

Mathletics

Mathletics Primary Student Experience Using the personalised learning space



Mathletics is a captivating space which provides students with all the tools they need to be successful learners, both in the classroom and beyond. Mathletics supports and caters to a blend of student-driven learning and teacher-led instruction.

The console features exciting animations and a research-based design, to ensure learners are engaged and get the most from the online environment.

This guide is designed for learners using the Primary Student Console.
Mathletics also provides an age-appropriate learning space for older learners.



CONTENTS

i	Getting Started	01
ii	Making Mathletics a Personalised Learning Space	02
iii	Mathletics Curriculum Content and Resources	03
iv	Review, Reflection and Rewards	07
v	Learn Through Play	12

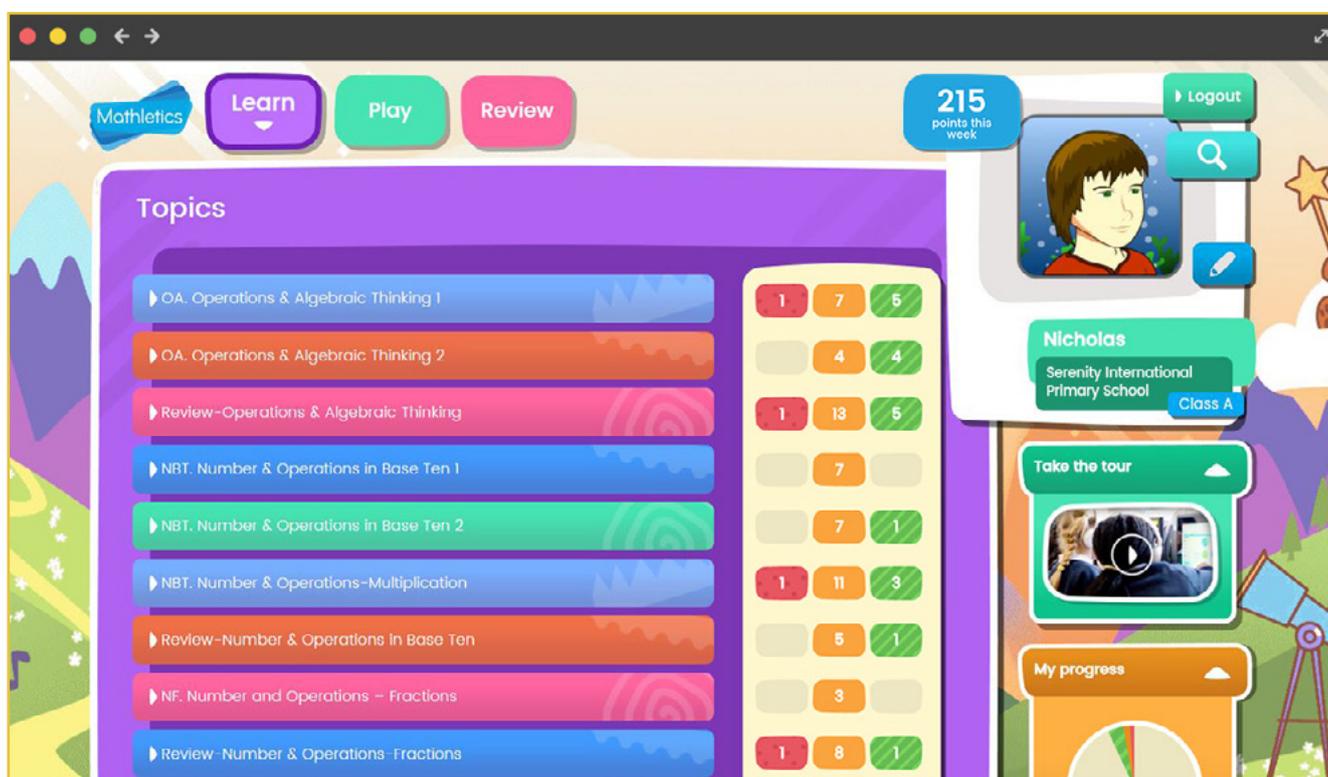
Getting Started

- 1 On the Mathletics homepage, click 
- 2 Enter your username and password.
- 3 With **Single Sign On** capabilities, users can choose an option to link a Mathletics account to a range of providers such as Google or Office 365 for simpler, faster access.

Students enter a space where they are given agency to choose their own learning pathway.

They have the choice to independently **LEARN** through curriculum-aligned topics, learn through **PLAY**, and **REVIEW** their results and progress.

