

Math Dreambox

<http://www.dreambox.com/why-dreambox>



Here are some quick-start tips that will set you up for success and help you make the most of your child's DreamBox time:

- Set a goal for weekly lesson completion (see recommended usage table below)
- Track weekly lesson completion
- Set up multiple sessions throughout the week
- Have students complete at least one or two lessons every time they log in (and finish opened lessons whenever possible)

Recommended Usage		
Grades K - 2	Grades 3-5	Grades 6-8
30-60 min	60-90 min	60-90 min
5-10 lessons	7-8 lessons	7-8 lessons

*Some lessons may take up to 25-30 minutes

(This chart includes recommendation for both at school and home. Please communicate with your teacher as the minimum that should be completed at home.)

Encourage your child to develop these habits from the beginning:

- Be okay with mistakes
- Work independently
- Only use the virtual manipulatives
- Use the help/hint button when needed
- Use headphones and have volume on

IMAGINE FACTS

(Formally known as Big Brains)

<https://www.imaginelearning.com/programs/math-facts>

Automaticity and Fluency

Math facts fluency for the win

According to the National Mathematics Advisory Board, math fluency is the number one critical foundation of algebra ... yet few curricula are capable of developing it. Yet, the standards are clear: students need to master math facts before they can move on to more complex mathematical concepts. Imagine Math Facts teaches students math facts through a series of powerful, engaging activities on multiplication, division, addition, and subtraction—helping each child quickly gain automaticity and math fluency along with a new interest in math.



- Lay the foundation for higher-order thinking
- Build confidence and pre-algebra readiness
- Encourage an attitude of success

Today's students are wired for technology. With that in mind, Imagine Math Facts' game-based software offers teachers an effective way to teach math facts in an intensely memorable way. Students are engaged by the gaming elements—so engaged that they learn math fluency more quickly. More importantly, they retain those fluency skills.

Language Arts

Achieve 3000 (Grades 3-6)

<https://www.achieve3000.com/>



ACHIEVE3000

**TOGETHER WITH YOUR SCHOOL,
ACHIEVE3000® INCREASES READING
GAINS BY 2X-3X. GET INVOLVED.**

Achieve3000's digital solutions reach all students one-on-one, at their individual reading levels, to:

- ✓ Accelerate learning
- ✓ Boost high-stakes test performance
- ✓ Prepare them for college and career

Learn how to maximize your child's reading performance with the Achieve3000 Home Edition.

KidBiz3000 **TeenBiz3000** **Empower3000**

Smarty Ants (Grades K-2)

<http://www.achieve3000.com/learning-solutions/foundational-literacy/>

Differentiating the First Steps to Literacy Success

The first step towards college and career literacy is foundational reading skills. With Smarty Ants, you can ensure every student in grades PreK-2 is on track for success from day one.

Smarty Ants is an effective, research-driven solution that differentiates instruction in foundational reading skills and accelerates student achievement – all in an engaging, interactive, online learning environment. The program continuously evaluates each student's exact skill level, learning temperament, and learning pace. Based on this information, the adaptive content system automatically delivers the right level of skill instruction and practice to keep learners in the zone of proximal development. No two students will approach the content or process in the same manner, but they all will reach the same critical milestones for primary-grade literacy success and emerge as confident, capable readers ready for the challenges of second grade and beyond. A teacher's dashboard makes it easy for teachers to track and monitor student movement through lessons and growth toward fluency and comprehension.