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:

- Mathletics launch lesson plan
- Live Mathletics levels
- Primary, Secondary and Teacher console maps
- Parent welcome letter

TRAINING AND SUPPORT

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

Technical Support: 
www.3plearning.com/tech/mathletics/

Customer Support: 
www.3plearning.com/contact/

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

Are you new to Mathletics? This quick and easy lesson plan is designed to help you successfully launch Mathletics with your class. Each student should have access to a device, or at least shared access. A typical lesson using Mathletics runs for 40–60 minutes, however the suggested time frames for each step may be altered to suit your lesson.

Holding a launch lesson

1. **5 MINS | Sign in and create avatars**
   After signing in, each student will be asked to create their avatar to represent themselves on screen. Remember to select ‘Save and Exit’ when done.

2. **10 MINS | Play Live Mathletics**
   Students can play against other students from their class, school, or even from around the world in a 60-second fluency game. Points are awarded for each question correctly answered.

3. **20 MINS | Move on to the Mathletics curriculum**
   Students can expand topics to access curriculum activities. The visible activities will be based on the curriculum and grade level of your students.

4. **5 MINS | Round off with Live Mathletics**
   A fantastic way to reward fast finishers and to close off the lesson is to let students play Live Mathletics. This is a hugely powerful tool for increasing mental mathematics skills and fluency across a range of concepts.
Quick start guide

Live Mathletics has ten levels across all gaming areas. Below is a summary of what question types are included at each level. Have you tried them all?

<table>
<thead>
<tr>
<th>Level</th>
<th>Question Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>Addition from 1 – 10, Doubles up to 10</td>
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<tr>
<td>Level 2</td>
<td>Addition from 1 – 20, Subtraction from 1 – 20</td>
</tr>
<tr>
<td>Level 3</td>
<td>Addition from 1 – 50, Subtraction from 1 – 50, 2s, 3s, 4s, 5s and 10s Times Tables, Doubles and halves up to 50, Addition from 1 – 20 with a missing addend</td>
</tr>
<tr>
<td>Level 4</td>
<td>Addition from 1 – 100, Subtraction from 1 – 100, Times Tables to 10 x 10, Doubles and halves up to 100, 2s, 3s, 4s, 5s and 10s division facts, Addition from 1 – 50 with a missing addend, Times Tables to 10 x 10 with a missing factor</td>
</tr>
<tr>
<td>Level 5</td>
<td>Addition from 1 – 500, Subtraction from 1 – 100, Addition from 1 to 100 with a missing addend, All multiplication and division facts to 10 x 10, Time conversions, Length conversions</td>
</tr>
<tr>
<td>Level 6</td>
<td>Operations with decimals, Calculations using brackets, Simple percentages, Converting mm, cm and m, 24 hour time, Timetable calculations, Fractions and decimals, Percentages and decimals, Terms in a sequence with decimals I, Terms in a sequence with whole numbers</td>
</tr>
<tr>
<td>Level 7</td>
<td>Sum, difference, product and quotient, Cubes, Operations with integers, Volume and capacity conversions, Order of operations I, The Cartesian plane I, Equivalent fractions, Ratios, Volume of rectangular prisms I, Area of plane shapes I</td>
</tr>
<tr>
<td>Level 8</td>
<td>Statistical measures, Simplifying algebra I, Algebraic substitution I, Order of operations II, Terms in a sequence with decimals II, Area and volume conversions, Factoring I, Volume of rectangular prisms II, Area of plane shapes II, Recurring decimals</td>
</tr>
<tr>
<td>Level 9</td>
<td>Algebraic substitution II, Factoring II, Order operation III, Expanding brackets I, Find the midpoint between two points, Pythagorean triads, The Cartesian Plane II, Chance outcomes, Simplifying algebra, Scientific notation</td>
</tr>
<tr>
<td>Level 10</td>
<td>Logarithms, Solving equations, Algebraic substitution III, Expanding brackets I, Expanding quadratics, Factoring quadratics, Surface area of cubes, Percentage probability</td>
</tr>
</tbody>
</table>
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 mathematical games including Live Mathletics, Multiverse and Rainforest Maths and more.

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

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.

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!

Personalised Learning Environment
The student interface is customisable, allowing students to create their own avatars and modify their backgrounds.

Search Results
The traffic light system allows students to easily track their progress through each topic. Red signals indicate that the student’s understanding is developing, yellow shows evidence of mastery.

View Results
The traffic light system allows students to easily track their progress through each topic. Red signals indicate that the student’s understanding is developing, yellow shows evidence of mastery.

Primary Console Map
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.

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 students 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.

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.
The simple left-hand navigation menu is designed to make teacher tools easily accessible.

**Courses And Tests**
View available curriculum courses, show/hide course topics and modify courses. Assign tests to assess individual student’s understanding.

**Library**
Access printable eBooks including problem solving and open ended rich learning tasks.

**Settings**
Set Live Mathletics minimum levels for each student.

**Assign**
Preview and assign curriculum activities to students. View the latest student results and reassign activities.

**Reports**
View in-depth achievement, improvement, and usage data at a class and student level.

**Student View**
Use the student console to attempt curriculum activities with your class, introduce concepts or play one of the engaging mathematical games with your students.

**Results**
Students are grouped by grade band based on the result of their latest attempt at each activity. View the 10 most recently attempted activities, results by student or results by topic and activity.
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 Mathletics 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 each Monday

Student Mathletics Login:
TEACHER: please staple a printed Mathletics sign-in card here or have students complete (carefully!) by hand.

PC & Mac
Simply visit mathletics.com and click SIGN IN HERE

Tablet & Mobile
Download our FREE Student App from all major app stores

Username: ____________________________
Password: ____________________________
Sign in at: mathletics.com
For more information about Mathletics, contact our friendly team.

www.mathletics.com/contact