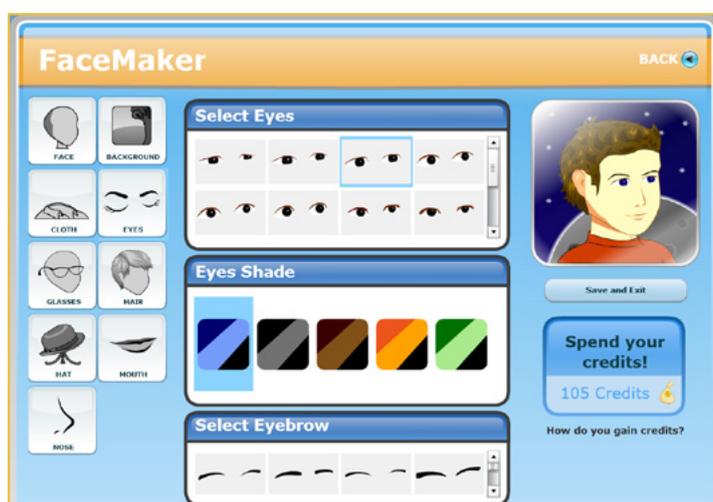
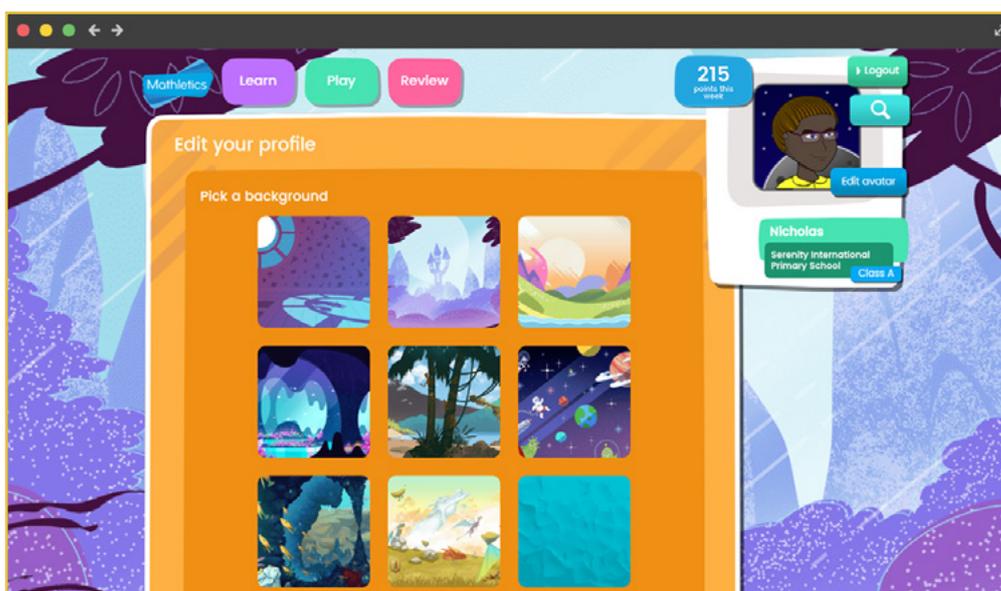
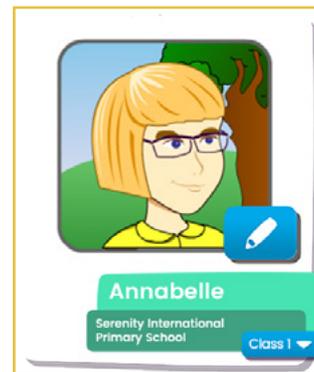
Navigate through the main areas of Mathletics using the buttons at the top of the screen.



Teachers also have access to the Student Console through **Student View in the Teacher Console.*

Making Mathletics a Personalised Learning Space

- 1 For learners to edit their profile, click
- 2 From a range of images, learners can select a background image.
- 3 Click **Edit avatar** to enter the face maker and customise the avatar appearance.



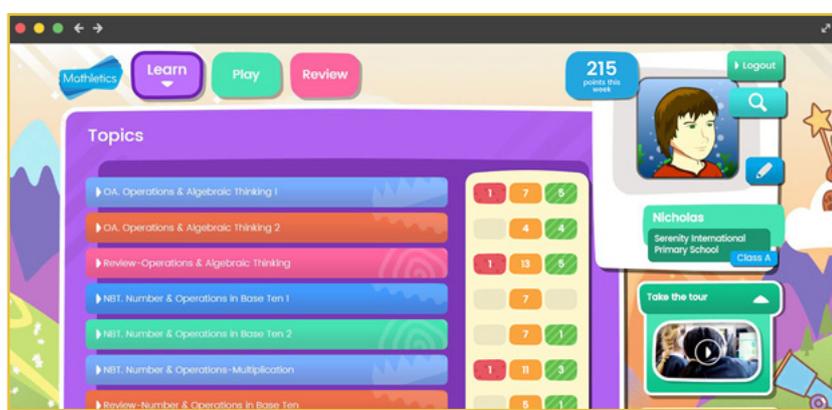
When learners earn credits, they can spend them on new clothing, hairstyles and accessories.



