

Guide for Teachers and Parents



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This manual is designed for use with *Baggin' the Dragon Maths*, www.bagginthedragon.com. It is to be read in conjunction with the EdAlive Central Guide for Teachers and the EdAlive Central Guide for Home Users. For more information go to central.edalive.com.

EdAlive Central is the foundational resource from which *Baggin' the Dragon Maths* and EdAlive's other Web Apps draw resources.

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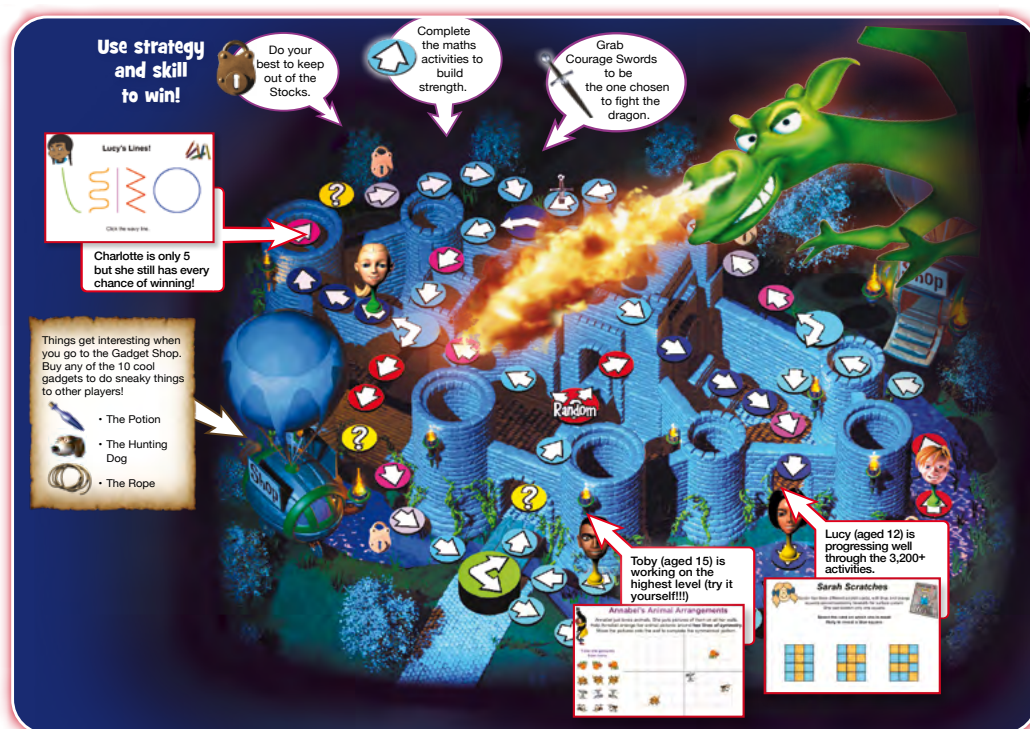
About Baggin' the Dragon Maths



What is Baggin' the Dragon Maths

Baggin' the Dragon Maths is a comprehensive maths programme that harnesses the power of [Adaptive Learning](#) to free teachers from the tedium of managing students' progress. It automatically ensures that students are always working at their optimal learning level.

Baggin' the Dragon Maths comprehensively covers: Addition • Subtraction • Multiplication • Division • Fractions • Percentages • Ratio & Proportion • Numeration • Shape • Space • Measurement • Geometry • Data • Statistics • Graphs • Probability • Patterns • Algebra.



Master the world of maths: Years K – 10

Baggin' the Dragon Maths is an expansive maths programme that harnesses the power of automated Adaptive Learning to build solid maths foundations and transform each student into a mathematical thinker and problem solver.

- More than just mindless number crunching!
- Begins with basic knowledge and introduces new concepts to progress students at their own pace.
- Automatically ensures that each student is always working at their optimal learning level.
- Harnesses a wide variety of learning strategies and Question types to engage students.
- Hand-crafted and sequenced by experienced teachers.

Individualised learning

The design of *Baggin' the Dragon Maths* enables each student to progress at their own pace and at their own level.

- Enables teachers and students to choose the maths *Questions* to be practised and then allows for repetition until mastery is achieved.
- Extends the gifted and supports those for whom learning maths is a struggle.



Created by highly experienced teachers

Through multiple iterations from floppy disk to CD and finally to *Baggin' the Dragon Maths*, it has been a journey of over 20 years. Our team of highly experienced maths teachers has produced a masterpiece!

Children learn best when they are having fun

The intrinsic and extrinsic motivators built into *Baggin' the Dragon Maths* engage and motivate students to build maths skills.

- Carefully sequenced to build maths ability step-by-step.
- Little-by-little as skills increase the *questions* get harder.
- The children are having so much fun they don't even realise they are learning.



Intrinsic motivators

As students progress in their learning journey, *Baggin' the Dragon Maths* provides instant dynamic feedback reinforcing progress question by question. The intrinsic motivation is amplified through progress reports, attainments, certificates and more.



Massive upgrade

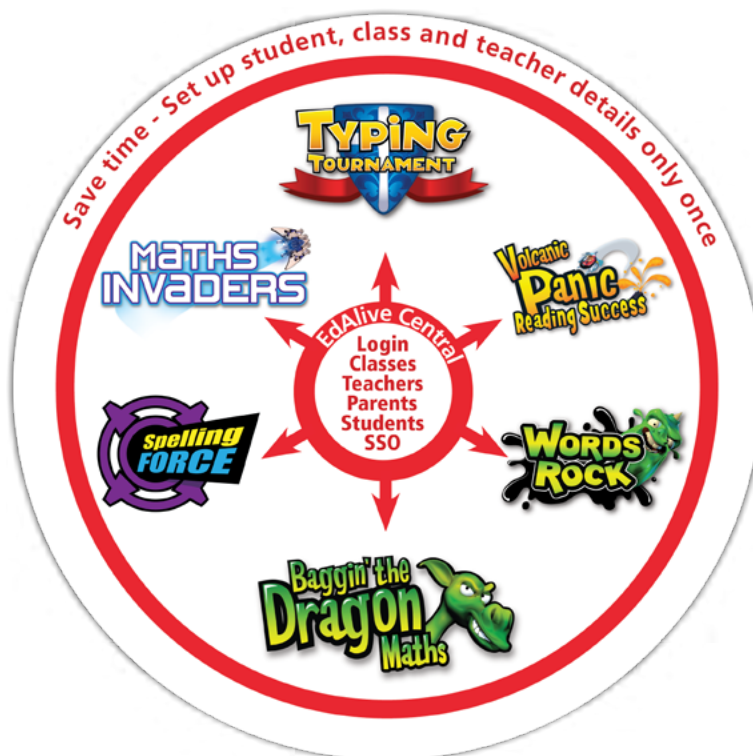
The new Online edition of *Baggin' the Dragon* builds on the classic *Baggin' the Dragon CD edition* with significant enhancements that revolutionise its educative capacity.

- All the advantages of online delivery including instant availability of data, home and school access, and data security.
- Students playing the *Baggin' the Dragon* game are much less distracted as they now each complete *Questions* simultaneously from their own computer instead of taking turns on the one computer with up to 4 players.
- Features the revolutionary *EdAlive Adaptive Learning System* that automates each student's progression and releases teachers from the need to monitor and adjust the work for each child.
- *Questions* are always automatically targeted to the needs of each student.
- Enhanced design has allowed the doubling of the frequency of *Questions* presented in the game without overloading the students.
- Integrated with EdAlive Central making administration incredibly easy.



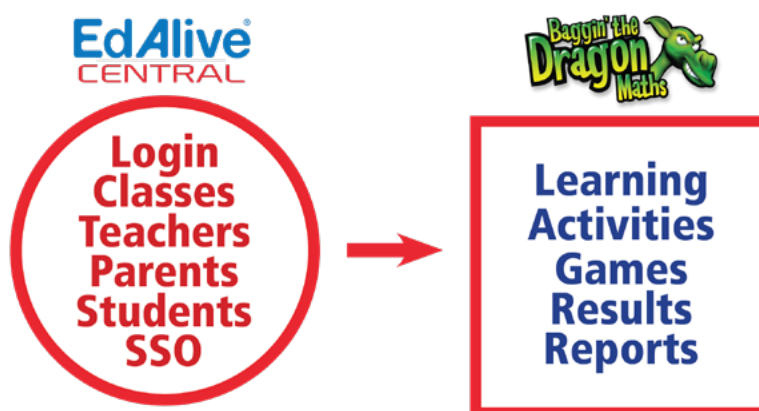
Interaction with EdAlive Central

Baggin' the Dragon Maths is powered by EdAlive Central and is one of the revolutionary suite of EdAlive Central websites.



Dynamic interaction

Each of the *EdAlive Central*-linked Web Apps draws resources and services from *EdAlive Central*.

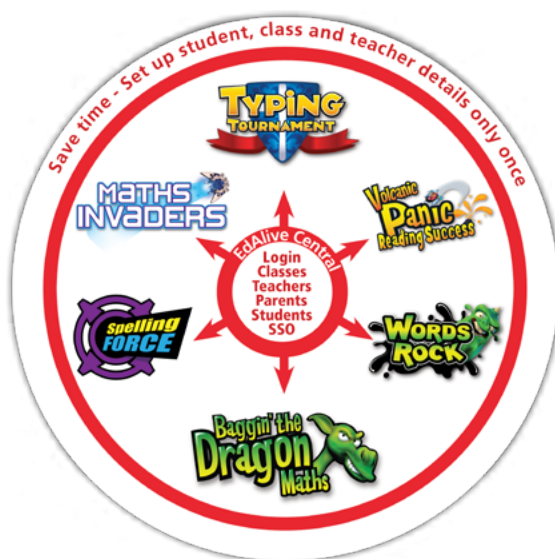


Quick Start Guide

Step 1 - Set up EdAlive Central

In order to access *Baggin' the Dragon Maths*, you'll first need to register an *EdAlive Central Account* for either *Home* or *School* use.

The user-friendly management system at central.edalive.com is the core of the *EdAlive Central* suite of websites(*Web Apps*) and provides a unified interface for administering *Classes*, *User Accounts*, *Subscriptions* and other shared data across all of the *Web Apps*.



Locate the EdAlive Central School Use Guide

To find the *EdAlive Central School Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the [EdAlive Central School Use Guide PDF](#) and follow the instructions to establish your account, link your school, set-up your class and add students.

Locate the EdAlive Central Manual for Parents

To find the *EdAlive Central Home Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the [EdAlive Central Home Use PDF](#) and follow the instructions to establish your account and create accounts for your family.

Step 2 - Start using the chosen Web App

Once you have set up your account for home or school you are ready to start using any of the chosen *EdAlive Central Web App* for which you have an active subscription or a free trial.

Locate the relevant Home/School Use Guide

To get the most from each *EdAlive Central Web App* we recommend that you consult the relevant *EdAlive Central Web App Guide*. To find the *Guides* go to help.edalive.com and scroll to the bottom of the screen.



Navigating

Go to Teacher or Parent Management

You can navigate back to the *Teacher or Parent Management* screen at any time by selecting *Teacher Management* or *Parent Management* from the *Account Menu* that displays towards the top right of most screens.

The Main Menu Screen

Use the *Main Menu* screen to navigate quickly to all of the key *Baggin' the Dragon Maths* functions.

