



Getting Started Guide



A 3P Learning Product

Mathseeds Getting Started Guide



Welcome to Mathseeds

We're so excited your school has joined the Mathseeds community! Mathseeds provides a highly engaging environment for young children who learn best through play. The instructional elements and interactive activities are set in contexts that are meaningful and relevant.

With more than 2,500 short, interactive mathematics activities, lessons led by child-friendly characters, and with their learning revisited and built upon in a systematic and structured way, students progress at their own pace through the core lessons area, while also exploring independently.

Designed with the focus placed on how young students learn best – through play and exploration, Mathseeds maximises learning and equips students with the strongest foundation possible to achieve lifelong mathematical success.

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:

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RESOURCES AND SUPPORT



Education Blog



User Guides



Classroom Resources



Webinars

Technical Support:

support.3plearning.com/tech/mathseeds/

Customer Support:

www.3plearning.com/contact

Thank you for using Mathseeds.

We look forward to sharing the love of learning with your school.

Mathseeds Teacher Console Map

Teacher Toolkit

Find teaching resources, big books, assessments by grade and topic, and curriculum maps.

Printables Library

Workbooks, teaching guides, activity sheets and more!

Management

Manage students, classes and student progress.

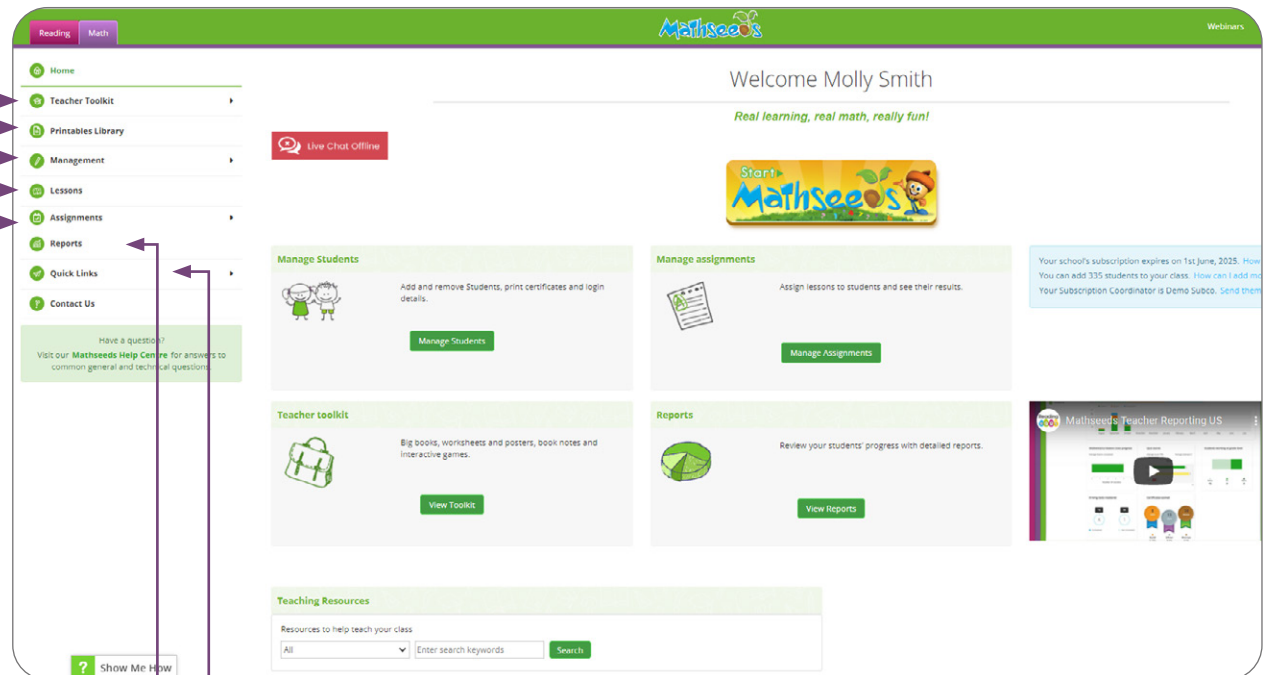
Lessons

Preview Lessons, download teacher notes and download three sets of student worksheets for each lesson.

