if you think a question is really good, you can add it to "Favorites." For example, when you need to review at the end of the semester, you can put together review questions using the ones in "My Favorites."

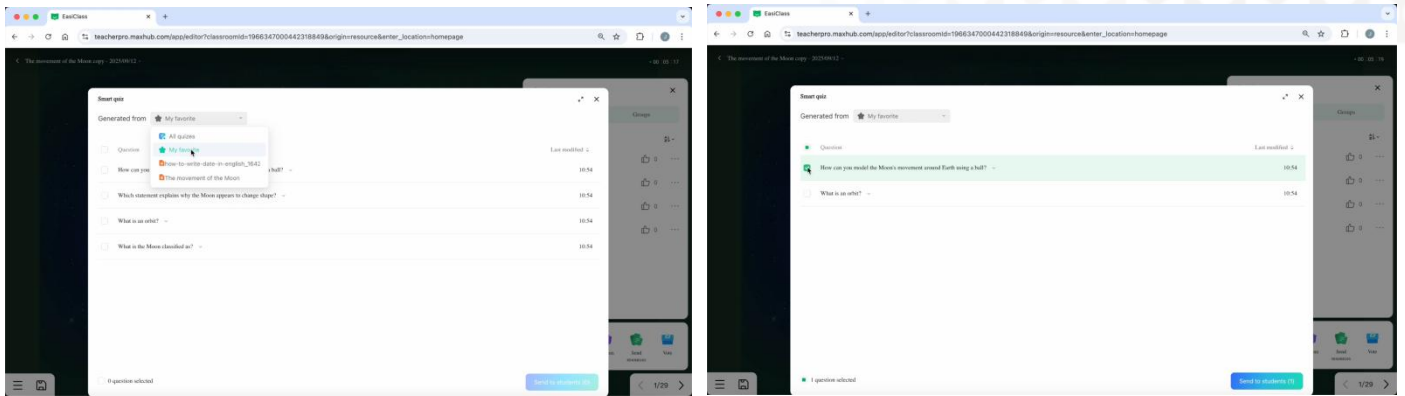


How to use this during class? The first way is: when preparing your lesson, select the corresponding quizzes and insert them into your courseware. Then, during class, you can directly display them

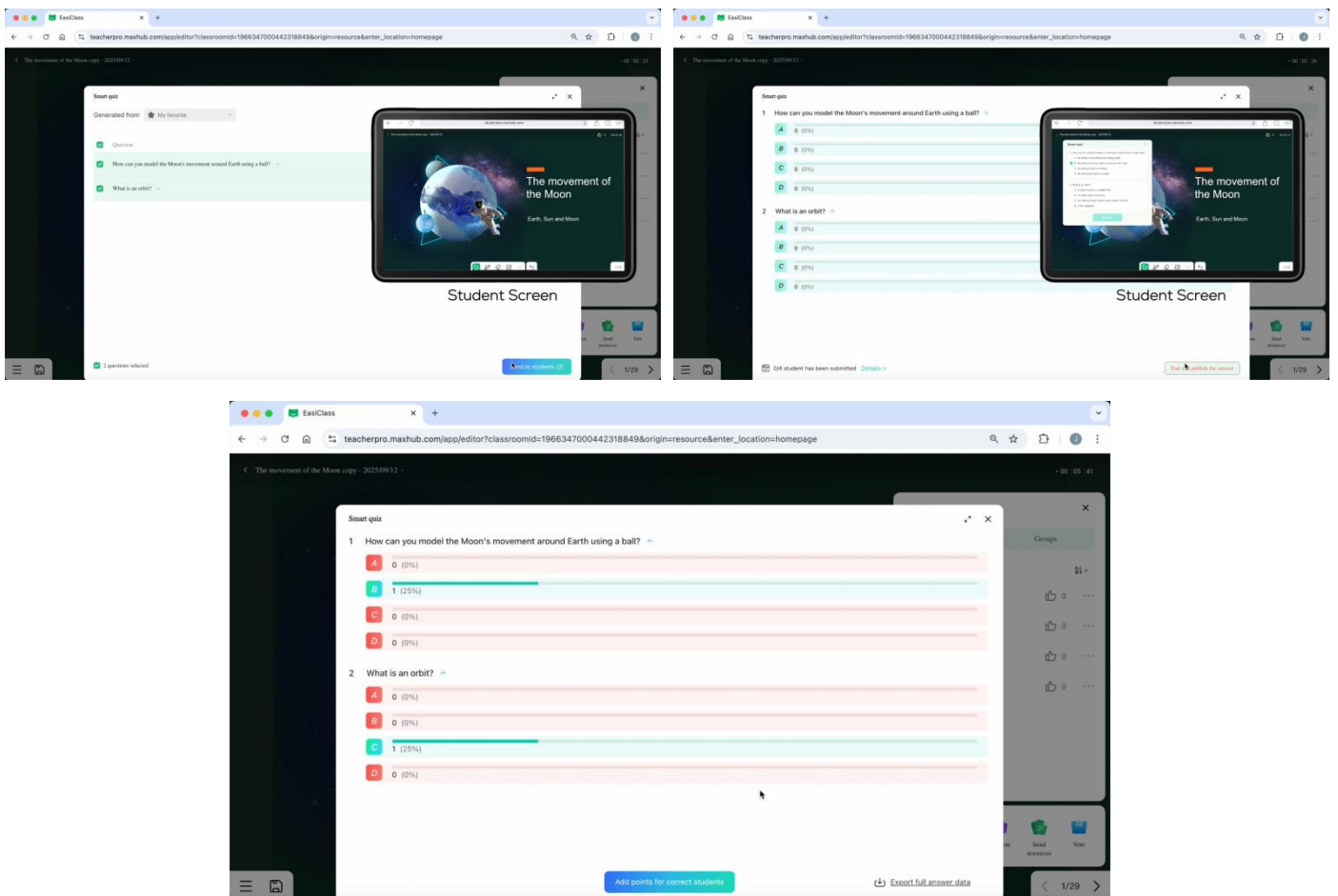


Alternatively, if you have already created a class, after selecting the class for teaching, you can click the sidebar on the right and then click "Smart Quiz" to view the quizzes prepared in advance for this lesson. You can also choose quizzes from "My Favorites".



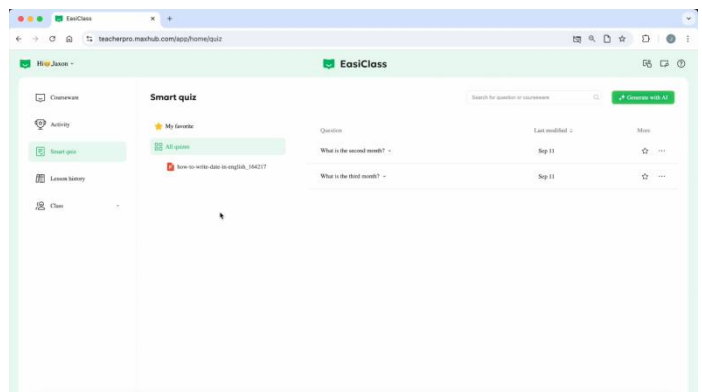
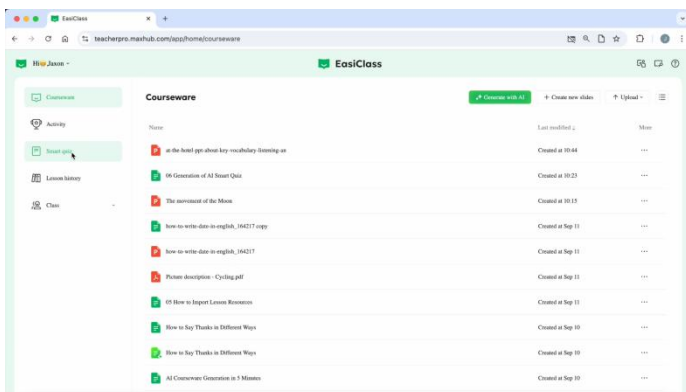
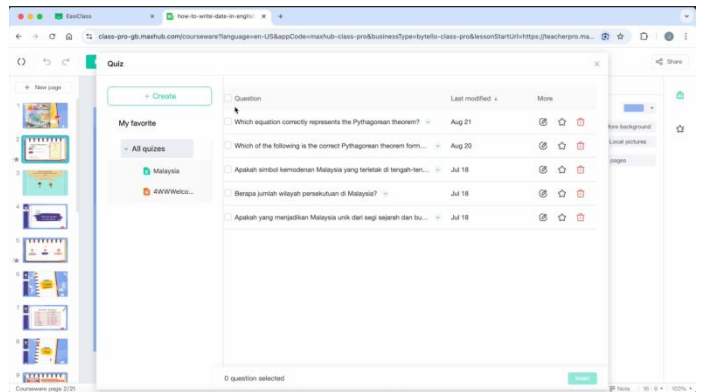
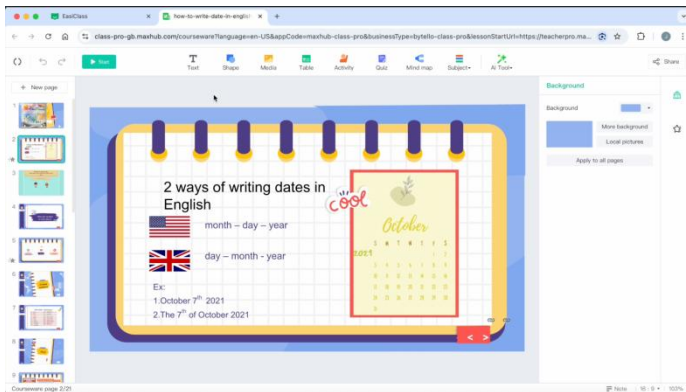
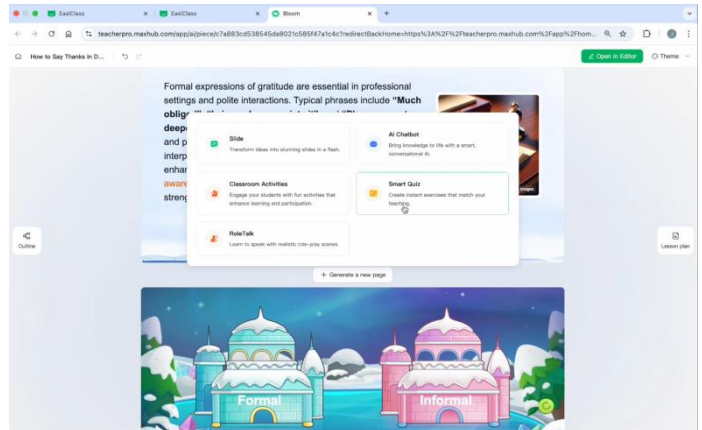
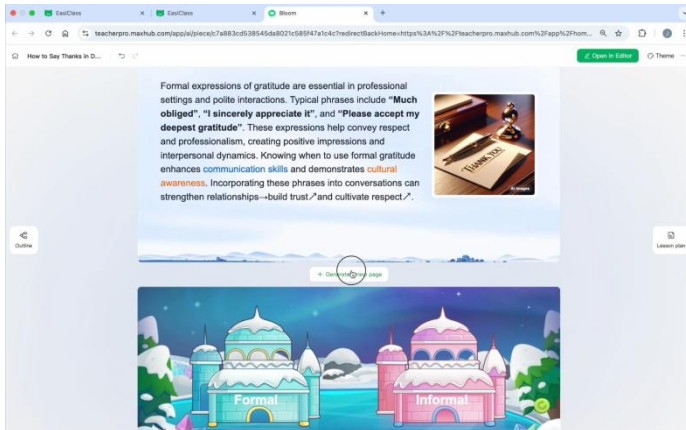


Of course, if you have selected a teaching class, you can conduct remote and online interactions with students' laptops. You can send the questions to students' laptops and also collect the corresponding answer data. This will be introduced separately in subsequent courses.



To sum up, there are three places where teachers can use Smart Quiz. The first is when you're generating courseware with AI, the second is when you go

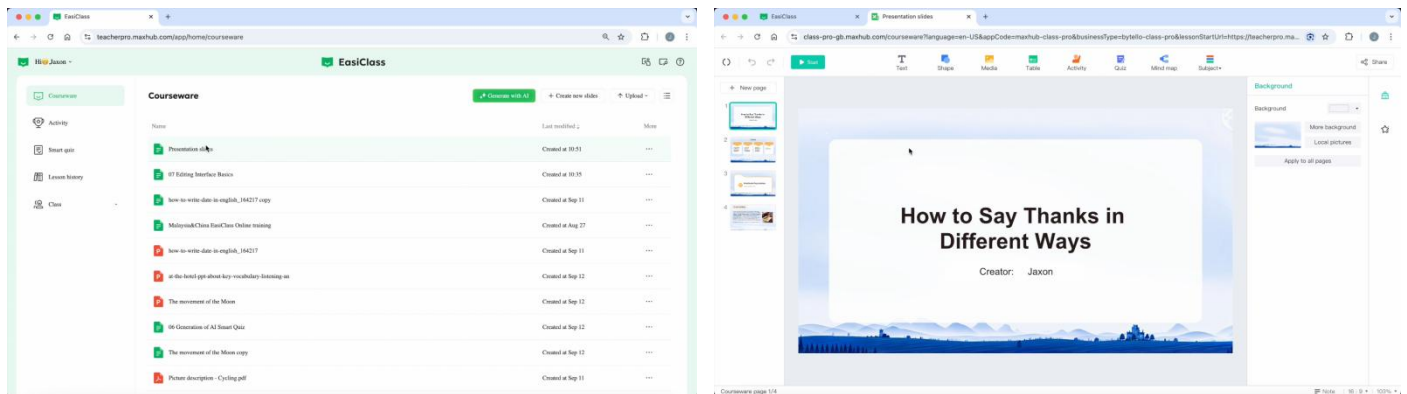
into courseware editing mode, and the third is right on the EasiClass home page where you can create it directly.



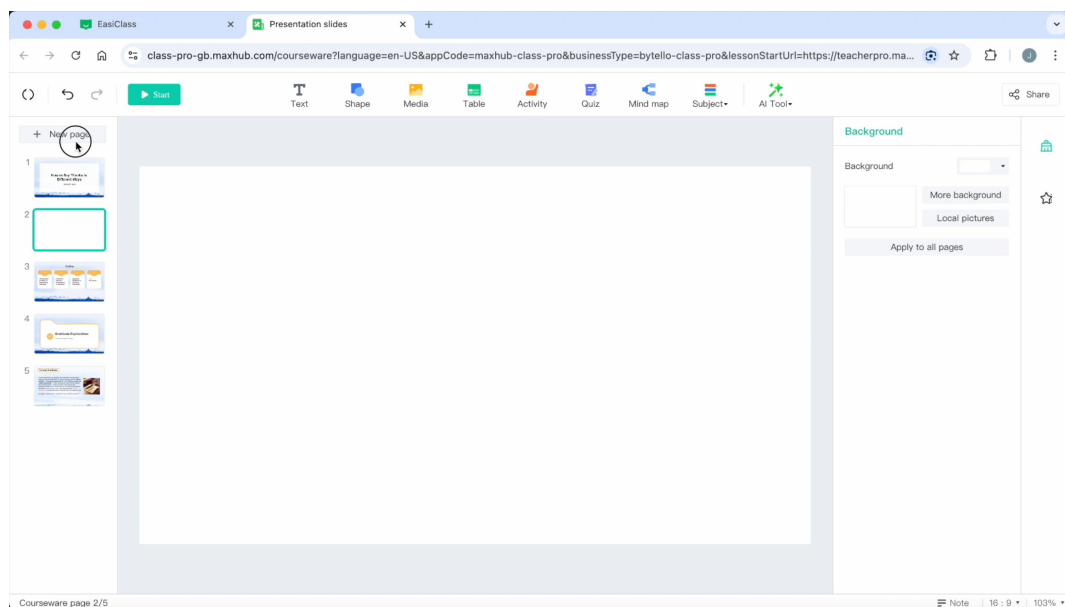
### 3. Enhance engagement

#### a. Editing Interface Basics

On the lesson prep page, let's first take a quick look at the layout and the main features.

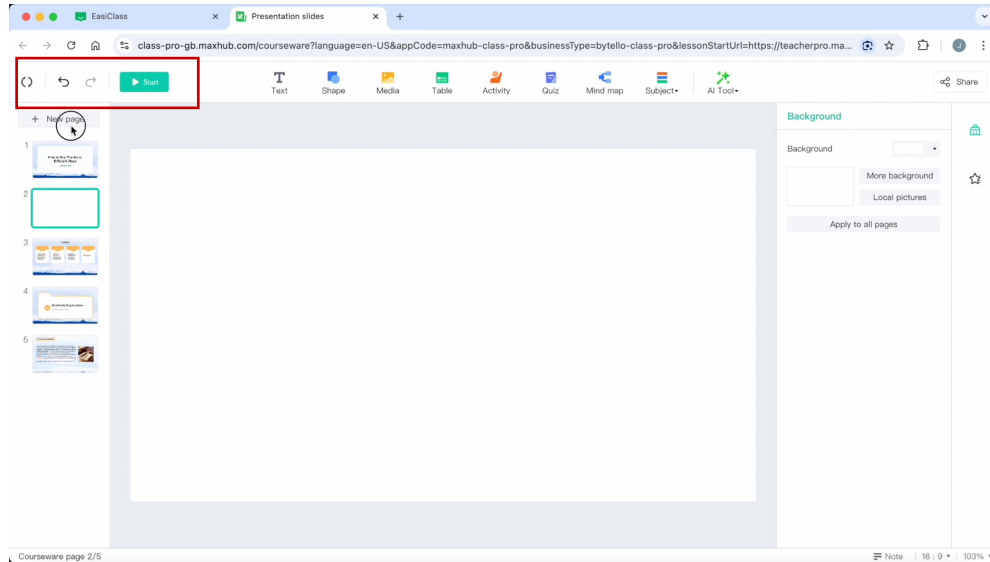


In the middle, you've got the page editor. On the right side, you'll see All Pages, and you can also add a New Page there.

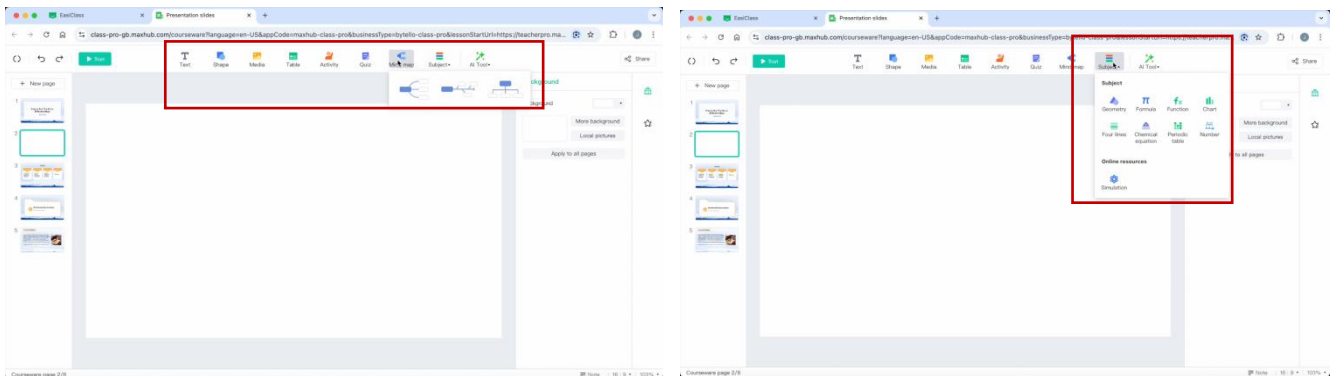


On the top left, there's Sync—you can click it to sync manually, but while preparing lessons, the system will auto-sync every 3 minutes. So no need to

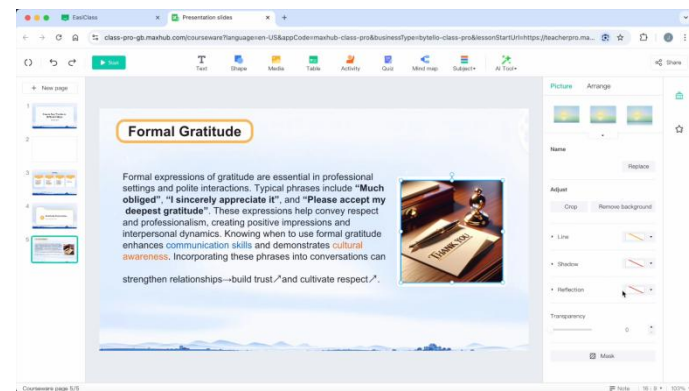
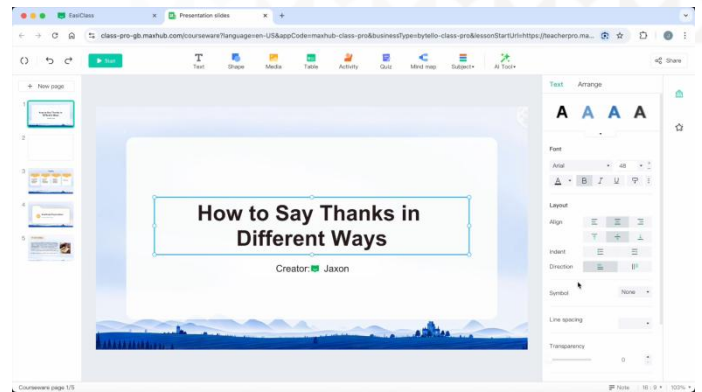
worry about losing your work if the system crashes or there's a power cut. Next to it are Undo and Redo, and by clicking Start, you can jump right into teaching.



At the top, there's the toolbar. Besides the tools you already know—Text, Shape, Media, and Activity—there are also Mind Map and Subject tools, which we'll go over in later lessons.



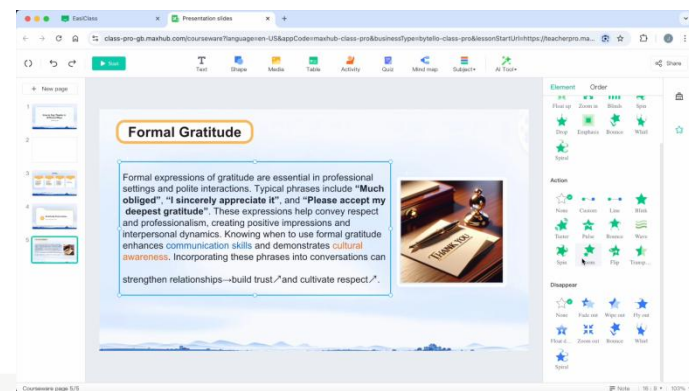
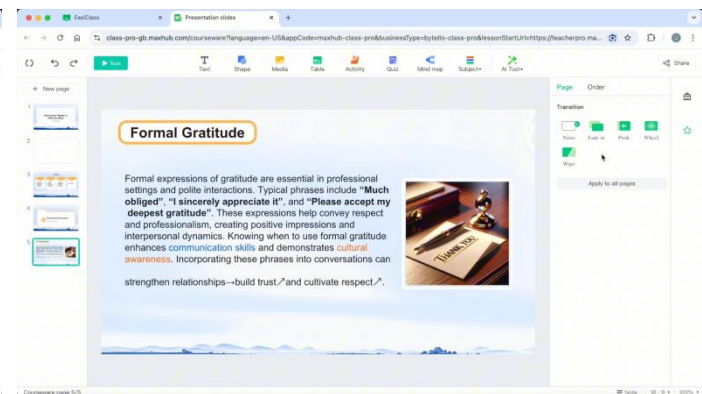
On the right side, you'll find the properties corresponding to the selected object. Clicking on the background will bring up background settings; clicking on text will show text properties; and clicking on an image will display image properties.



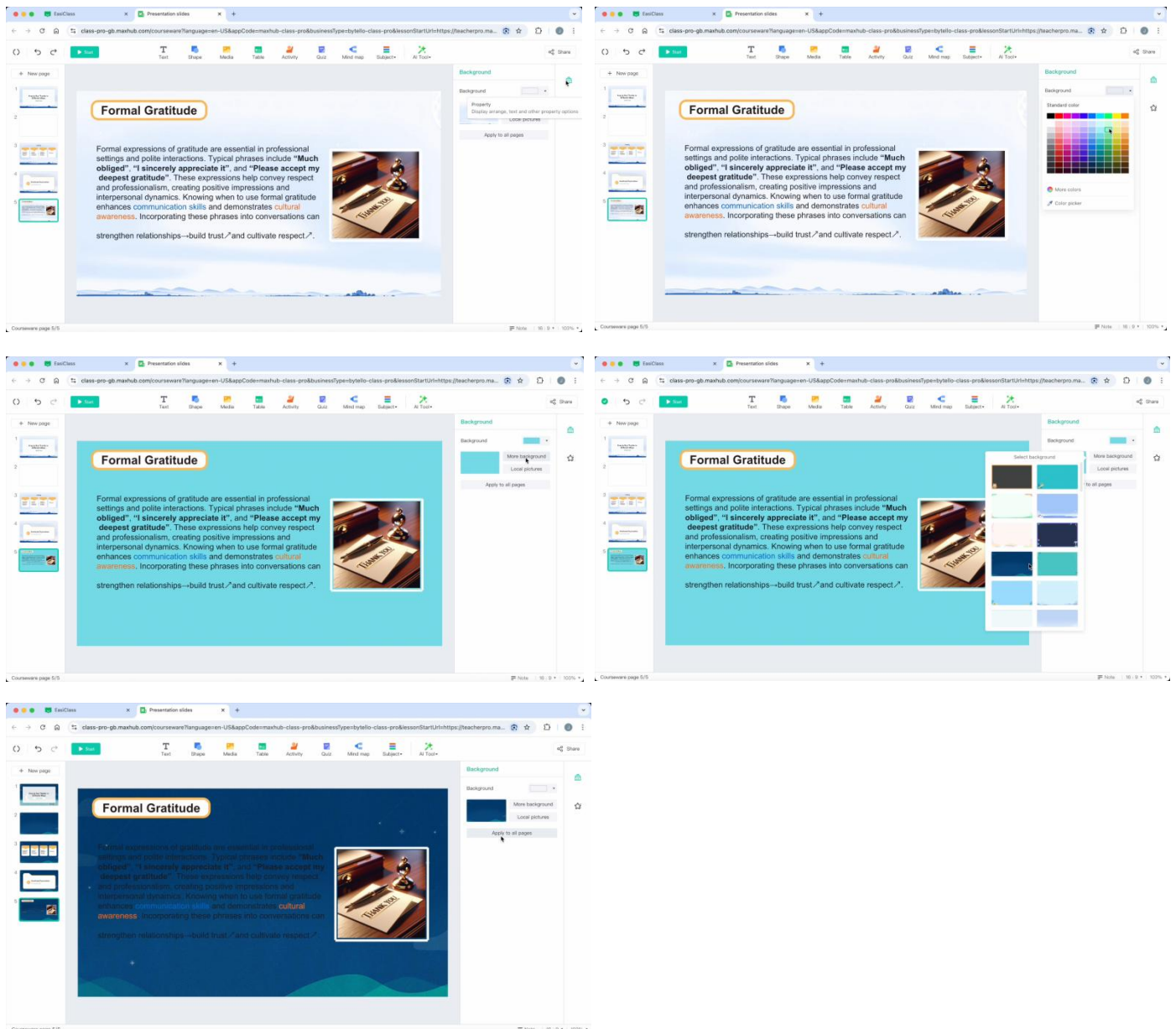
Formal Gratitude

Formal expressions of gratitude are essential in professional settings and polite interactions. Typical phrases include “**Much obliged**,” “**I sincerely appreciate it**,” and “**Please accept my deepest gratitude**.” These expressions help convey respect and professionalism, creating positive impressions and interpersonal dynamics. Knowing when to use formal gratitude enhances communication skills and demonstrates cultural awareness. Incorporating these phrases into conversations can strengthen relationships—build trust—and cultivate respect.

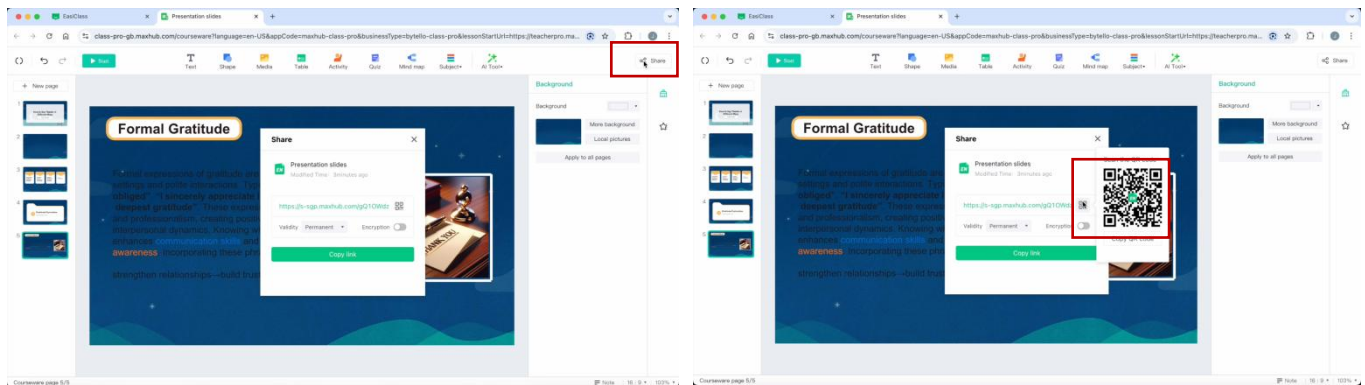




For example, if you click on the blank area of the courseware, you'll see background-related properties and settings on the right side. You can choose a solid-color Background, select from the system's built-in courseware background styles, or even upload a local image as the courseware background. And you can also apply it to all pages.

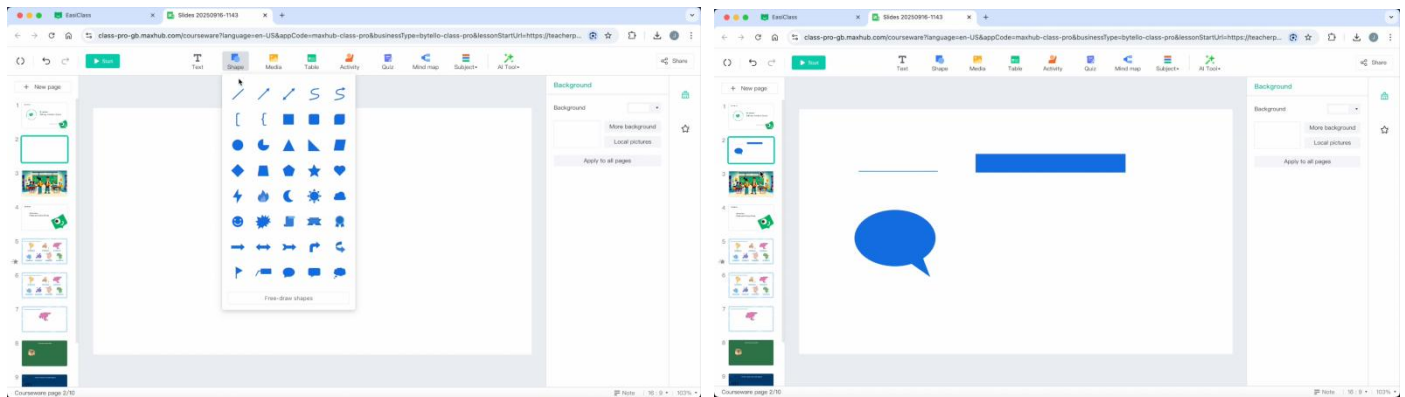


If you want to share this courseware with more teachers, just stay in the lesson prep mode and click the "share" button in the top right corner—that's how you can share the courseware out!

