

Sumdog Math

Games that make learning fun

Thanks for your interest in a Sumdog subscription. This document aims to answer common questions about Sumdog's educational features.

Educational benefits of a subscription

Proficiency Charts	Tailored Assessments	Custom Activities
<p>Proficiency charts give an in-depth view of each child's progress against the Common Core.</p> <p>You'll see when the student mastered each skill, the steps involved and how they compare to the state average.</p>	<p>Set timed tests using the assessment tool. It lets you customize questions and track results.</p> <p>Sumdog's assessments don't feature any gameplay. Instead, students see a series of controlled questions.</p>	<p>Competitions and challenges guide your students towards goals, and focus them on the right skills.</p> <p>You set the targets, the duration and the skills you want them to practice - and Sumdog uses your settings to guide their work.</p>
Individual Reports	Supporting Intervention	Classroom Reports
<p>As they answer questions, students generate a wealth of information.</p> <p>Individual student reports let you check strong and weak skills, and view achievement over any period you choose.</p>	<p>Sumdog adapts questions so they are tailored to each student and progresses them through the Common Core.</p> <p>We'll notify teachers when students encounter skills they are struggling with.</p>	<p>With a subscription, you can run whole-class reports, drilling down into individual domains and skills, comparing accuracy, speed and effort.</p>

An introduction to Sumdog

Used by over 20% of US schools, Sumdog offers Common Core aligned practice, progress monitoring, diagnostic tools and intervention tools.

Company background

Sumdog is distributed by Sumdog Inc (902 Broadway, 6th Floor, New York, NY, EIN: 35-2503565) and is published internationally by Sumdog Ltd (43 Queensferry Street Lane, Edinburgh. Registration number: SC167331).

Sumdog is an independent leading publisher of technology resources used by schools worldwide. It was founded in 1994 by Andrew Hall, an electronics graduate with years of experience working as a silicon chip designer for Texas Instruments and other multinationals.

Sumdog's products are sold throughout the USA, Europe and Australasia. Sumdog also publishes science and technology simulators used in middle schools and high schools.

The company currently has 32 employees across the two offices. Most of the employees are involved in development and support of the products.

Vision

Sumdog's ambition is to help students achieve Math fluency, in a manner which promotes positive attitudes to practice, a feeling of personal success and noticeable progress for students of all levels, and a love of learning.

As a result, Sumdog boasts some of the highest student engagement among comparable programs.

It is our contention that high student engagement makes it easier to introduce the program in the classroom, achieve teacher buy-in, and maintain the consistency of practice required to meet fluency standards.

This engagement is matched with appropriate data-gathering and reporting tools in order to maintain rigor and a focus on educational progress throughout the year.

Program Functionality

Students log on to the site via a web portal, and access exercises designed to improve fluency in Math. These exercises are presented to the students in the form of games, in order to increase engagement and incentivize regular practice. Students are given an "avatar" which they can customize using clothes and items unlocked by practice. In this way they are encouraged to return regularly to continue their practice.

Students can practice at school or at home, on desktops, iPads, Android tablets or Chromebooks.

Educators have full control over which skills the students practice, and can access detailed reports and assessments to locate areas in need of intervention – the practice exercises can then be used as part of an intervention solution. Reports and repeat assessments can be used to evaluate the efficacy of that intervention.

Account creation and set-up

Each school is associated with a “School” account. Educators will create “Teacher” accounts which provide administrative access. These accounts are associated with an email address and a password.

Teachers can then create “Student” accounts for the students, which are accessed using a username and password. Bulk import of students is possible using .csv file imports. Every teacher can manage their own students, or students can be managed by a single staff member.

Students are sorted into one or more classes, which are associated with one or more Teachers.

Teachers then use the Sumdog Dashboard (accessed on log-in) to create assessments, access reports, and set activities for the students.

Skill selection and individualization

Sumdog has an adaptive learning engine which, after an initial diagnostic session, will assign the students a grade level and prepare a customized learning plan for them. Because Sumdog's understanding of each student evolves minute by minute, the educational path for that student also evolves. This means that Sumdog is always up-to-date with what the student needs.

Students will work on one skill at a time (their progress in this skill is displayed to them), and progress to the next skill when the previous is mastered. Each session also incorporates an element of revision.

The skill progression is completely customizable by teachers, and each student can be assigned different skills to work on. This allows for differentiation within a classroom, and does not impact the student experience in any way. Students are not made aware of the skill settings they have been given, nor that of their classmates.

Sumdog's educational games have a key difference from most others. With Sumdog, the educational content is distinct from the student's choice of game. This means that students are free to choose the games they enjoy most; they'll still get the same questions. So learners below grade level don't have to do activities aimed at younger students, while those above grade level don't need to struggle with complex gameplay. This feature also means that students in the same class can work on the same activity, even though each is studying a very different set of skills. A learner working below grade level can even come out top in an activity - simply because they are making the most progress against their personal goals.