Mathletics Curriculum Content and Resources

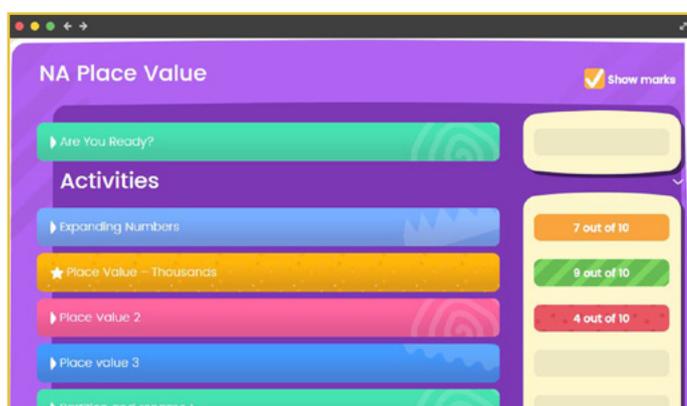
Learn

In the LEARN area, students are presented with a Mathletics customisable curriculum course. Mathletics caters to learning pathways and provides targeted and adaptive activities within curriculum topics accompanied by aligned resources.



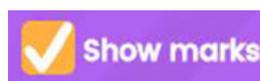
View the list of course topics and the number of activities completed with a clear indication of the results.

-  Red 0-49%
-  Yellow 50-84%
-  Green 85-100%



When learners click on a topic bar, they are shown a list of all the activities available within that topic area.

Tick the box to display the score achieved on each activity.



Quickly find an activity by typing a keyword in the search bar.

- ▶ Activities are listed with a bar result displayed next to each one that is completed.
- ▶ Students can identify activities to complete, target activities that are yet to be mastered or continue working through any green activities where the result is above 85% to further improve their score and consolidate their understanding.
- ▶ Students are encouraged to check if they're prepared for the chosen topic by taking the initial 'Are you ready?' test.
- ▶ Topic Tests are displayed at the bottom of the list to check for strengths and weaknesses within a topic. The Topic Tests, like the activities, have a randomisation capability to encourage multiple attempts to reach mastery.
- ▶ Something Easier activities are displayed to provide easily accessible differentiation for students that require a scaffolded approach to a concept.

