



Parents' User Guide

Welcome

Big Maths at Home

Big Maths at Home is designed to allow learners working at primary school level to practise their maths skills, and work through some of our assessments and practice questions. Online assessments are not reliable for younger children, often resulting in misleading results due to many factors including IT literacy and dexterity. **We do not recommend a Big Maths at Home subscription for learners working below Year 2 (or Primary 3 in Scotland).**

Learners begin by completing a Baseline Assessment, moving up through challenge levels until they begin to get questions wrong when they are put into '**practice mode**'. Teachers, parents and learners can now see the skills which need to be practised, access help and advice, and sets of practice questions. Once the child gets full marks on a set of practice questions, they will receive a tick. Once all sets of practice questions have been completed successfully, learners are returned to '**Challenge Mode**' to continue their journey.

The design of the challenge screens is deliberately simple, as is the 'reward model' of progressing through a journey of planets. Teachers told us that they want the focus to be on the question, the reward to be getting the answer correct, rather than points or currency to buy or customise a character. This fits our over arching principle for Big Maths, **keep it simple!**

What is Big Maths?

Big Maths is an approach to teaching maths where we encourage teachers and learning leaders to 'keep it simple', recognise what the learner knows and then teach them what they are ready to learn next. We clearly separate the curriculum into Basic Skills and Wider Maths skills and we advocate prioritising Basic Skills, which are the focus for **Big Maths at Home**.

To do this, in school, children complete a weekly challenge called '**Big Maths Beat That!**' where they are simply trying to beat **their** best score. There are three challenges:

- **CLIC** - Basic Skills
- **Learn Its** - Number Facts
- **SAFE** - Wider Maths Skills

For more information, please visit www.BigMaths.com

Get your priorities right...

We are doing all we can to help children become fully numerate... but **we need your support** at home to ensure your children develop a love of maths.

- Help your child practise their '**Learn Its**' for a few minutes every day.
- Insist that numbers are written the correct way round.
- Congratulate your child if their **CLIC** or '**Learn Its**' score goes up!
- Make maths a **positive** experience and not something to worry about or be afraid of!
- If you have any concerns, please speak to your child's teacher.

I do, We do, You Do...

The teaching method we recommend...

The **'I do'**, **'We do'**, **'You do'** approach to teaching which begins with teachers introducing a skill and finishes with learners working independently. In **Big Maths Online** (our school platform) we provide Lesson PowerPoints for most steps of learning to support teachers as their lessons progress through the stages of:

- i. **'I do'** (the teacher models the new skill), to
- ii. **'We do'** (the teacher scaffolds and guides learners to build confidence, gauging their readiness to work independently with the new skill), to then
- iii. **'You do'** (ensuring learners are now able to carry out the new skill independently).

Once learners can use the new skill independently, our **'Spaced Practice Resources'** (see page 6) allow them to **'Do It Again'** (and again...), practicing the skill so that they can use it with confidence in real-life. To support teaching, all steps of learning include a clear **Learning Objective**, and most have **'Remember To's'**, the success criteria which form the 'script' for the **'I do'**, **'We do'**, **'You do'** format. Using the example step below:

Step 19	Addition
I can solve any $1d + 1d$ in my head	

Remember To:

- put the largest number in your head
- put up the number of fingers to be added on
- count on one for each finger

In **'I do'**, you would simply say "To solve any 1 digit plus 1 digit sum in my head successfully, I need to remember to:

1. Put the largest number in my head,
2. Put up the number of fingers to be 'added on', and
3. Count on 1 for each finger "

It's that simple! As learners move on to **'We do'** and **'You do'** the teacher just changes 'I' to 'We', then to 'You' in their instruction. Of course, once the teacher has moved into the **'You do'** stage, learners will be in **'I do'** mode, now, using the same 'script' as the teacher initially modelled.

In summary...

The **'I do'**, **'We do'**, **'You do'** approach to teaching encourages teachers to 'scaffold' or 'model' new steps of learning before gradually releasing responsibility to the learners where they do the new step themselves, or are able to demonstrate their understanding.

When teachers use this approach, the clear modelling and the managed opportunities to practice mean that learner feel less anxious. Learners are also able to enjoy independent success, which in turn builds their self-confidence and belief.

The Baseline Challenge

When children log in for the first time they must click on the CLIC or Learn Its challenge icon on their Dashboard to complete their **Baseline Challenge**. On your Dashboard, you can click the **'End Baseline'** button to select a challenge level for a child.



The design of the challenges is deliberately simple, presenting 1 question at a time. Once they have answered a question, they must click on the arrow to go to the next question on the CLIC challenge. They will continue to get promoted to the next challenge level until they begin to make mistakes. Once they make mistakes several times on the same challenge, they will be put in practice mode.

Simple games like Maths Pop are linked to your child's challenge level, allowing them to practice their number facts and mental maths in a fun format.

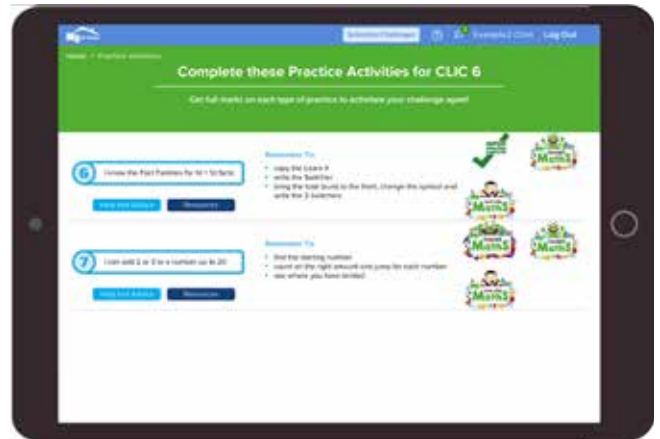
Just to be clear...