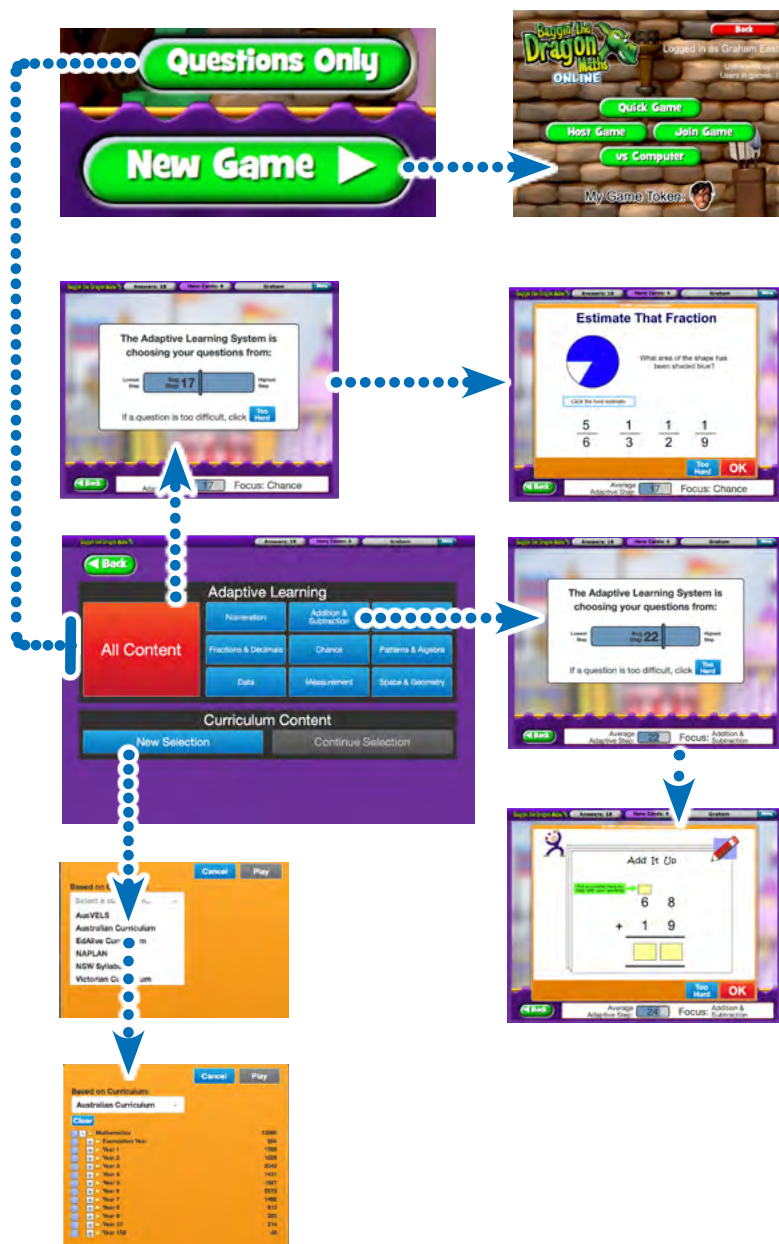


Key components

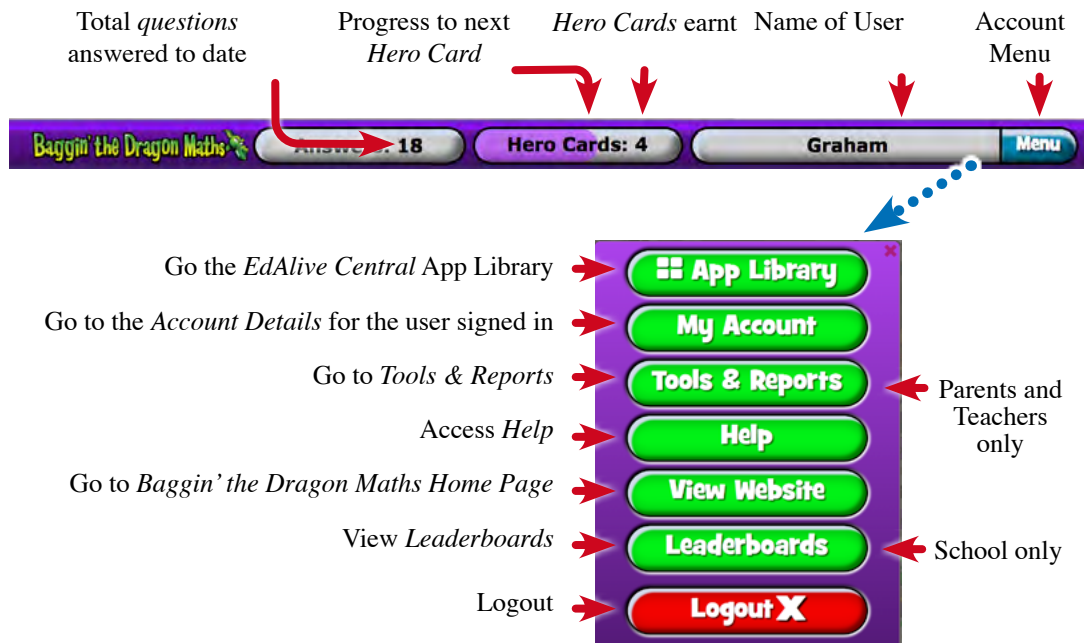
There are four main components each designed to give users access to the maths content in different presentation modes. The choices include:

1. Adaptive Learning with all Content.
2. Adaptive Learning focusing on a specific topic.
3. Manually select *Questions* by Curriculum Content.
4. Play the *Baggin' the Dragon* game with Adaptive Learning.

All sections then interact with the *curriculum correlations*, reports and the Hero Card reward system.

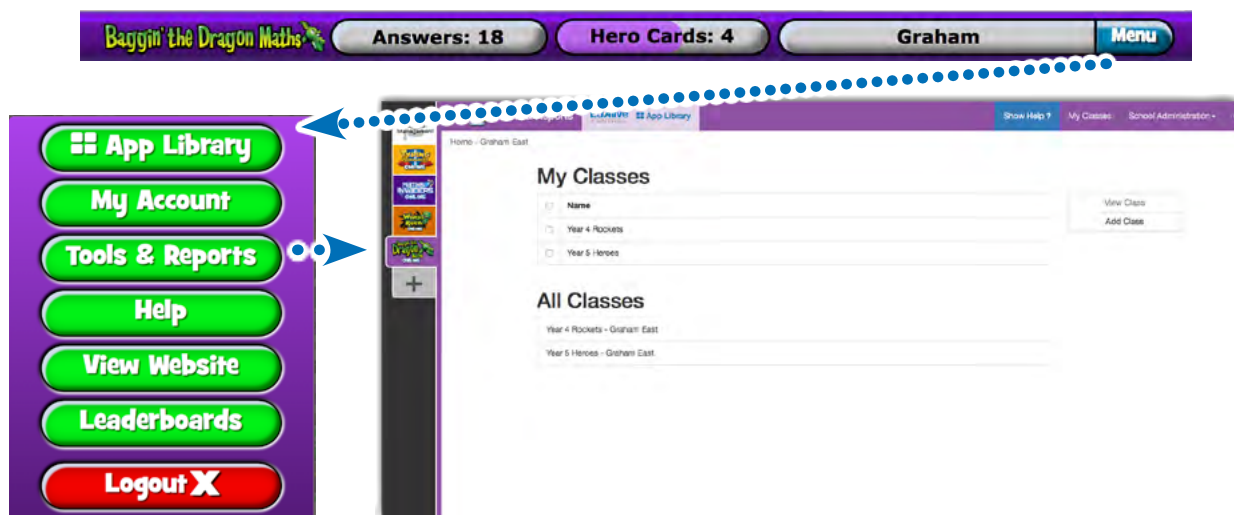


Menu Bar navigation



Tools & Reports

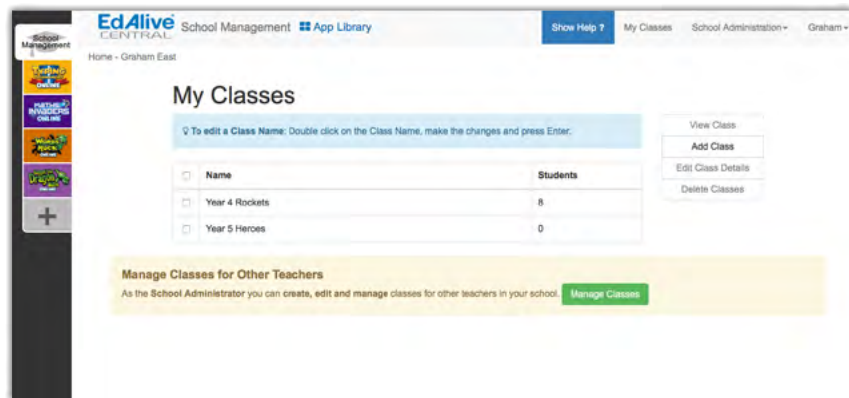
You can access the *Tools & Reports* screen at any time by selecting *Tools & Reports* from the *Your Name* menu that displays towards the top right of most screens.



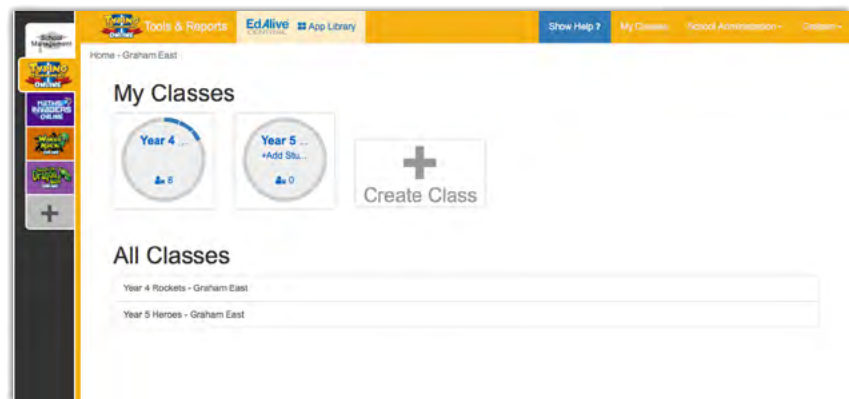
Switch between Web Apps and Management

Switch quickly between the *EdAlive Web Apps* for which you have active subscriptions or current trials and the *School* or *Family Management* sections.

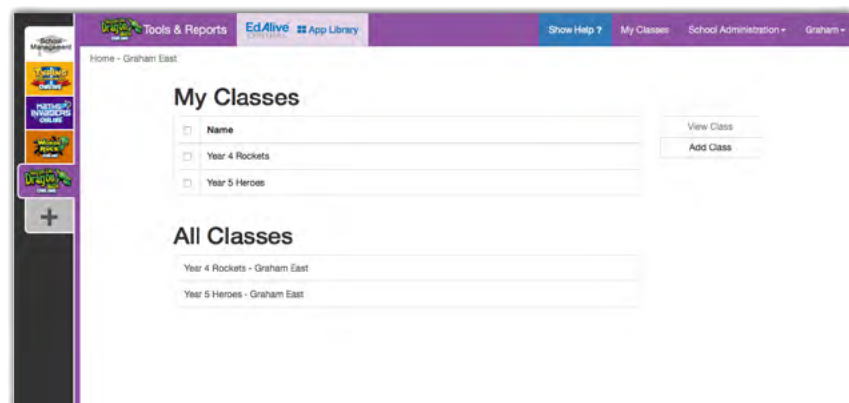
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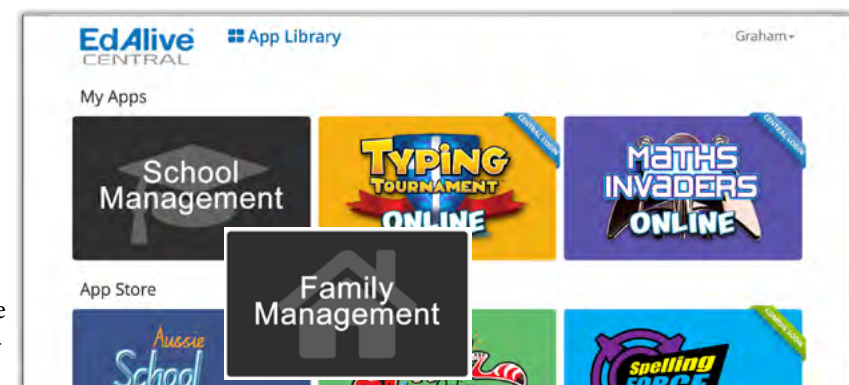
Click the tab to access



Click the tab to access



Goes to the *EdAlive App Library* from where you can add new apps - Add new subscriptions here as required.



