

Skill Quests

Mathletics

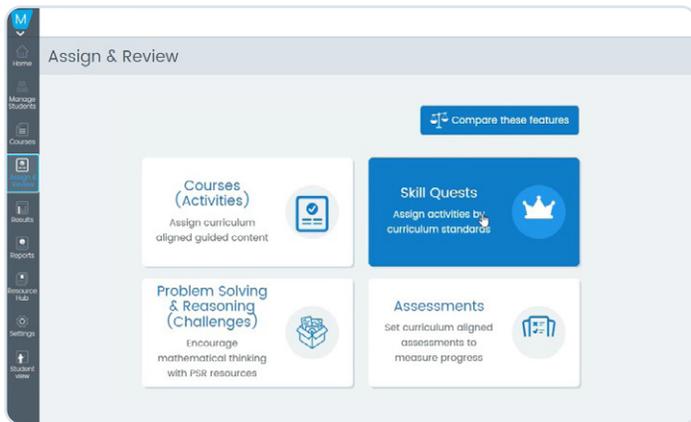
Formerly Understanding Practice and Fluency (UPF)

Set your students up with strong conceptual understanding and procedural fluency with Mathletics' Skill Quests. Skill Quests offer thousands of questions directly aligned to your curriculum standards, and learners only advance onto more challenging content after they've demonstrated mastery of earlier topic areas.

Skill Quests presents the curriculum organised by curriculum standard. Each standard contains key Quests that you can assign your students to complete.

Quest Search

- Login to your teacher console
- Head to 'Assign & Review'
- Select 'Skill Quests' 



Selecting Curriculum/Grade

- Select the 'Curriculum' from the drop down menu.
- Select the 'Grade level' from the drop down menu.

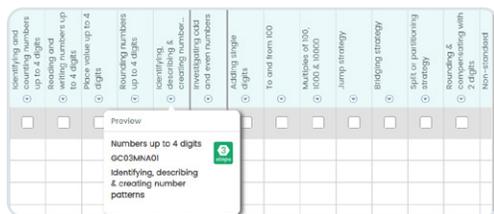


Select Class and Group

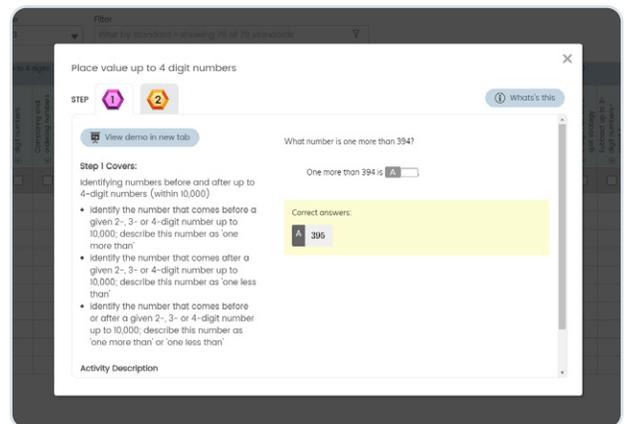
- If you have multiple classes, select the class you'd like to assign work to from the 'Class' dropdown menu.
- Select either your whole class or a learning group you've created via the 'Group' dropdown menu.

Preview/Teacher notes

Click on the arrow below a Quest to open the menu (seen below):



- Preview a Quest – the Preview feature allows you to view the Quest as students see it, and provides written context for each step.



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Assigning a Skill Quest

Assigning a Quest can be done in three ways (please refer to the console map below for more information):

- 1 Assign a Quest to a student.
Select the assign box below the Quest and across from the student.
- 2 Assign a Quest to all students.
Select the tick box below the Quest.
- 3 Assign all Quests to a student.
Select the tick box next to the student's name.

Curriculum standard code. GC03MNA01

Topic within the standard. Numbers up to 4 digits

Collapse and hide the Skill Quests in each standard.

Use the Accuracy and Progress filter to toggle between student results and progress.

