

# Sparx Maths Classroom for Students



# What is Sparx Maths Classroom?

## Your teacher will use Sparx Maths Classroom

- to set you questions on the maths topics you are learning about at school
- to see how well you understand the maths topics they give you
- to decide what to teach you next to help you to keep learning

# What is Sparx Maths Classroom?

## What you will need to do

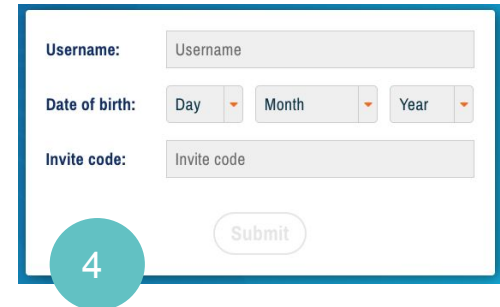
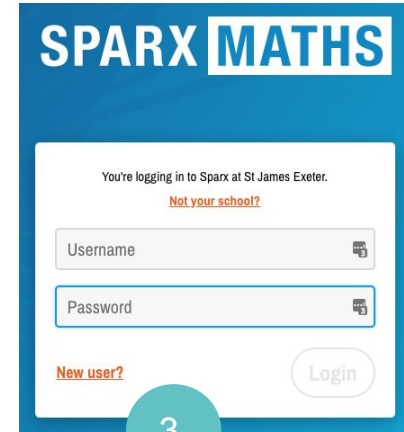
- Log in to Sparx Maths Classroom from a computer or tablet when your teacher asks you to
- Answer the questions your teacher has set you
- If you get stuck, use the videos for each question to help you

## How to log in to Sparx

- If you already use Sparx Maths Homework, then you will use the same login details for Sparx Maths Classroom
- If you are new to Sparx, then your teacher will give you an **Invite Code** and a **Username** to join Sparx
- You will also need to know your **date of birth** to sign up

## How to log in to Sparx - new students

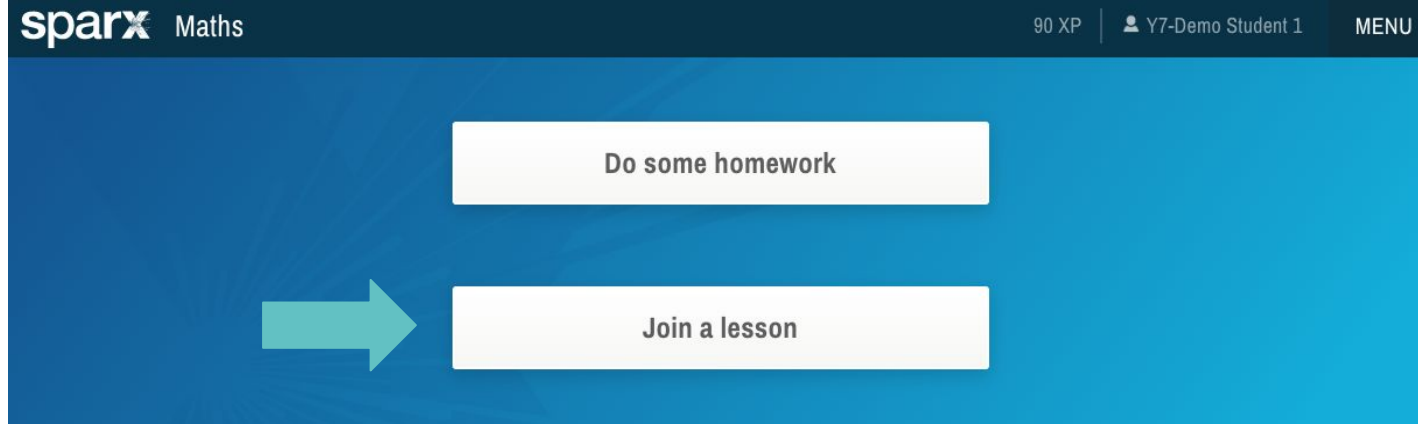
1. Go to [sparx.co.uk/studentlogin](https://sparx.co.uk/studentlogin)
2. Start typing the name of your school in the **Select Your School** box and then make sure you **click on the correct school name** when it comes up, then press **Continue**
3. Click the **New User** button at the bottom of the logging in box
4. Fill in your **Username**, **Date of Birth** and **Invite code** that your teacher gave you
5. When you click **Submit** you will be given a password - **you must remember it!**
6. Now you can log in with your **Username** and **Password** - you don't need your invite code anymore!



