



doodle

maths | english | success



Parents



DoodleMaths



DoodleTables



DoodleEnglish



DoodleSpell

Innovative, personalised learning technology

DoodleMaths and DoodleEnglish create programmes which teach the fundamentals of maths and English.



DoodleMaths



DoodleTables



DoodleEnglish



DoodleSpell



DoodleConnect

What Doodle learning aims to do:

Fostering a growth mindset

Our programmes reward effort, not ability: children discover that when they try, they succeed. The result isn't just raised standards: it's happier, more confident children.

It really helps our
lower achieving children
gain confidence

Kate Weatherby, Coteford School

How does it work?

- Children don't choose the work (they don't always choose what they need to practise) and teachers don't set the work (too time-consuming to set work for every child).



How does it work?

- The intelligent algorithms determine what each child will learn when they open the app. It's really important that children work independently. The app is learning your child's areas of strength and weakness so it can calibrate to the right level for every individual.

How does it work?

- By assessing their ability across the areas of the curriculum, individuals work at exactly the right level of challenge to guarantee progression. This means that children will get some questions wrong. Your child should be able to answer around 80% of the questions they are given: around 20% should be too hard.

How do the children get started?

This might be at school or at home:

- Children log in with their unique code.
- The first time, the programme asks questions to ascertain the child's age and approximate level.
- Subsequent questions are used to understand more specific strengths and weaknesses.
- The more the child plays, the better the programme understands their needs.

How do the children practise?



- On tablets, mobiles, laptops or desktops where the DoodleMaths or DoodleEnglish apps have been downloaded.
- Children simply open the app and start answering questions.

Frequency of use: little and often

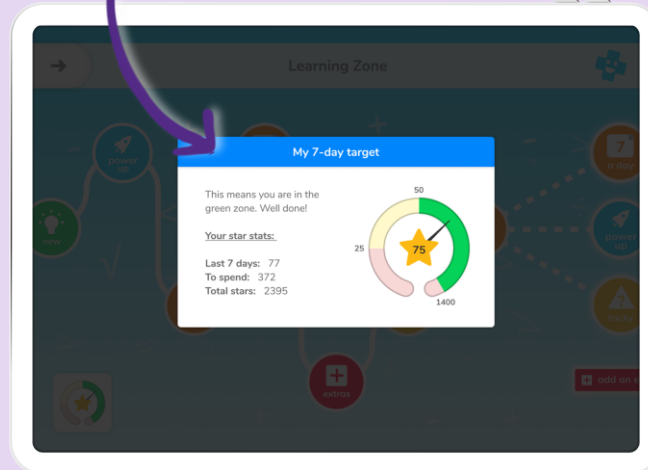
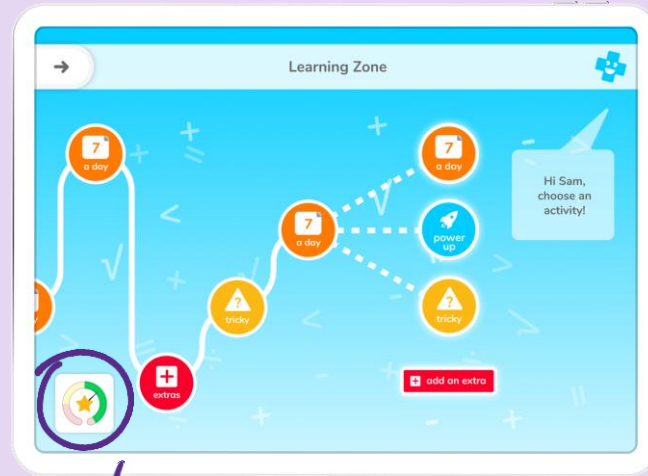


Practise for 10 minutes, 4-5 times a week.

Your child's teacher will help them to set a target and you can encourage them to meet this through praise and reward.