Teacher Access

Teachers can access a special *Teacher Access* version of *Baggin' the Dragon Maths* from within the *School Management* section. This special version allows teachers to experiment with *Baggin' the Dragon Maths* without the need for a separate login. To access the *Teacher Access* version:



1. Choose *Start Maths* from the *Account Menu* in the top right hand corner of the *School Management* screen.
2. You will then enter a fully functional version of *Baggin' the Dragon Maths*.

Maths Content

At the heart of *Baggin' the Dragon* is a comprehensive bank of *Questions* that have been skillfully hand-crafted and sequenced by experienced teachers.

The *EdAlive* educational team created the core teaching sequences at the heart of *Baggin' the Dragon Maths* by deconstructing the curricula from many jurisdictions around the world including Australia, New Zealand, Key US States, United Kingdom and Ireland. These fine-grained educational elements were then sequenced to form the *EdAlive Curriculum*. The result has been the creation of a matrix of *Questions* that is both broad and progressive in its scope.

Once formed the *EdAlive* content creation team set about building a diverse, broad-ranging set of *Questions* to teach and illustrate each of the identified outcomes. By this process the rich resource that is the *EdAlive Question Bank* was created. It is this carefully crafted matrix of instructional material on which the *EdAlive curriculum correlations*, content selections and the automated Adaptive Learning system draw.

Age	5	6	7	8	9	10	11	12	13	14	15+
Numeration	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Addition	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Subtraction	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Multiplication			✓	✓	✓	✓	✓	✓	✓	✓	✓
Division			✓	✓	✓	✓	✓	✓	✓	✓	✓
Fractions/Decimals	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Patterns/Algebra	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Length	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Area	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Volume/Capacity			✓	✓	✓	✓	✓	✓	✓	✓	✓
Mass			✓	✓	✓	✓	✓	✓	✓	✓	✓
Time			✓	✓	✓	✓	✓	✓	✓	✓	✓
Graphs	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Chance						✓	✓	✓	✓	✓	✓

Every Question and its organisation is intentional

- Each of the *Questions* in *Baggin' the Dragon Maths* has been included to meet specific learning outcomes identified in the comprehensive, rigorous planning that preceded their creation.
- Because each and every *Question* in *Baggin' the Dragon Maths* was designed with a particular outcome in mind, there is absolutely no time wasted on superfluous content.
- *Baggin' the Dragon Maths Questions* provide scaffolding for weaker students and enrichment activities that will engage and extend even the most inquiring minds.
- Learning sequences are designed directly into the sequential, finely incremented educational content.
- The educational content within *Baggin' the Dragon Maths* has been rigorously tested by millions of users!

Attributes of the Questions

- Students progress through carefully sequenced levels with each year level broken down into multiple incremental *Steps*.
- Features a broad range of *Questions* and *Question* types, including text input, missing answer, drag-and-drop, multiple choice, true or false and more!
- The diversity of *Question* type and the accompanying humour maintains each student's interest and helps build their skills.
- Positive feedback and correction through detailed answer screens gives reinforcement.
- The *Questions* are full of quirky characters, puzzles and tantalising problems that challenge and extend students across a wide range of learning styles.

Over 90% of Maths Content: Years K – 10

At the heart of *Baggin' the Dragon Maths* is a bank of over 10,000 *Questions* that have been skilfully hand-crafted and sequenced by experienced teachers.

- Comprehensive coverage of all the essential maths skills and concepts.
- Promote higher-order mathematical thinking and problem-solving strategies instead of mindless number crunching.

Maths skills covered include:

Numeration

- Integers, operations, money.
- Addition & subtraction.
- Multiplication & division.
- Fractions & decimals: ratio, percentages.

Patterns & algebra

- Patterns, relationships.

Data

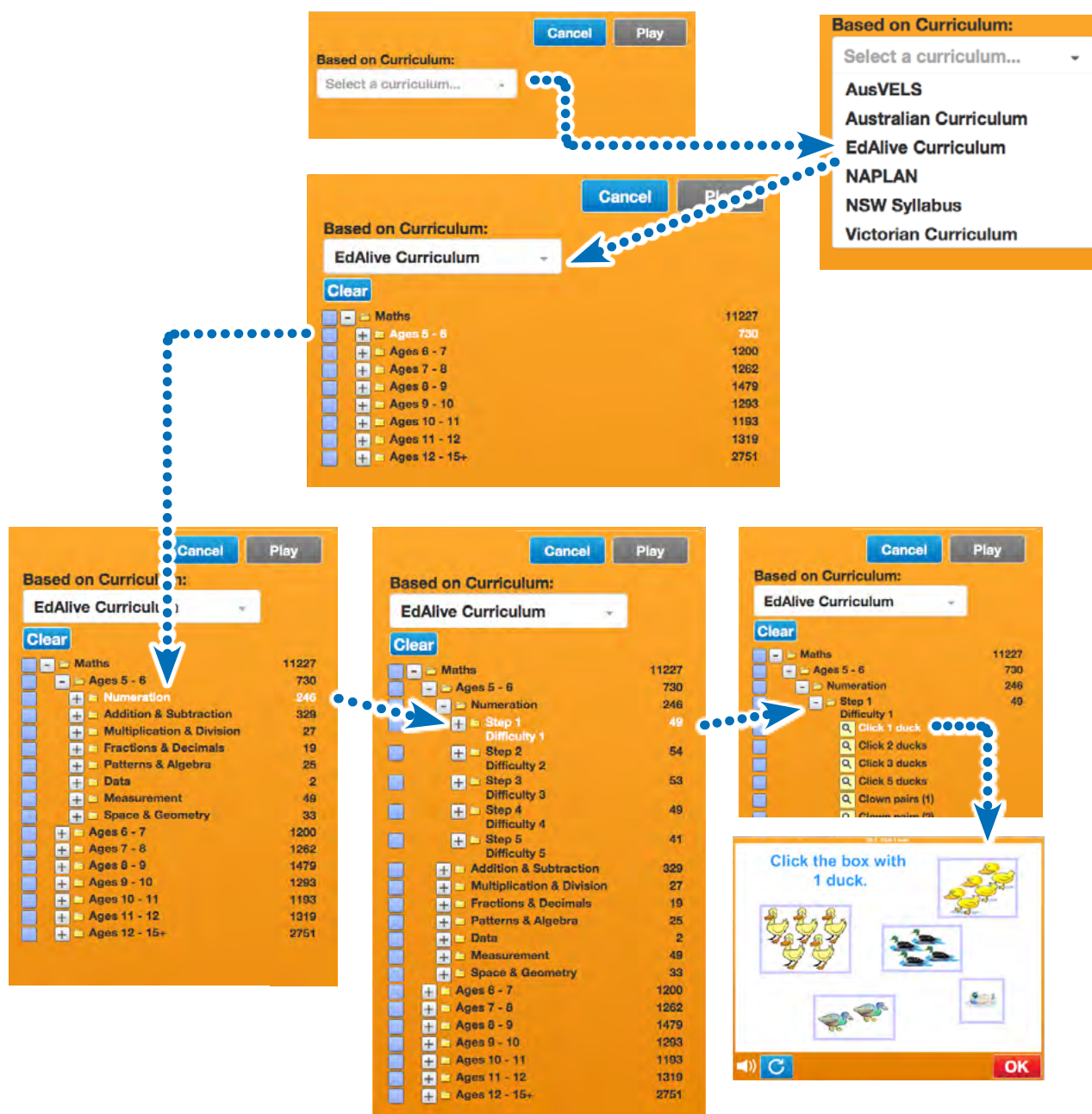
- Recording, displaying and interpreting data.

Measurement

- Length, area, volume/capacity, mass, time.
- Space & geometry
- 2D, 3D, position, angle, transformations, symmetry.

The EdAlive Curriculum Structure

The *EdAlive Curriculum Structure* is displayed in multiple locations within *Baggin' the Dragon Maths*. Depending on the context it can be used to select content, display progress or access reports. Within this hierarchy are located all of *Questions* accessible via the different *Curriculum Correlations* with the most expansive *Curriculum Correlation* being the *EdAlive Curriculum*.



The Adaptive Learning System

Baggin' the Dragon Maths is powered by the advanced *EdAlive Adaptive Learning System*.

Automatically optimises each child's progression

The system uses complex algorithms to automatically create and maintain an optimised learning pathway for each child. This is power cloaked in simplicity.

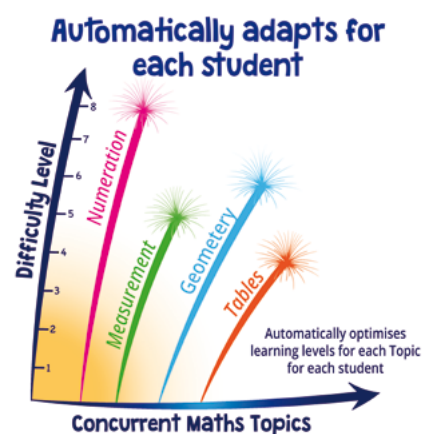
- Analyses each student's responses in real-time.
- Rapidly establishes each student's base learning level.
- Automatically challenges and progresses each student.
- Frees teachers and parents from the tedium of analysing children's responses and manually creating learning sequences.
- Acts as an intelligent, dedicated tutor, continually monitoring and progressing each child.
- Teachers can set up an entire class in a matter of moments and be confident that each child is progressing at their optimal rate.
- Liberatingly simple to use.



Constant automatic levelling

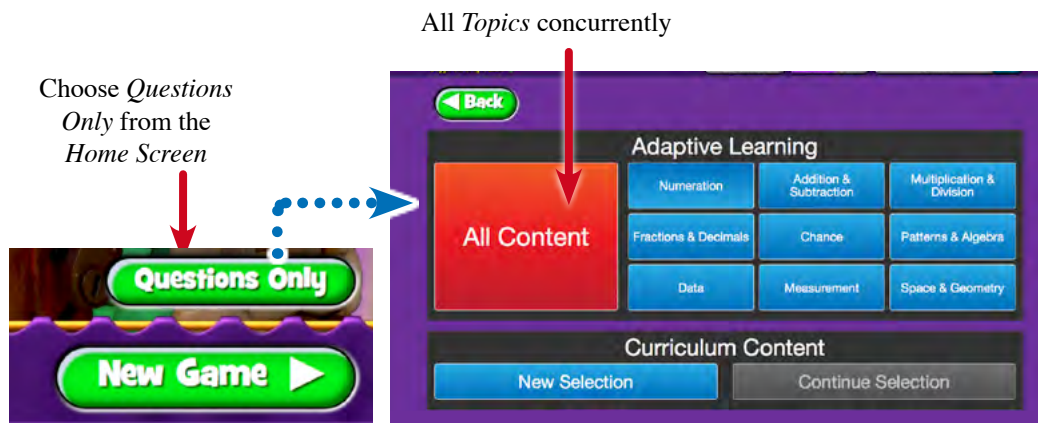
At the commencement of each round of *Questions* the *EdAlive Adaptive Learning System* analyses the student's recent results and then automatically chooses the new content to present.

- The *questions* will come from a range of *Steps*.
- Correct answers enable *Questions* to be drawn from more difficult *Steps*.
- Incorrect answers or the use of the TOO HARD button will reduce the difficulty of the *Steps* from which the *Questions* are drawn.
- The system will gradually introduce more difficult content as students prove that they are ready for it.
- The design challenges students whilst building their confidence.



