Baggin' the Dragon Maths ONLINE

BagginTheDragon.com

Guide for Teachers and Parents

v3.1

Baggin' the Dragon Maths Online Guide for Teachers and Parents

23rd November 2020

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This manual is designed for use with *Baggin' the Dragon Maths Online*, www.bagginthedragon.com. It is to be read in conjunction with the EdAlive Central Guide for Teachers and the EdAlive Central Guide for Home Users. For more information go to central.edalive.com.

EdAlive Central is the foundational resource from which *Baggin' the Dragon Maths Online* and EdAlive's other Web Apps draw resources.

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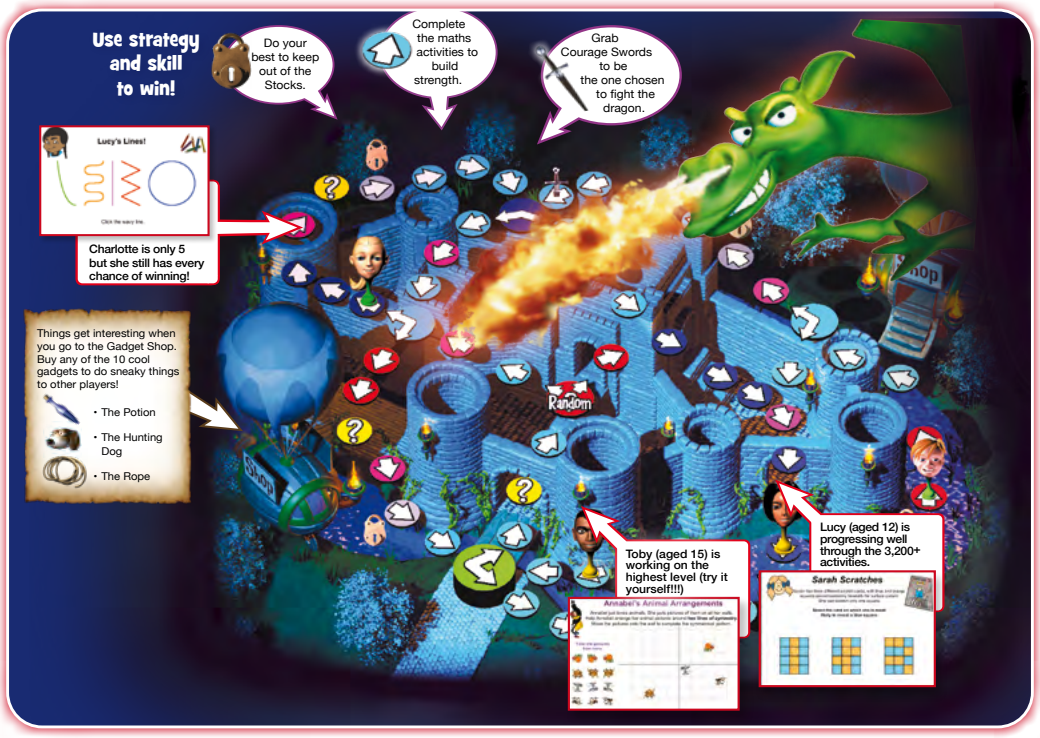
About Baggin' the Dragon Maths Online

What is Baggin' the Dragon Maths Online

Baggin' the Dragon Maths Online is a comprehensive maths programme that harnesses the power of Adaptive Learning to free teachers from the tedium of managing students' progress. It automatically ensures that students are always working at their optimal learning level.

Baggin' the Dragon Maths Online comprehensively covers: Addition • Subtraction • Multiplication • Division • Fractions • Percentages • Ratio & Proportion • Numeration • Shape • Space • Measurement • Geometry • Data • Statistics • Graphs • Probability • Patterns • Algebra.



Master the world of maths: Years K – 10

Baggin' the Dragon Maths Online is an expansive maths programme that harnesses the power of automated Adaptive Learning to build solid maths foundations and transform each student into a mathematical thinker and problem solver.

- More than just mindless number crunching!
- Begins with basic knowledge and introduces new concepts to progress students at their own pace.
- Automatically ensures that each student is always working at their optimal learning level.
- Harnesses a wide variety of learning strategies and Question types to engage students.
- Hand-crafted and sequenced by experienced teachers.

Individualised learning

The design of *Baggin' the Dragon Maths Online* enables each student to progress at their own pace and at their own level.

- Enables teachers and students to choose the maths *Questions* to be practised and then allows for repetition until mastery is achieved.
- Extends the gifted and supports those for whom learning maths is a struggle.

Created by highly experienced teachers

Through multiple iterations from floppy disk to CD and finally to *Baggin' the Dragon Maths Online*, it has been a journey of over 20 years. Our team of highly experienced maths teachers has produced a masterpiece!

Children learn best when they are having fun

The intrinsic and extrinsic motivators built into *Baggin' the Dragon Maths Online* engage and motivate students to build maths skills.

- Carefully sequenced to build maths ability step-by-step.
- Little-by-little as skills increase the *questions* get harder.
- The children are having so much fun they don't even realise they are learning.

Intrinsic motivators

As students progress in their learning journey, *Baggin' the Dragon Maths Online* provides instant dynamic feedback reinforcing progress question by question. The intrinsic motivation is amplified through progress reports, attainments, certificates and more.

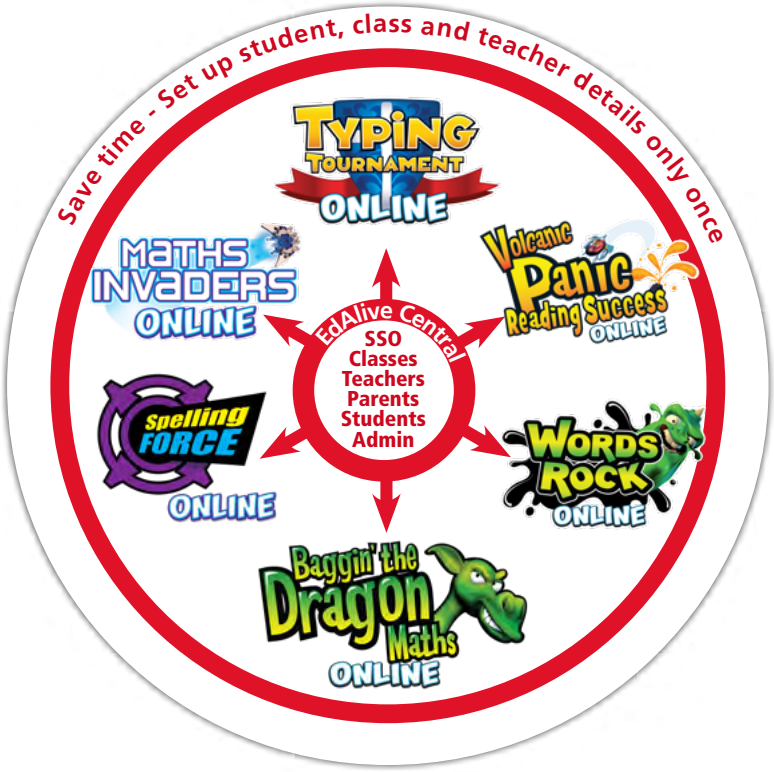
Massive upgrade

The new Online edition of *Baggin' the Dragon* builds on the classic *Baggin' the Dragon CD edition* with significant enhancements that revolutionise its educative capacity.

- All the advantages of online delivery including instant availability of data, home and school access, and data security.
- Students playing the *Baggin' the Dragon* game are much less distracted as they now each complete *Questions* simultaneously from their own computer instead of taking turns on the one computer with up to 4 players.
- Features the revolutionary *EdAlive Adaptive Learning System* that automates each student's progression and releases teachers from the need to monitor and adjust the work for each child.
- *Questions* are always automatically targeted to the needs of each student.
- Enhanced design has allowed the doubling of the frequency of *Questions* presented in the game without overloading the students.
- Integrated with EdAlive Central making administration incredibly easy.

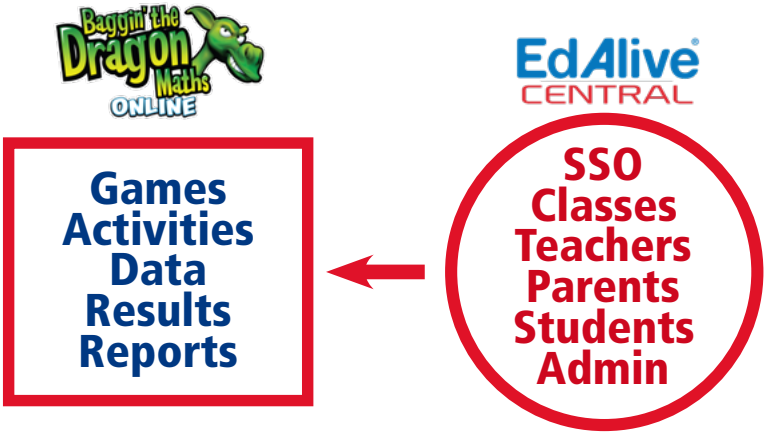
Interaction with EdAlive Central

Baggin' the Dragon Maths Online is powered by EdAlive Central and is one of the revolutionary suite of EdAlive Central websites.



Dynamic interaction

Each of the *EdAlive Central*-linked *Web Apps* draws resources and services from *EdAlive Central*.

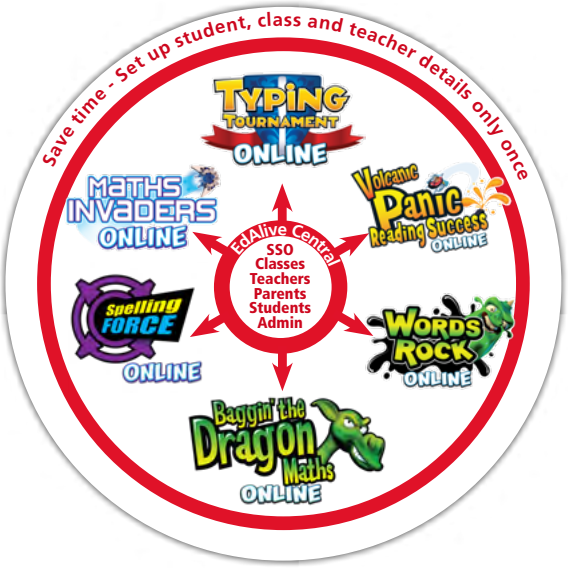


Quick Start Guide

Step 1 - Set up EdAlive Central

In order to access *Baggin' the Dragon Maths Online*, you'll first need to register an *EdAlive Central Account* for either *Home* or *School* use.

The user-friendly management system at central.edalive.com is the core of the *EdAlive Central* suite of websites(*Web Apps*) and provides a unified interface for administering *Classes*, *User Accounts*, *Subscriptions* and other shared data across all of the *Web Apps*.



School Locate the EdAlive Central School Use Guide

To find the *EdAlive Central School Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the EdAlive Central School Use Guide PDF and follow the instructions to establish your account, link your school, set-up your class and add students.

Home Locate the EdAlive Central Manual for Parents

To find the E*dAlive Central Home Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the EdAlive Central Home Use PDF and follow the instructions to establish your account and create accounts for your family.

Step 2 - Start using the chosen Web App

Once you have set up your account for home or school you are ready to start using any of the chosen *EdAlive Central Web App* for which you have an active subscription or a free trial.

Locate the relevant Home/School Use Guide

To get the most from each *EdAlive Central Web App* we recommend that you consult the relevant *EdAlive Central Web App Guide*. To find the *Guides* go to help.edalive.com and scroll to the bottom of the screen.

Go to Teacher or Parent Management

You can navigate back to the *Teacher or Parent Management* screen at any time by selecting *Teacher Management* or *Parent Management* from the *Account Menu* that displays towards the top right of most screens.