The Baseline Challenge is designed to highlight the lowest level learning gaps so that children can practice those skills.

The system assesses against key skills in the primary maths framework, and the advice provided is intended to highlight the level of any learning gaps, not a child's overall ability.

My Practice Activities

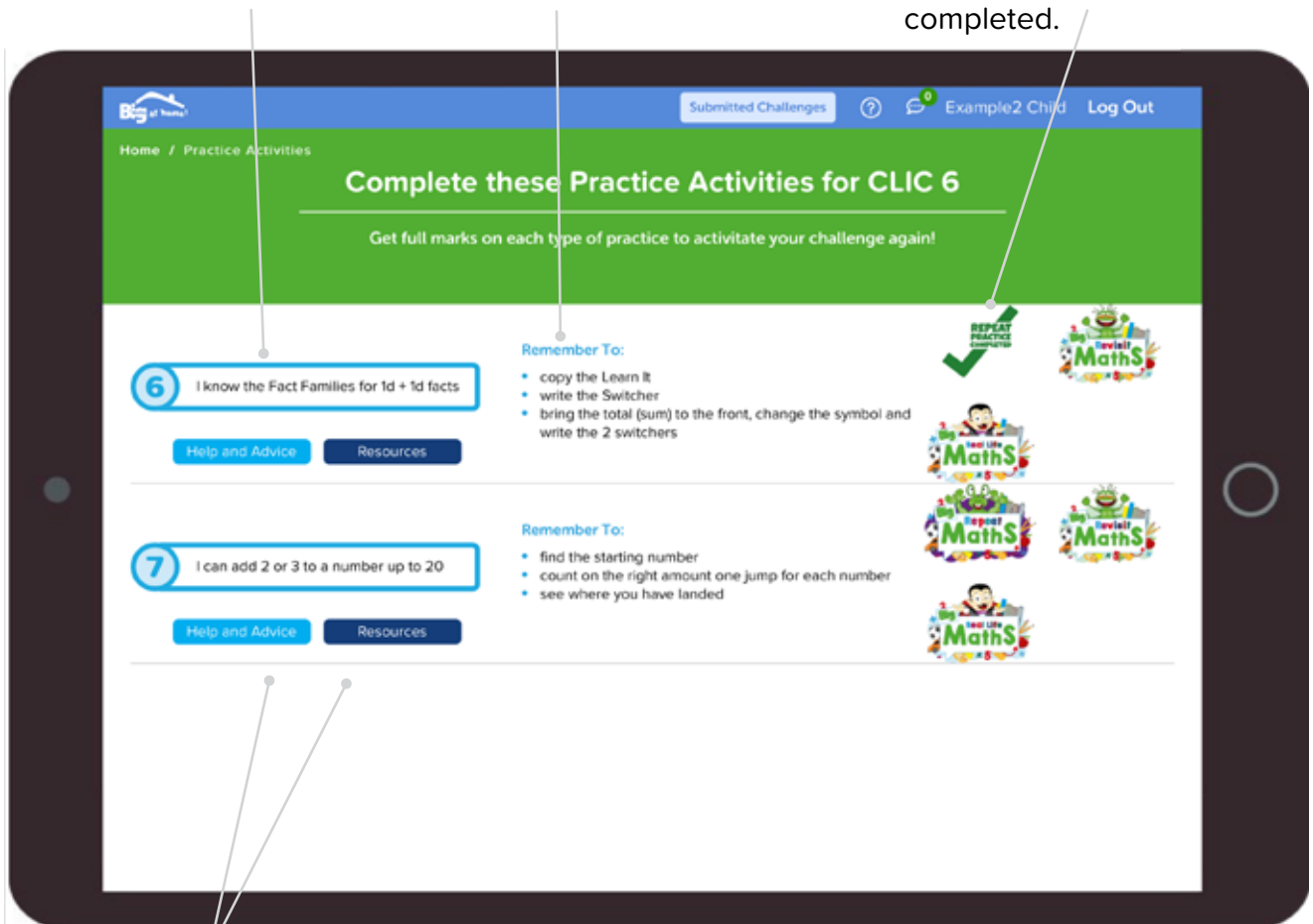
When a child gets a question wrong on a challenge, they will be switched into **Practice Mode**. To return to Challenge Mode, they must get full marks on each set of practice questions.



Here you will find the **Learning Objective** or the skill linked to the question that the child is practising.

You will also see the **'Remember To's'** (the success criteria) for that specific skill.

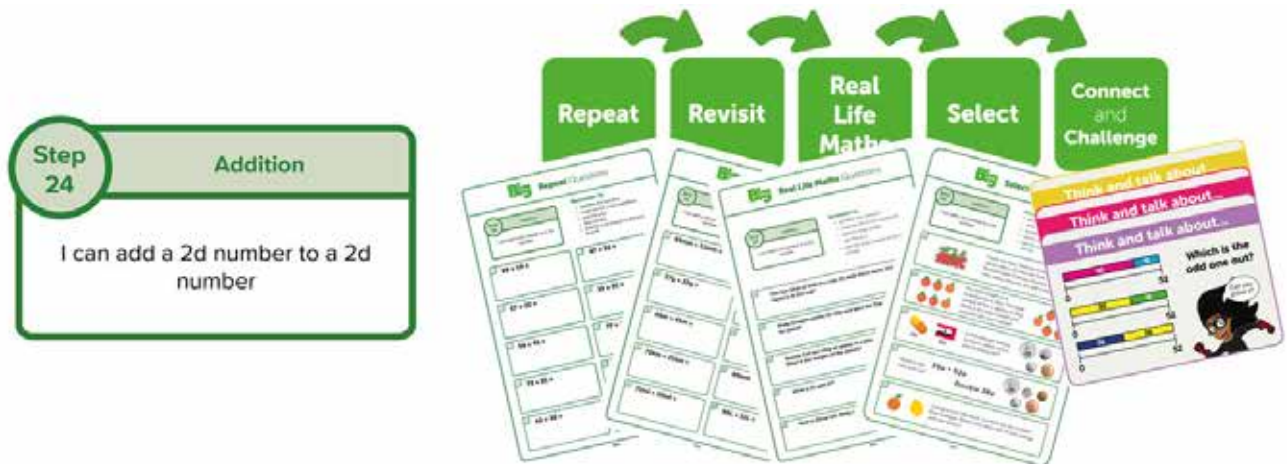
A tick icon is displayed when a Practice Activity is completed. The icon tells you which type of activity was completed.