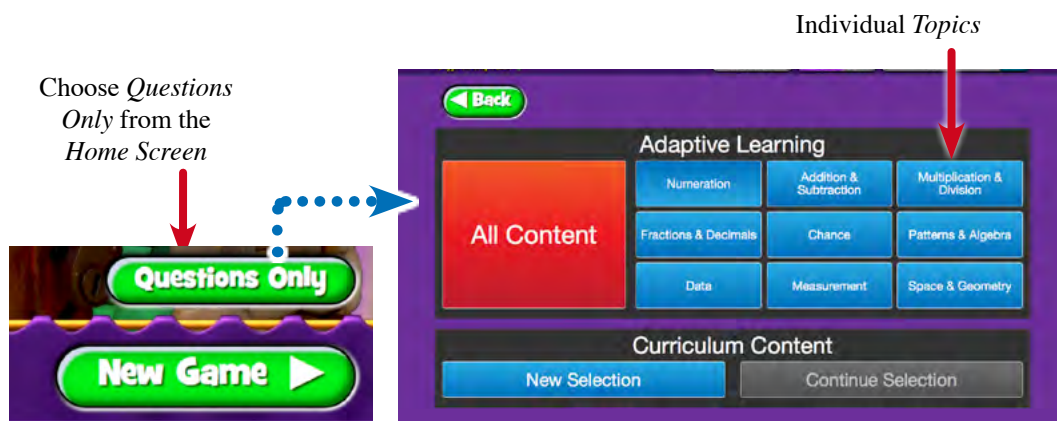
Concurrent Multi-Topic operation

By default the *EdAlive Adaptive Learning System* concurrently and automatically progresses students in multiple *Topics*. Each *Topic* is presented in a discrete channel with the levelling of the *Questions* in each channel being independent from those in the other channels e.g. progress in the *Numeration Topic* within its channel is independent from progress in the *Addition and Subtraction Topic* within its channel. When the “*All Content*” option is chosen the *Adaptive Learning System* mixes *Questions* from all of the *Topic* channels together in the one stream of *questions*.



Single Topic operation

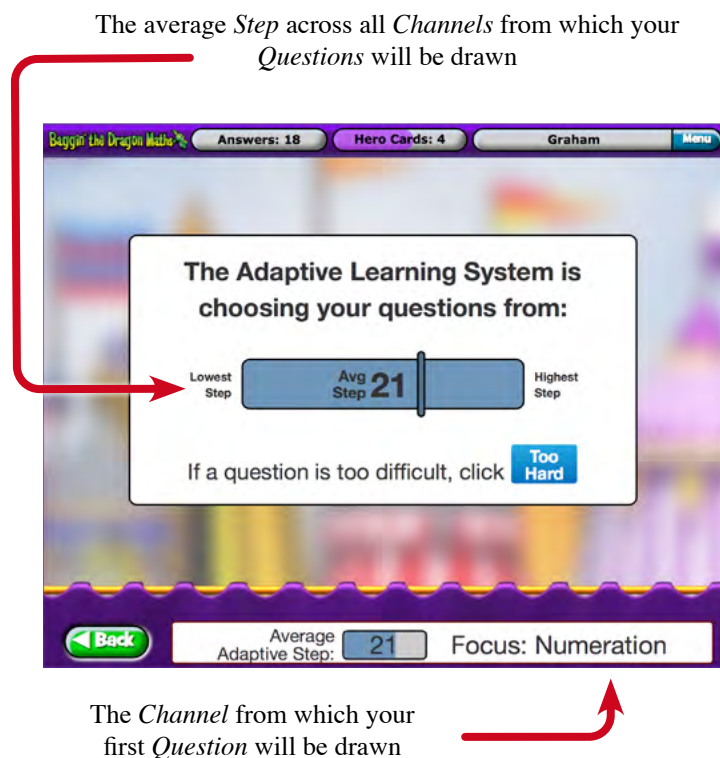
The *EdAlive Adaptive Learning System* can be configured to present *Questions* from only one *Topic* at a time e.g. you can choose to be presented with *Questions* from the *Numeration Topic* channel only.



Generating your Adaptive Learning Questions

Once either *All Content* or a single *Topic* has been specified, the *Adaptive Learning System* then chooses the most appropriate *Questions* to present based on the user's previous answers.

1. The first time the *EdAlive Adaptive Learning System* is used it presents the user with range of *Questions* of varying difficulty chosen from the sequenced *Steps* for each *Topic*.
2. As the user answers the presented *Questions* the *EdAlive Adaptive Learning System* will automatically learn which *Step* from which to select the *Questions* for the user.
3. There is always an element of challenge - enough to keep students engaged and learning but not too much so that they get too many wrong and become discouraged.



Power cloaked in simplicity

The *EdAlive Adaptive Learning System* is incredibly simple to use but behind the scenes it is working hard to give you just the right *Questions* to keep you learning

- From time to time it will challenge you with harder *Questions*.
- If you get a run of *Questions* wrong or use the TOO HARD button too frequently you will find that you will be levelled down and your *Questions* will come from an easier *Step*.
- If you are getting your *Questions* for a *Topic* correct you will be levelled up and your *Questions* will come from a more difficult *Step*.
- All this happens invisibly and automatically *Topic-by-Topic* and *Step-by-Step*.
- Behind the scenes the *EdAlive Adaptive Learning system* is doing lots of complicated calculations to keep you learning. That's where the power comes in!

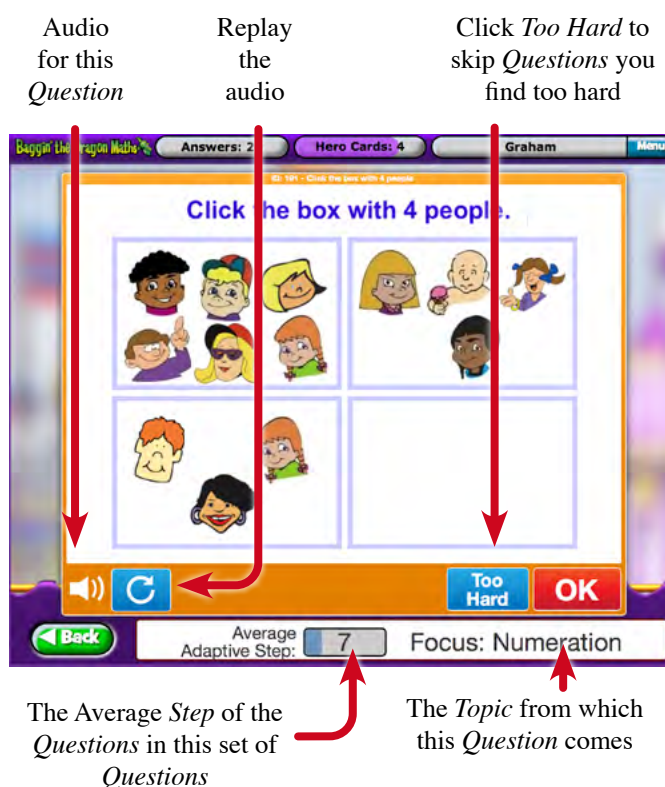
Inputs to the EdAlive Adaptive Learning System

The *EdAlive Adaptive Learning System* is constantly evaluating the inputs from the students. Accordingly it dynamically adjusts the level of content being presented. The algorithm that controls the function of the *EdAlive Adaptive Learning system* is complex and takes account of a range of factors including the history of correct and incorrect answers, the use of the TOO HARD button and use over time.

- Unanswered *Questions* have no effect on the levelling.
- If, as sometimes happens, another party operates in a student's account (like an older sibling or parent demonstrating their maths prowess), the system will quickly reset to the student's level once they resume use of the account.

The Adaptive Learning Question Screen

The *Adaptive Learning Question Screen* displays in the question in the *Baggin' the Dragon* game and when the *Questions Only Adaptive Learning* option is chosen.



Adaptive Learning Result Summary

At the conclusion of each *Baggin’ the Dragon* game or after the completion of each *Question* set in the *Questions Only Adaptive Learning Mode* an *Adaptive Learning Results Summary* screen is shown.

Result Summary from the *Adaptive Learning System*

Show actual
Question

Step that
Question is
from

Question
summary

Correct or
Incorrect

Results			
	Step 8	Numbers Break-Up: 25=20+?	✓
	Step 1	Number Names - Put the correct number word in each box	✓
	Step 8	Odd or Even? Click the odd numbers.	✓
	Step 3	Number between 4 and 6	✗
	Step 2	One house for each dog?	✓
	Step 12	10 less, 10 more than 290	✓
	Step 12	Changing Numbers: 204 to 194	✗
	Step 12	10 less, 10 more than 183	✓
	Step 9	Wrong Number!: 60 65 70 77 80 85 90	✓
	Step 1	Numbers Break-Up: 27 = 20 and ?	✓

What is 10 less?

What is 10 more?

183

Put in the missing numbers.

OK

Click the

to see the

Question with

its correct

answer

Curriculum Correlations

How the curriculum correlations work

Each of the thousands of *Questions* that form the educational content of *Baggin' the Dragon Maths* is correlated against the relevant curriculum outcomes for the range of curricula and syllabi covered.



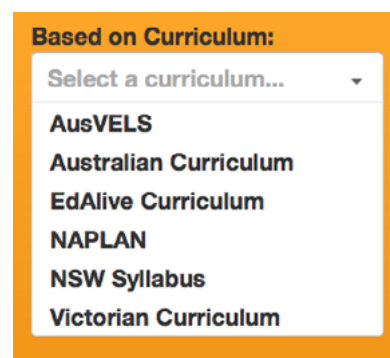
The *Curriculum Correlations* are accessible from:

- *Select Content* option accessible via the *Questions ONLY* button from the student's *Home Screen*.
- The teacher and parent *Tools & Reports*.

Curricula covered

Depending on your location you will see a mix of the following curricula. In the USA it will be the Common Core State Standards and the EdAlive Curriculum, in the UK it will be the UK National Curriculum and the EdAlive Curriculum and so on. The range of curricula covered is:

1. The Australian Curriculum
2. NAPLAN
3. NSW Syllabus 2014
4. The Victoria Curriculum
5. NZ TKI
6. UK National Curriculum
7. US Common Core State Standards



Changing the displayed curriculum

To change the displayed curriculum, select from the *Curriculum Pop Up* menu.

The sequence of screenshots illustrates the steps to change the curriculum:

- Curriculum Pop Up:** A menu titled "Based on Curriculum:" with a dropdown "Select a curriculum..." and buttons "Cancel" and "Play".
- Curriculum Selection:** A screen showing the selected curriculum "Australian Curriculum" and a list of topics with their respective counts. The topics include Mathematics, Foundation Year, Year 1-10A, and various sub-topics like Number and Algebra, Fractions and Decimals, etc.
- Topic Selection:** A screen showing the selected topic "Number and Algebra" and a list of sub-topics with their respective counts. The sub-topics include Number and place value, Fractions and Decimals, Money and finance, Patterns and algebra, Measurement and Geometry, Statistics and Probability, etc.
- Activity Selection:** A screen showing the selected activity "Odd Bods - Organise data" and a list of other activities with their respective counts. The activities include Odd or Even? - 3-digit: Click the even numbers, Odd or Even? - 3-digit: click the odd numbers, etc.
- Activity Interface:** A screen titled "Odd Bods" with a parrot illustration. It asks the user to "Sort all the odd numbers into the box below." and displays a list of numbers: 15, 19, 33, 18, 25, 31, 22, 21, 24, 16, 23, 29, 27, 26, 30, 17, 20, 28, 34, 35, 32. Below the list is a large empty box for sorting the odd numbers.

Selecting Questions for use

To select *Questions* for use in *Questions Only Mode* or to pre allocate *Questions* for use, place a ☒ in the check box preceding the *Question* or the group of *Questions*.

√ a box to select the content at this level and all below it in the hierarchy or √ the individual *Questions* or *Steps*

Press **PLAY** when
your content
selection is
finalised

[illegible]

Presetting Content Selections for students

Teachers and parents can preset a *Content Selection* for students to work on.

- The Content Selection can be selected from any of the *Curriculum Correlations*. See the *Curriculum Correlations* section for details on choosing curricula.
- Once applied to a student's account the student will be locked out from doing any other work.
- The *Lock* endures for the time nominated or until a teacher or parent unlocks the student's account.
- *Content Selections* can be applied to one, many or all of the students in a class or family.

Working with Content Selections

Creating and applying a Content Selection

Enter the *Baggin' the Dragon Tools & Reports* section and display the list of students in the class or your family then proceed as below.