The Main Menu Screen

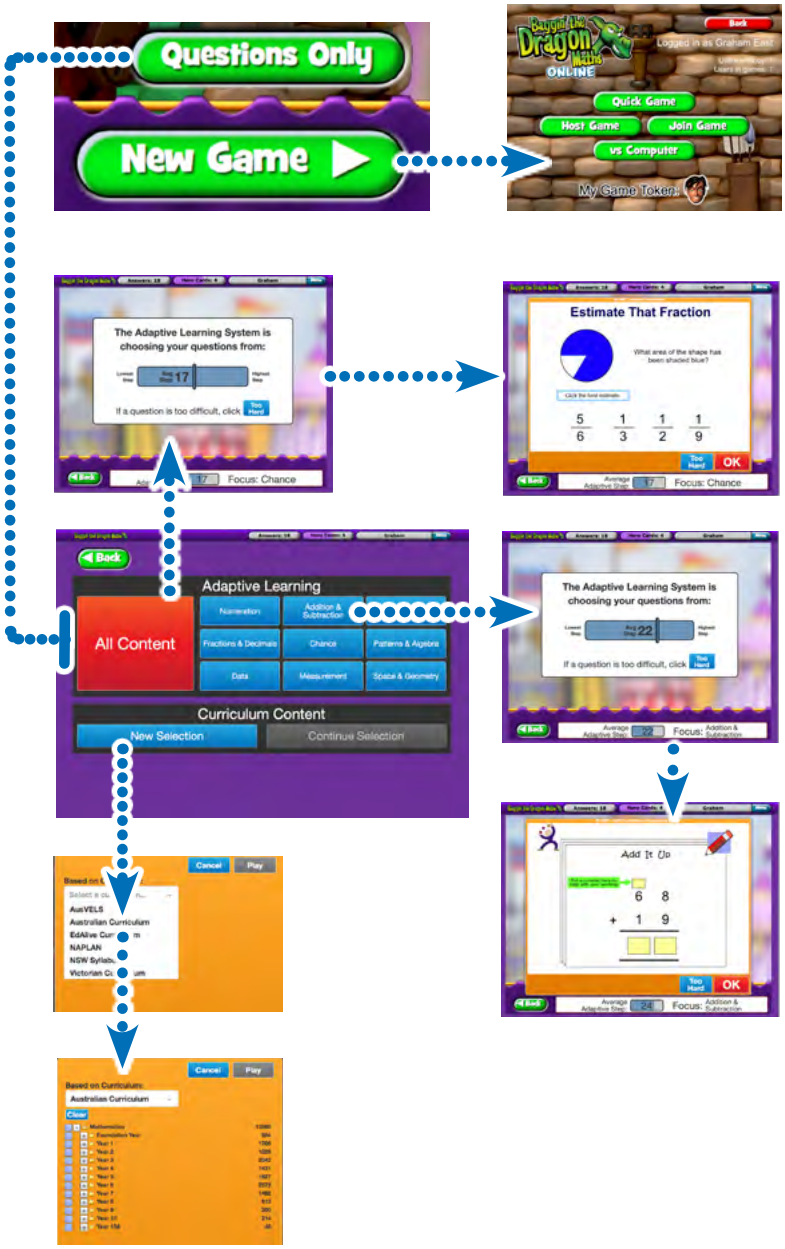
Use the *Main Menu* screen to navigate quickly to all of the key *Baggin' the Dragon Maths Online* functions.

Key components

There are four main components each designed to give users access to the maths content in different presentation modes. The choices include:

1. Adaptive Learning with all Content.
2. Adaptive Learning focusing on a specific topic.
3. Manually select *Questions* by Curriculum Content.
4. Play the *Baggin' the Dragon* game with Adaptive Learning.

All sections then interact with the *curriculum correlations*, reports and the Hero Card reward system.



Menu Bar navigation

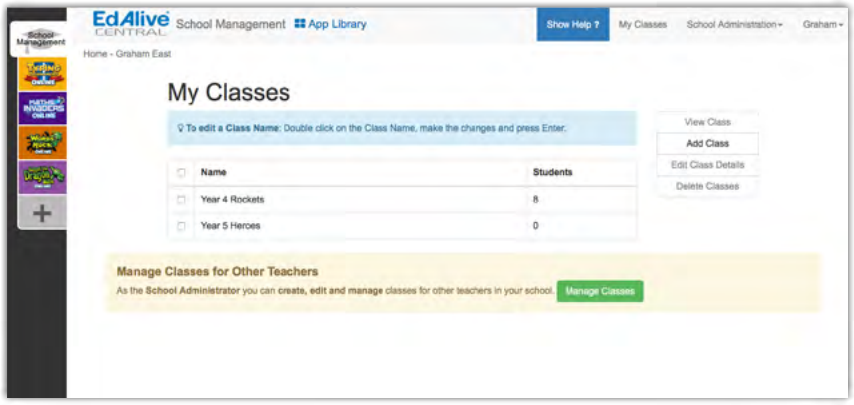
Tools & Reports

You can access the *Tools & Reports* screen at any time by selecting *Tools & Reports* from the *Your Name* menu that displays towards the top right of most screens.

Switch between Web Apps and Management

Switch quickly between the *EdAlive Web Apps* for which you have active subscriptions or current trials and the *School* or *Family Management* sections.

Click the tab to access



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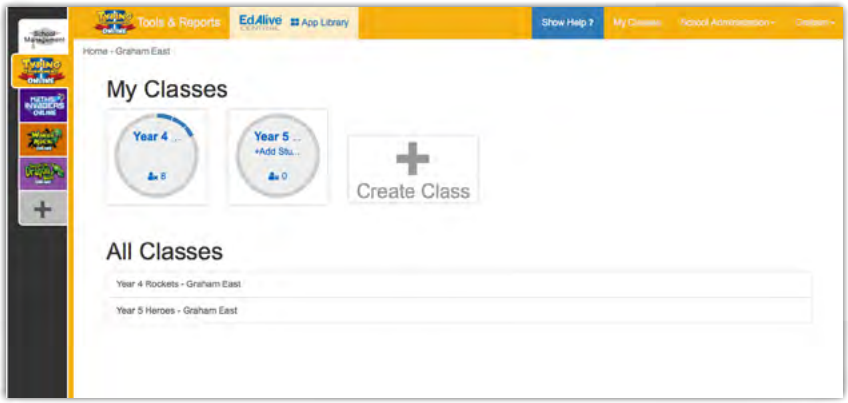

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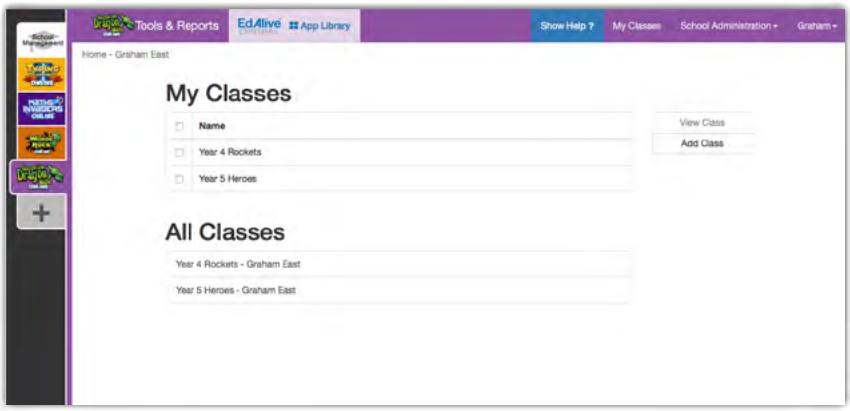
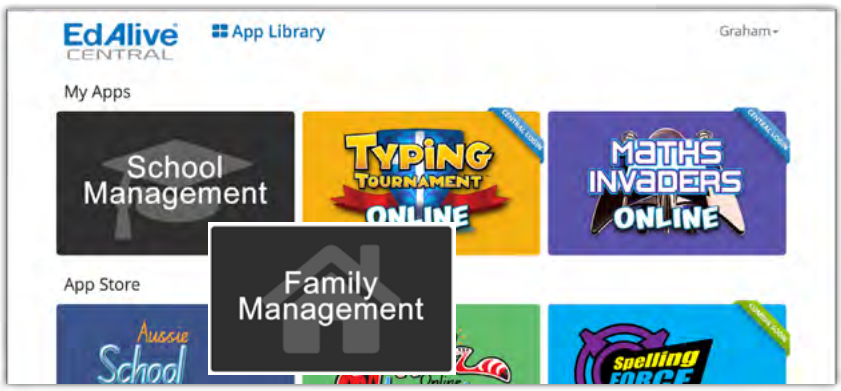


Click the tab to access

Goes to the *EdAlive App Library* from where you can add new apps - Add new subscriptions here as required.



School Teacher Access

Teachers can access a special *Teacher Access* version of *Baggin' the Dragon Maths Online* from within the *School Management* section. This special version allows teachers to experiment with *Baggin' the Dragon Maths Online* without the need for a separate login. To access the *Teacher Access* version:

1. Choose *Start Maths* from the *Account Menu* in the top right hand corner of the *School Management* screen.
2. You will then enter a fully functional version of *Baggin' the Dragon Maths Online.*

Maths Content

At the heart of *Baggin' the Dragon* is a comprehensive bank of *Questions* that have been skillfully hand-crafted and sequenced by experienced teachers.

The *EdAlive* educational team created the core teaching sequences at the heart of *Baggin' the Dragon Maths Online* by deconstructing the curricula from many jurisdictions around the world including Australia, New Zealand, Key US States, United Kingdom and Ireland. These fine-grained educational elements were then sequenced to form the EdAlive Curriculum. The result has been the creation of a matrix of *Questions* that is both broad and progressive in its scope.

Once formed the EdAlive content creation team set about building a diverse, broad-ranging set of *Questions* to teach and illustrate each of the identified outcomes. By this process the rich resource that is the EdAlive Question Bank was created. It is this carefully crafted matrix of instructional material on which the EdAlive *curriculum correlations*, content selections and the automated Adaptive Learning system draw.

Age	5	6	7	8	9	10	11	12	13	14	15+
Numeration	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Addition	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Subtraction	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Multiplication			✓	✓	✓	✓	✓	✓	✓	✓	✓
Division			✓	✓	✓	✓	✓	✓	✓	✓	✓
Fractions/Decimals	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Patterns/Algebra	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Length	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Area	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Volume/Capacity			✓	✓	✓	✓	✓	✓	✓	✓	✓
Mass			✓	✓	✓	✓	✓	✓	✓	✓	✓
Time			✓	✓	✓	✓	✓	✓	✓	✓	✓
Graphs	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Chance						✓	✓	✓	✓	✓	✓

Every Question and its organisation is intentional

- Each of the *Questions* in *Baggin' the Dragon Maths Online* has been included to meet specific learning outcomes identified in the comprehensive, rigorous planning that preceded their creation.
- Because each and every *Question* in *Baggin' the Dragon Maths Online* was designed with a particular outcome in mind, there is absolutely no time wasted on superfluous content.
- *Baggin' the Dragon Maths Online Questions* provide scaffolding for weaker students and enrichment activities that will engage and extend even the most inquiring minds.
- Learning sequences are designed directly into the sequential, finely incremented educational content.
- The educational content within *Baggin' the Dragon Maths Online* has been rigorously tested by millions of users!

Attributes of the Questions

- Students progress through carefully sequenced levels with each year level broken down into multiple incremental *Steps*.
- Features a broad range of *Questions* and *Question* types, including text input, missing answer, drag-and-drop, multiple choice, true or false and more!
- The diversity of *Question* type and the accompanying humour maintains each student's interest and helps build their skills.
- Positive feedback and correction through detailed answer screens gives reinforcement.
- The *Questions* are full of quirky characters, puzzles and tantalising problems that challenge and extend students across a wide range of learning styles.

Over 90% of Maths Content: Years K – 10

At the heart of *Baggin' the Dragon Maths Online* is a bank of over 10,000 *Questions* that have been skilfully hand-crafted and sequenced by experienced teachers.

- Comprehensive coverage of all the essential maths skills and concepts.
- Promote higher-order mathematical thinking and problem-solving strategies instead of mindless number crunching.

Maths skills covered include:

Numeration

- Integers, operations, money.
- Addition & subtraction.
- Multiplication & division.
- Fractions & decimals: ratio, percentages.

Patterns & algebra

- Patterns, relationships.

Data

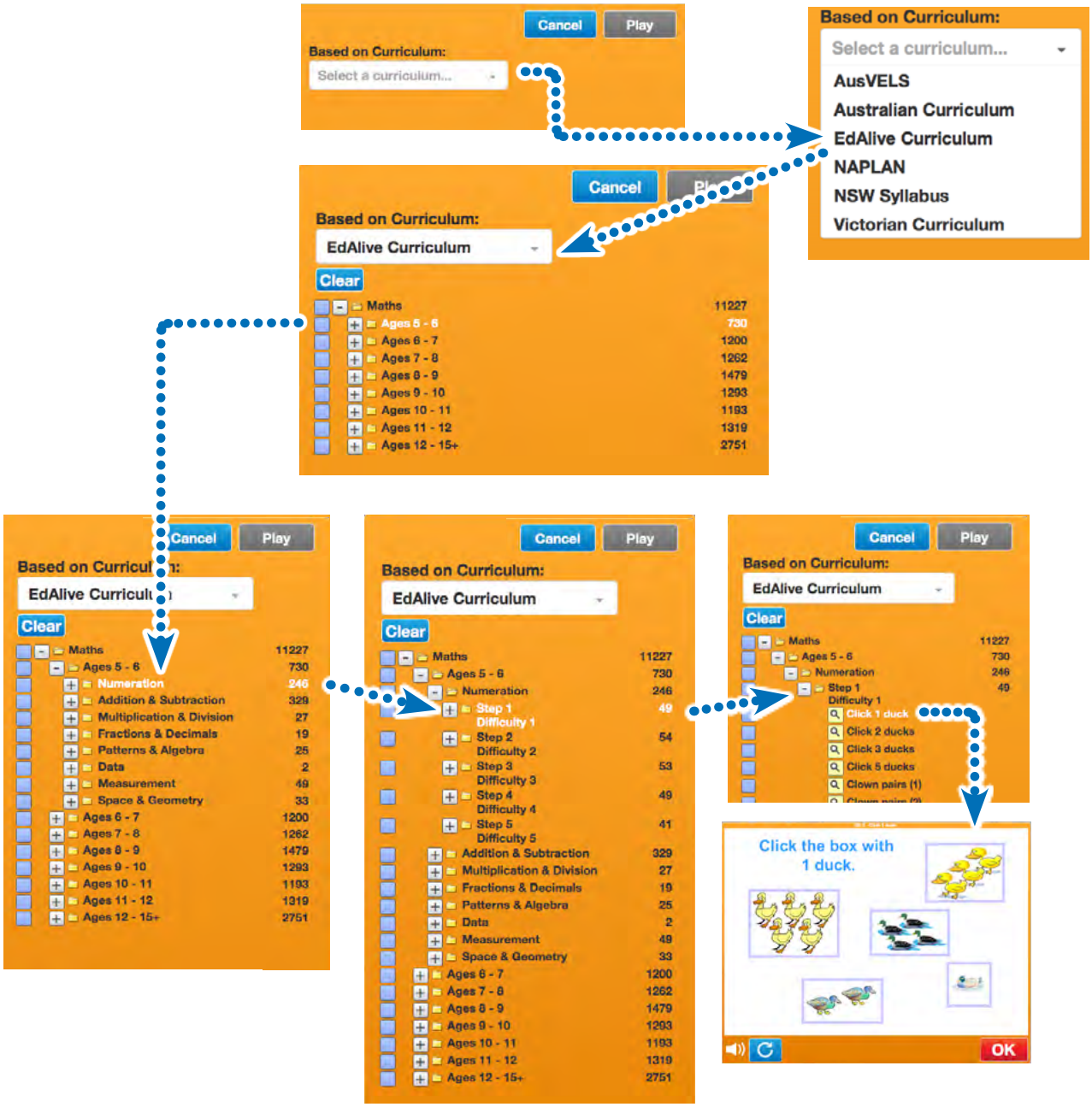
- Recording, displaying and interpreting data.

