

Mathletics

Mathletics Getting Started Guide



www.mathletics.com

This guide is designed to ensure you have all the support you need to meet your math objectives with Mathletics.

Welcome to Mathletics

We're so excited your school has joined the Mathletics community! To get you started, we've put together a handy guide which contains important information to help kick start your subscription with success.

Inside you will find:

- ▶ [Introducing Mathletics in the classroom](#)
- ▶ [Diving deeper with Mathletics](#)
- ▶ [Going mobile](#)
- ▶ [Parent welcome letter](#)

Thank you for using Mathletics. We look forward to sharing the love of learning with your school.

TRAINING AND SUPPORT



Training portal



Certification



Classroom Resources

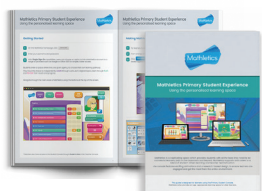
Technical Support:

www.3plearning.com/tech/mathletics/

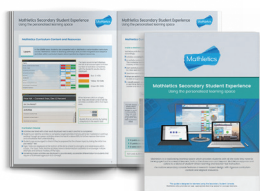
Customer Support:

www.3plearning.com/contact/

PRINTABLE RESOURCES



Elementary User Guide



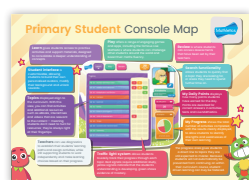
Secondary User Guide



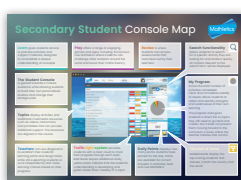
Teacher User Guide



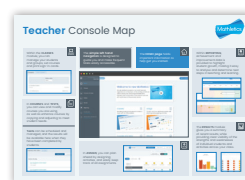
Live Math User Guide



Elementary Console Map



Secondary Console Map



Teacher Console Map

Visit www.mathletics.com/help to download user guides, console maps, FAQs and other support materials.

Introducing Mathletics in your classroom



Launch lesson: 30–40 Minutes

Objectives

- ▶ Students will be able to use their unique usernames and passwords to sign in to the Mathletics Student Console.
- ▶ Following a demo and practice time, students will be able to navigate their Mathletics Student Console.
- ▶ Students will be able to access and complete curriculum activities as well as access interactive games.

Preparation

- 1 Go to www.mathletics.com
- 2 Sign in to Mathletics using your teacher login
 - ▶ Your school's Mathletics Administrator can provide this login
- 3 Select the **Classes** module
- 4 Select **Sign-in cards**
- 5 Choose the class and group, or all groups
- 6 Select **Print Cards**

Material

- | | |
|--|--|
| <input type="checkbox"/> Printed and cut individual Student Sign-in cards | <input type="checkbox"/> Individual or shared student access to a device |
| <input type="checkbox"/> Interactive whiteboard (IWB) (not essential but beneficial) | <input type="checkbox"/> Individual headphones (optional) |

Opening: 3 MIN

- 1 Sign in to www.mathletics.com using your teacher login.
- 2 Select **Student View** in the top right-hand corner of your Teacher Console.
- 3 Display **Student View** to all students using an IWB or an alternative projection device.
 - ▶ Where an IWB is not accessible, distribute student sign in cards and have students login at the start of the lesson.
- 4 Introduce Mathletics to your students. If appropriate, share your goals for implementing Mathletics in your classroom and the objectives for this lesson.
- 5 In Student View, click on **Take a Tour** and watch the student tour video together.
 - ▶ If students are on their own computers, they can also watch the video independently with headphones.

Introducing Mathletics in your classroom

Mini lesson: 5-7 MIN

Briefly present each of the main areas within the Student Console covered in the video.

- 1 **Learn** is where students access targeted and adaptive curriculum activities. Topics and activities are based on the curriculum and grade level set for each student.
▶ **TEACHER TIP:** For personalized instruction, you can modify your students' course content in your Teacher Console.
- 2 **Play** gives students access to educational math-based games and the famous Live Mathletics.
- 3 **Review** gives students access to tests that have been set by the teacher.
- 4 **My Progress** shows students their results for activities they have completed.

