

Getting Started Guide For Schools

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.

Logging in

NumBots is accessible via browser (play.numbots.com) or via the app, which is free to download on Amazon, Android and Apple devices.

Login Details

Got Times Tables Rock Stars? - Anyone with login details for TTRS can use the same login details to also access NumBots.

First time user? - If you're the first ever user at your school, you will have received an email with a link to set your password.

Adding New Teachers

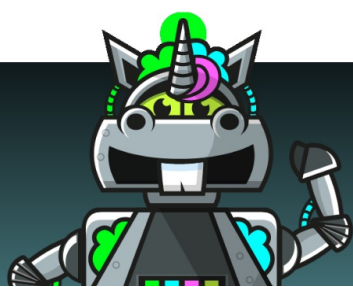
Log in via manage.numbots.com and go to *Account > Teachers* and click the *Add Teacher* button. They will then receive an email with a link for them to set their password.

Assigning Teachers to Classes

All teachers have full admin access and can see all classes, so there is no need to assign teachers to classes. Teachers can however "favourite" classes by pressing the star next to the class(es) so that they appear at the top of their lists for easier access.

Main NumBots Teacher and Billing Contact

On *Account > Teachers*, one member of staff can be nominated as the main "NumBots Teacher", which simply makes them our first point of contact. A member of staff can also be nominated as the "Billing Contact", to receive invoices and renewal reminders.



Pupil Accounts

Got Times Tables Rock Stars? - Pupils with access to TTRS can use the same login details to also access NumBots.

Adding New Classes and Pupils

Step 1

Prepare a 4-column spreadsheet with the pupils' first name, surname, class and yeargroup.

	A	B	C	D
1	First name	Surname	Class	Yeargroup
2	Jon	Owens	4F	4
3	Abi	Logan	Willows	4
4	Bon	Joney	7Ma3	7

You can also include extra columns such as gender, form group, and to set custom usernames and passwords.

Step 3

Login to manage.numbots.com and go to *Account > Classes > Upload CSV*.

Tap in the large rectangle on the right so that the cursor appears and then paste by pressing ctrl & v (Windows) or cmd & v (Mac).

Option 2

Paste Data

Copy your student data from your spreadsheet and paste it here...

Step 2

Copy the data in the spreadsheet by selecting the cells from the top left to the bottom right and pressing ctrl & c (Windows) or cmd & c (Mac). Make sure you've included the top row (column headings) too.

	A	B	C	D
1	First name	Surname	Class	Yeargroup
2	Jon	Owens	4F	4
3	Abi	Logan	Willows	4
4	Bon	Joney	7Ma3	7

Step 4

Follow the onscreen instructions as you scroll down:

- Match the column headings
- Check you're happy with student preview
- Press the *Upload* button at the bottom

Step 1 - Match your headings to our headings

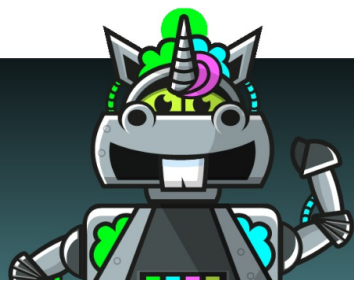
Rockstar Field	Headings you've provided
First Name *	First name
Last Name *	Last name
Maths Class *	Maths Class
Yeargroup *	Year Group

Step 2 - Preview of who is being added and who is being updated

Action	First Name	Last Name	Username	Password	Yeargroup	Maths Group
New	Bon	Joney	bonjon	xtf	Year 7	7Ma3
New	Abi	Logan	abilog	mxv	Year 4	Willows
New	Jon	Owens	jonowe	wmq	Year 4	4F

Upload 3 new students

You'll then be able to download the pupils' username labels and print parent letters. If you have difficulties with this that can't be solved in school, or you want to use a system called Wonde to sync to your school's database, email us at support@mathscircle.com.