## How to join a lesson

After you have logged in to Sparx you will be given the choice to do some homework or join a lesson.

Can you guess what you will need to click to join a lesson?? 😊



## How to join a lesson



The screenshot shows a web interface for joining a lesson. At the top, a dark blue header bar contains the text "Join a lesson". Below this, on a blue background, is the instruction "Enter lesson join code". A white rectangular input field with an orange border is positioned below the instruction. Underneath the input field is a numeric keypad with buttons for digits 0 through 9. The digits 1, 2, and 3 are arranged in a single column on the left, while 4, 5, and 6 are in a single column to their right. The digits 7, 8, and 9 are in a single column to the right of those. The digit 0 is in a wide button at the bottom left. To the right of the keypad are two buttons: a blue "Back" button at the top and a blue "Enter" button at the bottom.

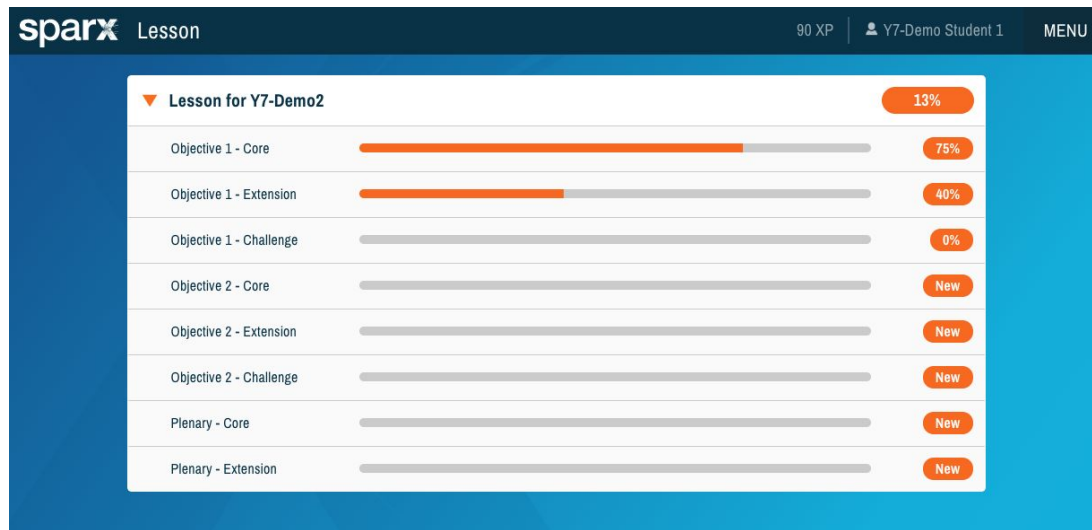
After you click 'Join a Lesson' you will be asked to enter a 4-digit lesson join code.

There will be a different lesson code for every lesson, and your teacher will let you know which one to use.

## Answering questions in a lesson

Once you are in a lesson you will be presented with some questions to answer.

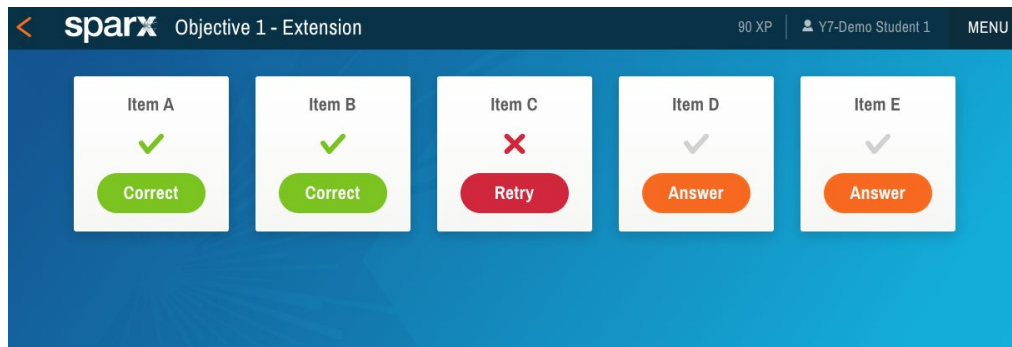
You should always start by answering the **Core** questions for each objective and then work through the **Extension** and **Challenge** questions if you can.





