MATHS SUPPORT PARENT MEETING FRIDAY 20TH SEPTEMBER

Ladbrooke JMI School - Maths Curriculum

Aims:

Understand what apps/resources we use in school to support the children's mathematical knowledge and understanding.

Understand how you can use them at home

Introduction to Doodle

Introduction to TTRockstars

Introduction to Numbots

Parent leaflet

Remember to link your email to your child's account so you can see how well they are doing.

Please don't help/do the work for your child as the programme will think they are better than they are and set harder work, this includes any baseline assessments they have to complete.

[What is Times Tables Rock Stars? Parents and Carers Guide (youtube.com)](https://youtube.com)

Parent Guide

We recommend a "little and often" approach; 3 minutes practice a day, 4 or 5 times a week is a good target.

What are the different Game Modes?

Single Player

Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation (× or ÷ or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in 'waves', starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won't get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game made for improving their recall while they're still learning.
Studio 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Multi Player

Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
Rock Slam 1 coin per correct answer	Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challenge to beat. Pupils don't need to be online at the same time.
Tournaments	**Battle of the Bands** – groups of children within the same school (usually classes, year groups or teams) compete to have the highest *average* score per player. **Top of the Rocks** – like a Battle of the Bands *between* schools. The winning class or school is the one with the most correct answers per person. **Important**: Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.

What is NumBots?

NumBots is an online maths learning platform that helps children learn how to add and subtract, improving their fluency and recall in basic mental maths, and equipping them with maths confidence. NumBots covers subitising, number bonds, and addition and subtraction of double-digit numbers; gradually helping your pupils to build a solid conceptual understanding of number sense.