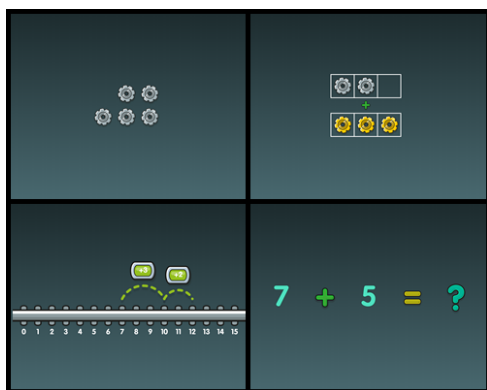


How The Game Works

There are two game modes in NumBots which serve different purposes:

1. Story Mode (for Understanding)

In Story Mode, the emphasis is on mathematical concepts and is underpinned by a mastery approach to teaching. Story Mode features visual representations, procedural variation, exposure to different calculation strategies and interleaved material - all in very carefully sequenced order.



Unlocking Levels

Story Mode is set out as a series of Stages (Rust, Tin, Iron, etc) each containing numerous levels. Rust is the first Stage and level 1 is unlocked initially, so this is the place to start. To unlock the next level, players need to earn two or three stars by showing sufficient proficiency.

The levels in Story Mode follow a natural mathematical progression and move the pupil through the game automatically, which means you don't have to set anything (You're welcome 😊)!

Increase Time Allowance

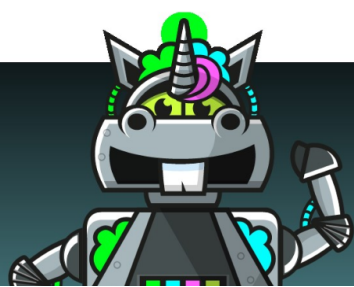
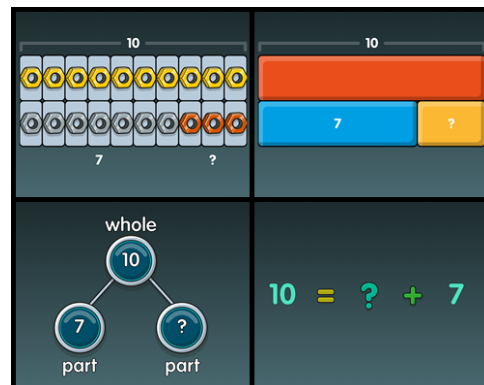
If a pupil regularly takes more than 5 attempts to pass a level because they cannot enter the answer quickly enough, log into manage.numbots.com, click *Story Controls* in the left hand column, select your class, then press *2x longer allowed* or *3x longer allowed*.

Skip the Early Levels

If your pupils are finding the early stages too easy, you can skip them ahead to a more relevant topic. Log into manage.numbots.com, click *Story Controls* in the left hand column, select your class, then press *Select Maths Topics*.

Baseline

There is no baseline assessment on NumBots.



2. Challenge Mode (for Recall)

In Challenge Mode, the emphasis is on improving response time and accuracy when recalling number facts and answering basic calculations. Children try to answer as many questions correctly as they can in 1 minute, aiming to beat their own high score.



Key Skills

There are 30 Challenges for children to play. Each focuses on a key skill, covering Subitising, Number Bonds, Addition, and Subtraction. A full list of these can be found on the teachers' Downloads page (*Story vs Challenge Levels*).

Unlocking Challenge Mode

When children start NumBots, Challenge Mode is locked. Challenge Mode unlocks when players pass Stage 2 (Iron): Level 26 in Story Mode.