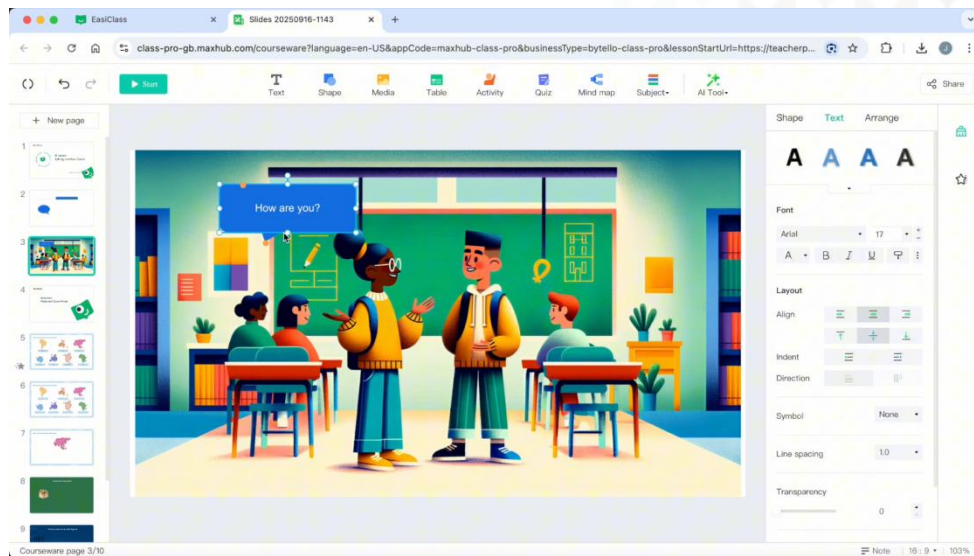


## b. Shapes, Clone Mode, and Mask

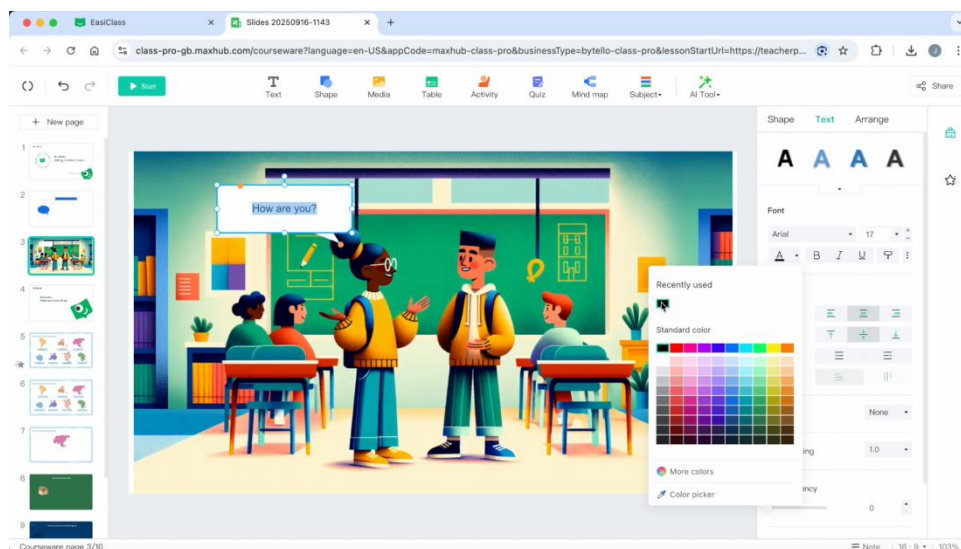
When creating courseware, we may use lines or shapes to enhance the presentation. You can click the Shapes icon at the top to draw different shapes, like a line, a circle, or even make your own speech bubble.



Let's try picking a speech bubble, draw it out, and then double-click inside it to type in some text.



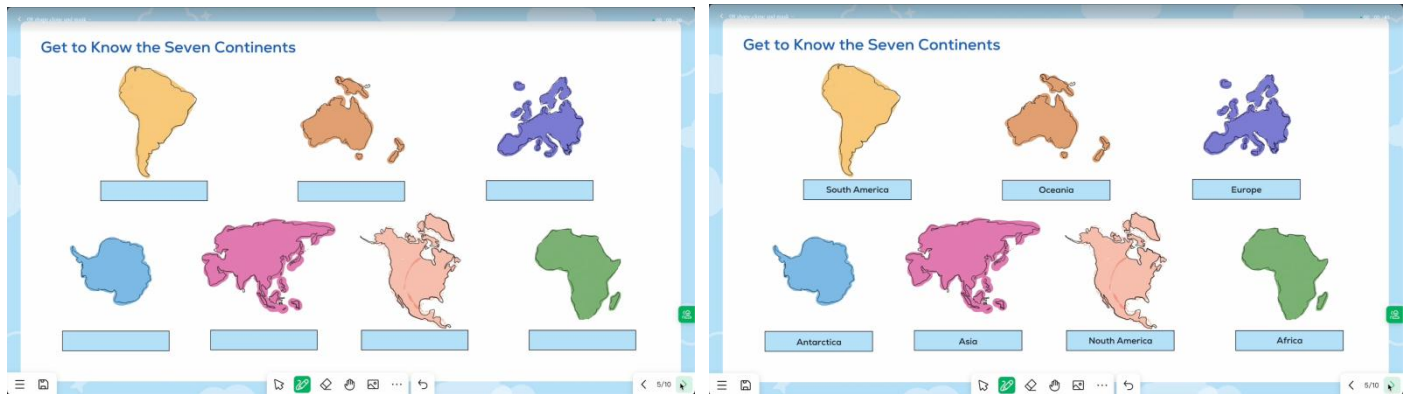
Once you're done, if you want to make changes, just select the shape. On the right side, you can adjust things like the fill color or other settings. If you select the text inside the speech bubble, you can also edit its font, size, and other text properties.



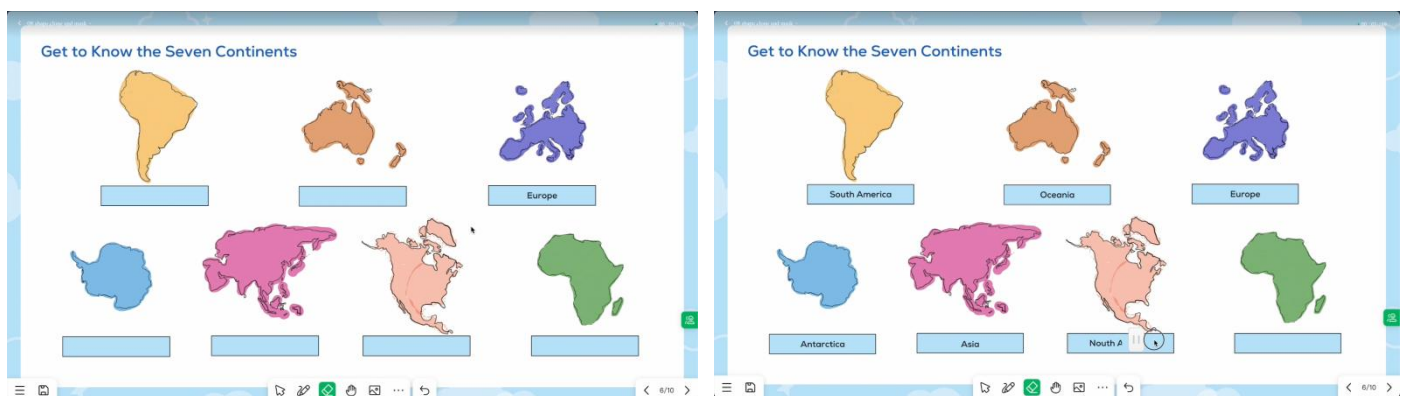
Next, we're going to learn about a really fun feature in EasiClass: mask and clone mode.

When learning similar knowledge points in the past, teachers usually used animation effects to reveal answers. Sometimes they would set an order, making the answers appear one after another like this.

Next, let's take a look at what changes will happen after adding a mask to this courseware.

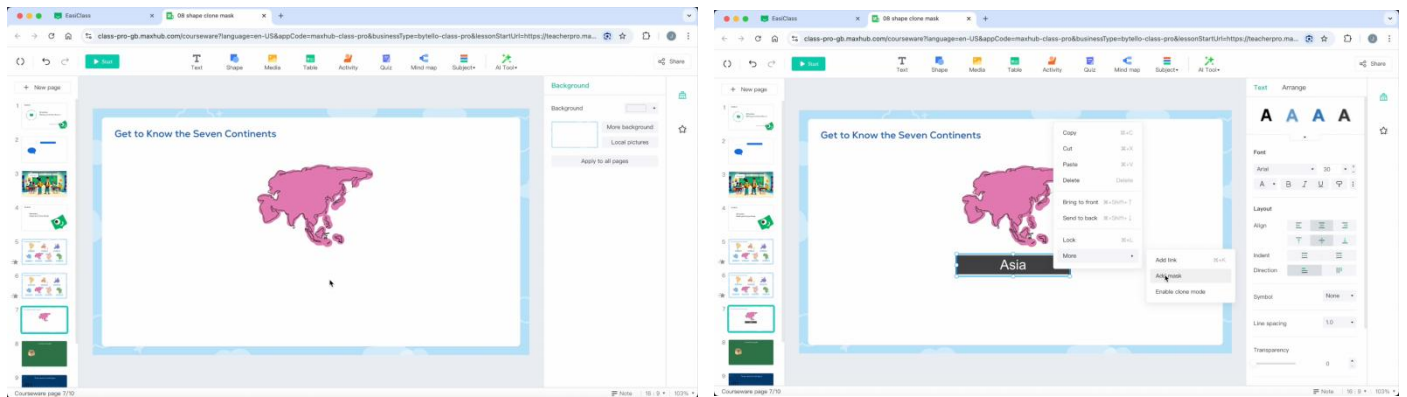


For the same lesson content, the teacher can first invite students to freely answer by naming the continents they know. Then, when a student correctly identifies the third one as Europe, the teacher can use the eraser tool to remove the overlay and reveal the correct answer. Similarly, when a student says the seventh one is Africa, the teacher can erase the overlay beneath the seventh continent to reveal the answer.

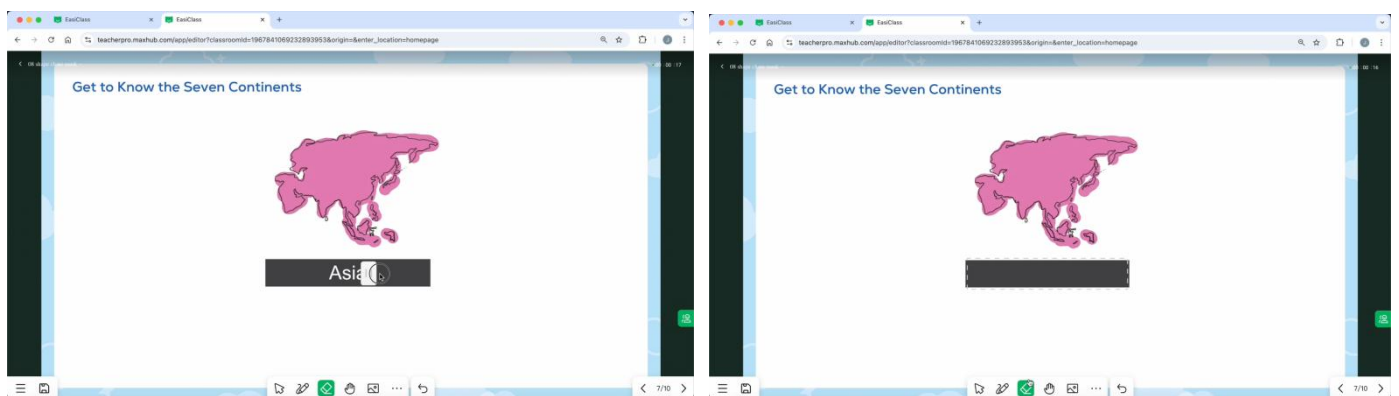


So how do we set up a mask? It's actually very simple.

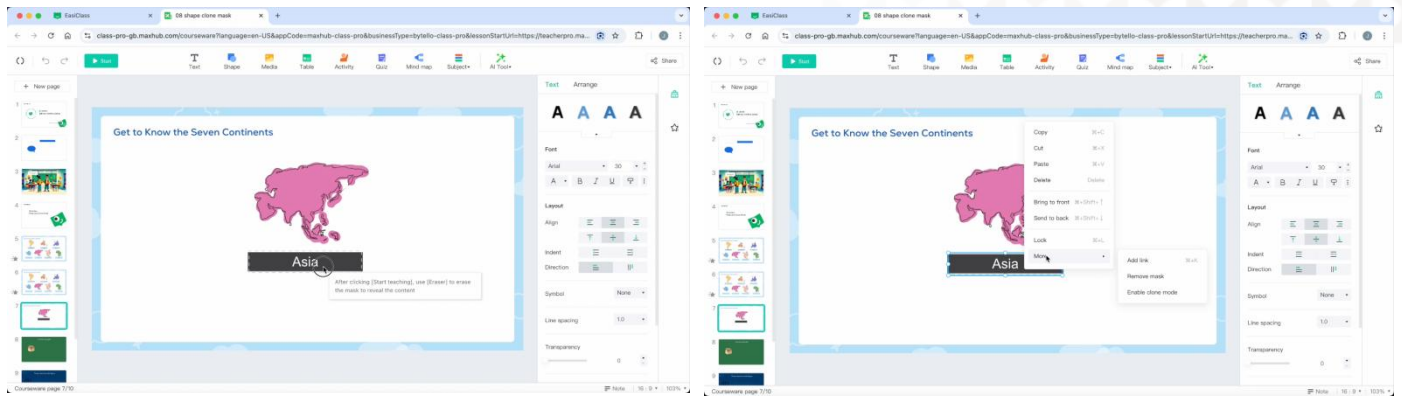
In lesson prep mode, the teacher just needs to draw a rectangle and fill it with gray, then add a text box and enter some text. Next, right-click the text box, and in More Actions, you can add a mask.



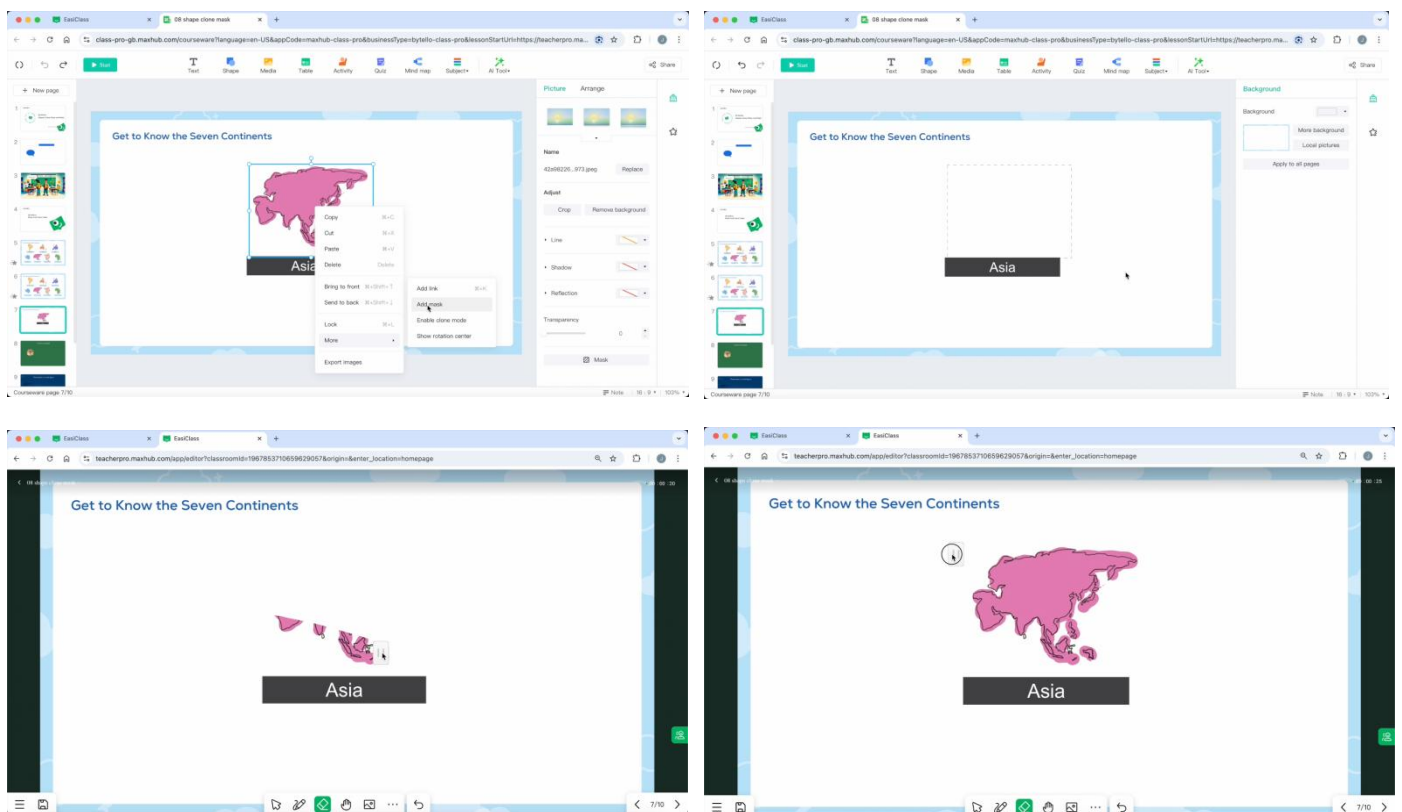
Let's click Start to see how it works during teaching. Select the Eraser from the toolbar at the bottom, and when you erase the mask, the content underneath will be revealed.



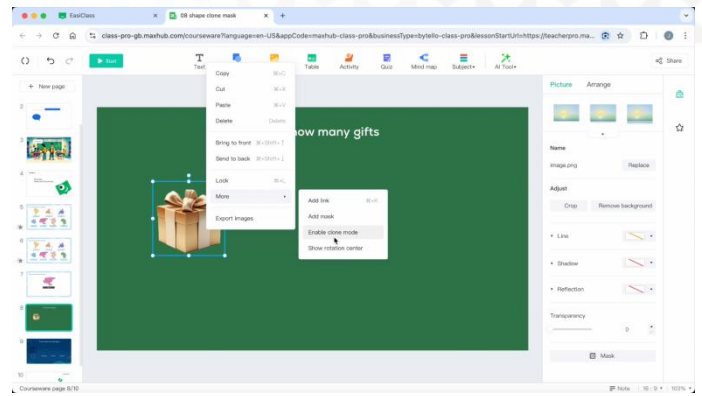
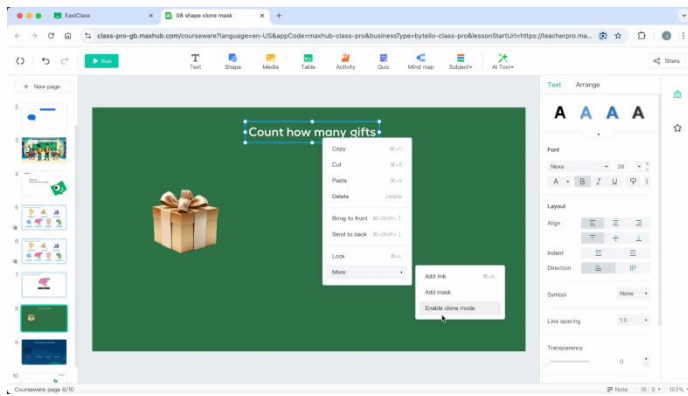
If you want to delete an already added mask, simply right-click on the masked content again in the lesson preparation mode, select "More Operations" — remove Mask and that's it.



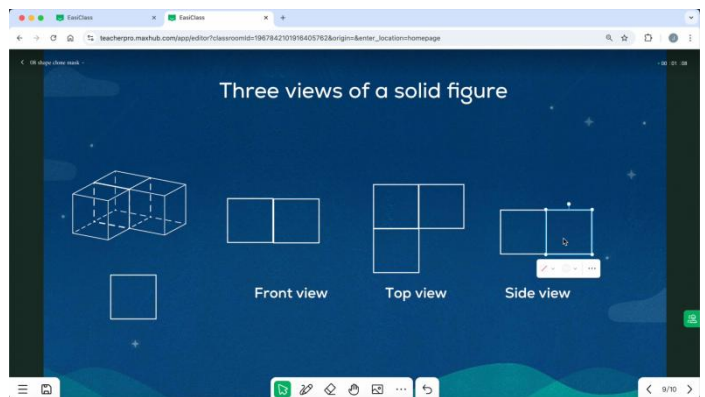
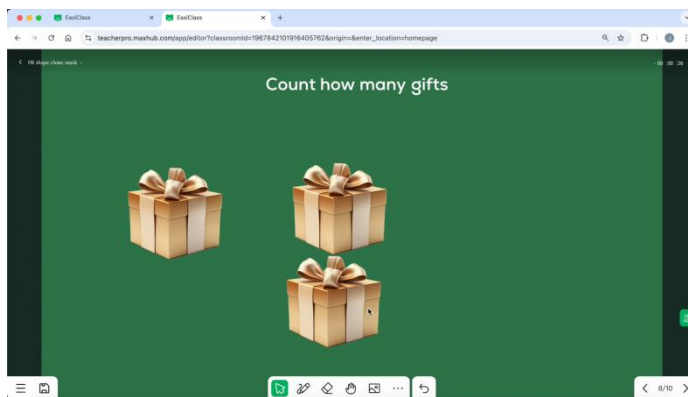
Of course, you can also add a mask to an image. Simply click on the image, and you can directly set a mask for it. This opens up a lot of creative possibilities for teachers, giving them more engaging and interactive ways to design classroom activities and make their lessons even more dynamic.



Another small tool is clone mode. We can set this mode for text and images. For example, in the courseware, click on the material, right-click, and in "More," select "enable clone mode" to complete the setup.

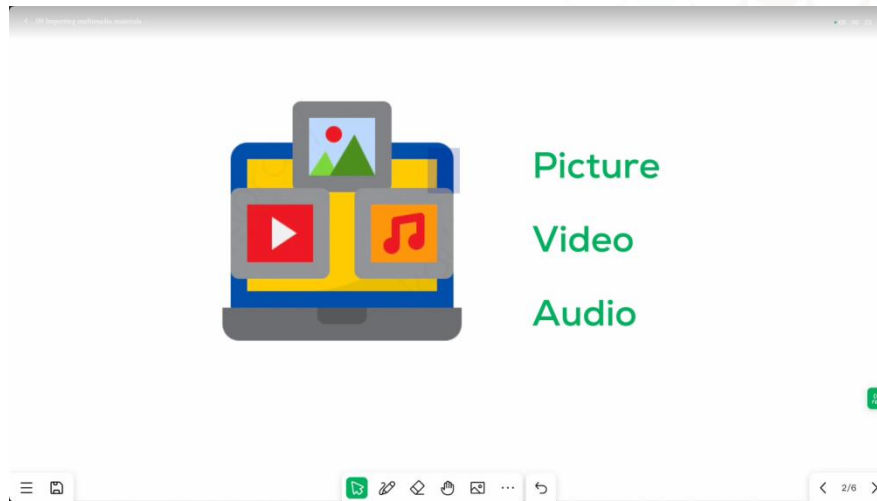


During the class, this material can be infinitely copied by dragging. For example, when understanding the 2D representation of 3D figures, you can set the clone mode for a single small square. Then, during the class, students can drag it to describe the different perspectives they understand.

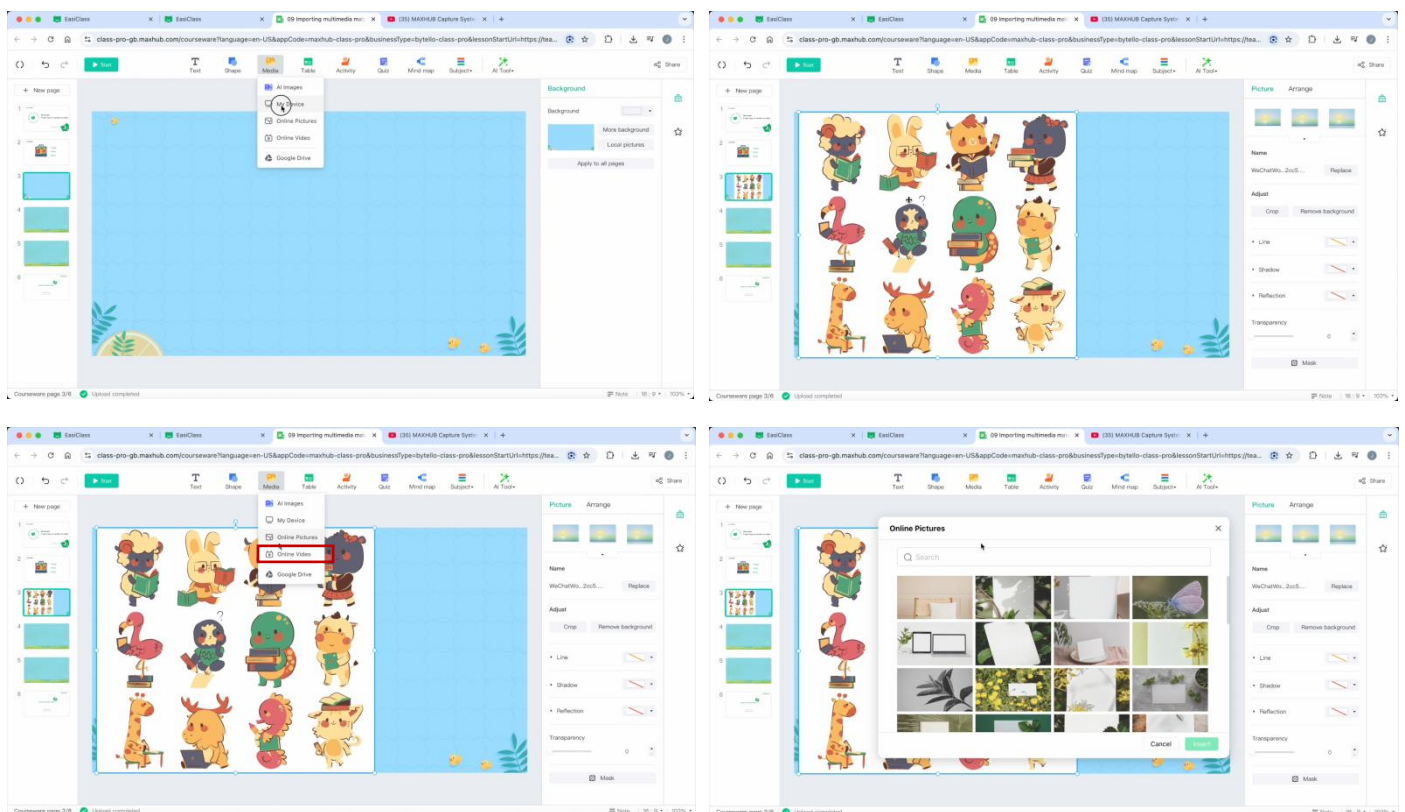


## c. Importing multimedia materials

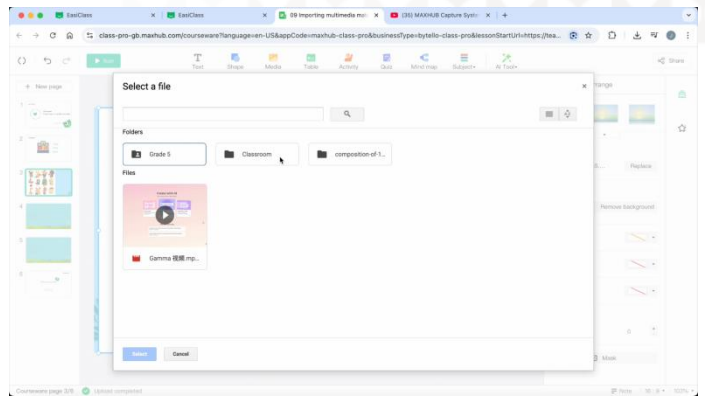
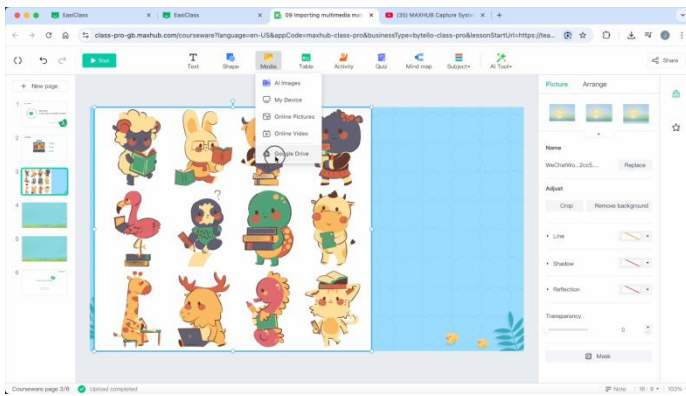
In class, we usually use three kinds of media: picture, video, and audio. Let's start with pictures.



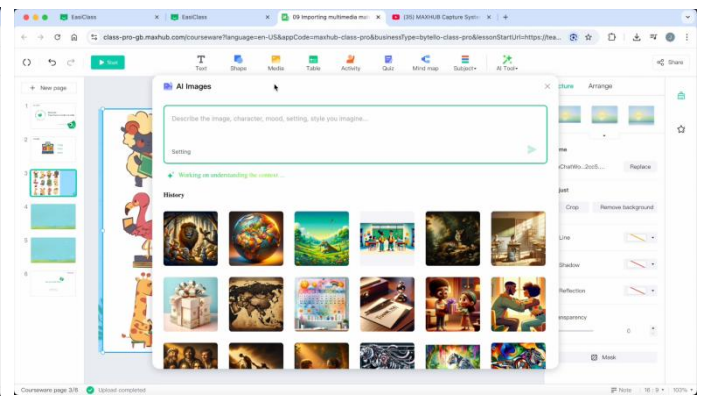
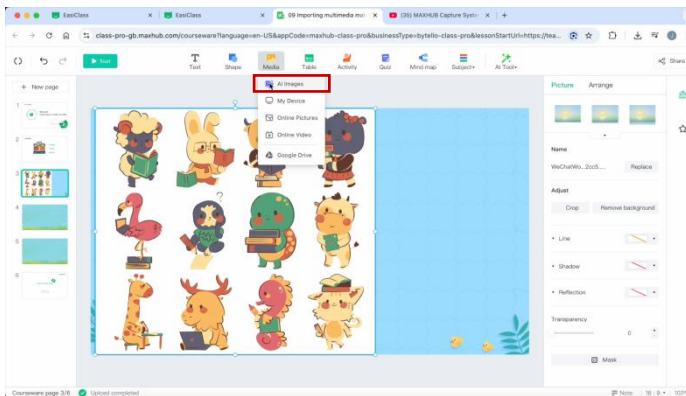
To bring one in, just click the Media button at the top, then choose My Device to upload a picture from your computer. You can also go to Online and search for the picture you want.



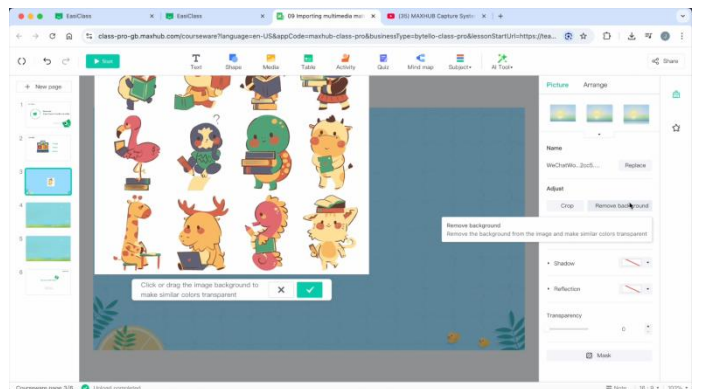
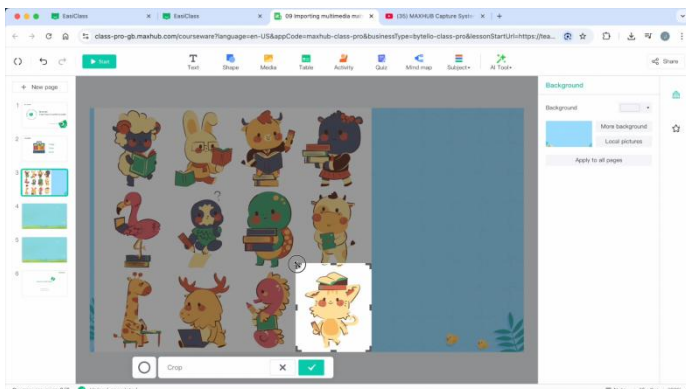
And if you've linked your cloud drive, you can grab pictures straight from there too."

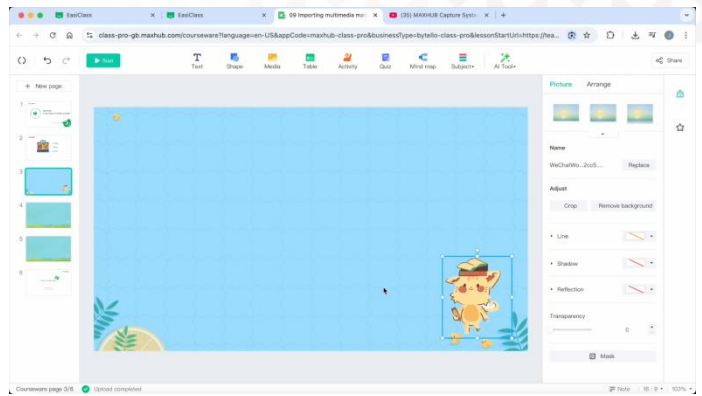
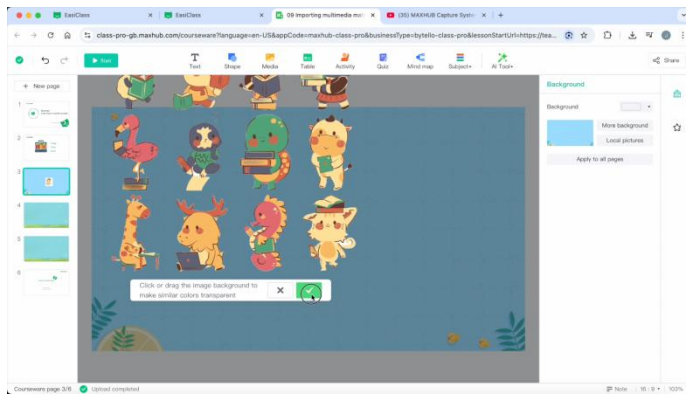


You can also use AI Images to generate a picture based on your description and insert it directly into your lesson.



