

To Parents of Children in Year 1 to Year 4

June 2019

Dear Parents

Abacus Maths

At The Manor we use materials from the new Abacus Maths programme to support the delivery of the Primary Maths Curriculum in Years 1 to 4. Abacus is a Maths toolkit that has been carefully crafted on a robust approach to create inspired and confident young mathematicians. It provides a combination of resources to help children make sense of and practise their Maths, including games, interactive activities, pupil videos and pupil worksheets, which are all focused around an interactive "Pupil World", where your child can earn rewards and personalise their learning.

Maths Homework: Using the Abacus online Pupil World

One of the special features Abacus incorporates is the opportunity for children to complete some of their Maths homework on-line. The Abacus Pupil World is the place that your child will access this homework with their personal login. Your child's Maths teacher will allocate specific games and activities appropriate to your child's level of ability to consolidate their class work. They earn rewards by completing these tasks. The teachers are able to monitor the children's progress on the tasks and access data about their performance at different levels. It is important that the children complete the practice when they open the Bronze level, before they attempt the activity. This will ensure they have understood the instructions correctly and avoids the data implying that the child has not understood the Maths.

Logging into the Pupil World

The Abacus Pupil World is powered by a website called ActiveLearn. Your child can log into the site at home via a computer or tablet. Your child's teacher will give them a login reminder bookmark so that they have the information they need to access the Pupil World from home. Abacus strongly recommends using Google Chrome or Mozilla Firefox web browsers with ActiveLearn. If you prefer to use Internet Explorer, please check you have at least Internet Explorer 9 in order for everything to work as it should.

To log into the Pupil World, your child will need to:

- 1. Go to www.activelearnprimary.co.uk
- 2. Enter their login details from their bookmark and click "Log in".

Once your child has logged in, they'll arrive at the Pupil Home. Children can personalise their home screen by choosing a world. The worlds differ depending on Key Stage but include Race World, Skate World and Future World.

"My Stuff"

This is where children can see the activities their teacher has allocated to them and how many coins each game or activity is worth before completing it.

"My Rewards"

"My Rewards" is where your child can go to select their rewards after completing allocated games and activities. They can customise avatars; decorate a tree house, play games and more. The more games and activities your child completes, the more rewards they can unlock and "buy".

Need help?

The children will be introduced to the Pupil World over the next couple of weeks before any homework is set. If your child is having trouble using the Pupil World at home, help can be found in the Help Section of ActiveLearn (in the top right-hand corner of the website). We very much look forward to enjoying this with the children and if you have any queries, please do not hesitate to let me know.

Yours sincerely

Mr Harrison Read Head of Maths