



Headteacher: Mrs C Fulstow
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Dear Parents/Carers,

We are pleased to inform you that we are continuing to use DoodleMaths, an award-winning Maths programme, with your child's class! You will find your child's username and password in their planner. It is an app which we would like the children to use every day and takes no more than 10 minutes.

Why DoodleMaths?

- Has been proven to help children make big improvements in both their ability and confidence in maths - using for 10 minutes a day has helped children make 3 months progress in just a month.
- Learns your child's strengths, and what they need to work on, then builds a programme just for them.
- Is fun and engaging!
- It mimics the skills and style of teaching used in class.
- Allows children to keep practising mathematical concepts even when we have stopped teaching them in class.

It's easy for you to be involved at home by using the Parent Connect app and the Parent Dashboard to track their progress.

Simply follow these steps so that your child is ready to make the most of DoodleMaths:

- Download the DoodleMaths, or you can register online
- Ask your child to sign in, using the details you have been given (remember it is case sensitive!) - Tap on the Grown Ups section and follow the instructions there to link yourself to your child
- Let your child work through their 5 a day exercise without any help - encourage them to do it independently.
- Login to www.parents.doodlemaths.com with your Grown Ups username and password and click on Monitor - Live so you can see how your child is doing as they complete their exercise
- Download the Parent Connect app - you can see a snapshot of what your children are doing.

We have a reward system in school, certificates and prizes are distributed to children earning 100,200,300 etc. streaks. There is also an interclass competition where the classes in Key Stage 1 and Key Stage 2 are challenged to have the highest percentage of children in the 'green zone' over a 2 week period. The winning classes are allowed to swap one of their regular maths lessons for a maths games lesson.

We also try to recognise all of the streaks and competition results on class Dojo - so keep your eyes peeled.

If you have any questions, or want to know more, please do let us know or look at the DoodleMaths FAQ page on their website. I'm sure you will agree this is a worthwhile programme and many thanks to FESA for supporting the school by paying for the subscription for all our children.

Yours sincerely
Mrs Woodend
Maths Leader & Year 5/6 Teacher

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Technology that ‘thinks’ and sets children’s work

Fact Sheet



Behind well-written content and an engaging, fun interface is our true power: in-built intelligence which recreates the decision-making process of a teacher working on a one-to-one basis. DoodleMaths and DoodleEnglish continually assess a child’s strengths and weaknesses, identifying gaps in their knowledge and assigning work that is just at the right level. We call this intelligence Proxima™.



Proxima™ uses algorithms to analyse a child’s knowledge and understanding to design a learning programme unique to them.

Initial analysis

When a child gets started, they’re asked to input a few basic pieces of information which determines the first few questions they answer. Data relating to their responses - time taken, right and wrong answers, misconceptions - is analysed to build up a picture of a child’s understanding. Initially, questions are achievable, but as the child builds in confidence and Proxima™ gets closer to establishing their learning needs, questions become harder and more probing.

Across the whole national curriculum

Every question asked is aligned with an Age-Related Expectation in the national curriculum. The responses to these questions allow us to determine two things: first, a child’s Zone of Proximal Development - that is, the narrow band between what a child can do unaided and what they can’t do; second, their weaker areas - concepts within the national curriculum in which they develop a poorer grasp. Over time, enough data is collected for the ‘design’ part of the algorithm to take effect.

Designing a learning programme unique to each child

Proxima™ creates a child’s work programme using three different types of exercise, depending on what’s needed. 7-a-day is used to check previous knowledge and identify further weak areas; New this Week introduces new content when they are ready to move on; Added Extras is presented when a weaker area, that needs remediating, is identified. Different children work at different paces - this is recognised too. Every child is unique: with our technology, no two children in your class will ever have the same work programme.