

MULTIVERSE

Teacher User Guide



Mathletics

CONTENTS

i	Welcome to the Multiverse	01
ii	Modules	02
iii	Scanning	03
iv	Navigation	04
v	Combat	05
vi	Explore the Multiverse	06
vii	Multiverse Levels Guides	07

Welcome to the Multiverse

Multiverse is a fully interactive game where learners scan asteroids and space junk, gather resources, meet aliens, discover new planets, build space trading posts, battle space pirates and practice multiplication facts.

Multiverse has different modes where students can play quick games in class time, or fully explore and enjoy the game's expansive story world out of school hours. This immersive and exciting game encourages students to tackle thousands of multiplication fact questions as they meet new alien friends, gain promotions and earn rewards.

Whenever learners first navigate to **Multiverse** they have three choices:

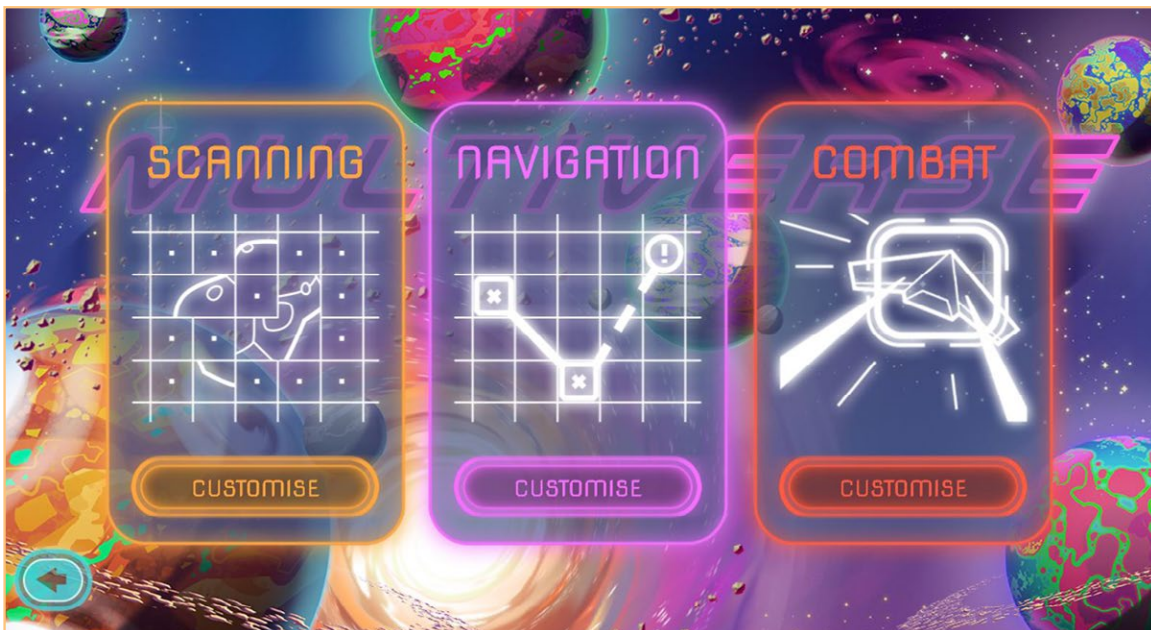
New Game (or Continue), **Quick Mission**, or **Modules**.



- ▶ **New Game** launches players into the full **Multiverse** story world with hundreds of hours of gameplay and thousands of multiplication fact problems to tackle.
- ▶ **Quick Mission** is a short game where learners can play and practice their multiplication facts without the wider story elements.
- ▶ **Modules** is ideally suited for use in the classroom. Players have total control over the factors and game type they play.

Modules

There are three types of multiplication games in **Multiverse**: **Scanning**, **Navigation** and **Combat**.

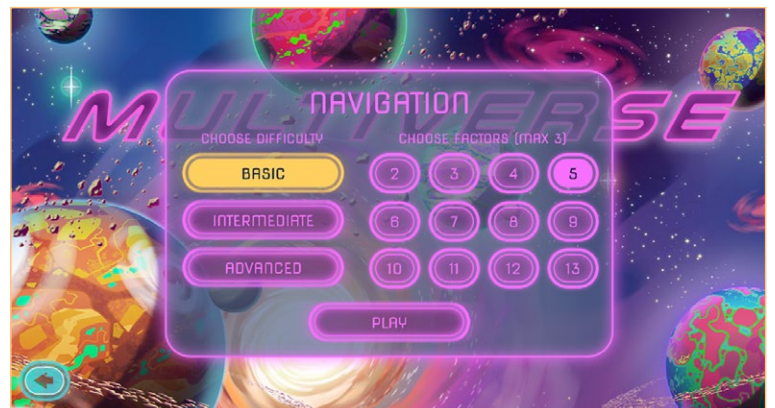


Each game integrates multiplication fact practice directly into the gameplay, so it is a vital part of playing **Multiverse**.

