

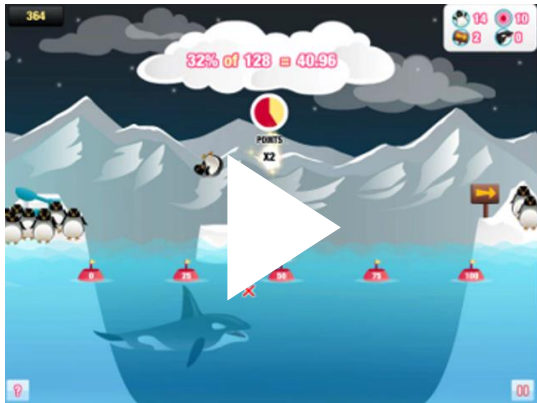
# Mangahigh.com

Mangahigh is a digital resource that leverages the power of games and AI to help teach maths to students aged 5-16

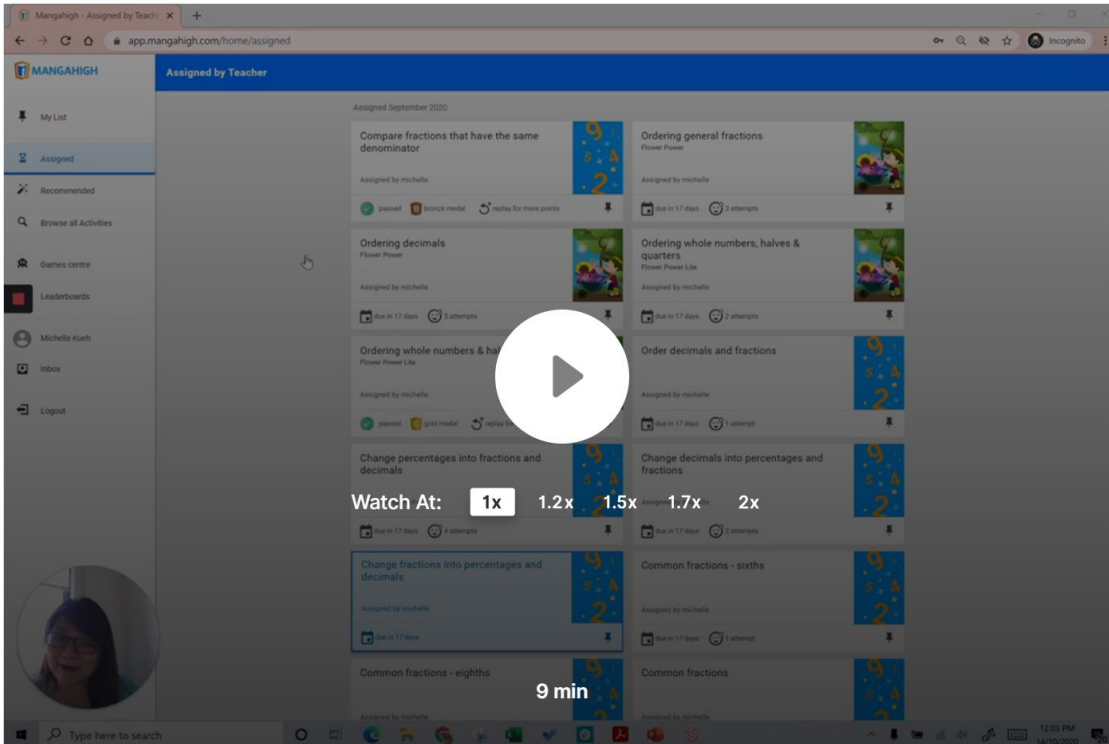


# We are here to support you to use technology for all it's power

1. Ensure students are learning from a modern and engaging platform
2. Engage students with combination of adaptive games and learning quizzes
3. Track student progress in real-time on a class and individual basis
4. Support students on a 1:1 basis
5. Build a sense of community and connection with your students and teachers



# There are two types of activities on Mangahigh



1. Watch [this video](#) to preview some of the activities
2. Students access assigned activities and personalised recommendations
3. Prodigy learning quizzes start at Easy and progressively advance to Medium, Hard and Extreme questions. Use Prodigy learning quizzes to develop understanding and reasoning.
4. Games are designed to help students develop fluency through strategic repetition

# Adaptive activities – less work for teachers

CLICK ON THE SQUARES TO REVIEW QUESTIONS

EXTREME  
HARD  
MEDIUM  
EASY

Review!