Earning trophies

Children can be awarded with the following trophies for their high scores in Challenge Mode:

- Bronze: 20+ correct answers in 1 minute (≤ 3 seconds per question)
- Silver: 30+ correct answers in 1 minute (≤ 2 seconds per question)
- Gold: 60+ correct answers in 1 minute (≤ 1 second per question)

Challenge Leaderboards

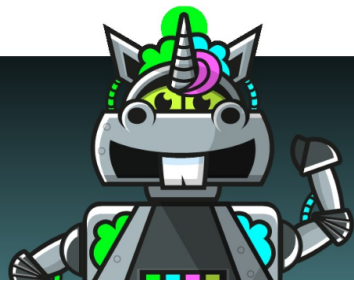
Children's high scores appear on their class, yeargroup and school leaderboards. Players are only identifiable by their bot names (not real names) however you can hide the leaderboards from the pupils if you like. Log into manage.numbots.com, click *Settings & Admin* in the left hand column, then (in *Privacy Settings*, next to "Show leaderboard to pupils") press *Hide*.

Tracking Progress in Challenge Mode

NumBots keeps a record of players' first score on each Challenge and their most recent score so that you can see how much they have progressed on each key skill. You can also look at the heatmap showing each child's average recall speed over time on every fact up to $10 + 10$, and their subtraction inverses.

Low pressure

Pupils can hide the timer in the in-game settings by pressing the cog button in the top right corner of the screen.



Playing NumBots

NumBots is intentionally simple to use – teachers don't need to spend time with settings, game data is collected automatically, and pupils can learn on their own, at their own pace.

Which game mode?

We recommend pupils initially play in Story Mode, to develop understanding. Once they have secured some key skills, they can start visiting Challenge Mode to improve their fluency and recall speeds. You might like your pupils to spend the majority of their time in Story Mode, and to just visit Challenge Mode at the end of the session or week. Or you might ask them to spend a session playing one particular Challenge, so you can assess how they're performing at that key skill. There are no "wrong" ways to use NumBots so feel free to use it however works best for your class.

Little and often

As spaced practice is more effective than blocked practice, aim for pupils to play NumBots for 3 minutes per day, 4 times a week.

Playing in school

You might find time for pupils to access the platform on computers or tablets during:

- Soft/fluid registration, i.e. on arrival at school before things get started
- Maths or Computing lessons
- Continuous provision
- Intervention sessions
- Breakfast, lunch and after-school clubs

Playing at home

If your pupils do not have daily access to devices in school, they can log in and play at home (via the browser - play.numbots.com - or free app) using the usernames and passwords you've given them. Visit the Downloads page to get our *Parent/Carer Letter template*, and *Parent Guide*, which both provide an overview of NumBots.

Set an Activity Goal

You can set how many minutes per week you expect pupils to play on NumBots for, using the Activity Goal feature. Log into manage.numbots.com, click *Activity Goal* in the left hand column, then select your class. Press *Enable*, enter how many minutes you'd like the children to play for, and click *Save Changes*. Check back on this page to see who has been meeting their weekly goals and who needs extra encouragement.

Stats

NumBots' Stats reports provide powerful formative analysis of your pupils' results at a whole school, year group, class, or individual level. You can quickly see which children are underplaying, who is struggling to pass a level, and those who are acing it. Use this data to inform your planning and resourcing, and to identify strengths and weaknesses for individuals or groups.

Log into manage.numbots.com, then click *Stats* in the left hand column. The tables can be filtered using the *Custom* button to help you quickly get the information you're looking for. Some highlights:

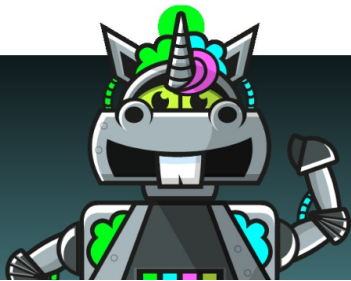
- **Track Weekly Effort** - In the *Effort Report* tab, click *Custom*, and select *Last 7 days*. Then, in the table, click the column heading *Coins Earned* twice. This will arrange the pupils according to who has earned the most coins in the past week.
- **Pupils needing extra support** - In the *Story Record* tab, a red alert icon will identify pupils who have had multiple attempts to pass their current Story Mode level. Click the magnifying glass by their *Current Level* to see the question type they are stuck on.
- **Track Progress** - In the *Challenge Results* tab, use the filters to identify how the pupils have performed on each of the 30 Challenges. (If you are unsure what a statistic represents, hover over the **i** icon, under the column header, to see a helpful tooltip.)
- **View Heatmaps** - Click *View Heatmap* icon at the end of the row to view each pupil's addition or subtraction heatmaps over time.
- **Class comparisons** - Click on *Maths*, *Pastoral* or *Yeargroups* in the second list on the left to compare the average *Effort Report* for each of the classes or yeargroups.