Reporting

As students practice on the site and complete activities, all of their usage data is stored. Educators can then access this data by utilizing various reports. The reports can show time-on-task, accuracy, questions answered and accuracy percentage against every component skill of every Common Core standard.

Progress reports chart the skills which students have mastered and the date they were completed, compared with other students in the school, and the state average.

Reports can be printed and exported in .csv format.

Reports make it easy for educators to quickly identify problem areas for potential intervention, and to evaluate current intervention methods. Once an area has been targeted for intervention, educators can use the aforementioned skill differentiation to assign that area for practice.

On the student's dashboard, granular progress information is fed back in a controlled way. During games, they are shown whether answers are correct or incorrect. After each game, students can review their answers, seeing corrections.

Each student also gets their own improvement chart, showing the skills they've mastered and the rewards they've received.

Students are rewarded for effort and for progress, continually motivating them to practice regularly and work hard to reach their next milestone.

Assessments

Assessments offer a way for educators to test students in particular skill areas, either for diagnosis of possible intervention areas, or to evaluate existing intervention methods.

Assessments are a highly customizable activity, and teachers can decide the length of the assessment, number of questions, and skills addressed. In the assessment results, educators will see exactly which questions each student got correct or incorrect. The test can be easily repeated, for instance to book-end an intervention period or a teaching unit.

Reports from assessments, like all other reports, are easily exported in .csv format or printed directly.

When students take an assessment, there is no gameplay element – questions are given sequentially with no other interactive elements present.

Assessments can include any number of Sumdog's Common Core aligned skills, can be shared between classrooms, and can be set up to run in the future. For instance, a single administrator could assign assessments to run automatically throughout the school year – these will be administered to students automatically.

The combination of assessments and progress reporting allows educators to easily evaluate student performance and identify areas in need of additional attention – Sumdog can then provide the practice exercises required for students to gain fluency in these areas.

Testimonials

“I started using Sumdog mid-year and have seen tremendous growth”.

D. Hendershot, West Elementary, KS, USA; March 2015

I started using Sumdog mid-year and have seen tremendous growth. We use it 15 minutes daily in both Math and Reading. I never thought an online program could do so much in such short bursts of time. It truly allows the growth mindset of my room to flourish.

I have measured their progress on a bimonthly basis of math facts and application problems. Our average in the year is .4 points a week in math. When I added Sumdog our growth doubled to 1 a week. In reading, our average growth rate on comprehension is .33 a point. We are now gaining 2 points a week. Worth every dollar.

“A reasonably priced product with guaranteed results”.

D. Smith, Hackett School District, AR, USA

Sumdog is a great program, it allows students to work on their level of ability while I monitor them as they work. I can create activities which are standards based and I am able to generate reports to assess my student's strengths and weaknesses. The students love the competitions among their classmates and have fun while they learn math facts.

Sumdog provides a reasonably priced product with guaranteed results. And to top it all off...the support is great!

“It corresponds wonderfully with our Discovery data... my class showed more than a 20% growth”.

Ms. Lovel, Chee Dodge Elementary School, NM, USA

Students have enjoyed practicing reading (language) on Sumdog and it corresponds wonderfully with our Discovery data.

On the last test (May) after practicing using Sumdog, 63% students in my class scored either advanced or proficient. The first time (Dec) the students scored 55% proficient with no advanced scores. The other class that did not use the program scored 43% proficient and advanced where my class showed more than a 20% growth.

“He had answered nearly 4,000 questions and his accuracy rate had skyrocketed to 78%”!

S. Dayton, Mariposa Elementary School, FL, USA

We have a student who was really struggling with math and his achievement was well below grade level. I set him up with a Sumdog account and encouraged his parents to allow him to use it at home.

The first night he answered more than 900 questions with a 50% accuracy rate. The next week, his accuracy rate had improved to 55%. Three weeks later, he had answered nearly 4,000 questions and his accuracy rate had skyrocketed to 78%!

Thank you Sumdog for creating engaging math games that students love to play!

“Our teachers and administrators saw the benefit of the program and decided to get school wide subscriptions”.

M. Hulgrave, Campbell Union School District, CA, USA

Campbell Union School District’s overall experience with Sumdog has been very positive. We began using the free trials and contests last year. Our teachers and administrators saw the benefit of the program and decided to get school wide subscriptions.

The K-8 teachers in the district have used all of the components of the online math program, especially running reports and monitoring students in real time. Teachers have joined nation wide and local math contests and one class was a national winner! Our teachers especially like being able to get helpful and timely customer service if they have questions or need support.

“The results were amazing! 88% of the students got 70% or above. The class average was 86%”.

V. Sabelli, John Winthrop Elem, CT, USA

The program that worked was Sumdog.

My students had a forty-five minute lab period twice a week. They competed with each other enthusiastically. I gave 100 math facts 0-12 timed at five minutes on January 31. Only 40% of the students got 70% or above. The class average was 65%.

May 16 I again gave them 100 facts 1-12 but only three minutes. The results were amazing! 88% of the students got 70% or above. The class average was 86%!!