Accuracy Progress

Showing voluntary attempts

The Attempts filter allows you to filter student attempts by highest attempt, latest assigned and voluntary attempts.

Use the Quick Select icon to assign all Quests to all students visible in the class grid or assign based on progress or accuracy score.

The Quest(s) comprising the standard.

Preview Quest.

Assign the Quest to all students in your selected class/group. Once you've chosen the Quest(s) select 'Assign' from the bottom of the screen.

Students (22)	Currently Assigned				
A, Amy	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A, Holly	6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A, Jane	5	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
C, Tom	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gabriel, Peter	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
J, Michael	8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
M, Maia	3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
singh, archana	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Student16, Sample	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Student17, Sample	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Student18, Sample	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Student19, Sample	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Assign all the visible Quests to the selected student. Select 'Assign' from the bottom of the screen to confirm assignment.

Assign a Quest to the individual student (one-click). Once you've selected the Quest, then click the 'Assign' button at the bottom of the screen.

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Viewing Assignments

Skill Quests allows you to assign activities from across a range of curricula. The diagrams below demonstrate the ways in which assignments can be viewed.

The student grid will show assigned Quests & results for the curriculum and grade/course selected.

The total number of assigned Quests for each student is indicated next to the student's name.

Class	Group	Accuracy	Progress	Showing voluntary attempts	Recognise, represent and order numbers	Factors	Square and triangular numbers	Investigating integers	Prime and composite numbers	Adding numbers of any size	Subtracting numbers of any size	Adding and subtracting numbers of any size	Checking with estimation and rounding
IUPF	Whole class												
sequence, random		4	86 %										
student1, suchi1		9											
student2, suchi2		5											
student3, suchi3		1											

To see all Quests assigned to the student, click on the number next to the student's name, then click **Current Assignments**.

This will launch a modal indicating the assigned Skill Quests, Accuracy, and Progress.

You can choose to unassign from this screen by selecting the Skill Quest and clicking **Unassign**.

Class	Group	Accuracy	Progress	Showing voluntary attempts	Recognise, represent and order numbers	Factors	Square and triangular numbers	Investigating integers	Prime and composite numbers	Adding numbers of any size	Subtracting numbers of any size	Adding and subtracting numbers of any size	Checking with estimation and rounding
IUPF	Whole class												
sequence, random		4											
student1, suchi1		9											
student2, suchi2		5											
student3, suchi3		1											

Quest	Course	Accuracy	Progress	Assigned
<input checked="" type="checkbox"/> Exploring prisms	Suchi-Global-Maths-Yr...	Not attempted	0/1	01.04.2021
<input checked="" type="checkbox"/> LJ test	Course for KT test	Not attempted	0/1	01.04.2021
<input type="checkbox"/> Reading and writing numb...	Suchi-Global-Maths-Yr...	Not attempted	0/1	15.07.2021

Students on Task

Student Open Access
Students have independent access to all areas of Mathletics.

Students on Task
Students are restricted to assigned activities showing in their To Do list. Students can still access Meritopia.

Use this button to restrict students to teacher assigned activities before they can move on to other areas of the program. This feature can be turned on or off at any time.

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Viewing Accuracy and Progress

You can toggle between a student's accuracy and progress using the Accuracy and Progress filter.

Accuracy Progress

Class	Grade/Course	Filter	MA3-4NA Number p...	MA3-4NA Number properties...	MA3-5NA Add/sub numbers of any si...	M. A.
IUPF	Course for testing COY...	Filter by Standard - showing 30 of 30 stars				
Group	Whole class					
Accuracy	Progress					
Showing voluntary attempts						
Students (6)	Currently Assigned					
sequence, random	4		86 %	100 %		
student1, suchil	9					
student2, suchi2	5					
student3, suchi3	1					

Accuracy filter applied

Class	Grade/Course	Filter	MA3-4NA Number p...	MA3-4NA Number properties...	MA3-5NA Add/sub numbers of any si...	M. A.
IUPF	Course for testing COY...	Filter by Standard - showing 30 of 30				
Group	Whole class					
Accuracy	Progress					
Showing voluntary attempts						
Students (6)	Currently Assigned					
sequence, random	4		1/4			
student1, suchil	9					
student2, suchi2	5					
student3, suchi3	1					

Progress filter applied

Accuracy provides a percentage average based on the total number of *correct answers achieved*, against the total number of *questions attempted*. For example, if a student attempted 8 questions, and answered 6 of them correctly, their progress score would be 75%.