Measurement

- Length, area, volume/capacity, mass, time.
- Space & geometry
- 2D, 3D, position, angle, transformations, symmetry.

The EdAlive Curriculum Structure

The *EdAlive Curriculum Structure* is displayed in multiple locations within *Baggin' the Dragon Maths Online*. Depending on the context it can be used to select content, display progress or access reports. Within this hierarchy are located all of *Questions* accessible via the different *Curriculum Correlations* with the most expansive *Curriculum Correlation* being the *EdAlive Curriculum*.



The Adaptive Learning System

Baggin' the Dragon Maths Online is powered by the advanced *EdAlive Adaptive Learning System*.

Automatically optimises each child's progression

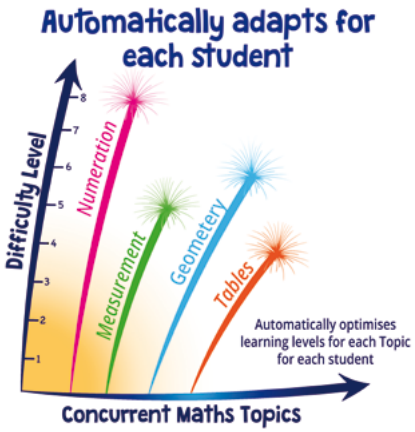
The system uses complex algorithms to automatically create and maintain an optimised learning pathway for each child. This is power cloaked in simplicity.

- Analyses each student's responses in real-time.
- Rapidly establishes each student's base learning level.
- Automatically challenges and progresses each student.
- Frees teachers and parents from the tedium of analysing children's responses and manually creating learning sequences.
- Acts as an intelligent, dedicated tutor, continually monitoring and progressing each child.
- Teachers can set up an entire class in a matter of moments and be confident that each child is progressing at their optimal rate.
- Liberatingly simple to use.

Constant automatic levelling

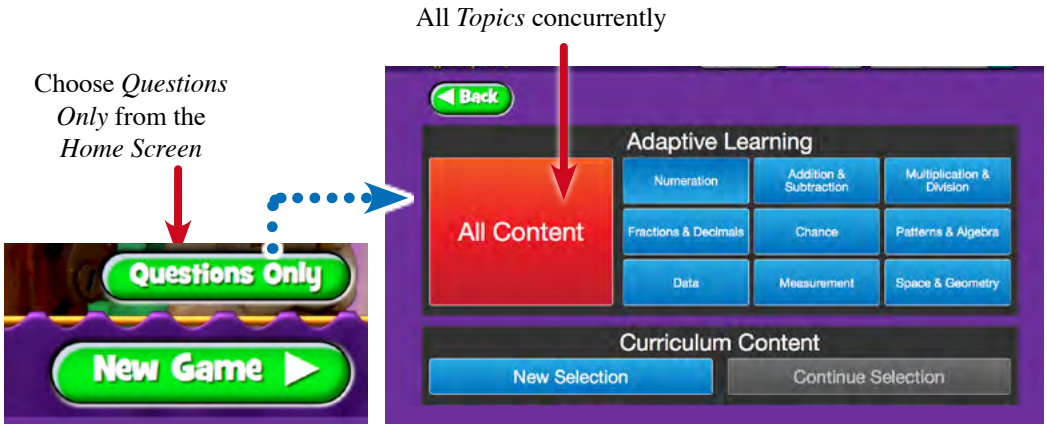
At the commencement of each round of *Questions* the *EdAlive Adaptive Learning System* analyses the student's recent results and then automatically chooses the new content to present.

- The *questions* will come from a range of *Steps*.
- Correct answers enable *Questions* to be drawn from more difficult *Steps*.
- Incorrect answers or the use of the Too Hard button will reduce the difficulty of the *Steps* from which the *Questions* are drawn.
- The system will gradually introduce more difficult content as students prove that they are ready for it.
- The design challenges students whilst building their confidence.



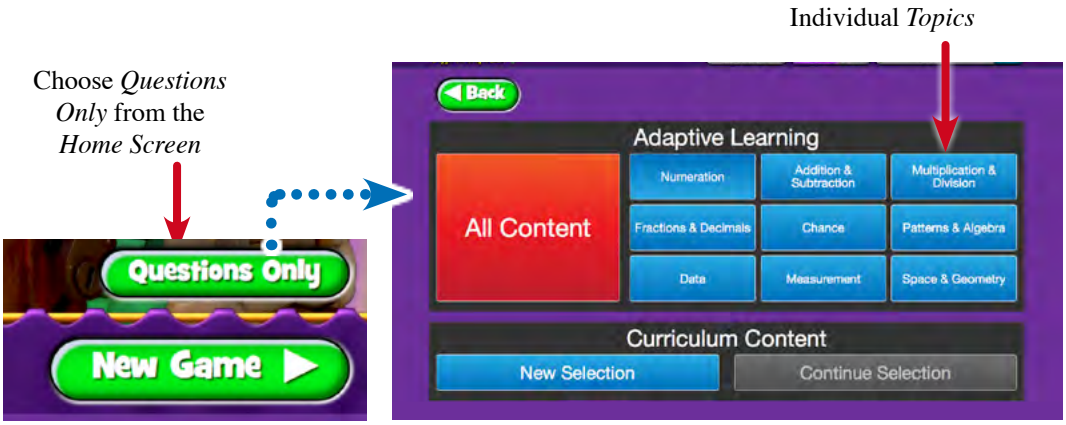
Concurrent Multi-Topic operation

By default the *EdAlive Adaptive Learning System* concurrently and automatically progresses students in multiple *Topics*. Each *Topic* is presented in a discrete channel with the levelling of the *Questions* in each channel being independent from those in the other channels e.g. progress in the *Numeration Topic* within its channel is independent from progress in the *Addition and Subtraction Topic* within its channel. When the "*All Content*" option is chosen the *Adaptive Learning System* mixes *Questions* from all of the *Topic* channels together in the one stream of *questions*.



Single Topic operation

The *EdAlive Adaptive Learning System* can be configured to present *Questions* from only one *Topic* at a time e.g. you can choose to be presented with *Questions* from the *Numeration* Topic channel only.

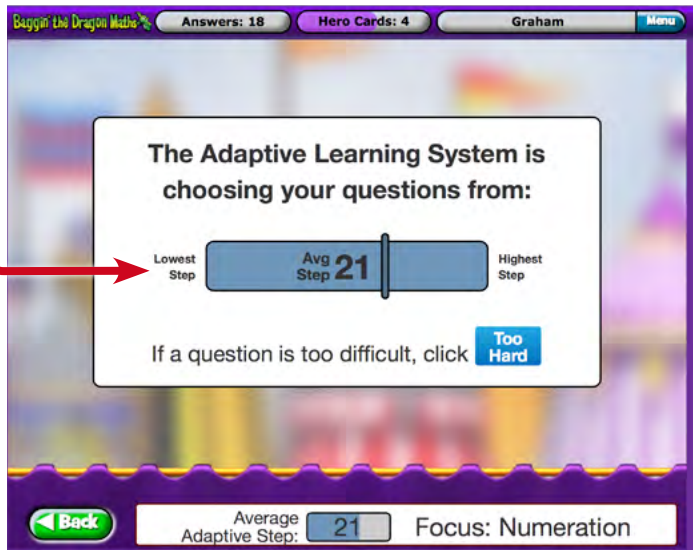


Generating your Adaptive Learning Questions

Once either *All Content* or a single *Topic* has been specified, the *Adaptive Learning System* then chooses the most appropriate *Questions* to present based on the user's previous answers.

1. The first time the *EdAlive Adaptive Learning System* is used it presents the user with range of *Questions* of varying difficulty chosen from the sequenced *Steps* for each Topic.
2. As the user answers the presented *Questions* the *EdAlive Adaptive Learning System* will automatically learn which *Step* from which to select the *Questions* for the user.
3. There is always an element of challenge - enough to keep students engaged and learning but not too much so that they get too many wrong and become discouraged.

The average *Step* across all *Channels* from which your *Questions* will be drawn



The *Channel* from which your first *Question* will be drawn

Power cloaked in simplicity

The *EdAlive Adaptive Learning System* is incredibly simple to use but behind the scenes it is working hard to give you just the right *Questions* to keep you learning

- From time to time it will challenge you with harder *Questions*.
- If you get a run of *Questions* wrong or use the Too Hard button too frequently you will find that you will be levelled down and your *Questions* will come from an easier *Step*.
- If you are getting your *Questions* for a *Topic* correct you will be levelled up and your *Questions* will come from a more difficult *Step*.
- All this happens invisibly and automatically *Topic*-by-*Topic* and *Step*-by-*Step*.
- Behind the scenes the *EdAlive Adaptive Learning system* is doing lots of complicated calculations to keep you learning. That's where the power comes in!

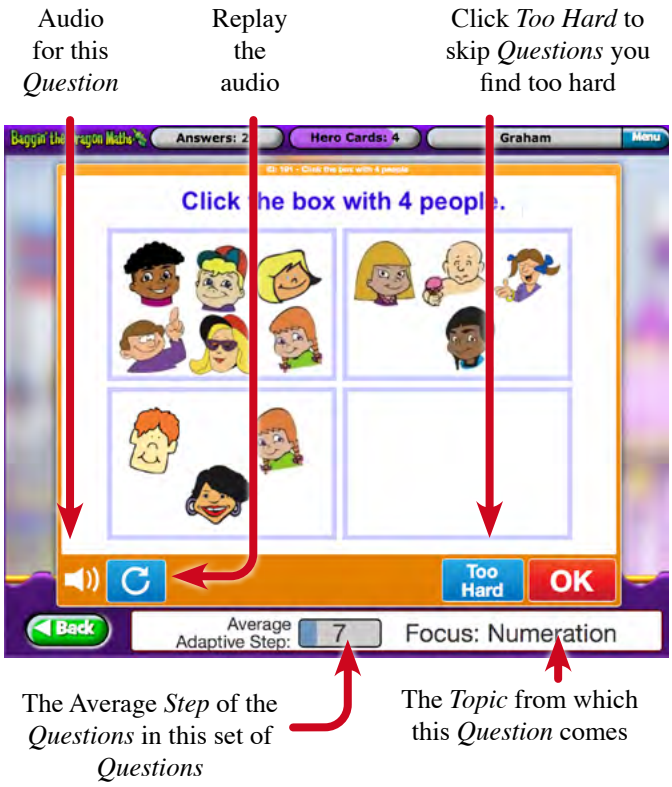
Inputs to the EdAlive Adaptive Learning System

The *EdAlive Adaptive Learning System* is constantly evaluating the inputs from the students. Accordingly it dynamically adjusts the level of content being presented. The algorithm that controls the function of the *EdAlive Adaptive Learning system* is complex and takes account of a range of factors including the history of correct and incorrect answers, the use of the Too Hard button and use over time.

- Unanswered *Questions* have no effect on the levelling.
- If, as sometimes happens, another party operates in a student's account (like an older sibling or parent demonstrating their maths prowess), the system will quickly reset to the student's level once they resume use of the account.