Assignments

Assign Lessons and Driving Tests (bite-sized focussed assessments).

Once you have logged in to your account, you will arrive at the Mathseeds Teacher Console. From here you can access all the teacher features of Mathseeds.



Reports

Access class and individual reports, detailing lessons, activities completed and time spent online in Mathseeds. These reports can also be exported.

Quick Links

Access to Research Reports, User Guides and Case Studies, as well as Subscription Order forms and the Tell a Colleague form.

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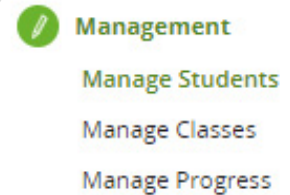


Manage Students

Adding Students

If you're new to Mathseeds, the first step you'll want to take is to add your students.

- First, log in to your teacher console.
- In the left navigation, click **Management**.
- In the drop down, click **Manage Students**. There are four ways you can add students:



- 1 To move students into your class from the whole school list, click **Add existing students into your class**.

- 2 To add individual new students, enter their **First Name, Last Name** select their class and grade level.

- 3 To add new students, download the sample CSV file, add student information, then click **Upload a CSV**.

- 4 To copy students from your existing Reading Eggs class (applies to those who have Reading Eggs accounts), click **Copy your Reading classes**.

Editing Students

Once your students are added, Mathseeds automatically assigns your students with a login ID and password. At any time, you can edit student information. For example, you may want to change their password to something easier for them to remember. Keep in mind, if your students also have Reading Eggs, any changes made to their login in Mathseeds will also change their login in Reading Eggs. To edit student information, follow these steps:

Select the individual class you would like to edit or select **All my students**.

To edit passwords for the whole class, or multiple students to one generic password (useful for younger students):

- 1 Select **All**, or click the box next to the student names you wish to edit.
- 2 Select **Edit Password**.
- 3 Click **Update**.

To edit an individual's details:

- 1 Select the tick box next to the student name.
- 2 Click **Edit**.
- 3 Update information.
- 4 Click **Save Changes**.

All	First name	Last name	Login	Class	Grade	
<input checked="" type="checkbox"/>	John	Smith		M Smith's Math Class	3	Edit
<input checked="" type="checkbox"/>	Thomas	Smith		M Smith's Math Class	PreK	Edit

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Manage Students

Login Cards

Now that you've set up your students, it's time to give them access to Mathseeds.

The easiest way to do this is to select **All**, and then click **Print logins**.

All	First name	Last name	Login	Class	Grade	
<input checked="" type="checkbox"/>	John	Smith		M Smith's Math Class	3	
<input checked="" type="checkbox"/>	Thomas	Smith		M Smith's Math Class	PreK	

You can then distribute login cards to each of your students.

John S.

Mathseeds

Login: JohnnySmith13 Grade: 3

Password: Johnny

www.mathseeds.ca

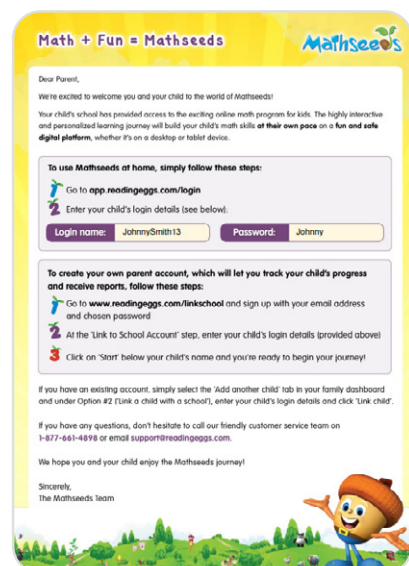
Parent Letter

Parents can set up their own Parent Account, which is linked to their child's account. From their account, parents have access to reports, parent guides and printable worksheets. It's a great way to get your parents engaged and supporting their children with Mathseeds.

Parents can also track their child's progress and encourage extra practice at home. Parent letters provide all the information needed to access Mathseeds and are pre-populated with each student's login details, making it easier on you!

To print the parent letters, either select **Parent Letters** or find it under **More Actions**.

