

# **Mathletics and Spelling Shed**

## **A Guide for Parents**

**Mathletics**

**Spelling Shed** 

**South Farnham School**



## South Farnham and Mathletics

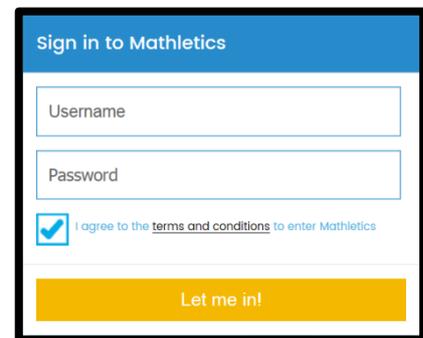
Mathletics is designed to provide students with a captivating and safe learning experience. Students are able to access a range of curriculum activities which are backed up by interactive tutorials and audio support. Mathletics also engages students through games and apps in the Play area to target maths fluency, including giving them opportunities to compete against children across the world. Students are rewarded frequently through avatar credits for improvement and points for correct answers which can earn certificates.

In Year 1 and 2, Mathletics is not part of the children's homework, but a resource that can be used at home as parents wish.

### 1. Getting started

a) On the Mathletics homepage ([www.mathletics.com](http://www.mathletics.com)), click 'sign in here'.

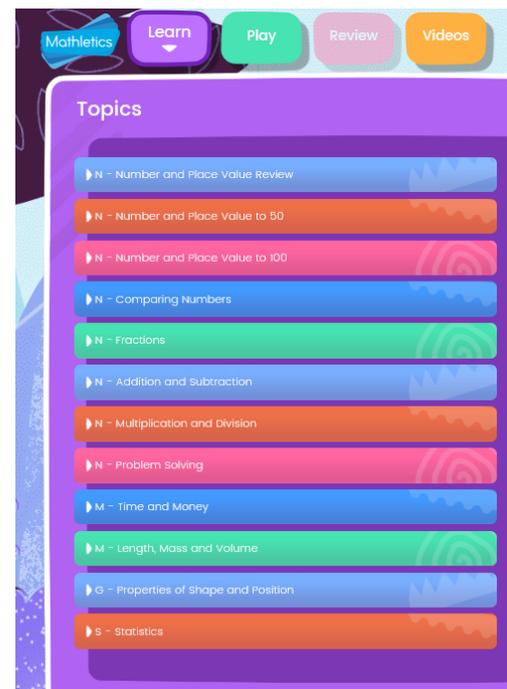
b) Enter the username and password to sign in.

A screenshot of the Mathletics sign-in page. The page has a blue header with the text "Sign in to Mathletics". Below the header are two input fields: "Username" and "Password". Underneath the password field is a checkbox with a blue checkmark and the text "I agree to the [terms and conditions](#) to enter Mathletics". At the bottom of the form is a yellow button with the text "Let me in!".

2. **Activities** There are a large number of activities available for your children to practise different aspects of their mathematics curriculum. Simply click on one of the topics and then choose the activity you would like your child to practise.

If your child is unsure of how to answer a question, they can click on the 'i' symbol on the top right hand corner of the webpage. Your child will be then given a clear strategy to complete the questions successfully.

Once your child has completed an activity, they will be shown which questions they got correct with an opportunity to go back and correct any questions that were wrong – they will get instant feedback. These results will also be available for their class teacher to see.