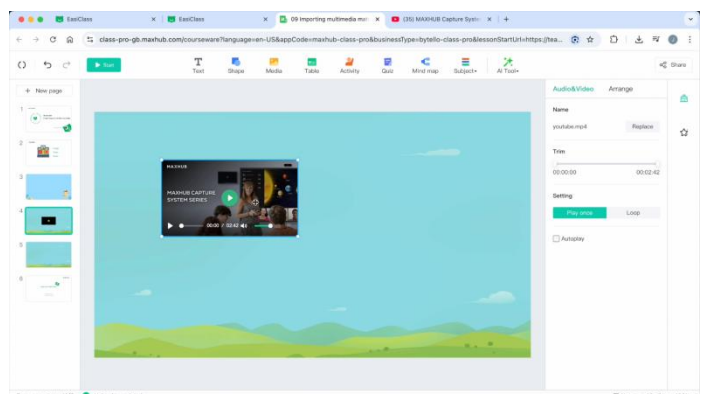
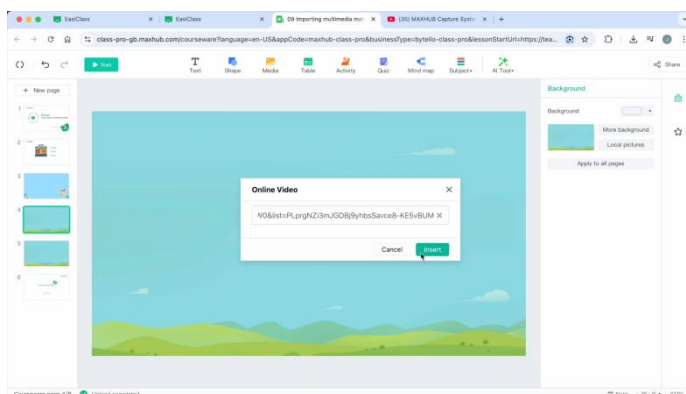
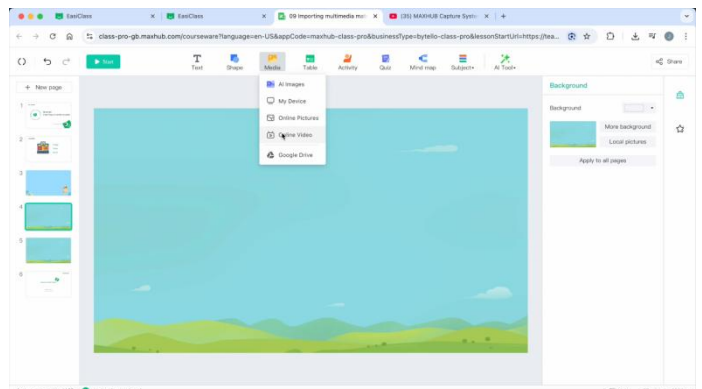
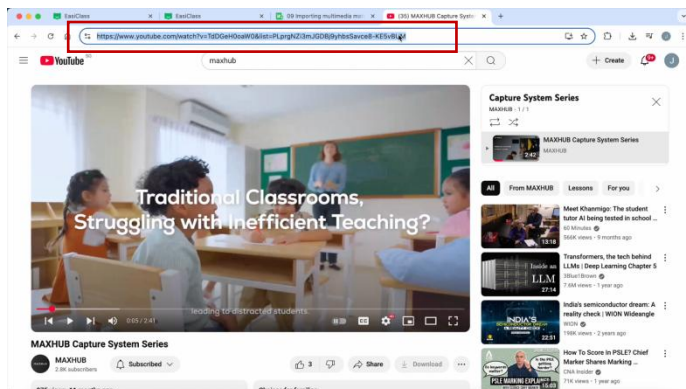
If you want to crop an image or remove the background, you can also do those adjustments right there on the side.



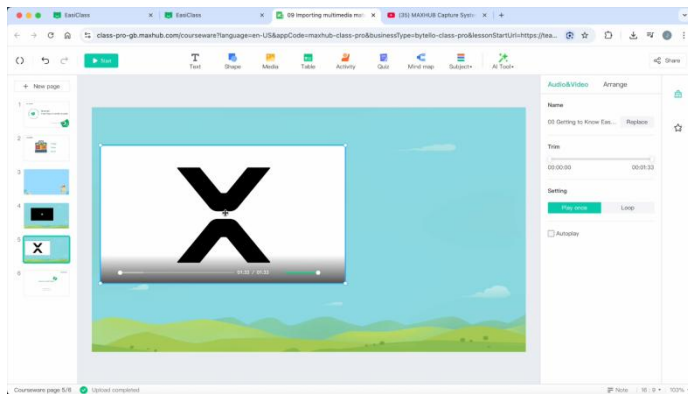
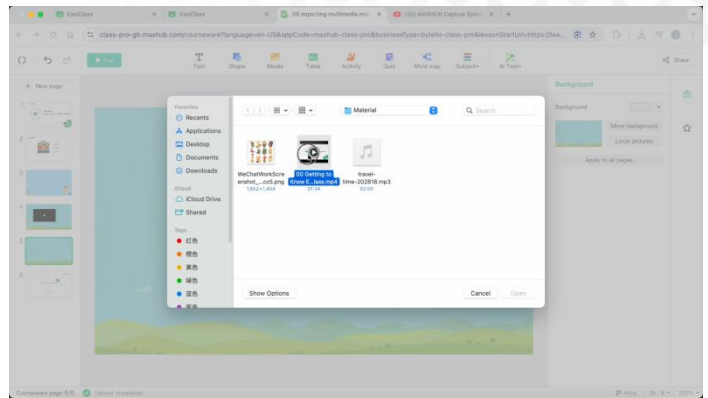
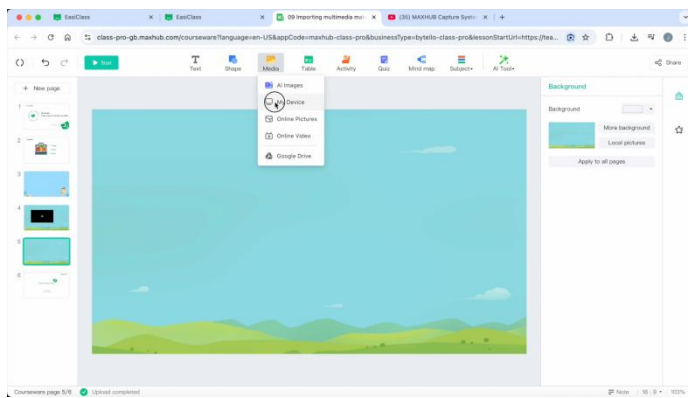


Now that we’ve covered working with images, let’s move on to using audio and video.

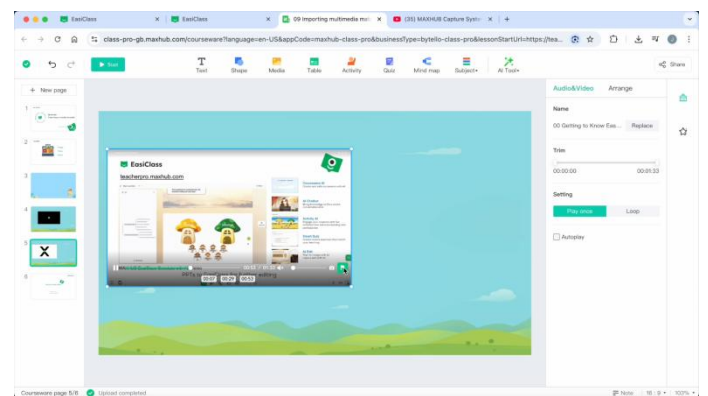
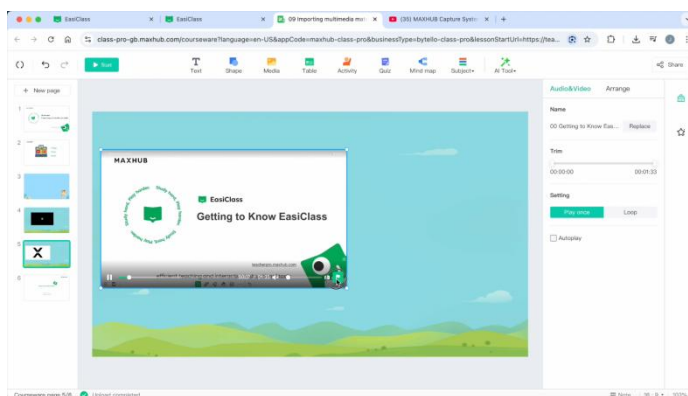
If it’s an online video, you can just paste the video link into Online Video—for example, a YouTube link. The YouTube video will go right into your lesson, and you can play it directly there without having to jump to a new page.



Teachers can also upload videos from their computer and play them directly in the lesson. And with local videos, there are two really handy tricks.

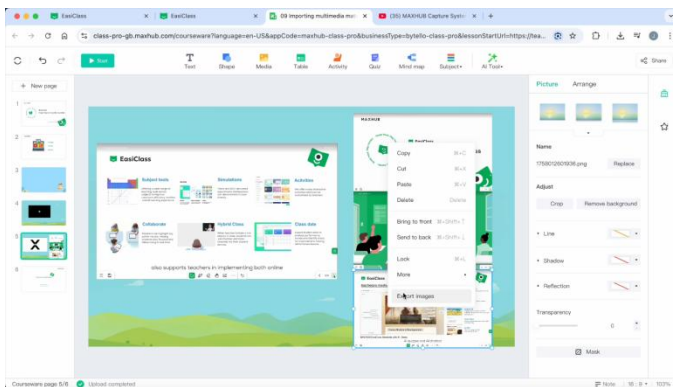
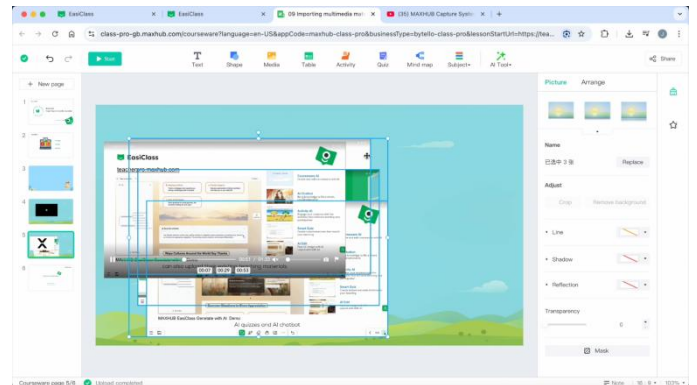
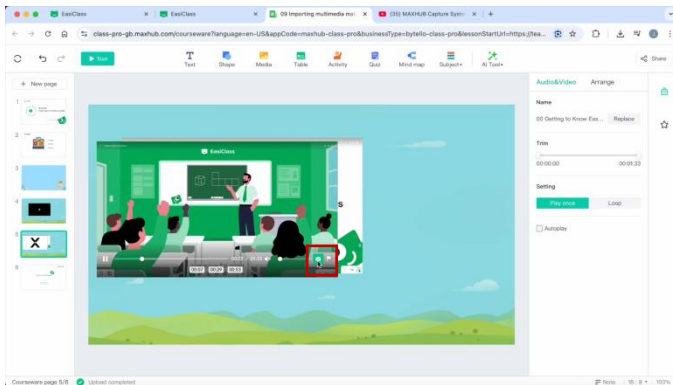


The first one is time stamping. While the video is playing, if you want to replay an important part, just click the icon on the far right to mark the time. You can set up to five time stamps. Later, when you need to go back to a key moment, you just click the saved time, and it'll jump right there.

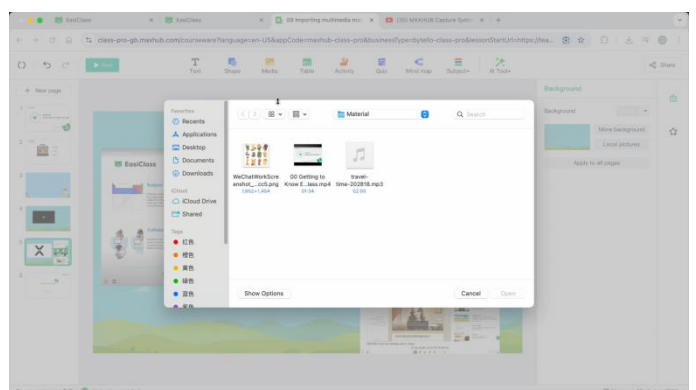
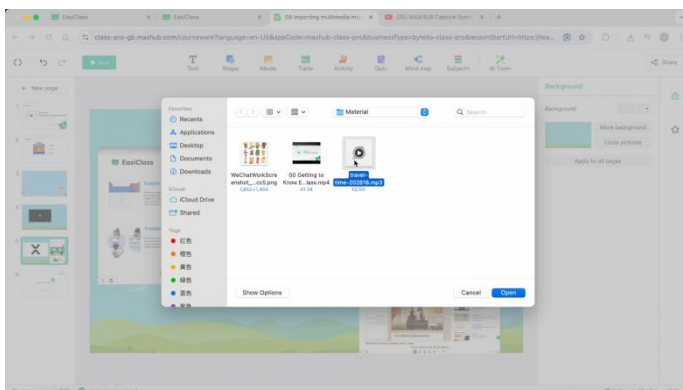


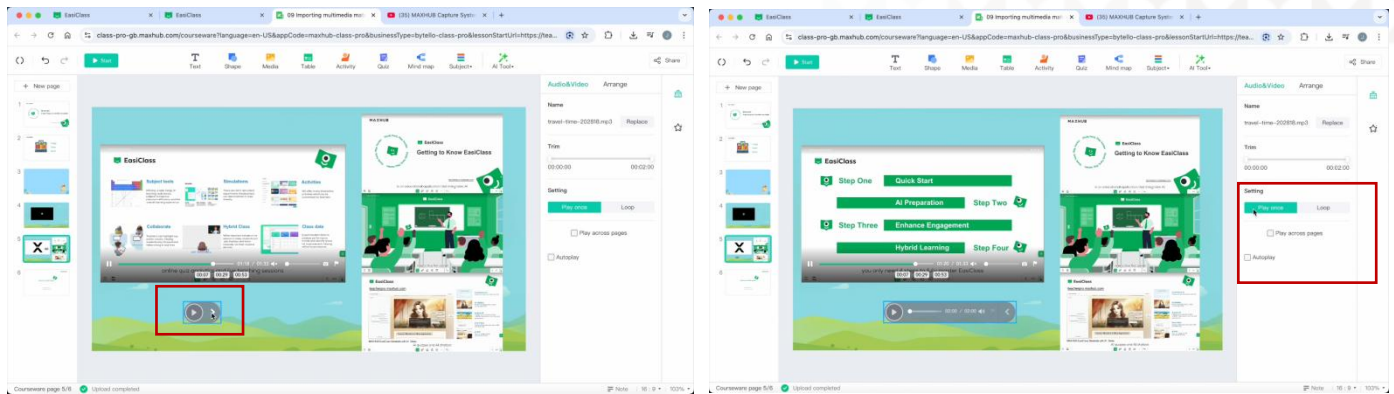
The second tip is taking screenshots of the video footage. If you need to focus on explaining and presenting a certain knowledge point in the video, just click the first icon on the right to take a screenshot of the video footage. The

captured image can also be exported and saved for use as lesson preparation materials.



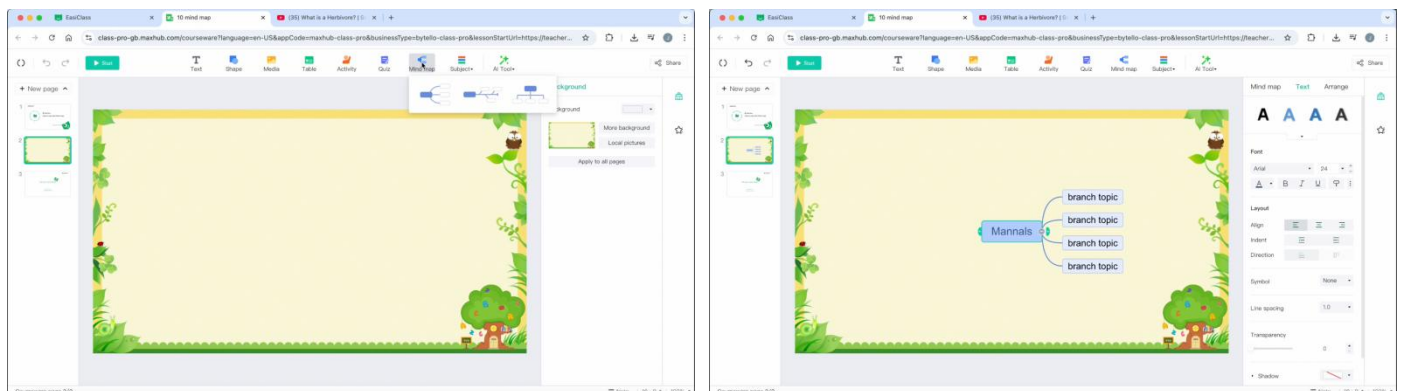
Finally, you can set the video or audio to "Play once" or "Loop" on the right, and you can also set "Autoplay", so that when the courseware turns to this page, the video or audio will play automatically.



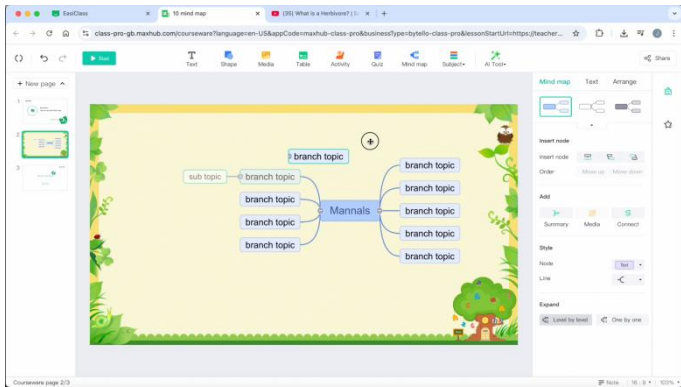
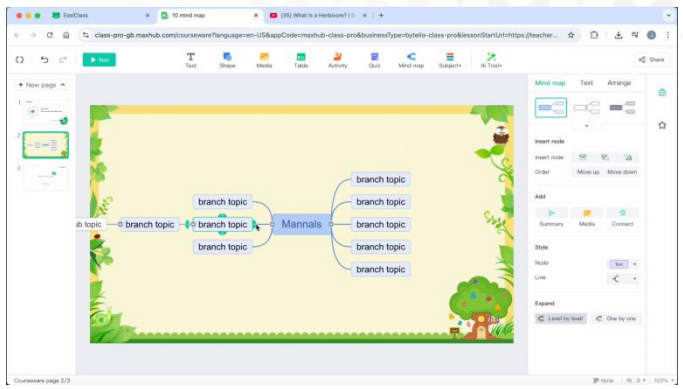
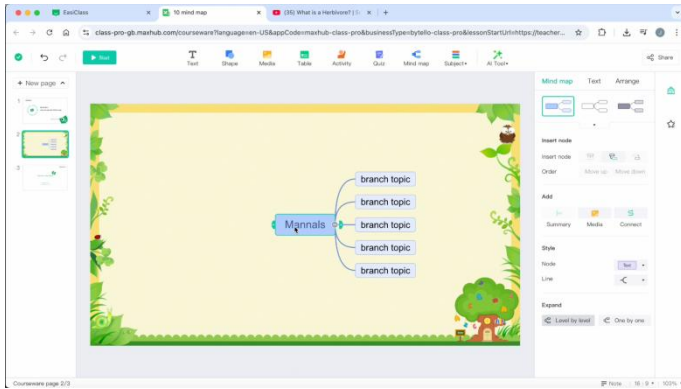


## d. How to use the Mind map

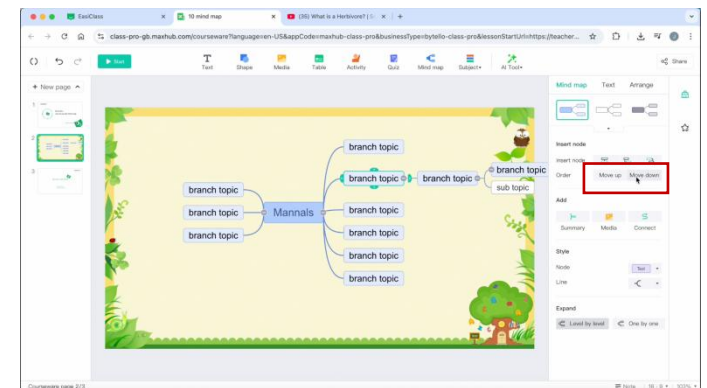
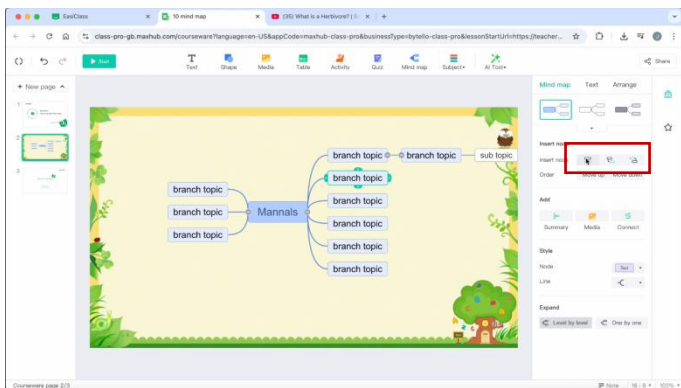
First, click on the mind map function. Double-click the mind map module to enter the central idea. Since the Enter key in the mind map indicates "text input completion", teachers should note that when wrapping lines, they need to use ctrl and Enter on the keyboard, pressing both keys at the same time.



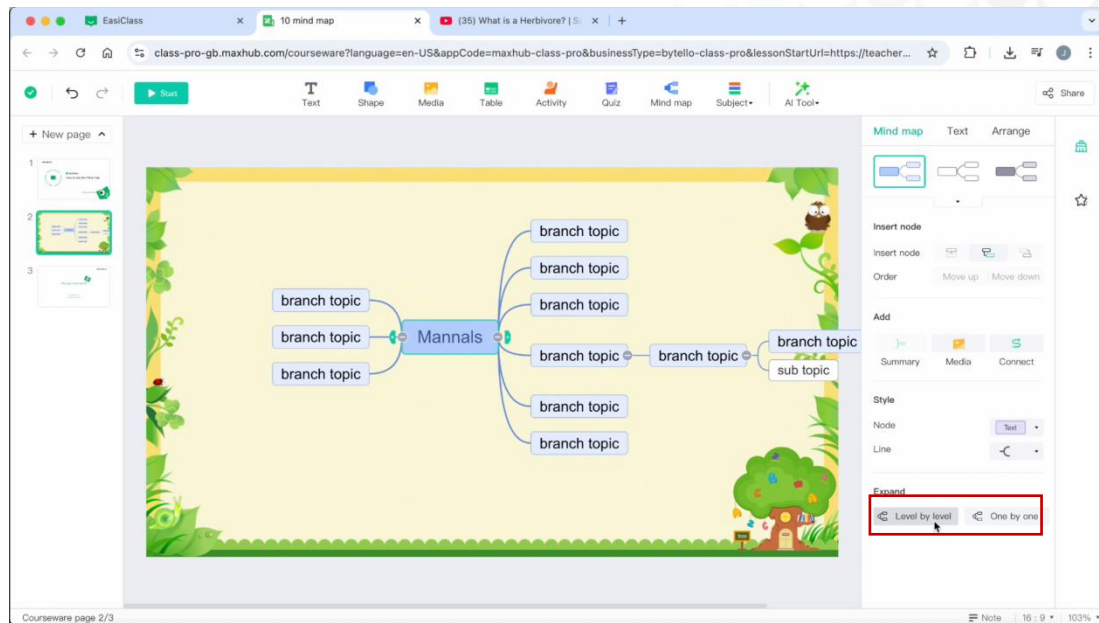
Next, you can expand branches on both the left and right sides of the central theme. Click the "plus" signs around a branch to add superior, peer, or subordinate content respectively. You can also adjust the order of themes and their subordinate relationships by dragging, which is flexible and convenient.



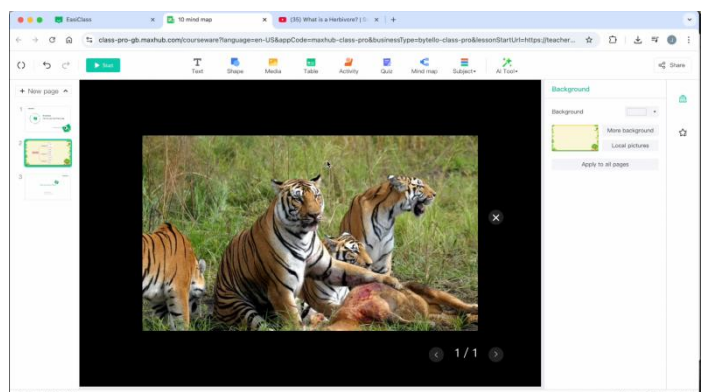
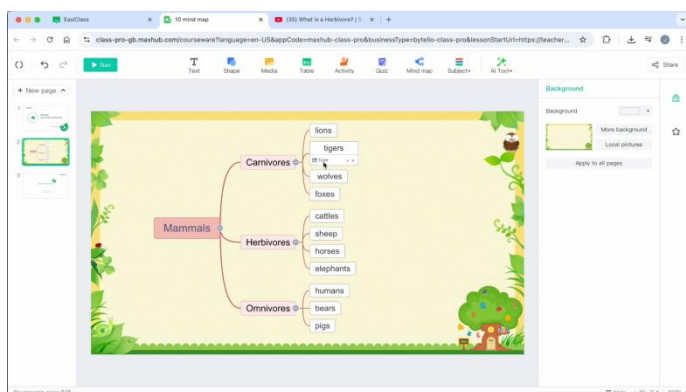
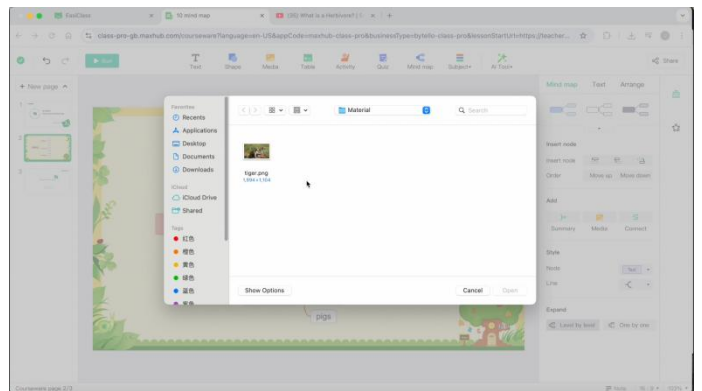
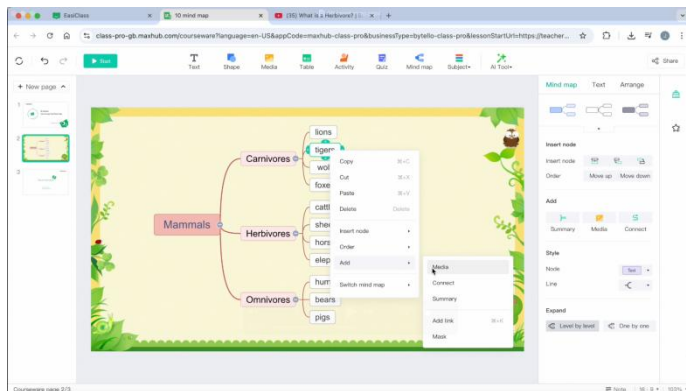
Meanwhile, after selecting a certain knowledge point, you can also add peer and subordinate themes through the property menu bar, and adjust the order of knowledge points in the layout.



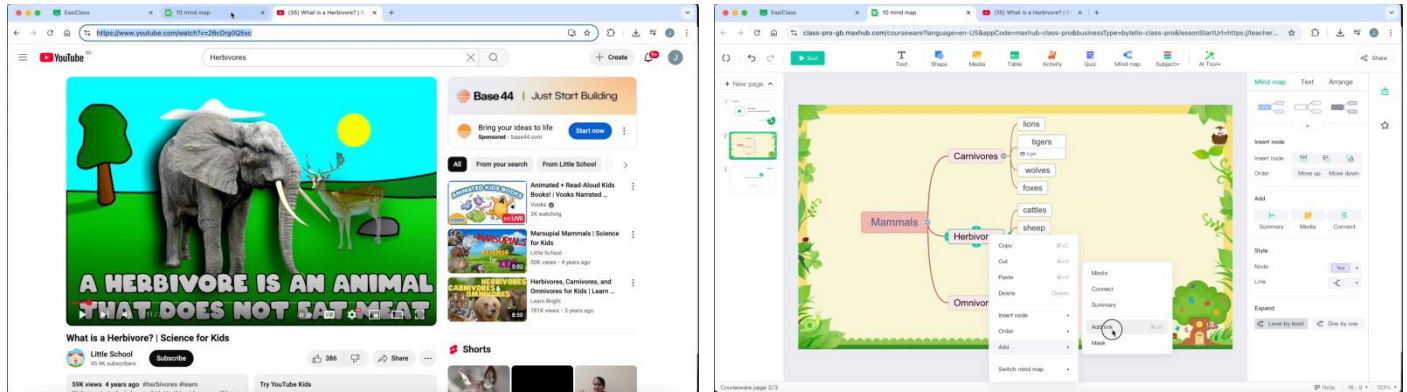
Depending on different teaching needs, we can set the knowledge points to be expanded level by level, or expand the knowledge points of the same level one by one.



Once the knowledge framework is completed, we can also add multimedia materials to make the explanation of knowledge points clearer and more vivid. Click "Add Multimedia" to add local audio, video, images, etc., to the mind map. They can be played by directly clicking on them during the lecture.



In addition, after selecting a node and right-clicking, teachers can also add a hyperlink. This triggers page jumps to web pages, teaching tools, and local files.



When two knowledge points are related, we can connect them using "Connect" and make simple annotations as "relation".

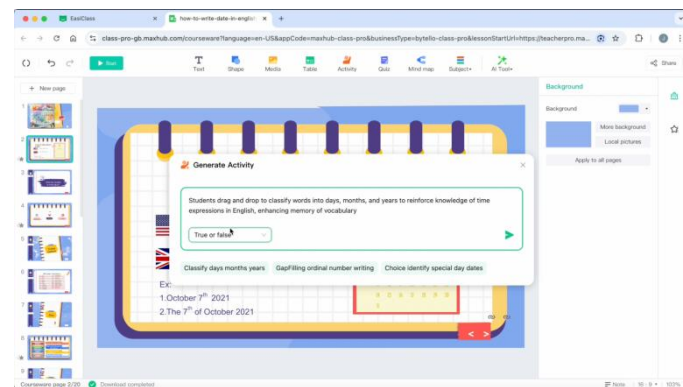
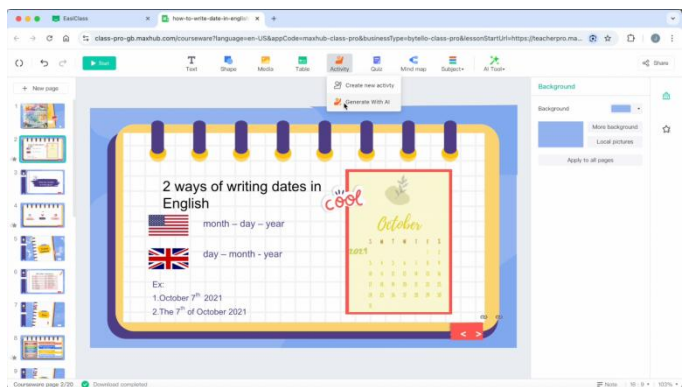


When multiple contents share commonalities, we can also select these knowledge nodes with the mouse and click "Summary" on the right, so that the summary content can include more knowledge points at the same level. Once completed, according to your own requirements, you can collapse the mind map to its initial state on the lesson preparation page. In the teaching mode, you can click the "plus" sign to expand the mind map.

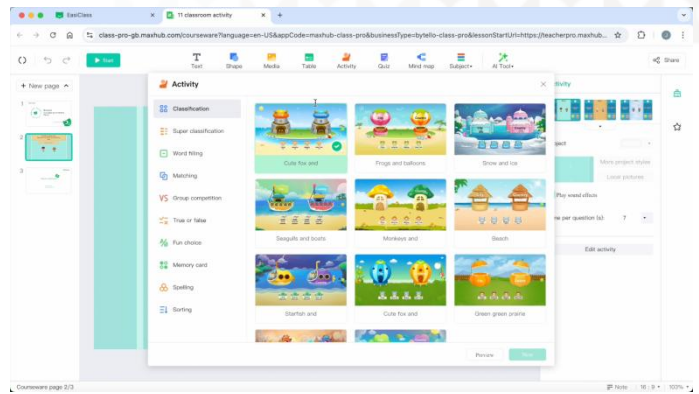
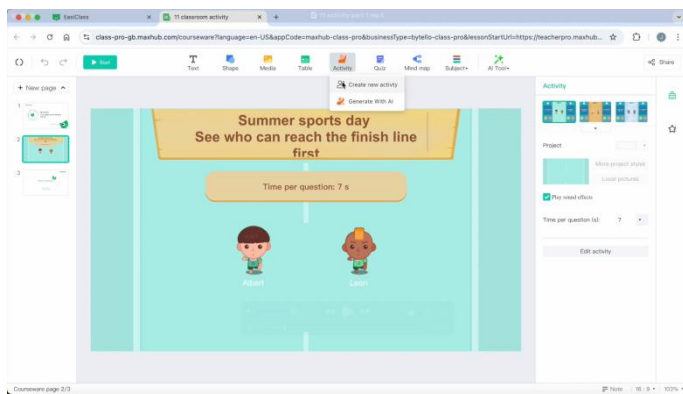


## e. Fun Classroom Activities (Part 1)

The fastest way is to use AI Activity—we already went over this feature in an earlier course. You can also use the "Create with Image" feature. Teachers can take screenshots of practice exercises from textbooks, upload them, then select the type of in-class activity they want the AI to generate. The AI will automatically create a suitable activity based on the uploaded content—no more worrying about how to make one yourself!