All	First name	Last name	Login	Class
<input checked="" type="checkbox"/>	John	Smith		M Smith's Math Class
<input checked="" type="checkbox"/>	Thomas	Smith		M Smith's Math Class



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Launching Mathseeds

Now that you're set up, it's time to launch Mathseeds to your class! This next section will walk you through the student view and covers the key areas of the program including what each area is used for and how it can be used to enrich learning and get the most out of Mathseeds.

To encourage your students to explore the program independently, use our Mathseeds Scavenger Hunt on page 11!

Placement Test

When a student first starts their Mathseeds journey, they will be asked to complete a Placement Test or begin their journey on Lesson 1. The Mathseeds Placement Test assesses what students already know. This ensures that each student begins at the right level.



Lessons

Mathseeds contains 200 individual Lessons. Once the child has completed the Placement Test, they will be taken to a map where their Lessons begin. Each map contains five Lessons, which are structured as follows:

Lesson Introduction

Each Lesson begins with an interactive animation where a new concept is modelled in way that is entertaining and educational before jumping into the activities.



Activities

Students will be taken through a series of nine or more activities where content is presented in different ways so that students learn to use and apply each new skill in a variety of situations.



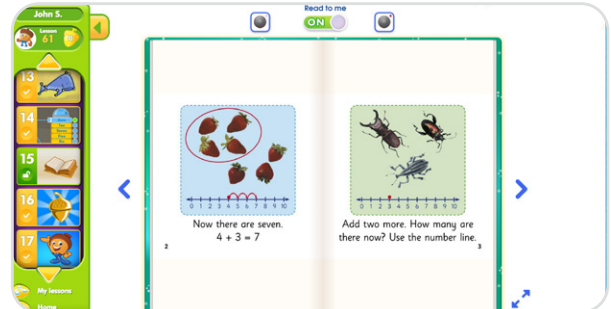
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Launching Mathseeds

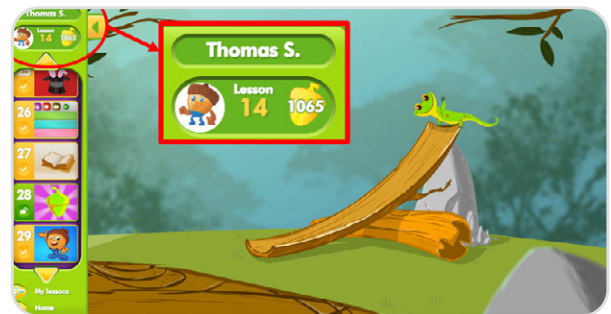
eBook

Each Lesson ends with an eBook to reinforce the concept learned. This enhances literacy and ensures students understand the language of mathematics. eBooks can be read independently or students can listen to the narration and follow along.



Pet

Students are rewarded for their efforts with a cute pet that hatches from an acorn and becomes part of their online collection. Each pet is unique and students love watching the funny animation that introduces their new pet. They can then choose to make this pet part of their Treehouse.



Rewards

Students are rewarded with Golden Acorns on completion of every activity. These Golden Acorns can later be spent on a variety of items for their Treehouse or personal avatar by visiting the Shop.

At the end of each map (five Lessons), students complete a quiz to assess what they have learned. If they pass, they are rewarded with a certificate. For more information on Rewards, see page 9.



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Launching Mathseeds

Mental Minute

This section presents a series of focused challenges where students are given 1 minute to answer as many questions as possible. Mental Minute is designed to promote fact fluency and improve recall, all at the student's own pace. There are 145 timed sprints to complete that gradually increase in difficulty. Students earn collectable badges that motivate them to improve their scores.



Driving Tests

Driving Tests are a fun and engaging way for students to test their skills and get some extra practice with ten multiple choice questions. At the end of each Driving Test, they are rewarded with a 60 second racing game where they can try to beat their own score or compete with others through the leaderboard.

For teachers, Driving Tests are a great way to differentiate learning in the classroom by assigning different tests to different students. They provide a clear picture of where individual students are in their learning cycle. Within each domain, the tests progress through a continuum of standards-based grade-level skills.



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Student Engagement and Rewards

Mathseeds motivates and engages students using a range of intrinsic and extrinsic rewards through game pedagogy. These areas can be found on the second row of the student console.



Golden Acorns

Golden Acorns are the Mathseeds currency and are earned as students progress through the Lesson. Students can use their Golden Acorns to buy items for their avatar or Treehouse in the Shop.



