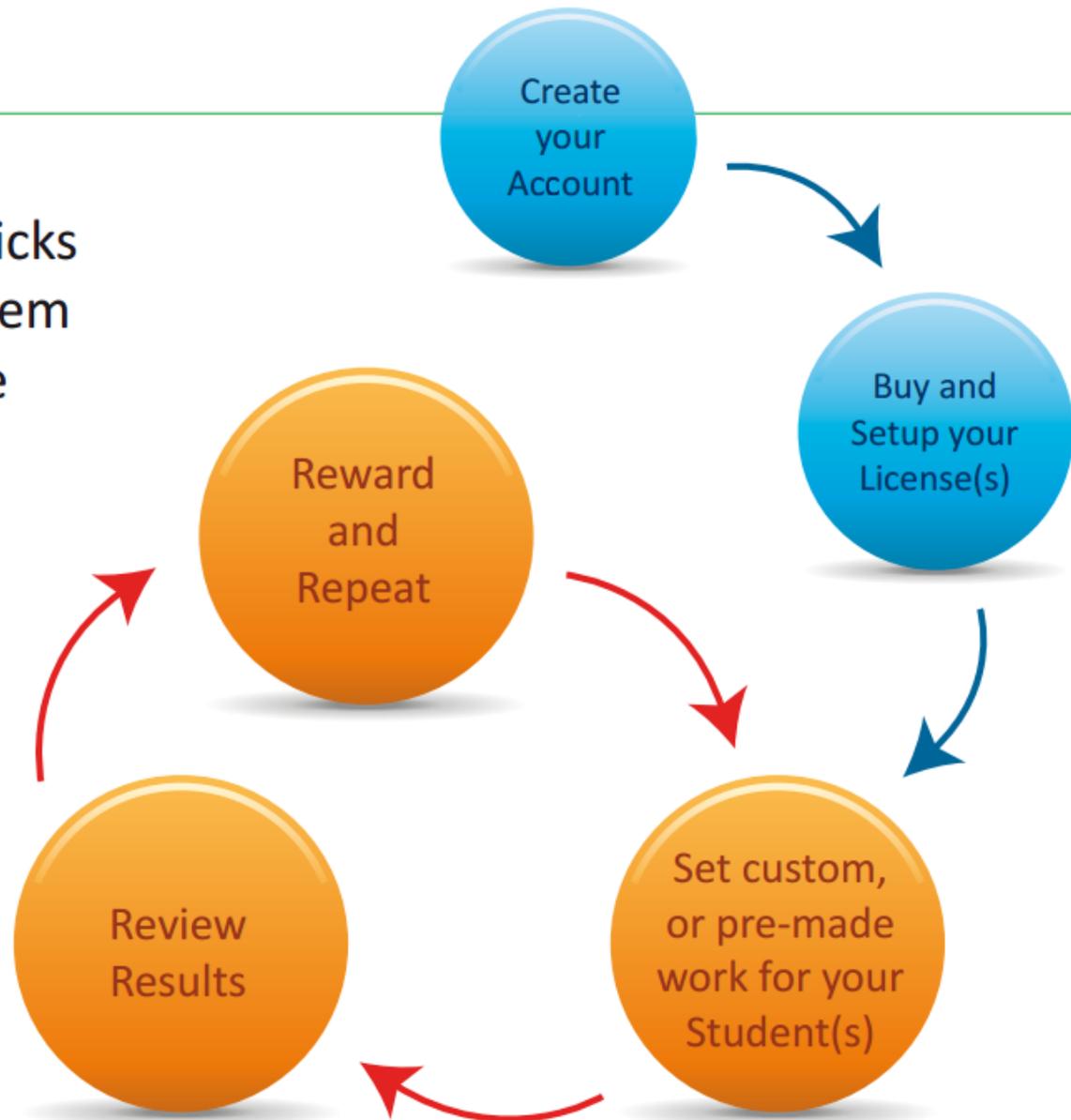
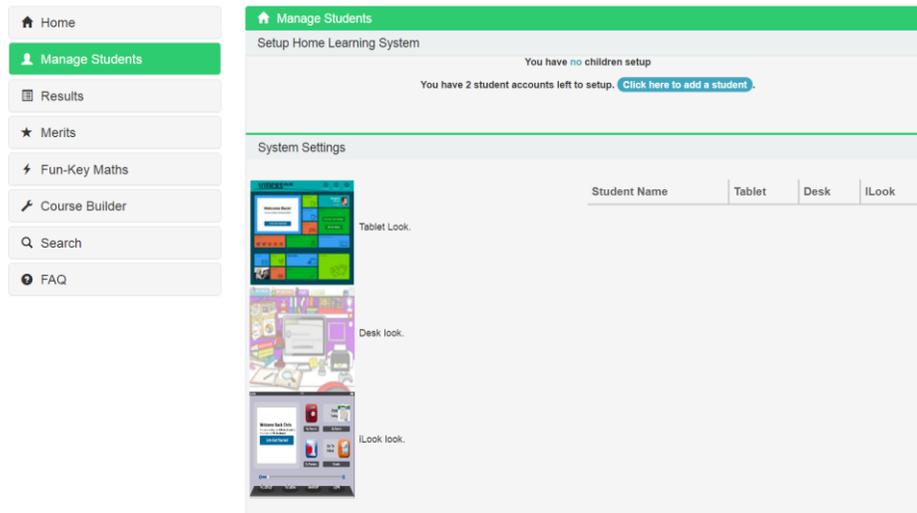