Select the students for application

Click the SELECT CONTENT button

Choose the curriculum to use

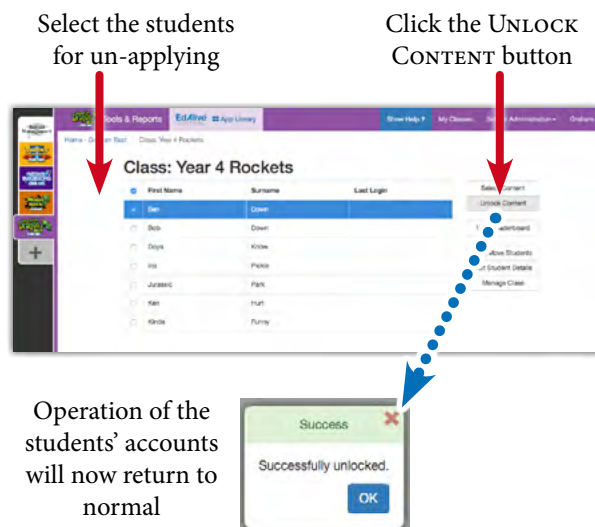
Set time for the application of the Content Selection to endure

Click the SAVE button to apply the Content Selection

✓ the boxes to select the desired content (Questions)

Unapplying a Content Selection

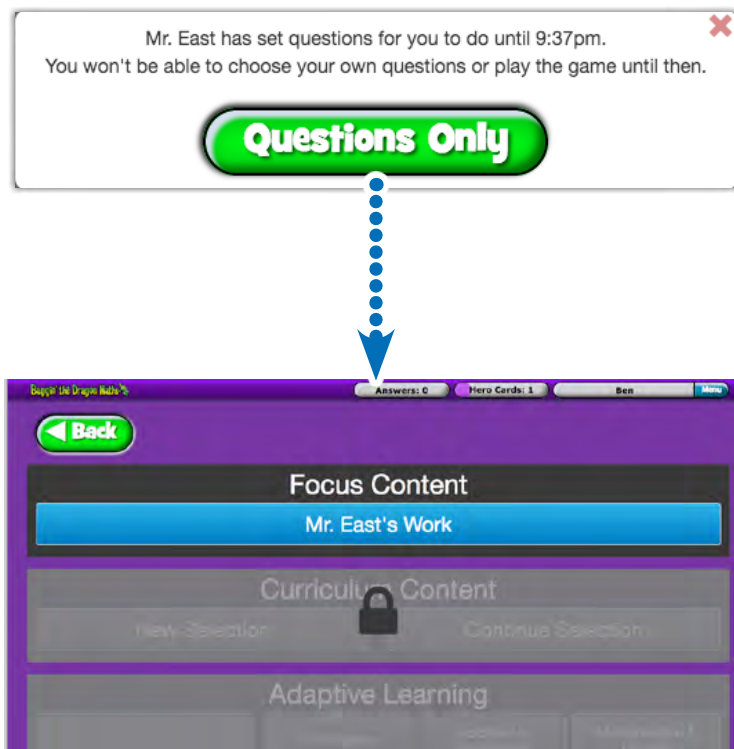
Content Selections can be unapplied by using the UNLOCK CONTENT button.



Students' use of Content Selections

Once a *Content Selection* has been applied to a student's account, they are locked from completing any other *Questions* until either the specified time has elapsed or the *Content Selection* has been removed.

When a *Content Selection* has been applied the student sees the following:



The Baggin' the Dragon Game

At the heart of *Baggin' the Dragon Maths* is the fast-paced Baggin' the Dragon Interactive Real-Time, Multiplayer Game that is fully integrated into *Baggin' the Dragon Maths*.

Baggin' the Dragon harnesses the appeal of online gaming and teams it with the EdAlive automated *Adaptive Learning System* to motivate students and engage them with maths *questions* that are just right for them.



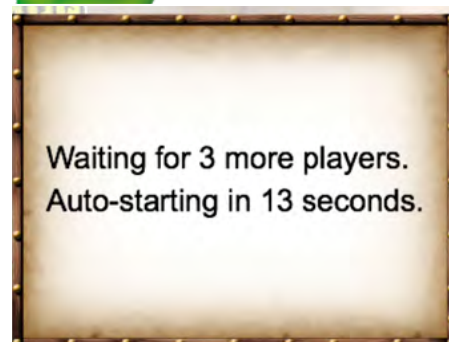
The Game Scenario

Players compete against each other or *Smart Computer Players* as they race around the game board to collect *Courage Swords*. To collect the *Courage Swords* they must answer *Questions* presented to them by the *EdAlive Adaptive Learning System*. The innovative turn-based design maximises the time doing educational content and minimises time waiting for other players.



It all Happens in Real-Time:

- All interactions within the game happen instantly and each player is immediately aware of other players' moves.
- The answers to *Questions* are scored immediately and a *Question and Answer Summary* is displayed at the conclusion of each game.



Multiplayer Engagement

- Students play against the computer or up to 3 other students selected from their class, or anywhere the world.
- To play against students in their own class, students can initiate a game of *Baggin' the Dragon* as the *Host* and then invite others to join them.



Smart Computer Players

- When there are insufficient human players to join a game, the computer generates players to compete against.
- The computer generated players use dynamic feedback from the game to auto-level their ability to match the capability of the students. This ensures that human players of various abilities are actually able to win the game (but not always).

Interactive Fun

- *Baggin' the Dragon* is not just a first past the post race. It's a full-on, real-life tussle with the other competitors with incredible motivational appeal.
- The choices made by one player dynamically affect the game-play for all. As in games like Chess and Monopoly each move immediately affects the options for others. This dynamic interaction greatly boosts the engagement of the students.

Adaptive Learning

- The automated *EdAlive Adaptive Learning System* ensures that each student is presented with maths content that has just the right level of challenge for them.
- Teachers can be confident that students are always working on content that is targeted just for them without having to monitor and adjust settings.



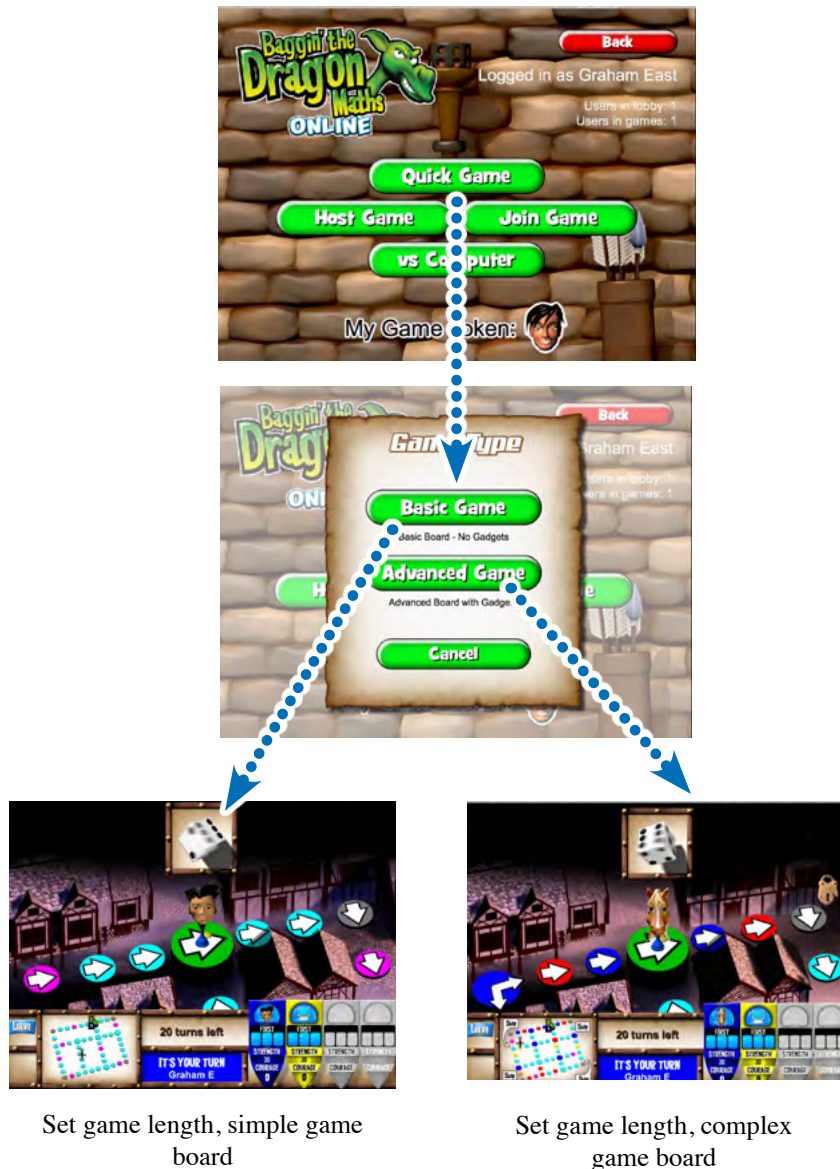
Playing Baggin' the Dragon

Baggin' the Dragon can be played by a student on their own or in a group. It is easy to start, join or host a game. The system automatically does all of the hard work for teachers and parents. It concurrently manages the gameplay, recalculates the options for each player and automatically delivers maths optimised for each student and then reports on *Questions* completed.

Choose a game complexity

To get started students click on the BAGGIN' THE DRAGON button on the *Home Screen* and select either the *Basic* or the *Advanced Game*.

- The *Basic* game is suitable for younger students and is quicker to play.
- The *Advanced Game* is more complex. It features a range of gadgets that students can use to affect the gameplay of others. It takes a little longer to play.



Choose game token

Players choose their game token



Choose to play alone or with others

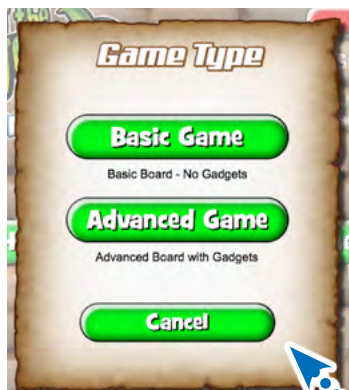
Join a game with other players
randomly selected from
around the world

Join a game hosted by
another player



Commence a game as
a Host

Play against Smart
Computer Players



Enter the game's code:

Cancel Ok

Enter a code that a *Host* has shared with you.



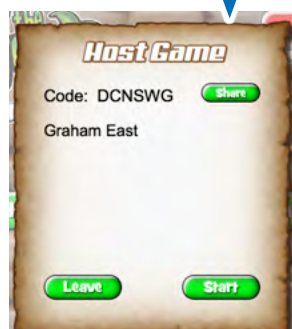
Set up the options for the game you are going to host



Set up the options for the game you are going to play against the computer

Share the Host Game Code with your friends.

Use the button to join the game



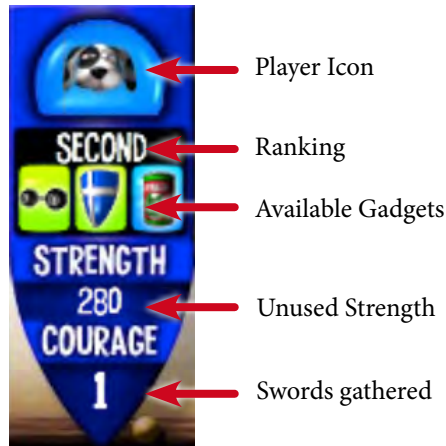
Use logic and develop strategies to play the game

To play *Baggin' the Dragon* students must race each other to collect the Courage Swords from around the Game Board. To succeed players must develop and constantly re-evaluate their strategy as other players make their moves.



Player Status Indicator

Each Player has a *Status Indicator* that tracks their status throughout the game.



8 Game-boards keep students engaged

The 8 game-boards create ongoing challenges that continuously engage players. The Advanced Game Boards have more complex gameplay with multiple pathways, challenge squares and shops.



The Shop

The Advanced Game Boards feature the *Gadget Shop*.