Treehouse and Shop

Each student has their very own Treehouse to customize with items purchased in the shop and pets they've hatched throughout their Lessons. Students can also purchase clothing and accessories to personalize their avatar using their Golden Acorns.



Play and Arcade

There are lots of fun games and extra practice in the Play and Arcade sections. This can be used as a reward for completing work you've assigned.



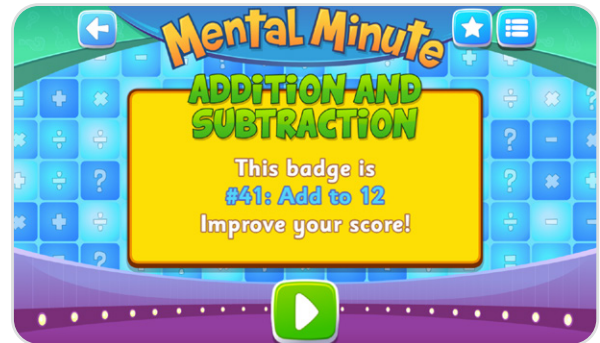
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Student Engagement and Rewards

Track Progress

Students can view their own progress in Mental Minute activities and earn collectable badges keeping them motivated to improve their scores and progress.



Awards

Students earn an award certificate by completing a quiz at the end of each map (five lessons). Bronze, Silver and Gold reflect the difference in scores. Students can return to previously completed End of Map Quizzes and redo them, aiming for a higher score and a new certificate.

Print off certificates to pin up in the classroom, send home or hand out during school events. Additionally, blank certificates can be used to celebrate different achievements such as **time online** or **most Driving Tests completed**.



Mathseeds Scavenger Hunt

Find each area of Mathseeds and check off as you go!



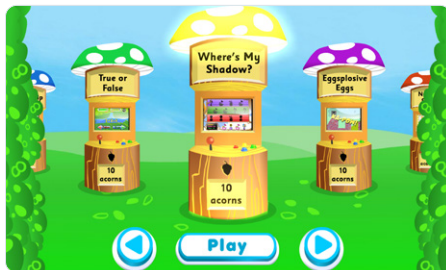
Complete your placement test



Play Mental Minute



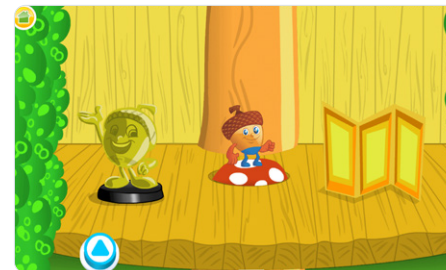
Try a Driving Test



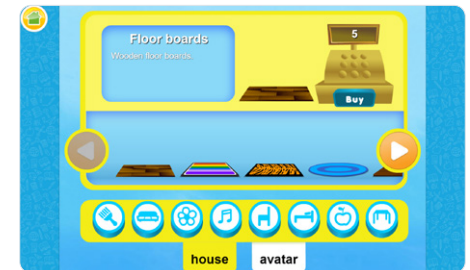
Go to the Arcade and play a game



Check out the Play area



Explore your Treehouse



Go to the Shop and explore

What is your favourite part of Mathseeds?

Mathseeds Student Console Map

Mental Minute

The area is designed specifically to build mathematics fact fluency - the ability to recall basic mathematics facts accurately, quickly and with ease.

Lessons

This is the heart of the program, the mathematics lessons. Students progress through lessons as their mathematics skills develop, earning Golden Acorns and pets as rewards!

Driving Tests

More than 340 highly motivating tests assess students' skills and knowledge with a fun and rewarding game.

Play

The Play area consists of seven sections with more than 120 activities. Students can access this area at any time by clicking on the Play icon.

Shop

Students can buy items from the shop using their Golden Acorns earned by completing lessons. These items can be used to decorate their Treehouse.



Arcade

Students can reward themselves by playing an arcade game. Each game costs 10 acorns.

Treehouse

Students can visit their Treehouse and find rewards earned or items bought from the shop. Students use these items to decorate their Treehouse.

Awards

This is where the student certificates are located. Students can print their certificates to take home or display in the classroom.