Student practice: 15 MIN

- 1 Distribute student Sign In Cards.
- 2 Direct students to www.mathletics.com
- 3 Students should click Sign In and enter their unique usernames and passwords.
▶ A Single Sign On (SSO) option is available. Link the Mathletics login with a provider just one time and it will always be connected.
- 4 Give students 3-5 minutes to edit their background and avatar image by clicking on the pencil icon.
- 5 Direct students to the **Play** area of their student console and select **Live Mathletics**.
- 6 Students can choose to play against other students in their class, school or around the world in a 60-second mental arithmetic game.
▶ Points are awarded for each question correctly answered. This is a powerful tool for increasing mental mathematics skills and fluency across a range of concepts.
- 7 Allow students 5-10 minutes to explore and play within this area.
- 8 Direct students to the Learn area of their console.
- 9 Allow them to explore topics and complete a few activities within a topic that is relevant.
▶ **TEACHER TIP:** The topics and activities are based on the curriculum and grade level set for your students. You can modify or change your students' course content in your Teacher Console.

Closing

- 1 Tell students when there is about 3 minutes left. At time, have the students remain on the activity they are working on, even if they haven't finished.
- 2 Ask learners to go back through each question using the side bar, analyze their answers and encourage an explanation of their linking.
- 3 Direct students to the My Progress area to view their results and points earned.
▶ **TIP:** at the top of the screen, learners can see a summary of their activity results for the entire course.


Diving deeper with Mathletics

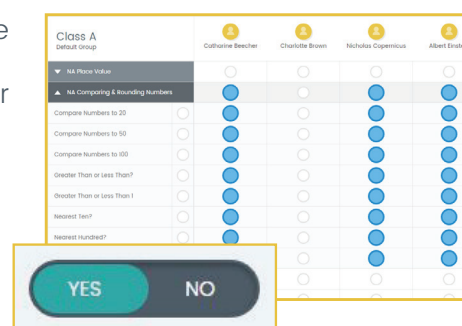
Setting an activity during a lesson

From your Teacher Console, you can target learning by setting activities for your students in the Assign module. Activities can be set for the whole class (if everyone has access to a device) or for a group of students. You can also schedule activities to start at a set date in the future – a great way to plan lessons ahead of time!

To assign a specific curriculum task for your students, click a blank circle and set a start date. The icons show activities that are assigned, in progress, and results where available.

To ensure students are alerted to their assigned activities, make sure the “Restrict students to Assigned Activities only” toggle is switched to ‘Yes.’ This ensures that next time they sign in they will receive a pop-up in their Student Console advising they have activities to complete and all other areas of Mathletics will be locked until they have done so.

With instant feedback on results, you will be able to see if any students are struggling with the task they have been set and can therefore intervene. Remember to encourage students to use the  button, if they are unsure of how the correct answer was reached.



Classroom resources

From your Teacher Console, you can access a complete set of eBooks for each year group which can be printed out as booklets or as single sheets for worksheets. Within the eBook section, there are also Dr. Marian Small's Rich Learning Tasks, a range of open-ended tasks with multiple possible outcomes for success, each catering for different levels of ability among students.

Rainforest Maths contains a wealth of excellent resources to use in the classroom with younger learners. Rather than searching for visuals and games to use on the interactive whiteboard, you can use the resources already available within Rainforest Maths.

Note: students don't score points in this part of the program.



For other topics, such as 3D shapes, the Mathletics Dictionary and Concept Search are valuable resources and can be used very effectively on an interactive whiteboard. In Concept Search, if you choose a topic such as 3D shapes, each shape moves onto the screen and rotates, so that you can discuss all of the features of the shape. Along the bottom of the screen, it also gives a selection of related topics which can be used at the end of the lesson to provide an extension. The Mathletics Dictionary can be used to set a great homework task where students look up the meanings of mathematical words.



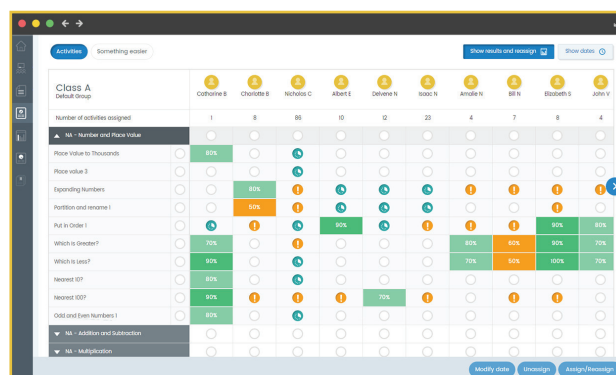
For elementary students who are learning their tables, a fun end to a lesson is to play the Times Tables Toons songs as they get ready for playtime or lunch.

Diving deeper with Mathletics

Setting Mathletics for homework

It's easy to set homework tasks for students to complete using the Assign module in your Teacher Console. This can be used to maintain focus and consolidate their classroom learning.

