



Introduction and user guide for IDL Numeracy



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Introduction

IDL Numeracy is a math resource that helps to improve ability for low-attaining learners in mathematics. It includes a fully graded course to support the National Curriculum for numeracy at KS1 and KS2. In order to be inclusive, the lessons in IDL are designed to reduce the stress those with dyscalculia would ordinarily feel when faced with mathematical problems.

After a few hours using IDL, learners will find a familiarity with the lessons and because the lesson mechanics remain the same, they gain the confidence they need to tackle problems, even those they have never encountered before.

As a teacher you will be able to quickly identify those areas your Pupils' struggle with the most and map their progress against the levels expected for their age group.

Research suggests that those with Dyscalculia are more likely to suffer from the following symptoms:

- Below average understanding of basic counting principles
- Inability to use counting strategies for addition
- Difficulty in memorising arithmetic facts
- Lack of number sense
- Reduced automatic processing of numbers



IDL Numeracy is designed to help teach those with dyscalculia along with all those low-attaining learners. It includes a fully graded course to support the National Curriculum for numeracy at KS1 and KS2.

Because every aspect of the curriculum is included, the lessons cover a vast array of topics including size, 2D and 3D shapes, weights, measures, spatial awareness, time and money.

Each lesson in IDL is made up of one of the following mathematical principles:



- Bonds
- Counting
- Sequencing
- Shapes and Patterns (including subitising)
- Number value
- Place value
- Arithmetic

By proportioning each lesson into one or more of these principles, IDL provides a unique way to monitor independent pupil progress. Along with being able to track progress against National Curriculum levels, you will be able to identify and pinpoint their mathematical strengths and weaknesses. This will allow facilitators to concentrate on, and improve those areas of weakness.

Of course, IDL Numeracy will also include all those features that have made IDL Literacy so popular with our customers:

- Multisensory lessons
- Progress monitoring
- Easy to use for both pupils and teachers
- Independent learning
- Available anywhere