Mathletics Curriculum Content and Resources

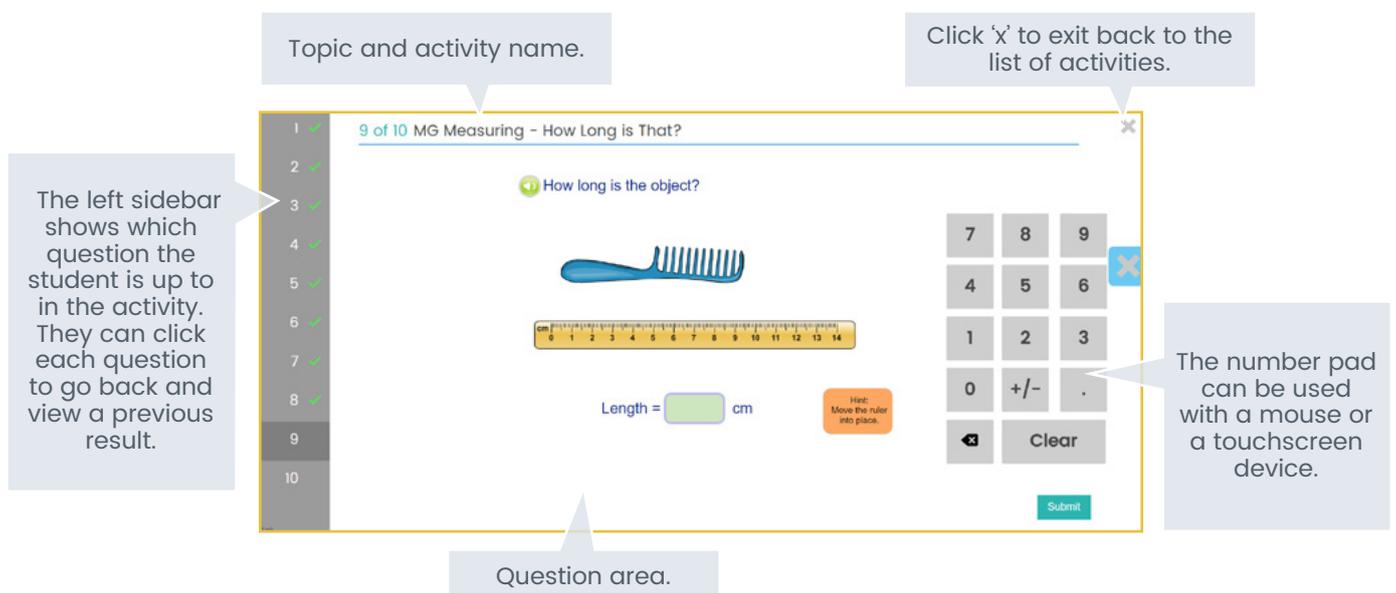
Inside a Mathletics Activity

Mathletics activities are aligned to a variety of national and international curricula and arranged accordingly.

- ▶ Activities are **adaptive** and cater to the individual learner.
- ▶ An activity contains 10 questions that are randomly generated and will change with each attempt. This motivates learners to improve their results by completing new questions, which consolidates mastery of the concept.
- ▶ Each activity is paired with an interactive **curriculum support area**. The support can include a step-by-step approach with varied levels of examples.
- ▶ Questions are marked automatically.
- ▶ **When an activity is in progress**, students can use the navigation panel on the left side of the screen to click on a previous question and view the result.
- ▶ A **results screen** appears after an activity is completed and results are sent directly to the teacher in real-time. Before exiting the activity, students can still click on each question to view their answer, result and the correct answer, where applicable.



Audio is available in activities up to grade 3. Hover over the question text and click to have the question read aloud.



The screenshot shows a Mathletics activity interface. On the left is a sidebar with 10 questions, each with a green checkmark. The current question is question 9, titled '9 of 10 MG Measuring - How Long is That?'. The question text is 'How long is the object?' with a speaker icon. Below the text is an image of a blue comb and a yellow ruler. The ruler shows the comb is approximately 10 cm long. Below the image is a text input field with 'Length = ' and 'cm' next to it. To the right is a numeric keypad with digits 0-9, '+/-' and '.' buttons, a 'Clear' button, and a 'Submit' button. A callout box points to the 'x' button in the top right corner of the question area, stating 'Click 'x' to exit back to the list of activities.' Another callout box points to the sidebar, stating 'The left sidebar shows which question the student is up to in the activity. They can click each question to go back and view a previous result.' A third callout box points to the numeric keypad, stating 'The number pad can be used with a mouse or a touchscreen device.' A fourth callout box points to the question area, stating 'Question area.'

- ▶ **10 points** are awarded per correct answer within a curriculum **activity**
- ▶ **20 points** are awarded per correct answer within a **topic test**
- ▶ **10 extra credits** are awarded if a score is improved from the previous attempt

Each week, students can earn a maximum of 300 points on any one activity and 600 points on any one test.

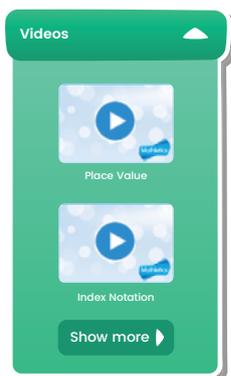
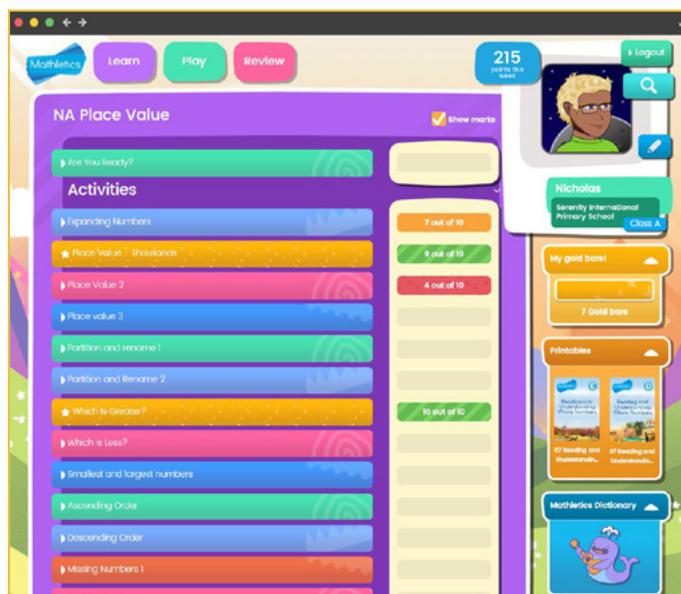
Mathletics Curriculum Content and Resources

Instructional and independent resources to support Blended Learning

In **Learn**, each student has access to a variety of digital and analogue support materials which assist students to take accountability for their own learning.