On most steps you will find **Help and Advice** notes that explain the step that the child is on. You can also download **Resources** (most often in Adobe PDF format).

Each step will have at least one set of **Repeat** Questions. You may also see sets of **Revisit**, **Real Life Maths** and **Select** questions on steps. See page 4 for further descriptions of these question types.

Practice Question Types



In Big Maths, we provide **‘Spaced Practice Resources’** to support teaching and learning. When a child is in **Practice Mode**, you may see the following types of questions:

- **Repeat:** 10 questions where the child is simply repeating (practicing) the skill
- **Revisit:** 10 questions like the Repeat Questions, but this time introducing units of measure, so children understand ‘It’s Nothing New’.
- **Real Life Maths:** Worded questions where children see maths in ‘real life’ contexts. They have to identify the correct maths question from the sentence and answer it.

Big Repeat Questions	
Step 24 Addition	Remember to: • partition the numbers • write out the 2 new questions • add the units • add the tens • add the ones answer to the tens answer
I can add a 2d number to a 2d number	
1. $65 + 10 =$	2. $67 + 22 =$
3. $57 + 22 =$	4. $15 + 61 =$
5. $56 + 41 =$	6. $77 + 21 =$
7. $73 + 21 =$	8. $79 + 20 =$
9. $42 + 30 =$	10. $66 + 11 =$

Big Revisit Questions	
Step 24 Addition	Remember to: • partition the numbers • write out the 2 new questions • add the units • add the tens • add the ones answer to the tens answer
I can add a 2d number to a 2d number	
1. $65\text{mm} + 11\text{mm} =$	2. $65\text{kg} + 22\text{kg} =$
3. $57\text{g} + 22\text{g} =$	4. $15\text{mg} + 61\text{mg} =$
5. $66\text{m} + 41\text{m} =$	6. $77\text{g} + 21\text{g} =$
7. $73\text{km} + 21\text{km} =$	8. $89\text{mm} + 20\text{mm} =$
9. $72\text{ml} + 20\text{ml} =$	10. $96\text{L} + 11\text{L} =$

Big Real Life Maths Questions	
Step 24 Addition	Remember to: • partition the numbers • write out the 2 new questions • add the ones (units) • add the tens • add the ones answer to the tens answer
I can add a 2d number to a 2d number	
1. Pim has 32ml of milk in a cup. He adds 43ml more. How much liquid is in the cup?	
2. Mully bought sweets for 46p and pens for 31p. How much did he spend?	
3. Speedy Col has 13kg of apples in a pile. She adds 24kg more. What is the weight of the apples?	
4. What is 51 add 27?	
5. Pim is 62cm tall. Mully is 25cm tall. How tall are they together?	

If a learner is struggling to answer any of the questions, please speak to their teacher, or contact us by emailing hello@bigmaths.com. We want to avoid any stress or anxiety where ever possible.

The **Log In** Screen

When you visit the Big Maths at Home website (Home.BigMaths.com) you will be taken to the **Log In** screen.

By default, you will see the login options for **School Accounts**. If your child attends a school that subscribes to Big Maths Online, they can sign in here for free.

As a parent of a child without a school account you can register a **Parent Account** for free. The first child that you add to your account will be billed at just £5 a month. If you add more than one child, each child is billed at £3 per month and you can cancel at any time.

If you have already registered your account and wish to log in, click on the tab which says '**Log in Without a Pin as a Home User**'.

The screenshot shows the login interface. At the top, there are two tabs: 'Log In With School PIN' and 'Log In Without a PIN as Home User'. The 'Log In Without a PIN as Home User' tab is selected. Below the tabs are two input fields: 'Username' and 'Password'. There are links for 'Need Help? User Guide' and 'Forgotten Password?'. A green 'Log In' button is at the bottom. Below the login form is a green 'Create Your Account' button. At the bottom of the page, there is contact information: 'bigmathsonline@AndreiEducation.com' and '01924 229 380'. There are also 'Like Us' and 'Share' buttons.

Forgotten Password

You will be taken to a Reset Password page where you can enter your registered email address. The system will send an email with a link that allows you to change your password.

Create Your Account

You will be asked to fill out your details, create a username and password. Once you have created your Parent Account, you can add accounts for the child(ren) who will be using the website and link a payment method. (See next page)

You can find our email address and phone number at the bottom of the screen if you need to contact the Big Maths team. Our Facebook and X (Twitter) accounts are also linked here if you would like to follow us!

Just to be clear...

There is no charge to register a Parent Account.

You are only charged for registered children. Costs:

1 child - £5

2 or more children - £3 per child (so for 3 children, you would be billed £9 each month)

There is no contract, so you are not tied in for longer than you wish to be.