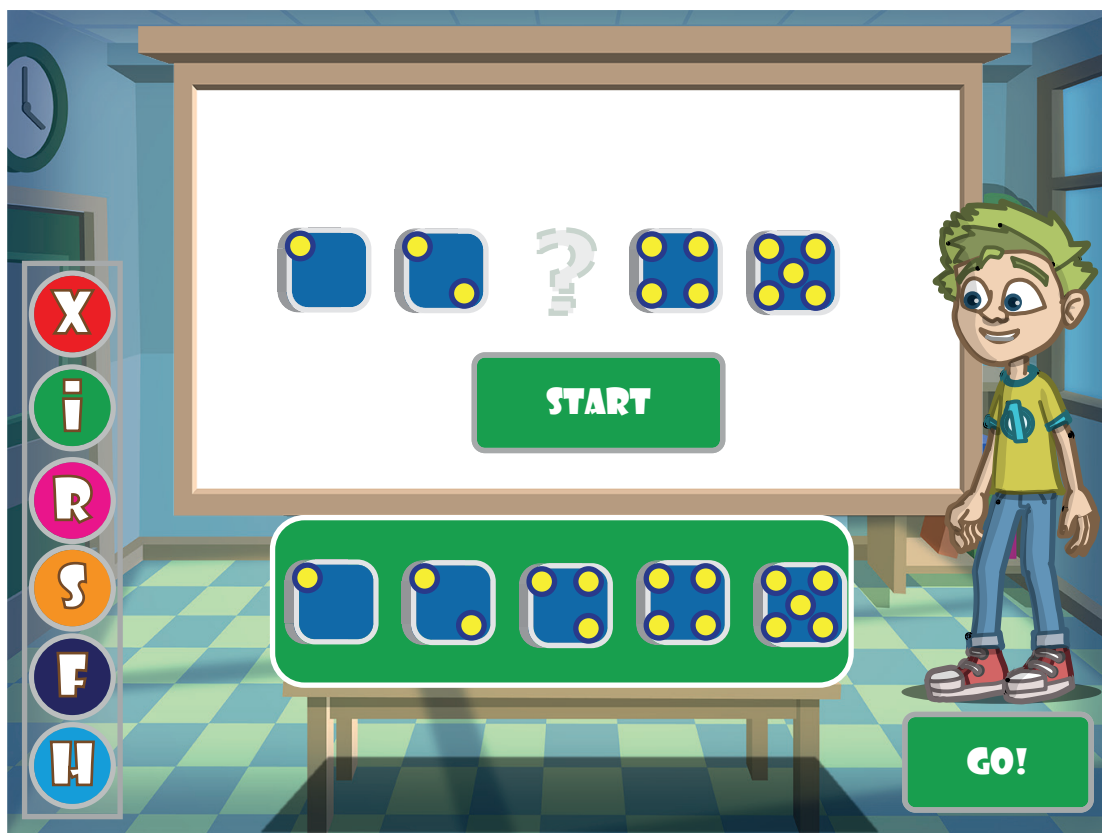


Your pupils will find IDL Numeracy lessons fun to do. Although the program includes a vast array of differing lessons, each will be immediately identifiable as an IDL lesson. The principle will always be the same; mathematical puzzles are presented in a fun and easy way. Each puzzle comes complete with in built auditory instructions, along with buttons to help with the solution or simplify the puzzle. Each puzzle is solved by moving items around the screen or by clicking on the right items.

A typical lesson

In a lesson, your pupils can expect to solve puzzles by selecting items or moving them around the screen. All lesson puzzles are solved in this way. On an iPad or touch screen device they can do this with a finger.

Below you can see the layout of a typical lesson along with a brief description of all the buttons.



Exit the lesson before solving the puzzle



Repeat the lesson instructions - both written and spoken



Reset all the lesson items to their original positions



Show me the first move - this will cost a star



Simplify the puzzle - this will cost a star

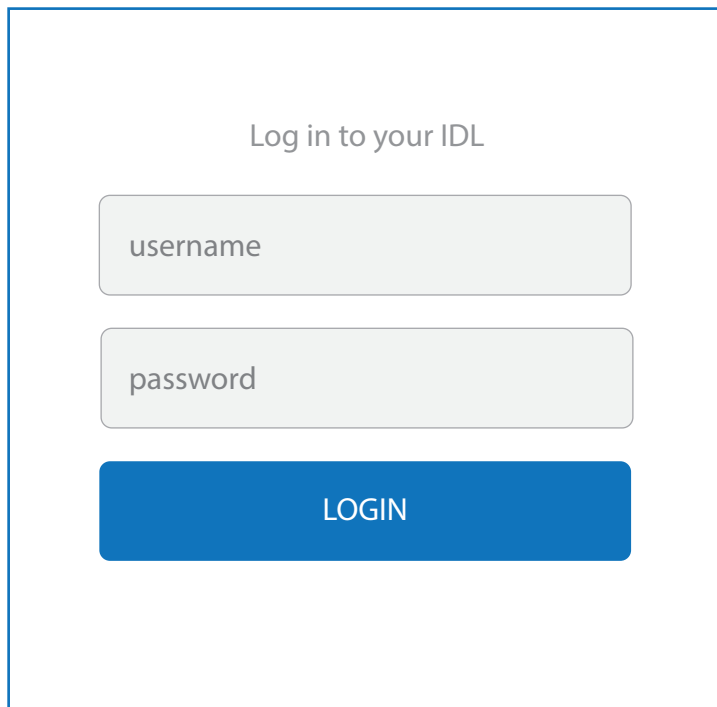


Give me a hint about my wrong moves - this will cost a star

Getting Started

Initial sign in

IDL can be accessed by opening Google Chrome (please ask if you are unsure about what this is) and visiting www.idlsgroup.com. After loading the program in your browser you will be presented with a log in screen like the one shown here. Your teacher login in details should have already been provided.

A login screen titled "Log in to your IDL". It features two input fields: "username" and "password", both with placeholder text. Below these fields is a blue button labeled "LOGIN".