Welcome to the 10ticks Home Learning System Quick Start Guide



1. Setting up a license.



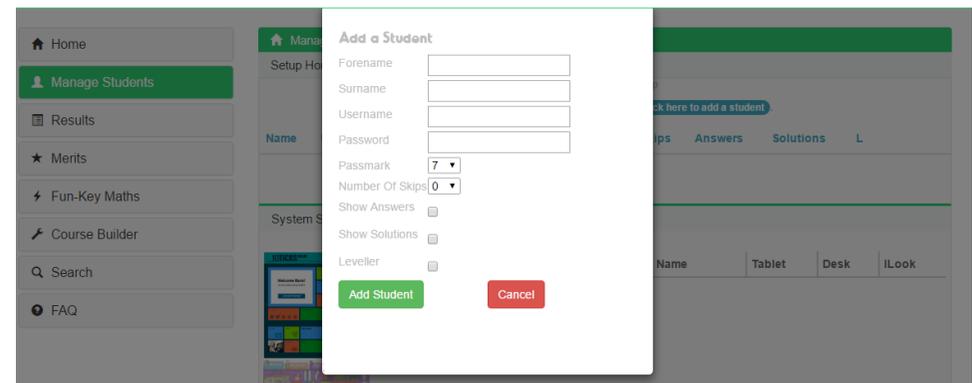
After you have registered your account with the 10ticks Home Learning System, you will be asked to need to set up your child’s individual license(s) by creating separate accounts that your child can log in to and work from independently.

If you do not perform this step automatically, simply log in to your parent account and select the **Manage Students** option on the menu bar and press the **Click here to add a student** button

Please Note: You can purchase as many licences as you like, but you’ll need to run the Setup Wizard for each child. The Setup Wizard will only ever appear when you have available licenses.

The Setup Wizard will then ask you to add your child’s Forename, Surname and then a Username and Password for them to use when logging into the system separately. You can change these at any time. **Please Note:** All Username & Passwords are case sensitive.

You can also choose the pass mark required for all of the tests that you child will take, the total number of skips allowed and if you would like to show Answers and Solutions. You can also choose to assign the Auto Leveller test. For more information on the Auto Leveller test, please see Page 2.