Progress is a measure of the number of steps completed within the Skill Quest, shown as a fraction. The crown symbol indicates a completed Quest.

Help bubble This little red icon appears when a student is struggling with a step and has answered 5 questions incorrectly in a row. Click on the icon to see which student(s) need help and preview the step.

View by score band

As your students complete their Quests, the class grid will change colour to reflect their result (please refer to the colour key below).

You can choose to filter by score band using the Quick Select tool indicated by the lightning bolt ⚡.

You can also use the Quick Select tool to re-assign a Quest based on accuracy score and clicking 'Re-assign'.

Class	Grade/Course	Filter	MA3-4NA Number p...	MA3-4NA Number properties...	MA3-5NA Add/sub numbers of any si...	M. A.
IUPF	Course for testing COY...	Filter by Standard - showing 30 of 30 stars				
Group	Whole class					
Accuracy	Progress					
Showing voluntary attempts						
Students (6)	Currently Assigned					
sequence, random	4		Select...			
student1, suchil	9		All Cells			
student2, suchi2	5		All Currently Assigned			
student3, suchi3	1		1 - 20% Accuracy			
student4, suchi4	3		21 - 40% Accuracy			
student5, suchi5	0		41 - 60% Accuracy			
			61 - 80% Accuracy			
			81 - 100% Accuracy			
			Clear Selections			

Attempts Filter

Class	Grade/Course	Filter	MA3-4NA Number p...	MA3-4NA Number properties...	MA3-5NA Add/sub numbers of any si...	M. A.
Sample Class3	Course for testing COY...	Filter by Standard - showing 30 of 30				
Group	Whole class					
Accuracy	Progress					
Showing voluntary attempts						
Students (6)	Currently Assigned					
A, Am						
A, Hol						
A, Jar						

The Attempts filter allows you to filter student attempts by:

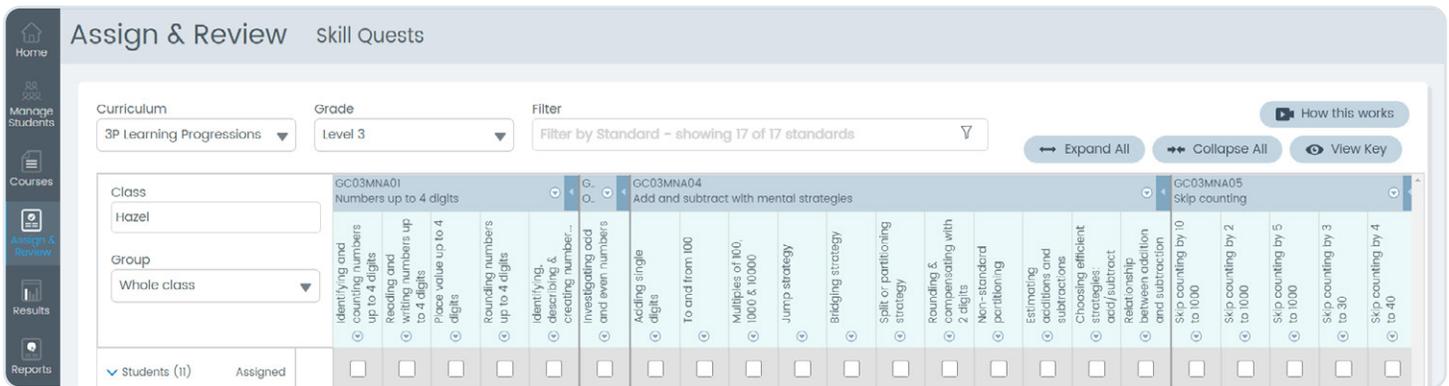
- **Highest attempt:** Shows the highest result achieved across assigned and voluntary Quests.
- **Latest assigned:** Shows results the most recently assigned Quests.
- **Voluntary attempt:** Shows only work that was attempted/completed voluntarily in the Explore tab.