Log in to your IDL

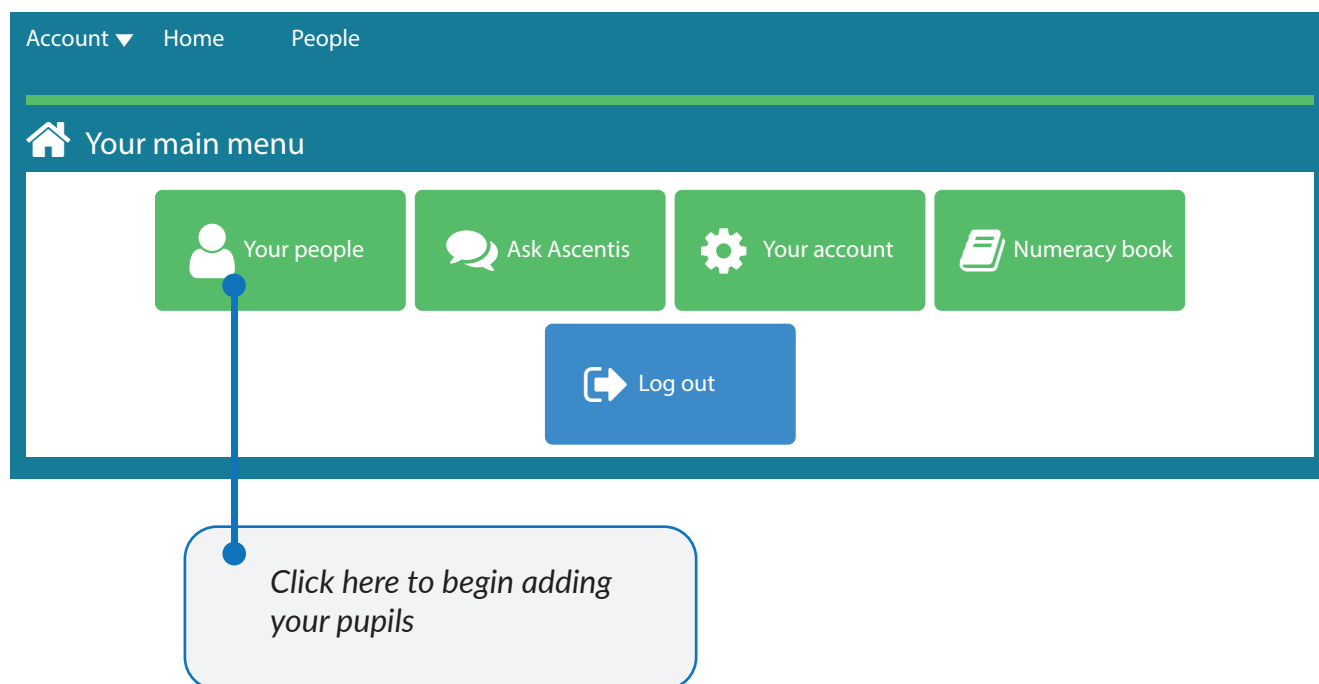
username

password

LOGIN


Teacher menu

Once logged in you will see the tutor menu shown below. We will go through all the options shown here later, but for now we will start adding the pupils to the program. To do this click on the 'Your people' button.










Add pupil

The people page will present you with a list of all your pupils. To add a new pupil simply click on the 'New person' button.

 People in all groups

Manage people Numeracy progress

Firstname	Lastname	Username	Password				
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Tucker	Jenkins	tuckerj@e17	password				

The 'New person' button will let you enter all the details you need to add your new pupil.

First name

Last name



Username

Password


Gender

Date of birth

Enrol for Numeracy ☐

The 'Username' is what your pupil will use to log on.

 Putting a tick in this box will automatically enrol this pupil for Numeracy.

Doing this when you first add the pupil will also schedule their initial test.

A final check

Your pupils should now be ready to go. You can check if they are by looking to see if they have an initial test scheduled. To do this go back to your list of pupils but this time change the active tab to **'Numeracy progress'**.

This time select the 'Numeracy progress' tab.