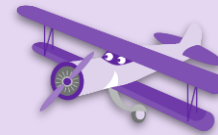
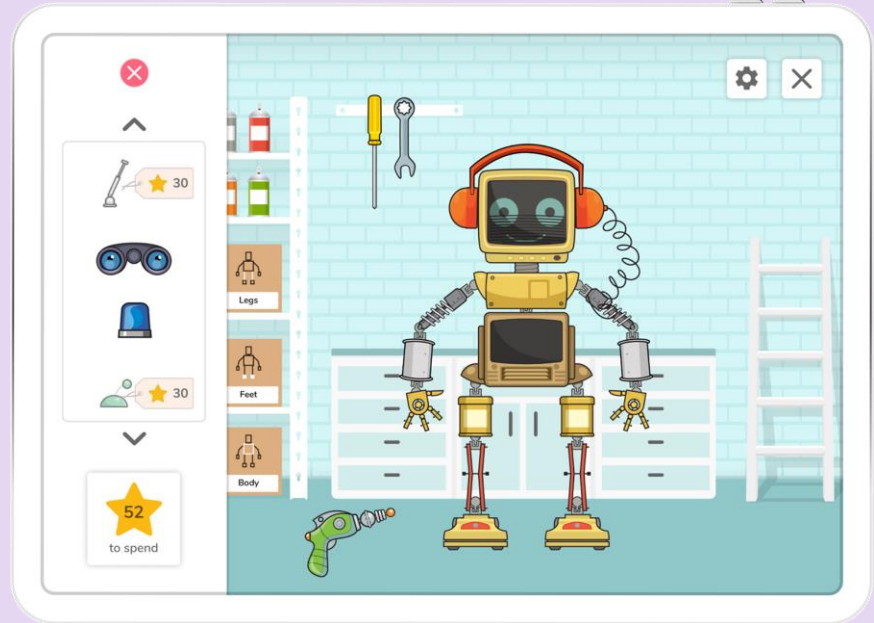
My target

To be in the green zone, children must earn their target number of stars per week. When they are in their target zone they are able to access Games and their Robot.



Unlock rewards!

Once they have reached the green zone, other pages will unlock! They will be able to play games and use their hard earned Doodle Stars to buy rewards.



Help your child feel fantastic about maths/English

- When your child says 'I can't do it.' Remind them of all the things they couldn't do until they learned them: walking, talking, swimming, riding a bike. Maths and spelling are the same - they might not be able to do it now but they will!

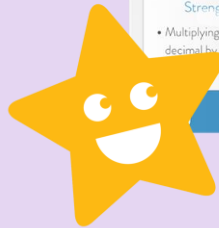
Help your child feel fantastic about maths/English

- Most important of all, reward your child's effort with lots of praise.

For parents and carers

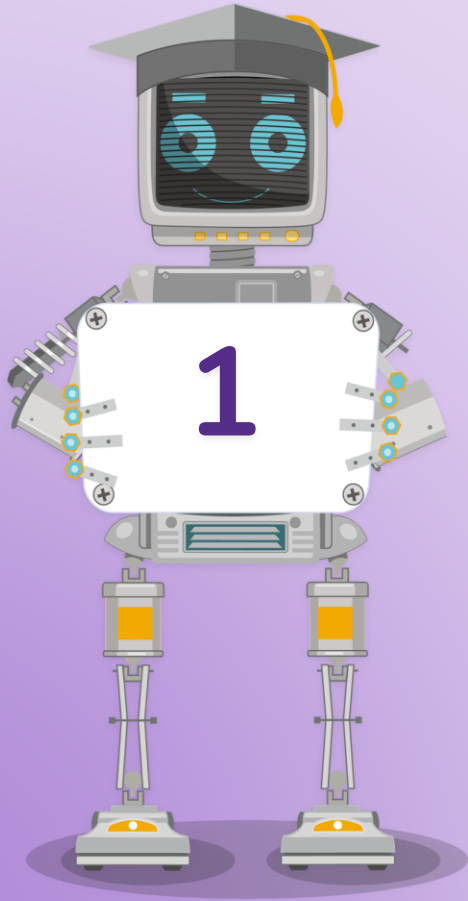
There is an app where you can see how your child is doing!

If you are having any difficulties, the school is paying for the technical support. So please contact them and they will assist you.