### 3. Live Mathletics

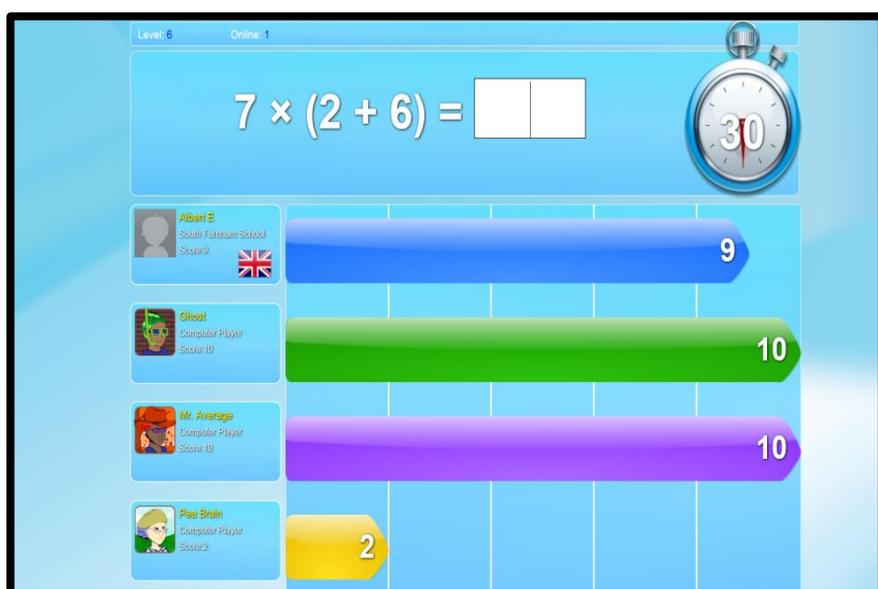
Your child can also use Live Mathletics to play a game which encourages the quick recall of facts. To do this, all they need to do is press the 'Play' button on the top of their screen.



Your child can choose if they would like to play against players from around the world, in their school, their class or against the computer. Students are matched on their ability and skill level to ensure everyone gets a fair game, every time.

In Live Mathletics, one point is awarded for every correct answer given. Extra points are available for choosing a game at your Bonus Level (indicated by a gold star next to the level number). This is to encourage your child to challenge themselves.

If your child answers 3 questions wrong, the game finishes. This is to encourage pupils to take their time and make sure that their answers are accurate, rather than rushing or guessing.



The Live Gaming area within Mathletics (like all parts of the Mathletics resource) is completely safe and secure. While students are matched with others from elsewhere in the world, there is no direct communication and all student details are anonymous. Students are not able to contact others outside of their class directly.

## 4. Results

In My Progress, you child is given all the tools they need to check the progress of their own learning.

A visual representation of their results is displayed clearly with a familiar traffic light system. Red activities indicate areas where students need further support (teaching staff will ensure this happens), yellow shows that a student is grasping a concept or skill and green areas indicate they have achieved a high level of understanding.

To target areas with specific score, student can click the eye icon below the progress bars to view a list of activities with the results in that range.



## 5. Rewards

Mathletics uses a variety of mechanisms to encourage and reward students to strive for great performance:

**Points** are awarded to students as they successfully complete Live Mathletics and Curriculum Content within Mathletics. The points contribute to their earning of certificates and a place in the Hall of Fame.

**Certificates** are shown on their page when a student earns 1000 points or more within one week. Students initially earn a Bronze Certificate, then a Silver Certificate once five Bronzes have been earned. With four Silver Certificates, a student then receives the much-coveted Gold Certificate, demonstrating their long-term commitment and developing ability.

**Credits** are earned by participating in Live Mathletics and the Curriculum Content. These credits allow students to purchase items for their online avatar.

This is a fun and engaging way for students to personalise their experience, encouraging a greater investment in their efforts and results.

The **Top Students Hall of Fame** shows the top 100 students in the world. This is a **daily** leaderboard and counts only points earned by students during the current 24hr period (the countdown to the next daily reset is shown at the top of the Hall of Fame).

The **Top Classes Hall of Fame** shows the top 50 classes in the world. This is a **weekly** leaderboard (running Sunday-Sunday) and counts the average points earned by all students in a class this week.



