

Mathletics

Cost: The minimum purchase amount is \$550.00, which would get you 25 licenses. It works out to \$22.00 per student. However, the price per student becomes less when you have more than one class in your school using the program.

Web and App Based.

Curriculum Connections: The Canadian Mathletics program aligns with the new BC curriculum. As a teacher you choose what province you live in and what grades you teach.

Overall Goals: There are three main parts to the program: Learn, Play and Review. In the **Learn** section (learning space) the program provides students with a range of open-ended tasks that have multiple possible outcomes for success. These tasks allow students to explore concepts and develop their problem solving and reasoning skills. As students complete their assignments, the program provides them with feedback on how they are doing and will let them know if they are ready to move on or need practice. They can see their ongoing progress and know which topics they are doing very well in and what topics they need to work on or review. There are videos to help support students when needed as well as a dictionary if they are unsure of the terminology used.

In the **Play** area, they can play games on live Mathletics to practice their skills. They compete in 60 second online learning fluency races to improve their Mathematical skills. Teachers are able to limit the level their students play in to ensure they are always being challenged. The program provides the teacher with a green arrow when the student is ready to move up to the next level. Students are ranked according to their latest scores and are matched against students of similar abilities. Students can choose to play against someone from their class, school or from anywhere in the world that is at the same ability as they are. They also can choose to have a computer challenge or a shadow challenge where they are competing against their friends best score, who are offline. Each game lasts for 60 seconds where the students compete to see how many questions they can answer in the time. For each incorrect answer, they get a strike. If they get three strikes, they are out of the game. Live Mathletics provides students with immediate feedback for students to see how they did on each question. This helps students know what areas they need to improve for the next game.

The **Review** section is controlled in the teacher console. It allows you to access student performance, diagnose areas of improvement and set targeted activities to address them. Each assessment question is aligned to a specific curriculum outcome, which is useful in benchmarking, gap analysis and determining next steps for individualized programs. As a teacher, you can schedule assessments for specific students. The next time your students log into Mathletics they will be automatically directed to complete the assessment. You can check the progress of their assessment in the manage section. In the **Result** section, you can see each student's results. It will also give you a breakdown of the questions for each student and their specific results. The program will then give you suggestions for specified target curriculum activities to help address any areas of weakness that the assessment highlighted.

How Students Win: Students collect learning points as they complete questions their learning

area or playing live Mathletics. Students collect points to earn certificates. Students also collect UNICEF points when working through assignments as Mathletics helps support students in third world countries.

Are There Levels? There are not levels, but the program adjusts the difficulty level according to students score. Students have their own avatars and learning space that they can change by choosing their own background and outfits. In the Review section, teachers can send out assessments that students need to complete before doing more activities.

How It Benefits Students: Students are practicing Math skills at their targeted level. The program provides students with immediate feedback on how they are doing through colour coding their assignments; green demonstrates that they fully understand a concept, yellow means that they are getting better at a topic and red means that they need to review and keep practicing the topic. There are videos that provide students with review on topics where they require extra support.

Why We Like It: We chose Mathletics as a must have for our classrooms. If your school has the finances, it is engaging, and it aligns with the new BC curriculum. As a teacher, you are provided with ongoing support including a downloadable curriculum guide. There are also printable Math resources including number lines, thermometers, fraction walls for students to use to help develop numeracy skills. Mathletics is also compliant with FIPPA laws in BC. There is even an app that allows students to use the program when they are offline without an internet connection. Data is stored on tablet and then synced once internet connection is available.

Assessment: Teachers are provided with assessment results in the Review section of the program.

How We Use It:

In my class during computer lab time we would all be using the program as it allows for individualization as well as providing the students with an opportunity to have skill competitions using Live Mathletics. I also would use it as a station in a Station Rotation blended learning model. The program provides teachers with assessment of their students to help guide their instruction in the small group teacher rotation. Students also have access to their assignments at home simply by logging into their account.

Live Link: <http://ca.mathletics.com/canada>