



Maths-Whizz[®]

by **whizz** EDUCATION

What is Maths-Whizz?

- Maths-Whizz is designed to act like a human tutor and provides all the benefits that come with it
- AI enabled Virtual tutor developed by leading educators from the University of Oxford and Harvard, following the UK curriculum.
- Maths-Whizz gives your child the right lessons, right when they need them
- Makes maths fun with gamification allowing your children to play games, create their own avatar, win gems and gain points.
- Lets you monitor their progress, and gain more time for yourself. Sends you reports of their progress every month

Maths-Whizz learning journey: Assess



The children go through an assessment - Maths Whizz assesses what the children can do and what they need to work on.

See below how Maths Whizz works.

Maths-Whizz learning journey: Tutor



Recommendation	
60 minutes Tutor usage per week	≥ 3 Progressions per week



Teaching

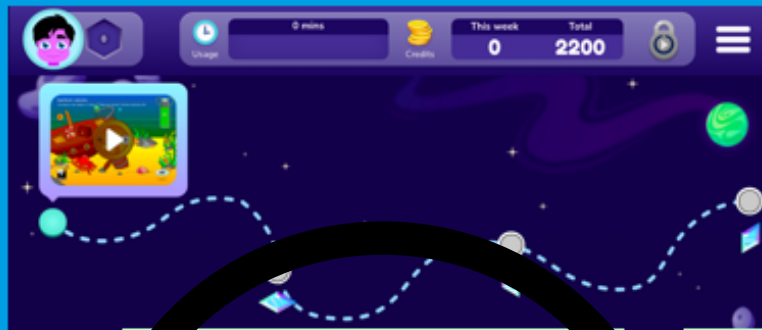


Exercises



Test

Maths-Whizz learning journey: Tutor



Recommendation

60 minutes Tutor
usage per week

≥ 3 Progressions per
week



Teaching



Exercises



Test

The child is taught an objective that the assessment has identified to be a potential gap their in understanding.

Maths-Whizz learning journey: Tutor



Recommendation	
60 minutes Tutor usage per week	≥ 3 Progressions per week



Teaching



Exercises



Test

The child is then given activities and tasks to help build on their teaching for this particular objective. This is supported if the child finds the activities challenging.

Maths-Whizz learning journey: Tutor



Handling Data
Learning about tally charts.
We can make a simple tally chart by counting the pieces of food in each lunchbox and marking this on the tally chart. Watch.

food	tally	total
apples		
bananas		

OK

Teaching

Handling Data
Complete this tally chart.
Have a look at all the lunchboxes together. Try changing your answer for the numbers of bananas. You can remove tally marks by clicking the rubber, or add more tallies with the pencil by clicking on the row. Click OK when you are done.

food	tally	total
apples	II	
bananas		
oranges		
others		

OK

Exercises

Handling Data
Some children were asked to choose their favorite ball game. The results table is on the left. Click the up and down arrows to draw a tally chart showing these results.

Q1.

