



WORLD MATHS DAY

Mathletics Welcome Guide



www.mathletics.com

This guide is designed to ensure you have all the support you need to get started with Mathletics during your school's World Maths Day 2018 free access.

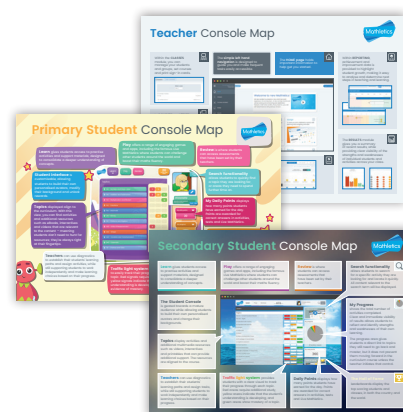
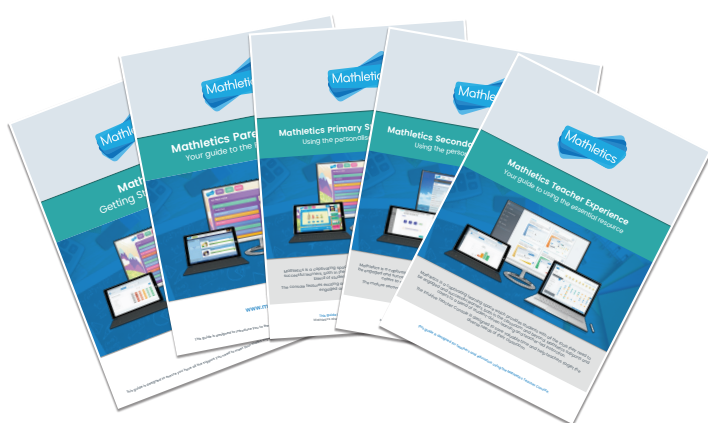
Welcome to Mathletics, powering World Maths Day 2018

World Maths Day is powered by Mathletics, an award winning, curriculum-aligned mathematics resource. We've put together this handy guide to help you incorporate Mathletics in your classroom throughout the free access period.

Thank you again, for participating in **World Maths Day 2018**. We hope you and your students enjoy the event and we look forward to sharing the love of learning with your school.

HELP & 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/

Going mobile


With HTML functionality, you can log into the Student and Teacher Consoles directly through the web browser on tablets and mobile devices. For those times when you're offline and need a little extra mobility, we also have a range of apps available for tablet and mobile devices.



Getting Started with Mathletics

This quick, five step lesson is designed to get your students excited about using Mathletics.

1 Set Up

- ▶ Sign in to Mathletics at www.mathletics.com using your teacher login.
- ▶ Select the  **Classes** module and click **Sign-In Cards**.
- ▶ Choose the class and group and select **Print Cards**.

2 Sign In

- ▶ In the classroom, distribute student **Sign-In Cards** and direct students to www.mathletics.com to sign in using their unique usernames and passwords.

Sign-in cards

Download and print
your sign-in cards



3 Activity – Live Mathletics

- ▶ Direct students to the **Play** area, where students access educational maths-based games including the famous Live Mathletics.
- ▶ Students can choose to play against other students in their class, school or around the world in a 60-second mental arithmetic game.
 - Points are awarded for each question correctly answered. This is a powerful tool for increasing mental mathematics skills and fluency across a range of concepts.

4 Mathletics Curriculum

- ▶ Direct students to the Learn area of their console, where students access targeted and adaptive curriculum activities. Topics and activities are based on the curriculum and grade level set for each student.
- ▶ Encourage them to explore topics and complete a few activities within a topic that is relevant to your current maths program.

5 Results & Progress

- ▶ Direct students to the **My Progress** area, which shows students their results for the activities they have completed and the total points they have earned so far.
- ▶ At the top of the screen, they can see a summary of their activity results for their course.

End with a Class Challenge of Live Mathletics

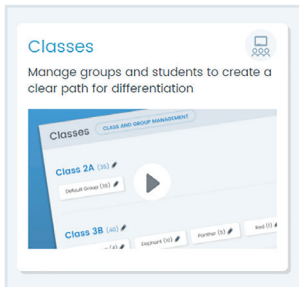
- ▶ Teacher vs. students or student vs. students (levels will be matched).
- ▶ Login to your console and have one student use a computer against you, the whole class can help the student participating. Click Class Challenge in Live Mathletics to do so.



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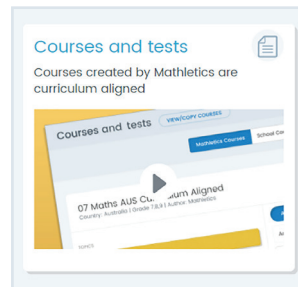
Teacher Tips

Classes



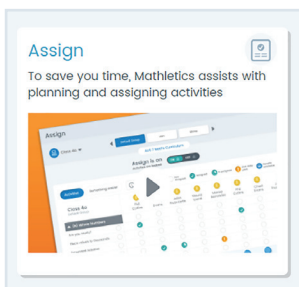
Use Classes to provide individual learning pathways by creating groups within your class.

Courses and tests



You can modify or change your students' course content in the **Courses** module of your Teacher Console.

Assign



Use the Assign module to assign activities for your class, groups and individual students. They can be scheduled to start now or in the future.

Mathletics Library



Mathletics gives you access to a full library of resources, including workbooks, problem solving eBooks and videos. These can be accessed in the Teacher Console and are ideal for taking learning offline.

For more information about Mathletics,
contact our friendly team.

www.mathletics.com/contact

powered by



3P Learning