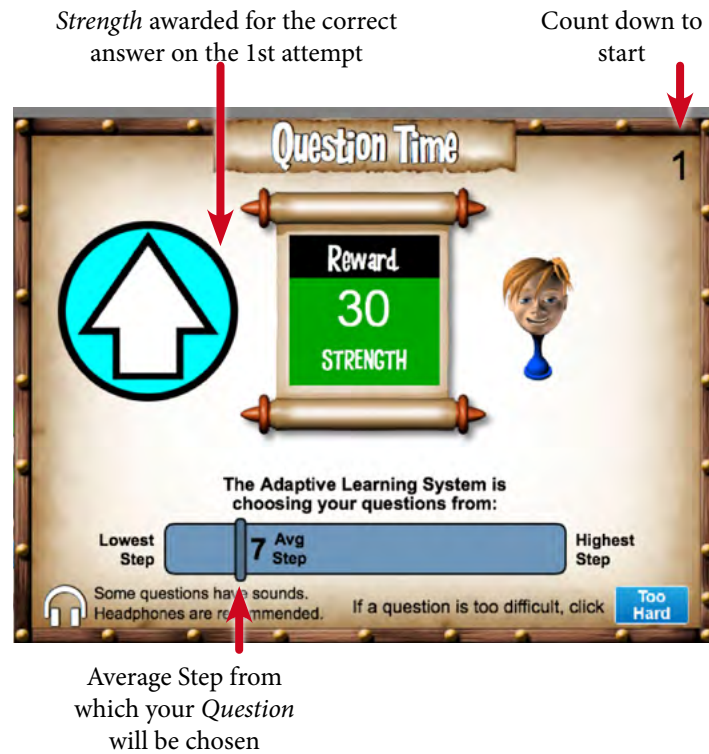
The *Gadgets* from the *Shop* supercharge gameplay



Questions from the EdAlive Adaptive Learning System

Between each round of gameplay students must answer a *Question* as determined by the *EdAlive Adaptive Learning System*.

For details of the operation of the *Adaptive Learning System* see the relevant section of this publication.



Finishing Sequence

After the last game round, *Baggin' the Dragon* allocates point credits for the winners of a range of criteria. All the points are then tallied and a winner declared.

A *Results Summary Screen* is then displayed.



For more information on the Results Summary Screen see the *Adaptive Learning Section*

Hero Cards (Achievements)

The *Hero Card* system is designed to reward students for effort independently from maths achievement. It rewards tenacity and commitment to the task. Some students have to exert much effort to master maths with the intrinsic reward from so doing not sufficient to keep them on task. With the *Hero Card* system every *Question* answered correctly counts towards the next *Hero Card*.

- Rewards students for each *Question* answered.
- 180 *Hero Cards* with each one requiring extra *Questions* to be answered over the previous one.
- The images and names are designed to fascinate and motivate students to answer more and more *Questions*.



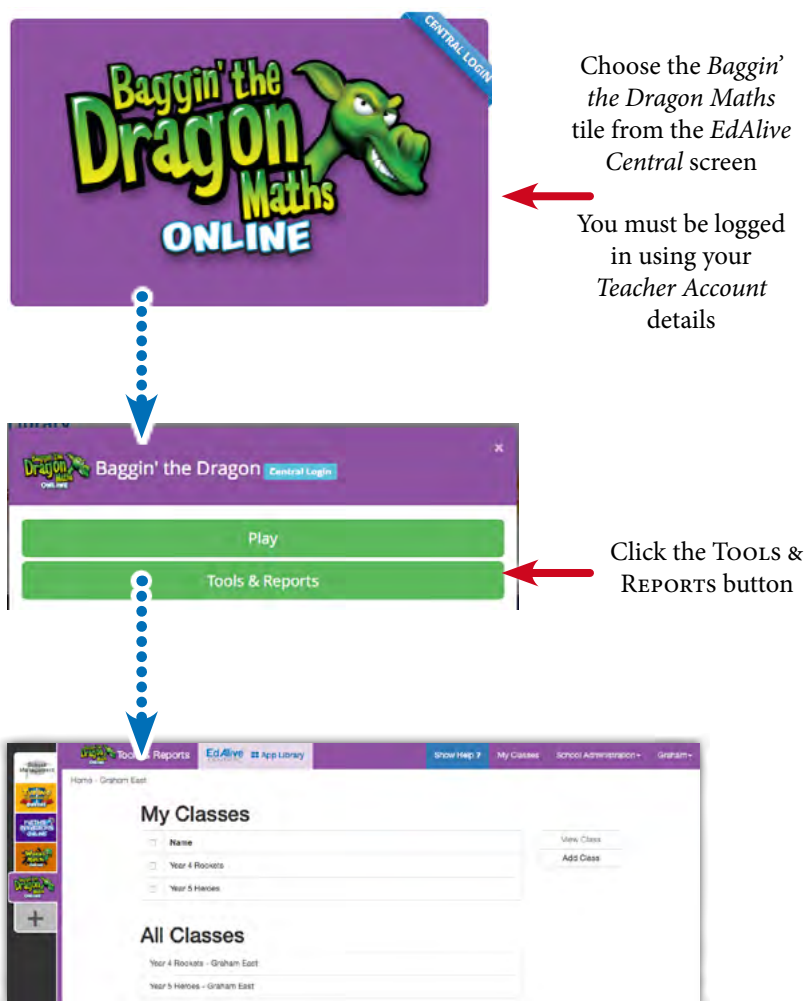
Reporting

The reports relating to each student's activity within *Baggin' the Dragon Maths* are accessed from the *Tools and Reports* screen.

Access Tools & Reports

School-based reports are accessible to teachers.

To access the *Baggin' the Dragon Maths Tools and Reports* screen and thence the reports go to central.edalive.com and login as a *Teacher*. Click on the *Baggin' the Dragon Maths* tile.



Select the *Class* for which you wish to access the reports and click on the VIEW CLASS button. The following will appear:

✓ the box to select the student to enable the use of the buttons on the right

The *Last Login* column shows the time the student last logged in

The screenshot shows the EdAlive interface for a class named 'Year 4 Rockets'. The page has a purple header with navigation links like 'Tools & Reports', 'EdAlive', 'App Library', 'Show Help?', 'My Classes', 'School Administration', and a user profile 'Graham'. Below the header, the page title is 'Class: Year 4 Rockets' with a subtitle 'Mr. East, Miss Wood, Miss Be...'. The main content area features a table with student information. The table has three columns: 'First Name', 'Surname', and 'Last Login'. Each row represents a student and includes a checkbox in the first column. To the right of the table, there are several buttons and sections: 'Select Content', 'Unlock Content', 'Student Reports' (with 'Daily History' and 'Achievement' links), 'Class Reports' (with 'Weekly', 'Daily', and 'Leaderboards' links), and 'Add/Move Students', 'Edit Student Details', and 'Manage Class' buttons. A red arrow points from the text 'the box to select the student to enable the use of the buttons on the right' to the checkbox in the first row. Another red arrow points from the text 'The Last Login column shows the time the student last logged in' to the 'Last Login' column header.

<input type="checkbox"/>	First Name	Surname	Last Login
<input type="checkbox"/>	Ben	Down	Tue, Oct 13, 2020 1:23 PM
<input type="checkbox"/>	Bob	Down	
<input type="checkbox"/>	Doya	Know	
<input type="checkbox"/>	Ina	Pickle	Tue, May 12, 2020 7:43 PM
<input type="checkbox"/>	Jurassic	Park	
<input type="checkbox"/>	Ken	Hurt	Tue, Oct 13, 2020 3:15 PM
<input type="checkbox"/>	Kinda	Funny	Tue, Oct 13, 2020 3:12 PM

Last Login

The *Last Login* column shows the time and date of each student's last login. This is helpful if you are monitoring homework use or want to see which children haven't used the system for a while.

Access Tools & Reports

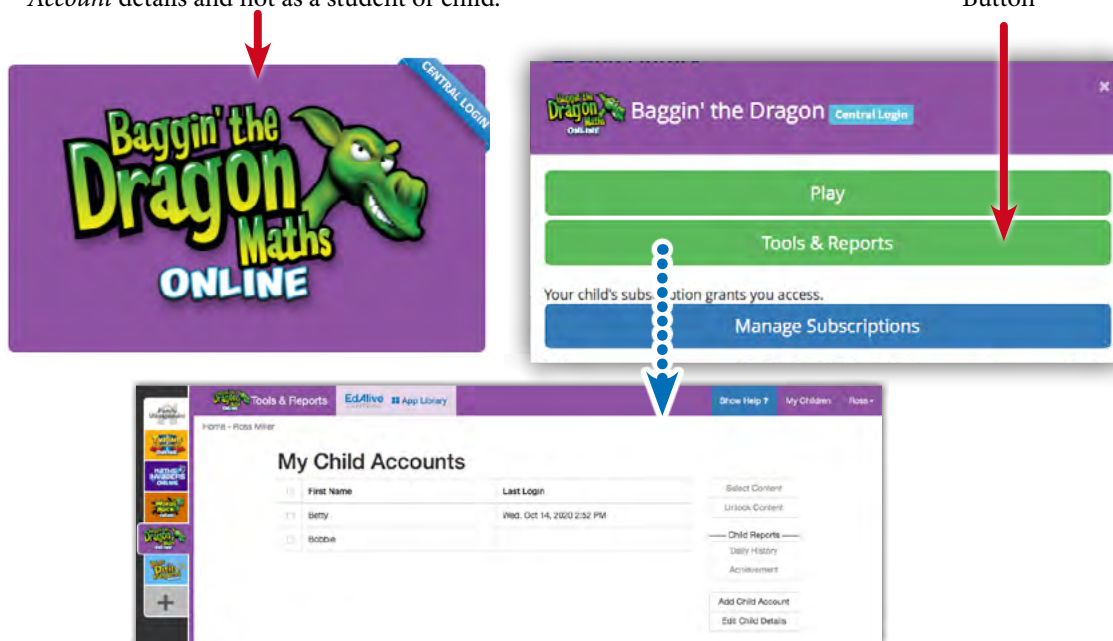
Reports are accessible to Parents.

To access the *Baggin' the Dragon Maths Tools and Reports* screen and thence the reports go to *central.edalive.com* and login as a *Parent*. Click on the *Baggin' the Dragon Maths* tile.

Choose the *Baggin' the Dragon Maths* tile from the *EdAlive Central* screen.

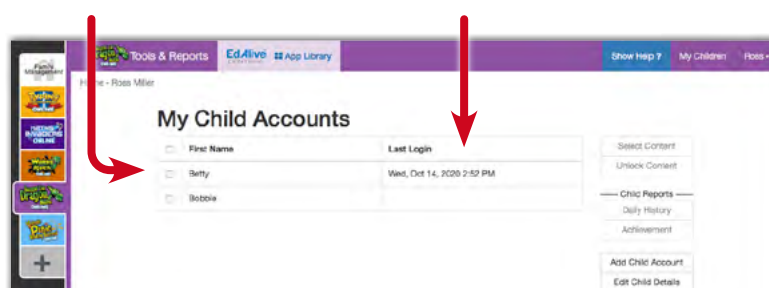
You must be logged in using your *Parent Account* details and not as a student or child.

Click the **TOOLS & REPORTS** Button



✓ the box to select the student to enable the use of the buttons on the right

The *Last Login* column shows the time the student last logged in



Last Login

The *Last Login* column shows the time and date of each student's last login.

There is a series of incisive reports that facilitate the monitoring of individual and class progress.

Daily History report

Shows the detailed day by day activity for each student.

To view the report select the student and click the DAILY HISTORY button.

The *Daily History* report enables teachers to monitor student activity by analysing their activity over time. It also enables the resetting of student data.

Graphically displays activity for up to 12 months

Click on a weekly column to display activity detail

Daily History: Ben Down

1. Select a week to display

Mar Apr May Jun Jul Aug Sep Oct

Mon
Tue
Wed
Thu
Fri

less more

2. Activities for week 5th September - 12th September 2020

Saturday, 5th of September, 2020

☐ 11:12pm **Practice - Adaptive Learning Average Step 18**
for 38 mins Correct: 28 Incorrect: 9 Accuracy: 75.67%

Sunday, 6th of September, 2020

☐ 7:56am **Practice - Custom Selection**
for 6 mins Correct: 6 Incorrect: 0 Accuracy: 100%

☐ 8:03am **Practice - Custom Selection**
for 1 min Correct: 5 Incorrect: 0 Accuracy: 100%

☐ 8:35am **Practice - Custom Selection**
for 2 mins Correct: 7 Incorrect: 1 Accuracy: 87.5%

Delete Selected

Click to select

Event by event detail

Delete record of selected activities

Achievement report

Shows the activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report select the student and click the ACHIEVEMENTS button.

