

Launching DreamBox Maths in your classroom

Lesson Plan

Get started with DreamBox Maths

At the end of this lesson, students will:

- Be able to successfully log in to DreamBox Maths.
- Have completed at least one lesson.
- Understand the behaviour that is expected when playing DreamBox Maths lessons.

Step 1: Introduce students to DreamBox Maths (10–15 minutes)

- Introduce DreamBox Maths to students using the [Welcome to DreamBox Maths video](#) for your preferred year group (Y1-Y3, Y4-Y6, Y7-Y9).
- Discuss the weekly classroom goal - we recommend at least five lessons per week. **Top tip: Use our Lesson Challenge poster to keep track and motivate students.**
- Discuss the importance of perseverance and productive struggle.



Step 2: Practise logging in (5 minutes)

- Model how students should log in to DreamBox Maths and give students an opportunity to practise this procedure.

Step 3: Explore and reflect (20-30 minutes)

- Once students are logged in, allow them time to explore their learning environment and complete at least one lesson.
- Students will:
 - Watch an orientation video about their student environment.
 - View or select their avatar.
 - Explore the environment.
 - Play one or two lessons.
 - Exit DreamBox Maths.
- After students have had time to explore, reflect with them about what they noticed or wondered, as well as expectations for playing.