On Modules mode, the player can pick whichever game type they like.

For each game type they then choose which factors they will tackle:

- Players can choose up to three factors.
For example, if a student wants to focus only on multiplication facts for 7 they can just select 7. If they want to tackle multiplication facts for 2, 4 and 5 they can select all three.
- Basic, Intermediate and Advanced do not ask more difficult multiplication fact questions, rather the levels make the game more challenging by giving students lives that they can lose, as well as setting a time remaining that counts down as they play.



Scanning

Do your students want to gather useful resources to build a new space trading post? They need to scan asteroids and space junkyards!



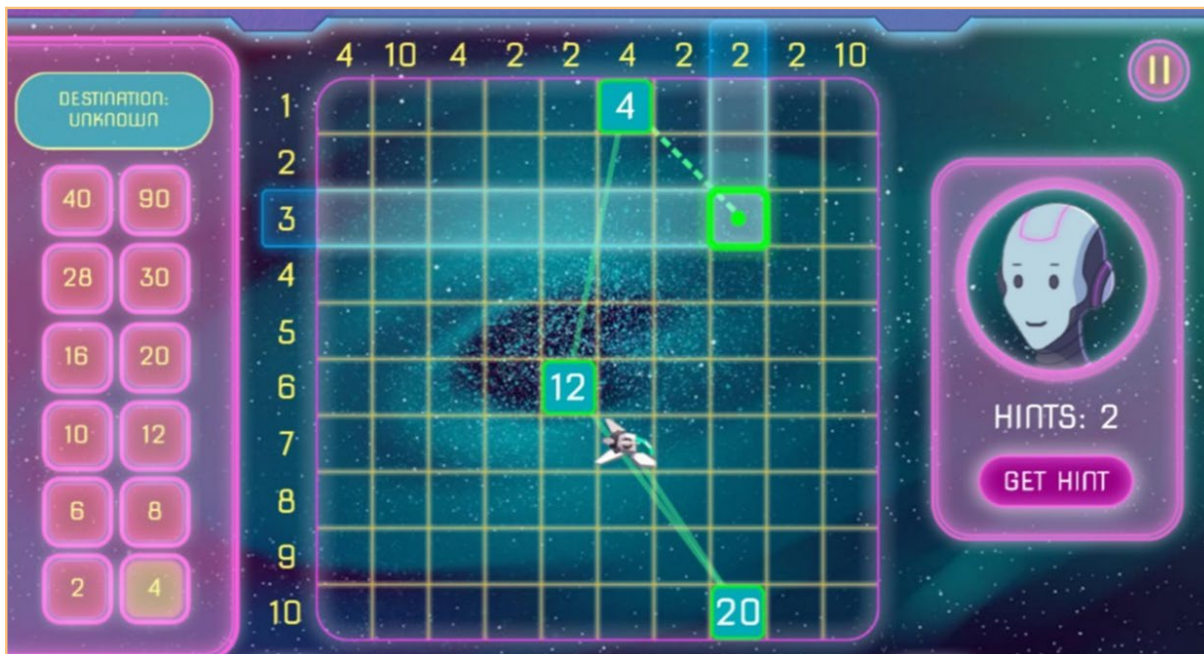
In the **Scanning** game, players are given two factors. They have to multiply these factors and select the correct answer on the board. In this example the player would click the answer 48.



As a player correctly answers more questions they reveal all the squares on the board. Gradually an asteroid or a hunk of space debris appears. When it is fully revealed, the player blows up the asteroid or space debris with a laser and then collects the gases, minerals or technology they need later to build space trading posts and grow their interplanetary trading network.

Navigation

The **Multiverse** is a big place. To fly spaceships from planet to planet, players need to set a course through hyperspace in the Navigation game.