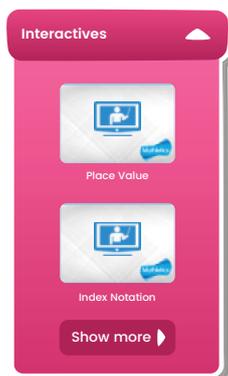
The resources are organised by topic. When a student enters a topic with the list of activities, the available resources will be accessible on the right-hand side of the screen.

When they are working in this space, students can seek clarification and deepen their understanding by accessing related printables, videos or interactives. By providing both choice and access in their learning, students are well supported in developing a growth mindset.



Videos

- ▶ There are two types of videos available, concept and activity to support personalised learning.
- ▶ All are uniquely designed to engage students and increase concept retention.



Interactives

- ▶ Interactives support visual learners, allowing students to explore potentially difficult concepts, step-by-step.



Printables

- ▶ Students can access topic-aligned printables which contain detailed instructions, examples and questions.
- ▶ All printables can be viewed online or offline to support blended learning.

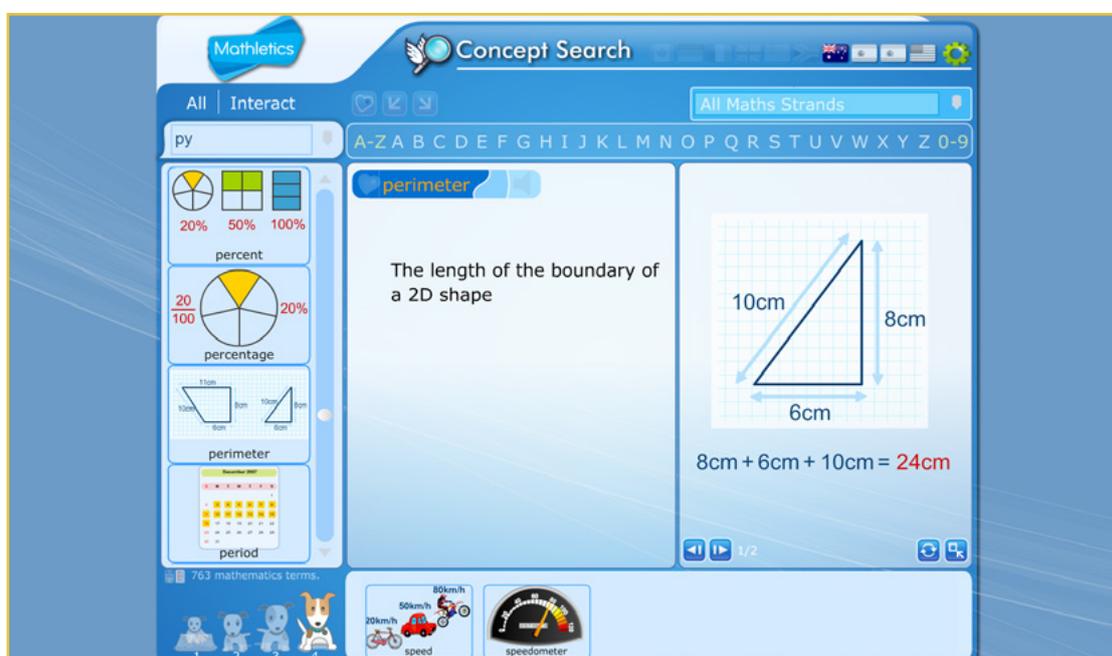
Please note that not all topics have all the types of resources listed.

Mathletics Curriculum Content and Resources

Mathletics Dictionary



The **Mathletics Dictionary** incorporates mathematical terms through animated illustrations and interactive activities. It is ideal for students to look up terms they may be having trouble understanding while completing a task.



Inside the Mathletics Dictionary, students will also find the **Concept Search** where they have access to hundreds of mathematical terms split into easy to follow categories and subjects.

- 1 Use the search box, or alphabet bar, to search for a particular vocabulary word or phrase.
- 2 The dog images at the bottom left of the screen can be selected to receive an explanation intended for that level.
- 3 For each mathematical term, there is a word-based explanation as well as an interactive animation to suit all learning styles.
- 4 Related words that often appear in the same topic of study will be displayed at the bottom of the screen.

