

# Secondary Console Map



## CURRICULUM-ALIGNED ACTIVITIES

**Learn** gives students access to curriculum-aligned practice activities and support materials, designed to consolidate a deeper understanding of concepts.

## GAME-BASED LEARNING

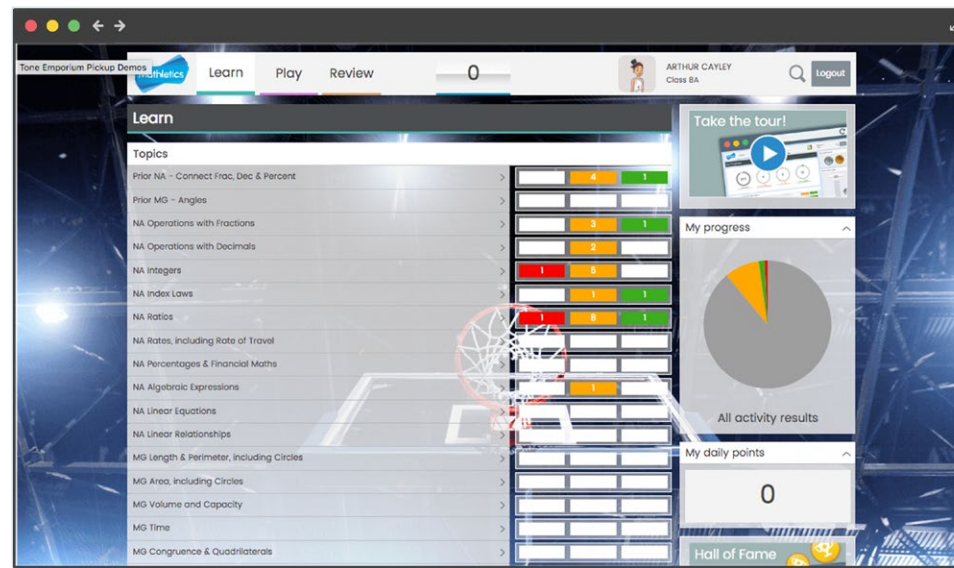
**Play** offers a range of engaging games including Live Mathletics where students can challenge each other in fluency races, beyond computational skills. Multiverse engages pupils in a space adventure while developing rapid recall of multiplication facts.

## ASSIGNED TESTS

**Review** is where the students can access assessments that have been set by teachers.

## PERSONALISED LEARNING ENVIRONMENT

The secondary student interface has a more mature look and feel, and is customisable, allowing students to create their own avatars and change their backgrounds.



## SEARCH

**Students** can use the search function to quickly find curriculum activities or content.

## SELF-DIRECTED LEARNING

**My progress** shows the total number of activities completed with the results clearly displayed, to allow students to identify strengths and weaknesses in their own learning.

## VIEW RESULTS

The **Traffic light system** allows students to easily track their progress through each topic. Red signals require additional study, yellow signals indicate that the student's understanding is developing, green shows evidence of mastery.

## CELEBRATE LEARNING!

Daily and weekly point indicators let students know how many points they have earned for correctly answering curriculum activities and Live Mathletics questions, as they work towards earning certificates and claiming their place on the Mathletics Hall of Fame!

## THE HALL OF FAME

Leaderboards display the top scoring students and classes, in both the country and the world.