Insufficient understanding

**Can't do HARD**

- There are 10 questions in each 'round' of Prodigy

- Students are expected to attempt each Prodigy activity 3+ times

- Click on 'mistakes' to review the questions

- Write down the

CLICK ON THE SQUARES TO REVIEW QUESTIONS

EXTREME  
HARD  
MEDIUM  
EASY

Review!

Basic understanding

**Can do HARD**

CLICK ON THE SQUARES TO REVIEW QUESTIONS

EXTREME  
HARD  
MEDIUM  
EASY

Review!

Mastery

**Good at EXTREME**

CLICK ON THE SQUARES TO REVIEW QUESTIONS

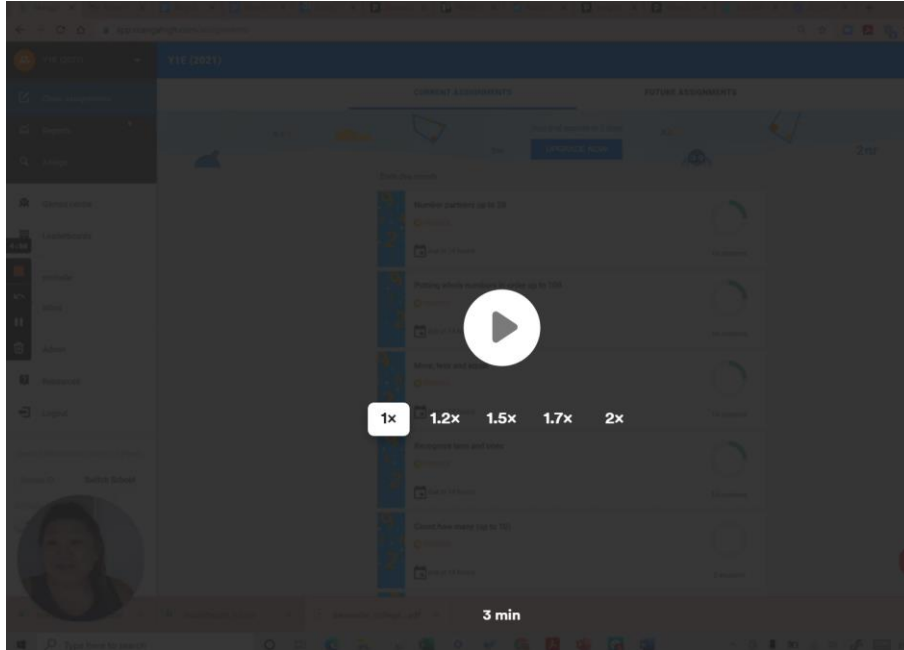
EXTREME  
HARD  
MEDIUM  
EASY

Review!