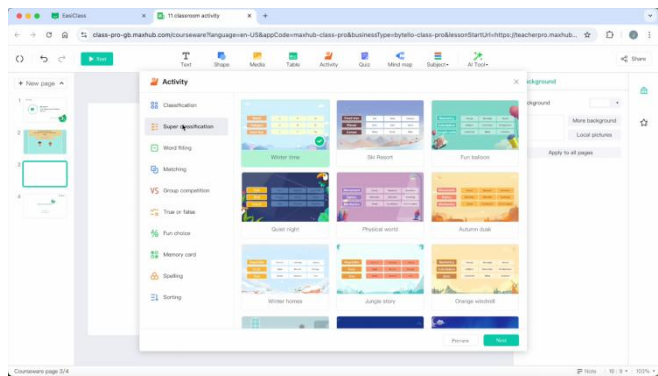
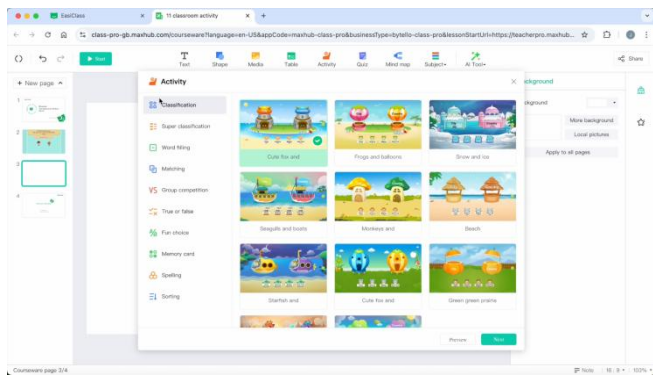


Of course, AI can't meet every single one of a teacher's needs. You can also try creating activities manually—it's just as quick! Right now, there are 10 different types of in-class activities available, so let's take a look at them.

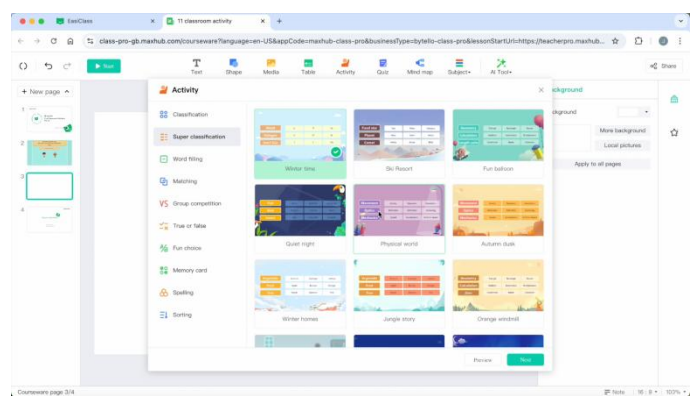
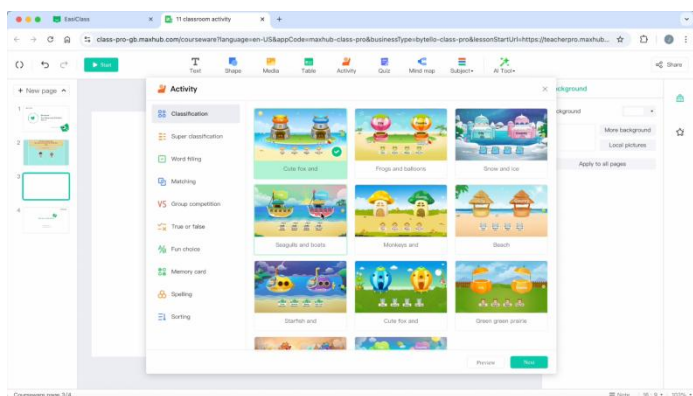


First up is the classification-style in-class activity.

Depending on how many categories you need, there are two types here: simple classification and super classification.

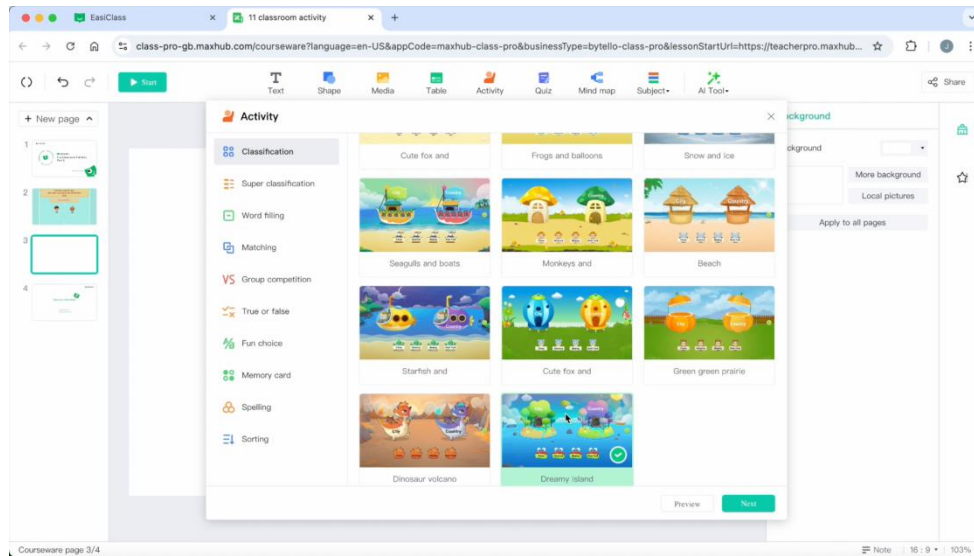


Simple classification works for tasks that involve just two categories—like telling apart countries and cities, for example. Meanwhile, super classification is for tasks with three or more categories.

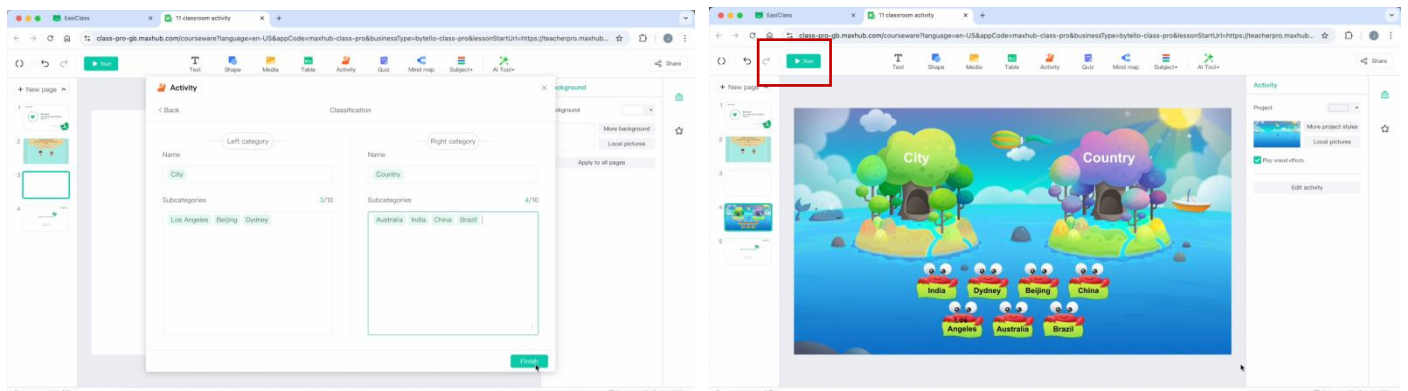


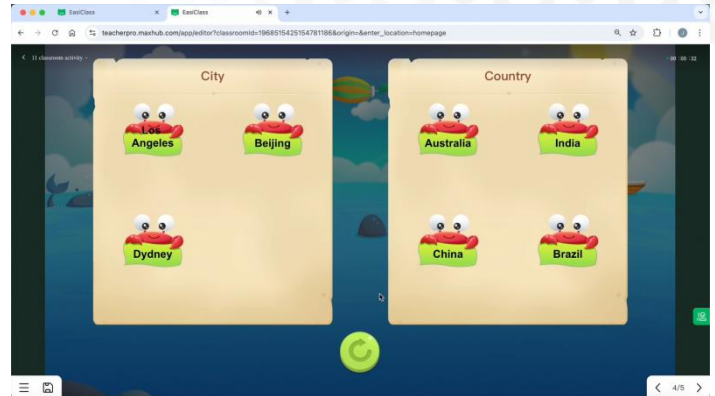
Next, let's use simple classification as an example.

Step 1: Click on "In-Class Activities," then select "Simple Classification." There are multiple activity templates here—just pick one you like!

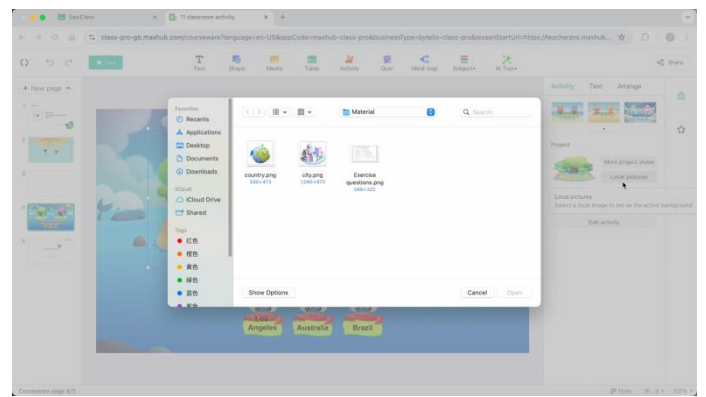
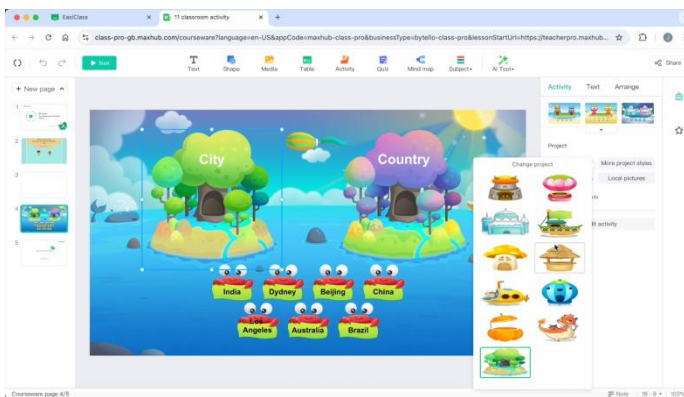


Step 2: Enter the details. Let's stick with the example of telling apart countries and cities. First, type in the category names, then add the correct answers for each category. A quick note: after entering each answer, you need to press Enter to move on to the next one. Once you're done inputting everything, click "Done"—and your fun classification activity is all set! Just hit "Start" to enter teaching mode and run the activity with your class.

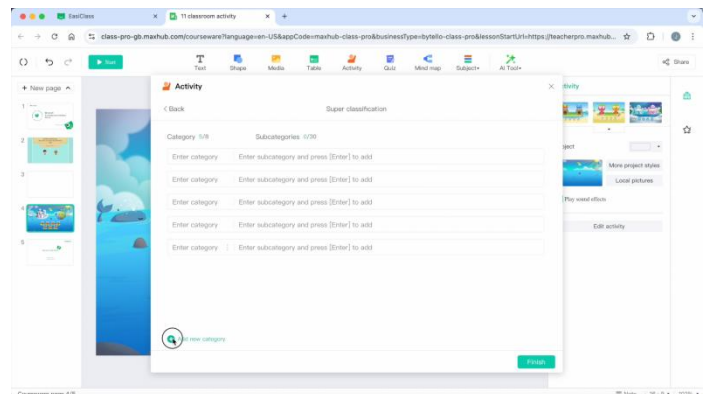
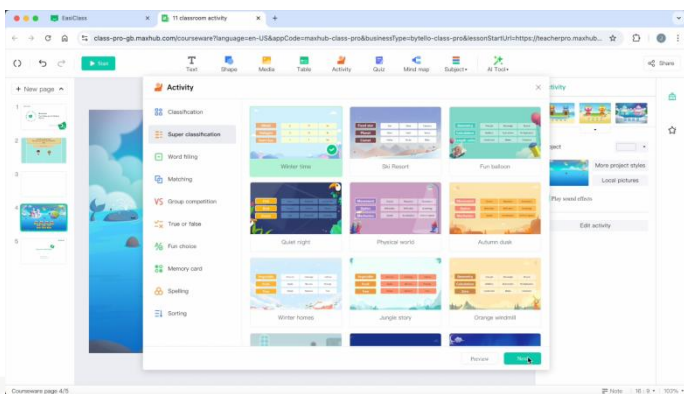




Oh, and if you think the cartoon graphics in the template are too childish? You can replace them with other images! Just click on the element you want to change. On the right side, you can choose from the system's built-in images, or upload one from your device.



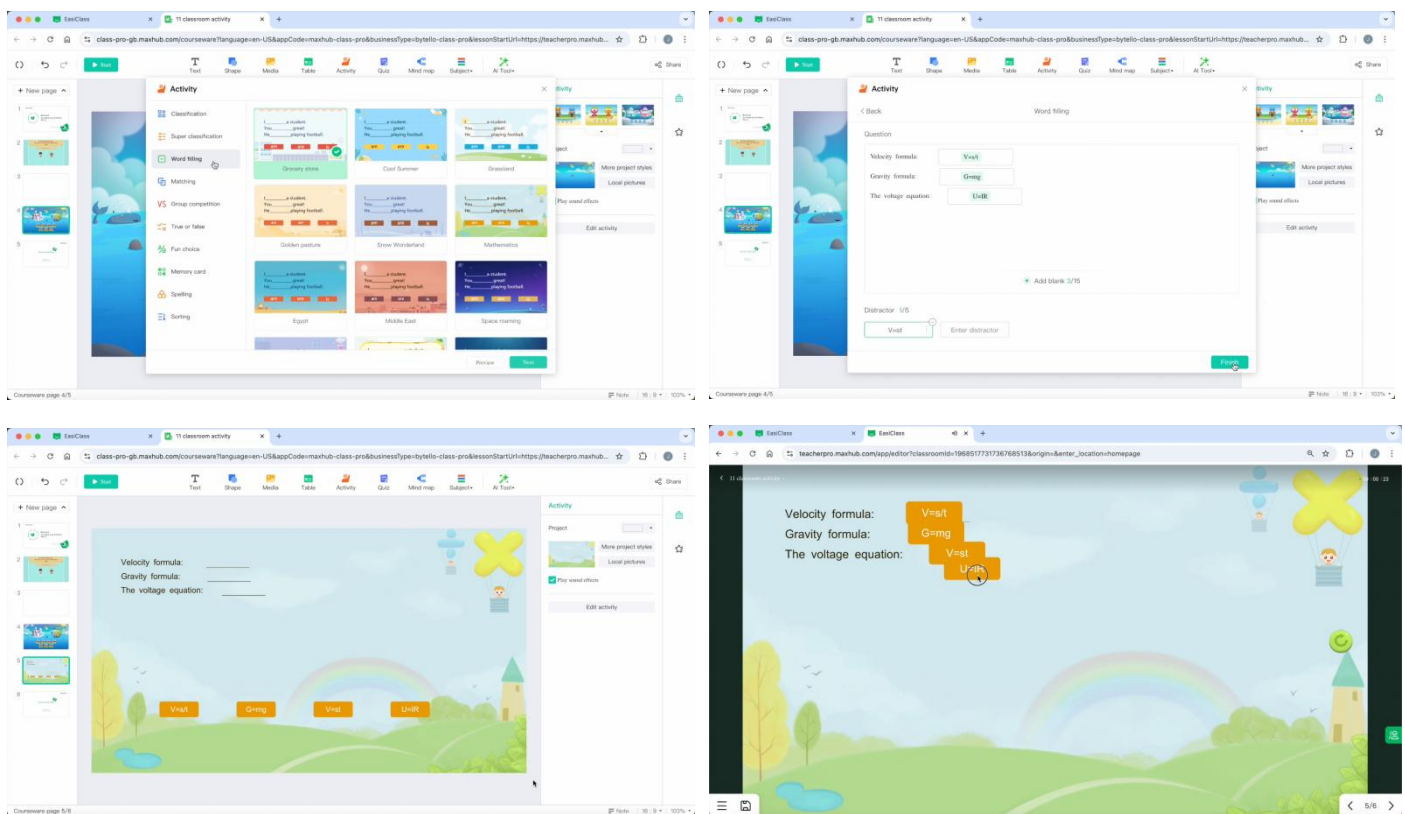
Super classification works mostly the same way as simple classification—the only difference is that it lets you do classifications with three or more categories. In fact, you can have up to 8 category topics at most.



Third is Word Filling.

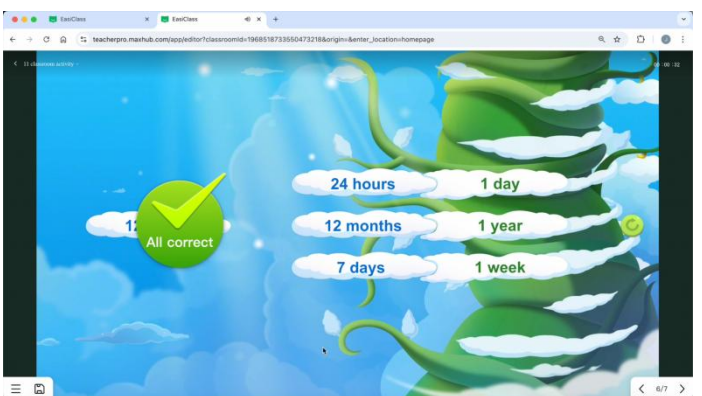
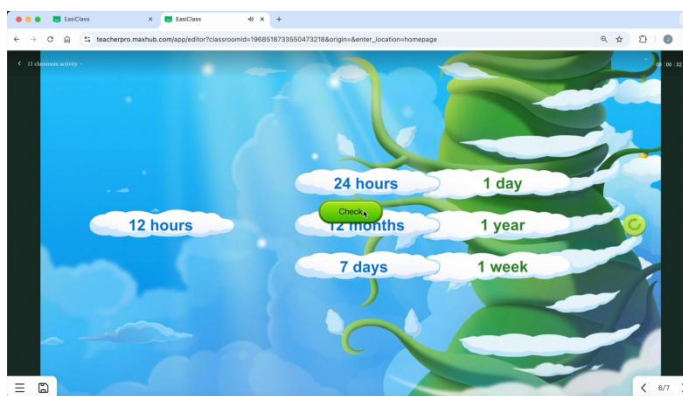
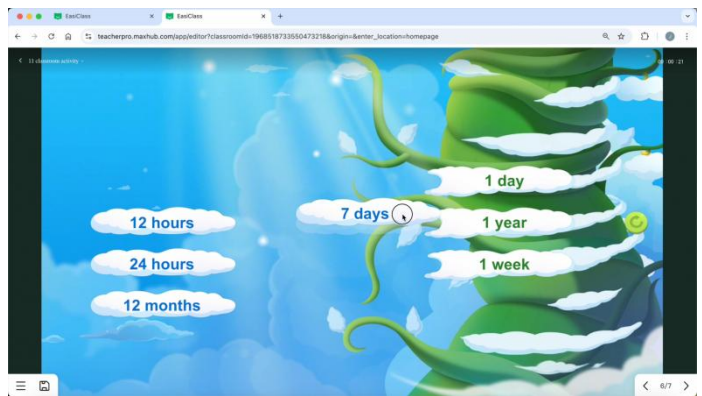
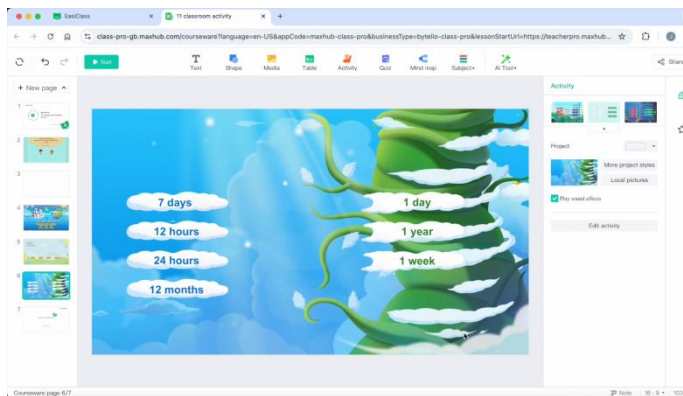
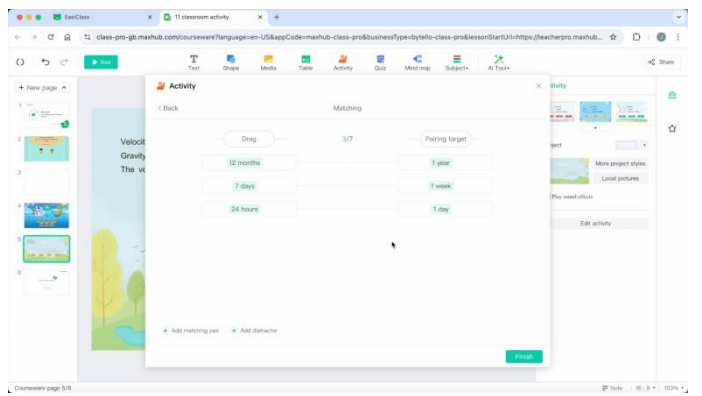
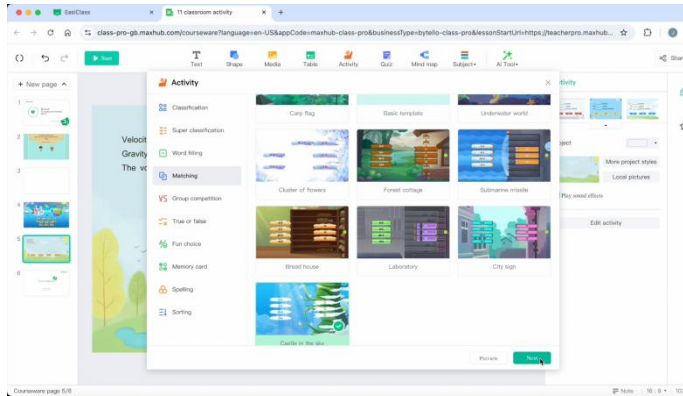
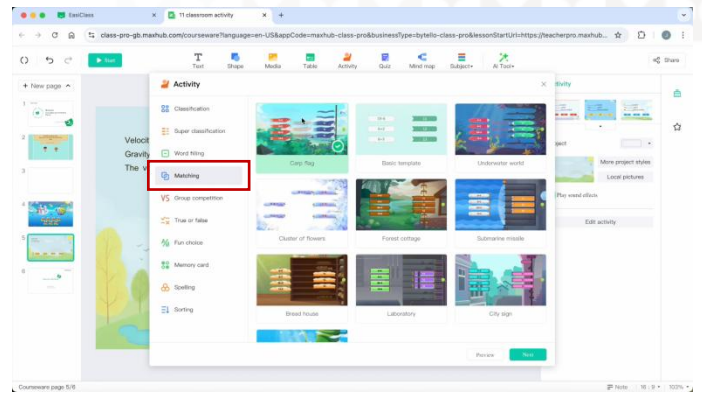
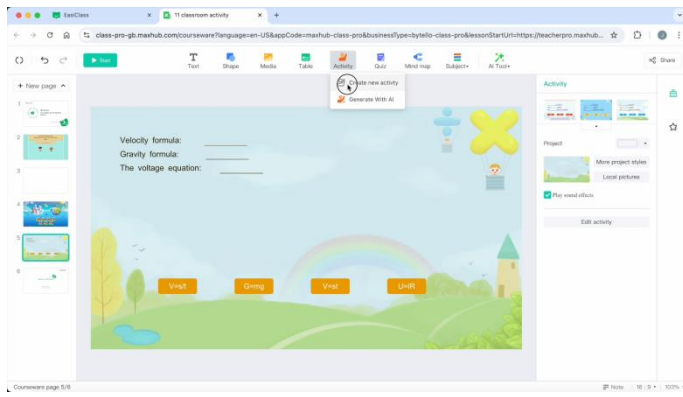
Click on it, pick the right template, and then you can enter your question content. For the parts where you want students to fill in the blanks, just click the "Add Blank" button and type in the correct answer there. Finally, you can even add distractors to make the activity a bit more challenging.

Hit "Done," and your fun fill-in-the-blank activity is ready! You can jump into teaching mode and give it a try with your class.



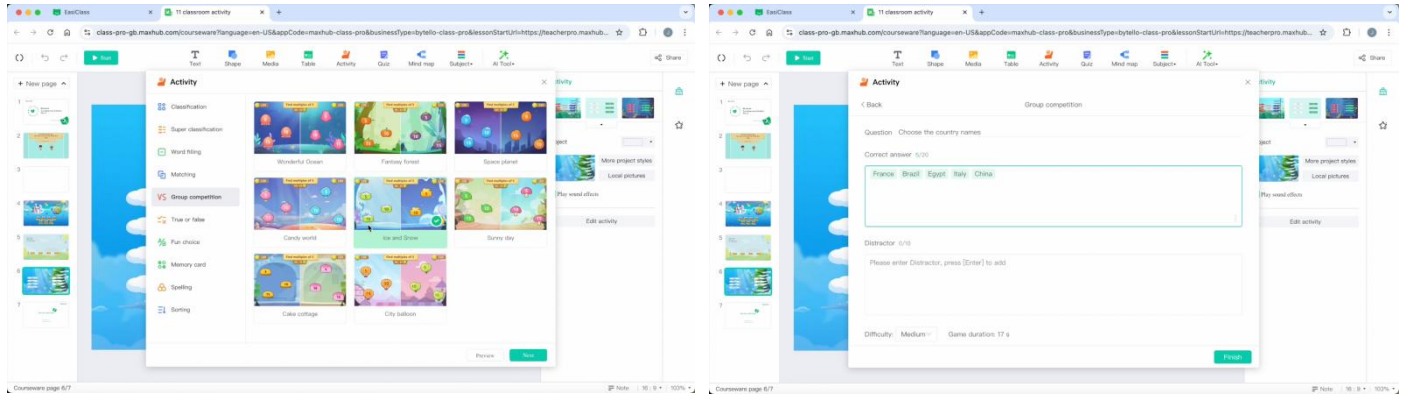
Next, let's learn about Knowledge Match.

Just like with the other activities, first pick a template and click "Apply." Then, based on your question content, type text into the matching items and items to be matched—and you can add distractors anytime you want. Finally, click "Done," and a more fun matching (or "line-drawing") activity is all set!

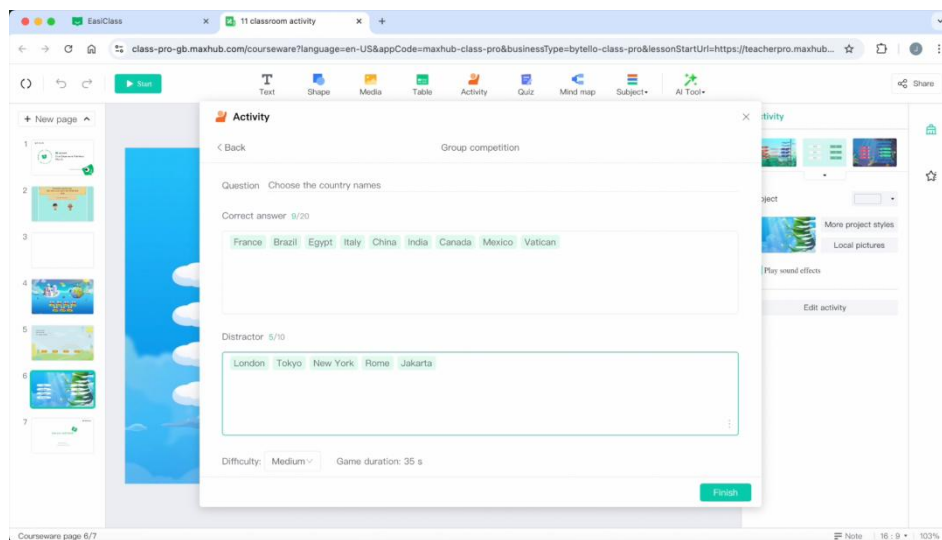


Lastly, let's check out the group competition.

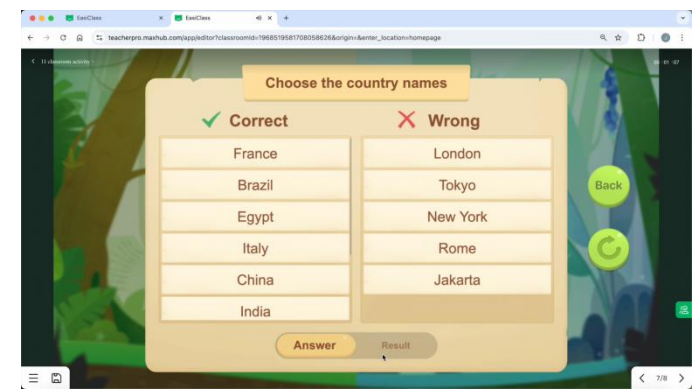
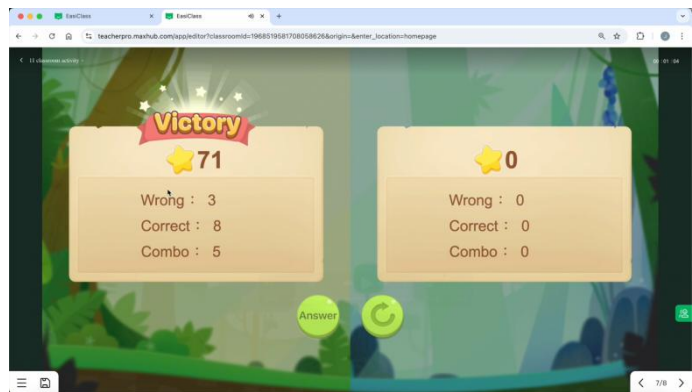
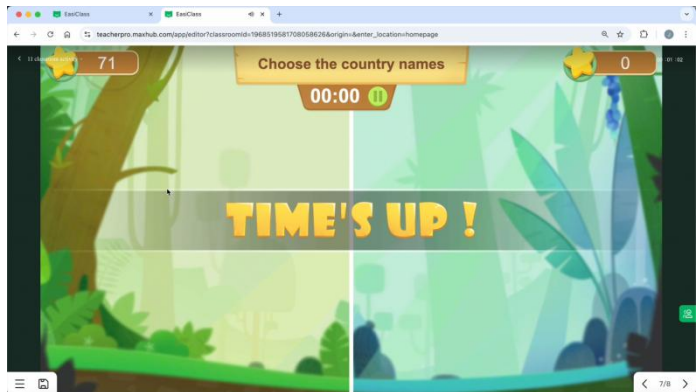
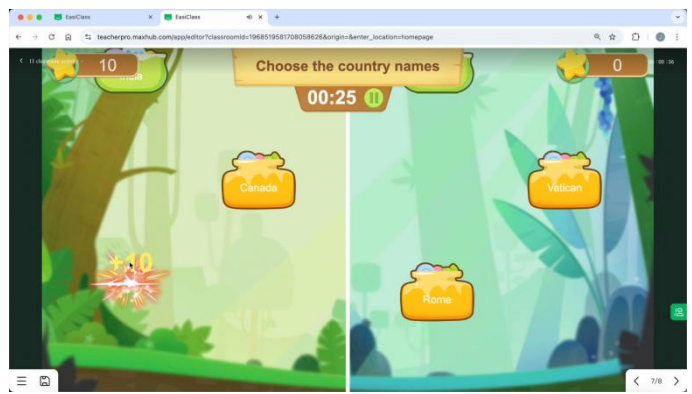
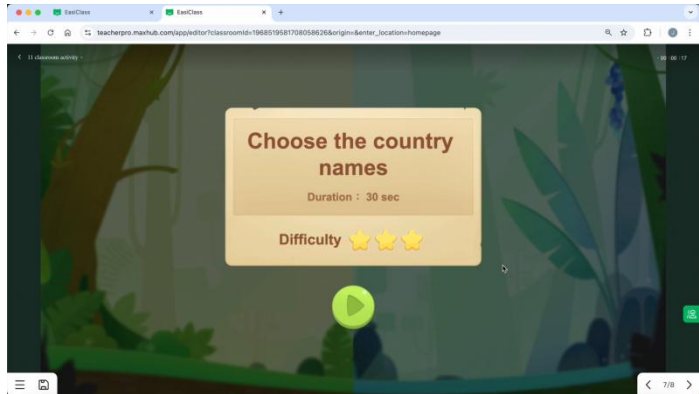
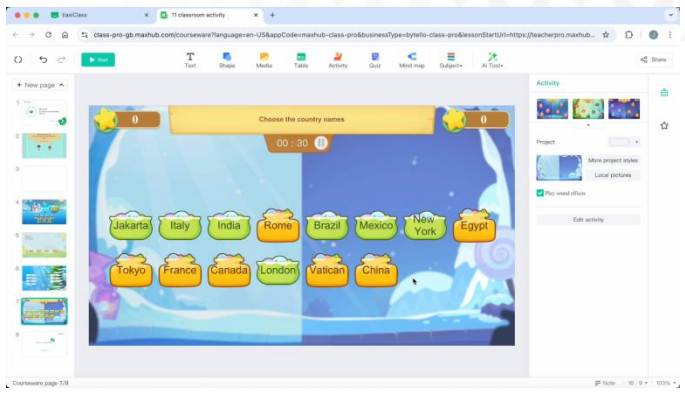
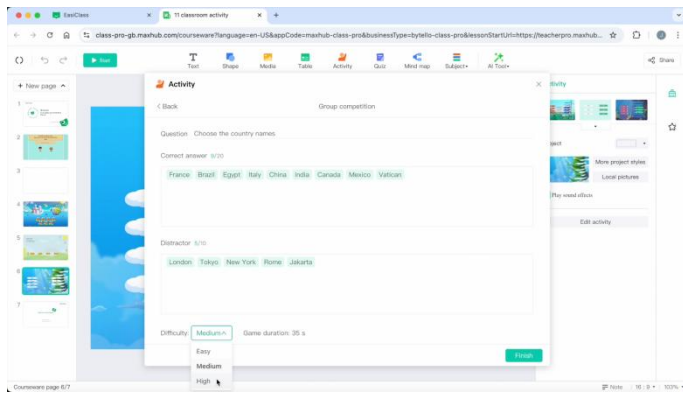
After picking a template, first type in the activity theme at the top. Let's stick with the countries and cities example—here, the theme could be "Please select the names of countries."