The screenshot shows the 'People in all groups' interface. At the top, there's a header 'People in all groups' with a person icon. Below it, there are two tabs: 'Manage people' and 'Numeracy progress', with the latter being selected. Under the 'Numeracy progress' tab, there are three buttons: 'Groups' (green), 'Set a group roun test' (green with a calendar icon), and 'Export' (orange with an X icon). Below these buttons is a table with columns: 'Firstname', 'Lastname', 'Active lesson', 'Activities', and two empty columns. The first row of data shows 'Tucker' as the first name, 'Jenkins' as the last name, 'no data' for the active lesson, and 'no data' for activities. To the right of the 'no data' in the activities column, there are two green buttons: 'Progress' (with a line graph icon) and 'New test' (with a calendar icon). A blue line with a dot points from the text 'This time select the 'Numeracy progress' tab.' to the 'Numeracy progress' tab. Another blue line with a dot points from the text 'Selecting 'Progress' for each pupil will open up their timeline' to the 'Progress' button.

Firstname	Lastname	Active lesson	Activities		
Tucker	Jenkins	no data	no data	Progress	New test

Selecting 'Progress' for each pupil will open up their timeline

The screenshot shows the 'Timeline' view. At the top, there's a header 'Timeline' with a person icon. Below it, there are several tabs: 'Level 1', 'Level 2', 'Level 3', 'Level 4', 'Level 5', 'Level 6', 'Tests', and 'All activities'. The 'Timeline' tab is selected. Below the tabs, there are two boxes. The left box is titled 'Placement test' and contains an orange box with the text 'Scheduled for Mon 18 December 2017'. The right box is titled 'Add a test' and contains a red box with a white plus sign. A blue line with a dot points from the text 'So long as your pupil has an initial test scheduled like the one shown here then they're ready to go.' to the orange box. Another blue line with a dot points from the text 'Otherwise schedule an initial test using the 'Add a test' button.' to the red box.

Timeline	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Tests	All activities
Placement test								
Scheduled for Mon 18 December 2017								
Add a test								




So long as your pupil has an initial test scheduled like the one shown here then they're ready to go.

Otherwise schedule an initial test using the 'Add a test' button.

Pupil Log in

Now that you've added all of your pupils and they have an initial test scheduled, they will be able to log on and take the test.

If you need to see their log in details, go back to your list of pupils and you will see all of the usernames and passwords listed.



You can export the list of usernames and passwords.

After exporting you could print out the list and have it with you to help your pupils log on.

People in all groups





Manage people

Numeracy progress

+ New person

Groups

Export


Firstname	Lastname	Username	Password				
Tucker	Jenkins	tuckerj@e17	password				

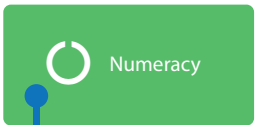



Take a look at the username, you will see that it automatically appends the '@' sign followed by your unique site identifier (usually your postcode). This is the same for ALL usernames.

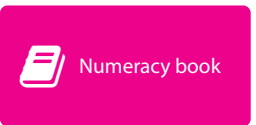
After your pupils log on they will see the pupil menu shown below.

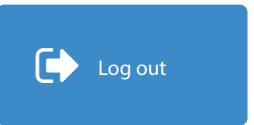
Account ▼ Log out Home

 Welcome

 Numeracy

 Numeracy progress

 Numeracy book

 Log out

*More often than not your pupils will only use the '**Numeracy**' button. This is where they go to take scheduled tests or continue with their graded lessons.*

*In fact the other buttons are locked by default and can only be enabled by the teacher. We will explain what the other buttons are for later, but for now your pupils need only click on the green '**Numeracy**' button.*

Taking the initial test

If your pupil has a test scheduled for today or earlier, then after clicking the 'Numeracy' button they will be required to take the scheduled test rather than continue with their graded lessons.