Review, Reflection and Rewards

Review

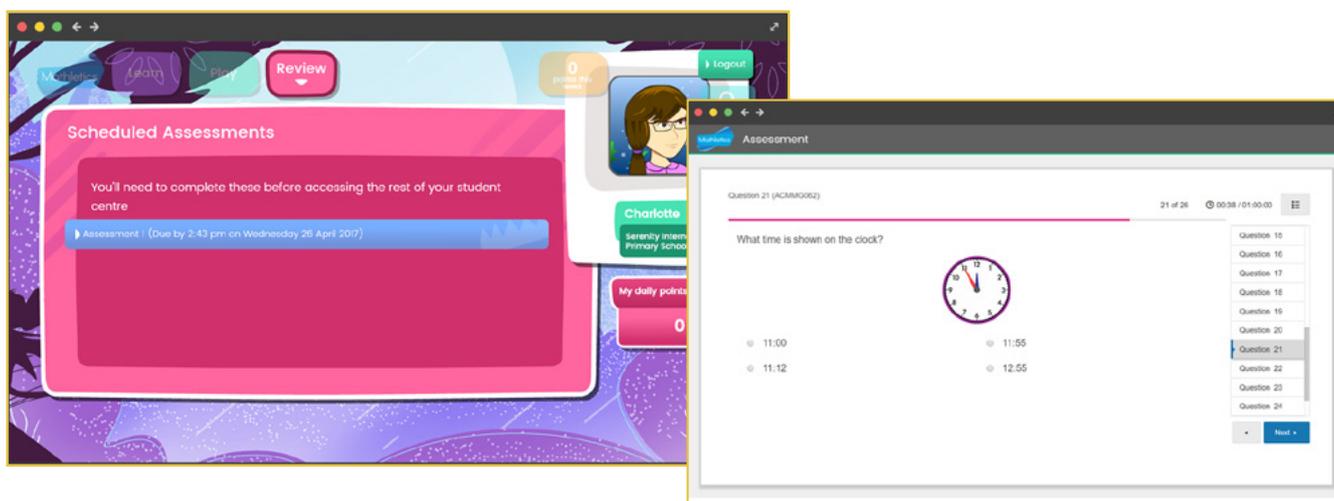
In REVIEW, teachers can schedule tests for their students to assess their learning progress. If an assessment is set, the student will be automatically guided to the Review area to complete it.

All **curriculum-aligned assessments** are automatically marked. Teachers can assign related activities quickly, using data-driven methods to make sure learning is personalised to meet the needs of each student.

Each test question is mapped to a curriculum outcome, making them particularly useful for benchmarking, assessing student progress and identifying strengths and weaknesses. Results deliver critical insights by highlighting key concepts and suggesting recommended activities for students.

Inside a Mathletics Assessment:

- 1 View assessments assigned with the due date provided by the teacher.
- 2 Select the test and click **Start** to begin.
- 3 Once each question is answered, click next to move to the next.
- 4 Use the right-hand navigation bar to scroll through and select questions.
- 5 If the student cannot complete the test in one sitting, they can use **Save & Exit** to save the work and exit.
 - ▶ This ability is available until the due date and time.
- 6 Once the test is completed, click **Submit ▶**
 - ▶ A pop up message will appear to ensure the student is ready to submit the test and notify them if they have unanswered questions.



Review, Reflection and Rewards

In My Progress, students are given access to all the tools they need to check the progress of their own learning.

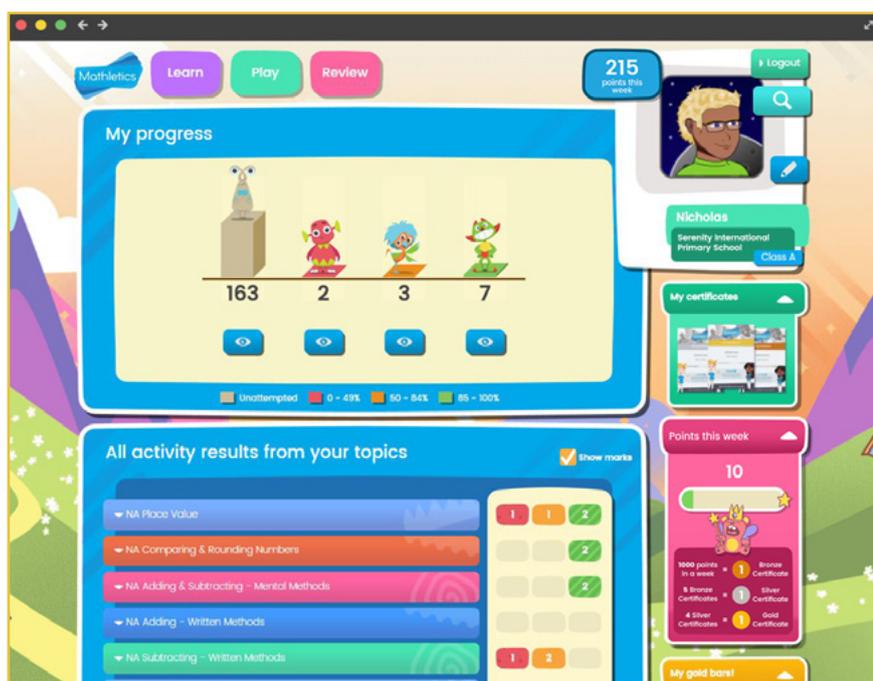
Accessing **My Progress**:

1 Click on  from the Learn area.

2 Click on  from all screens of the console.

A visual representation of student results, curriculum requirements and progress promoting student-driven learning is displayed. Learners have clear visibility over their progress which reinforces a **growth mindset**.