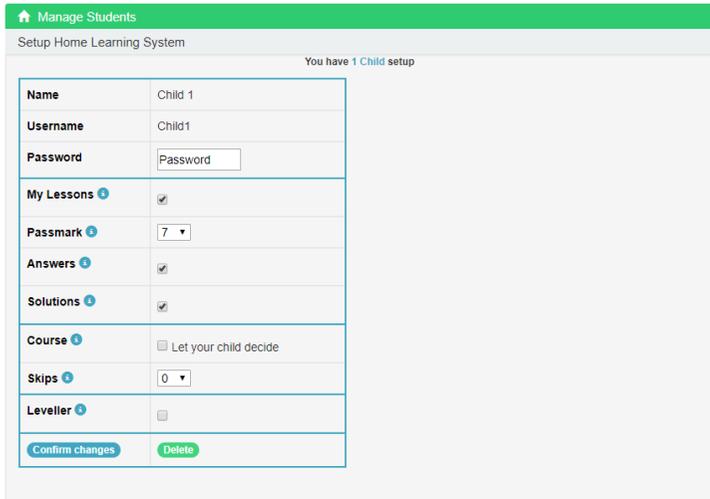
2. Getting Started

If you want your child to get started straight away he/she should simply log in to the Home Learning System and he/she will automatically be placed on **My Lessons**. He/she simply selects the appropriate year group and then topic area from the left hand side of the page. He/she should then click on the title to view a particular resource.

Alternatively, if you wish to have more control over your child's Home Learning System, simply log in as the Parent and select one of the following options.

2.1 The Auto Leveller Test

The National Curriculum leveller is a series of multiple choice questions that they will need to answer. If they get exceptionally strong or weak results at any given level they will need to take the level above or below, accordingly. On completion, the system will give your child the corresponding 10ticks course to work through until you choose to override it.



The screenshot shows the 'Manage Students' interface. At the top, there is a green header with a home icon and the text 'Manage Students'. Below this is a sub-header 'Setup Home Learning System' and a status indicator 'You have 1 Child setup'. The main content area is a table with the following fields:

Name	Child 1
Username	Child1
Password	<input type="password" value="Password"/>
My Lessons	<input checked="" type="checkbox"/>
Passmark	7
Answers	<input checked="" type="checkbox"/>
Solutions	<input checked="" type="checkbox"/>
Course	<input type="checkbox"/> Let your child decide
Skips	0
Leveller	<input type="checkbox"/>

At the bottom of the table are two buttons: 'Confirm changes' and 'Delete'.

The system can assess the student's ability level at any time. Tick the **Leveller box** in the **'Manage Students'** area and press **Confirm Changes**. This will stop their current course and give them a test to assess their ability according to the national curriculum. It will then assign them a course based on their results.

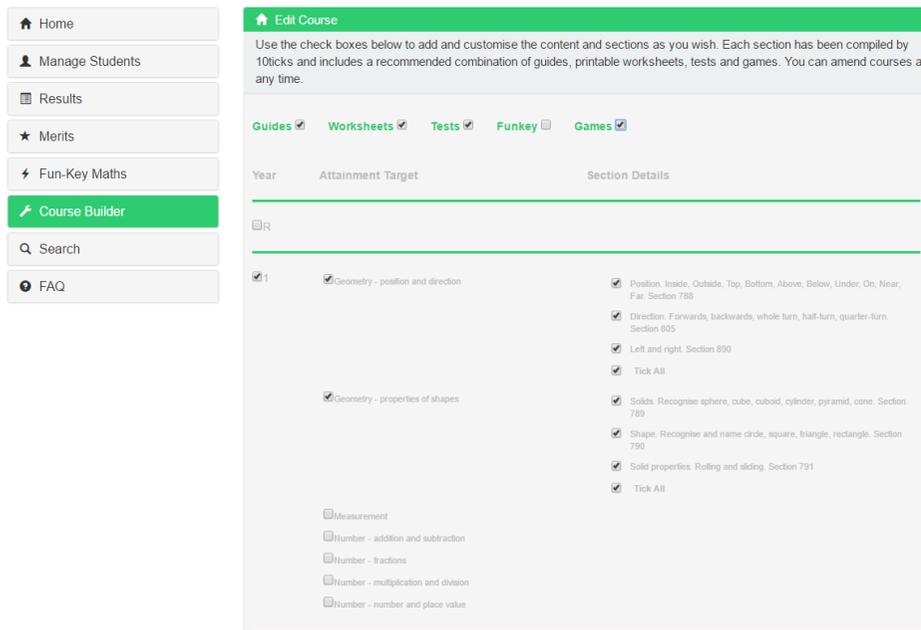
In the **Manage Student's** section you will always have an up-to-date record of which course they are currently working on, as well as their up-to-date log in details.