The Adaptive Learning Question Screen

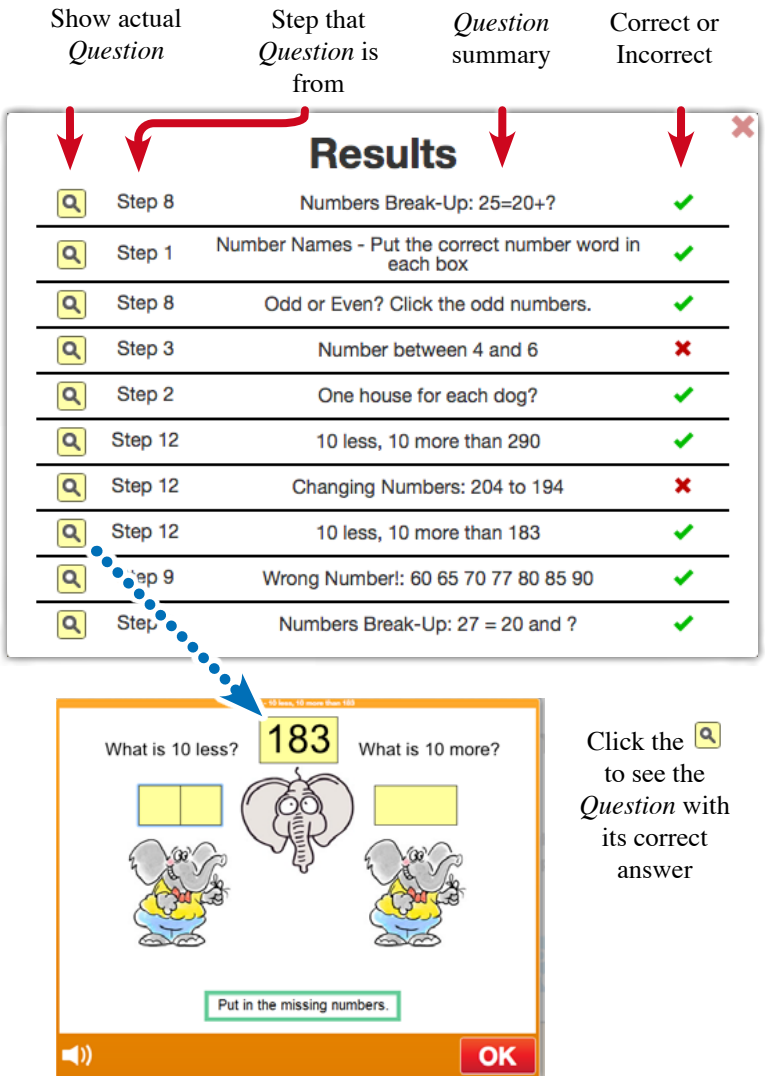
The *Adaptive Learning Question Screen* displays in the question in the *Baggin' the Dragon* game and when the *Questions Only Adaptive Learning* option is chosen.



Adaptive Learning Result Summary

At the conclusion of each *Baggin' the Dragon* game or after the completion of each *Question* set in the *Questions Only Adaptive Learning Mode* an *Adaptive Learning Results Summary* screen is shown.

Result Summary from the *Adaptive Learning System*



Curriculum Correlations

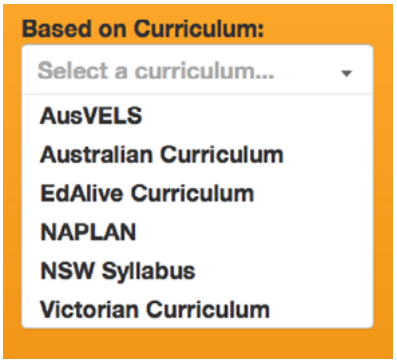
How the curriculum correlations work

Each of the thousands of *Questions* that form the educational content of *Baggin' the Dragon Maths Online* is correlated against the relevant curriculum outcomes for the range of curricula and syllabi covered.

The *Curriculum Correlations* are accessible from:

- *Select Content* option accessible via the *Questions* ONLY button from the student's *Home Screen*.
- The teacher and parent *Tools & Reports*.

Curricula covered

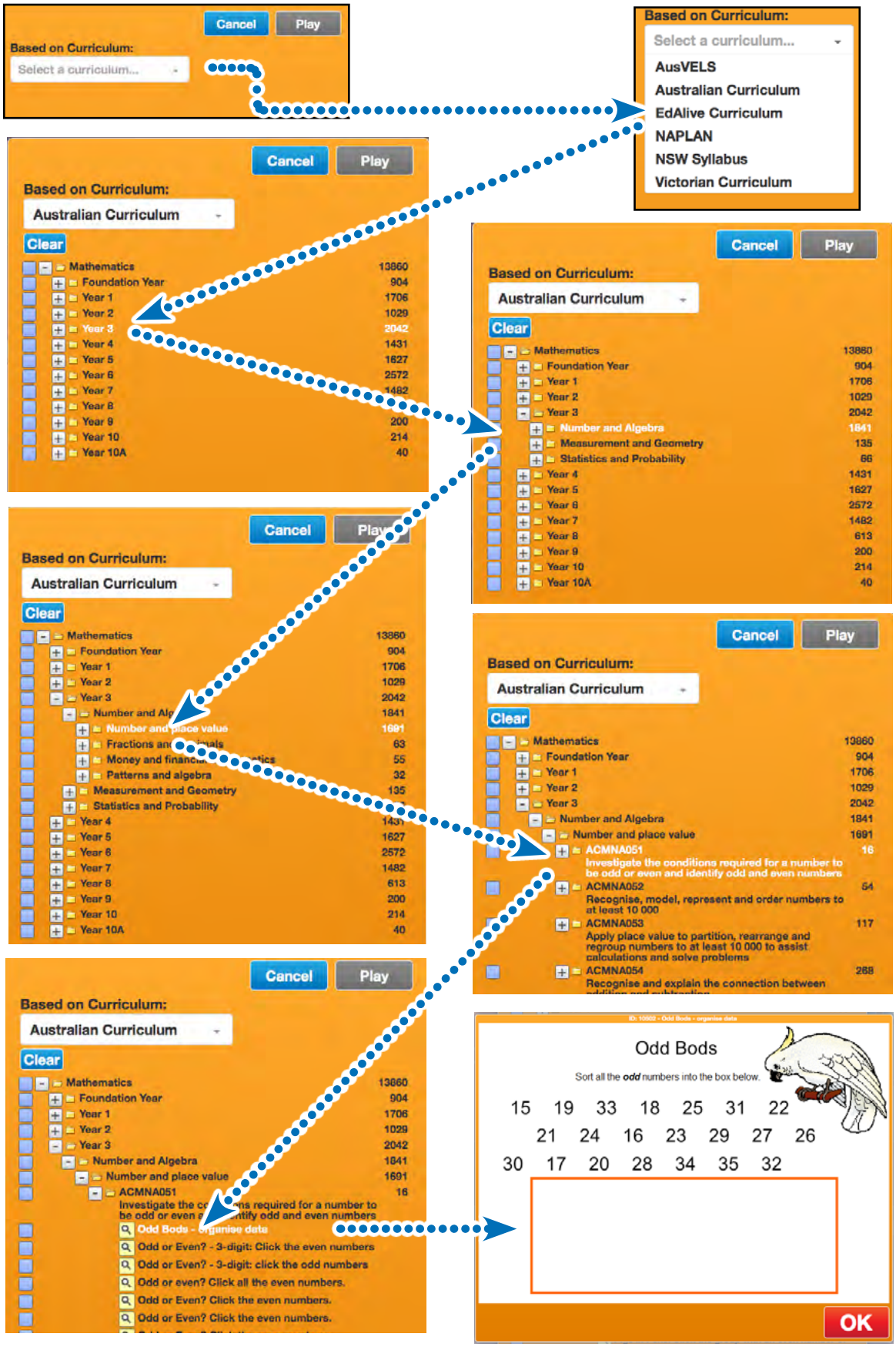


Depending on your location you will see a mix of the following curricula. In the USA it will be the Common Core State Standards and the EdAlive Curriculum, in the UK it will be the UK National Curriculum and the EdAlive Curriculum and so on. The range of curricula covered is:

1. The Australian Curriculum
2. NAPLAN
3. NSW Syllabus 2014
4. The Victoria Curriculum
5. NZ TKI
6. UK National Curriculum
7. US Common Core State Standards

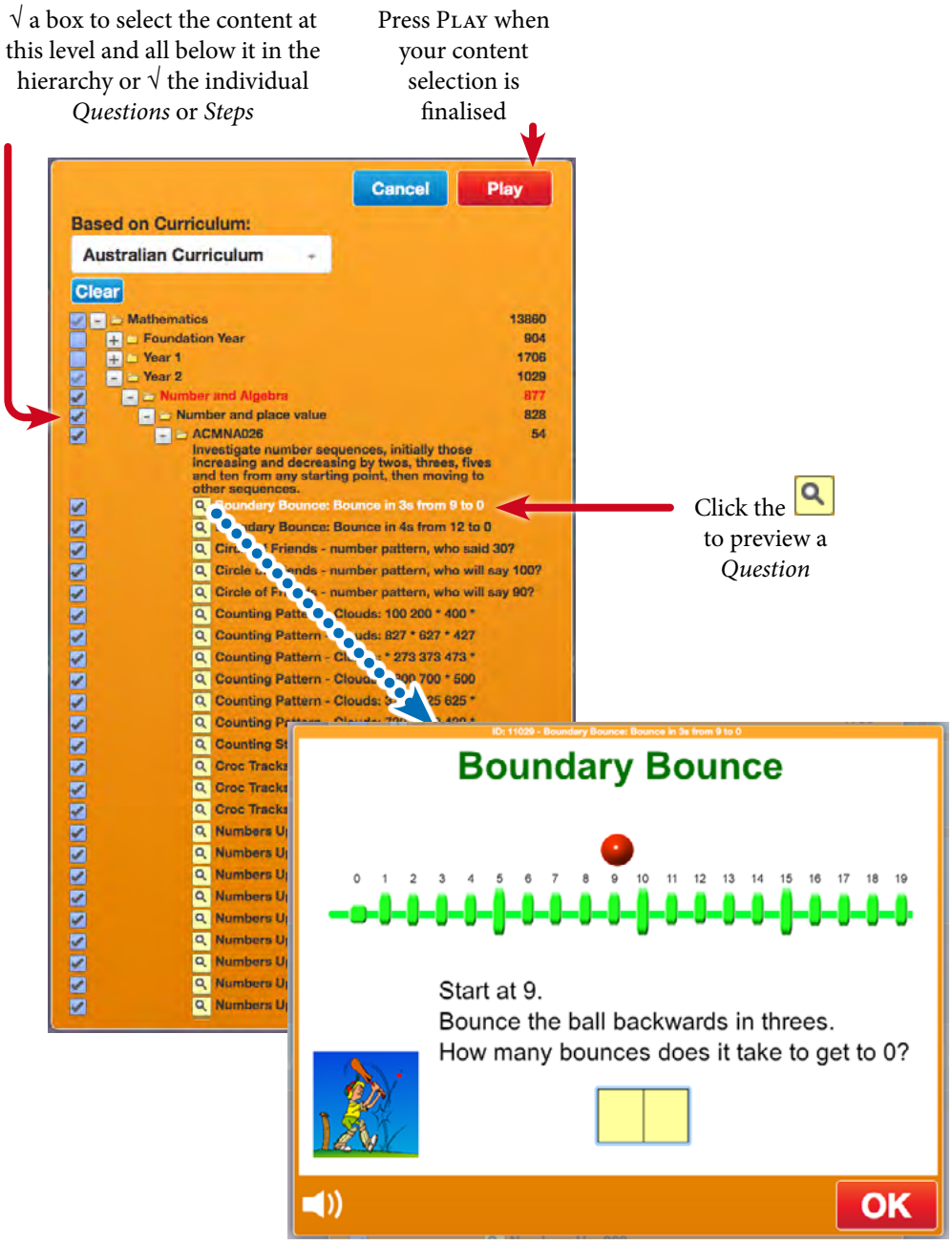
Changing the displayed curriculum

To change the displayed curriculum, select from the *Curriculum Pop Up* menu.



Selecting Questions for use

To select *Questions* for use in *Questions Only Mode* or to pre allocate *Questions* for use, place a √ in the check box preceding the *Question* or the group of *Questions*.