The familiar **traffic light system** identifies learning areas to focus on to develop mastery of concepts and skills. **Red** activities indicate areas where students need further support, **yellow** shows that a student is developing, and **green** areas indicate that they have achieved a high level of understanding.



1 View the list of course topics and the number of activities completed with a clear indication of the results.

-  Red 0-49%
-  Yellow 50-84%
-  Green 85-100%

2 Click on a topic bar to view its list of activities.

3 To target activities with specific scores, students can click the  icon or the image of the correlating monster to view a list of activities with the results in that range.

Clear visibility gives students the ability to track progress and results, and promotes agency to choose which steps to take next to achieve mastery of each topic.

Review, Reflection and Rewards

My Gold Bars

When students achieve more than 85% in an activity, they are awarded with a gold bar.

To view gold bars click on **My gold bars!** from the right-hand menu in the Learn area.



All of the activities where gold bars have been achieved are displayed, arranged by topic. Click show marks to see the score for each activity.

My gold bars!

You have 7 gold bars!

7

Show marks

Activity	Score
NA Place Value	
★ Place Value – Thousands	9 out of 10
★ Which is Greater?	10 out of 10
NA Comparing & Rounding Numbers	

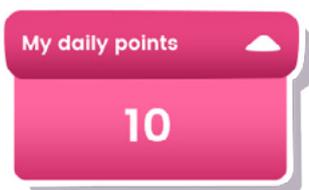
When a gold bar is earned, the activity name will turn gold.

expanding Numbers	7 out of 10
★ Place Value – Thousands	9 out of 10
Place Value 2	4 out of 10

Review, Reflection and Rewards

While using Mathletics, students are rewarded with points that accumulate to earn certificates. **Points this week** are shown as a quick view at the top of the screen and in the My Progress area of the student console. Students earn points by completing activities and in Live Mathletics. Students should aim to earn **1000 points per week** to gain a certificate.

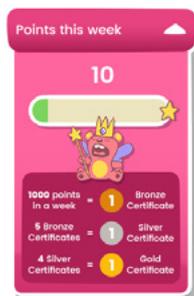
My Daily Points



In **Learn**, daily points are displayed on the right-hand side.

This resets every 24 hours.

Points This Week



In **My Progress**, points this week are displayed on the right-hand side.

This resets each week.

Earning Points

- ▶ **Curriculum activities**
1 correct answer = 10 points
- ▶ **Are you ready?**
1 correct answer = 20 points
- ▶ **Topic Tests**
1 correct answer = 20 points
- ▶ **Live Mathletics**
1 correct answer = 1 point
Bonus Level – 1 correct answer = 2 points

Each week, students can earn a maximum of 300 points on any one activity and 600 points on any one test.

Earning Certificates

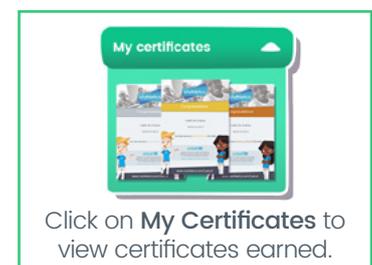
- ▶ 1000 points earned in a week = **1 Bronze certificate**
- ▶ 5 Bronze certificates = **1 Silver certificate**
- ▶ 4 Silver certificates = **1 Gold certificate**

Students cannot earn more than one of the same type of certificate in the same week.

▶ Example: Student earned 2100 points in one week, student earned 1 Bronze certificate.

However, different types of certificates can be awarded in the same week.

▶ Example: Student earned their 20th Bronze Certificate this week. This also gave them their 4th Silver Certificate, which, in turn, earned them a Gold Certificate.



Earning Credits

- ▶ **Curriculum activities**
10 correct questions answered = 10 credits
Earning a high score (>60%) = 10 credits

- ▶ **Certificates**
1 Bronze Certificate = 100 credits
1 Silver Certificate = 150 credits
1 Gold Certificate = 250 credits

- ▶ **Live Mathletics**
Achieving a new **High Score** = 10 credits
Earning **1st Place** = 5 credits

- ▶ **Assessments**
Result 20–85% = 20 credits
Result >85% = 40 credits

Review, Reflection and Rewards

Hall of Fame Leaderboard



The **Top Students** leaderboard shows the total **daily points** earned by students within the current 24 hour period. This leaderboard resets every day.