Next, enter the correct answers in the "Correct Items" section below—those should be the country names. Then, put the distractors in the "Distractors" section—for this example, that would be the city names.

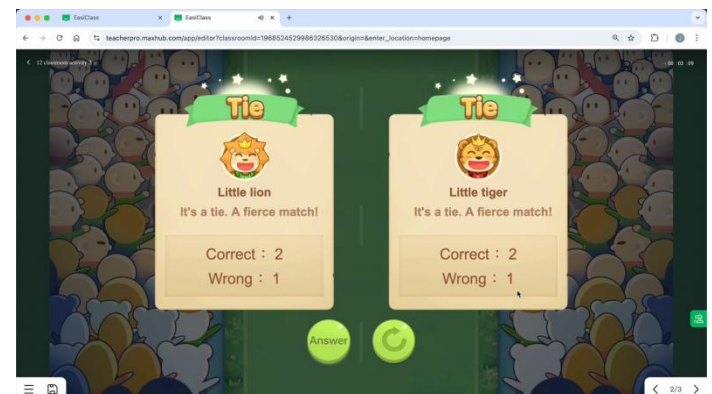
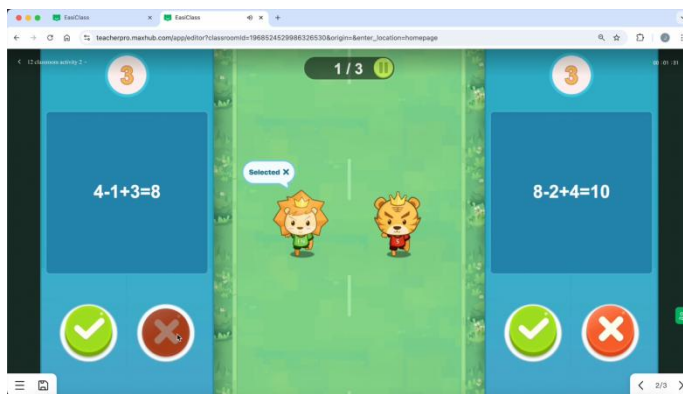
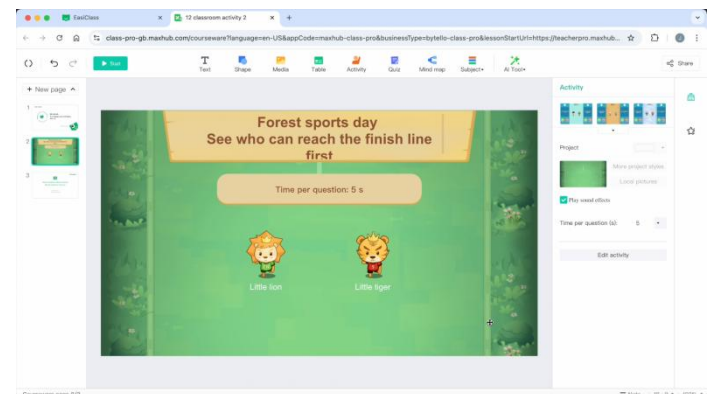
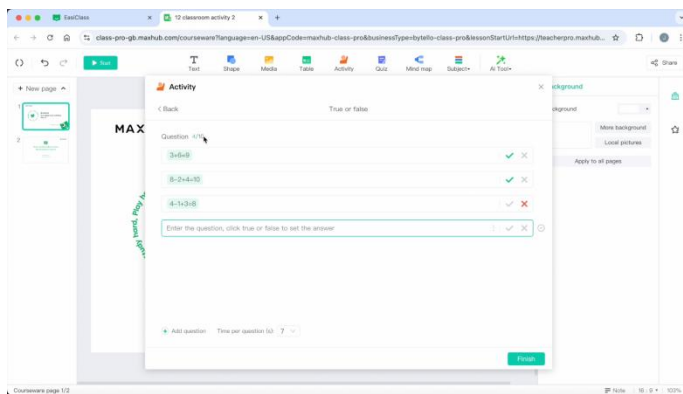
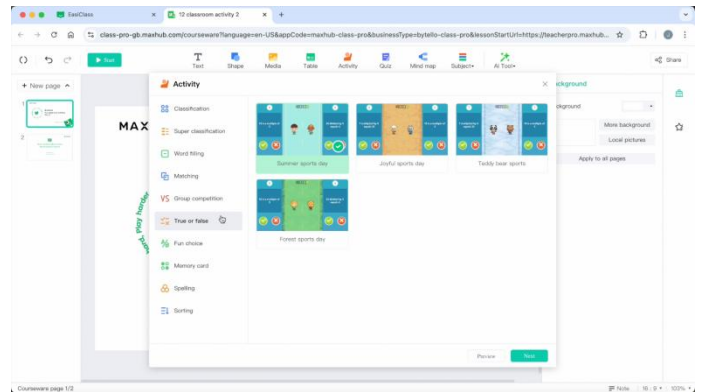
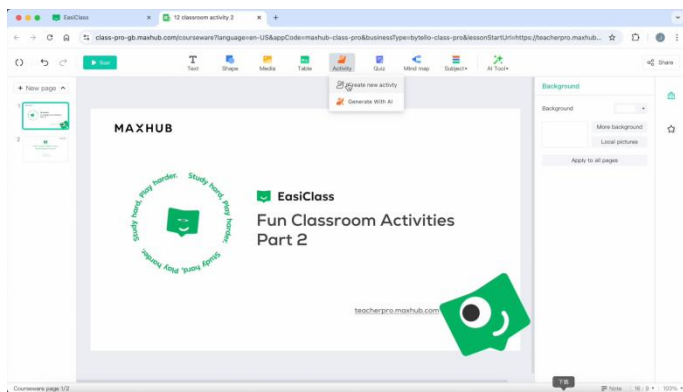


Once that's done, you can even set the activity difficulty based on how well your students grasp the content. The higher the difficulty, the less time the answers will stay on the screen! Finally, click "Done," and a competitive yet fun in-class activity is all ready to go!



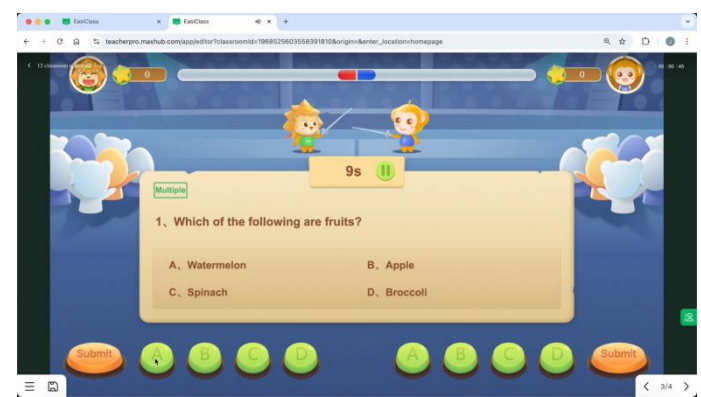
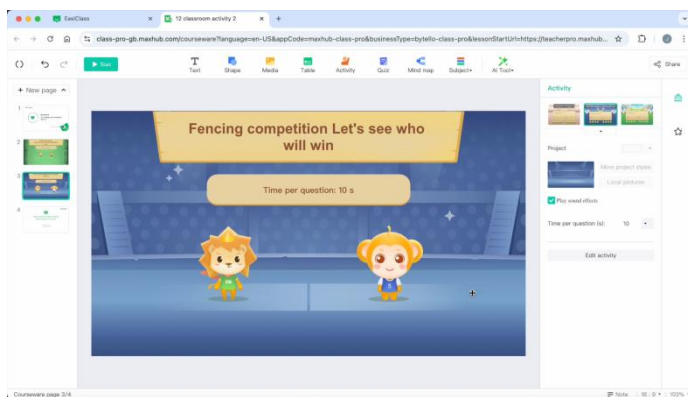
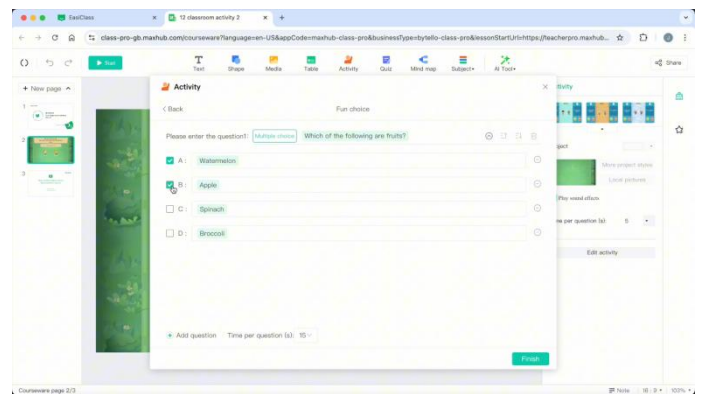
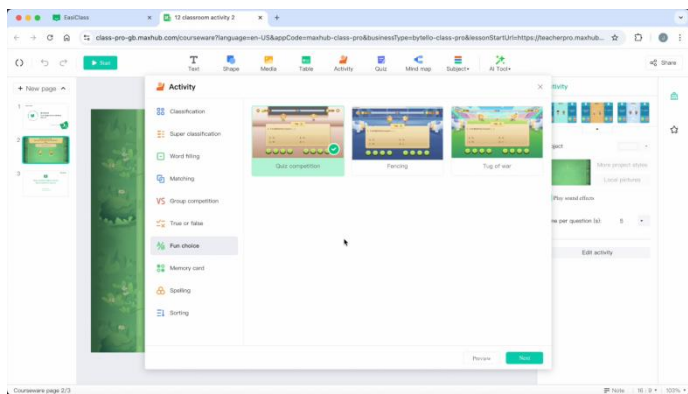
## f. Fun Classroom Activities (Part 2)

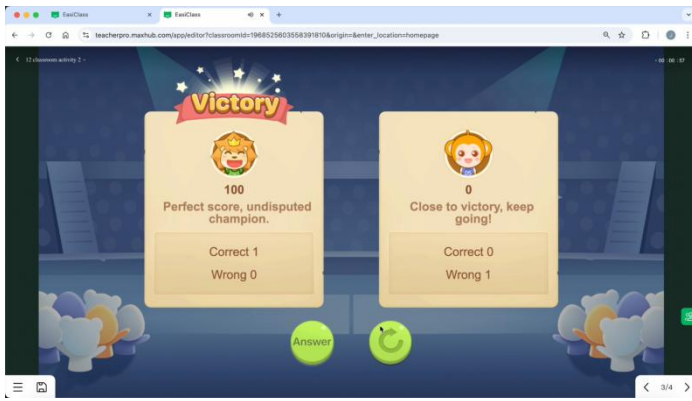
First is the 6th one: True or false. Similar to group competition, this activity requires two students to participate together. Select a template, enter the content of the question that needs to be judged, confirm whether the answer is true or false, and then the setup for one question is completed. You can add up to 10 questions and set the response time for each question. Click "Done", and then students can compete to answer in class.



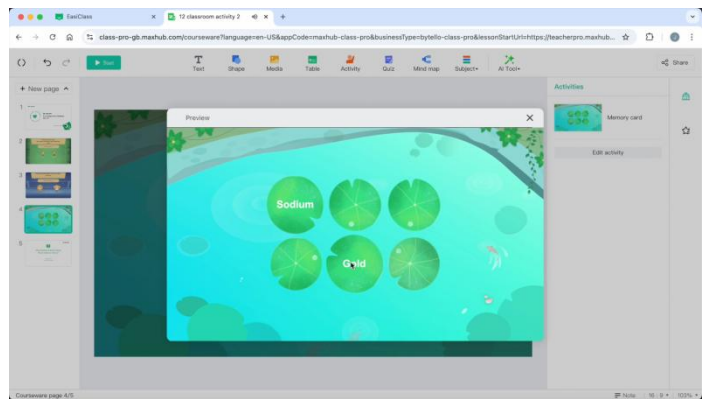
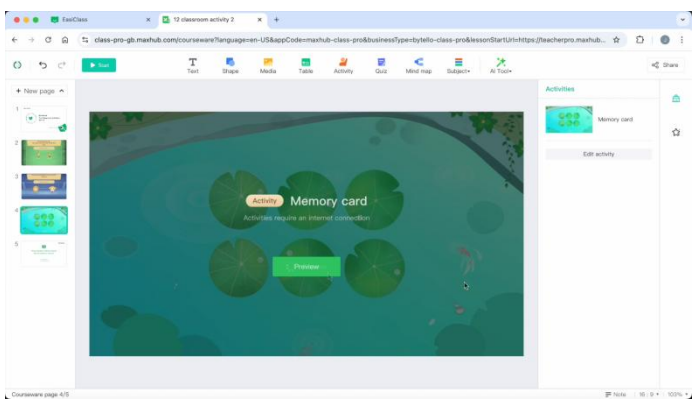
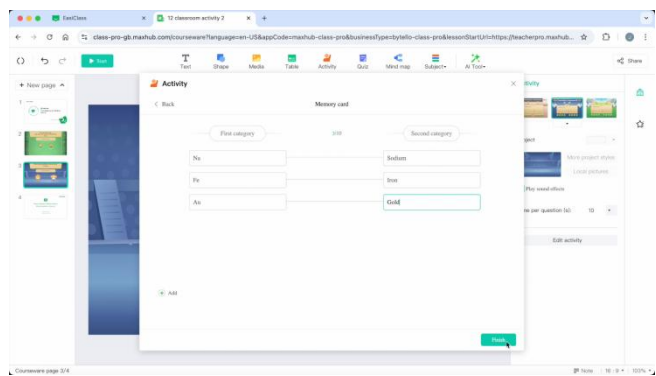
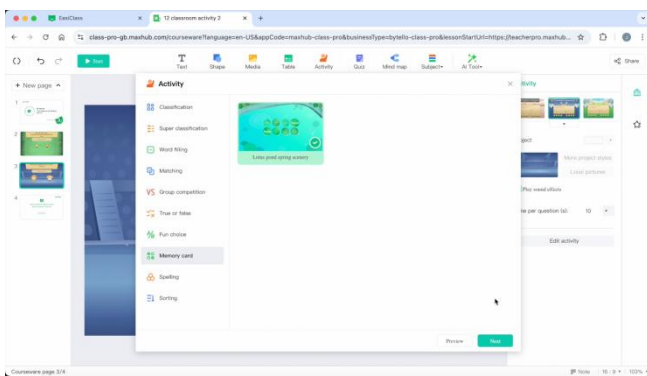


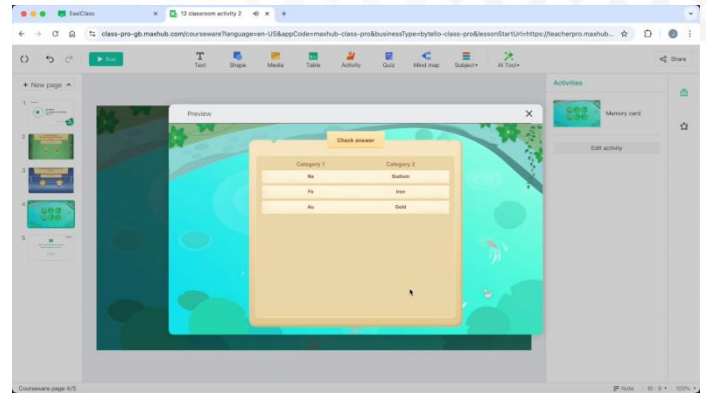
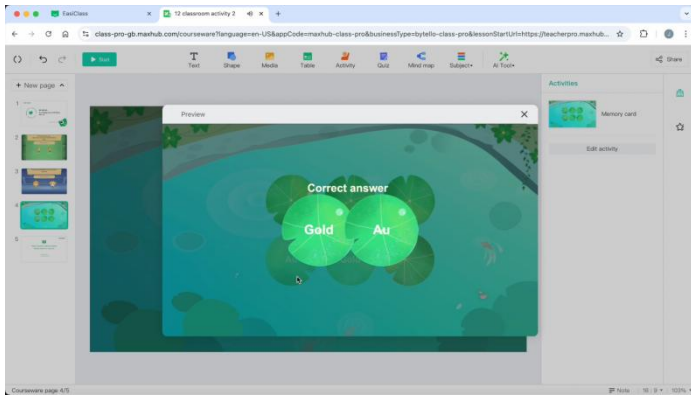
The 7th classroom activity, "fun choice", is similar to the previous one, but the question type is multiple-choice. Enter the question content and check the correct answers. Here, if you select only one correct answer, it's a single-choice question; if you select multiple correct answers, it's a multiple-choice question. After completion, you can preview the game activity.



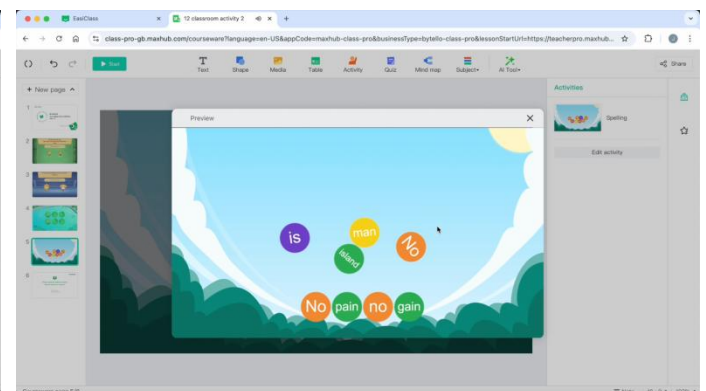
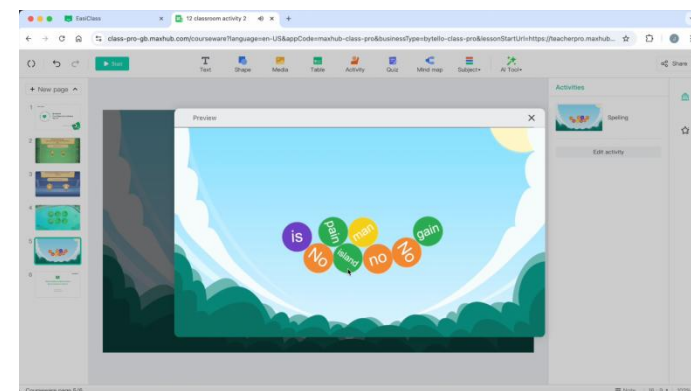
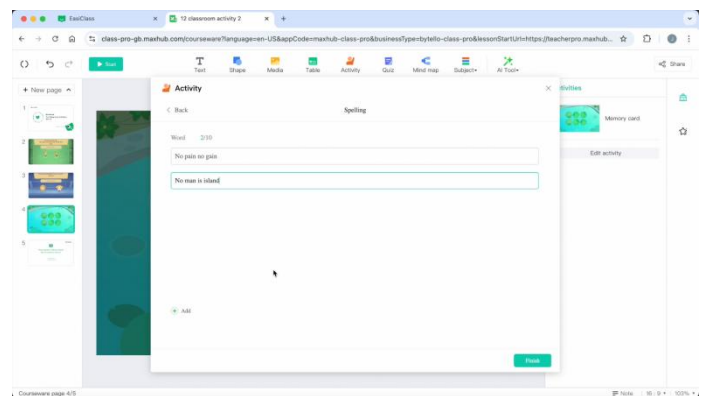
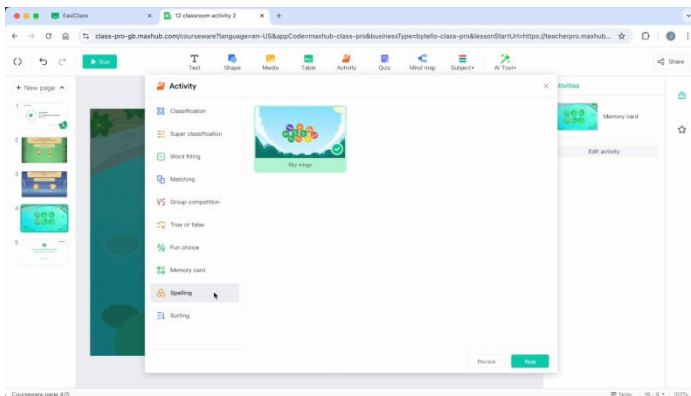


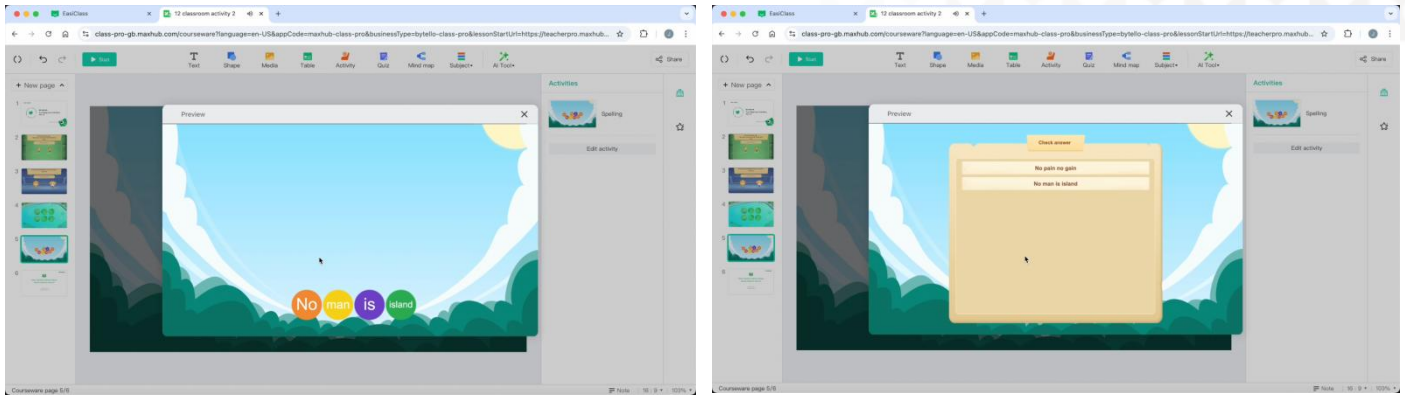
The 8th one is "Memory card", which is mainly used to exercise students' memory. Enter the corresponding matching content. In class, students can click to quickly flip the cards and complete the matching of relevant knowledge.



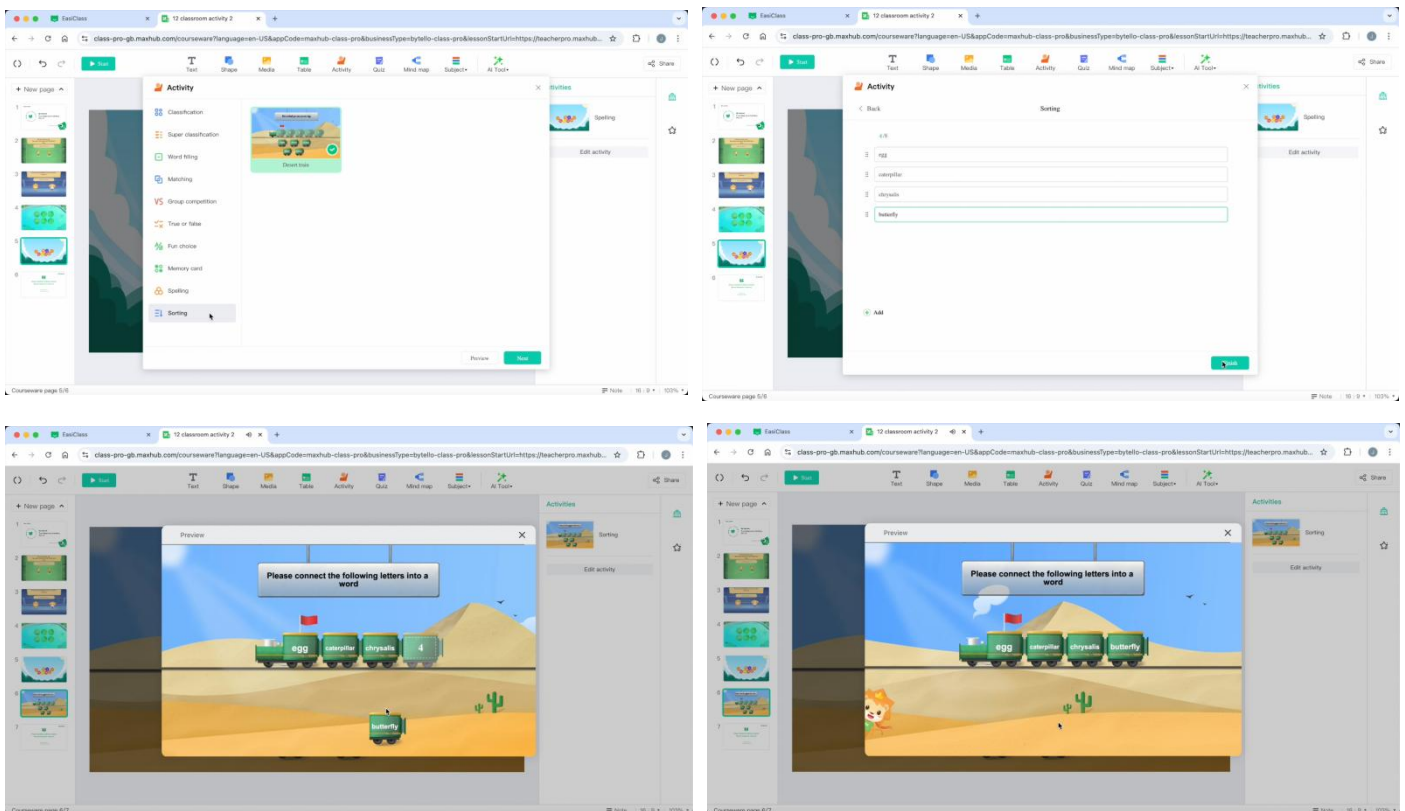


The 9th one is "Spelling". Enter the corresponding content, and the system will turn each word into a small ball, arranged randomly. Students need to arrange them in order. For example, if you need to reorganize famous quotes or sentences, you can input two paragraphs and let students reorganize them into complete sentences in class.





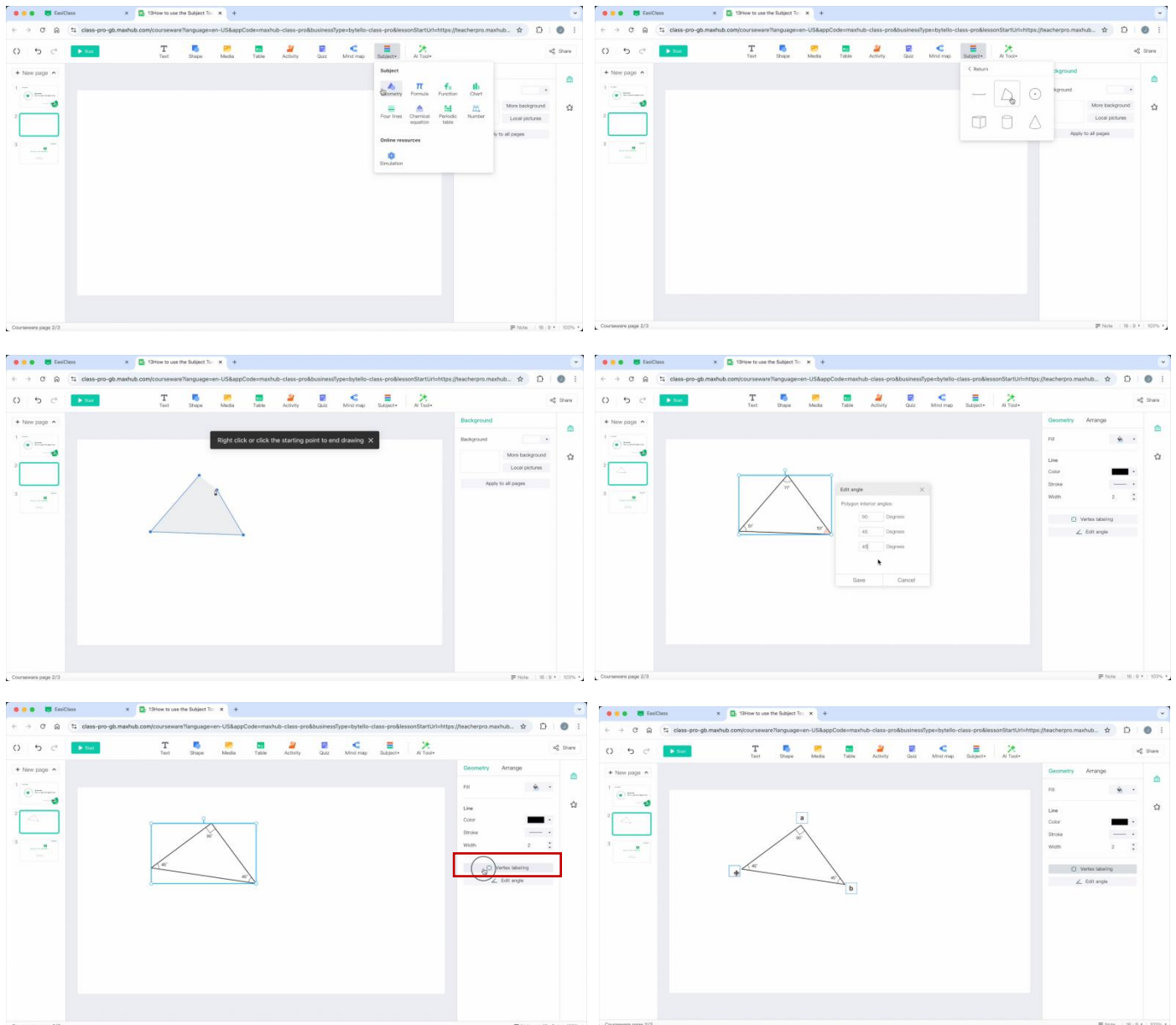
The 10th one is "Sorting", which is used for knowledge sequencing. For example, when depicting the life cycle of a butterfly in stages, each card contains English words such as "egg", "caterpillar", "chrysalis", and "butterfly".