## Answering questions in a lesson

You will be able to see straight away if you have got a question right as Sparx will mark it for you.

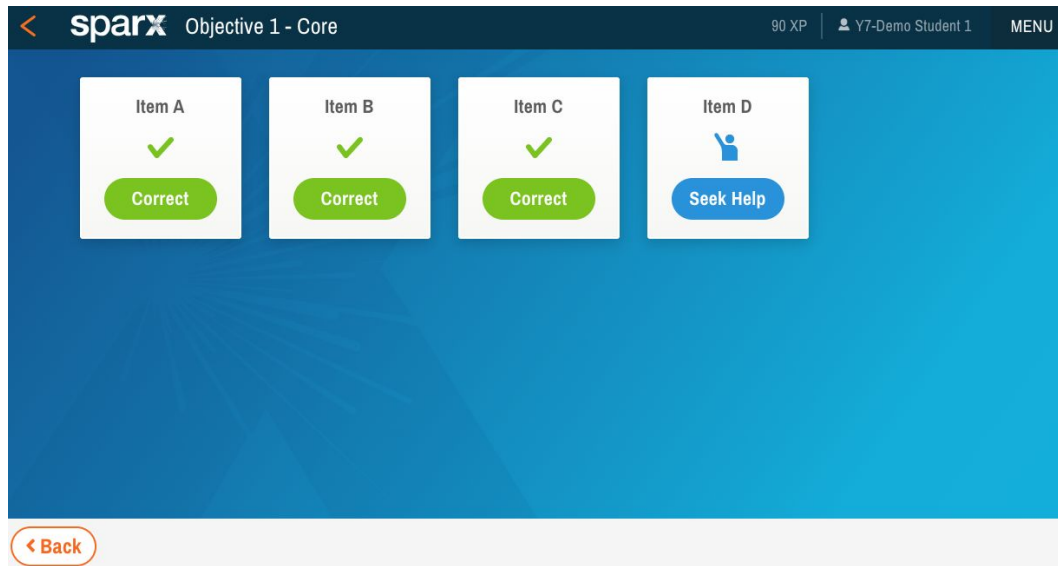


If you get a question wrong, don't worry - you can try it, or another similar question, again and use the videos to help you if you are stuck.

**Try not to get help from your family and friends as this could mean your homework gets harder.**

## Answering questions in a lesson

If you need to go back to the list of lesson objectives at any time, you can either use the **orange arrow** at the top-left of the screen or the **Back** button at the bottom.

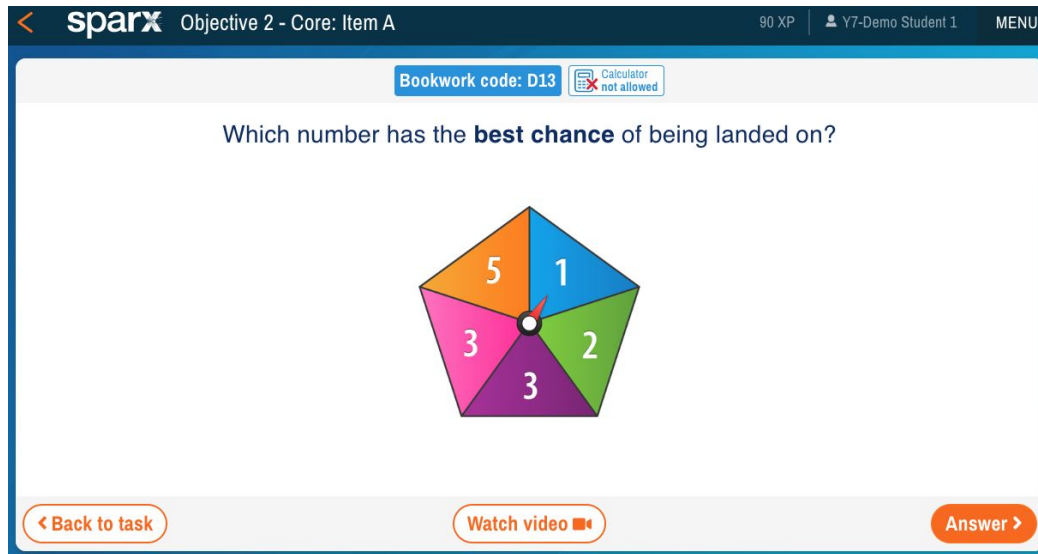


## Answering questions in a lesson

Here is an example of a Sparx question.