Creating a Parent Account

Password Requirements

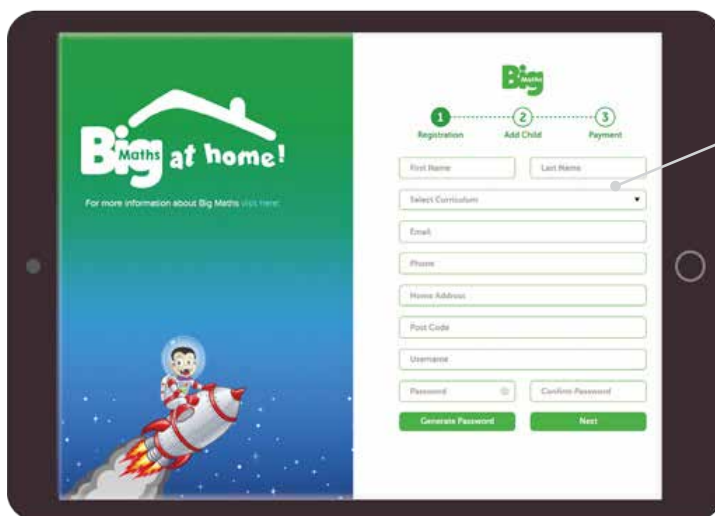
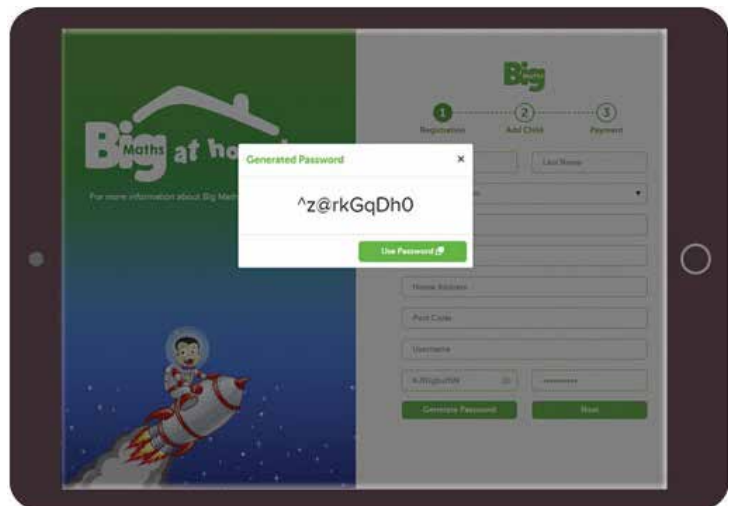
Please note, your password must:

- be at least 8 characters long
- include at least one Capital Letter
- include at least one Lower Case letter
- include at least one number and
- include at least one special character (for example ! * & % \$ £ etc.)

If you click the **Generate Password** button it will open a pop-up window with a random, secure password.

If you click the **Use Password** button, it will insert this password into both password fields and close the pop-up window.

Click **Next** to add children to your account.



Select Curriculum

The order and pace that children are introduced to new skills in maths changes in different curriculums. To ensure we present the correct information for your children, simply select the country that their school is in, or that you live in.

Setting Up **Child** Accounts



Next you have to select the **Add Child** button.

The pop-up window below will then appear.

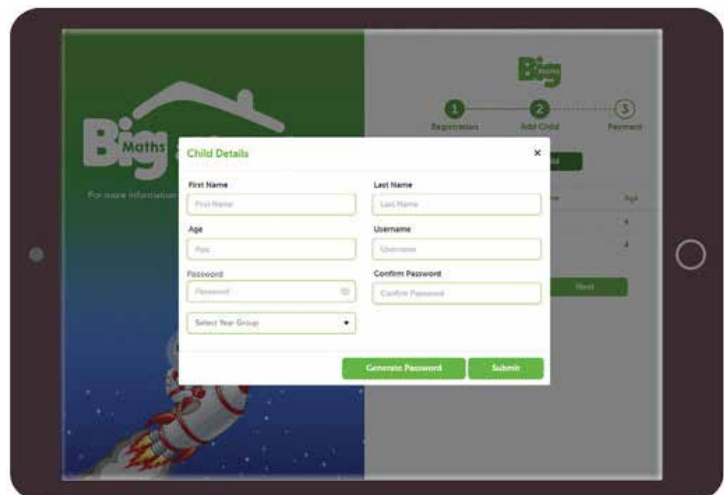
There are some fields that we collect to help us to present the correct challenges and practice questions. These are:

Age:

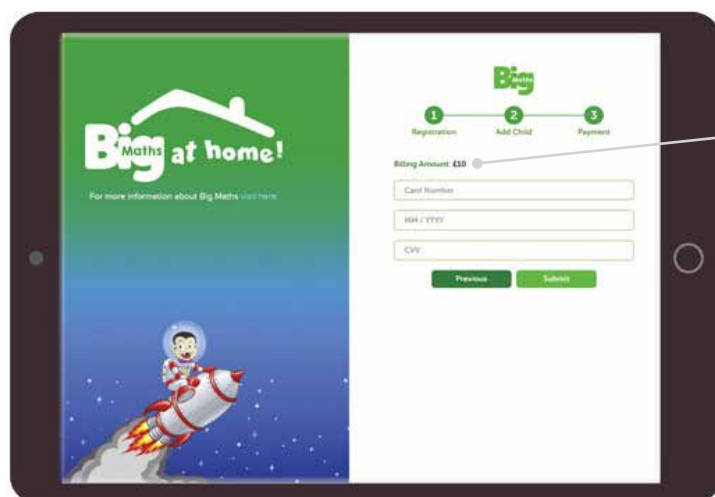
This allows us to analyse the answers by age across the system so that we can improve Big Maths.

