

VmathLive™

Log in to see the NEW WORLD of VmathLive...

www.voyagerlearning.com/info/vmathlive

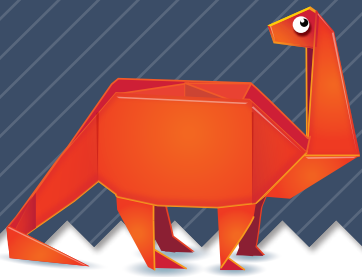
Purposeful Practice.
Meaningful Math.



Cambium
LEARNING®
Group

Voyager
LEARNING





Build Math Muscle!

Just 100 minutes
of practice per week
for 24 weeks results
in one full year of math
instruction!

VmathLive® is a fun and motivating digital math program for students in grades 2–8. The game-oriented, online program reinforces classroom instruction and provides extra practice in essential math concepts, skills, and problem-solving strategies. Playful origami avatars motivate students as they go through the activities and a virtual tutor helps when further explanation is needed.

In *VmathLive*, students work sequentially through a series of modules that follow a structured learning path and represent a year's worth of math instruction. Each module is composed of a series of activities, followed by a problem-solving activity and a module test. Students are encouraged to stay on track with messaging, badges, trophies, points, and other creative engagement strategies.

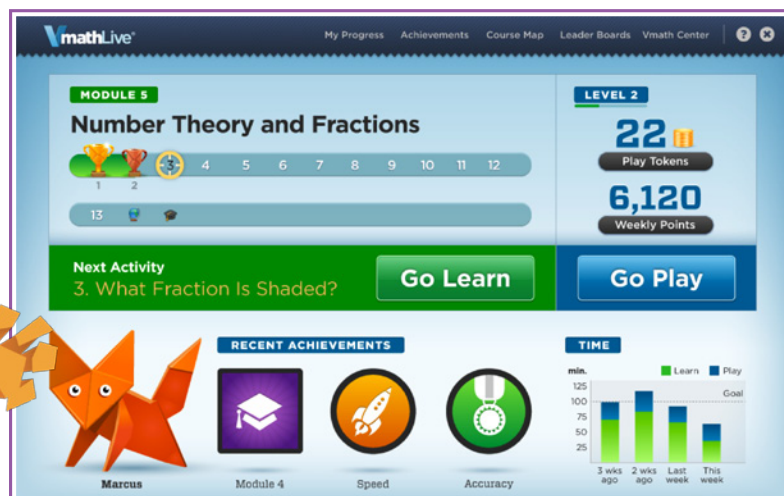


LEARN • PLAY • MASTER

As students progress through the program, they:

- **LEARN** essential math skills, concepts, and problem-solving strategies
- **PLAY** in real-time competitions of mental math against other students across the country
- **MASTER** the new math and demonstrate their knowledge in the end-of-module test

As soon as students log in to *VmathLive*, they see their home page with information on their progress—including activities completed, weekly point totals, current avatar, and a bar graph showing progress toward the goal of 100 minutes of *VmathLive* activity per week.





LEARN

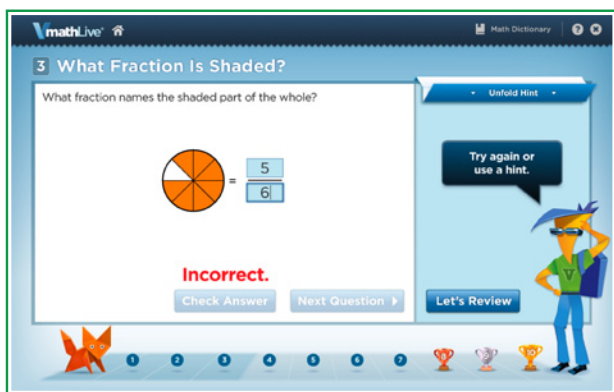
In the **LEARN** component, students work on activities with algorithmically-generated questions specific to each of the 334 math topics for grades 2–8. Students earn tokens for completing the activities and can redeem those tokens in the **PLAY** component. This is designed so that students spend about 60% of their time in **LEARN** and 40% of their time in **PLAY**.

In each **LEARN** activity, students answer randomly-generated questions focused on the particular math skill or concept being taught in the module. The first two questions are Warm-Ups and capture a student's prior knowledge. The results from the Warm-Up questions serve as a "pretest" and are later compared to the Module Test results to demonstrate growth.