The diagram illustrates the user flow for taking a scheduled test. It starts with a green button labeled 'Numeracy' with a circular arrow icon. A line connects this button to a 'Home' button (with a house icon) in the top navigation bar. Below the navigation bar, a message states: 'You have been asked to complete a test. Click the button below to begin. Try to answer each question in turn.' An orange button labeled 'Scheduled test' is shown. A callout box explains: 'If your pupil chooses to start the test they will be asked to try each question in turn. If they run out of time to complete the test, they may click the 'Quit' button in between questions and their test progress will be saved. They can then resume the test at a later date.' Below this, another 'Home' button is shown, but it is labeled 'Quit' with a house icon. A line connects this button to a 'Try question 1' button (orange) in the bottom section. The bottom section also contains a message: 'You have answered 0. Keep answering questions until the test is complete. If you wish you may quit the test and continue at a later date.'

Numeracy

Account ▼ Log out Home

Home

You have been asked to complete a test. Click the button below to begin. Try to answer each question in turn.

Scheduled test

If your pupil chooses to start the test they will be asked to try each question in turn. If they run out of time to complete the test, they may click the 'Quit' button in between questions and their test progress will be saved. They can then resume the test at a later date.

Account ▼ Log out Home

Quit

You have answered 0. Keep answering questions until the test is complete. If you wish you may quit the test and continue at a later date.

Try question 1

A typical test question

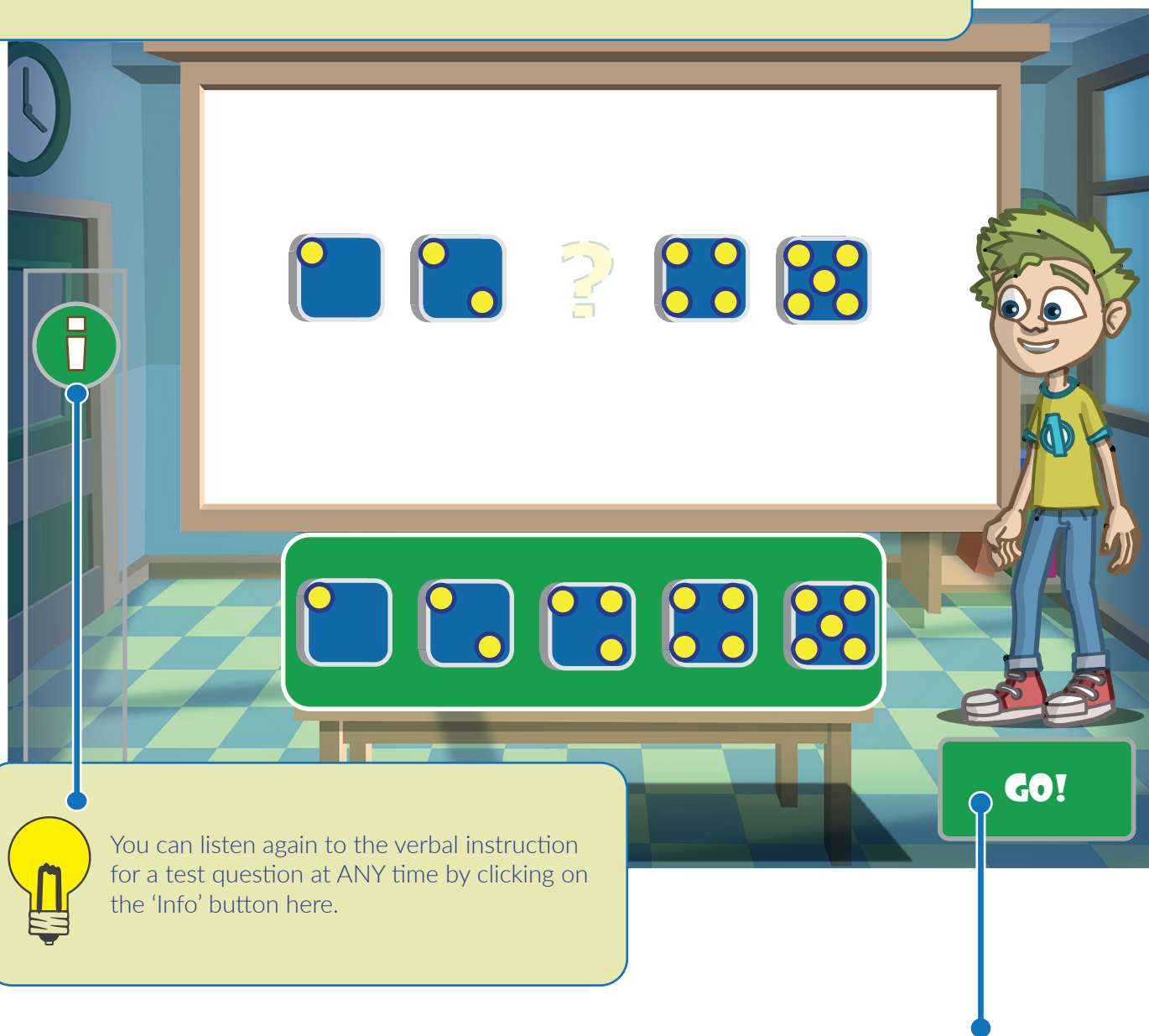
Your pupils will take the test questions in turn. The test will stop after 3 incorrect attempts. There are a total of 120 test questions and the results will determine a starting point on the program. The test is made up of six blocks of twenty questions, with each block representing the topics covered in each of the KS1 and KS2 years one through six.