The screenshot displays the Mathletics Hall of Fame interface. At the top, there is a banner for the "Mathletics Hall of Fame" with a trophy icon and the text "How does the Hall of Fame work?". Below this, the "Mathletes Online" count is 7,318 and the "Lifetime Correct Answers" count is 26,922,593,065. The main section is titled "World Top 100 students" and includes a "Time remaining 15:18:24" timer. A navigation bar shows "CLASSES" and "STUDENTS" with "STUDENTS" selected. A "WORLD COUNTRY" icon is also present. The leaderboard table below shows the top students:

Position	Country	Name	School	Points
1	USA	Eric G. P.	Saint Joan Of Arc School, NY, United States	11946
2	NZL	Braun M.	Palm Cove Intermediate, AUKI, New Zealand	11274
3	AUS	Chelsea S.	Coorparoo State School, QLD, Australia	9201
4	USA	Sabina C.	Saint Joan Of Arc School, NY, United States	8252

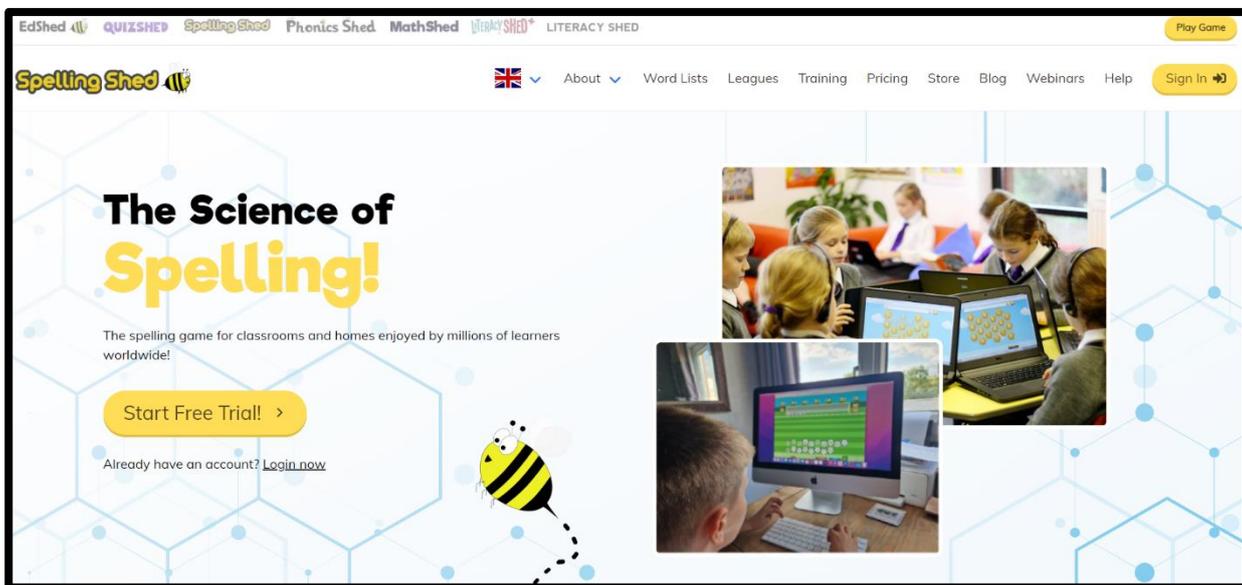
## Spelling Shed

Spelling Shed provides a safe, secure and engaging online world of learning for students. There are a wide range of spelling games and activities based on a teacher-assigned word list. Rewards and certificates also keep students motivated. Look, cover, write, check – without the endless repetition.