Interactive support is available when a student needs additional help. There are three levels of scaffolded support: 1) Step-by-step hints; 2) Virtual tutor; 3) Pre-skill activities

STUDENTS CAN:

- Play against others students across the country
- Play against the computer
- Challenge a friend



PLAY



Supports the
**Common Core
State Standards**

The **PLAY** component allows students to play in real-time competitions of speed and skill with other students across the country. Students are challenged at appropriate skill levels as they compete in games of math fact fluency and mental math skills.

Students compete as origami avatars, and earn new avatars as they progress through the program. Avatars transform into "battle ready" mode for the competitions!

COMPETITIONS

In **PLAY**, students compete in 20 mental math games. Games are based on the Common Core State Standards that reference mental math practice and fluency. Within a level, games are served up randomly and each game lasts for 60 seconds. Students answer as many mental math problems correctly as they can.

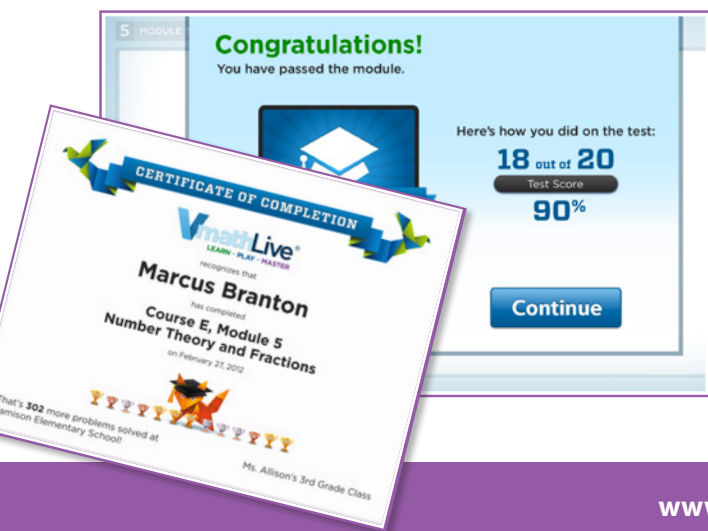


Students try to beat their opponents, earn points to advance on the Leader Board, master their current level, and then advance to the next level (as in a typical video game format).

MASTER

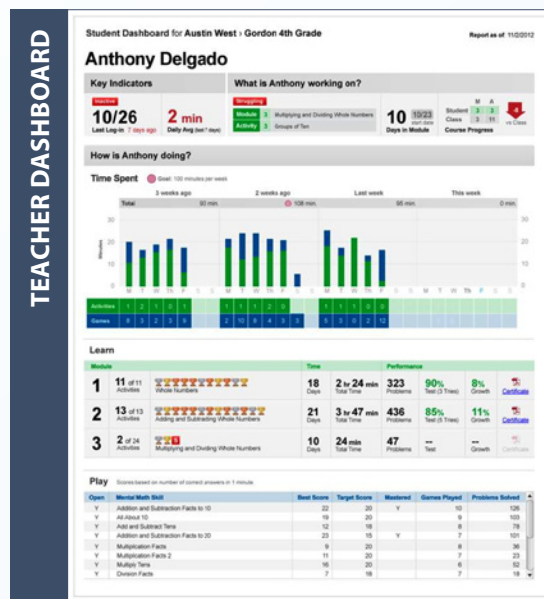
Students **MASTER** an activity by completing 8, 9, or 10 correct answers in a row. In the streak model, as soon as a student answers a problem incorrectly, his or her streak is reset.

After mastering all activities in a module, students must pass a Module Test to advance. Teachers can assign the test at any time and students advance to the next module once they pass the test. Passing is considered a score of 80% or higher, and students have the option to retake the test to improve their scores. In recognition of completing the module, the student will receive a new avatar, bonus points, and a certificate that can be printed.





- **Key Indicators:** an overall look at class progress, including number of logins, average daily time spent in *VmathLive*, and overall percentage growth in the program
- **Kudos:** major milestones completed, number of students that have reached the online goal, completed modules, and trophies earned
- **Alerts:** teacher notifications for students who are struggling or if usage has decreased significantly or stopped altogether



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