**Our top tips
(get the children)**

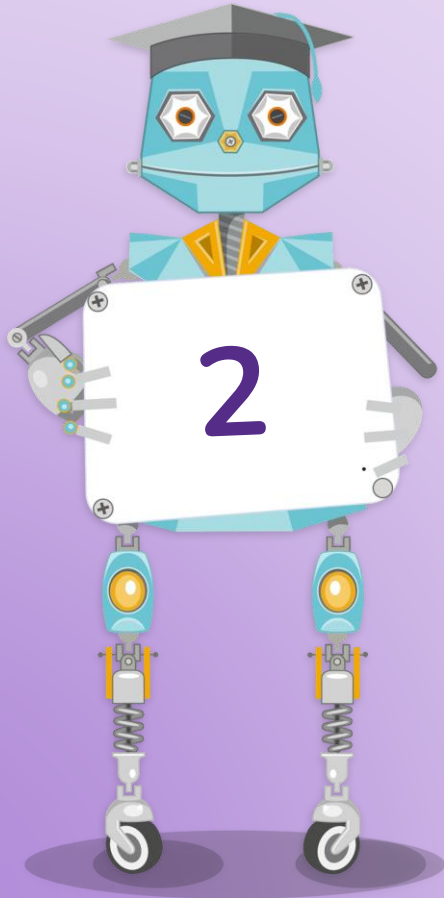




Complete exercises by yourself

You can use the help button if you get stuck, but make sure you don't ask anyone to help you!

This is because we're trying to help you find out what you can and can't do. If someone helps you answer the question, your exercises will get too hard very quickly.



Try your hardest

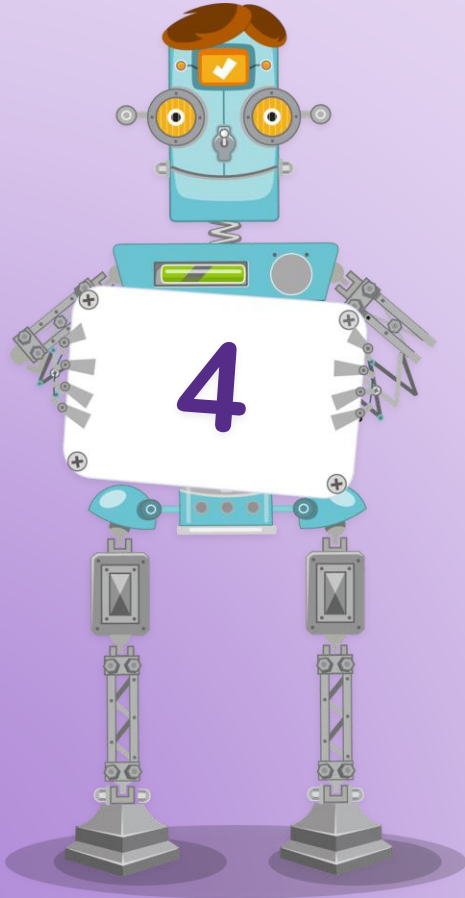
If you've tried your hardest and you get some things wrong, that's good! It means you are learning.

You shouldn't be able to answer every single question correctly.



Anyone can be a Top Doodler

You will get questions which are right for you, so anybody could be the Top Doodler if they put the effort in!



Do a little everyday

If you do a little every day,
you will get a little better
every day!

**What to do if you
get stuck**

Help button



Click on the help button
(the question mark) if
you need more help.

The screenshot shows a game interface with a purple header bar. On the left side of the interface, there is a vertical stack of elements: a blue box labeled 'Q4', a red circular button with a white question mark, a set of five stars (three grey and two yellow), a yellow box containing '+1' and a yellow star, and a grey circular button with an upward arrow. The main area of the interface contains a grid with a vertical yellow line of symmetry. A pink shape is partially drawn on the left side of the line, consisting of a solid rectangle and a dotted line extending to the line of symmetry. A red dot is at the bottom-left corner of the rectangle, and another red dot is on the line of symmetry at the same vertical level. The purple header bar contains a speaker icon and the text: 'Complete the picture below using the line of symmetry. The final shape should be a square. The points are plotted for you, so join them!'.