The **'default pass mark'** sets the standard to which your child must achieve a minimum score when attempting any Test taken in order to move on through their course. Again, this can be changed at any time using **'Manage Students'** area if you want to make it harder/easier for them to progress through their work at a later date.

Any children you have on the system will access the work you set for them from their own user area by logging into the 10ticks website using the unique username and password you have created for them. Their user area can be customised and they can choose between a Cartoon Desk and a Windows or iLook for older children. Any course you make for them will be presented in sections for them to work through.

2.2 Course Builder

Creating a bespoke course of learning for your child couldn't be easier! If you simply want to set up a quick course to get your child going then this is the way to go. Simply select the **Build New Course** option to begin.



Using the Course Builder, you can add and customise the content and sections as you wish. Each section has been compiled by 10ticks and includes a recommended combination of guides, printable worksheets, tests and games. You can amend courses at any time.

Firstly, select which resources you would like to include within a course by ticking the boxes at the top of the screen. If you would like to create a course of learning that does not include any offline resources, simply untick the **Worksheets** box at the top of the page.

Then, simply select the appropriate **Year** for your child, the **Attainment Target(s)** you would like the course to cover and which **Sections** you would like to include within a course. Once you have selected all of the sections you would like to include you can choose to preview the course or simply Build the course and assign it to your child. Don't forget to give it a name so you can easily find and edit it later if required.

3. Results

Once your child has begun working through any work you have set for them, their progress can be monitored via the **Results** page.

Once you have selected the Results option (and chosen the student whose results you would like to view) The Course Completion percentage for your student's current course can be viewed at the top of the screen (1). This shows you exactly how far into the current course a student is and their current average Test Score can be viewed next to this (2).

You can view a breakdown of each test completed within a Topic Area by clicking on the Topic Area average score (3) This gives you the ability to burrow down into results and see areas in which they are performing well or poorly in; you will therefore be able to recognise individual strengths and weaknesses and offer remedial support directly.

You can click the small icons (4) representing that particular resource to remind yourself what it included and how it was presented to your child when they viewed or attempted it.

You can also view each individual tests average score and view a detailed breakdown of your student's attempts at a particular test by clicking on the test percentage (5)

- Home
- Manage Students
- Results**
- Merits
- Fun-Key Maths
- Course Builder
- Search
- FAQ

Course

Results for Paul Benson

Summary

Course Completion **10%** (1) **Course average score:** **88%** (2)

Number - addition & subtraction average score: **90%** (3) Number - multiplication & division average score: **78%**

Mental Addition and Subtraction up to 100. Section 103

Guide	Mental Addition and Subt	(4)	Y:2	Number - add..	Help Read
Worksheet	Mental Addition and Subt		Y:2	Number - add..	Worksheet Read
Tests	Mental Addition and Subt		Y:2	Number - add..	95% (5)
Timed Test	Mental Addition and Subt		Y:2	Number - add..	n/a
Funkey Game	Magic Number		Y:2	Number - add..	n/a
Guide	Mental Addition and Subt		Y:2	Number - add..	Help Read
Worksheet	Mental Addition and Subt		Y:2	Number - add..	Worksheet Read
Worksheet	Adding and Subtracting (Y:2	Number - add..	No Views
Tests	Mental Addition and Subt		Y:2	Number - add..	76%
Game	Addition and Subtraction		Y:2	Number - add..	n/a
Funkey	Star Maze (Addition) (1)		Y:2	Number - add..	n/a
Funkey	Star Maze (Addition) (2)		Y:2	Number - add..	n/a
Funkey	Star Maze (Subtraction)		Y:2	Number - add..	n/a
Funkey	Star Maze (Subtraction)		Y:2	Number - add..	n/a
Funkey	Magic Squares (a)		Y:2	Number - add..	n/a
Funkey	Magic Squares (b)		Y:2	Number - add..	n/a
Worksheet	Adding and Subtracting		Y:2	Number - add..	Worksheet Read
Worksheet	Estimating		Y:2	Number - add..	No Views
Funkey	Calculated Colouring 32		Y:2	Number - add..	n/a
Funkey	Numbers that Add up		Y:2	Number - add..	n/a
Game	Pop the Balloon - Mental		Y:2	Number - add..	n/a

If your child seems to be struggling with a specific test, there are a number of options you could try. You could consider taking them down a level, reinforcing topics in person, adding more work to their course with additional Fun-Key maths actives based around that topic or even lowering the 'Pass mark. How you choose to use the system is completely up to you

4. The Merit System

Merits

Merits are automatically awarded to your students as they work through each section of their course and finish with a 10/10 score on each test element.