Ball games	Votes
Basketball	6
Hockey	5
Football	11
Rugby	7
Volleyball	3

Ball games	Votes
Basketball	
Hockey	
Football	
Rugby	
Volleyball	

OK

Test

Recommendation

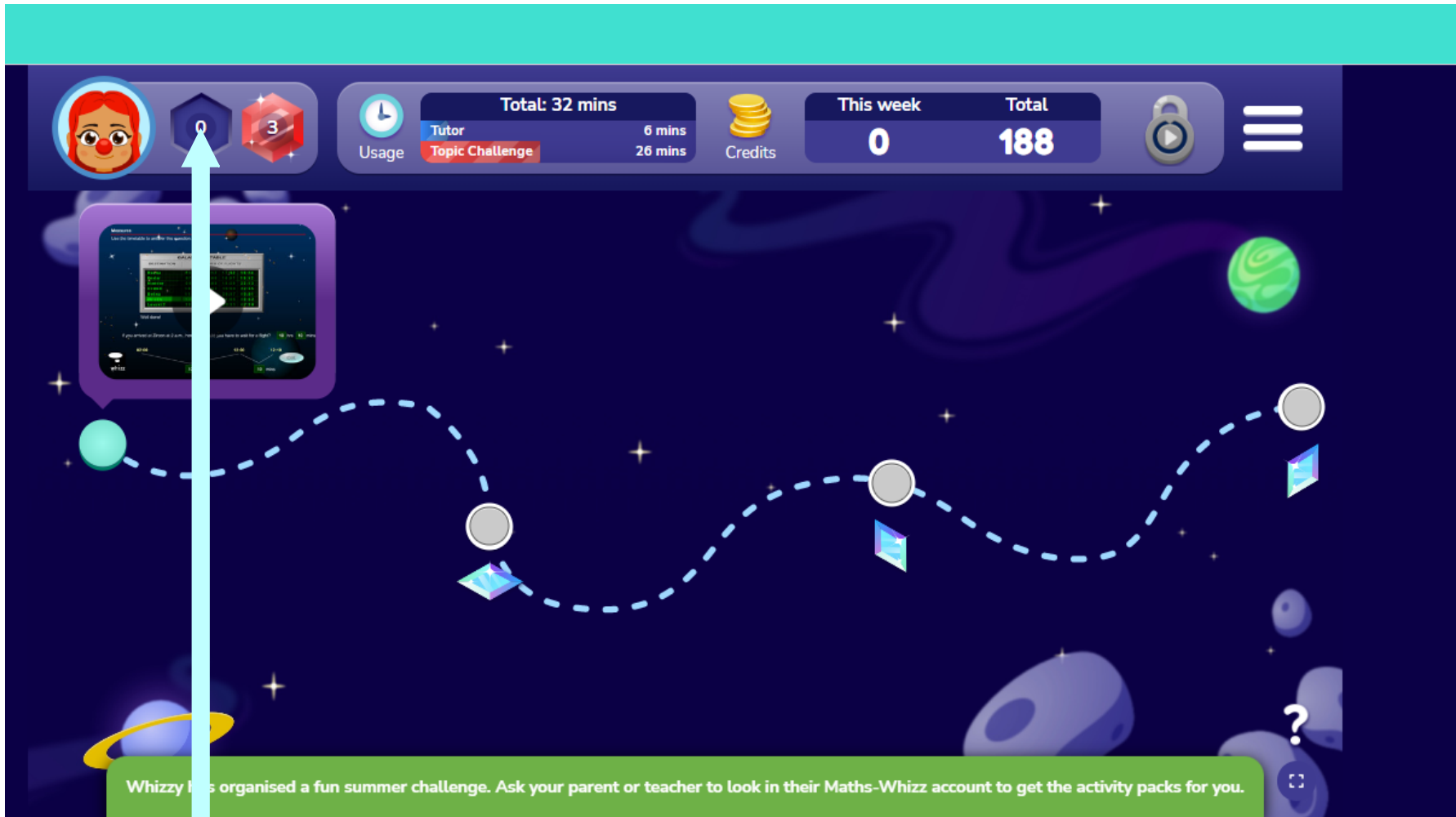
60 minutes Tutor
usage per week

≥ 3 Progressions per
week

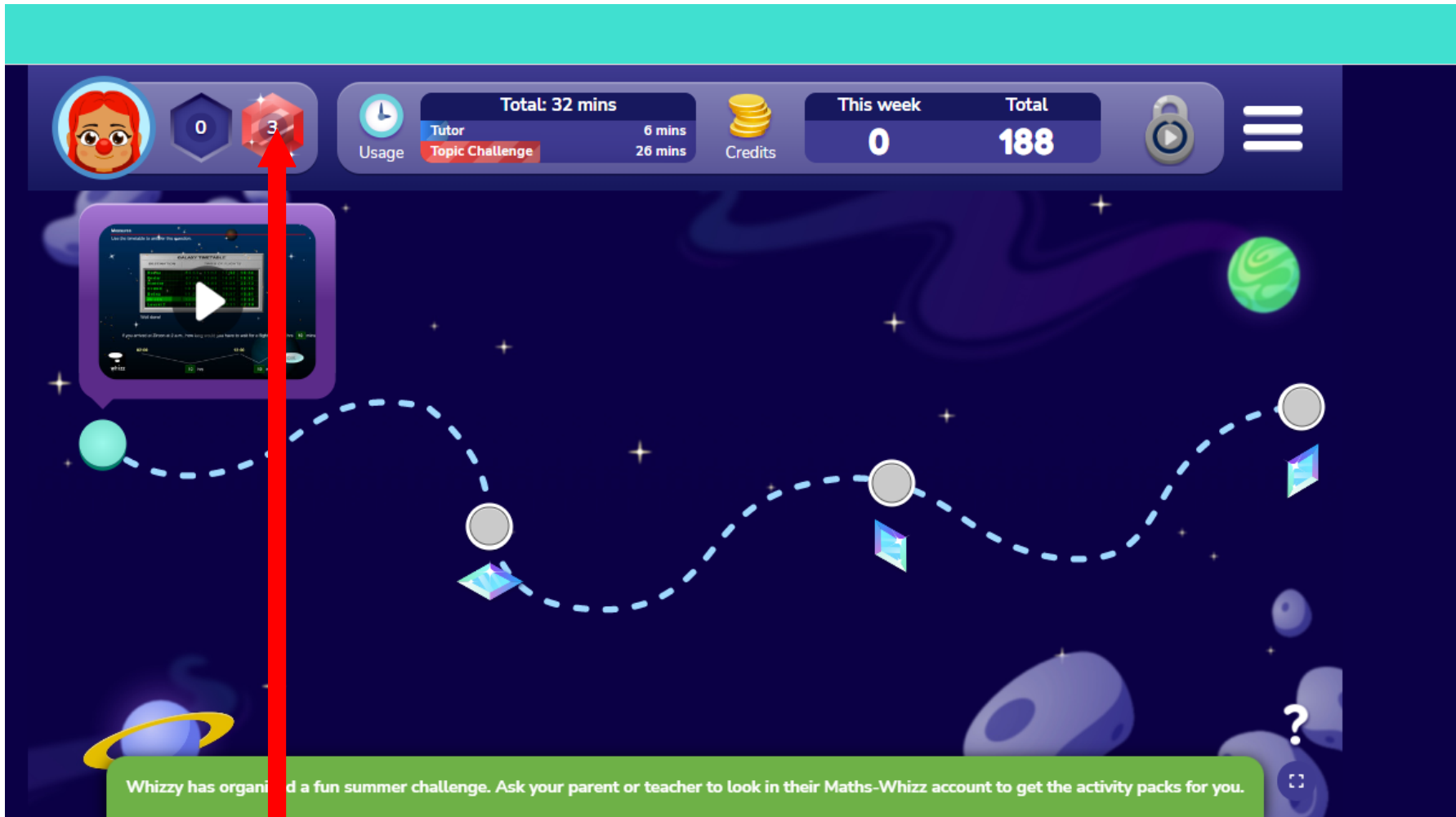
The child is then given a test. If they score 60% or more, they gain a progression (blue gem). We are aiming for 3-5 progressions a week!



Maths Whizz tracks how many progressions each child makes per week. Try and go on a streak to gain SUPERSTAR status - 8 weeks of 3+ progressions a week!



Here is where 'blue gem progressions' are tracked. Once the children have achieved 3 gems the area is filled in completely. This is reset every Monday - at the beginning of the school week.



Here is where 'ruby red gems' are tracked. These gems focus on previously taught objectives - in the last week, month or even year! Children work on these gems once 3+ blue progression gems have been achieved.

What can I do to support my child?

- Agree a timetable/schedule - little and often as opposed to marathon sessions
- Talk with them about what they are learning - what are they finding easy/hard
- Monitor usage - encourage
- Support your child, but please make sure they answer the 'test' questions independently