Presetting Content Selections for students

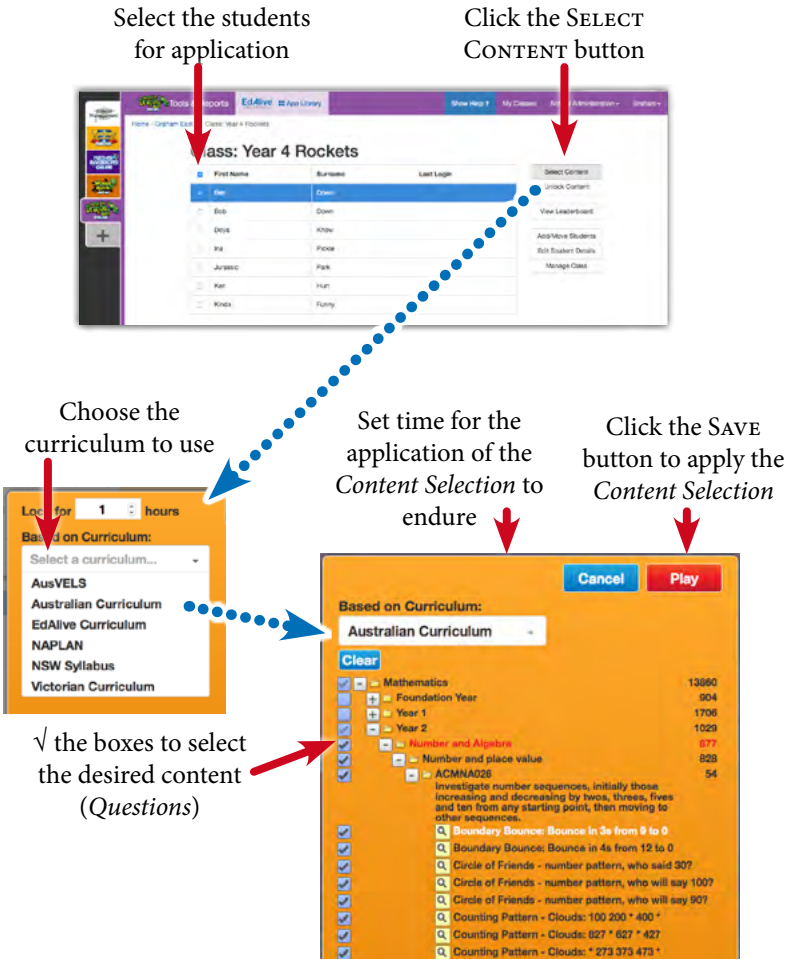
Teachers and parents can preset a *Content Selection* for students to work on.

- The Content Selection can be selected from any of the *Curriculum Correlations*. See the *Curriculum Correlations* section for details on choosing curricula.
- Once applied to a student's account the student will be locked out from doing any other work.
- The *Lock* endures for the time nominated or until a teacher or parent unlocks the student's account.
- *Content Selections* can be applied to one, many or all of the students in a class or family.

Working with Content Selections

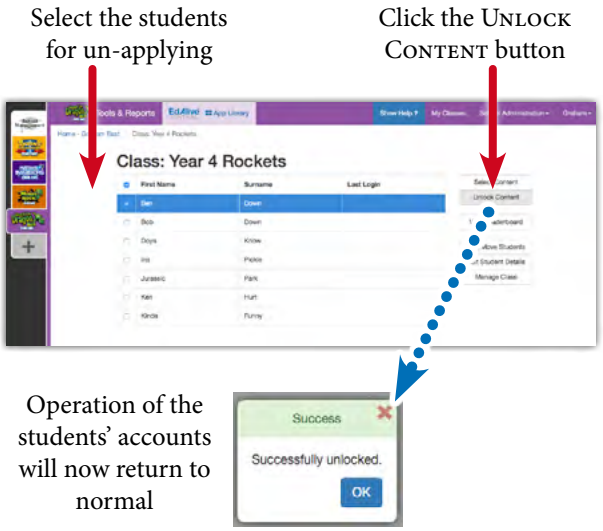
Creating and applying a Content Selection

Enter the *Baggin' the Dragon Tools & Reports* section and display the list of students in the class or your family then proceed as below.



Unapplying a Content Selection

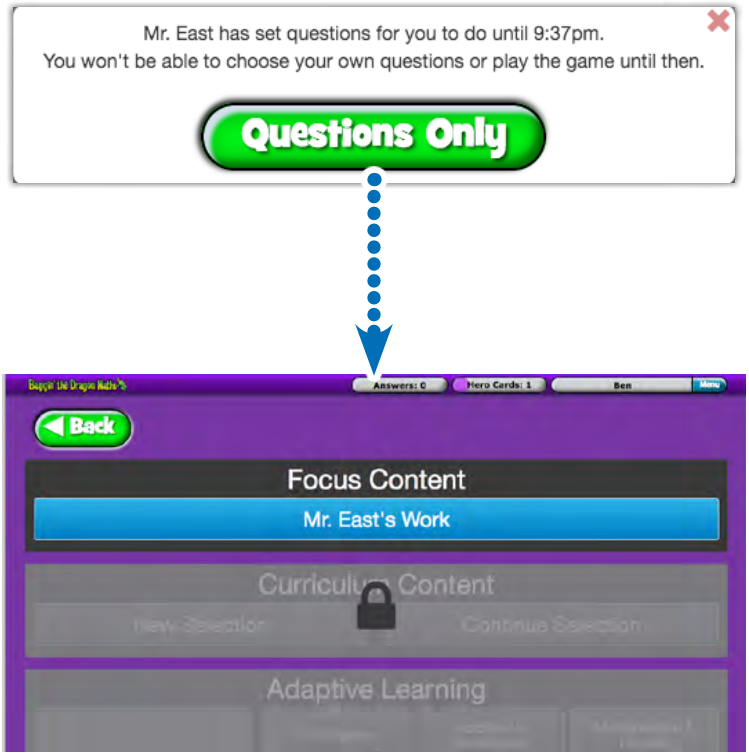
Content Selections can be unapplied by using the UNLOCK CONTENT button.



Students' use of Content Selections

Once a *Content Selection* has been applied to a student's account, they are locked from completing any other *Questions* until either the specified time has elapsed or the *Content Selection* has been removed.

When a *Content Selection* has been applied the student sees the following:



The Baggin' the Dragon Game

At the heart of *Baggin' the Dragon Maths Online* is the fast-paced Baggin' the Dragon Interactive Real-Time, Multiplayer Game that is fully integrated into *Baggin' the Dragon Maths Online*.

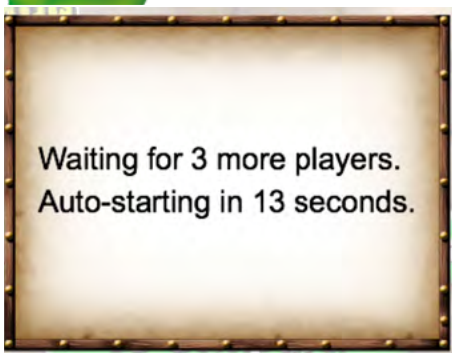
Baggin' the Dragon harnesses the appeal of online gaming and teams it with the EdAlive automated *Adaptive Learning System* to motivate students and engage them with maths *questions* that are just right for them.

The Game Scenario

Players compete against each other or *Smart Computer Players as* they race around the game board to collect *Courage Swords*. To collect the *Courage Swords* they must answer *Questions* presented to them by the *EdAlive Adaptive Learning System*. The innovative turn-based design maximises the time doing educational content and minimises time waiting for other players.

It all Happens in Real-Time:

- All interactions within the game happen instantly and each player is immediately aware of other players' moves.
- The answers to *Questions* are scored immediately and a *Question and Answer Summary* is displayed at the conclusion of each game.



Multiplayer Engagement

- Students play against the computer or up to 3 other students selected from their class, or anywhere the world.
- To play against students in their own class, students can initiate a game of *Baggin' the Dragon* as the *Host* and then invite others to join them.

Smart Computer Players

- When there are insufficient human players to join a game, the computer generates players to compete against.
- The computer generated players use dynamic feedback from the game to auto-level their ability to match the capability of the students. This ensures that human players of various abilities are actually able to win the game (but not always).

Interactive Fun

- B*aggin' the Dragon* is not just a first past the post race. It's a full-on, real-life tussle with the other competitors with incredible motivational appeal.
- The choices made by one player dynamically affect the game-play for all. As in games like Chess and Monopoly each move immediately affects the options for others. This dynamic interaction greatly boosts the engagement of the students.

Adaptive Learning

- The automated *EdAlive Adaptive Learning System* ensures that each student is presented with maths content that has just the right level of challenge for them.
- Teachers can be confident that students are always working on content that is targeted just for them without having to monitor and adjust settings.

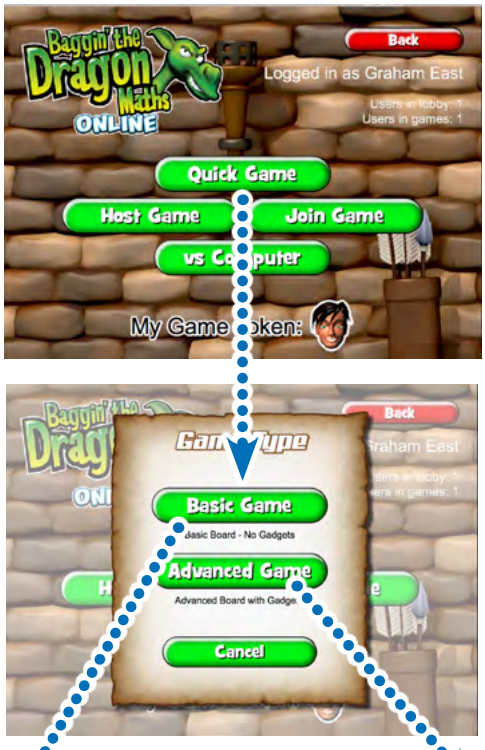
Playing Baggin' the Dragon

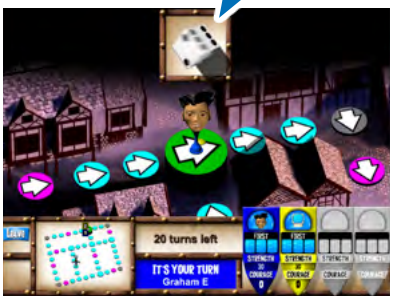
Baggin' the Dragon can be played by a student on their own or in a group. It is easy to start, join or host a game. The system automatically does all of the hard work for teachers and parents. It concurrently manages the gameplay, recalculates the options for each player and automatically delivers maths optimised for each student and then reports on *Questions* completed.

Choose a game complexity

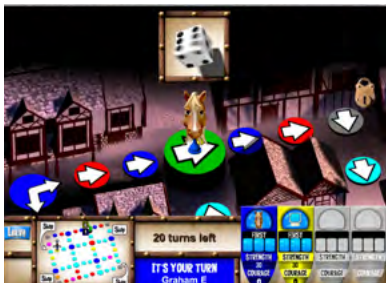
To get started students click on the BAGGIN' THE DRAGON button on the *Home Screen* and select either the *Basic* or the *Advanced Game*.

- The *Basic* game is suitable for younger students and is quicker to play.
- The *Advanced Game* is more complex. It features a range of gadgets that students can use to affect the gameplay of others. It takes a little longer to play.





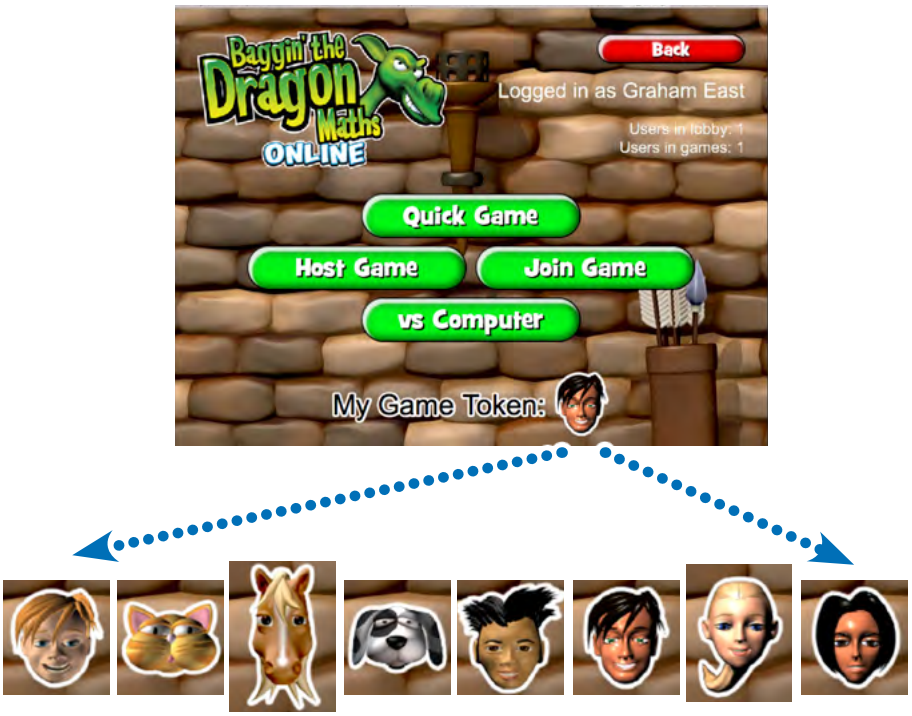
Set game length, simple game board



Set game length, complex game board

Choose game token

Players choose their game token



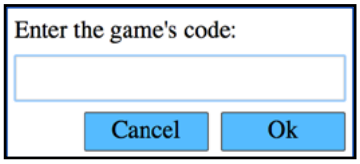
Choose to play alone or with others

Join a game with other players randomly selected from around the world

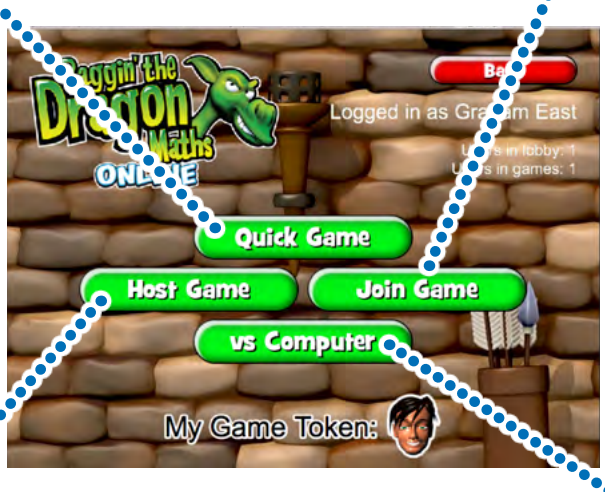
Join a game hosted by another player

Commence a game as a *Host*

Play against *Smart Computer Players*



Enter a code that a *Host* has shared with you.