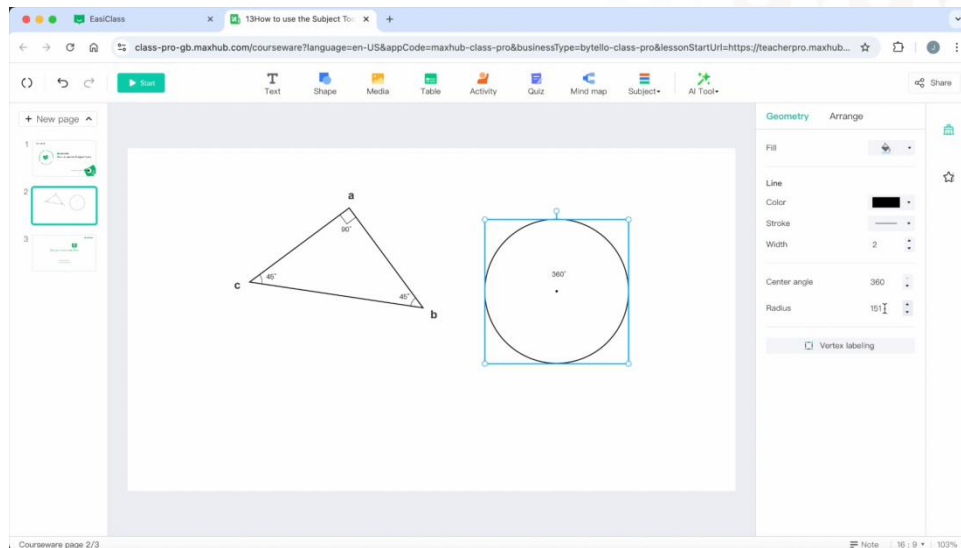
## g. How to use the Subject Tools

First is geometry. You can add line segments or polygons. Click on "polygon" and you can draw the needed triangle, quadrilateral, or other polygons by

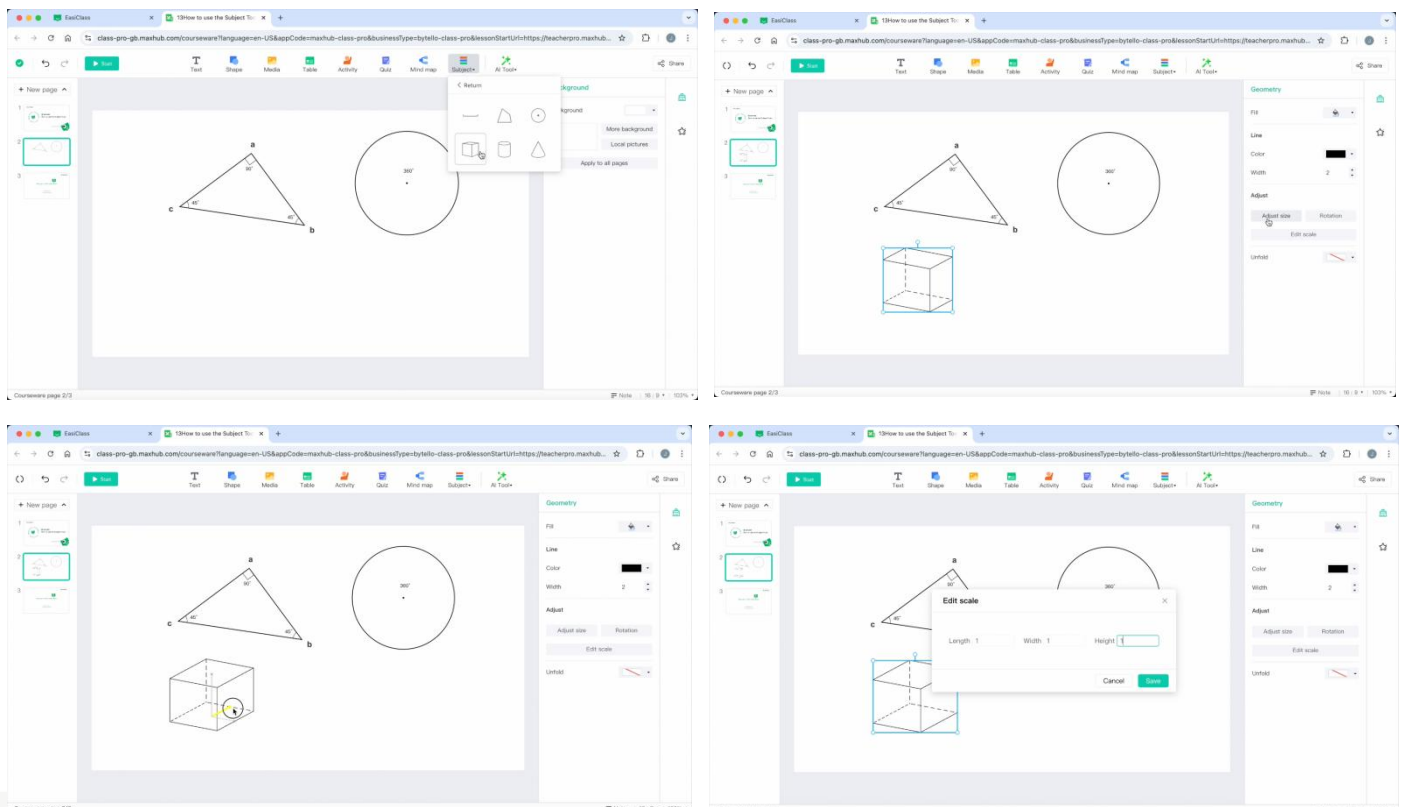
yourself. For example, if you need to edit a triangle, you can quickly draw one. In the properties panel on the right, you can edit the size of each angle. For instance, if you need an equilateral right triangle, you can edit the degrees of the three angles. You can also click "vertex labeling" to edit the labels of the corresponding vertices.

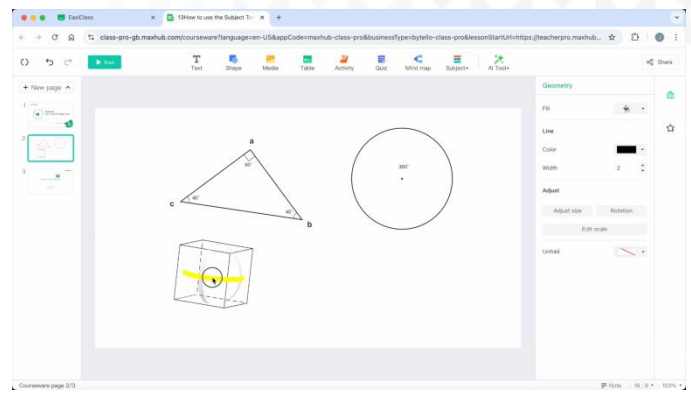
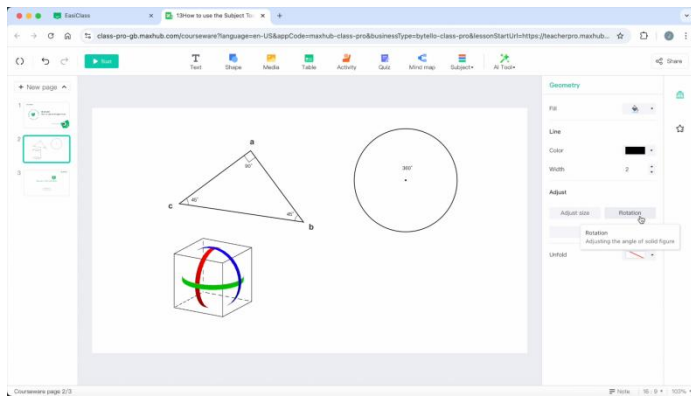


Drawing a circle follows the same method. Once drawn, you can edit the "center angle" and "radius" on the right side.

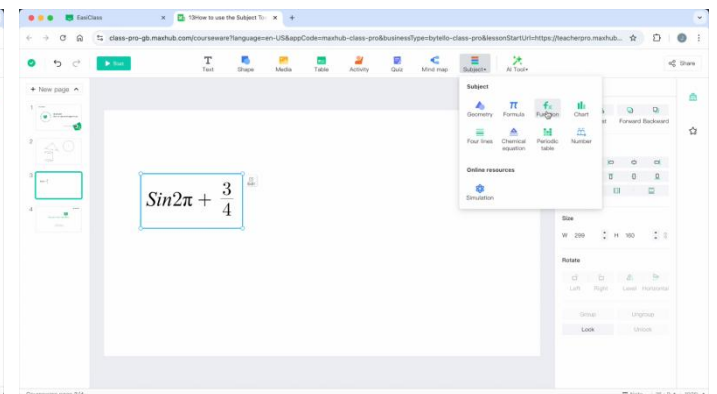
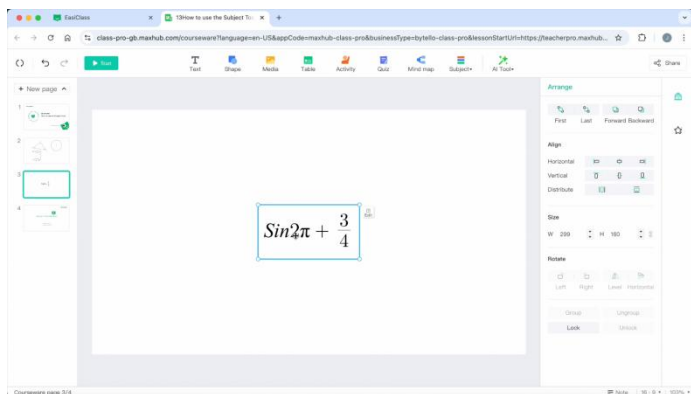
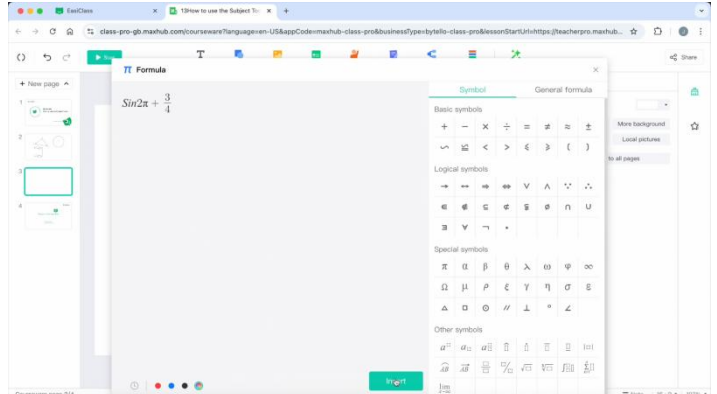
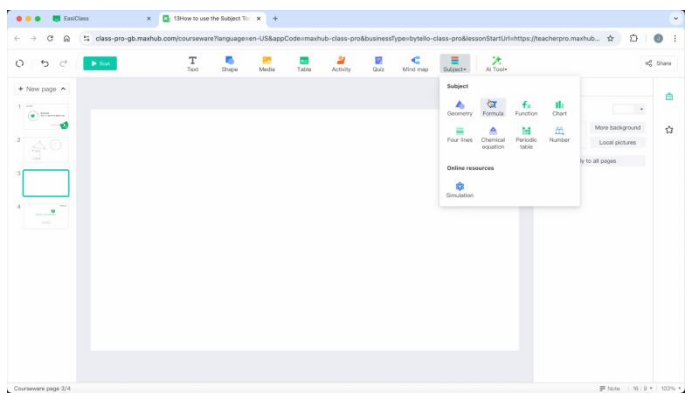


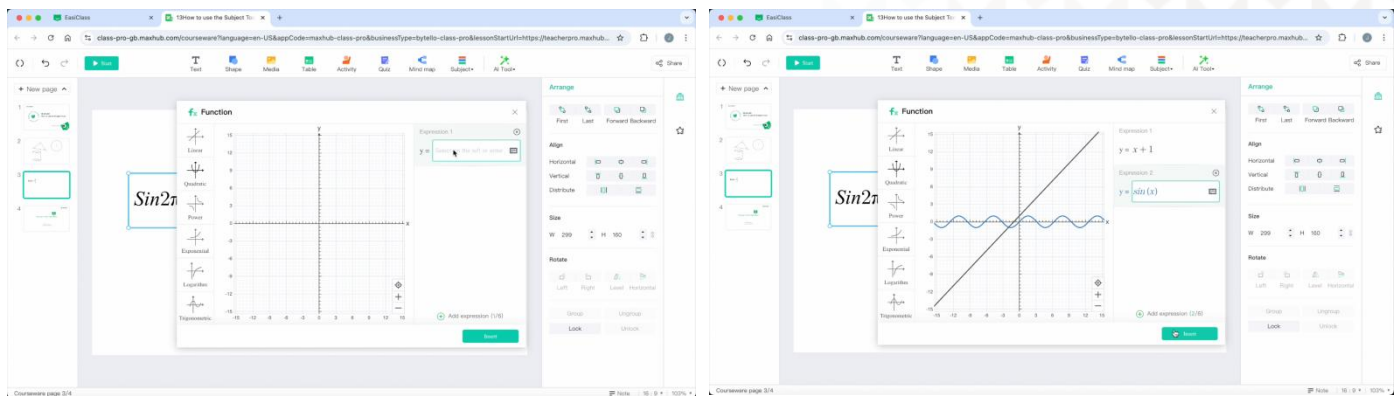
In addition to plane figures, you can edit three-dimensional figures, such as a cube. First, draw the base, then draw the height of the cube, and the drawing of a cube is completed. In the properties panel on the right, you can adjust the size or edit the scale, and input the required length, width, and height. You can also perform rotation adjustments, including adjustments for the horizontal axis, vertical axis, and vertical axis performance.



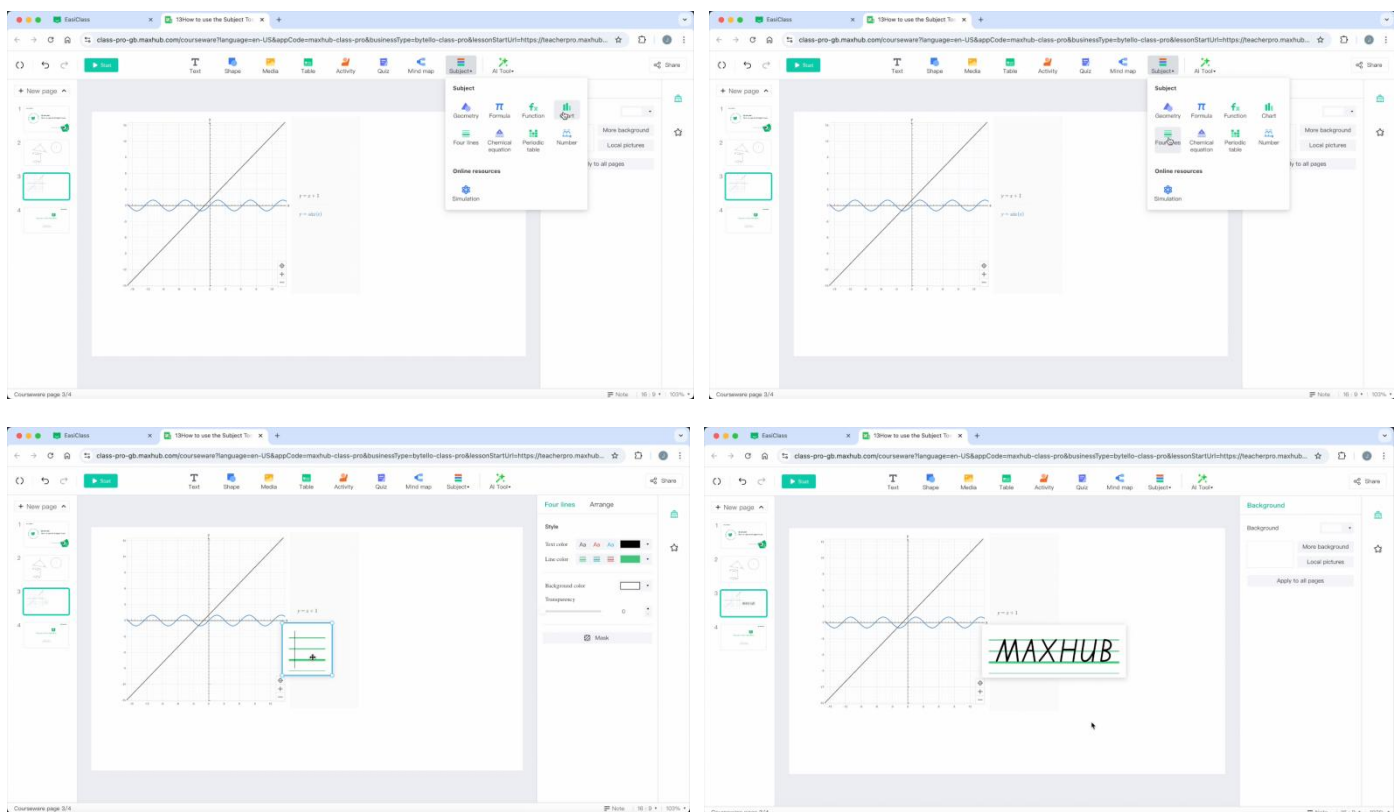


Clicking on "Formula" allows you to input special mathematical formula symbols, fractions, equations, etc., making it convenient to use mathematical formulas in teaching. Of course, "Function" is also used in math classes. You can input the corresponding formula, and the corresponding function graph will be displayed quickly. You can also display multiple functions in the same function graph.

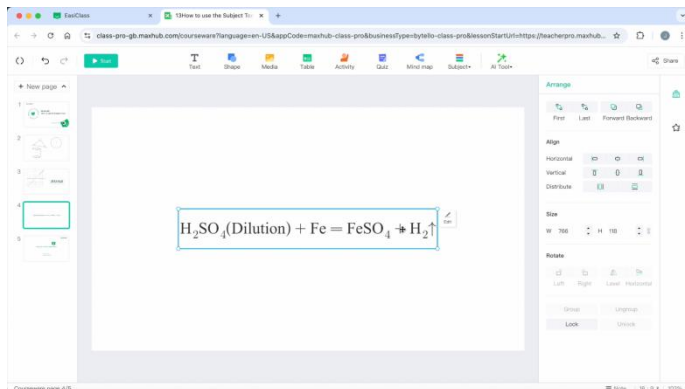
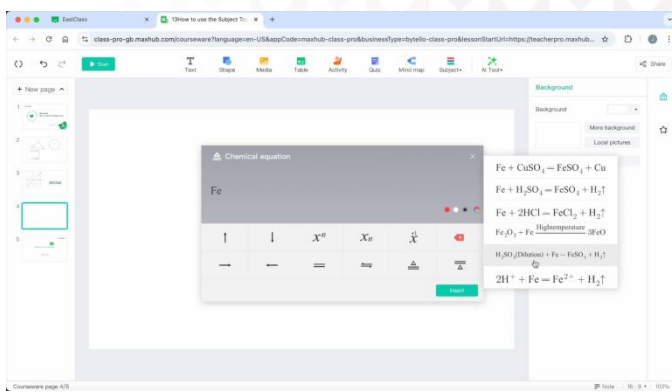
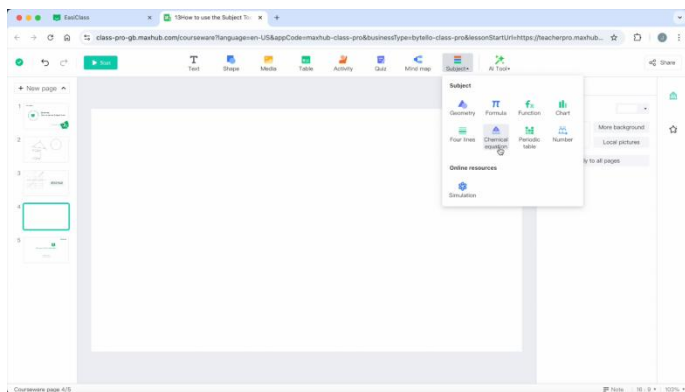




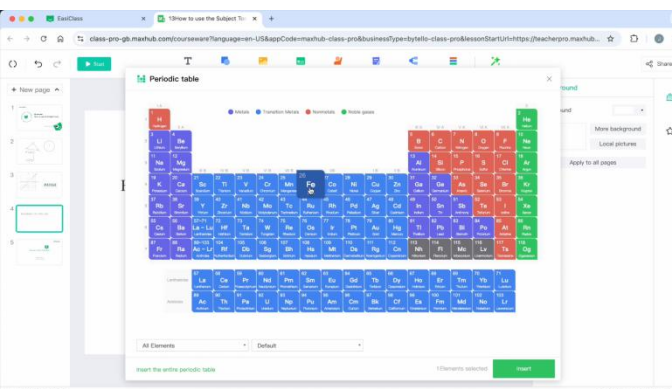
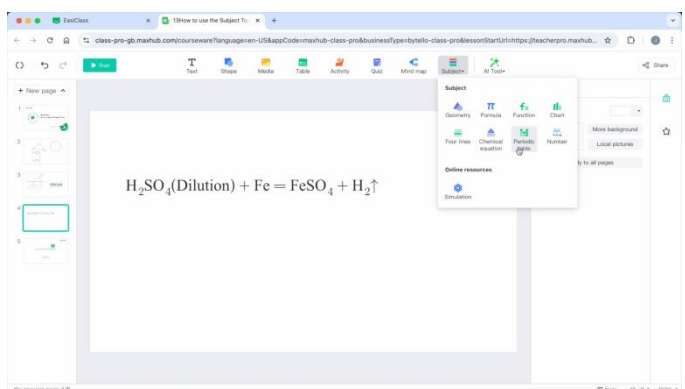
For more subjects, it is better to choose subject tools such as "chart" and "four lines" to assist in teaching presentation.

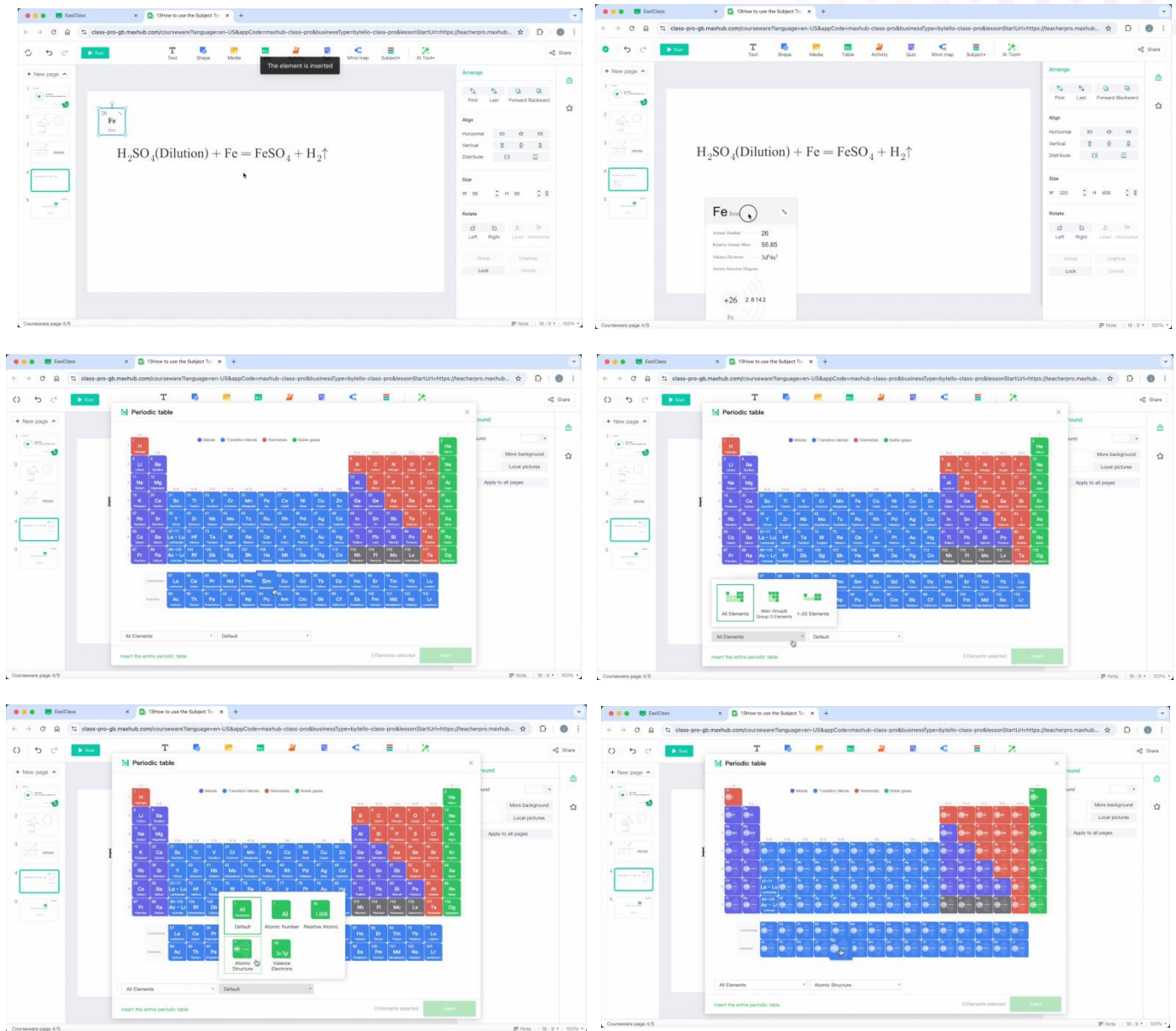


For the chemistry subject, you can also choose to use "chemical equation". For example, when you input "Fe", it will automatically bring up chemical formulas commonly used in chemistry.

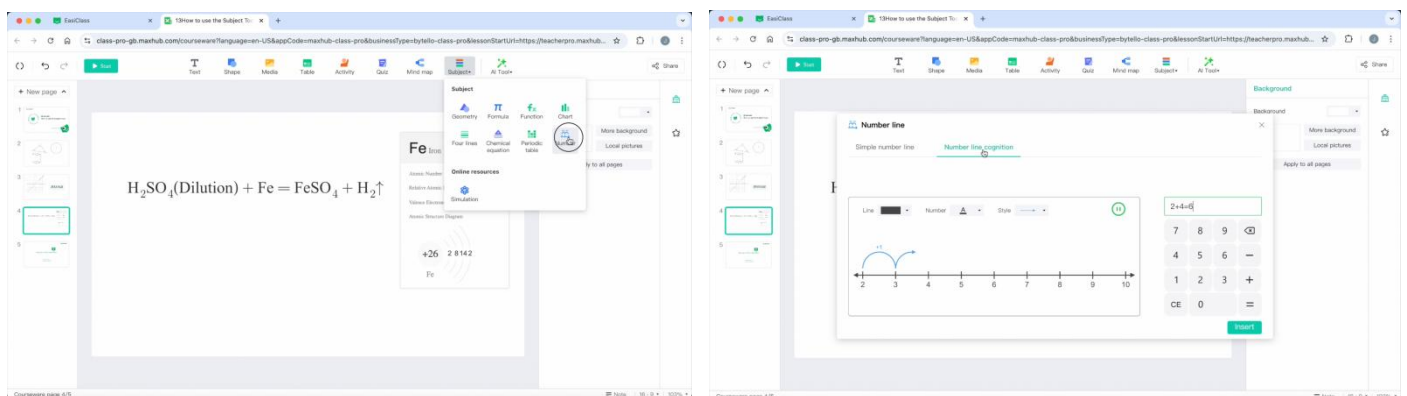


You can also choose the "periodic table". Clicking on any element allows you to insert it into the courseware. Clicking "more" enables you to view more detailed information about the corresponding element, such as the atomic structure diagram. In the periodic table, you can also select the display mode and content of the table.

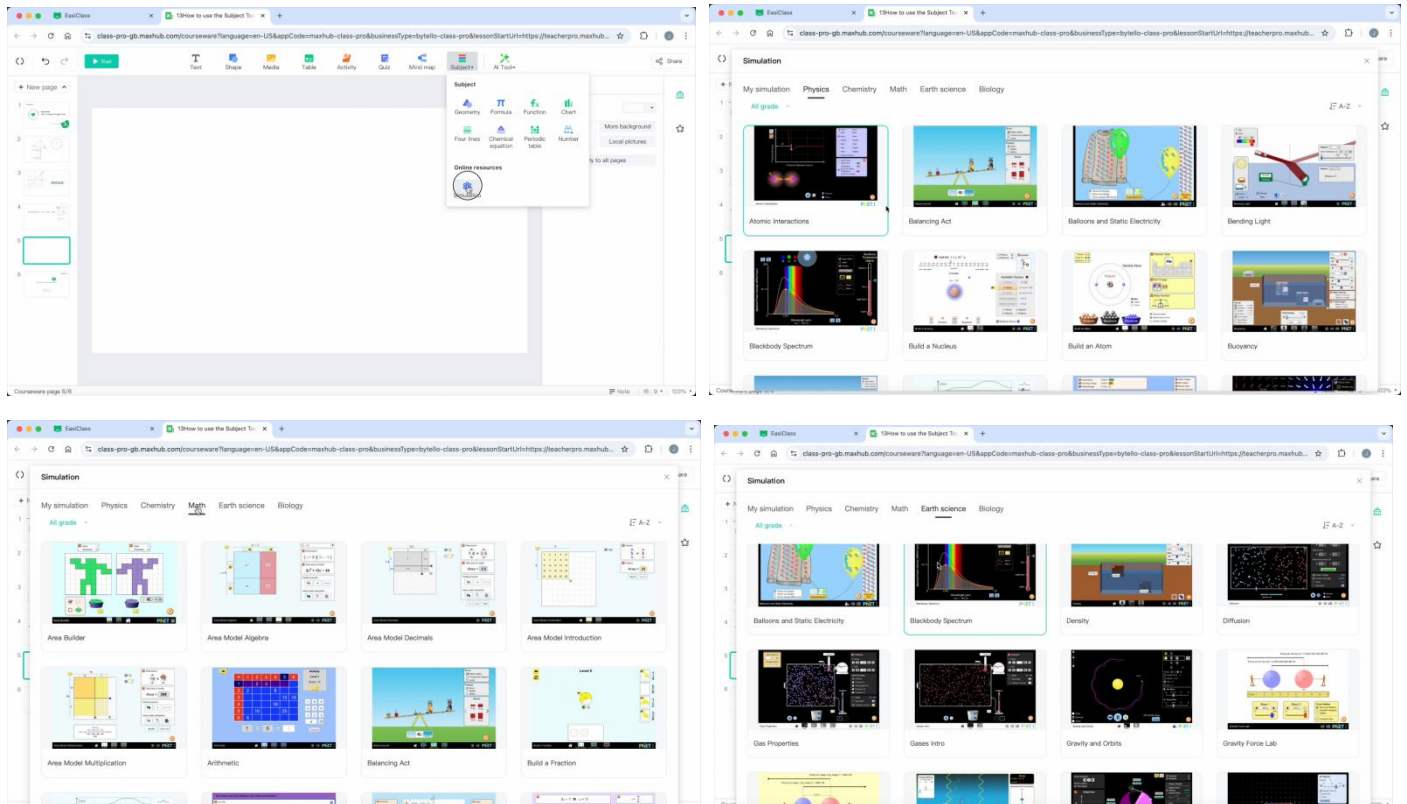




The "number line" tool, which is used in some teaching scenarios, can also be found in the tools.



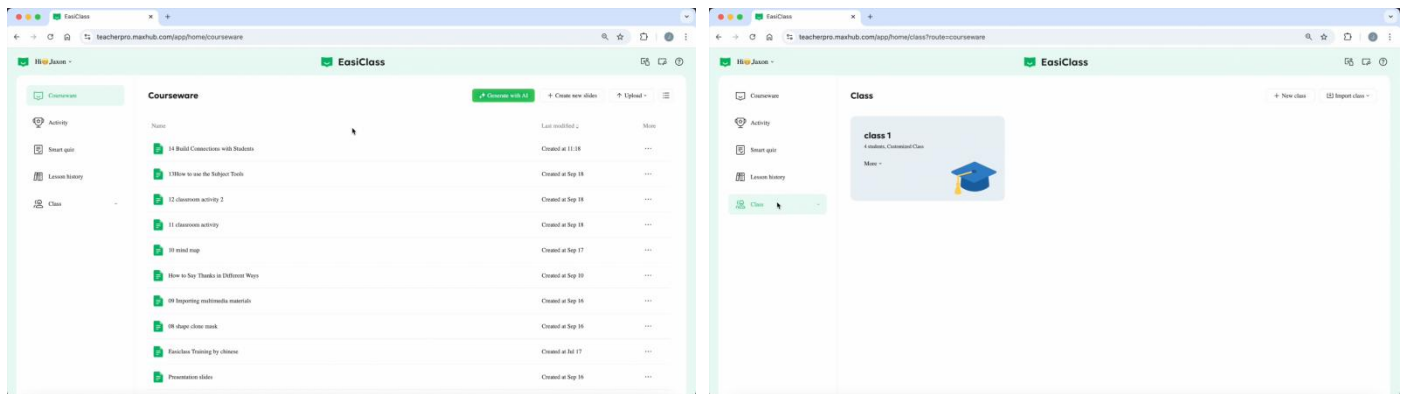
Finally, "online resources" are also provided for teachers, which include simulations for some subjects. According to the needs of different subjects, teachers can select the corresponding simulations for teaching. Since knowledge across different subjects is interconnected, some chemistry knowledge may be used in biology classes, and teachers can use them flexibly.