The mechanics for solving a lesson or test question will become very familiar to your pupils and this should help reduce stress.

All lessons and test questions are solved by selecting or moving objects around the lesson area to solve a particular puzzle.

Below, for example, your pupil is expected to move the number tile with three dots into place over the question mark.



You can listen again to the verbal instruction for a test question at ANY time by clicking on the 'Info' button here.

Once your pupil is happy with their solution they should press the 'GO!' button

Managing pupils and monitoring progress



Your people

Anything you do regarding your pupils is done from this button. Adding pupils, deleting pupils, altering their details and checking their progress are all combined into this one area.

This tab lets you manage pupils and groups

This tab lets you monitor your pupils progress



People in all groups

Manage people

Numeracy progress



New person



Groups



Export

Firstname	Lastname	Username	Password				
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Tucker	Jenkins	tuckerj@e17	password				

Add a new person

Add groups or filter this list by a certain group

Edit this pupil

Send a message to this pupil

Move this pupil to another school

Delete this pupil

Monitoring progress

Selecting the 'Numeracy progress' tab will change the view which will enable you to monitor the progress your pupils are making.

People in all groups

Manage people

Numeracy progress

Groups

Set a group test

Export

Firstname	Lastname	Active lesson	Activities		
Tucker	Jenkins	no data	no data	<div>Progress</div>	<div>New test</div>

Filter this list by a certain group

Schedule a new test for the whole group listed here

View the timeline and module progress for this pupil

Schedule a test for this pupil ONLY



Progress

Selecting an individuals progress will open their timeline as shown below.

Timeline

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Tests

All activities

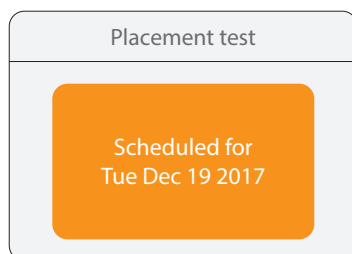
Placement test

Completed
Tue Jun 06 2017
Emerging
Year1

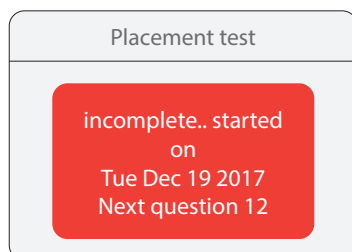
Module 1AA

31 Activities
Tue Dec 12 2017
15:05

Add a test



An orange box denotes a scheduled test. If a pupil logs on and they have a test scheduled for today or earlier then they will be required to take the test rather than continue their graded lessons.