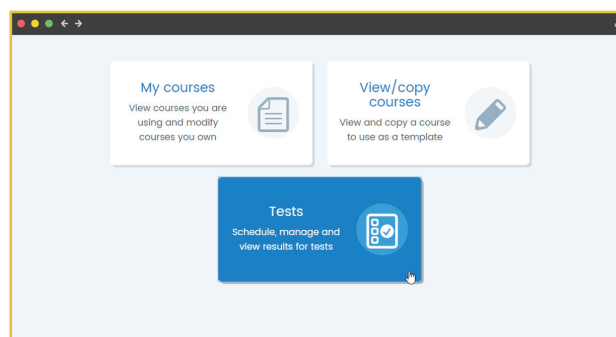
You can use the reassign function to guide students to revisit topics where they may be struggling or haven't achieved mastery yet. These activities can be completed as part of their homework revision. In the Assign module, click the show results and reassign button. From here you can use the traffic light coding to quickly select activities to reassign to students based on their result.



Class A	Activity A	Activity B	Activity C	Activity D	Activity E	Activity F	Activity G	Activity H	Activity I	Activity J
Number of activities assigned	1	8	8	10	12	25	4	7	8	4
Place value to Thousands	100%									
Place value 3										
Expanding Numbers		100%								
Addition and subtraction 1		100%								
Put in Order 1										
Which is Greater?	100%									
Which is Less?	100%									
Increased 100%	100%									
Increased 1000%	100%									
Odd and Even Numbers 1	100%									

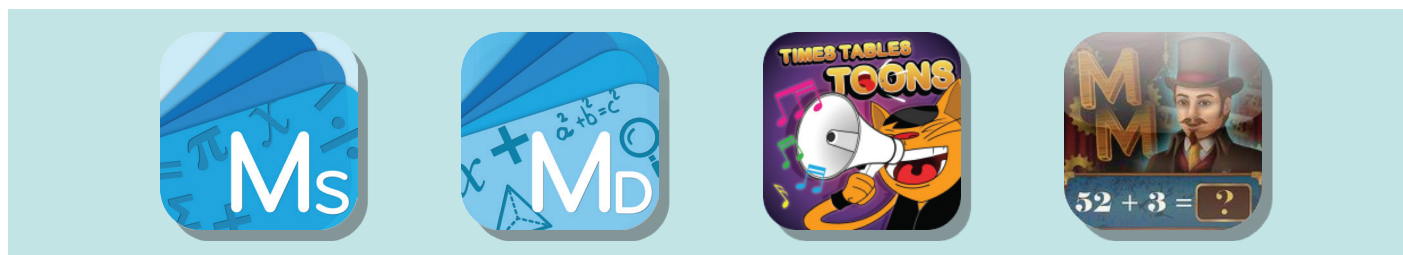
Assessing student knowledge

Tests and assessments within Mathletics are all curriculum-aligned and instantly marked. To set these for your students, open the Courses and Tests module, select Tests and choose the assessment you wish to set for your students. You can preview the questions to check that target mathematical areas are covered. You will receive individual student results, which clearly show strengths and weaknesses, and an analysis by questions and objectives, so that you can plan to fill the gaps in your students' and classes' understanding.



Going mobile

With HTML functionality, you can log into the Student and Teacher Consoles directly through the web browser on tablets and mobile devices. For those times when you're offline and need a little extra mobility, we also have a range of apps available for tablet and mobile devices.



Parent welcome letter

Dear Parent or Guardian,

Your child is using Mathletics as part of their mathematics program at school. Mathletics is a targeted, rewarding and captivating online learning resource, which is aligned to curriculum standards. Your child has take-home access to Mathletics – they simply sign in with their school username and password using any compatible computer or mobile device.

The extra Mathletics practice at home can make all the difference to your child's progress. Encourage them to achieve a weekly target of 1000 points to earn a certificate, building through bronze, silver and gold across the school year. Go for gold!

► Sign up for FREE progress updates in 3 easy steps:

- 1 Visit www.mathletics.com/parent
- 2 Complete the form and click "Submit"
- 3 Look out for a weekly progress email in your inbox at the beginning of each week



PC & Mac

Simply visit
www.mathletics.com
and click

SIGN IN HERE



Tablet & Mobile

Sign in through your device's browser at
www.mathletics.com or
download the Student App for offline use.

Student Mathletics Login

Please staple a printed Mathletics Sign-in card here, or complete by hand.

Username: _____

Password: _____

Sign in at: mathletics.com





For more information about Mathletics,
contact our friendly team.

www.mathletics.com/contact

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3P Learning