Can you see

1. The Bookwork code?
2. Where the help video is?
3. Where to enter your answer to the question?



The screenshot shows a Sparx lesson interface. At the top, the Sparx logo is on the left, followed by 'Objective 2 - Core: Item A'. On the right, it shows '90 XP', a user icon for 'Y7-Demo Student 1', and a 'MENU' button. Below the header, there's a 'Bookwork code: D13' box and a 'Calculator not allowed' icon. The main question is 'Which number has the **best chance** of being landed on?'. Below the question is a pentagon divided into five colored triangles: orange (top-left, labeled 5), blue (top-right, labeled 1), green (bottom-right, labeled 2), purple (bottom, labeled 3), and pink (bottom-left, labeled 3). A red arrow points to the center of the pentagon. At the bottom, there are three buttons: '< Back to task', 'Watch video' with a play icon, and 'Answer >'.

**sparx** Homework

### Compulsory



**Targets**  
1 new

▼ Homework due Wednesday 22nd August

Completed



### Homework Task 1



Completed



Completed



Homework Task 3



Completed



Homework Task 4



Completed



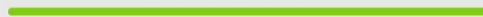
Homework Task 5



Completed



Homework Task 6

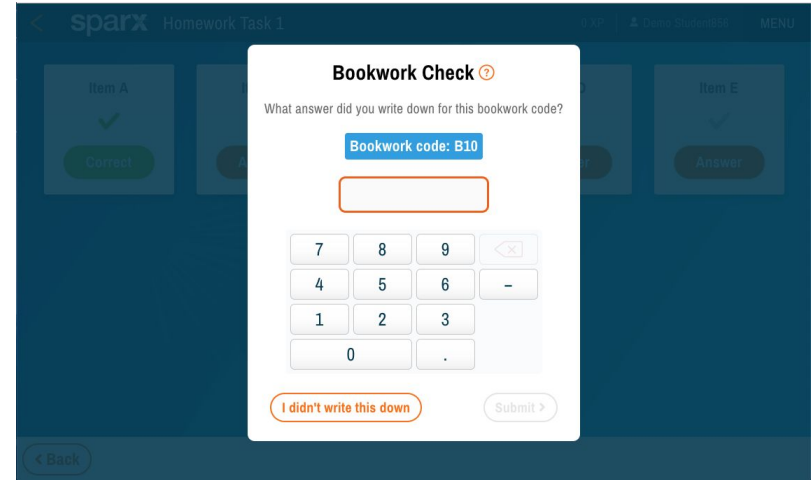


Completed

## Bookwork Checks

Just like your teacher would when checking your maths books, **Sparx will check** whether you are writing down your answers.

In a Bookwork Check you will have to **input the answer that you wrote down for a particular Bookwork code, even if you got the answer wrong** - so it is important to make sure you write down all of your workings and your final answer neatly and clearly.

The screenshot shows the Sparx Homework Task 1 interface. A modal titled "Bookwork Check" is centered on the screen. It asks "What answer did you write down for this bookwork code?" and displays "Bookwork code: B10". Below this is an empty text input field. A numeric keypad is visible with buttons for digits 0-9, a decimal point, and a backspace button. At the bottom of the modal are two buttons: "I didn't write this down" and "Submit". The background shows a blurred view of the homework task interface with items A and E visible.

If you fail the Bookwork Check, **you will have to do the question again** - even if you got it right!

# Bookwork

The work in your book should look something like this.



Remember, for every question you must **write down** the Bookwork code and the answer you gave.