The report displays:

- Difficulty and Topic – The level of difficulty increases progressing down the table. The Topic is shown at the top of each column.
- Quantity of questions answered – The size of the icon in each cell indicates the number of questions answered at each difficulty level for each topic.
- Accuracy of responses – The colour of the icon in each cell indicates the accuracy of the student's answers at each difficulty level for each topic.

The most recent answer to each question will be used to determine accuracy. So if a question was previously answered incorrectly and is subsequently answered correctly it will be counted as correct.

Student Name _____

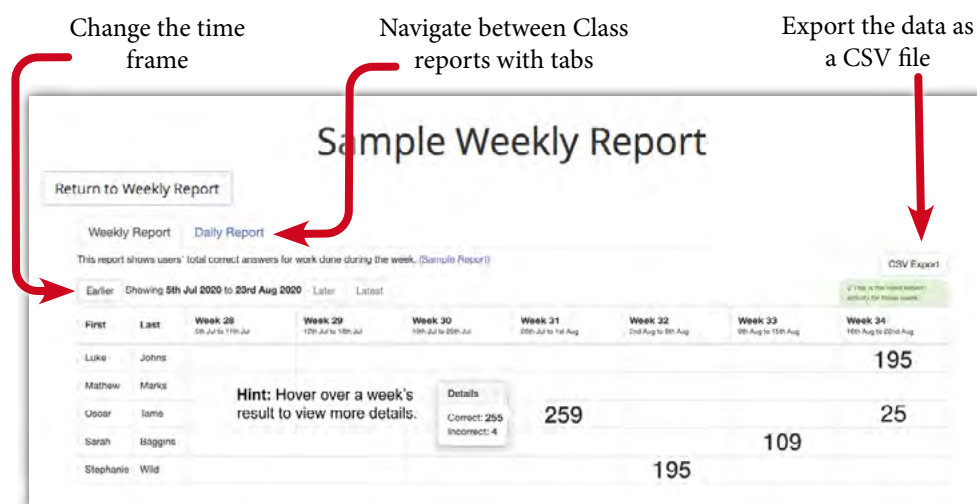
		Numeration	Addition & Subtraction	Multiplication & Division	Fractions & Decimals	Chance	Patterns & Algebra	Data	Measurement	Space & Geometry
Ages 5 - 6	Level 1									
	Level 2									
	Level 3									
	Level 4									
	Level 5									
Ages 6 - 7	Level 1									
	Level 2									
	Level 3									
	Level 4									
Ages 7 - 8	Level 1									
	Level 2									
	Level 3									
	Level 4									
Ages 8 - 9	Level 1									
	Level 2									
	Level 3									
	Level 4									
Ages 9 - 10	Level 1									
	Level 2									
	Level 3									
	Level 4									
Ages 10 - 11	Level 1									
	Level 2									
	Level 3									
	Level 4									
Ages 11 - 12	Level 1									
	Level 2									
	Level 3									
	Level 4									
	Level 1									

	Large number completed	Many completed	Quite a few completed	A few completed
Nearly all or all correct				
Mostly correct				
A good number correct				
Less than half correct				

Weekly Report - Whole Class

Shows the weekly activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

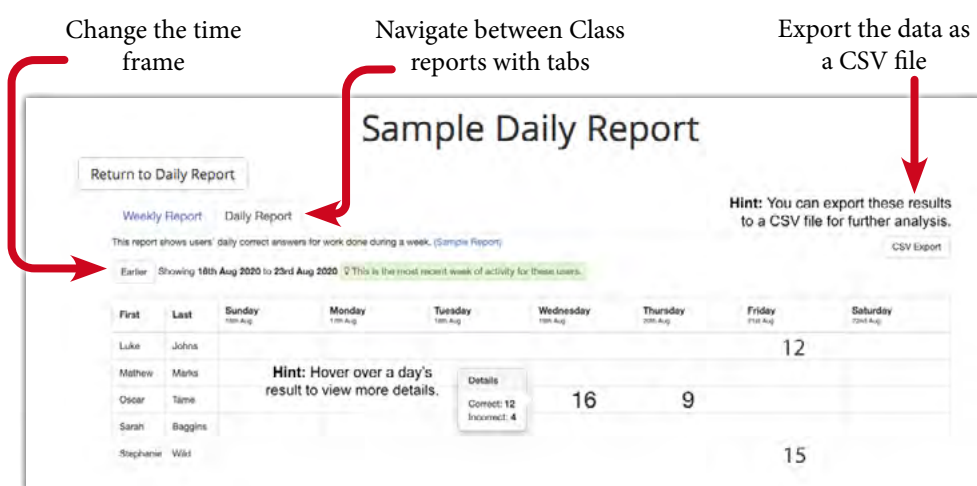
To view the report go to the *Class* screen and click the WEEKLY REPORT button.



Daily Report - Whole Class

Shows the activity day-by-day for work done by the student over the past week for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the DAILY REPORT button.



Curriculum Strengths Report

Identifies a student's strengths and weaknesses based on Questions answered for Adaptive Learning, Student Content Selections and Teacher Content Selections. It can be configured by the different curricula and date range. Drill down to see the detail.

Change the curriculum Click to see the detail Change the time frame

Curriculum Strengths Report

Curriculum: Australian Curriculum Time Period: All Time

First	Last	Strengths	Weaknesses																		
Al E.	Gater	There has not been enough activity	There has not been enough activity																		
Arty	Fischel	There has not been enough activity	There has not been enough activity																		
Ben	Down	<table border="1"> <thead> <tr> <th>Name</th> <th>Answers</th> <th>% Correct</th> </tr> </thead> <tbody> <tr> <td>ACMNA013</td> <td>6</td> <td>100</td> </tr> <tr> <td>ACMNA035</td> <td>5</td> <td>100</td> </tr> <tr> <td>ACMMG006</td> <td>13</td> <td>92</td> </tr> </tbody> </table>	Name	Answers	% Correct	ACMNA013	6	100	ACMNA035	5	100	ACMMG006	13	92	<table border="1"> <thead> <tr> <th>Name</th> <th>Answers</th> <th>% Correct</th> </tr> </thead> <tbody> <tr> <td>ACMNA123</td> <td>21</td> <td>85</td> </tr> </tbody> </table>	Name	Answers	% Correct	ACMNA123	21	85
Name	Answers	% Correct																			
ACMNA013	6	100																			
ACMNA035	5	100																			
ACMMG006	13	92																			
Name	Answers	% Correct																			
ACMNA123	21	85																			
Bob	Down	There has not been enough activity	There has not been enough activity																		
Doya	Know	<table border="1"> <thead> <tr> <th>Name</th> <th>Answers</th> <th>% Correct</th> </tr> </thead> <tbody> <tr> <td>ACMNA056</td> <td>7</td> <td>100</td> </tr> </tbody> </table>	Name	Answers	% Correct	ACMNA056	7	100	There has not been enough activity												
Name	Answers	% Correct																			
ACMNA056	7	100																			
Holly	Wood	<table border="1"> <thead> <tr> <th>Name</th> <th>Answers</th> <th>% Correct</th> </tr> </thead> <tbody> <tr> <td>Fractions and decimals</td> <td>7</td> <td>100</td> </tr> <tr> <td>ACMNA128</td> <td>6</td> <td>100</td> </tr> <tr> <td>ACMNA291</td> <td>6</td> <td>83</td> </tr> <tr> <td>ACMNA123</td> <td>21</td> <td>85</td> </tr> <tr> <td>Fractions and decimals</td> <td>7</td> <td>85</td> </tr> </tbody> </table>	Name	Answers	% Correct	Fractions and decimals	7	100	ACMNA128	6	100	ACMNA291	6	83	ACMNA123	21	85	Fractions and decimals	7	85	There has not been enough activity
Name	Answers	% Correct																			
Fractions and decimals	7	100																			
ACMNA128	6	100																			
ACMNA291	6	83																			
ACMNA123	21	85																			
Fractions and decimals	7	85																			

Answers by Ben Down
from Australian Curriculum, Mathematics, Year 6, Number and Algebra, Number and place value, ACMNA123

	Last Attempt	Correct Attempts
Thousands and Thousands: Complete vertical algorithm	✗	0 / 1
Take tens: 513-?=463	✓	1 / 1
Tens Takeaway: 900-30, 10 less than 400, 7-60-40	✓	1 / 1
A Maths Story - match number sentence to story	✓	1 / 1
Mega-sum-a-saurus - complete missing digits to make number sentence	✗	0 / 1

Take Tens

513 - = 463

OK

Click to see the Question

Curriculum Timeline Report

Shows number of Questions answered and % correct over time for Adaptive Learning, Student Content Selections and Teacher Content Selections. It can be configured by the different curricula and date range. Drill down to see the detail.

Change the curriculum Click to see the detail Change the time frame

Curriculum Timeline Report

Curriculum: Australian Curriculum Curriculum Structure: Select... Time Period: 9th Oct '22 - 17th Dec '22 Export CSV

First	Last	Week 40	Week 41	Week 42	Week 43	Week 44	Week 45	Week 46	Week 47	Week 48	Week 49	Week 50
AI E.	Gater					1/4 25%						
Arty	Fischel	6/9 100%										
Ben	Down											
Boo	Down											
Daya	Know					23/26 88%						
Holly	Wood			26/36 72%	17/18 94%	16/18 88%	17/18 94%		13/18 72%			18/18 100%
Ina	Pickle											
Jurass	Park	4/5 80%	5/8 83%	3/3 100%		3/3 100%	2/2 100%	8/8 100%	8/6 100%	3/3 100%	7/7 100%	9/10 90%
Ken	Hurt											
Kinda	Funny		1/1 100%									
Knew	Bee		12/16 75%	16/18 88%	12/15 80%	16/18 88%	15/17 88%	14/15 93%			11/16 68%	
Nova	Scotia											

Answers by AI E. Gater between 30th Oct '22 and 5th Nov '22 from Australian Curriculum

	Last Attempt	Correct Attempts
Click the eighth tiger from the front	✗	0 / 1
Having a ball $4 - 3 = ?$	✓	1 / 1
Cars dividing - $10 / 2$	✗	0 / 1
Safari Groups: How many groups? Click the number	✗	0 / 1

Having A Ball!

You can move the ball.

0 1 2 3 4 5

Start at 4.
Count back 3.

What is the new number?

OK

Click to see the Question

Curriculum Structure Report

Shows number of Questions answered and % correct for selected Curriculum by related Level (usually Year Level). Sub-select by curriculum categories or outcomes. Displays results for Adaptive Learning, Student Content Selections and Teacher Content Selections. It can be configured by the different curricula and date range. Drill down to see the detail.