There are 25 merits to be earned for each famous mathematician at bronze, silver, gold, platinum and diamond levels. We encourage you to print each certificate as a mark of achievement and even implement more personal rewards for each milestone.

You can manually award merits where you feel appropriate. Be it for good behaviour or outstanding work and dedication... it's up to you!

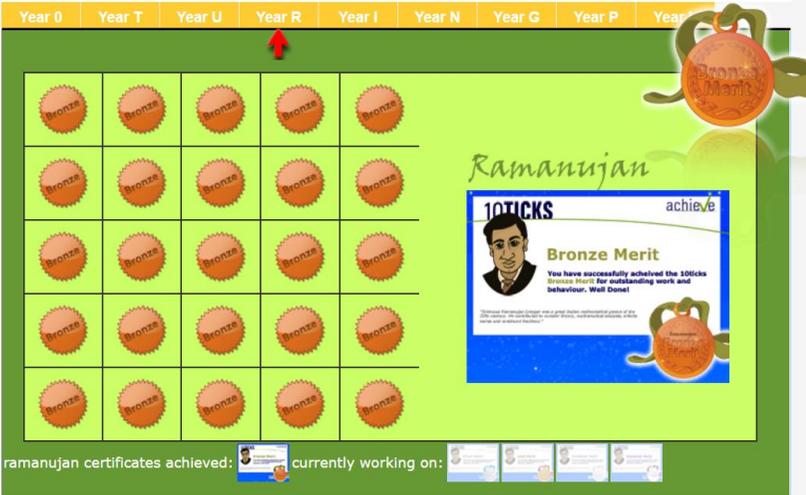
Student Name	Student
Last Login	2017/05/09 10:15:50 (Total Logins: 226)
Current Course	n/a
Total Merits	30
Current Certificate/Year	Y3:Neumann
Function	Award Merit

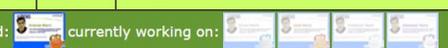
Students' Merit Record

So far, at **Year 3** you have earned **30** merits. At this year you have earned **1** certificates. You are currently working on the **ramanujan** certificate.

You can hover over each merit to see the reason it was awarded.

Year 0 Year T Year U Year R Year I Year N Year G Year P Year



ramanujan certificates achieved:  currently working on: 

Every time your child achieves 10/10 on a given test, they will automatically receive a merit.

Merits are built on a hierarchy of famous mathematicians that represent every level. There are then 5 different medals to be earned for each Level: Bronze, Silver, Gold, Platinum and Diamond. (E.g. Pythagoras Bronze, Pythagoras Silver, Pythagoras gold, Pythagoras Platinum, Pythagoras Diamond).