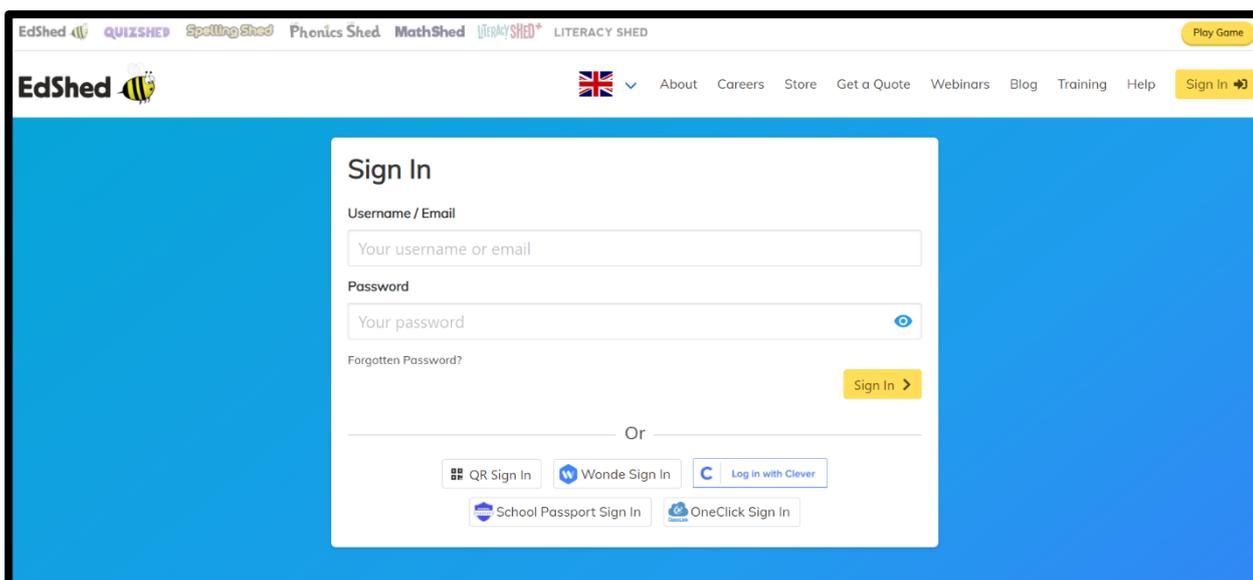
In Year 1 and 2, Spelling Shed is not part of the children's homework, but a resource that can be used at home to support spelling.

### How to Navigate

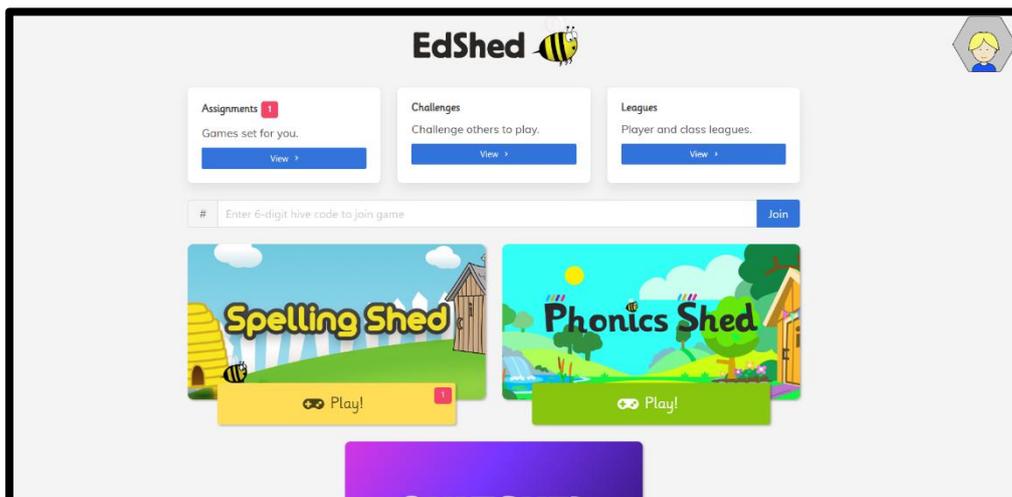
a) On the Spelling Shed homepage, click 'sign in'