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Page support

- How it works – Quick video introduction to the page 
- View Key – See what each colour represents in the assign square 
- Expand All – All Skill Quests become visible 
- Collapse All – Hides all Skill Quests 



The screenshot shows the 'Assign & Review' interface for 'skill Quests'. It features a sidebar with navigation options: Home, Manage Students, Courses, Assign & Review, Results, and Reports. The main area includes filters for Curriculum (3P Learning Progressions), Grade (Level 3), and a Filter dropdown (Filter by Standard - showing 17 of 17 standards). There are also buttons for 'How this works', 'Expand All', 'Collapse All', and 'View Key'. The main content is a table with columns for Class (Hazel), Group (Whole class), and a grid of skill quest items. Each item has a small icon and a checkbox. The items are organized into three main categories: GC03MNA01 (Numbers up to 4 digits), GC03MNA04 (Add and subtract with mental strategies), and GC03MNA05 (skip counting).

Class	Grade	Filter	How this works	Expand All	Collapse All	View Key
Hazel	Level 3	Filter by Standard - showing 17 of 17 standards				
Group	Whole class					
Students (11)	Assigned					
GC03MNA01 Numbers up to 4 digits						
	<input type="checkbox"/>	Identifying and counting numbers up to 4 digits	<input type="checkbox"/>			
	<input type="checkbox"/>	Reading and writing numbers up to 4 digits	<input type="checkbox"/>			
	<input type="checkbox"/>	Place value up to 4 digits	<input type="checkbox"/>			
	<input type="checkbox"/>	Rounding numbers up to 4 digits	<input type="checkbox"/>			
	<input type="checkbox"/>	Identifying, describing & creating number...	<input type="checkbox"/>			
	<input type="checkbox"/>	Investigating odd and even numbers	<input type="checkbox"/>			
GC03MNA04 Add and subtract with mental strategies						
	<input type="checkbox"/>	Adding single digits	<input type="checkbox"/>			
	<input type="checkbox"/>	To and from 100	<input type="checkbox"/>			
	<input type="checkbox"/>	Multiples of 100, 1000 & 10000	<input type="checkbox"/>			
	<input type="checkbox"/>	Jump strategy	<input type="checkbox"/>			
	<input type="checkbox"/>	Bridging strategy	<input type="checkbox"/>			
	<input type="checkbox"/>	Split or partitioning strategy	<input type="checkbox"/>			
	<input type="checkbox"/>	Rounding & compensating with 2 digits	<input type="checkbox"/>			
	<input type="checkbox"/>	Non-standard partitioning	<input type="checkbox"/>			
	<input type="checkbox"/>	Estimating, rounding and subtractions	<input type="checkbox"/>			
	<input type="checkbox"/>	Choosing efficient strategies: add/subtract	<input type="checkbox"/>			
	<input type="checkbox"/>	Relationship between addition and subtraction	<input type="checkbox"/>			
GC03MNA05 skip counting						
	<input type="checkbox"/>	Skip counting by 10 to 1000	<input type="checkbox"/>			
	<input type="checkbox"/>	Skip counting by 2 to 1000	<input type="checkbox"/>			
	<input type="checkbox"/>	Skip counting by 5 to 1000	<input type="checkbox"/>			
	<input type="checkbox"/>	Skip counting by 3 to 30	<input type="checkbox"/>			
	<input type="checkbox"/>	Skip counting by 4 to 40	<input type="checkbox"/>			

Skill Quests

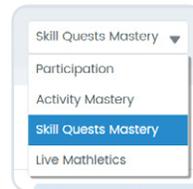
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Reporting - Skill Quests Mastery

Mathletics provides reports on usage and progress for all core activity areas. Reporting for Skill Quests Mastery shows detailed progress and completion for curriculum standards and assigned Quests within each standard by class and individual student.

