



CURRICULUM APPLICATIONS

Grades: 1-5
Best as: Standalone Curriculum, Curricular Supplement, for Visual + Younger Learners
Languages: English
Access: Desktop/Browser
Standards Alignment:
"loosely based on standards" created by CCSS

STRUCTURE

- Applies a graphic novel, story-based format for lessons (feels like a gaming adventure)
- Learning includes a mix of reading graphic novel lessons, watching problem-solving modeling in videos, and solving practice problems.
- Each level is displayed on screen as a series of "classrooms" along a path that ends at a final test.
- There are options available on screen to access tools such as a pencil/eraser, for help completing a problem, and to re-connect the student with the graphic novel lesson.
- Diagnostic "are you ready for" assessments and the cumulative test at the end of each "chapter" are used to gather information about the learner's readiness
- Additional features such as "trophy problems" and "upstairs/downstairs" activities offer enrichment opportunities for learners who want to further challenge themselves.

PROGRESS TRACKING

- Students enter different "worlds" (classrooms), collecting stars and trophies as achievements
- Collecting enough of these will move the student closer to a final test, after which they will unlock the next level of learning.
- In each classroom, 3 stars can be earned for correctly completing the problems for that room's objective. The number of problems in each classroom vary, typically ~6-8 depending on the room.
- A problem is marked green when answered correctly, and red when answered incorrectly. With some problems, you have a second chance at answering a problem if you get it wrong on your first attempt.





CURRICULUM INSIGHTS

Diagnostic “are you ready for” assessments and the cumulative test at the end of each “chapter” are used to gather information about the learner’s readiness and tailor instruction

The “trophy problem” and the “upstairs/downstairs” features offer enrichment opportunities for learners who want further challenges. Trophy problems are unlocked at the 3-star completion of some lessons.

After answering a problem correctly, a screen pops up that explains two strategies one could use to solve the problem.

Having the educator/adult articulate this to their learner ahead of time could be helpful.

CONSIDERATIONS

Some learners may be frustrated when they get an answer wrong, because it doesn't provide new information to guide or lead you to the correct response (the strategy explanation only accompanies correct responses).

Students cannot easily “jump around” to different chapters, so accurate initial placement is important to ensure a good instructional fit.

There are no initial diagnostics, only those that occur as students begin moving through classrooms (“are you ready for” and cumulative chapter tests)

This is intentional, based on the belief that learners have the tools they need to solve the problem. They just need to rethink, strategize, and/or recalculate. They can also revisit the lesson and instructions, at any point