Exceptional

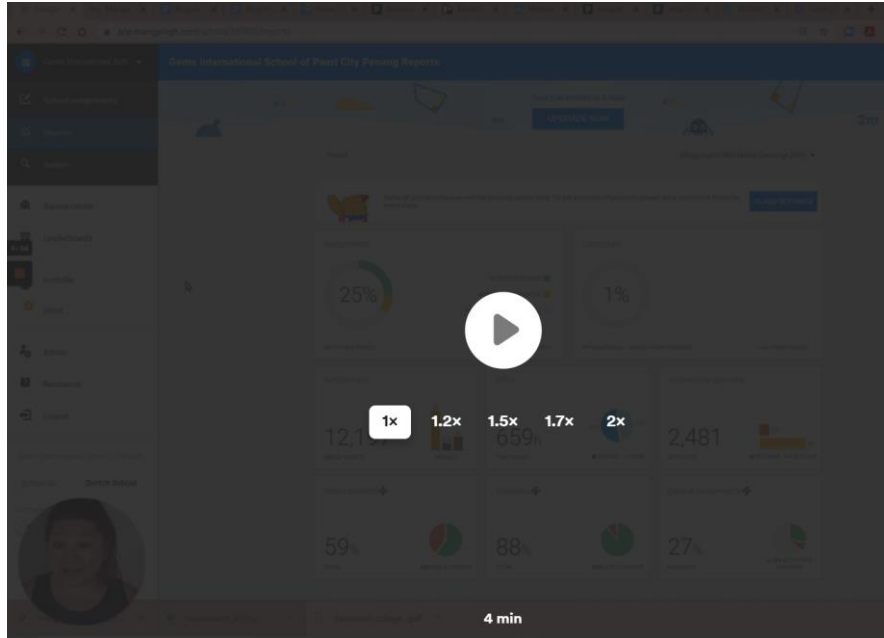
**Perfect at EXTREME**

# How do teachers assign activities?



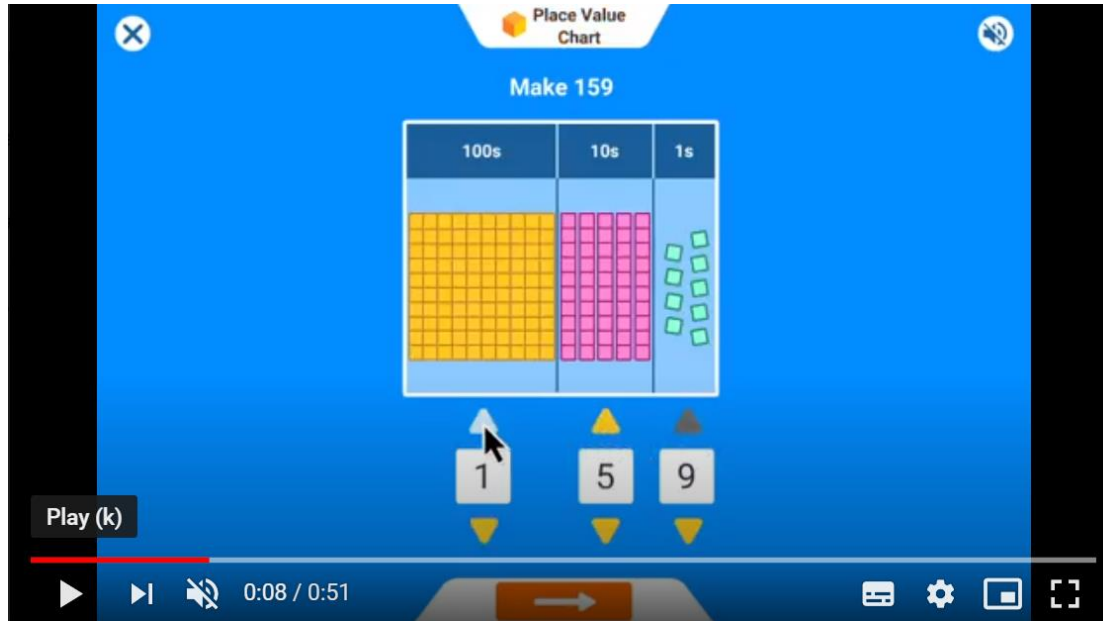
- Watch [this video](#) to learn how to assign activities
- Click on ADMIN to create student account
- Click on ASSIGN to find activities to assign
- Default setting 'NOT PASSED'
- Using 'start date' to create a playlist
- Assign activity to your own class, or multiple classes at the same time
- Preview extra [game videos](#) here

# Placing students into sub-groups



- How to create 'empty' classes
- Move students into these sub-classes/groups
- Favourite your class
- Remember to select your class before you start assigning