Year Group:

This allows us to compare the answers with your curriculum expectations.



After submitting the details for each child, click the **Submit** button to close the pop-up window. Continue to add more children as required and then click the **Next** button to enter your payment details.



The **Billing Amount** is calculated based on the number of children added to your account.

Once you have entered your card details and click **Submit**. Your card will be charged the **Billing Amount** immediately.

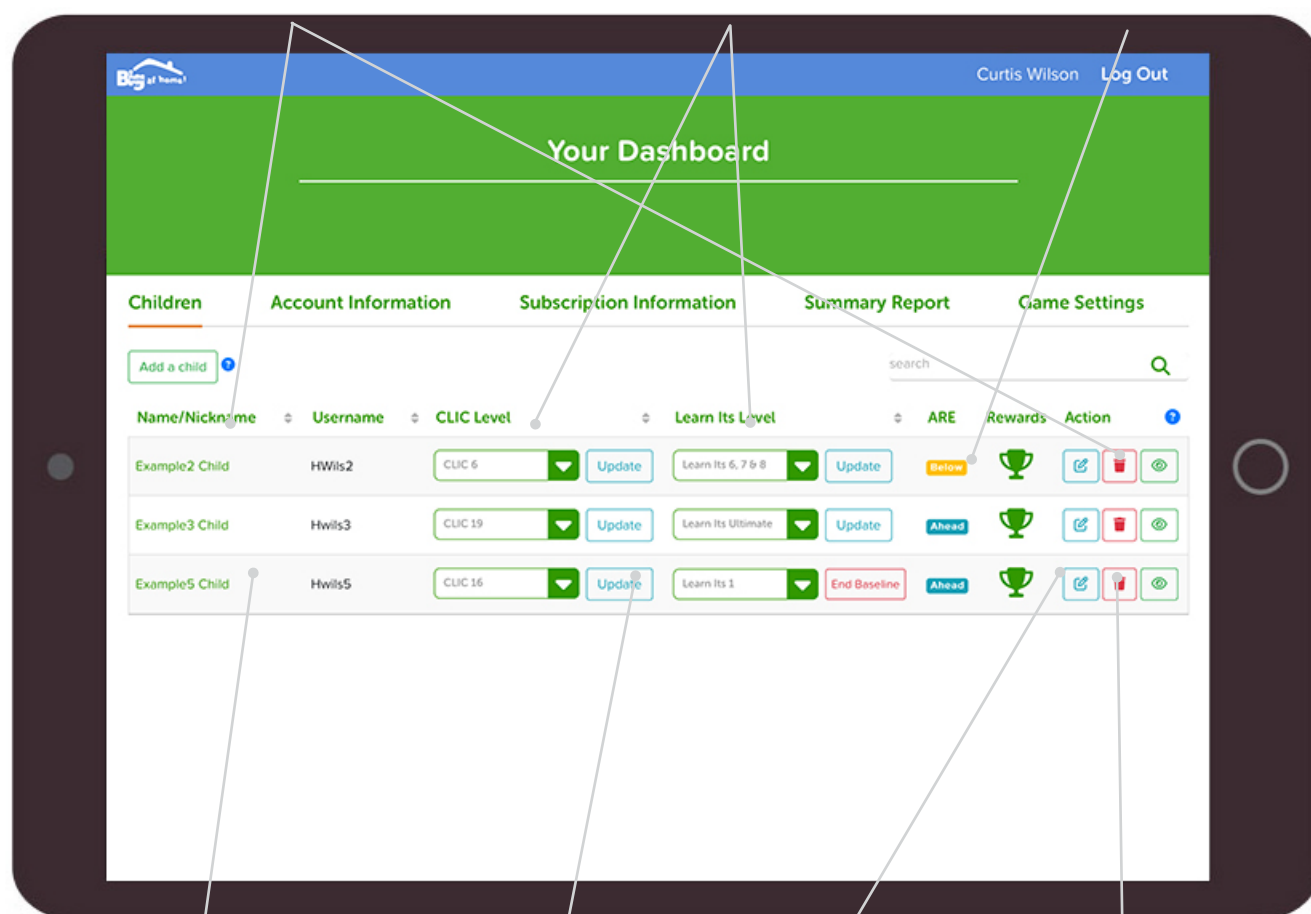
Your Dashboard

There are different options/settings that you can change for the children that you have added.

If you click on a child's name under the **Name/Nickname** heading, or the **'Eye'** button at the end of the row, you will be taken to the child's **Profile Area**. (See page 12)

Once a child has completed their Baseline Assessment, you can alter the **CLIC** and **'Learn Its'** challenge levels that the child is currently on. Clicking **'End Baseline'** will allow you to select their level.

If you click on the trophy icon you are taken to the child's **Big Maths Journey** where you can see which challenges they have conquered and the date they did it.



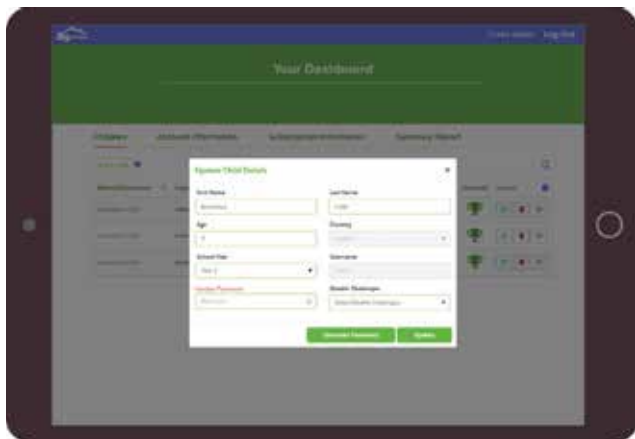
This is the **Username** you gave the child when setting them up.