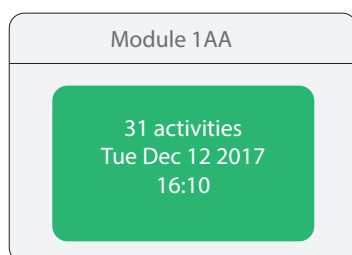


A red box denotes an incomplete test. Pupils may exit a test at any time and pick up where they left off at a later date. This is helpful if they run out of time, or they are unable to continue due to any other events.

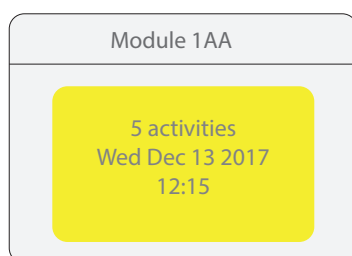


A blue box denotes a completed test, the results shown here are one of:

Below Emerging
Emerging
Expected
Exceeding
Above Exceeding



A green box denotes a completed module and shows the number of completed activities in this module along with the date of the last activity undertaken.



A yellow box denotes the current module your pupil is working through. It shows the number of completed activities and the date of the last activity.

Viewing completed lessons

By clicking on a complete or active module you can see which lessons your student has completed. Completed lessons will have a number of stars above them. Between 1 and 5 stars are awarded for each complete lesson. The stars represent the number of mistakes made on a lesson. The fewer the stars the more mistakes were made.

Stars are also lost for using one of the buttons that help simplify a lesson or show the first move.

By monitoring the pattern of stars, you can quickly see if your student requires closer supervision or whether they need extra help with a particular topic.

By lesson

Overall

Bonds

Counting

Sequencing

Patterns

Number value

Place value

Arithmetic



Mathematical topics

As you can see, each lesson is made up of one or more of the main mathematical topics. This is done so that you are able to see more easily the areas a pupil may be struggling.

Bonds

Number bonds are simple mathematical sums, which should become so familiar that a pupil can recognise them and complete them almost instantly.

Counting

Within a series of lessons, simple counting strategies are introduced that will see your pupils counting numbers, apples, carrots, money and much more.

Sequencing

The ability to put things into the correct order, usually based on the size, number or value. Lessons will see pupils organising all kinds of things from ducks to trains.

Patterns

Patterns cover an array of topics from 2d and 3d shapes to spatial awareness and time.

Number value

This relates to the value of a given number in terms of quantity or size. Those with Dyscalculia find it very difficult to visualise a number in these terms.

Place value

The ability to understand the value of a number based on its position in terms of 'ones', 'tens' and 'hundreds'.