Hint



Hint

When you press on the help button, a hint will pop up which will give you a clue.



Help



Hint



Explanation



Add to Tricky Qs

Link the questions to their answers.



3938-40 will be less than 3900.

Got it!

3938-40

3963+30

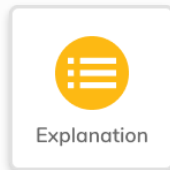
3993

3933

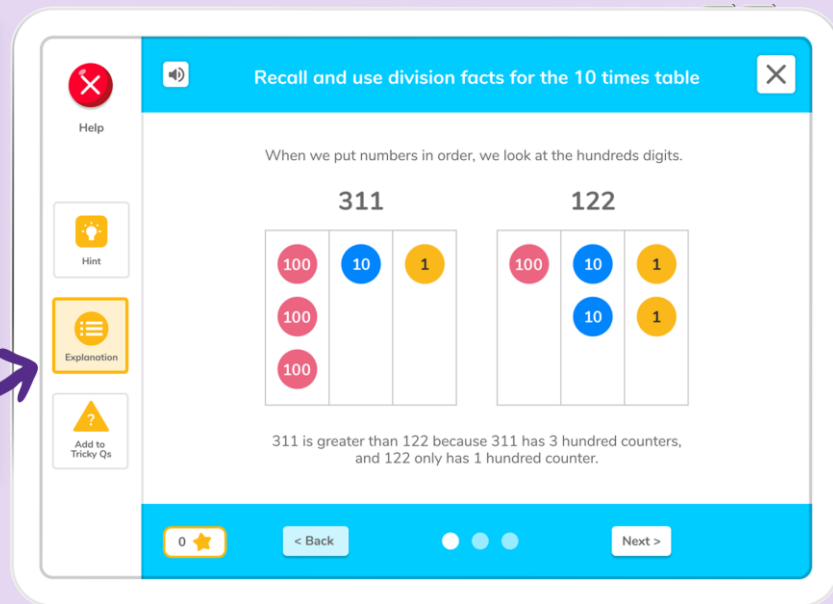
3978

3898

Explanation

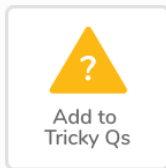


If you need more help, you can press the **Explanation** button which will talk you through the topic.



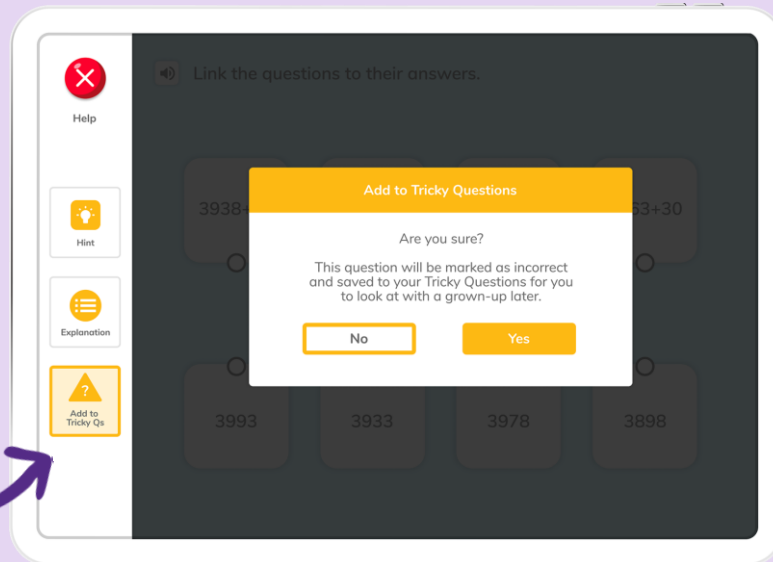
The screenshot shows a math learning app interface. At the top, a blue header bar contains a speaker icon, the text "Recall and use division facts for the 10 times table", and a close button (X). Below the header, the main content area displays the numbers 311 and 122. Under 311, there are three columns: the first column has three pink circles labeled "100", the second column has one blue circle labeled "10", and the third column has one yellow circle labeled "1". Under 122, there are three columns: the first column has one pink circle labeled "100", the second column has one blue circle labeled "10", and the third column has one yellow circle labeled "1". Below the blocks, text reads: "311 is greater than 122 because 311 has 3 hundred counters, and 122 only has 1 hundred counter." On the left side of the app, there is a vertical sidebar with four buttons: "Help" (red circle with X), "Hint" (yellow circle with lightbulb), "Explanation" (yellow circle with three horizontal lines), and "Add to Tricky Qs" (yellow triangle with question mark). At the bottom of the app, a blue bar contains a score display "0" with a star icon, a "< Back" button, three small blue dots, and a "Next >" button.