In the **Navigation** game, the nav grid has factors along each axis. The game targets a jump point where students must multiply the factors together and select the correct answer from the left side menu.

So, in the example above you are targeting 2 multiplied by 3 so the correct button to click is 6.

The spaceship needs to make a series of short jumps to successfully navigate to a new destination.

Combat

The **Multiverse** is quite a peaceful place but there are some shady space pirates that players might meet on their interplanetary adventures. Unmanned pirate space drones target their spaceships, so they need to be ready to defend themselves and their new alien friends!



In a **Combat** game, players face one or more space pirate drones.

- 1 First players need to click on the target drone to find out its shield strength (this is the first factor required).
- 2 Next, students decide which laser blaster type they want to use. The player decides the second factor.
- 3 Players now multiply the two numbers and select the correct answer from the laser power menu and click the **Fire!** button.



If a player gets the answer wrong, their laser blast will miss the drone. **Watch out!** These drones can fire back and disable the ship!

If the answer is correct, the laser blast will destroy the space pirate drone.

Explore the Multiverse

In all the games, the helpful Artificial Intelligence Robot, SYBIL, is there to offer hints. Students have limited hints, so they are encouraged to only ask for the answer if they are really stuck.

SYBIL also talks players through all the aspects of gameplay in full story world mode, so they are gently supported as they step into the various game modes, gathering resources and building their trading network.



By clicking the **New Game button**, students will launch into the full story world mode, collecting XP and rising through the ranks of the Xanadu Trading Company.

There are incredible new worlds to discover and weird aliens to meet and communicate with.

The **Multiverse** is a challenging place full of adventure. It is also a captivating game that features multiplication facts as an essential part of the gameplay, consolidating fact fluency and increasing recall skills.

Multiverse Levels Guides

Powered by Mathletics, **Multiverse** is an immersive game designed to increase multiplication fact fluency and recall for students, and for teachers to reinforce multiplication curriculum standards. Set in a rich, animated science-fiction world, students use their knowledge and recall of multiplication facts in a story context, to scan asteroids, harvest resources, navigate through space and even defeat space pirates!

USA	Difficulty level	Multiplication facts
Grades 2+	1	2, 3, 4, 5, 10
	2	6, 7, 8, 9
	3	2, 3, 4, 5, 6, 7, 8, 9, 10

Multiverse has 3 difficulty levels:

Difficulty level	Scanning		Navigation		Combat	
Level 1 – Basic	Time restriction	Nil	Time restriction	Nil	Time restriction	Yes
	Lives	Nil	Lives	Nil	Lives	5
	Hints	2	Hints	2	Hints	5
Level 2 – Intermediate	Time restriction	5 mins	Time restriction	Nil	Time restriction	Yes
	Lives	5	Lives	Nil	Lives	5
	Hints	1	Hints	3	Hints	3
Level 3 – Advanced	Time restriction	4 mins	Time restriction	Nil	Time restriction	Yes
	Lives	3	Lives	Nil	Lives	3
	Hints	0	Hints	0	Hints	1



Multiverse printables pack

Sometimes a **gold star** just isn't enough. Do your students love learning multiplication skills with Multiverse? Take your space adventure to a whole new level with printable resources, including celebration certificates and stickers. You can even add your students' photos to make your very own Multiverse posters!

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Multiverse Levels Guides

Canada	Multiplication factors
Grade 3	2, 3, 4, 5
Grade 4	2, 3, 4, 5, 6, 7
Grades 5+	2, 3, 4, 5, 6, 7, 8, 9

Multiverse has 3 difficulty levels:

Difficulty level	Scanning		Navigation		Combat	
Level 1 – Basic	Time restriction	Nil	Time restriction	Nil	Time restriction	Yes
	Lives	Nil	Lives	Nil	Lives	5
	Hints	2	Hints	2	Hints	5
Level 2 – Intermediate	Time restriction	5 mins	Time restriction	Nil	Time restriction	Yes
	Lives	5	Lives	Nil	Lives	5
	Hints	1	Hints	3	Hints	3
Level 3 – Advanced	Time restriction	4 mins	Time restriction	Nil	Time restriction	Yes
	Lives	3	Lives	Nil	Lives	3
	Hints	0	Hints	0	Hints	1

Students who access Multiverse from a higher grade other than those specified above, are presented with the factors for the highest grade available. Students who have access from a lower grade other than those specified above, are presented with the factors for the lowest grade available.



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