## Brand new Junior contents



1. Watch [this video](#) to learn about our new Junior contents

# Monitoring your students' progress

1. Watch [this video](#) to learn how to track your students' progress
2. View assignment completion on a gridview
3. Track students' curriculum progress
4. How much time are students spending on Mangahigh at home and in school...

app.mangahigh.com/school/430746/reports

Lodge International School Reports

You are currently on our trial version. [UPGRADE NOW](#)

Period: 30th Nov 2019 - 14th Oct 2020

Assignments: 39% ACTIVITIES PASSED, ACTIVITIES ATTEMPTED, ACTIVITIES NOT ATTEMPTED

Curriculum: 10% INTERNATIONAL, MANGAHIGH UNIVERSITY, MATHS PASSED

Achievement: 10,944 MEDAL POINTS

Independent activities: 1,114 ACTIVITIES

Active Students: 30% TOTAL, 10% ATTEMPTED, 4% PASSED, 1.7x FASTER STUDENTS

Expired Assignments: 39% PASS RATE, 75% ACTIVITIES PASSED

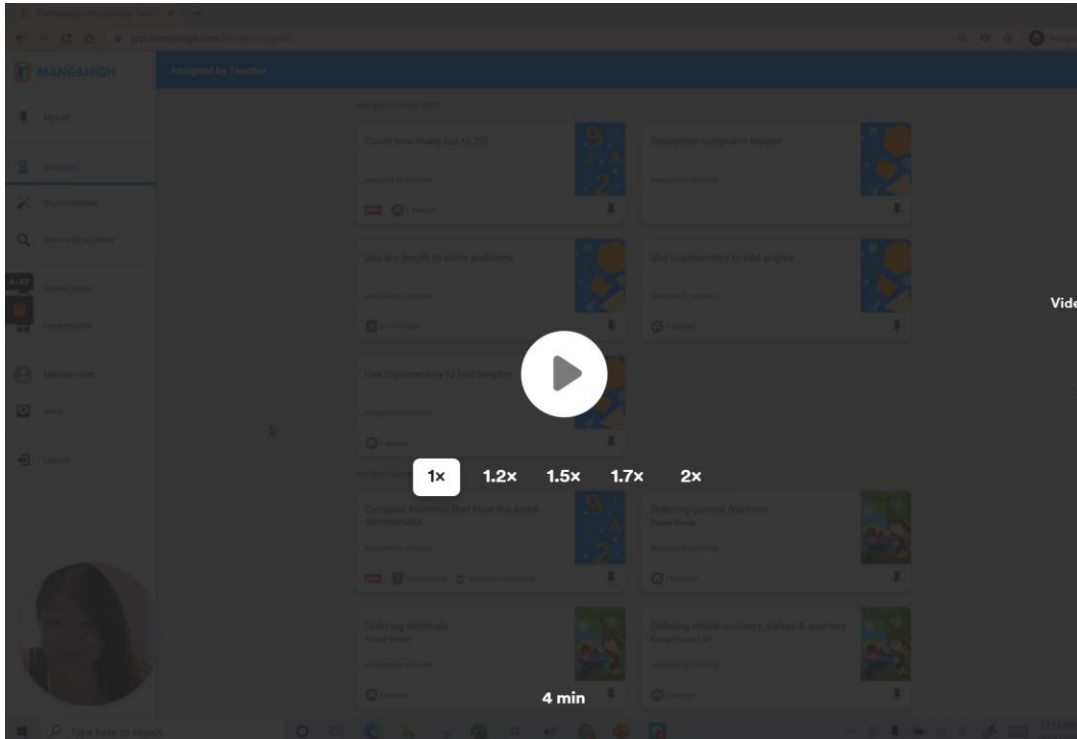
Watch At: 1x 1.2x 1.5x 1.7x 2x

2 min



## Encourage students to track their own data

- Have students take more ownership of their own learning
- Give them access to metrics