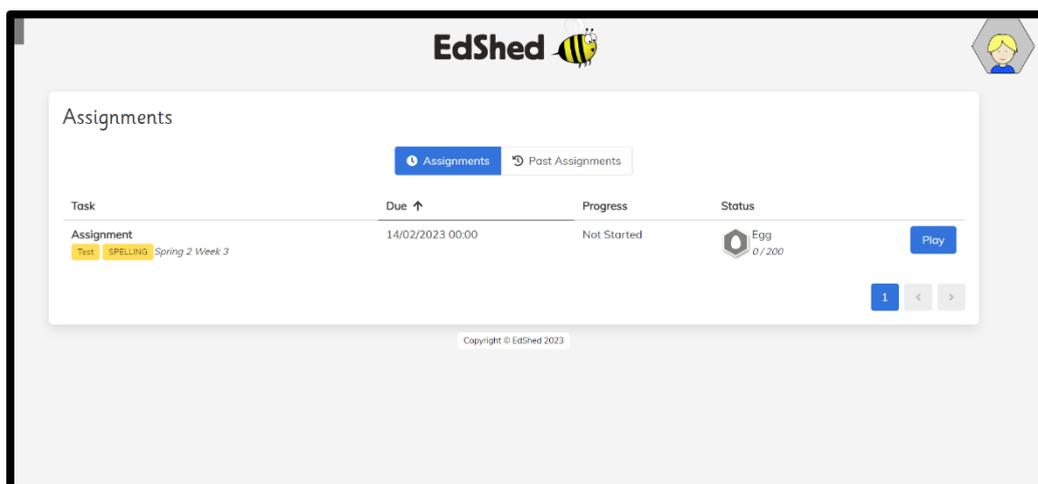
b) Enter the username and password to sign in. This will have been given to the children by the class teacher.



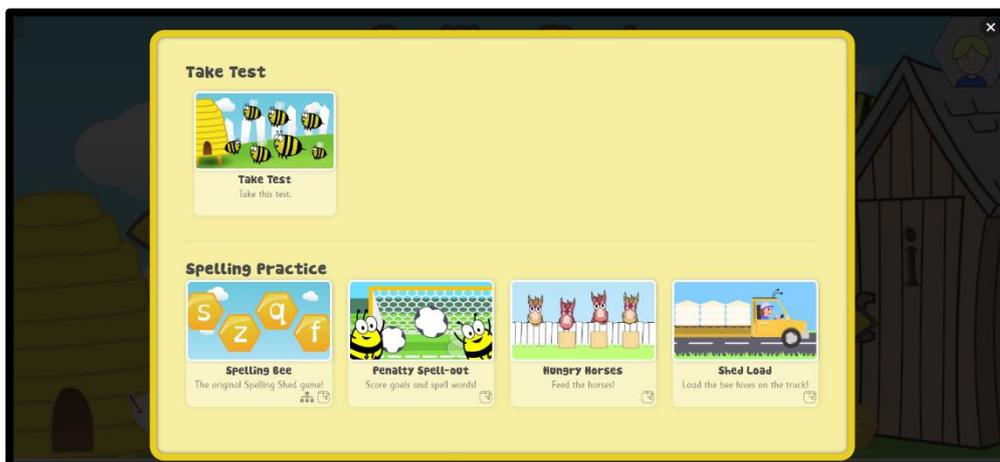
c) There are two different areas to navigate through Spelling Shed. Either through 'Assignments' or 'Play' under the Spelling Shed sign. If there is a 1 in a red box, that means a new spelling list has been added.



d) If you click on assignments, you will then see the assigned work set. Simply click play to activate.



e) Once you click on play you will see different games to play. Sometimes you will see 'Take Test' if you see this the teacher will want you to take the test when you are confident with the words. Please note that the test is done in a form of a game. Different games are listed below. If you do not see 'Take Test', it means that the test will be done in class but the games are still available to practise.



f) Once you click a game you will be able to choose the level of difficulty. 'Easy' only puts the sounds or letters of the words in the games. 'Hard' level adds different sounds and letters to test the child's ability so they have to eliminate the wrong ones.



g) Spelling Shed has multiple games for the children to choose from. When the game starts, a voice will say the word and then the children will have to spell the word within a time limit. Once you are done you click the green tick to see if you are correct or not. The person icon on the top left corner re-reads the word.