- ▶ Students can view their **daily points** on the Learn page of the student console.
- ▶ If the daily points total is high enough, their name can appear on the Hall of Fame leaderboard that day!



The **Top Classes** leaderboard shows the Top 50 classes by **highest average points per student** during each weekly period.

- ▶ Students can view their **points this week** on the top bar of the student console.
- ▶ If the **average points per student** in the class are high enough, the class will appear on the Hall of Fame leaderboard that week!

Position	Country	Name	School	Points
1	USA	Erick G. P	Saint Jean Of Arc School, NY, United States	11946
2	NZ	Braxton M	Farm Cove Intermediate, AUK, New Zealand	11274
3	AU	Chelsea S	Coorparoo State School, QLD, Australia	9201
4	USA	Sabrina C	Saint Jean Of Arc School, NY, United States	8252

UNICEF Points

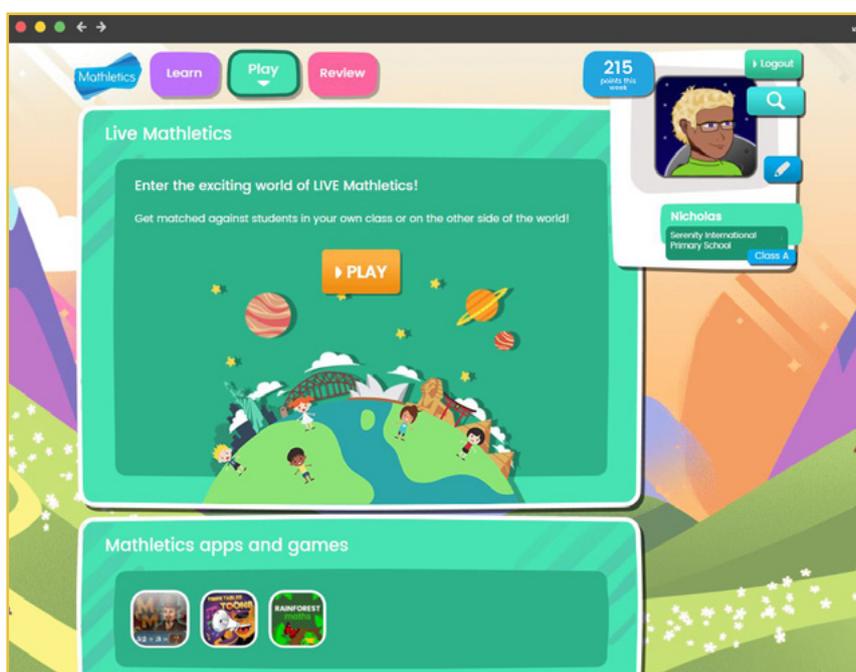
Completed activities in Mathletics earn **UNICEF POINTS** and contribute to providing access to education for students in need.



Learn through PLAY

Play

Maths-based games are incorporated in the **Play** area to support all learning styles and extend the learning environment.



Rainforest Maths is an additional resource within Mathletics. Created by Jenny Eather, these activities are designed for multiple year levels and categorised by concept. This area allows students to have access to curriculum instruction that provides a review of concepts and additional challenges to extend their learning.

Meet Max the Cat and his band in the **Times Tables Toons**. The band has created engaging music videos to help students master multiplication. From the Disco Strut to the Jungle Boogies, these songs are a great way to learn times tables. The Times Tables Toons are also available separately as a mobile app.



Learn through PLAY

In **Live Mathletics**, students can challenge each other to a real-time race that tests the speed and accuracy of maths skills. Points and credits are awarded for correct answers and beating their own high score.

For the complete Live Mathletics guide, [click HERE](#).



Inside the Live Mathletics dashboard there are four game modes:



World Challenge

World Challenge, where students can challenge others around the world from the pool of students who are currently online. To make sure the race is a fair contest, students are only matched with students with the same difficulty rating.



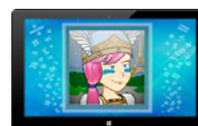
School Challenge

School Challenge, where students can race against other students within the same school.



Class Challenge

Class Challenge, where up to 4 classmates can participate. The class is shown on the left hand sidebar, with green lights next to their names. Click on a student name to start a challenge.



Computer Challenge

Computer Challenge, where a student can test skills against the computer. Students are encouraged to beat their own high score displayed.



Shadow Mode

Shadow Mode, where students can challenge their classmates, even when they are offline! In shadow mode, students challenge their classmate's high score and work to beat it.



For more information about Mathletics,
contact our friendly team.

www.mathletics.com/contact

powered by



3P Learning