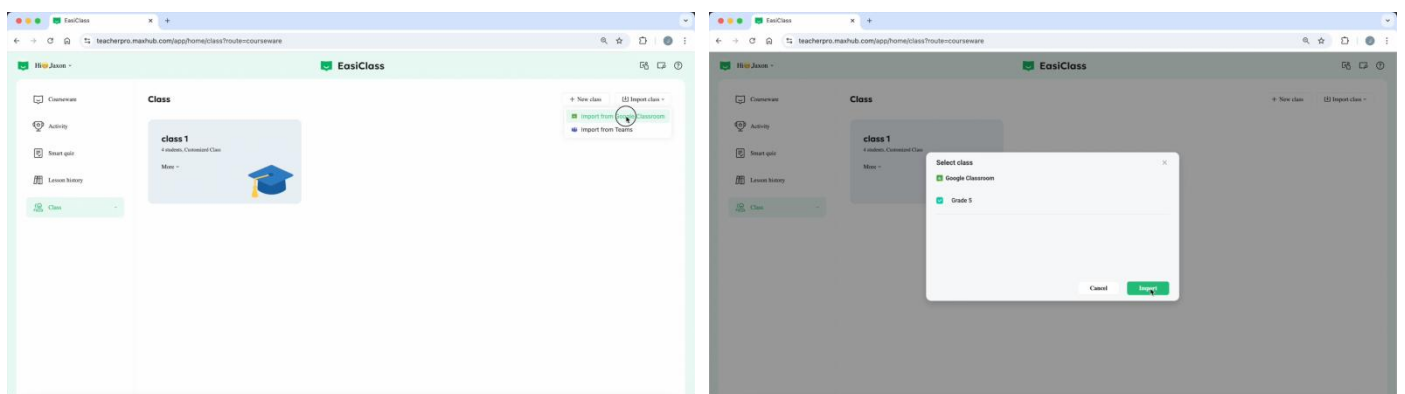
## 4. hybrid learning

### a. Build Connections with Students

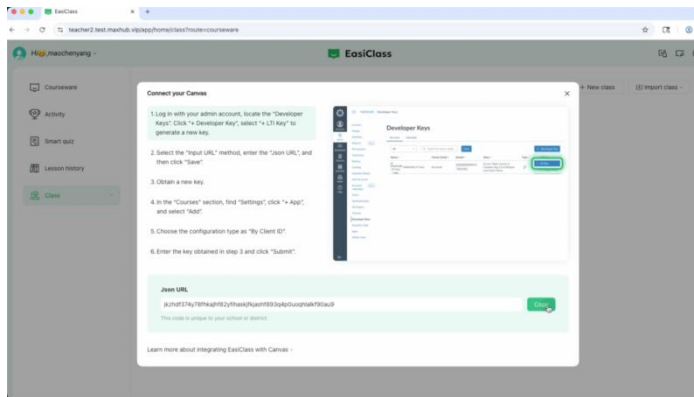
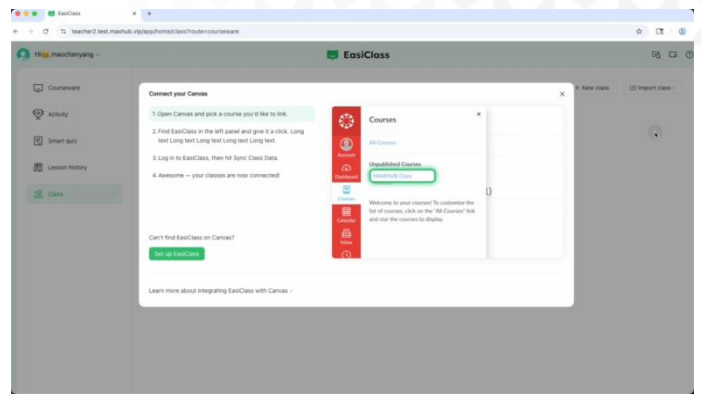
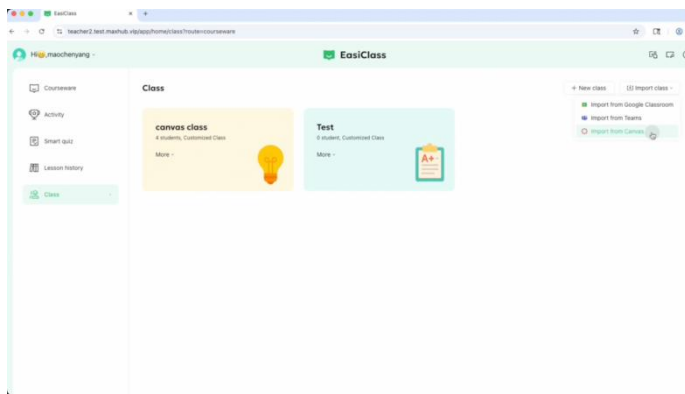
First, create a class. Log in to [teacherpro.maxhub.com](https://teacherpro.maxhub.com), click "Class," and start making a new class.



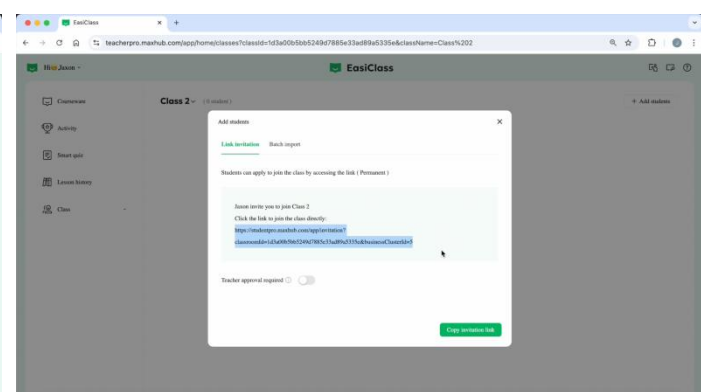
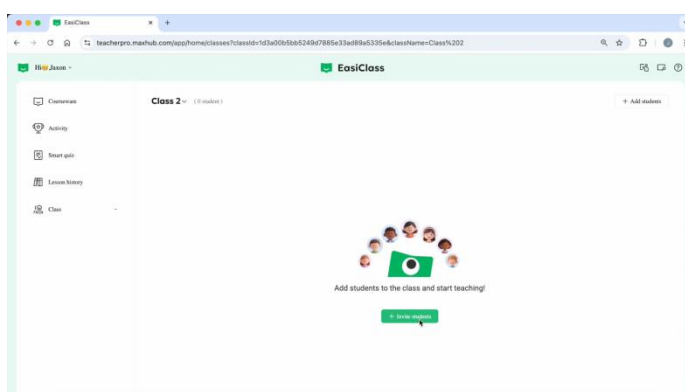
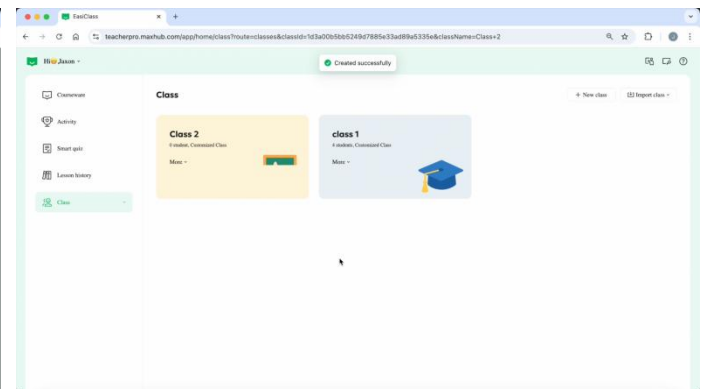
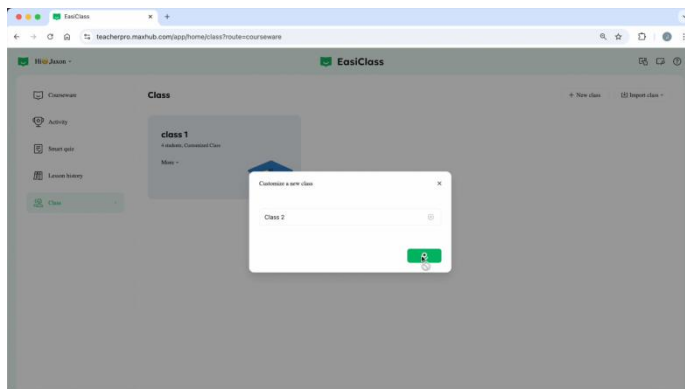
There are multiple ways to create a class here—you can import class info from Google Classroom or Teams. Just click "Import Class," select "Google Classroom," and if you've already linked your Google account, you can choose an existing class to import.



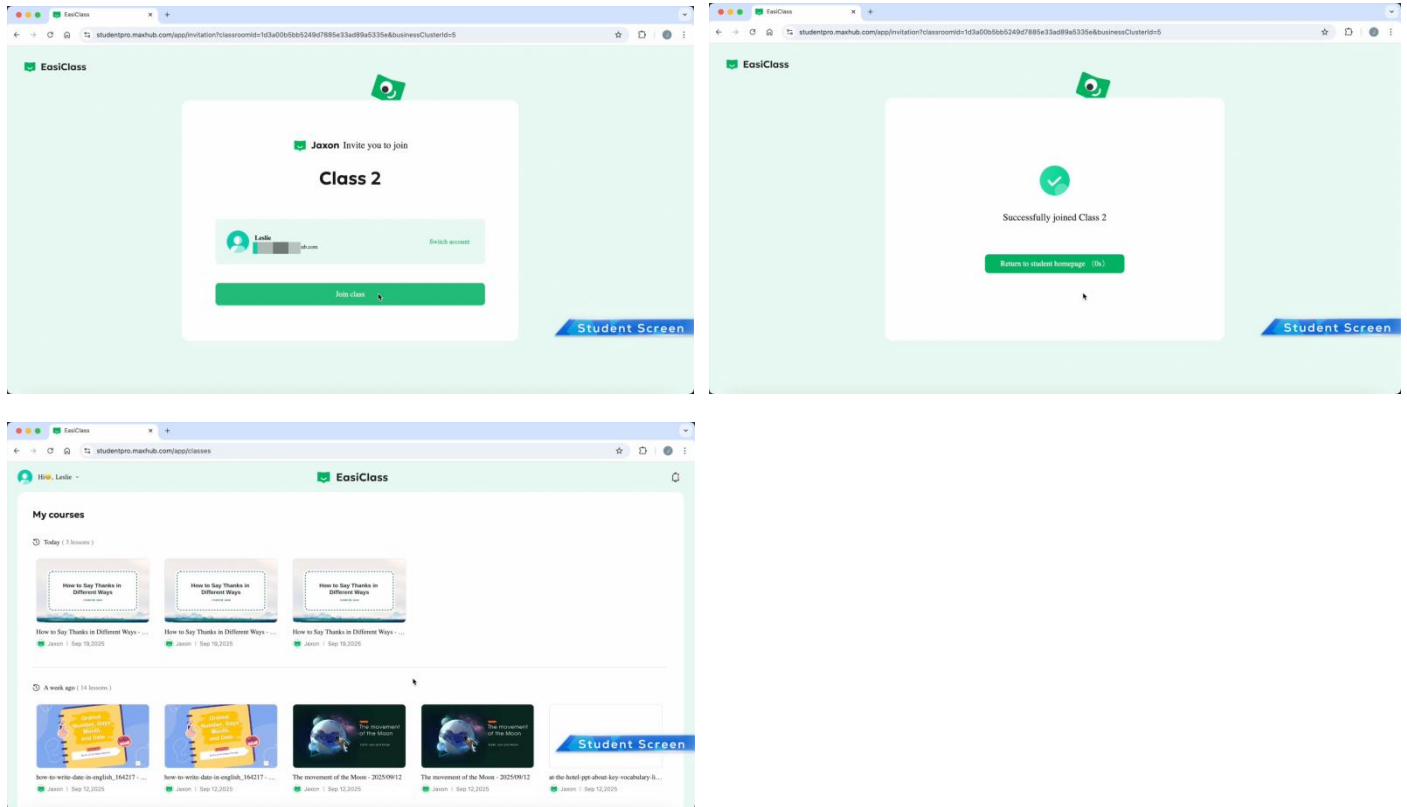
If your school uses Canvas, you can also import your Canvas classes into EasiClass.



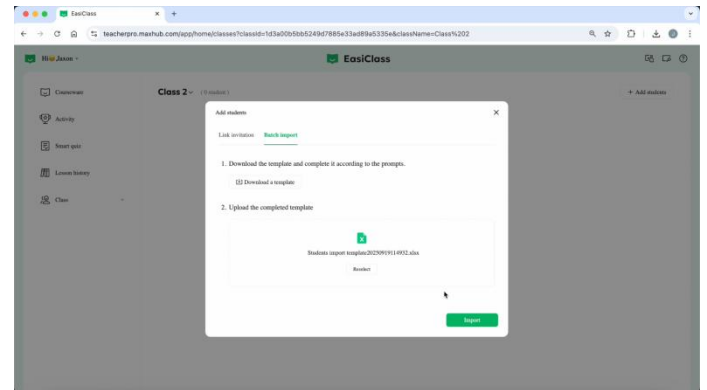
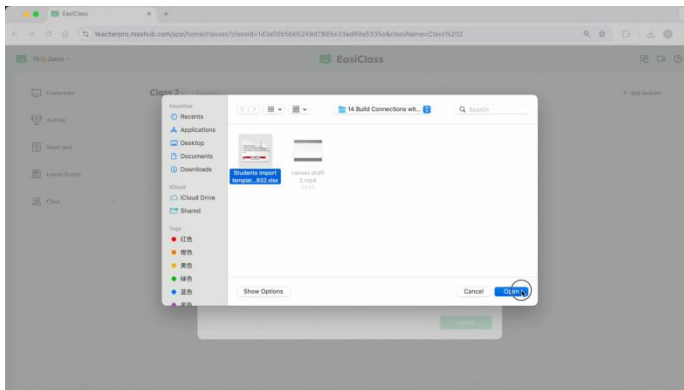
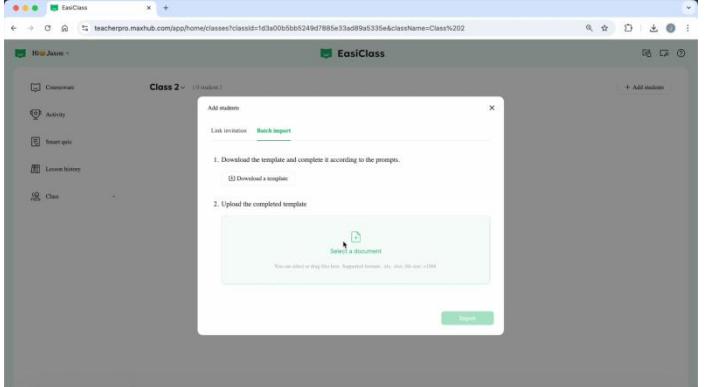
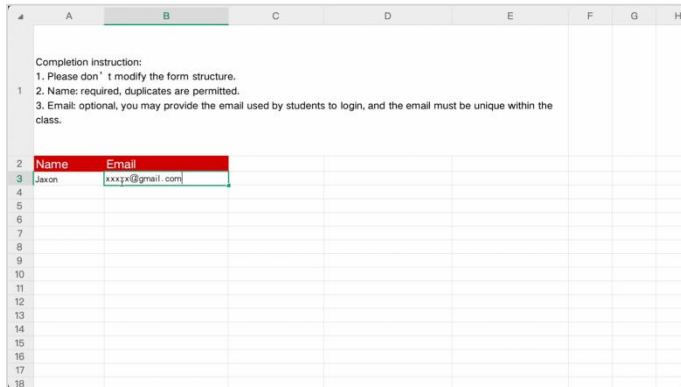
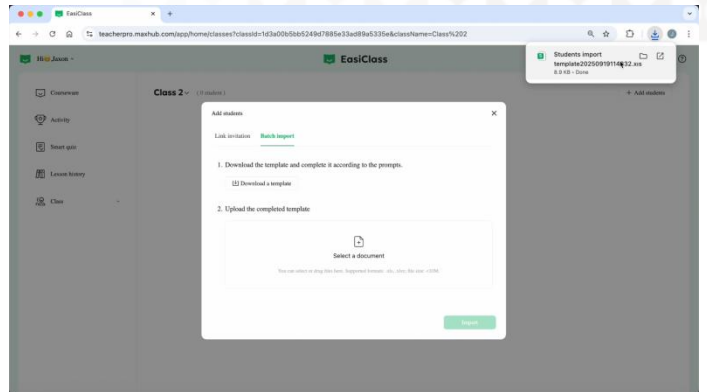
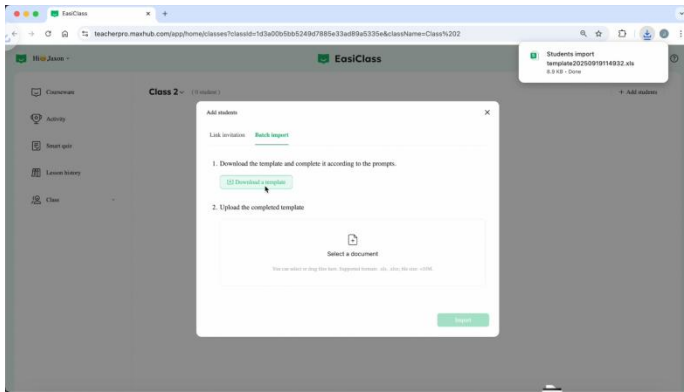
Of course, you can also choose to create a new class manually. Just fill in details like the class name and students' names, and you'll get a unique class invitation link.



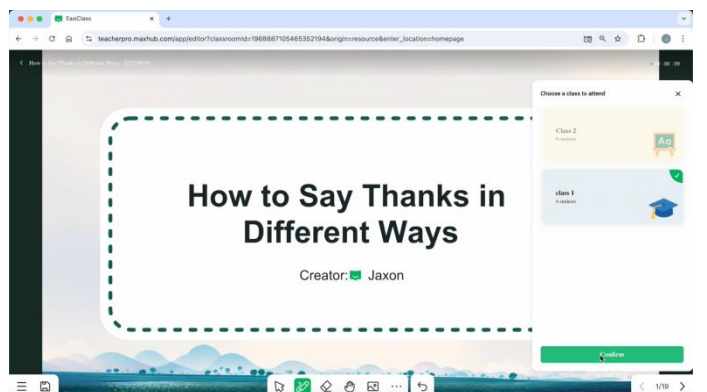
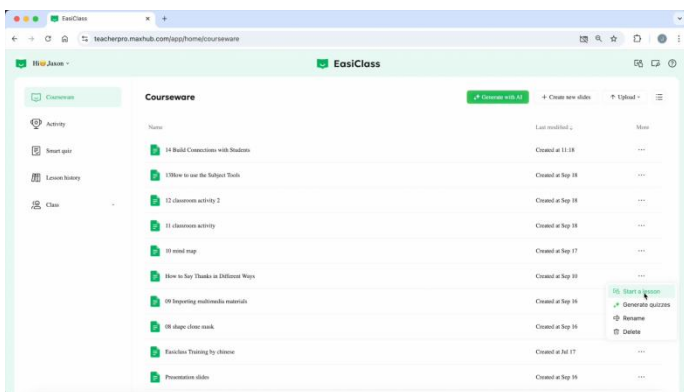
Then, share this link. Students can either click the link you send them or request to join the class—and just like that, they can join quickly. It's easy and fast.

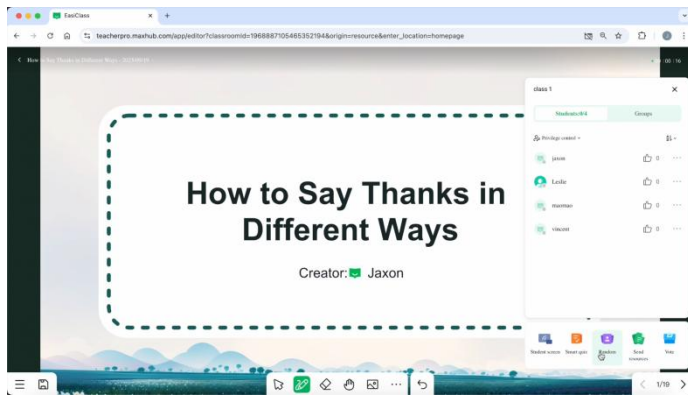


You can also use batch import. Just download a template, fill in the students' names and email addresses, and you'll be able to import them all at once. When students use it, they can log in to [studentpro.maxhub.com](https://studentpro.maxhub.com) on any device, and they'll be able to get to the student class interface right away.

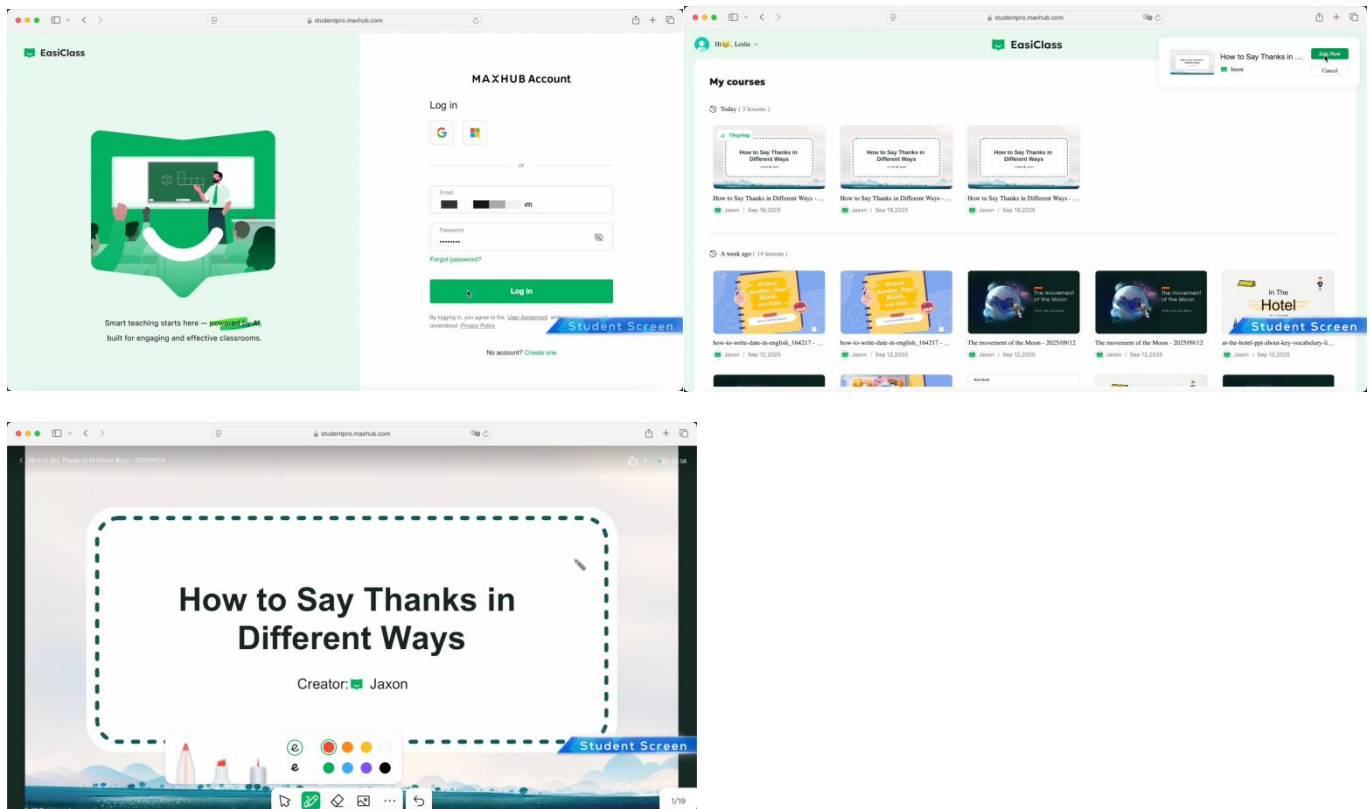


When teaching, teachers just need to log in to their accounts, select the class they created in advance, and they can enter the classroom.

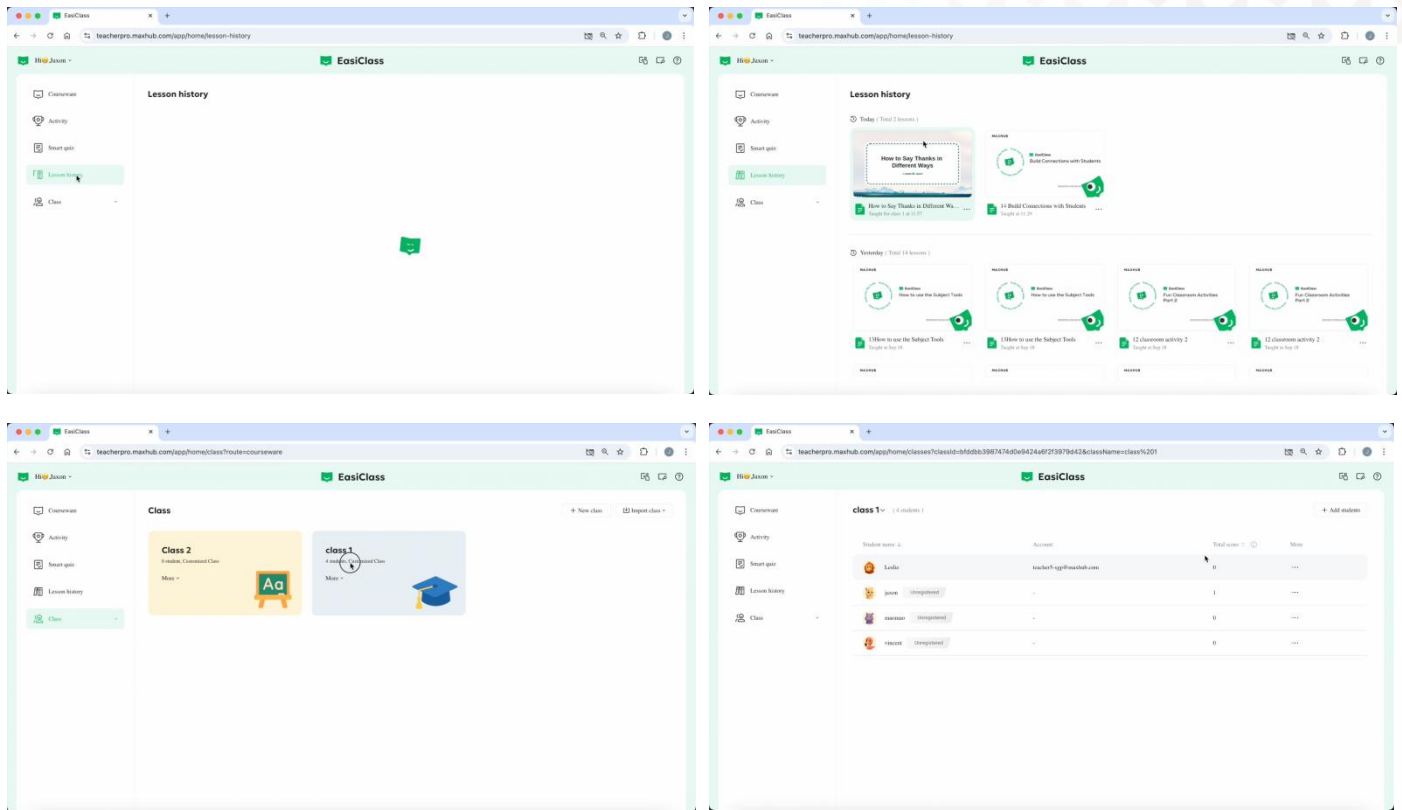




Students only have to log in to [studentpro.maxhub.com](https://studentpro.maxhub.com)—they'll see the ongoing class right away, and once they enter, they can interact with the teacher during the class.

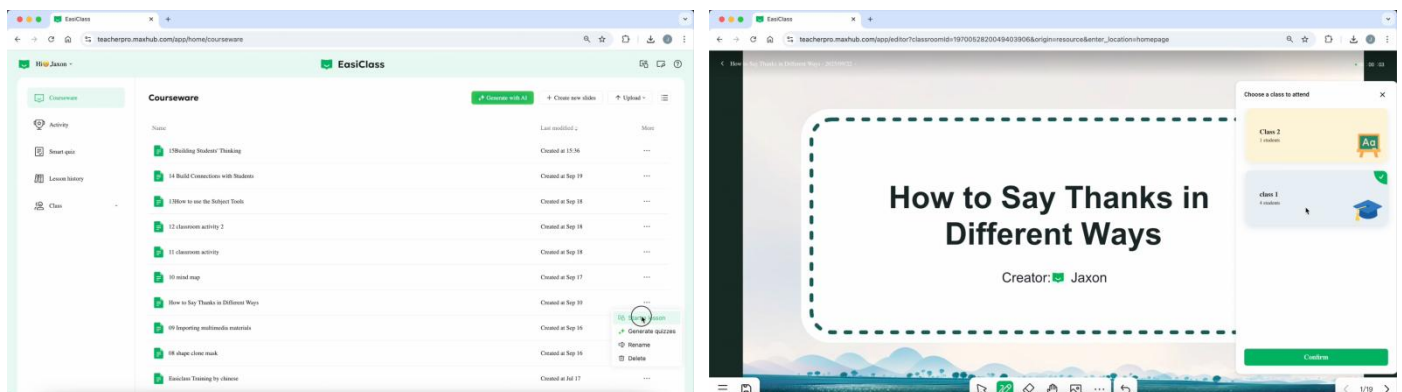


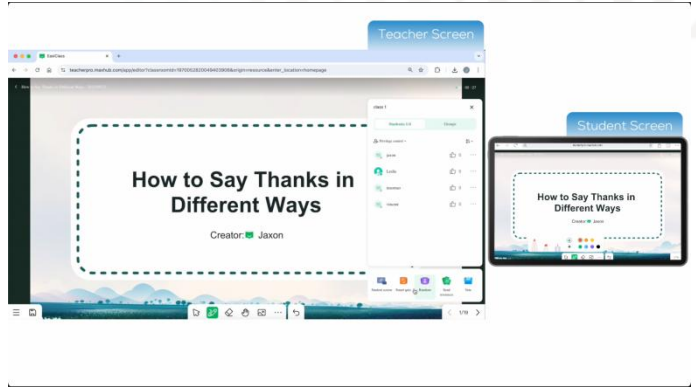
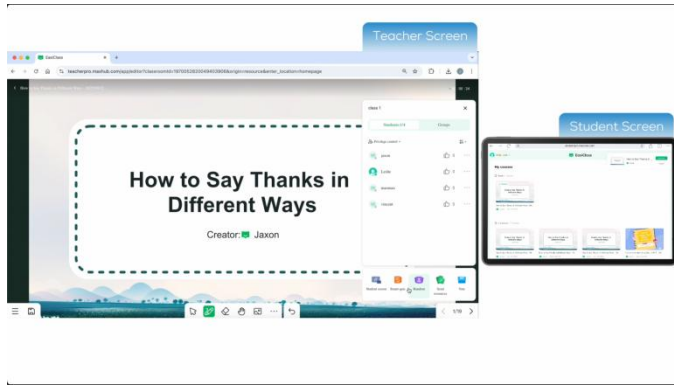
After the class ends, EasiClass will record the class data. Just click "Lesson History" to view your past teaching records. And if you click "Class," you can check the feedback records of each student in the class.



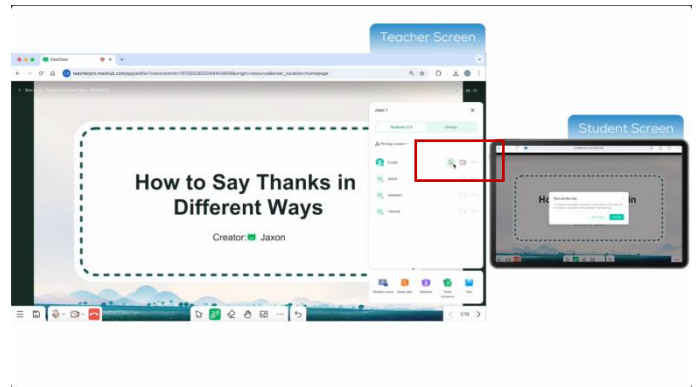
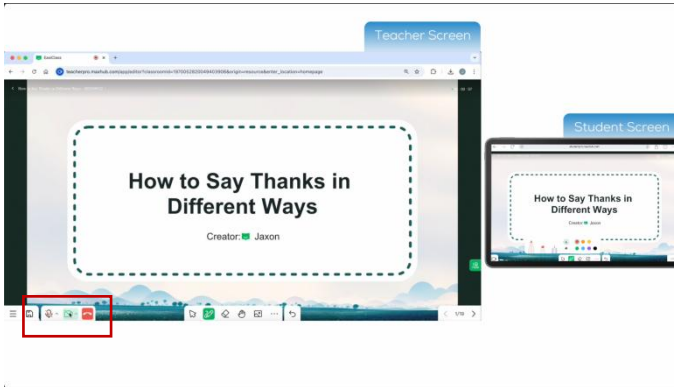
## b. Building Students' Thinking

You select your courseware and click the "Start Class" button—EasiClass will automatically sync the courseware to students' devices. This lets you share teaching content in real time, so students can get into learning mode quickly.

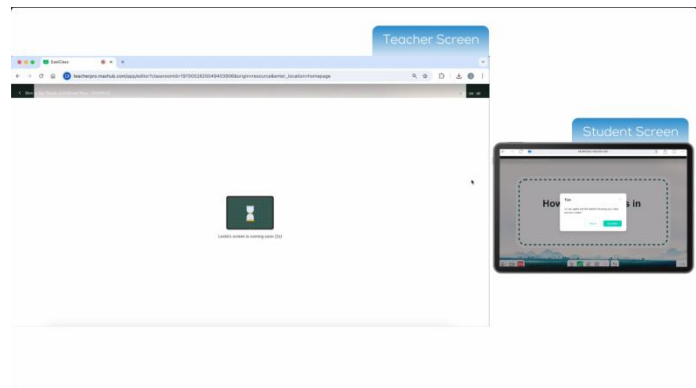
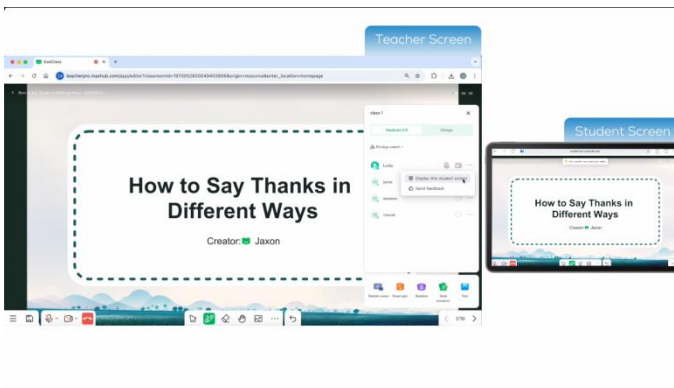




Just click "Live Session" at the bottom right corner to invite students to a video call. Once students get the invite and confirm, they'll join the live call. Both you and the students can turn on the mic and camera from the bottom right corner of EasiClass, so you can have remote video chats easily.



