

# Learning Games

## Guide for Families

The Learning Games in *Ready Classroom Mathematics* allow students to practice math in fun and engaging ways, helping them to develop a positive view of math. Having these positive experiences fosters motivation, persistence, and an "I can do this" attitude about math.



## How Learning Games Benefit Students

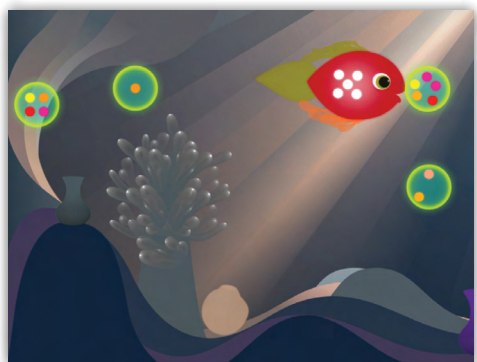
The Learning Games benefit students because they:

- Present mathematical concepts in a variety of ways, enabling learners to make connections across different mathematical models
- Become increasingly challenging to encourage exploration and promote productive struggle
- Provide hints and constructive feedback that help students overcome challenges
- Allow students to make choices that encourage self-directed learning

When your child is playing Learning Games, be sure to give them the space and freedom to explore, make mistakes, and have fun. While it's great to show an interest and be involved with your student's math activities, it's also important to let your student play the games independently. This will help your child develop confidence, determination, and a positive outlook about math.



# Meet the Games



## **Hungry Guppy** Grades K–2

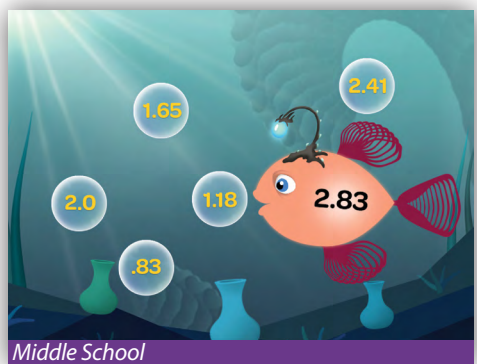
In this precursor to Hungry Fish, students learn to identify small numbers of objects, fluently add sets of shapes, and recognize numerals up to 6. Diverse colors and dot arrangements reinforce early number sense. Levels progress adaptively based on player performance.



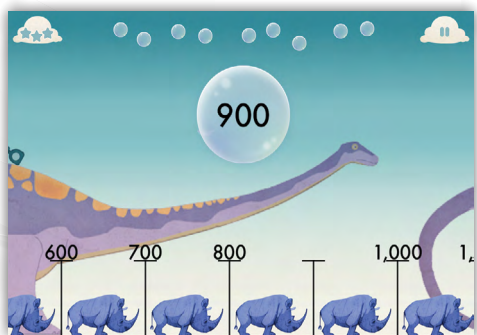
Elementary School

## **Hungry Fish** Grades K–8

Students combine integer bubbles to feed a fish with a specific target number, reinforcing the concept that there are multiple ways to compose and decompose a number by finding sums and differences. The range of target numbers includes integers from 3–100, multiples of tens, multiples of hundreds, and negative numbers, as well as a range of time pressures. For middle schoolers, levels include rational number operations with tenths and hundredths.



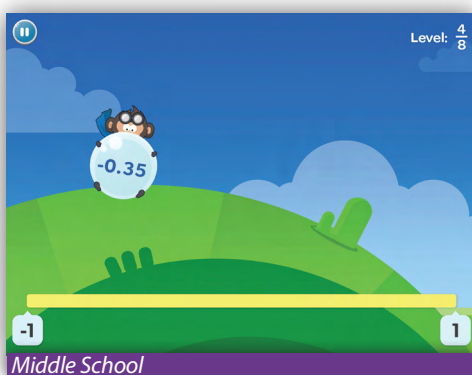
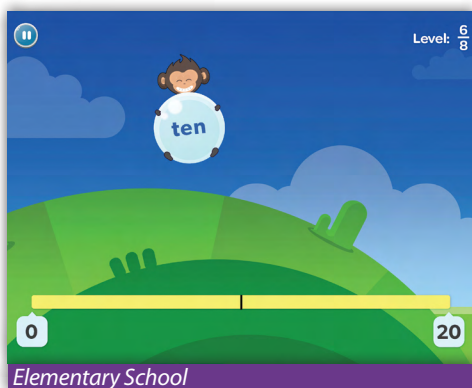
Middle School



