

MATHS SUPPORT
PARENT MEETING
FRIDAY 20TH SEPTEMBER



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

Research, based on all of the children using DoodleMaths, has shown that children who use Doodle regularly make accelerated progress over a year.

The more a child uses Doodle, the faster they progress.

Teachers may set assignments or ask the children to complete their Daily Doodles. A Daily Doodle is up to 12 questions created by the computer specifically for the user.



Get started with Doodle



1. Scan the QR code to download the free apps and get logged in using the login information provided by your child's class teacher



2. Once logged in, create a parent account to track your child's progress. Press the arrow and select Settings > Parent details.



3. Use the DoodleConnect app or visit parents.doodlelearning.com regularly to keep up to date with your child's progress.



Click the green chat icon on the website to speak to our Parent Support Team or visit help.doodlelearning.com for help articles.

For more information from the support team at Doodle, please scan the QR code



doodlelearning
discover possible

Doodle is an online maths programme which builds confidence and ability by creating, every child, a personalised work programme to support their learning.

The children use their log in details to access their learning activities on any device at home via the free DoodleMaths App or the website: doodlelearning.com. This will include assignments set by their teacher. The programme is then able to adapt to suit the ability of the user.



Or look out for workshops being run by Mrs Romain

Parents can link their email address to their child's account, so that they can see their progress.

To link your email address:
Ask your child to log in. Then click on the arrow icon in the top-left corner and select Settings—Parent details.
Or visit parents.doodlelearning.com where you will be asked to create an account.
Or scan the QR code to create an account



Doodle run free webinars for help parents get started with the programme. You can access them at doodlelearning.com/live-webinars-for-parents

What the children at Ladbrooke say about DoodleMaths:
"Sometimes I find new questions hard. I click on the help in tools. The explanation is easy to understand" Tilda

"In my opinion, the awards help you reach the goals—I like that" Phoebe

"I really enjoy the assignments, I wish we had more" Nikaan

"I like that it makes me keep doing it until I get it right." Jack

"I like doing the challenges and getting the badges" Minnie

"It makes maths easier" Kaavya

"It helps me understand maths" Darlene

"I like it because it makes me smarter" Oliver

"I like collecting the Doodle stars" Joshua



Why doodle?

- Using Doodle for just 10 minutes a day is proven to help children make three months of progress in just one month.
- The clever algorithm powering Doodle builds every child a personalised work programme tailored to their strengths and weaknesses.
- It's fun and engaging, with educational games, motivational collectables and nationwide challenges to take part in
- Designed by education specialists to foster independence and a love of learning. Doodle improves confidence as well as attainment, all without any adult input.
- Teachers analyse each pupil's effort and understanding and can then set relevant assignments and build understanding into their lessons.

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://www.youtube.com/watch?v=...)



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 (\times or \div 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 challengee to beat. Pupils don't need to be online at the same time.
Tournaments	<p>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.</p> <p>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.</p> <p>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.</p>



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.