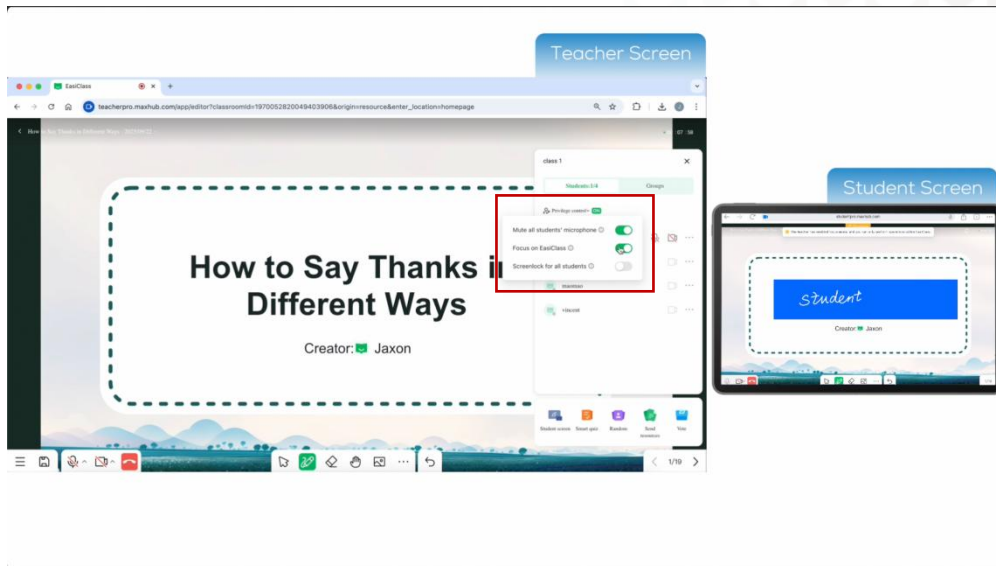
You just click "Student Screen" to invite a student to share their screen. Once the student agrees, you can show their screen content to the whole class.



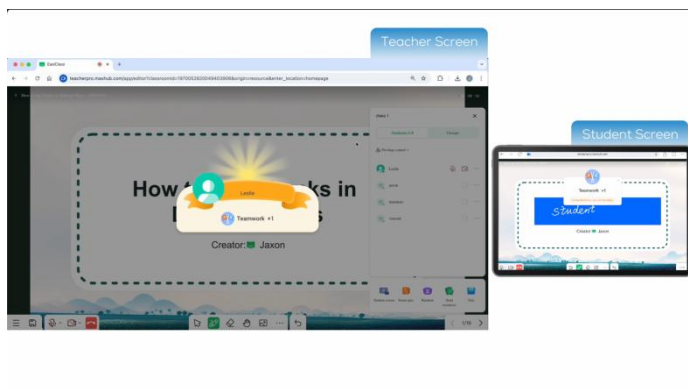
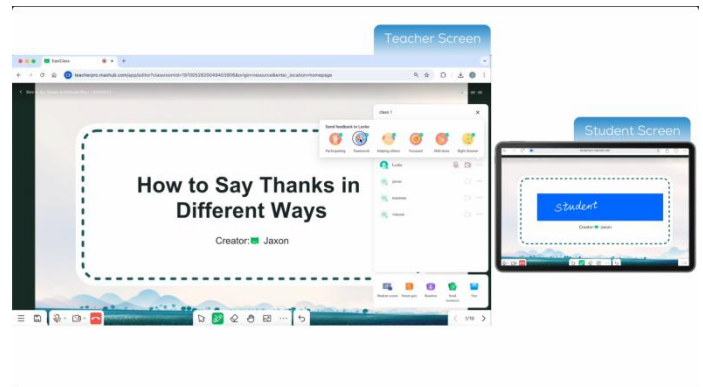
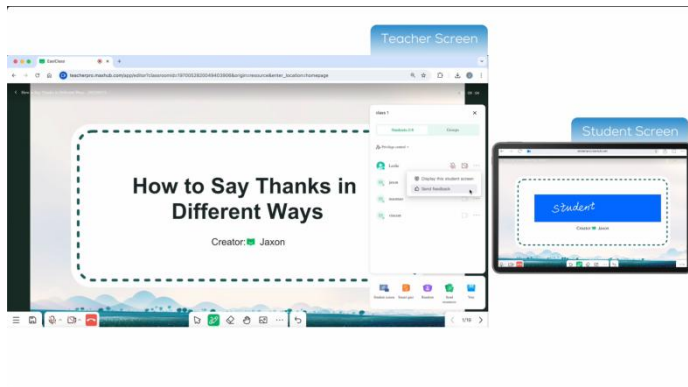
Students can share what's on their screens with you and everyone else—it's easy for them to present their learning results and share ideas, which helps boost interaction and learning among students.



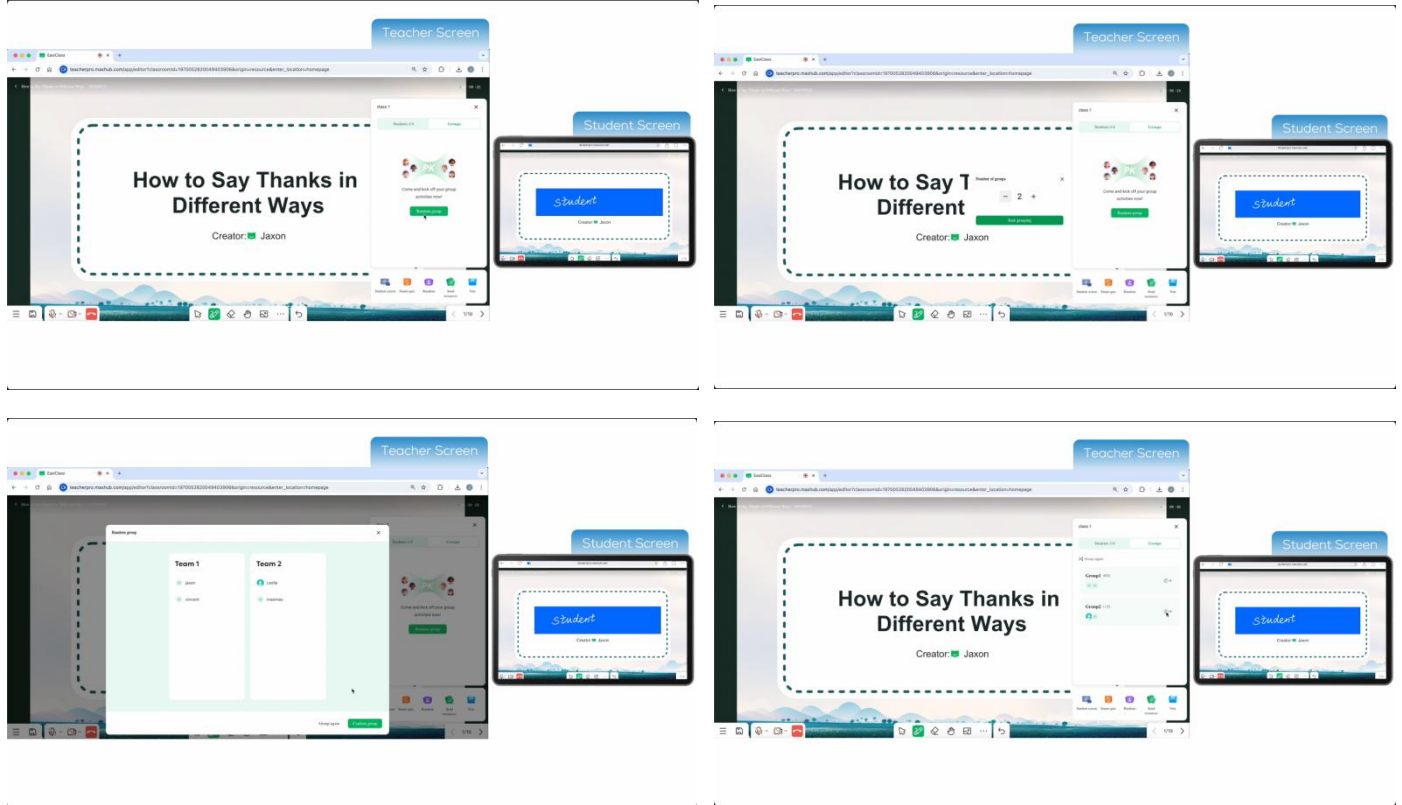
If you need to make sure students stay focused in class, just use the "Privilege Control" feature and select options like "Mute all students' microphones," "Focus on EasiClass," or "Screen lock for all students."



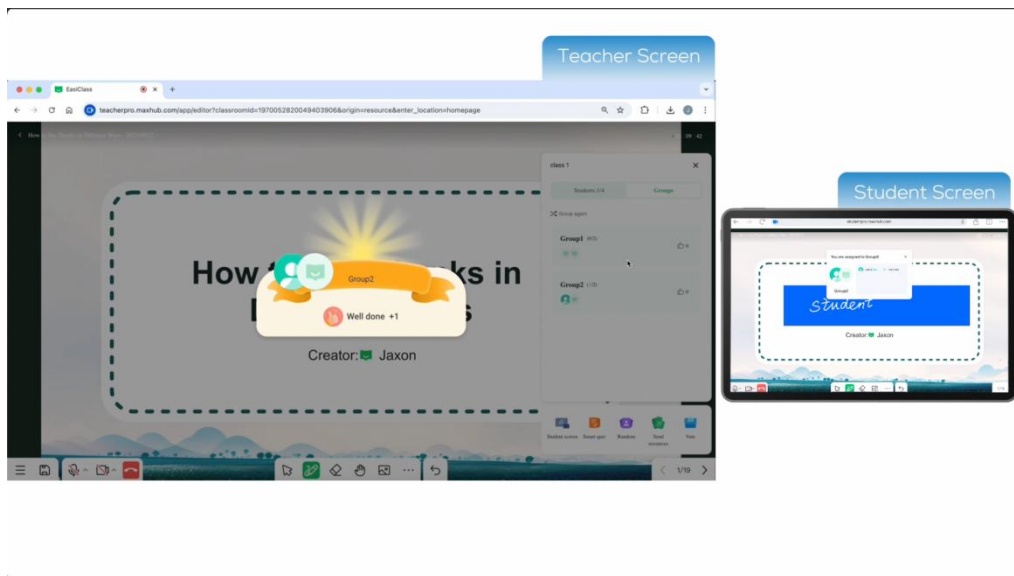
That's because you can give students timely reviews and feedback on their in-class performance. Just select a student from the student list and choose "Feedback"—they'll see the comments right on their devices.



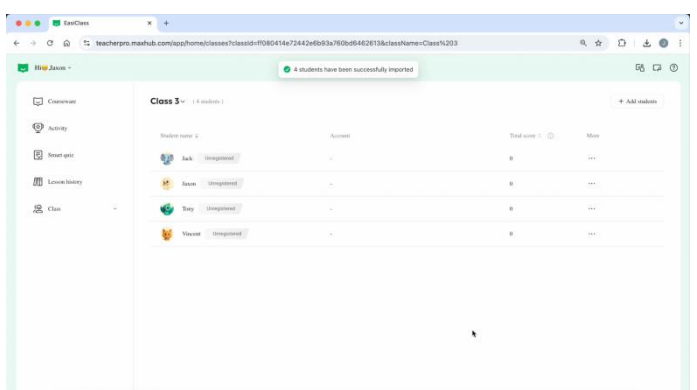
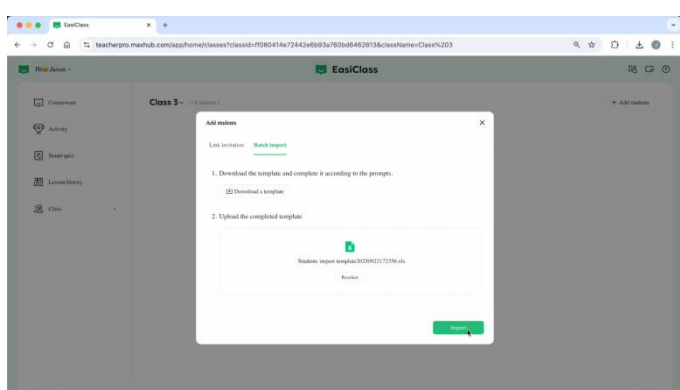
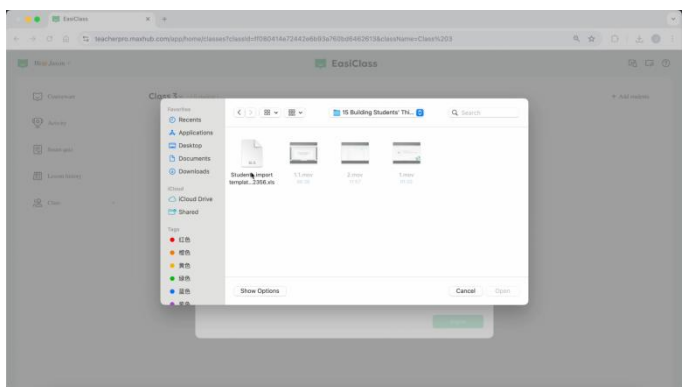
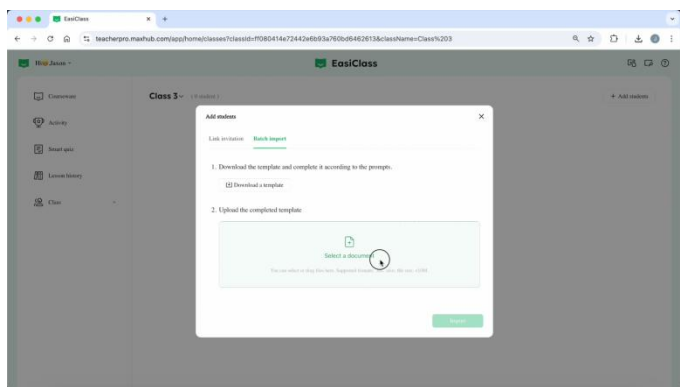
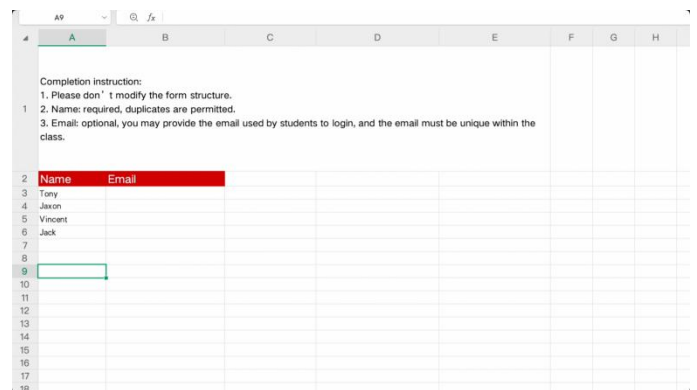
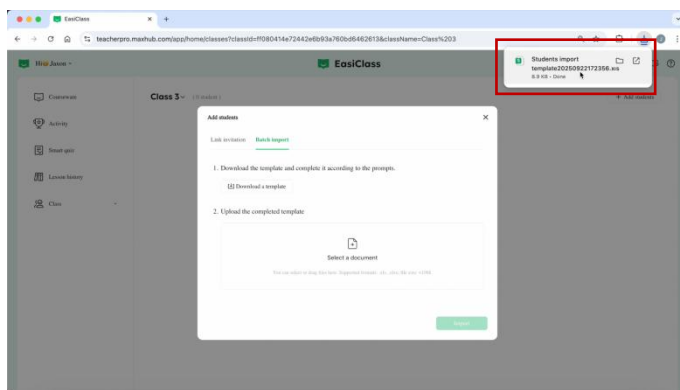
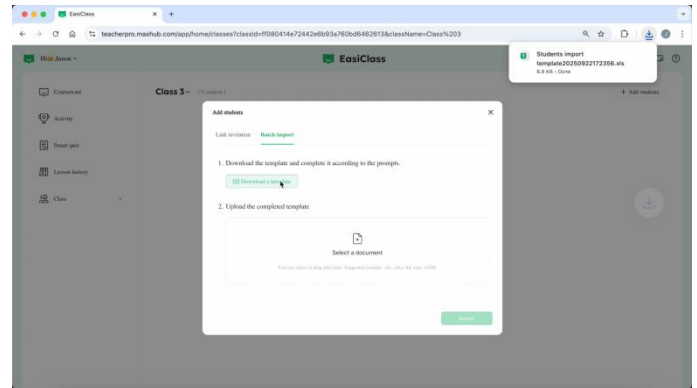
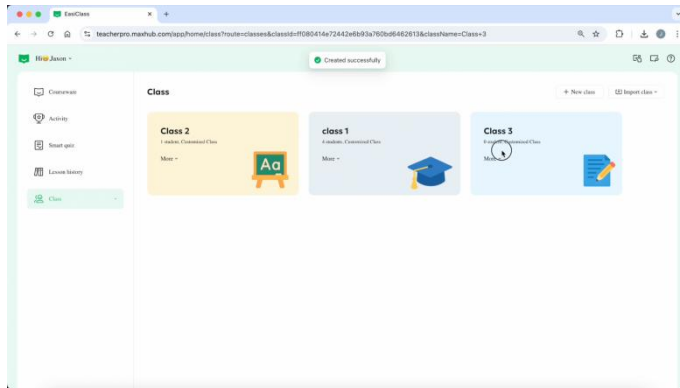
You can also randomly group students in the class. Simply click "Groups" to start random grouping. Once grouped, students can discuss and collaborate on tasks within their groups.



After class, you can check the feedback and reviews each student received during the class.

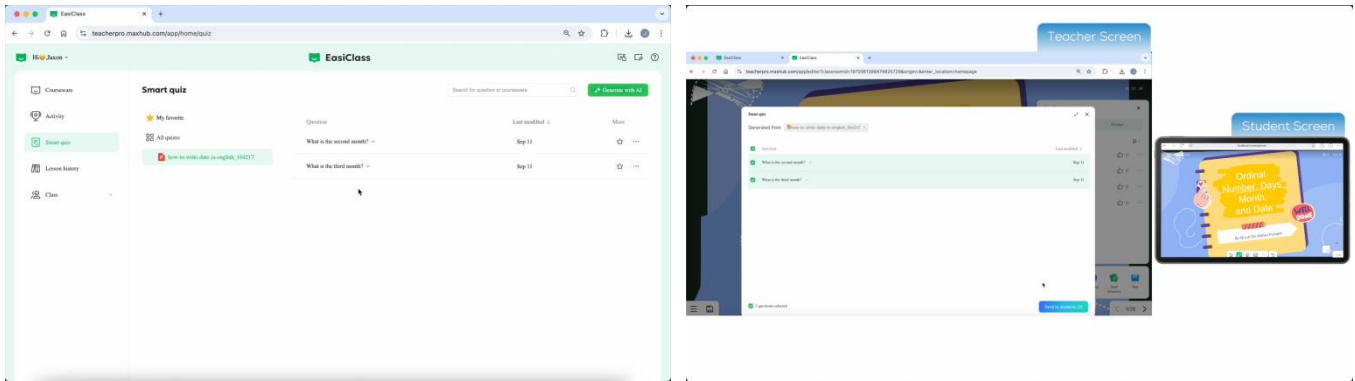


If your students don't bring their own laptops to class yet, you can still try creating a class. When importing the student list in bulk, you don't have to fill in their email addresses—just their names will work for creating the class.

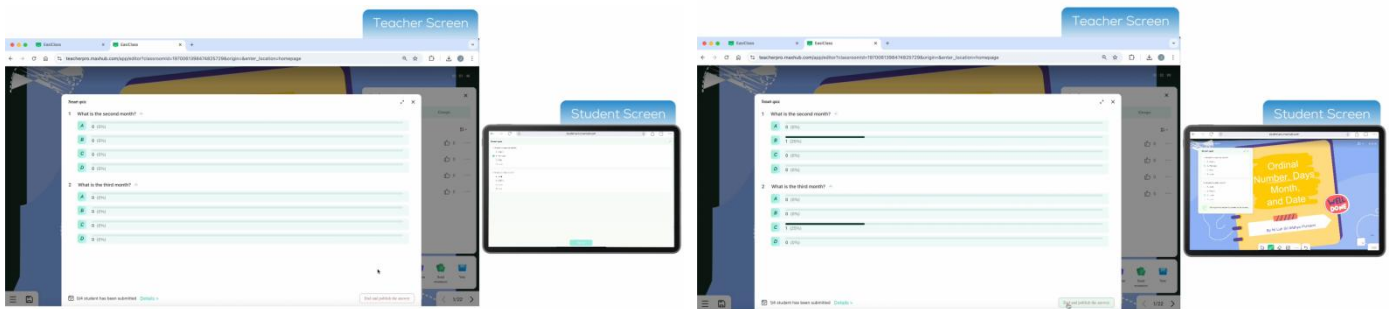


## c. Essential Tools for Blended Learning

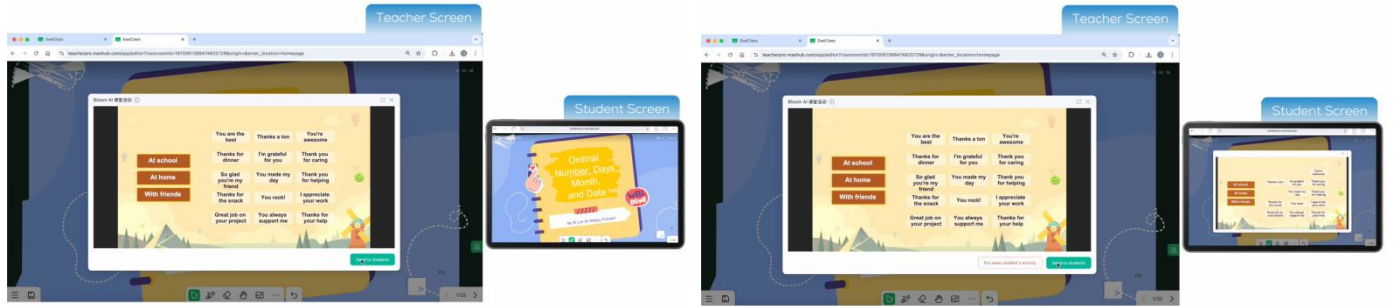
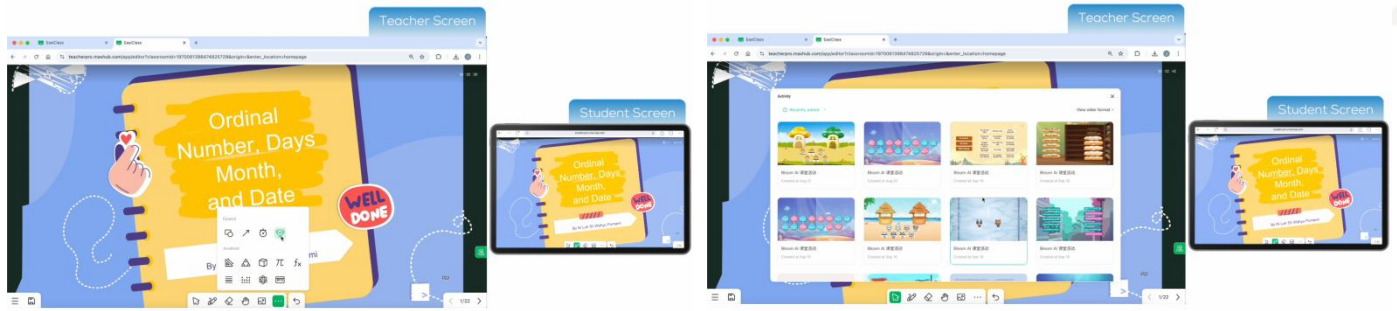
If you've prepared practice questions in advance for your lesson—either by using AI or creating them yourself in Smart Quiz on the homepage—you can just open Smart Quiz and select the quiz you want to send to students.



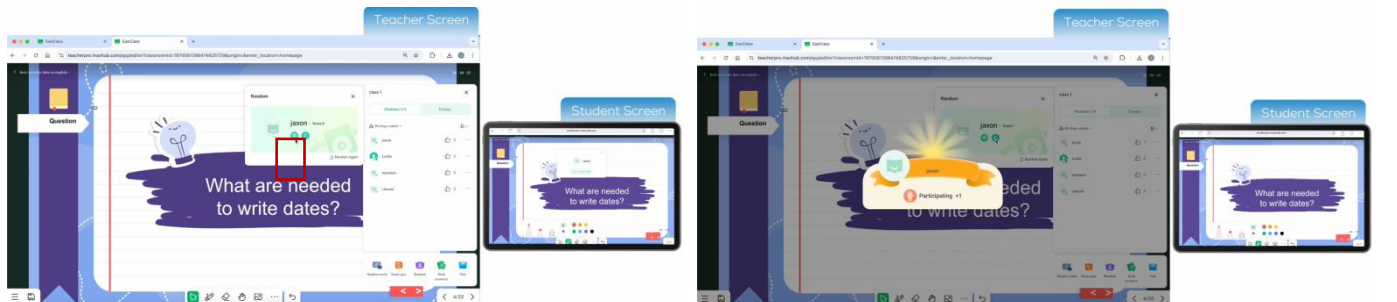
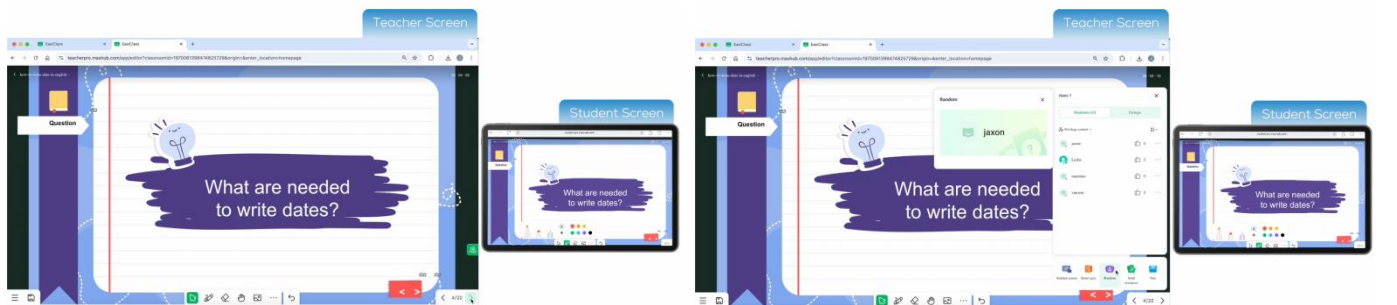
Students will then see the corresponding practice questions and can start answering. After they submit their answers, you can view the statistics of their submissions and explain the content targeted to their performance.



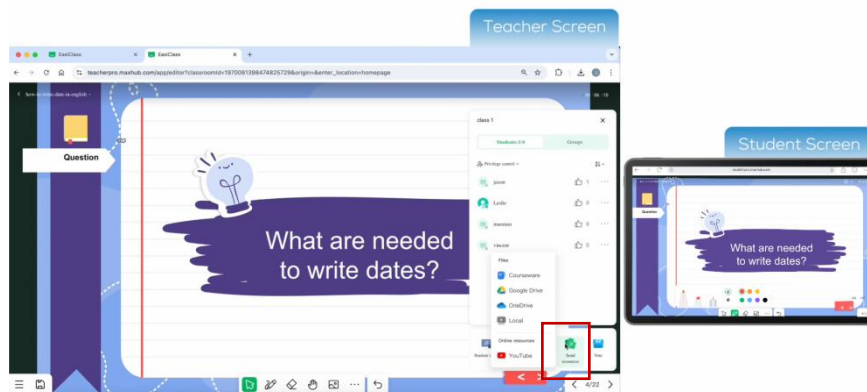
You can also choose the pre-made in-class activities and send them to students, so every student can do the in-class activity exercises.



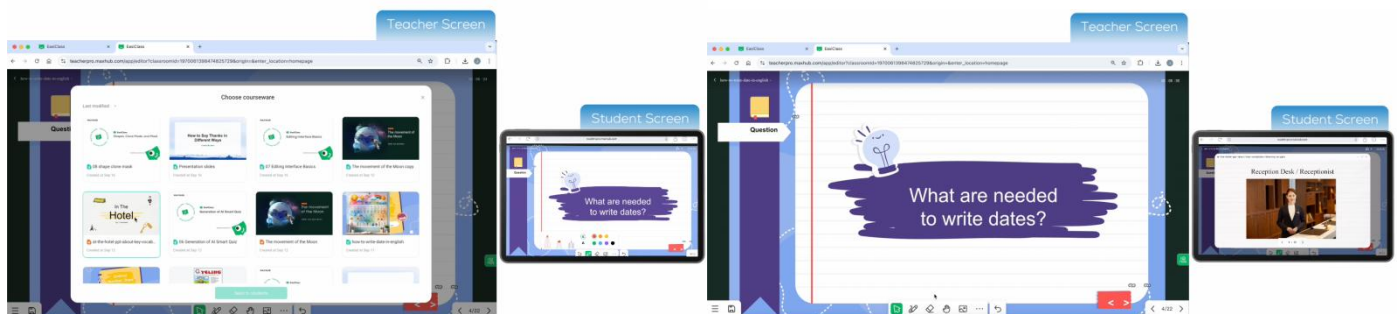
Teachers can also call on students to interact in class. Just click "Random" to pick a student at random—you can either ask them to answer a question or share their screen. After the interaction, you can also give the student feedback.



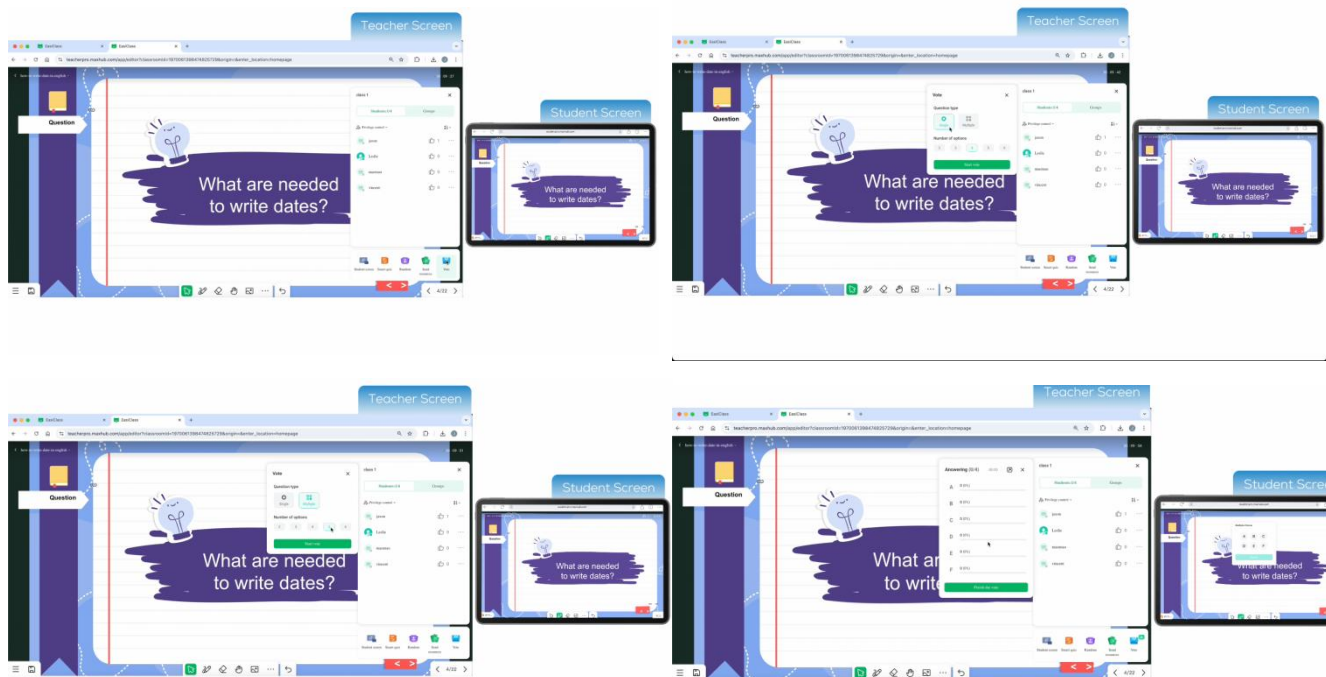
The class also supports students' independent learning—you can send relevant resources to them. Just click "Send Resources," and you can share materials like courseware.



Students can receive the course content you share on their own devices, then view and study it. They can also add annotations or take notes on this content—it makes it easier for them to review and solidify what they've learned.



The voting feature makes in-class interaction easy. You can choose between single-choice and multiple-choice voting. When setting up a vote, you can adjust the number of options from 2 to 6 to fit different needs. Once your voting content is ready, just click the "Start Vote" button to launch it.



After students finish voting, you can see the voting results right away.