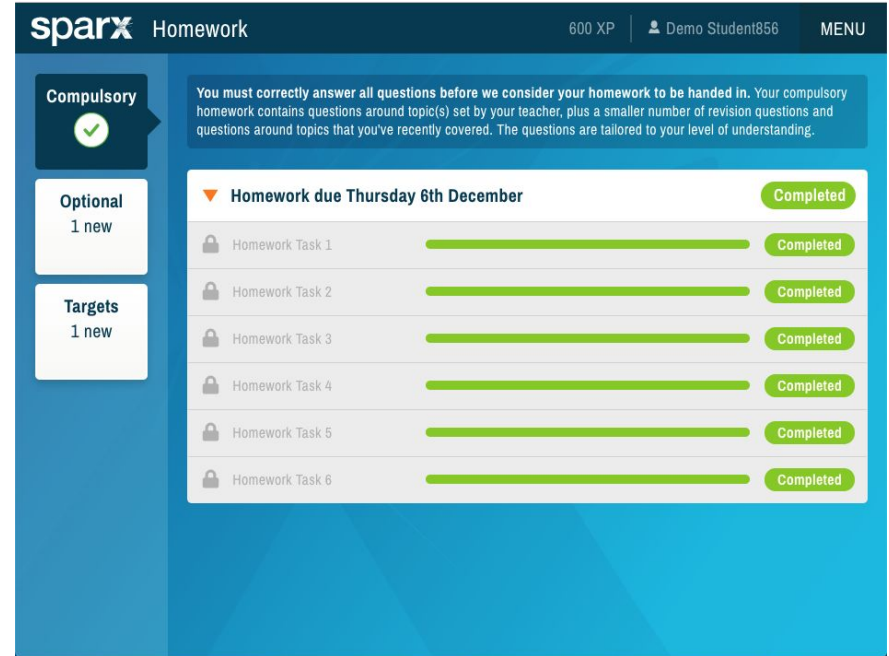
<u>Homework</u>		<u>Thursday 1<sup>st</sup> June 2017</u>	
<u>Task 1</u>		<u>Task 2</u>	
D40	$12 + 13 = \underline{\underline{25}}$ ✓	E41	$P(\text{yellow}) = \frac{3}{6}$ ✗
E50	$4 \times 3 + 2 \times 5 =$ $12 + 10 = \underline{\underline{22}}$ ✓	F51	$P(\text{black}) = \frac{4}{8}$ $= \frac{1}{2}$ ✓
F60	$\begin{pmatrix} 12 : 18 \\ 2 : 3 \end{pmatrix} \div 6$ ✓	G61	All the marbles are green. The probability of choosing a purple marble is <u>impossible</u> ✓
H70	$\frac{1}{14} + \frac{1}{7} = \frac{1}{\underline{\underline{21}}}$ ✗	H71	$P(\text{odd}) = \frac{3}{5}$ ✓
J90	$\frac{1}{8} + \frac{1}{4} = \frac{1}{8} + \frac{2}{8}$ $= \frac{3}{8}$ ✓	<u>Task 3</u>	
A01	$\begin{array}{r} + 493 \\ 162 \\ \hline 655 \end{array}$ ✓	J22	False ✓

# What is XP?

XP (Sparx Experience Points) are how you are rewarded for completing questions in lessons and in homework.

You can earn XP by completing questions. You also get about twice as much XP for completing Optional and Target homework tasks!

The amount of XP you have is shown at the top-right of the page.



The screenshot displays the Sparx Homework interface. At the top, the header shows 'sparx Homework', '600 XP', 'Demo Student856', and a 'MENU' button. On the left sidebar, there are three categories: 'Compulsory' with a green checkmark icon, 'Optional' with '1 new' items, and 'Targets' with '1 new' items. The main content area features a blue banner with a message: 'You must correctly answer all questions before we consider your homework to be handed in. Your compulsory homework contains questions around topic(s) set by your teacher, plus a smaller number of revision questions and questions around topics that you've recently covered. The questions are tailored to your level of understanding.' Below this, a section titled 'Homework due Thursday 6th December' is marked as 'Completed'. It lists six tasks: 'Homework Task 1' through 'Homework Task 6', each with a green progress bar and a 'Completed' button.

Homework due Thursday 6th December		Completed
Homework Task 1	<div></div>	Completed
Homework Task 2	<div></div>	Completed
Homework Task 3	<div></div>	Completed
Homework Task 4	<div></div>	Completed
Homework Task 5	<div></div>	Completed
Homework Task 6	<div></div>	Completed

## Finally, remember that...

It is really important that your answers **are yours and yours alone**. Sparx creates homework that is just right for you to help you to get better at maths.

If someone else

- does your work for you
- tells you the answers without you having worked them out for yourself
- helps you too much

**you will probably get homework that is too hard for you!**