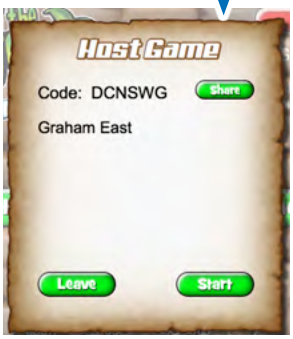


Set up the options for the game you are going to host

Set up the options for the game you are going to play against the computer

Share the Host Game Code with your friends.

Use the button to join the game



Use logic and develop strategies to play the game

To play *Baggin' the Dragon* students must race each other to collect the Courage Swords from around the Game Board. To succeed players must develop and constantly re-evaluate their strategy as other players make their moves.

Player Status Indicator

Each Player has a *Status Indicator* that tracks their status throughout the game.

8 Game-boards keep students engaged

The 8 game-boards create ongoing challenges that continuously engage players. The Advanced Game Boards have more complex gameplay with multiple pathways, challenge squares and shops.

The Shop

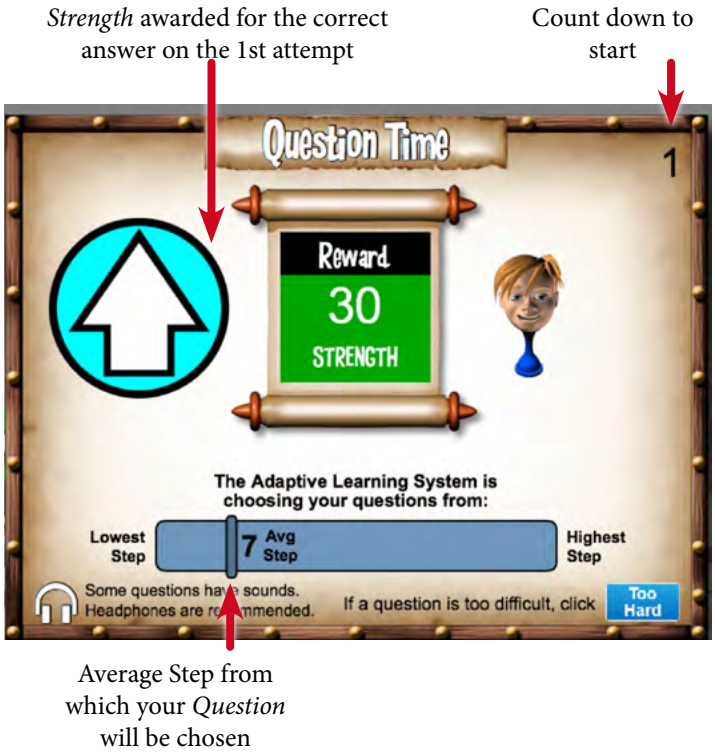
The Advanced *Game Boards* feature the *Gadget Shop*.

The *Gadgets* from the *Shop* supercharge gameplay

Questions from the EdAlive Adaptive Learning System

Between each round of gameplay students must answer a *Question* as determined by the *EdAlive Adaptive Learning System*.

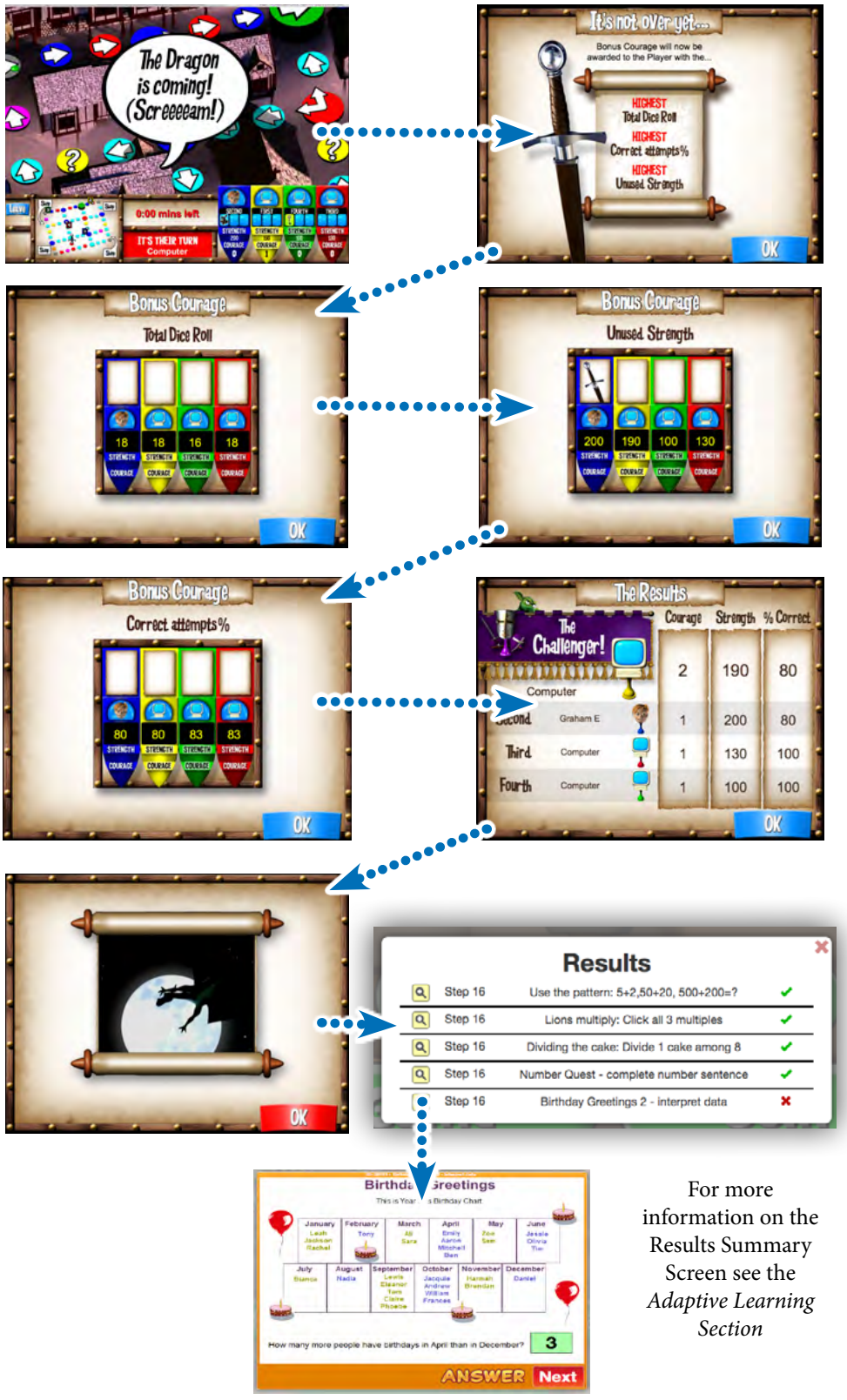
For details of the operation of the *Adaptive Learning System* see the relevant section of this publication.



Finishing Sequence

After the last game round, *Baggin' the Dragon* allocates point credits for the winners of a range of criteria. All the points are then tallied and a winner declared.

A *Results Summary Screen* is then displayed.

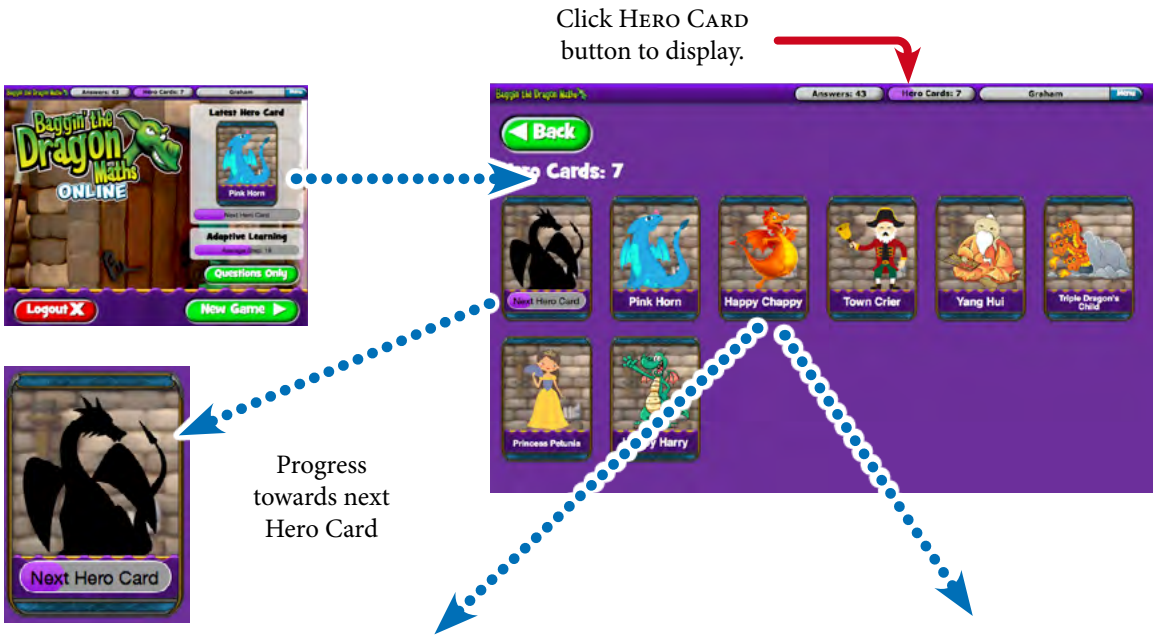


For more information on the Results Summary Screen see the *Adaptive Learning Section*

Hero Cards (Achievements)

The *Hero Card* system is designed to reward students for effort independently from maths achievement. It rewards tenacity and commitment to the task. Some students have to exert much effort to master maths with the intrinsic reward from so doing not sufficient to keep them on task. With the *Hero Card* system every *Question* answered correctly counts towards the next *Hero Card*.

- Rewards students for each *Question* answered.
- 180 *Hero Cards* with each one requiring extra *Questions* to be answered over the previous one.
- The images and names are designed to fascinate and motivate students to answer more and more *Questions*.



Hero poster.

Printable *Colouring in Poster.*

Reporting

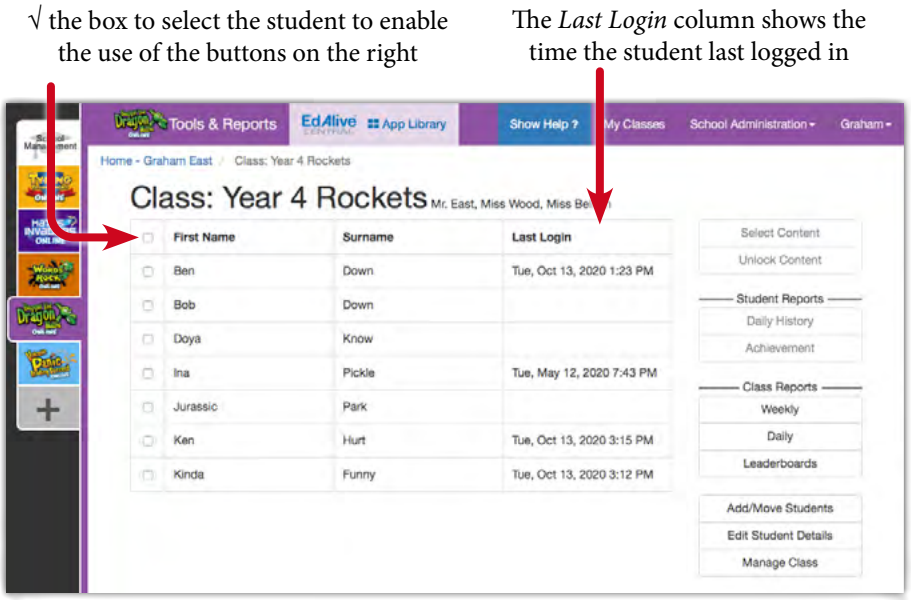
The reports relating to each student's activity within *Baggin' the Dragon Maths Online* are accessed from the *Tools and Reports* screen.

School Access Tools & Reports

School-based reports are accessible to teachers.

To access the *Baggin' the Dragon Maths Online Tools and Reports* screen and thence the reports go to *central.edalive.com* and login as a *Teacher*. Click on the *Baggin' the Dragon Maths Online* tile.