Game 1: Spelling Bee



Game 2: Penalty Spell-Out

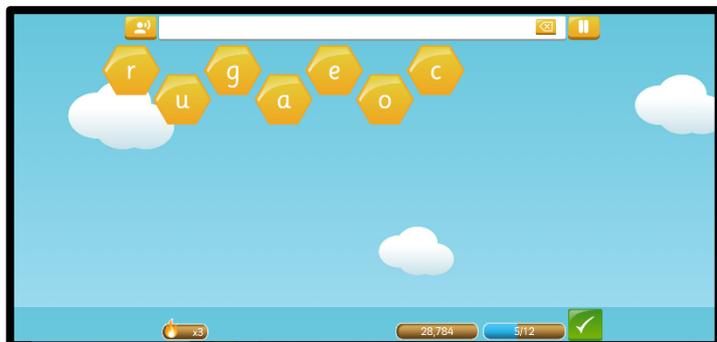


Game 3: Hungry Horses

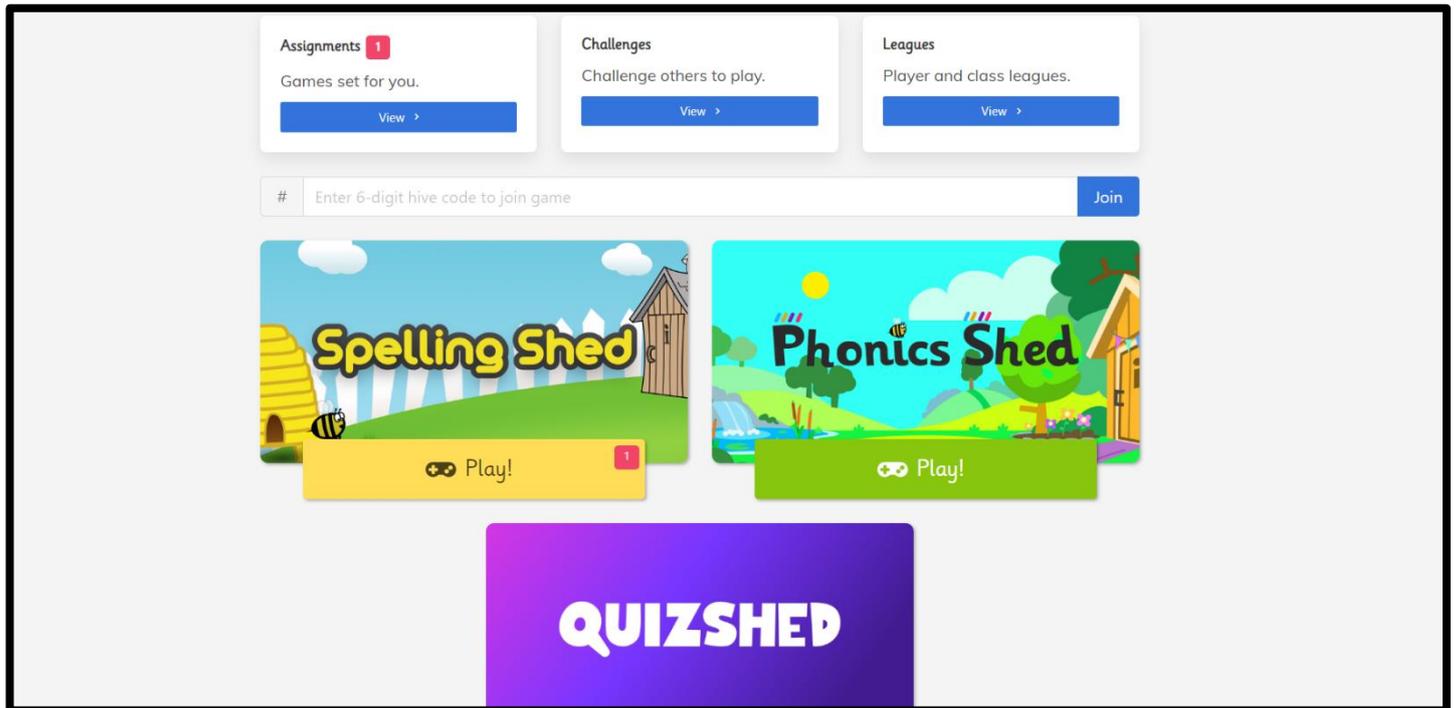


Game 4: Shed Load

h) When you take the spelling test, it will be in the theme of one of the games. After you have attempted to write each word you will then see your scores. Again, this is only if the test is available online.



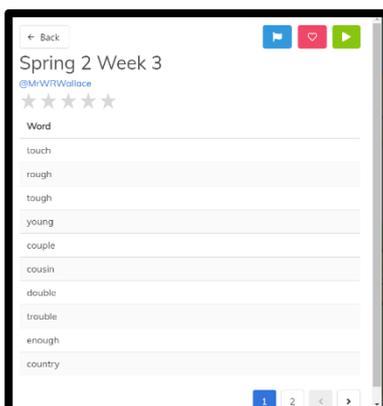
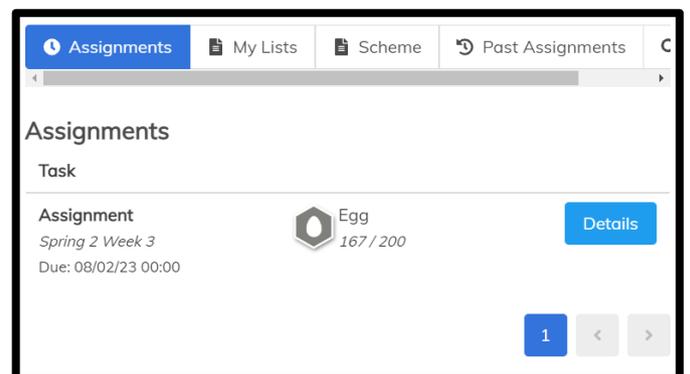
i) Another way of accessing your spellings is by clicking the 'Play' button under Spelling Shed.



j) This will take you to the screen below where you either click on the week's spelling assignment and access the games or you can click on 'More'.



k) After you click 'More' you will be taken to this screen where you can see your assignments. Click 'Details'.



l) Then you can see the whole spelling list. Use the green play button to start playing some of the games.

## South Farnham and Online Safety

As a school, we encourage the use of technology as an important part of our pupil's development, using the internet safely to explore and learn. Consequently, e-safety is taught to the children throughout the school as part of the National Curriculum for Computing and within the PSHE & Curriculum.

Mathletics and Spelling Shed are both purely teaching and learning tools. **There is no way for children to communicate and no social networking facility within either of the programs.** The Live Maths area within Mathletics, and Live Spelling Shed area (like all parts of the resources) are both completely safe and secure. While students are matched with others from elsewhere in the world, there is no direct communication and all student details are anonymous. All students are given a unique username and password that will give them access to both programs (same username and password for both) and clearly we encourage all children not to share these details.



**You can easily ensure that your child only has access to their home learning when on your tablet or device at home:**

If you use a Windows computer, you will be able to set your child their own account so that you can restrict the websites that they go on as well as limiting their screen time. *(Settings – Accounts – Add a family member – Add a child – Manage family settings online)*

Likewise, if you are using an iPhone, iPod or iPod touch, you are able to restrict certain apps and features so that you can be confident your child can only access appropriate content whilst completing their homework. *(Settings – General – Restrictions)*

If you have any questions about Mathletics or Spelling Shed, please do not hesitate to ask your child's class teacher.