

Overview of the student learning environment

How to guide

Your students' DreamBox Maths learning environment will look different depending on each year group to ensure they are accessing content in an engaging and age-appropriate way.

Year 1 to Year 3 learning environment

The Year 1 to Year 3 learning environment is known as the DreamBox Maths Adventure Park. Students are invited to help characters solve riddles, complete tasks and discover hidden treasures as they explore mathematical concepts.

The Adventure Park is divided into six areas:

- **Story Themes:** Pixies, Dinosaurs, Pet Friends and Pirates.
- **Learning Incentives:** My House and the Arcade.

Students use toolbar buttons to navigate the environment. The toolbar is always visible regardless of the page or activity. They can switch between lessons and learning incentives, get lesson help, adjust sound, and see their avatar and coin total.

To choose a theme to explore, students click the landing pad next to the area they want to open.



When a student opens a theme for the first time, they are introduced to the characters and choose a story path. Each story path includes six tasks for students to complete. To accomplish the tasks, students need to select and complete lessons.

The image on each lesson icon indicates the type of lesson activity and content.



From inside a lesson, students click the Back button to return to the lesson path and select a different lesson. The buttons on the bottom of the student environment allow the student (or learning guardian) to:

- See what version of DreamBox Maths they are playing.
- Set up a free school family account.
- See and send teacher messages and DreamBox Maths feedback.

These are always visible, regardless of the page or activity.



Year 4 – Year 6

The My Lessons page is the landing page of the Year 4 – Year 6 learning environment. Inside My Lessons, students can:

- Choose the lesson they want to play next.
- See and play assigned lessons.
- Open the lesson tracker to see their weekly progress.
- Play a nanogame (when available).

Students usually see six lesson tiles on the My Lessons page - unless a lesson has been replaced by a nanogame or an unavailable lesson icon.



Nanogames

As students play lessons and progress in DreamBox Maths, they may be offered a nanogame – a fun, 15-to-30-second minigame that disappears once played. Students can play a nanogame when they see a blue game controller tile as one of the options on their My Lessons page.

Unavailable lessons

When students see unavailable lesson icons in My Lessons, DreamBox Maths is steering them towards lessons they need to complete in preparation for new content. The lesson/s will remain unavailable until the programme confirms the student is ready for the new content. The quickest way to do this is for the student to continue to complete lessons that are still available.

The Lesson Tracker

Students can click a tab on the right side of the Lesson Chooser and see their progress towards the weekly goal of five lessons. When students complete these five lessons between Sunday and Saturday, they will be congratulated in the tab and earn their first “Week Streak”.

The border around their lesson count will also change colour based on how many lessons they have completed each week. For each consecutive week that the student complete these five lessons, their Week Streak will grow. If they do not complete five lessons, the tab will revert to show the five lesson target goal again.



My Stuff

From the My Stuff page, students can:

- View the badges they've earned.
- Play mini-games they unlock.
- Use their tokens to purchase additional avatars, background music and wallpapers.
- Track their progress through the DreamBox Maths curriculum.