Select the *Class* for which you wish to access the reports and click on the VIEW CLASS button. The following will appear:



Last Login

The *Last Login* column shows the time and date of each student's last login. This is helpful if you are monitoring homework use or want to see which children haven't used the system for a while.

Home Access Tools & Reports

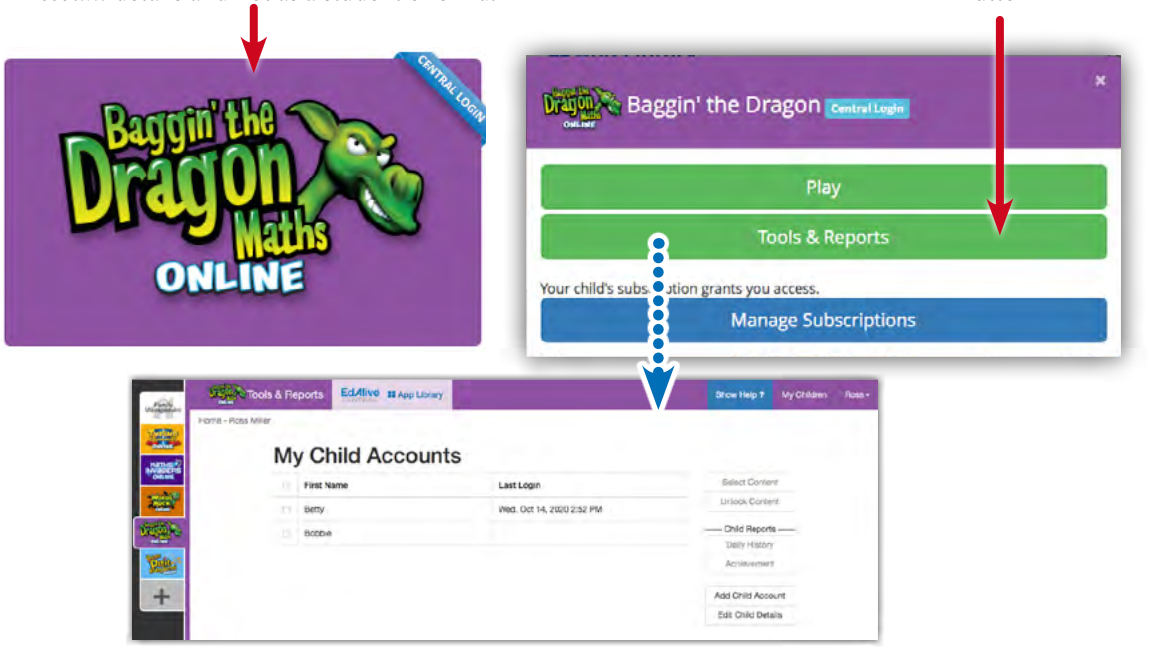
Reports are accessible to Parents.

To access the *Baggin' the Dragon Maths Online Tools and Reports* screen and thence the reports go to *central.edalive.com* and login as a *Parent*. Click on the *Baggin' the Dragon Maths Online* tile.

Choose the *Baggin' the Dragon Maths Online* tile from the *EdAlive Central* screen.

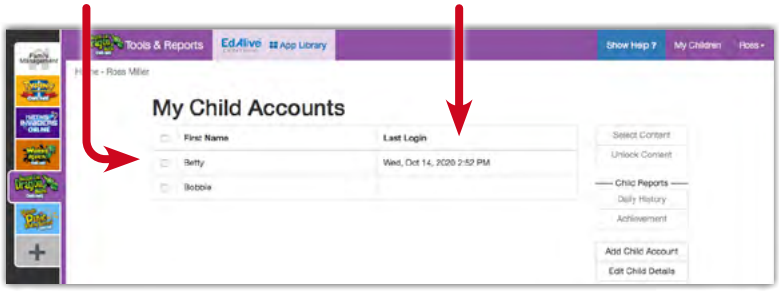
You must be logged in using your *Parent Account* details and not as a student or child.

Click the Tools & Reports Button



√ the box to select the student to enable the use of the buttons on the right

The *Last Login* column shows the time the student last logged in



Last Login

The *Last Login* column shows the time and date of each student's last login.

School Home Specific reports

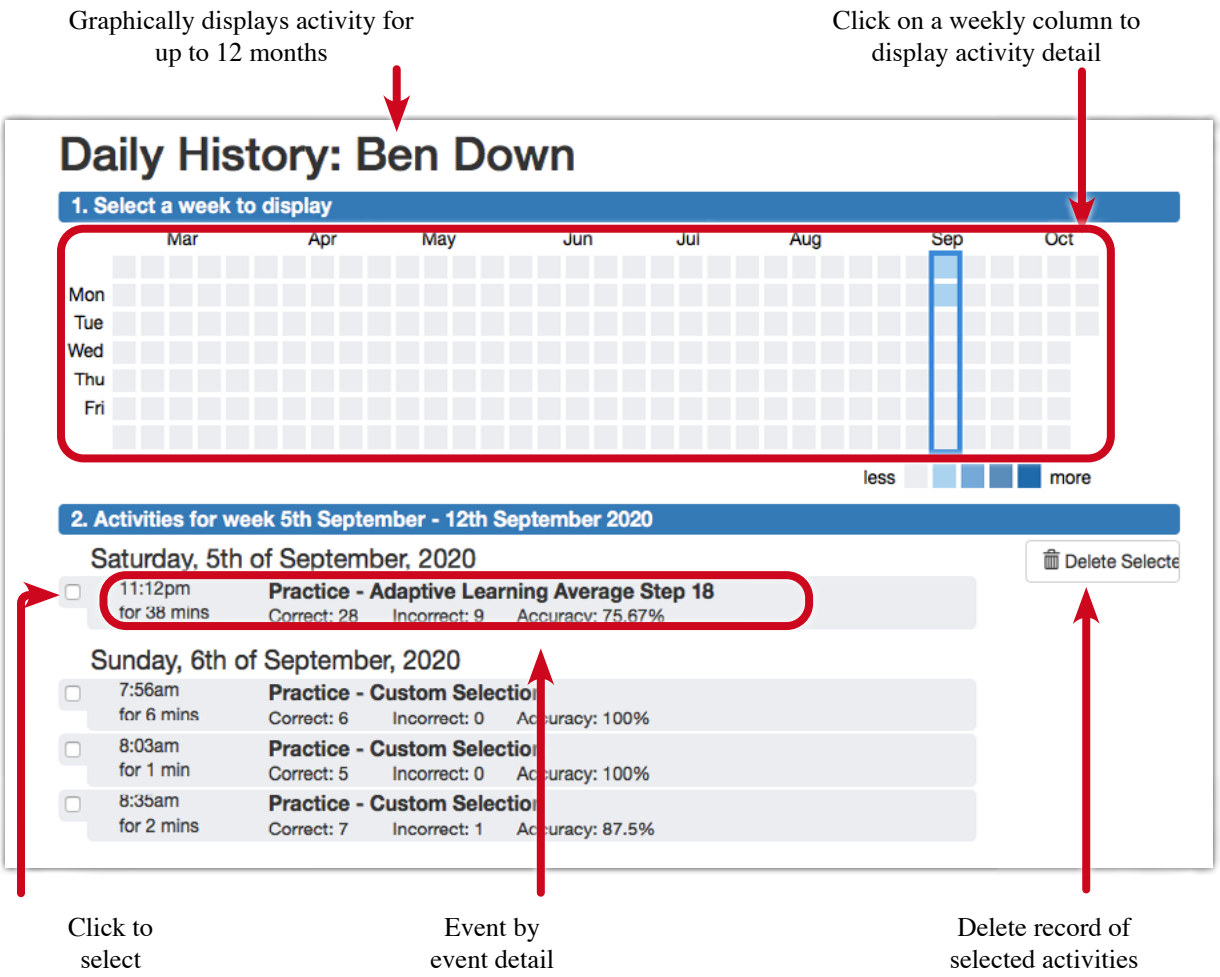
There is a series of incisive reports that facilitate the monitoring of individual and class progress.

Daily History report

Shows the detailed day by day activity for each student.

To view the report select the student and click the DAILY HISTORY button.

The *Daily History* report enables teachers to monitor student activity by analysing their activity over time. It also enables the resetting of student data.



Achievement report

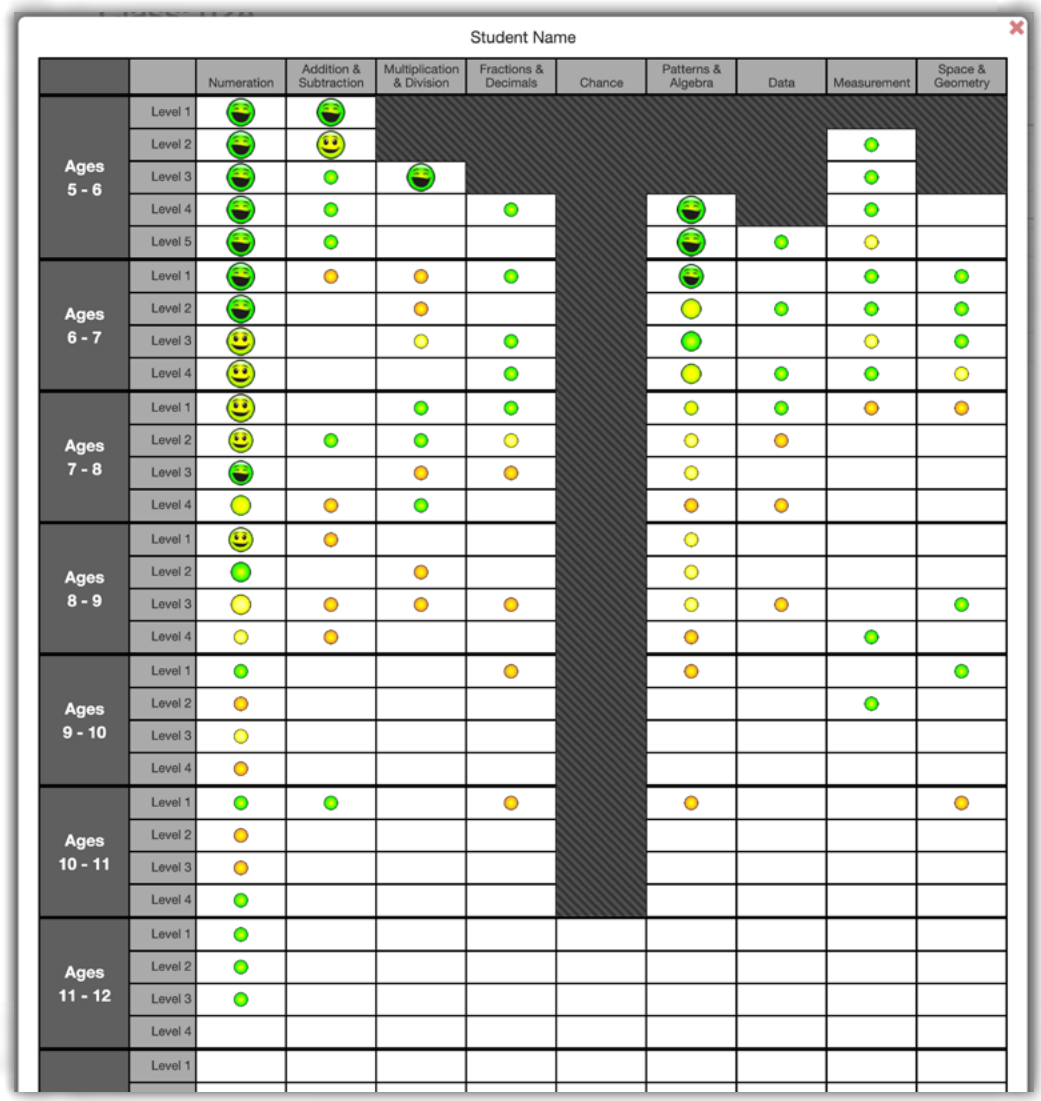
Shows the activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report select the student and click the ACHIEVEMENTS button.

The report displays:

- Difficulty and Topic – The level of difficulty increases progressing down the table. The Topic is shown at the top of each column.
- Quantity of questions answered – The size of the icon in each cell indicates the number of questions answered at each difficulty level for each topic.
- Accuracy of responses – The colour of the icon in each cell indicates the accuracy of the student's answers at each difficulty level for each topic.

The most recent answer to each question will be used to determine accuracy. So if a question was previously answered incorrectly and is subsequently answered correctly it will be counted as correct.

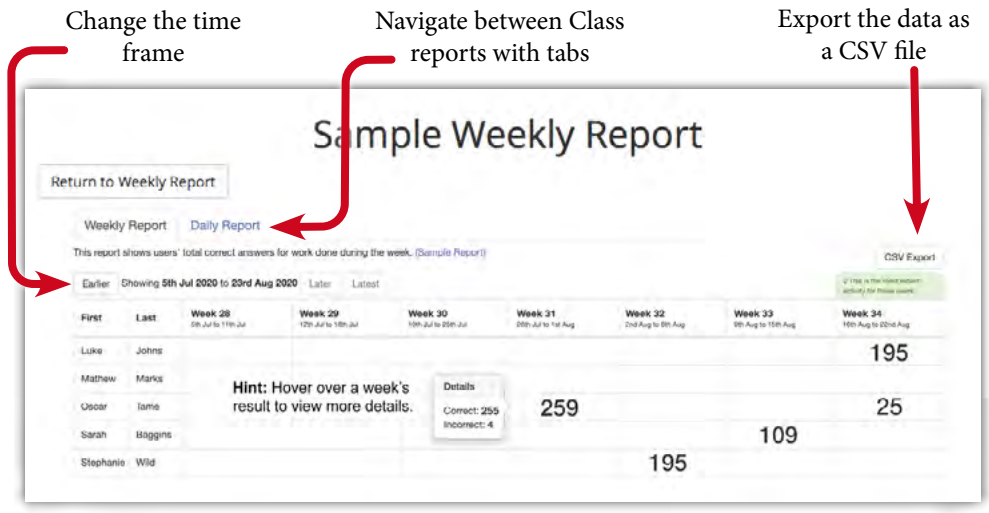


	Large number completed	Many completed	Quite a few completed	A few completed
Nearly all or all correct				
Mostly correct				
A good number correct				
Less than half correct				

Weekly Report - Whole Class

Shows the weekly activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

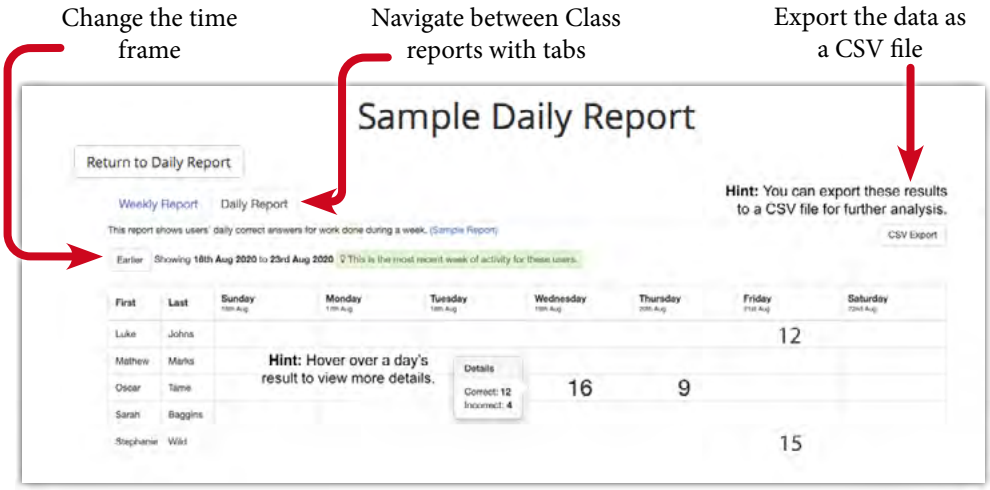
To view the report go to the *Class* screen and click the Weekly Report button.



Daily Report - Whole Class

Shows the activity day-by-day for work done by the student over the past week for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the Daily Report button.



Coming Soon

We are currently working on a range of additional reports that will give even greater detail including penetrating insights into each student's adaptive learning progress, curriculum correlations and printable certificates.

School Leaderboards

About the Leaderboards

The *Baggin' the Dragon Maths Online Leaderboards* are designed to boost individual student motivation and team engagement by challenging all members of a class to contribute to the overall ranking on the *Leaderboard*. Many teachers have indicated that working with the *Leaderboards* has had a remarkable effect on the maths performance of their classes.

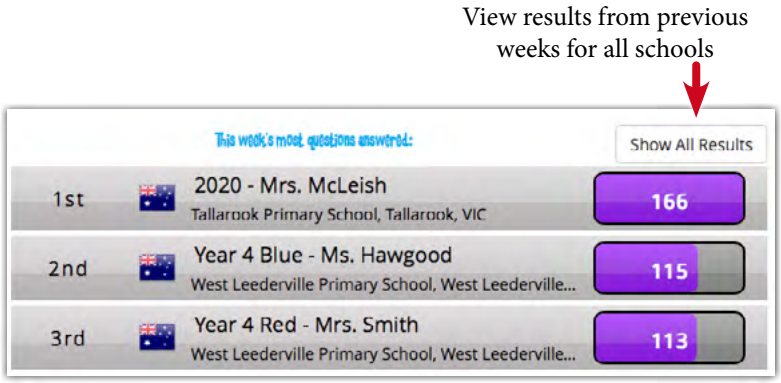
Each correct *Answer* counts towards the weekly class tally that powers the *Leaderboard* which facilitates intra-school and inter-school competition.

Any member of the public may view the *Leaderboards*.

Only maths *questions* answered by students linked to a class at a school will contribute to the *Leaderboards*.

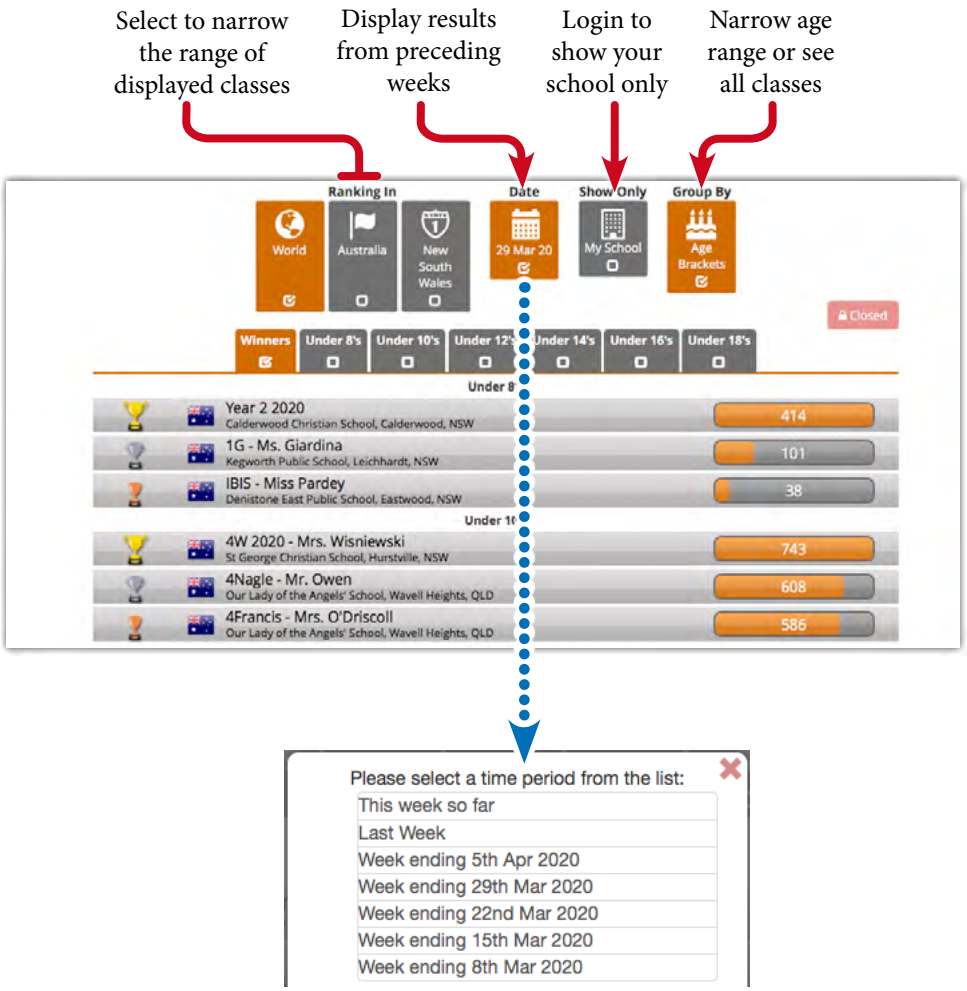
Accessing the Leaderboards

Go to the *Baggin' the Dragon Maths Online* Home Page and click on the Show All Results button.



Using the Leaderboards

The *Leaderboard* system accrues the results from all classes using the system. Where class usage meets or exceeds some minimum requirements the result is added to the Leaderboard history for later retrieval and display. This system enables a range of options to engage and motivate students.



Moment by moment the *Leaderboard* tracks and analyses all the answers completed by each student in every class and displays the results for those classes that meet the participation criteria. The results refresh every 15 minutes. Using the tick boxes to isolate different criteria, students can view the performance of their class by:

1. Country or state.
2. Age brackets.
3. The results just for your school.

History is kept

The *Leaderboard* system archives the results week by week enabling students to retrospectively view the performance of their class.

Relative improvement is shown

Weekly improvements in class ranking relative to other classes is shown by green arrows.

Leaderboard details

For a detailed explanation of the operation of the Leaderboards click here *or* go to:

www.bagginthedragon.com/leaderboard/info

Leaderboard opt out

Some schools may prefer that their classes are not displayed on the Leaderboards. If this is the case, the *School Administrator* can simply uncheck the *Participate in Competition* option on the My School screen of the School Administration menu. Please note the results cannot be removed retrospectively.

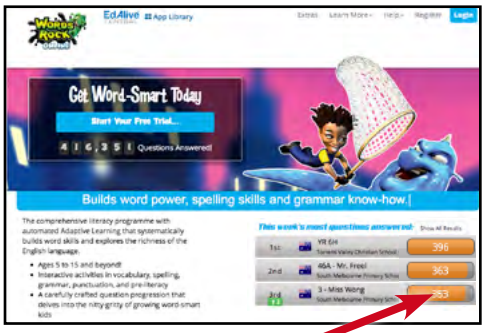
The *Baggin' the Dragon Maths Online Leaderboards* do not display any *Personal Identifiable Data* for any student. Only aggregated class results are displayed.

School Leaderboard Certificates

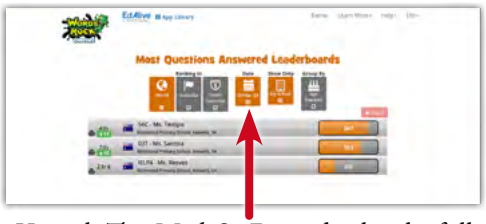
Leaderboard participation certificates can be retrospectively printed from the archived history for the whole class.

School Leaderboard Certificates and printing

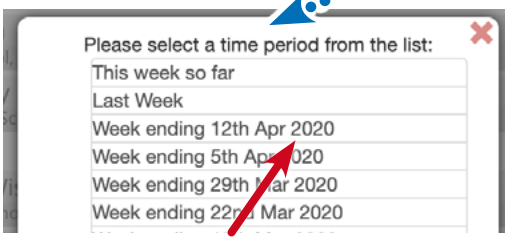
Only teachers logged in to their accounts can access and print *Leaderboard* certificates.



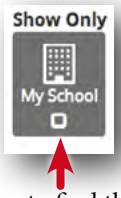
Access the full *Leaderboard* by clicking on the Show All Results button.



Un-tick *This Week So Far* to display the full list of *Leaderboard* weeks.

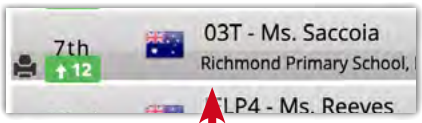


Choose the week to be printed (naturally you cannot print the current week as it is not completed).



To make it easy to find the class tick the Show Only My School button.

Select the age group that the class to be printed is in.



Click on the row of the class to be printed (there is a print icon, but you can click anywhere). A printable PDF will download. Locate the downloaded file and print the certificates.

Printing

PDF printing

In order to maximise printing compatibility *Baggin' the Dragon Maths Online* sends its printed output to PDF files. The PDFs are saved to the default export location for your browser. To print the files open them in a PDF viewer and print.

Printed output available

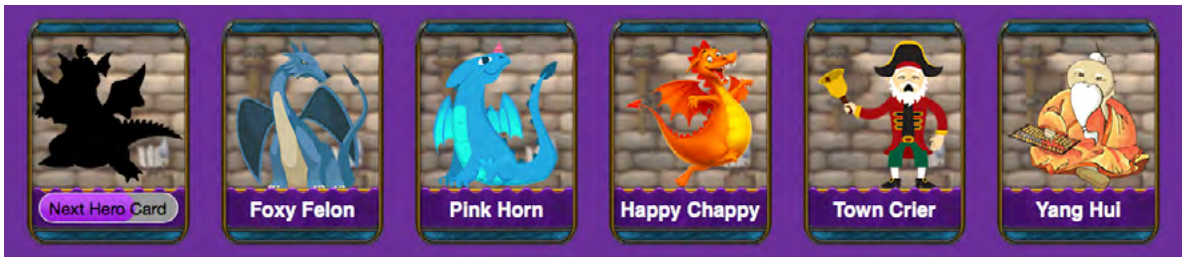
Teachers

Teachers can retrospectively print certificates for work previously completed by their Students.

- *Leaderboard Certificates* from previous weeks on the *Leaderboard*.

Child/Students/Personal users can print

- *Hero Card Awards.*



Mobile device input

Toggle between mobile and computer input

Baggin' the Dragon Maths Online works on any mobile device without the need for an external keyboard.

Works on all devices

1. Swap easily between PCs and mobile devices.
2. Any device, anywhere, any time.