Change the curriculum Click to see the detail Click to see the Curriculum detail Change the time frame

Curriculum Structure Report

Curriculum: Australian Curriculum Curriculum Structure: Select... Time Period: All Time Export CSV

First	Last	Foundation Year	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7	Year 8	Year 9	Year 10	Year 10A
Al E.	Gater	1/3 33%		0/1 0%									
Anty	Fischel		1/1 100%	6/6 100%	5/7 71%								
Ben	Down	13/14 92%	6/6 100%	6/6 100%	5/7 71%					1/1 100%			
Bob	Down												
Doya	Know		3/3 100%	10/13 76%	5/7 71%	7/7 100%	6/6 100%	3/3 100%					
Holy	Wood	4/6 66%	17/19 89%	14/15 93%	26/30 86%	12/16 75%	24/29 82%	35/40 87%	6/7 85%	1/1 100%			
Ina	Pickle		1/1 100%	6/7 85%	7/7 100%	1/1 100%	1/1 100%						
Junassi	Park	3/3 100%	3/3 100%	17/17 100%	18/19 94%	47/49 95%	66/69 95%	33/33 90%	4/5 80%	2/4 50%	2/2 100%	0/1 0%	
Kim	Hurt		2/2 100%	3/3 100%	6/7 85%	7/7 100%	5/5 100%	7/11 63%					
Krista	Funny	4/4 100%	6/7 85%	1/1 100%	14/17 82%	9/11 81%	22/24 91%	30/30 85%	19/19 84%	5/7 71%	1/2 50%	3/4 75%	
Knew	Bee	2/3 66%	13/13 100%	21/22 95%	25/30 83%	19/23 82%	35/41 85%	46/54 85%	11/16 68%	3/5 60%	0/1 0%	1/4 25%	
Nova	Scottia												
Sandy	Beech	1/1 100%	3/3 100%	14/17 82%	14/14 100%	13/16 81%	25/31 80%	8/12 66%	0/2 0%	0/1 0%			
Tori	Fun	6/6 100%	4/5 80%	2/2 100%									

Answers by Doya Know
from Australian Curriculum, Mathematics, Year 3

	Last Attempt	Correct Attempts
Add It Up: Addition with regrouping $812 + 8$	✓	1 / 1
Divisible Lions - Click all non-multiples of 10	✓	1 / 1
Tropical fruit feast 12/4	✓	1 / 1
Divide and Multiply	✗	0 / 1
What Was I Thinking? - find original number after operations	✓	1 / 1
Coming Clean - objects measured in grams not kg	✗	0 / 1
Mass Confusion - select correct unit; g, kg or t	✓	1 / 1
Bec's Busy Bus 1 - complete column/bar graph	✓	1 / 1
Good Sports - interpret a graph	✓	1 / 1
Detective Duck: 1/4 of 24	✓	1 / 1
Detective Duck: 1/4 of 8 metres	✓	1 / 1

Click to see the Question

Tropical Fruit Feast

4 pineapples cost \$12.
How much does 1 pineapple cost?

\$

OK

About the Leaderboards

The *Baggin' the Dragon Maths Leaderboards* are designed to boost individual student motivation and team engagement by challenging all members of a class to contribute to the overall ranking on the *Leaderboard*. Many teachers have indicated that working with the *Leaderboards* has had a remarkable effect on the maths performance of their classes.

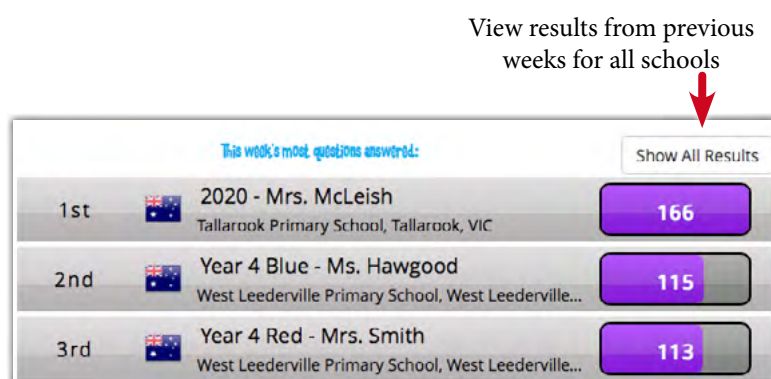
Each correct *Answer* counts towards the weekly class tally that powers the *Leaderboard* which facilitates intra-school and inter-school competition.

Any member of the public may view the *Leaderboards*.

Only maths *questions* answered by students linked to a class at a school will contribute to the *Leaderboards*.

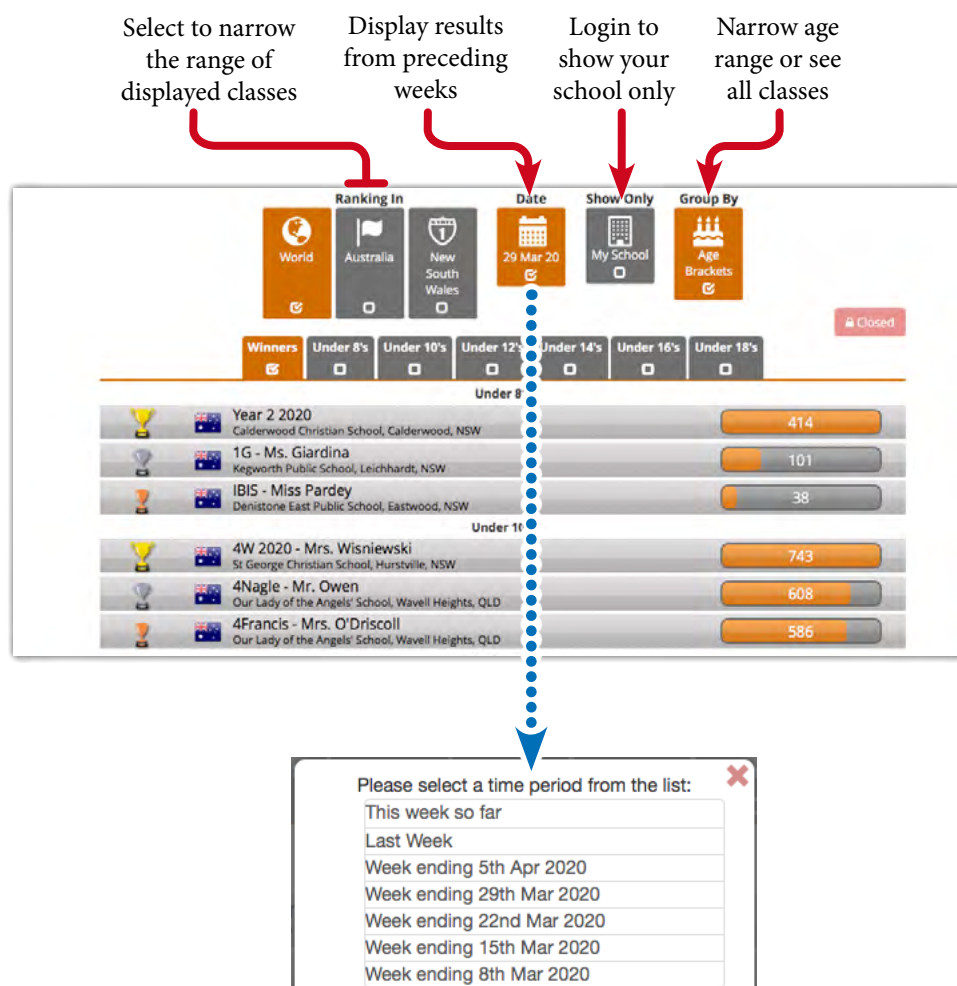
Accessing the Leaderboards

Go to the *Baggin' the Dragon Maths* Home Page and click on the **SHOW ALL RESULTS** button.



Using the Leaderboards

The *Leaderboard* system accrues the results from all classes using the system. Where class usage meets or exceeds some minimum requirements the result is added to the *Leaderboard* history for later retrieval and display. This system enables a range of options to engage and motivate students.



Moment by moment the *Leaderboard* tracks and analyses all the answers completed by each student in every class and displays the results for those classes that meet the participation criteria. The results refresh every 15 minutes. Using the tick boxes to isolate different criteria, students can view the performance of their class by:

1. Country or state.
2. Age brackets.
3. The results just for your school.

History is kept

The *Leaderboard* system archives the results week by week enabling students to retrospectively view the performance of their class.

Relative improvement is shown

Weekly improvements in class ranking relative to other classes is shown by green arrows.

Leaderboard details

For a detailed explanation of the operation of the Leaderboards [click here](#) or go to:

www.edalive.com/baggin-the-dragon-maths/?leaderboard

Leaderboard opt out

Some schools may prefer that their classes are not displayed on the Leaderboards. If this is the case, the *School Administrator* can simply uncheck the *Participate in Competition* option on the My School screen of the School Administration menu. Please note the results cannot be removed retrospectively.

The *Baggin' the Dragon Maths Leaderboards* do not display any *Personal Identifiable Data* for any student. Only aggregated class results are displayed.

Leaderboard Certificates

Leaderboard participation certificates can be retrospectively printed from the archived history for the whole class.



Leaderboard Certificates and printing

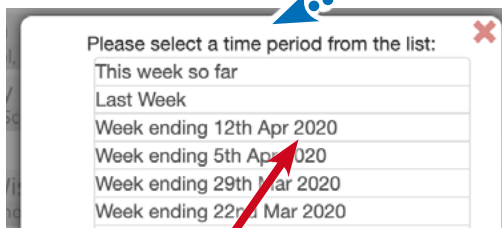
Only teachers logged in to their accounts can access and print *Leaderboard* certificates.



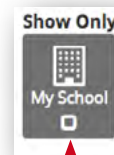
Access the full *Leaderboard* by clicking on the **SHOW ALL RESULTS** button.



Un-tick *This Week So Far* to display the full list of *Leaderboard* weeks.



Choose the week to be printed (naturally you cannot print the current week as it is not completed).



To make it easy to find the class tick the **SHOW ONLY MY SCHOOL** button.



Select the age group that the class to be printed is in.



Click on the row of the class to be printed (there is a print icon, but you can click anywhere). A printable PDF will download. Locate the downloaded file and print the certificates.

Printing

PDF printing

In order to maximise printing compatibility *Baggin' the Dragon Maths* sends its printed output to PDF files. The PDFs are saved to the default export location for your browser. To print the files open them in a PDF viewer and print.

Printed output available

Teachers

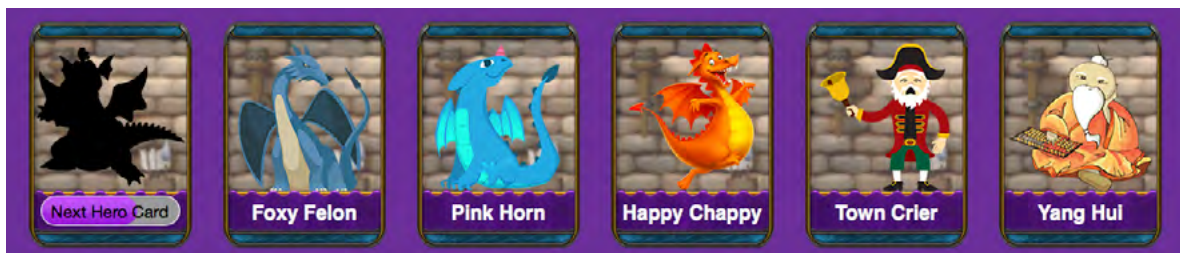
Teachers can retrospectively print certificates for work previously completed by their Students.

- *Leaderboard Certificates* from previous weeks on the *Leaderboard*.



Child/Students/Personal users can print

- *Hero Card Awards*.



Technical Requirements

System Requirements

Any device, anywhere, anytime



1. All *EdAlive Central Web Apps* work on any device including Windows PCs, Apple Macs, Surface Tablets, iPads, Chromebooks and other Android tablets.
2. Unlimited Access 24/7 wherever there is an Internet connection.
3. No need for the installation of an App as it is fully web delivered.
4. Not supported for Generation 1 iPads (April 2010 - March 2011). NB Although some parts of Maths Invaders Online may operate not all will do so.

Supported Browsers

See “Supported Browsers” section in the [EdAlive Central School Guide](#) or go to the [EdAlive Central - System Requirements: Supported Browser](#) entry at help.edalive.com.

Browser Settings

See “Technology Requirements” section in the [EdAlive Central School Guide](#) or go to the [EdAlive Central - System Requirements: Browser Settings](#) entry at help.edalive.com.

Common Troubleshooting

See “Common Troubleshooting” section in the [EdAlive Central School Guide](#) or go to the [EdAlive Central - System Requirements: Common Troubleshooting](#) entry at help.edalive.com.

Whitelisting

Whitelist required URLs

The following URLs should be whitelisted or unblocked from your network filters and added to Internet Explorer's Trusted Sites list (if used).

For EdAlive Central:

- central.edalive.com
- cdn.central.edalive.com

Additionally for Baggin' the Dragon Online

- www.bagginthedragon.com
- cdn.bagginthedragon.com

Mobile device input

Toggle between mobile and computer input

Baggin' the Dragon Maths works on any mobile device without the need for an external keyboard.