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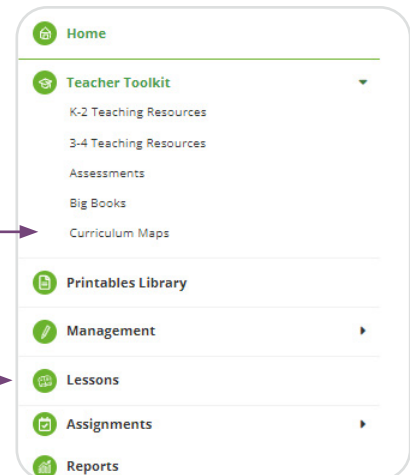


Lessons

For each Lesson, you have access to a Lesson overview with learning outcomes, printable resources and variety of online and offline problem-solving and reasoning activities to complement the Lesson.

Choosing the Lesson

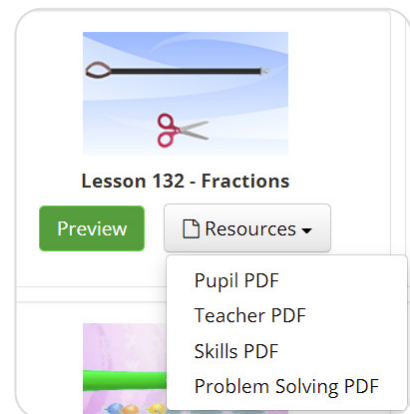
To find a Lesson, you can either use the search bar under **Lessons** to search by topic or you can use **Curriculum Maps** to browse the content of the Lessons under **Teacher Toolkit**.



Preview the Lesson

Click **Preview** to open the Lesson and see all the activities. Students must complete each activity before the next one opens. Using the preview is ideal for modelling the activities in class before students complete the Lesson independently.

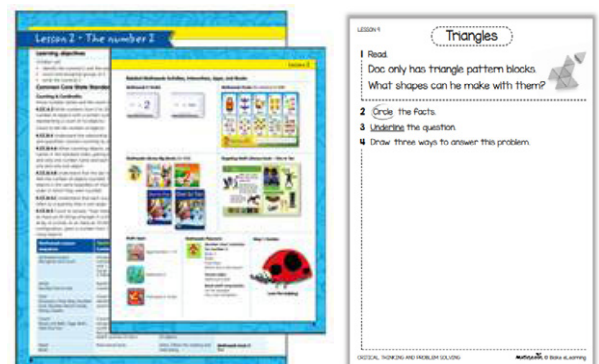
Clicking on **Resources** gives you access to a downloadable Teacher PDF, with Lesson notes, providing an outline of the Lesson and ideas for extending learning and supporting struggling students.



Printable Student Resources

For each Lesson, there are four sets of printables:

1. Pupil/Student PDF: worksheet aligned to the Lesson content.
2. Teacher PDF: shows which part of the Lesson each page aligns to.
3. Skills PDF: printable version of the skills test at the end of each Lesson.
4. Problem-solving PDF: takes the learning from the Lesson and applies it to a problem. Some Lessons also have interactive versions of the problem-solving question within them.



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Assigning

Create Assignments

Teachers can assign Lessons or Driving Tests to individuals, groups or the whole class. Set a time frame and then see progress as students complete the activities. Students are locked into the activity until they have completed it, the due date has passed, or the teacher expires the task.



Assignments

Manage Assignments

Create Assignments

1 Get started by clicking **Assignments** in the left navigation.

2 Then click **Create Assignments**.

The screenshot shows the 'Create Assignments' interface. It is divided into two main sections: 'Select Some Students' and 'Assignment Details'. The 'Select Some Students' section includes a search bar, filters for 'Any grade' and 'Any class', and a table of students. The 'Assignment Details' section includes fields for 'Assigned to', 'Start date', 'Due date', 'Duration', and 'Activity'. A 'Create this assignment' button is at the bottom right. Numbered callouts point to specific elements: 3 points to the student selection checkboxes, 4 points to the 'Start date' and 'Due date' fields, 5 points to the 'Type of Activity' dropdown, 6 points to the 'Grade' and 'Lesson' dropdowns, and 7 points to the 'Create this assignment' button.