# Developing a Growth Mindset Workflow



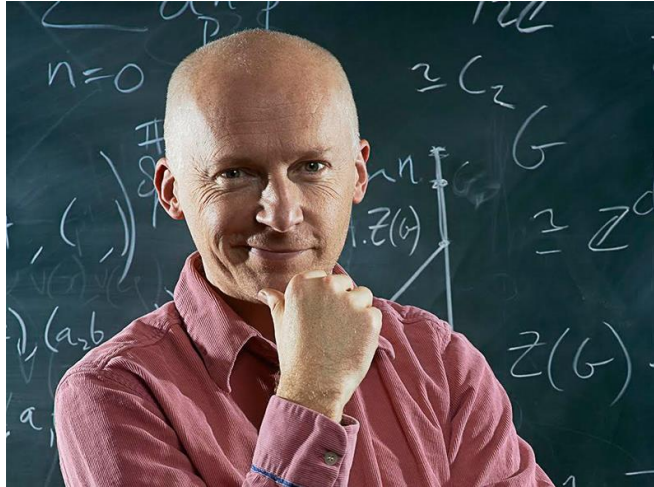
1. Click here to [download a Growth Mindset Workflow](#) poster
2. Don't just use Mangahigh for accessing contents. How your students work with the contents, and the positive habits they form as a result of it, is what really makes a difference.
3. Encourage students to attempt each task at least 3 times. In the case of a Prodigy quiz, make sure they get 4+ Hard questions correct in order to pass.
4. Ensure students review and reflect on their mistakes, before trying again!
5. Combine games with Prodigy adaptive learning quizzes to give students a more holistic learning – from fluency to understanding and reasoning



A little background on Mangahigh

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# Mangahigh brings the love of maths and coding learning into classroom



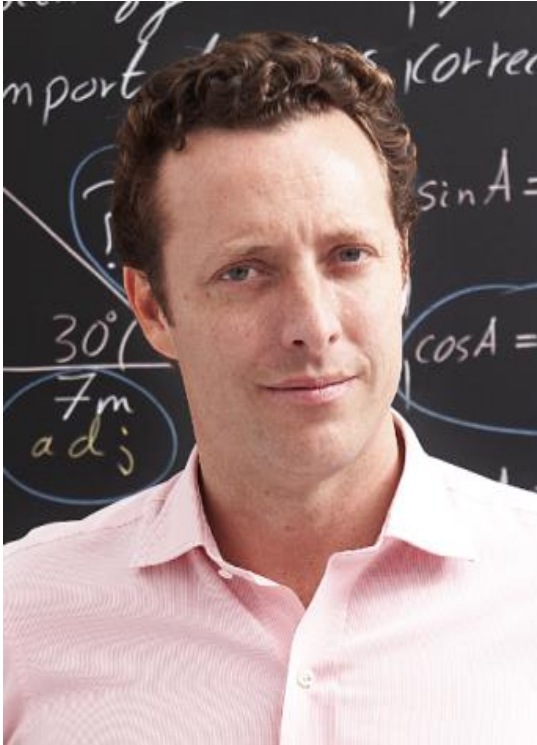
## Dr Marcus du Sautoy

- Professor of Mathematics, Oxford University
- Chairman of Board of Directors, Mangahigh.com
- Best selling author of "The Creative Code" and "What we cannot know"
- Author and narrator of the "History of Mathematics", "BBC The Code", "The Secret Rules of Modern Living Algorithms"
- Here is an [example of work by Dr Marcus du Sautoy](#)

# Mangahigh brings the love of maths and coding learning into classroom

## Toby Rowland

- Founder of Mangahigh.com
- Co-founder of King.com (of Candy Crush Saga)
- Lead game design at Mangahigh.com
- Here is an [explanation of Toby's vision for Mangahigh.com](#)



“Mangahigh is successfully delivering fun, competitive, game-based lessons that drive greater engagement and understanding”

Bill Gates



# Join us!

Any questions?

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Web: [www.mangahigh.com](http://www.mangahigh.com)