You must click **Update** to apply changes to challenge levels.

Edit child details like name and age for children. See the next page for more detail.

Delete the child's account. This will reduce your subscription cost. Deleting all children will end your subscription costs.

Your **Dashboard** cont...

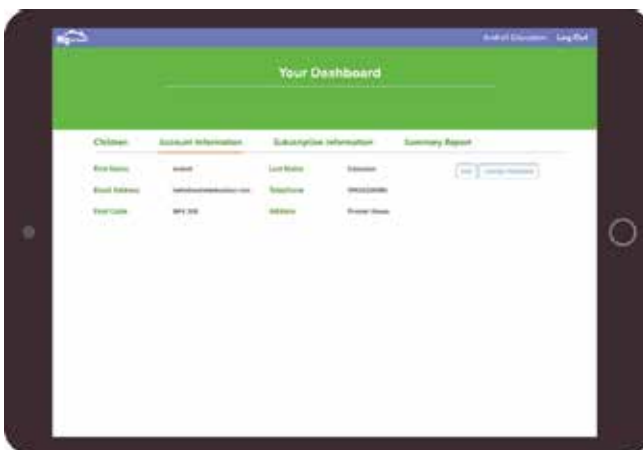


If you click on the **Edit** button, a pop-up window will open where you can edit a child's details. There is an option which allows you to disable either or both challenges. You can also change their password here.



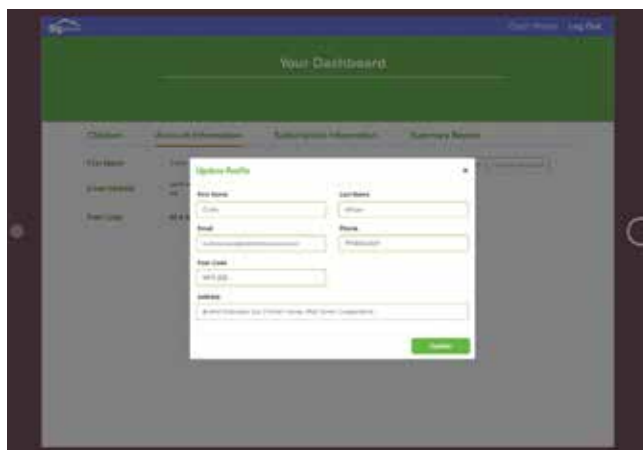
If you click on the **?** button on any page, a pop-up window will open with the relevant section of this User Guide.

Account Information



View or edit your profile information and change your password. If you click the **Change Password** button, a pop-up window will open where you have to enter your current password to be able to enter a new password.