## **Zoom** Grades K–5

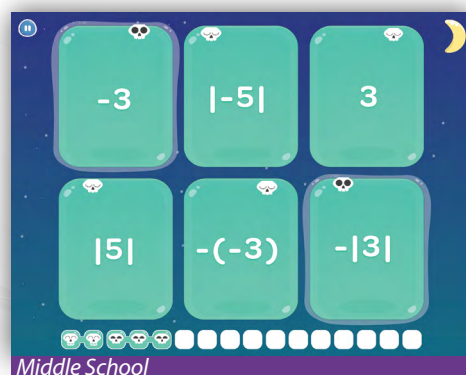
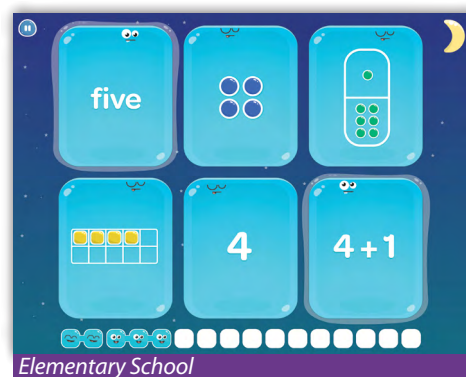
Students move left and right and zoom in and out of the world's most interactive number line to find missing values, compare numbers, and build number sense. Animals corresponding to each order of magnitude make the concept of place value concrete—from amoebas in the thousandths, to frogs in the ones, to dinosaurs in the thousands.

## Meet the Games, continued



### **Bounce** Grades K–8

Students guide a bouncing ball to compare numbers and find the location on the number line of integers, fractions, percentages, decimals, and pie charts. Scaffolded hints help struggling students build a stronger number sense. For middle school students, problems include negative rational numbers and absolute values.



### **Match** Grades K–8

Students match tiles of equal value and learn to interpret diverse visual and symbolic representations of integers, sums, differences, products, quotients, and fractions while improving working memory in the context of valuable fluency practice. Match for middle school students includes ratios and rational number operations.



## Meet the Games, continued



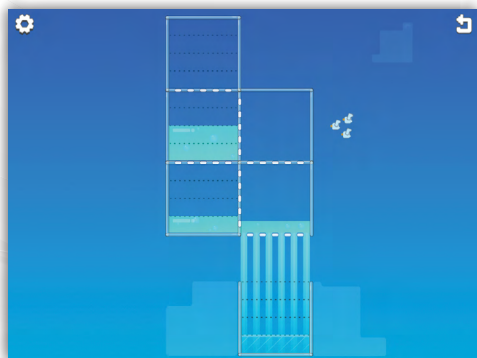
### **Pizza** Grades 2–5

Students run a virtual pizza store. They set prices, compare vendors for ingredients, and perform quick mental math to calculate the price of customer orders. Adaptive timing gives students appropriately challenging fluency practice with addition, multiplication, and multistep problems.



### **Cupcake** Grades 2–8

Students run a cupcake delivery business, in which they need to interpret diverse word problems and engage in practice with basic economics, proportions, and the coordinate system. Through the game, students budget for ingredients, make deliveries on the coordinate systems of the city grid, and take increasingly complex orders. For middle school students, these orders include ratio, rate, percentage, and percentage change problems.



### **Cloud Machine** Grades 3–8

Students solve puzzles featuring concrete, visual representations of fractional spaces. The goal is to fill a cloud to a precise level of liquid by opening and closing a series of gates. The game helps students conceptually understand fraction recognition, equivalence, and addition and subtraction of fractions with the same and different denominators.

# How to Access Learning Games

## If Your Student Is Using a Computer or Chromebook™

Learning Games are accessed through your student's dashboard.

Your student must be logged in to their account at [i-ReadyConnect.com](https://www.i-Ready.com) or, for single sign-on (SSO) users, through their district's portal:

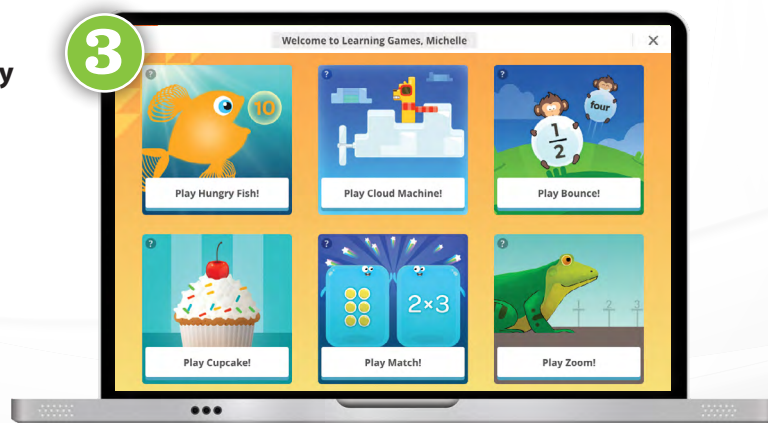
1. If your child has access to using resources for Reading and Mathematics, **select Math** under **Choose a subject**. If only using Math, your child will go directly to the Math To Do screen upon logging in.



2. Learning Games are located in the bottom navigation bar. If you do not see the Learning Games button, your student may not have been given access or may have an assessment assigned. Check with your child's teacher to learn more. Click the **Learning Games button**.