- From your teacher console, head to 'Reports' 
- Select 'Student Reports' 
- Using the drop-down menus, select 'Skill Quests Mastery'



Class summary

The class summary provides a clear picture of each students' overall progress in completing their curriculum. Click on any student to see a detailed report.

Select specific classes or see all. Select specific groups or see all. Select individual students or see all. Select your report from the four report options. Adjust report date range. Click to apply your selection.

Accuracy band colour key shows the score for assigned Quests.

Download and export Skill Quests Mastery, Activity Mastery, Live Mathletics and Participation reports all together.

Download and export only the report you are currently viewing.

The progress bar shows how much of the curriculum has been completed.

Standards in progress.

Standards completed.

Assigned Quests.

Completed Quests.

Groups	Progress through standards	STANDARDS IN PROGRESS	STANDARDS COMPLETED	ASSIGNED QUESTS	COMPLETED QUESTS
Default Group *	Skill Quests: New South Wales Syllabus - AUS NSW Stage 4	7/77	20/77	343	28
Albert Einstein		7/34	13/34	343	28
Student name		5/34	4/34	200	20
Student name		2/34	3/34	143	8
Student name		1/34	0/34	1	0
Student name		1/34	0/34	1	0
High Performers	Skill Quests course not set - Go to Manage Students	-	-	-	-
Student name		-	-	-	-
Student name		-	-	-	-
Student name		-	-	-	-
Extra Help	No students in this group - Go to Manage Students	-	-	-	-

TIP: To view reports by Group, simply use the Group drop down at the top of the screen and select that Group. Or if you have multiple classes you'd like to view, you can select 'All classes' from the Class drop down.

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Individual student reporting

This view provides detailed progress and accuracy through Standards for assigned Skill Quests within each Topic.

Curriculum Standard
Marty Mathematics: Progress through Standards
26 July 2021 - 31 July 2022

Curriculum
ENG KS2 Year 03

Go back to 'Class summary'

Use the drop down to change curriculum.

Click Show all work to view results across all curriculums, courses or grade level.

Standards in progress	Standards completed	Skill Quests in progress	Skill Quests completed	Average overview	Accuracy overview	Highest accuracy	Lowest accuracy
3/32	1/32	0/113	15/113	90%		100%	58%

Legend: Complete, 81-100%, 61-80%, 41-60%, 21-40%, 1-20%, Export

Standard	Skill Quests - Progress through Standards	Completed
Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number		2/5
Count in multiples of 4, 8, 50 and 100	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1/4
Find 10 or 100 more or less	<input checked="" type="checkbox"/>	1/1
Recognise the place value of each digit in a 3-digit number (100s, 10s, 1s)		0/1

Topic

Skill Quest(s). Click on any box to see the Quest and the student's accuracy score and progress.

Accuracy band colour key. Boxes with a checkmark represent completed Quests.

Click Export to download the report in an excel file.

Highest accuracy

100%

Click on **Highest accuracy** to see where the student is excelling.

Lowest accuracy

58%

Click on **Lowest accuracy** to see where the student needs some extra help.

Marty Mathematics | Highest accuracy
26 July 2021 - 31 July 2022

Find 10 or 100 more or less	
Finding 10 or 100 more or less than a number	100%
Read and write numbers up to 1,000	
Reading and writing numbers up to 1,000	100%
Multiply by 3	
Recalling and using multiplication by 3	100%
Multiply by 4	
Exploring multiplication by 4	100%

Marty Mathematics | Lowest accuracy
26 July 2021 - 31 July 2022

Count in multiples of 4, 8, 50 and 100	
Counting in multiples of 4	58%