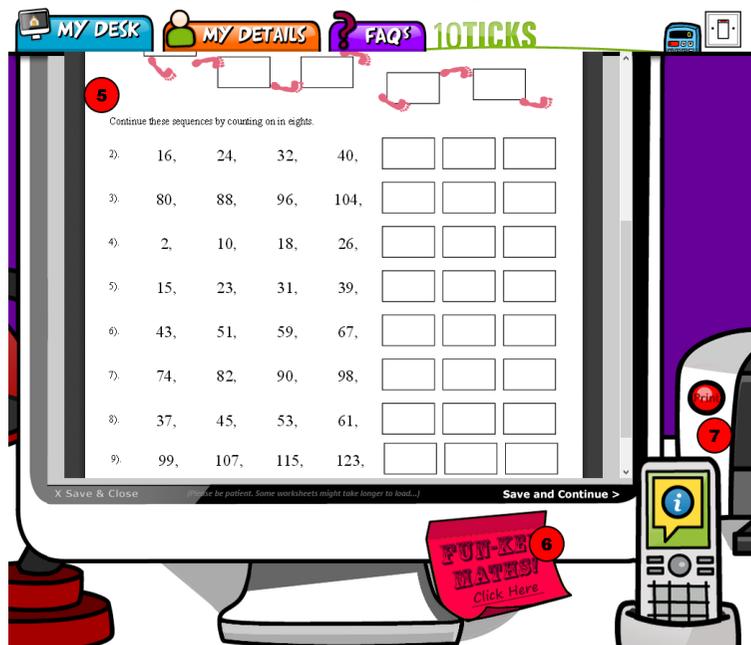
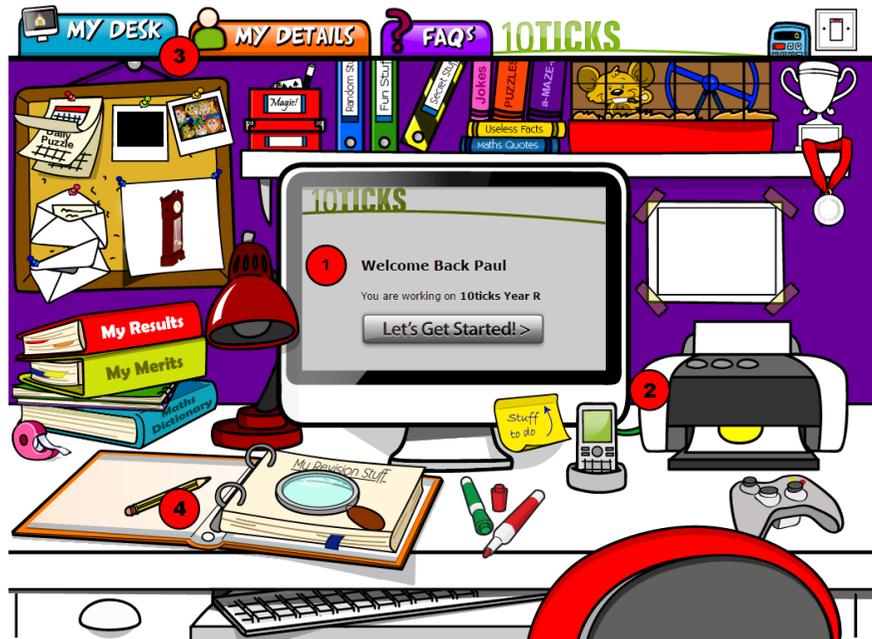
Your child will gain a new printable certificate for every medal that they achieve (25 merits). You can print these certificates out to demonstrate your child's progress.

You will both be able to see the current certificate and merits from your personal log in areas. Hovering your mouse cursor over a merit will let you know why it was awarded.

As a parent, we also encourage you to personalise the reward system by manually awarding merits for any reason you see fit. You could also accompany this with a physical reward such as a day out, a skip on chores or a video game break! How you use the merit system is again, up to you!

As a parent you can also share your children's progress with your friends and family. Whenever your child achieves a 10/10 score on any test, you can share this excellent achievement with your friends and family on Social Media. Look out for the alerts in your **User Area**.

5. The Student Perspective



- 1 The cartoon computer will feed through your course sections in the order that you set. All tests will need to be passed to your minimum pass mark before they can progress to the next section.
- 2 You can communicate to your student by sending messages to their on screen mobile phones from your results pages. These will flash and alert them to any pressing information. All wrongly answered questions from the tests are sent here with links to guides to help them improve.
- 3 'My Details' will summarise all child user account information. They can use the options in here to customise their desk wallpaper too! They can change their User names and passwords here.
- 4 The desk folders allow students to access all 10ticks materials if they wish to take it upon themselves to self-study.
- 5 When a selection is made from the computer screen, this close-up version will appear to help the student focus on the work at hand.
- 6 Urge your child to use the self-study materials. You can manually add into any course, but the system will also automatically offer these. Key Maths resources as they progress through their work. These compulsory study materials and games will help the students to practice in areas in which they might be struggling.
- 7 Finally, the on-screen printer will flash when printable worksheets resources are available. The phone works in the same way, whereby information is fed to the

them
Fun-
(non-
and