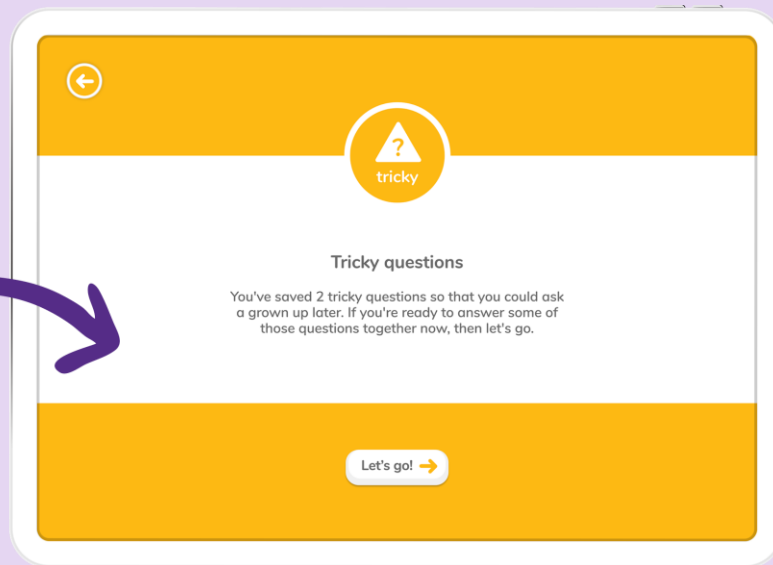
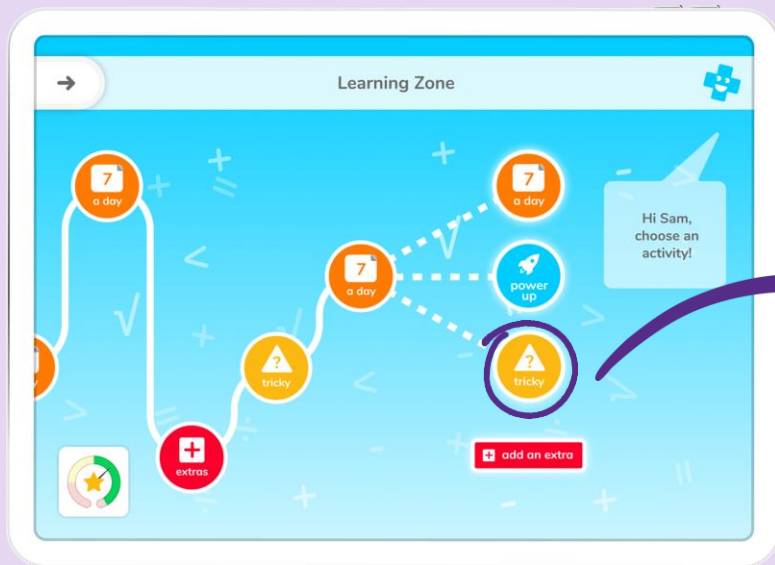
Tricky question



If you think you need help from an adult, choose the option **Add to Tricky Qs**.

This saves the question in your Tricky Questions folder so you can ask an adult for help later.





Top Doodlers!



Top Doodlers!



Can you get 7 a day, 14 day or 30 day streak?



Can you earn 100 stars each week?



Can you earn enough stars to buy your robot a fidget spinner?



Keep Doodling!