Update Your Profile

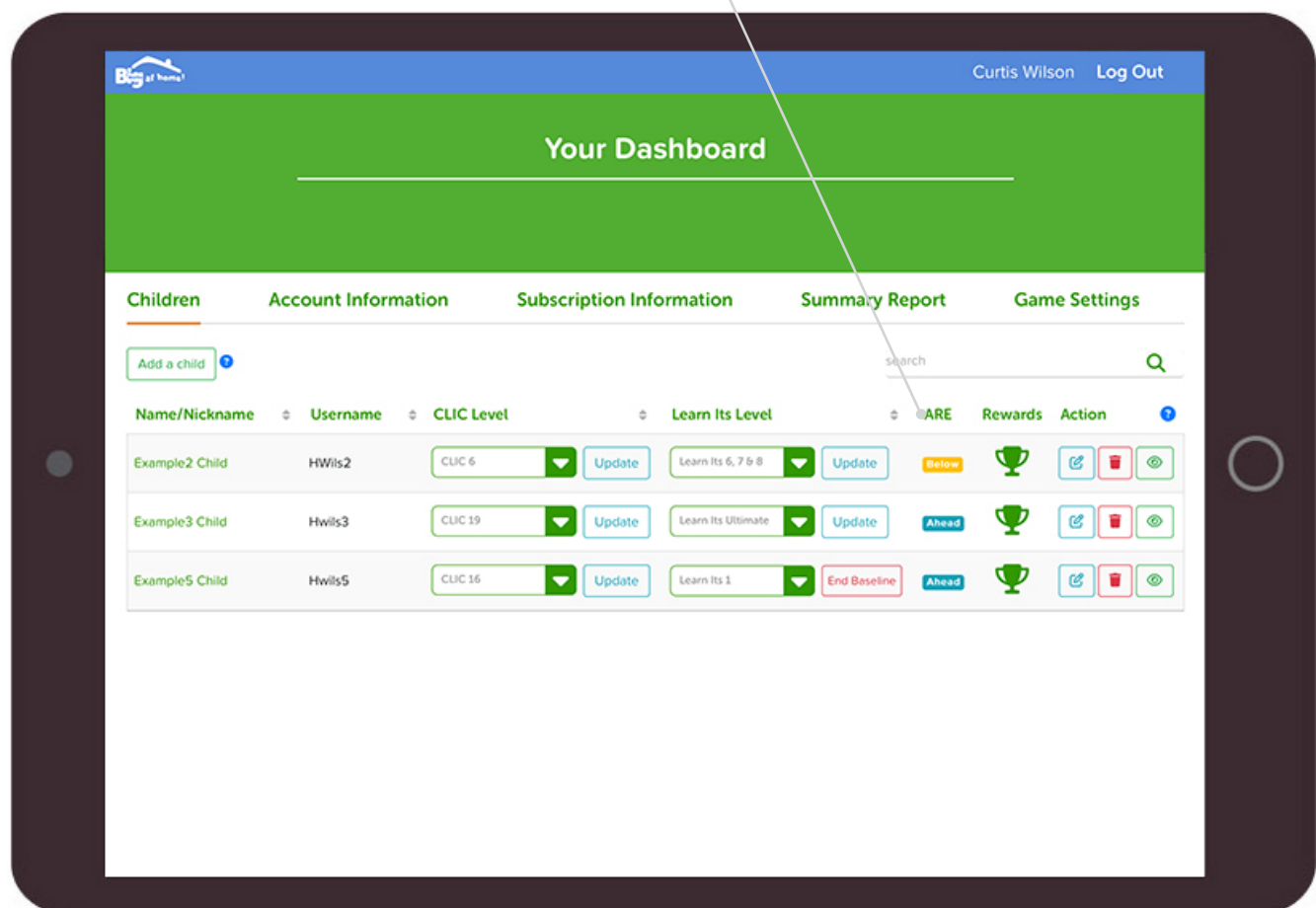


If you click the **Edit** button on the Account Information screen, a pop-up window will open where you can edit your profile.

Age-Related Expectations

The **ARE** column indicates the level of any Learning Gaps that a child is currently working on compared to the Age that you have set for them. So if a child is working on Learning Gaps from Year 3 Term 2:

- If they would be in Year 5 based on their age, it would say **BELOW**,
- If they would be in Year 3 based on their age it would say **INLINE** and,
- If in Year 2 based on age it would say **AHEAD**.



By the way...

ARE stands for Age Related Expectations. Once your child has completed their baseline assessment, the system uses the details (in particular the Year Group) that you entered when creating their account to calculate the level at which your child may have learning gaps, which is then compared to their **ARE** to display either Below, On-Track or Ahead.

PLEASE NOTE:

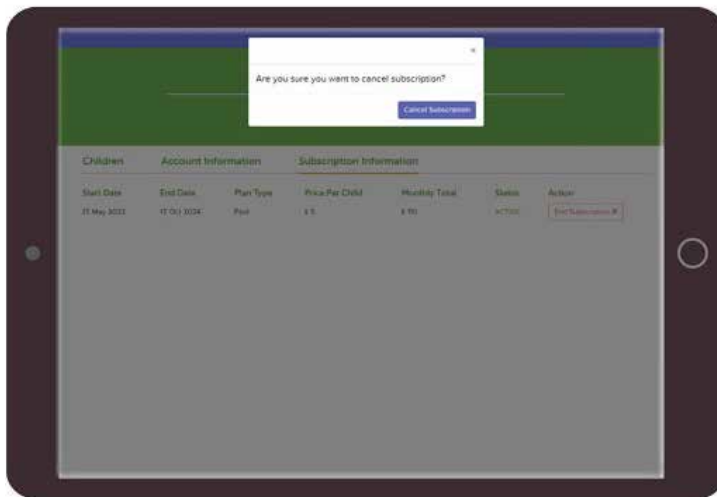
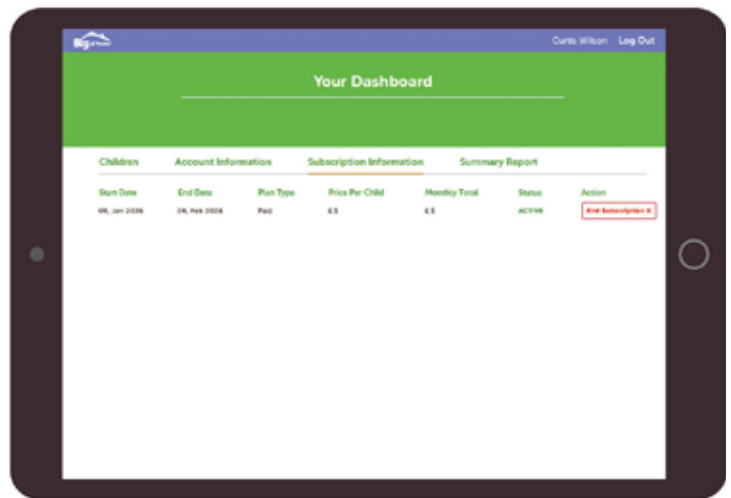
The ARE rating is not suggesting an overall ability level for your child!

Cancel Your Subscription

Cancelling Your Subscription

Your subscription will continue each month. You can cancel your subscription at any time.

To **Cancel Your Subscription**, log in and click on the '**Subscription Information**' tab. Click on 'End Subscription'.



After clicking '**End Subscription**' a pop-up will be displayed asking you to confirm your desire to cancel your subscription. Clicking the '**Cancel Subscription**' button, will cancel your subscription immediately and no further payments will be taken.

All data for **Parent Accounts** with no active subscription for 9 weeks are automatically deleted.

Did you know...

Big Maths splits the curriculum into Basic Skills and Wider Maths skills. We recommend that you prioritise Basic Skills.

We split the Basic Skills content into 4 main sections which we refer to as **CLIC**:

- **Counting**
- **Learn Its**
- **It's Nothing New**
- **Calculation**

Speak to your child's teacher or visit www.BigMaths.com to learn more.

Child's **Profile** Area

Account Information



You can add notes for your child in the 'Current Challenge' section. **View Notes** allows you to see all of your notes...

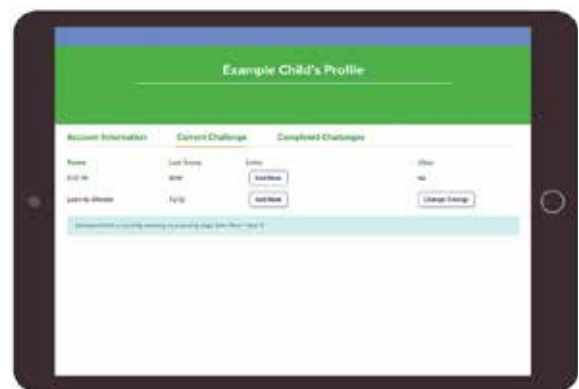
You can also see when they last logged in, the IP address they logged in from and how long they spent online. To view more detail, open the **Online Log**.