3. Your student will see the Learning Games home screen and can **select any game** displayed **to start playing**.

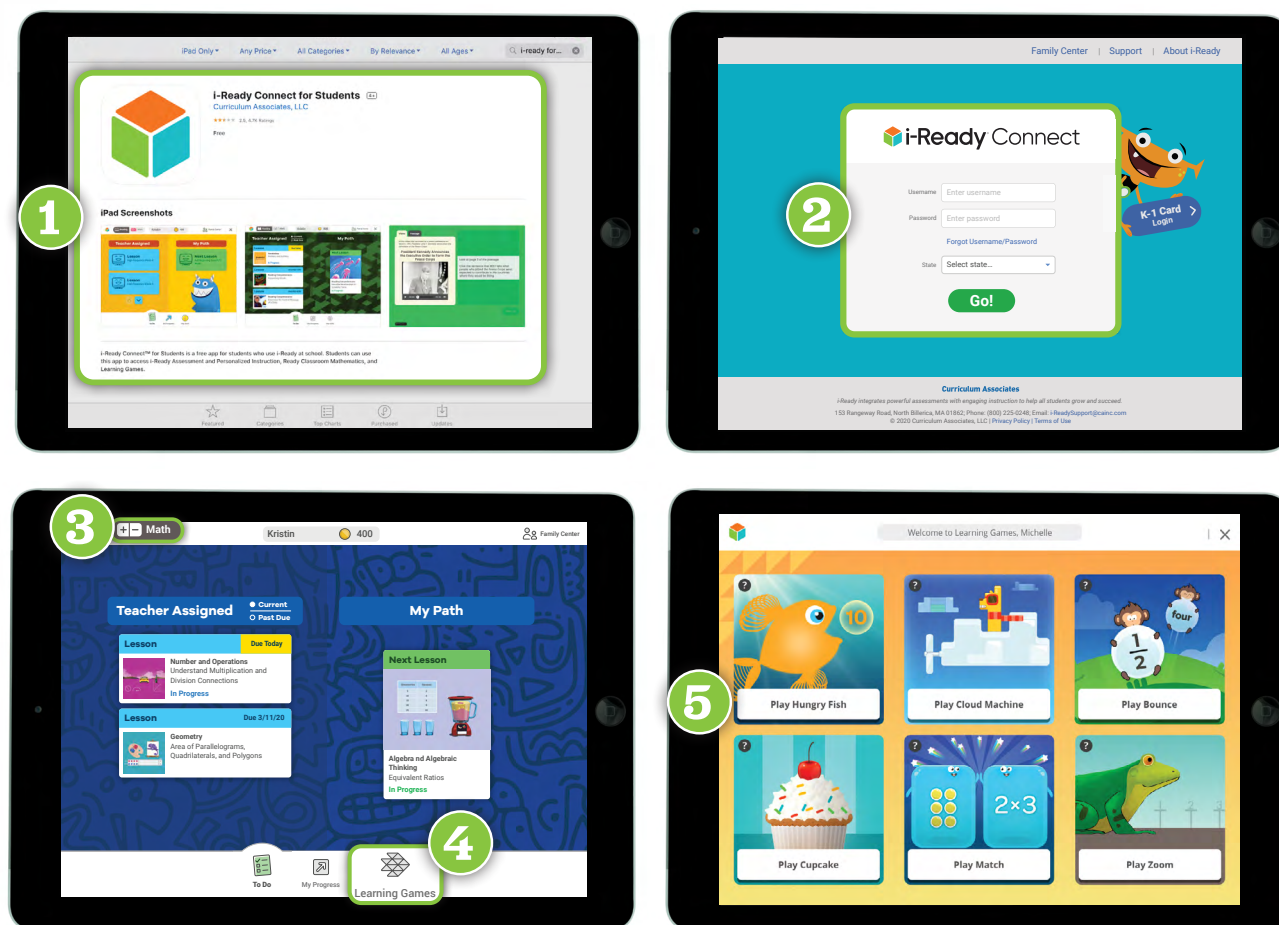


If you have questions, check out our support page:  
[i-Ready.com/Support](https://www.i-Ready.com/Support)

[i-ReadySupport@cainc.com](mailto:i-ReadySupport@cainc.com)  
(Mon.–Fri., 7 a.m.–9 p.m. ET)

# How to Access Learning Games

## If Your Student Is Using an iPad®



Ensure iPads have the most recent version of the *i-Ready Connect for Students* app.

1. If your child has not installed the ***i-Ready Connect for Students*** app, it can be downloaded from the Apple App Store\*.
2. Log in through the ***i-Ready Connect for Students*** app. Note: SSO users should log in the way they normally would through their district's SSO portal.
3. **Choose Math** from the subject selector screen or in the upper left-hand corner of the To Do screen.
4. The Learning Games are located in the bottom navigation bar. If you do not see the Learning Games button, your student may not have been given access or may have an assessment assigned. Check with your child's teacher to learn more. **Select Learning Games.**
5. Your student will see the **Learning Games** home screen and can select any game displayed to start playing.

If you have questions, check out our support page:  
**[i-Ready.com/Support](https://i-Ready.com/Support)**

[i-ReadySupport@cainc.com](mailto:i-ReadySupport@cainc.com)  
(Mon.–Fri, 7 a.m.–9 p.m. ET)

\*Note that iPad minis® are not supported and that the i-Ready Connect for Students app is not accessible on other tablets or the iPhone®.

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