Select all	First Name	Last Name	Grade	Classes
<input type="checkbox"/>	Emily	Jones	2	M Smith's Math Class
<input type="checkbox"/>	John	Smith	3	M Smith's Math Class
<input type="checkbox"/>	Thomas	Smith	PreK	M Smith's Math Class

Start date: 10/15/2021
Due date: 10/16/2021
Duration (in days): 1

Type of Activity: Lesson
Grade: All grades
Lesson: Select a lesson

Create this assignment

3 Select students using the check boxes.

4 Set the time frame.

5 Choose **Lesson** or **Driving Tests** from the drop-down.

6 Then select the specific **Grade** and **Lesson** or **Category**.

7 Click **Create this assignment**.

Manage Assignments

Use this to track student progress with the assignment, change the due date or expire the Lesson.

Manage Assignments

Manage Assignments						
Current Assignments						
Assignment Title	Assigned by	Start Date	Due Date	Assignment Status	# Students Completed	Average Score %
Lesson 61	Me	Wed, 15 Sep 21	Thu, 16 Sep 21	ACTIVE	0 / 1	-

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Viewing Results

Reports

Mathseeds provides teachers with detailed exportable reports which show their students' progress and time online. Students see themselves making progress, as they complete lessons, explore new maps, move up levels in Mental Minute and Driving Tests, receive Golden Acorns and earn certificates.

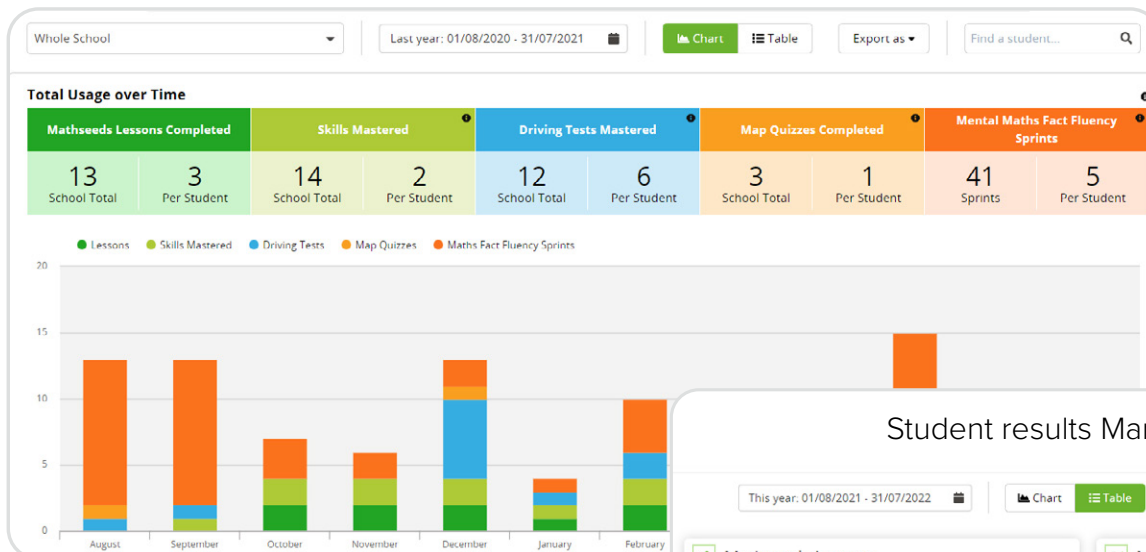
Reports can be modified to see class results or individual student results. Reports can also be exported into an excel document.



Reports

Dashboard

- Summary
- Time on task
- Course progress
- Map quizzes
- Driving tests
- Certificates earned
- Fluency sprints



Student results Marty Morris

This year: 01/08/2021 - 31/07/2022

Chart

Table

Export as

Marty Mathematics

Mathseeds Lessons

Progress

Initial lesson	37
Highest lesson	61
Total Lessons Completed	2
Total Lessons Mastered	2

Placement Tests

There is no data to display

Recent Activity

	Score
Lesson 61: Wholes and halves	100%

Map Quizzes

Progress

Number of Quizzes Taken	0
Average End-Of-Map Quiz Score	-
Total Attempts	0

Recent Activity

There is no data to display

Certificates Earned

Gold	Silver	Bronze
0	0	0



CERTIFICATE OF ACHIEVEMENT

Super Student

Awarded to:



From the **Mathseeds Team**



Brought to you by:

