Parent Guide

https://www.youtube.com/watch?v=phxP5_OhOtk – Parents and Carers Video Guide

We recommend a "little and often" approach; 3 minutes practice a day, 4 or 5 times a week is a good target.

What are the different Game Modes?

Single Player	
Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation (× or ÷ or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in 'waves', starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won't get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game made for improving their recall while they're still learning.
Studio 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.
Multi Player	
Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
Rock Slam 1 coin per correct answer	Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challengee to beat. Pupils don't need to be online at the same time.

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Tournaments	**Battle of the Bands** – groups of children within the same school (usually classes, year groups or teams) compete to have the highest *average* score per player. **Top of the Rocks** – like a Battle of the Bands *between* schools. The winning class or school is the one with the most correct answers per person. **Important**: Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.

Learners with different needs

How can I hide the timer?	Start a game and press ⚙ > Hide Practice Clock. You could also play a game in Jamming.
How can I increase the length of Garage games?	Single player > Garage > press the little arrow below "play solo" > choose 1, 2 or 3 minutes.
The tables are too hard	Make sure your child is playing in Garage or Arena game modes. If this does not resolve the issue, please speak to your child's teacher. Remember that Jamming mode allows the child to choose the tables themselves.
My child gets anxious	Try the three above plus: setting mini goals (e.g. complete 2 minutes today, get 1 more point in the next game, pass 1 level); having a break from online play (come back in a couple of days); and reminding them of Baz's words: "A good rock star stays chillaxed by accepting they make mistakes."
My child has visual impairments; what settings are available?	Head to the Profile page where you can: change the colour scheme; reduce the visual stimuli with Declutter mode; increase the font size or switch to a dyslexia-friendly font called Lexie. play.ttrockstars.com is also screen reader compatible.
Can I turn off division?	Yes in Jamming mode but not in the other games. The reason for that is that practising multiplication and division at the same time supports the recall of both and is the most successful approach. If your child is finding division confusing, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

Troubleshooting

My child's coins and/or Studio speed have suddenly dropped	Another child may have logged in as your child. Please reassure your child that this can be rectified. Contact their teacher who can set a new password, refund any coins, delete Studio games and talk to the class about online safety.
My child plays too much	Set firm TTRS time limits; reward healthy choices; take away devices before bed.

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My child's name is showing on a school leader board.	Please ask your child's teacher to change the settings at their end so that rock names show on the leaderboards instead of real names.
What does the 🎧 mean?	If this symbol appears over a game tile (e.g. over Garage) it means the teacher has set your child a certain number of minutes to practise in that game mode for homework. Once they complete those minutes the other games unlock.

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Big Difference

NumBots is an online game and playing little and often will significantly improve your child's recall and understanding of number bonds and addition and subtraction facts. These are critical foundations in maths so we are excited by the impact NumBots will have.

Logging In

The children have been shown how to login and have brought home a username label. They might need some help navigating to the website and entering the details but once they're in, they just need some quiet space to get on with the games for 5 minutes. Please ask your child's teacher if they are struggling to login.

Important

Please don't allow siblings, friends or family to answer for them but do support your child if they're stuck.

Little and often

In order to get the best out of NumBots children should regularly play for short bursts so we would ask you to give them 5 minutes on Saturdays and 5 minutes on Sundays (or more!)

Game Types

1. Story Mode – the emphasis is on learning the ideas and concepts behind addition and subtraction so it features more diagrams, shapes and question styles.

2. Challenge Mode – the emphasis is more on speed of recall of key facts, like number bonds to 10, doubling small numbers or adding & taking away in your head.

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How The Game Works

There are two play modes in NumBots that serve different purposes.

1. Story Mode for Understanding

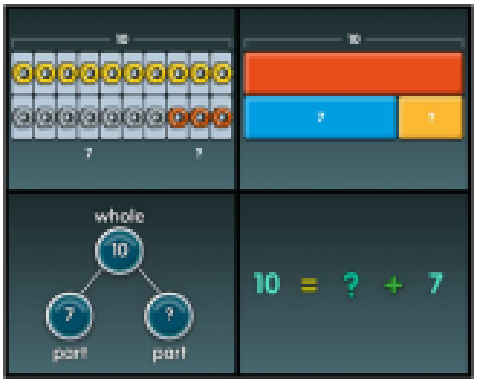
In Story Mode, the emphasis is on mathematical concepts and is underpinned by a mastery approach to teaching. Story Mode features visual representations, procedural variation, exposure to different calculation strategies and interleaved material all in very carefully sequenced order.

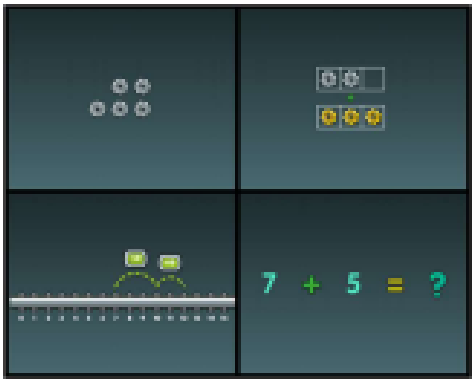
Unlocking Levels

Story Mode is set out as a series of Stages (Rust, Tin, Iron, etc) containing levels, a bit like Angry Birds. Rust is the first Stage and level 1 is unlocked, so this is the place for *everyone* to start.

To unlock the next level, players need to earn two stars by showing sufficient proficiency.

The levels in Story Mode follow a natural mathematical progression and move the pupil through the game automatically, which means you don't have to set anything! (You're welcome 😊)





Get In The Habit

Aim for pupils to play in Story Mode for three minutes four to five times a week, to get the best out of NumBots. Little and often is key (spaced practice is more effective than blocked practice).

Baseline

There is no baseline on NumBots.

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2. Challenge Mode for Recall

In Challenge Mode, the emphasis is on rapid responses to essential facts and simple sums, against the clock.

Unlocking Challenges

Challenge Mode is locked for new users and is unlocked once players reach a certain level on Story Mode. It's currently set to unlock part way through Tin stage.

There are 20 Challenge levels and only the first is unlocked to begin with. To unlock the next Challenge, players must correctly answer 12 questions in a minute.

Key Skills

Each Challenge focuses on a key skill, as follows:

No,	Key Skill	Example
1	Adding and subtracting 1 or 2 within 10	1 + 3, 8 – 2
2	Number bonds to 5	3 + ? = 5
3	Doubles within 10 (i.e. up to 5+5)	4 + 4
4	Adding and subtracting 1 and 2 within 20	17 + 2, 11 – 1
5	Number bonds to 10	3 + ? = 10
6	Adding and subtracting 10 within 20	3 + 10, 16 – 10
7	Doubles within 20 (i.e. up to 10+10)	8 + 8
8	Adding two 1-digit numbers	5 + 7
9	Number Bonds to 20	8 + ? = 20
10	Subtracting 1-digit numbers within 20	14 – 6
11	Adding and subtracting 1, 2 and 10 within 100	1 + 74, 51 – 2, 38 + 10
12	Adding and subtracting 2-digit numbers to/from multiples of 10	20 + 64, 83 – 20
13	Addition by bridging a multiple of 10	25 + 6, 47 + 5
14	Subtraction by bridging a multiple of 10	25 – 6, 42 – 5
15	Number bonds to 100	52 + ? = 100
16	Using compensation to add and subtract within 100	35 + 19, 35 – 19
17	Adding by partitioning two 2-digit numbers	64 + 25, 10 + 64
18	Subtracting by partitioning two 2-digit numbers	64 – 23, 47 – 31
19	Adding any two 2-digit numbers	63 + 56, 63 + 58
20	Subtracting any two 2-digit numbers	76 – 43, 76 – 47