Current Challenge

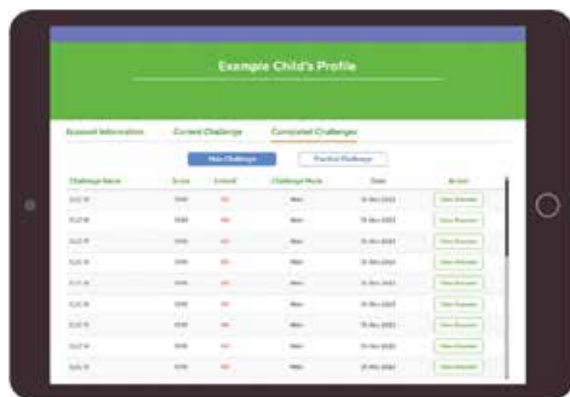
In this section, you can see how children have done in their most recent challenges and which year/term they have learning gaps in.

You can **Add Notes** for each of the challenges which your child will see on their dashboard.

You can also **Change Timings** (or disable the timer all together) for the Learn Its challenge.



Completed Challenges



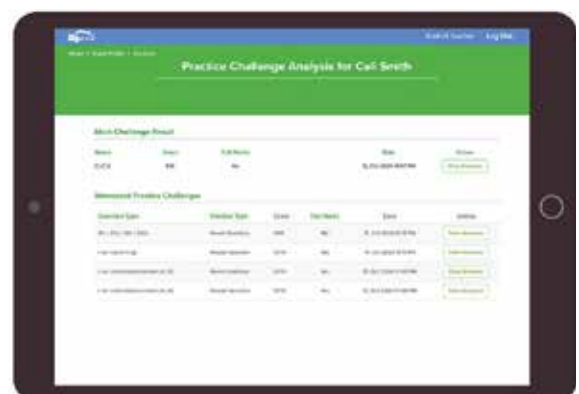
In this section you can see the results of all challenges completed by a child. You can switch between **Main Challenges** and **Practice Challenges** and also view which answers were right or wrong.

Practice Challenge Analysis

View each of the attempted **Practice Challenges** for a child.

The skill targeted, score and whether they got full marks for each challenge is displayed, along with the date of the challenge.

You can also click **View Answers** to see what answers were entered with the correct answers.



The **Child** Dashboard

When a child logs in to Big Maths At Home, their dashboard gives them links to do their **CLIC** and '**Learn Its**' challenges. This allows them to progress through the challenge levels, moving up each time they get all of the questions correct. Once they begin to make mistakes, if they get the same questions wrong, they are put into **Practice Mode**. Children can view their previous challenge results by clicking the '**Submitted Challenges**' button.

This **Help** guide can be accessed by clicking on the 'Question Mark'

If you have created **Notes** for them, children can access the notes by clicking the 'Speech Icon'.



When a child clicks on the **Rewards** icon on their Dashboard, they are taken to the '**My Big Maths Journey**' page.

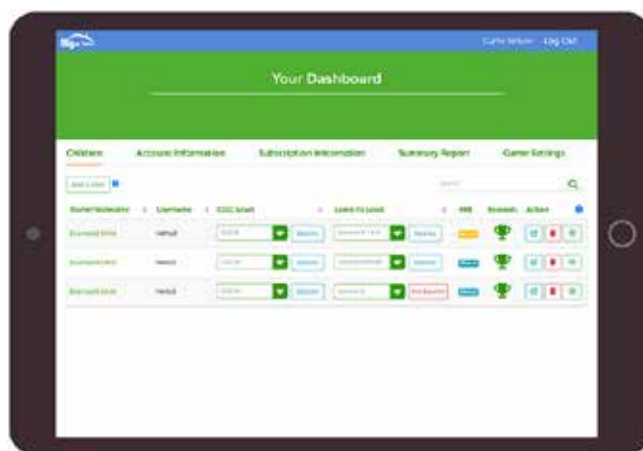
When a child clicks on the **Game** icons they can play games which target the number facts included in their current challenge level.

The **Big Maths Journey** shows which challenges they have conquered! Whenever a child gets full marks and completes a challenge they earn a planet badge. Once they have earned a planet badge, they are then moved on to the next challenge.

By the way...

We will be adding more games so that children can practice their number facts and mental maths. When space becomes an issue on the Child Dashboard, we will introduce a new screen for them to access games.

The Big Maths Journey



When a child clicks on the **Rewards** icon on their Dashboard, or when a Parent clicks on the **Trophy Icon** in their Dashboard for a child, they are taken to the '**Big Maths Journey**' page.

The **Big Maths Journey** shows which challenges they have conquered! Whenever a child gets full marks and completes a challenge they earn a planet badge. Once they have earned a planet badge, they are then moved on to the next challenge.



Children can switch between their **CLIC** and '**Learn Its**' to see how far they have progressed, how many badges they have earned and how many planets there are left.

And finally...

Big Maths at Home is just a resource to support practice of Basic Skills in mathematics. The indications of Age Related Expectations are only to provide insight of where a child has learning gaps, **not their overall ability**.

We want children to enjoy maths, to develop strong fluency and mental maths skills. To do this, we must avoid frustration, apprehension and disappointment wherever possible, so always provide feedback to their teachers.

Thank you for your support and please do email us at Support@BigMaths.com if we can help with anything.



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