



Adaptive Practice on Sumdog

Creating a personalised learning journey for every child



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Sumdog was founded with a clear aim to close the attainment gap.

In order to help achieve this, our platform provides high quality, highly engaging maths games with real time feedback; delivering algorithm-driven, tailored practice for each pupil and clear and genuinely useful reporting for teachers. Our adaptive software automatically adapts questions to each child's level. Pupils work at their own pace, giving them the confidence to make progress and improve, and are given their own personalised learning journeys that adapt to their needs in real time as they work.



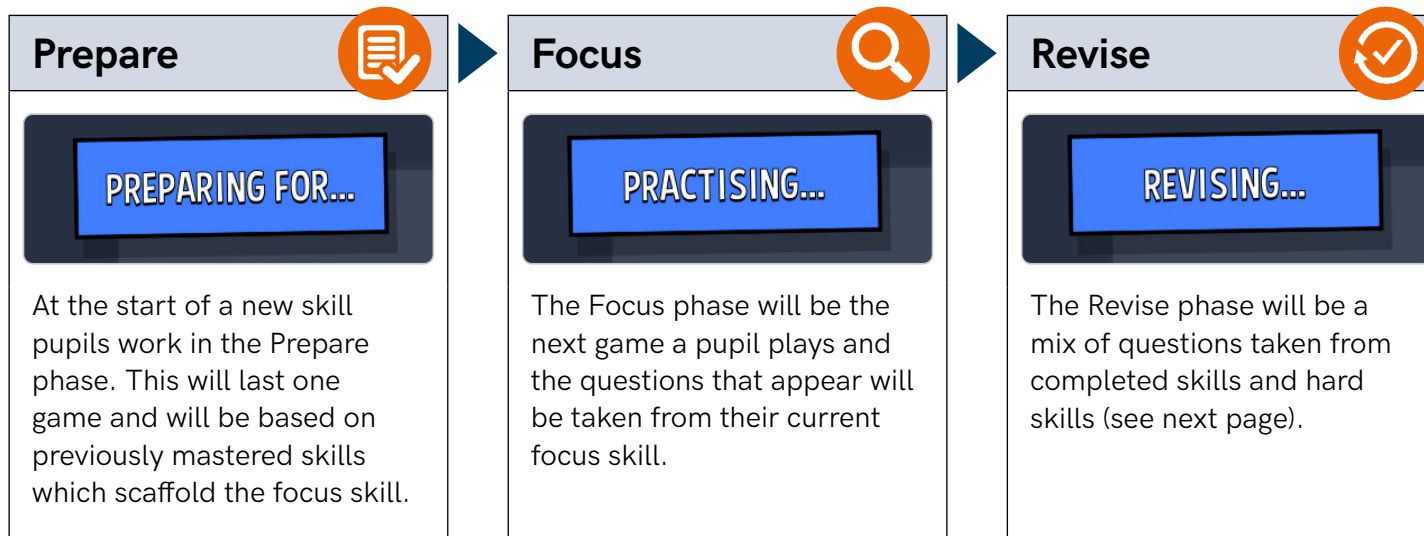
Training Mode



In training mode, pupils are set a sequence of carefully chosen focus skills to work on by Sumdog's adaptive learning engine.

First, children will be given a focus skill to work on that is slightly lower than the starting point identified by their Sumdog diagnostic result* to build confidence and ensure the consolidation of knowledge. When in training mode, they will then work through their skill plan automatically without teacher input, rather than working on skills which have been specifically assigned by a teacher using a Premium subscription.

In training mode there are three phases:



Focus and Revise phases will alternate after every game until the focus skill has been mastered, at which point the next focus skill is assigned and a new Prepare phase begins. A skill is considered 'mastered' when a sufficiently high number of questions have been answered and a rolling accuracy of 80% has been achieved.

* For more information, see our document on Sumdog's diagnostic test in the resource hub.



'Hard' Skills

Pupils who score a rolling average of below 50% on any skill, and have answered a minimum of 5 questions, will have that skill marked as 'hard'. The pupil will then continue to progress through the curriculum without becoming 'stuck' on the one 'hard' skill that they are struggling with. Any 'hard' skills generated during training mode will be saved and revisited during future revise phases.

To quickly spot areas for development as they emerge and plan targeted interventions, Premium users will be able to check the skills that have been marked 'hard' for their pupils using our new hard skills report.

The screenshot shows the Sumdog interface for a 'Hard skills: Year 4' report. At the top, there is a navigation bar with the Sumdog logo and links for Overview, Set work, Reports, and Settings. Below this, there are tabs for Progress reports and Assessments. The main heading is 'Hard skills: Year 4' with a back arrow. A sub-heading explains: 'We record a hard skill for a pupil when we see their accuracy fall below 50%.' There are two dropdown menus: 'YEAR 4' and 'ALL-TIME'. Below the filters, there are two entries for pupils: 'Ella Carter' (1 skill, on 6 September) and 'Belle Clarke'. Under Belle Clarke, there is a specific skill entry: '14 February: Calculate change and compare coins (within 50p)' with a breadcrumb trail: 'Year 2 > Measurement > Measurement > 2.M.5'.

Sumdog Premium

Although Sumdog's adaptive practice function is available for all Sumdog users, with a Premium subscription you can unlock additional features to accelerate the progress of your pupils.

These features include:

- Directing and focussing your pupils' learning by setting tasks from our bank of curriculum-aligned maths skills.
- Set low-stakes online custom tests or choose from our bank of ready-made ones, with automatic marking to save you time.
- View results in real-time with our enhanced, intuitive reports.
- Unlock all 32 games to keep your learners fully engaged with their learning.



Have any questions about adaptive practice on Sumdog?
Call 0131 226 1511 or visit www.sumdog.com to find out more.