Award Certificates

Log into manage.numbots.com, then click *Certificate Hub* in the left hand column to create a pack of certificates to reward your pupils. Return each week to download the updated certificates, auto-populated with the winners' names, and to play the accompanying "one click" celebration assembly powerpoint presentation.

Examples of certificates you can save and download:

- Weekly Story Mode Stage Completion Certificates.
- Certificates for top 3 pupils who most improved their speed at Number Bonds to 10.
- Certificates for top 3 pupils who had the highest accuracy over the last week.



FAQs

How do pupils log in at home?

Go to play.numbots.com or download the NumBots app on Android, Amazon and Apple devices. Pupils log in using their individual username and password, provided by the school.

How do I find out when they last played?

You can see when a pupil has last played by heading to the NumBots Dashboard and clicking the name of their class. You can use the *Effort Report* in *Stats* to get a sense of how hard they're working (but it doesn't distinguish whether that was in school or at home).

Can pupils play against each other?

There are no multi-player games in NumBots, however pupils can see a leaderboard to show coins and stars earned in their class, yeargroup or school. There are also leaderboards celebrating pupils' highest scores in Challenge Mode. You can hide leaderboards from pupils in *Settings & Admin*.

Do you have worksheets?

NumBots is primarily an online platform so we don't have a paper-based alternative to the programme. However we have produced some printable resources, including worksheets, which make use of some representations from NumBots. Find these on the teachers' *Downloads* page.

Can I set homework?

Yes! NumBots is excellent for setting as homework, as it's a rewarding game that children actually want to play, is customised to every child's learning needs, and it requires no marking or weekly input from you. Use the *Activity Goals* feature to set how long you'd like your pupils to play per week, then see which children are meeting their weekly homework target in the *Activity Record*.

Can I change the difficulty of Story Mode?

Yes. Log in to your teacher account and go to *Story Controls* to allow certain pupils to skip the early topics, or to make the levels easier for pupils to pass by extending the time allowed to answer.

How do I refund coins?

If a child has logged in to another child's account and spent their coins, you can reimburse the coins by going to *Settings & Admin > Avatar Refunds*.

Do you have accessibility settings to cater for specific needs?

Yes. In each pupil's *Settings* they can change the colour scheme to high contrast colour settings. Pupils can also press the speaker icon next to each question for it to be read out loud.

Do you offer staff training?

On the teacher's *Downloads* page in the *Staff Training* section you will find a *Staff Training Task Sheet* and *Staff Meeting Presentation* which can be used to train all staff on NumBots.

Checklist before Launch of NumBots

- ❑ Add all staff members to your NumBots account. (*Remember that if staff have a TTRS account, their username and password will be the same*).
- ❑ Create pupil logins by either uploading a spreadsheet, or syncing with Wonde. (*Remember that if pupils have a TTRS account, their username and password will be the same*).
- ❑ Username labels printed and cut out.
- ❑ Book the computer suite or devices (if necessary).
- ❑ Download the NumBots app onto school tablets, or bookmark play.numbots.com on computers or laptops.
- ❑ Parent/carers letter edited and printed and/or Parent Guide printed (if necessary).
- ❑ Download *Launch Lesson PowerPoint* and *Launch Lesson Plan* from the NumBots *Downloads* page.
- ❑ Deliver staff training using the *Staff Meeting Presentation* and *Staff Training Task Sheet* from the NumBots *Downloads* page.

If you need any further help either go to intercom.help/times-tables-rock-stars for more information or contact us at any point at **support@mathscircle.com**.