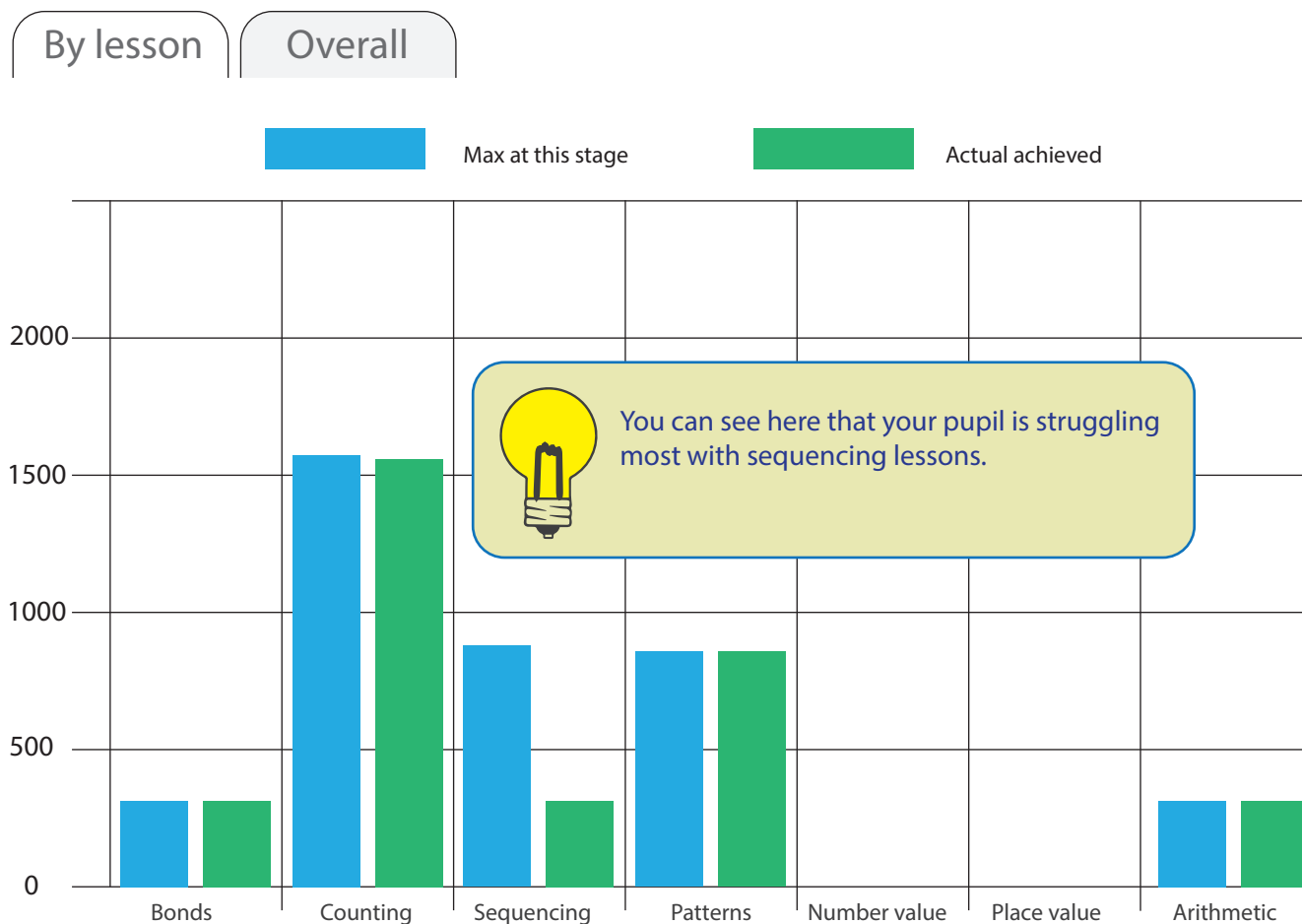
Arithmetic

IDL Numeracy lessons are interspersed with increasingly difficult sums. These provide a marker for overall progress.

Overall progress

While viewing the lessons within each module you also have the option to see overall progress within that module by selecting the 'Overall' tab.

This will give you an immediate picture of how your pupil is doing within that module and the areas they are having the most difficulty with.



Test results

Question No	Level						
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
1 - 4	1b	Emerging	Below Emerging	Below Emerging	Below Emerging	Below Emerging	Below Emerging
5 - 9	1a	Expected	Emerging	Below Emerging	Below Emerging	Below Emerging	Below Emerging
10 - 19	2c	Expected	Emerging	Emerging	Below Emerging	Below Emerging	Below Emerging
20 - 35	2b	Exceeding	Expected	Emerging	Below Emerging	Below Emerging	Below Emerging
36 - 47	2a	Exceeding	Expected	Expected	Emerging	Below Emerging	Below Emerging
48 - 55	3c	Above Exceeding	Exceeding	Expected	Emerging	Emerging	Below Emerging
56 - 65	3b	Above Exceeding	Exceeding	Exceeding	Expected	Emerging	Emerging
66 - 74	3a	Above Exceeding	Above Exceeding	Exceeding	Expected	Expected	Emerging
75 - 89	4c	Above Exceeding	Above Exceeding	Above Exceeding	Exceeding	Expected	Emerging
90 - 102	4b	Above Exceeding	Above Exceeding	Above Exceeding	Exceeding	Exceeding	Expected
103 - 111	4a	Above Exceeding	Above Exceeding	Above Exceeding	Above Exceeding	Exceeding	Expected
112 - 114	5c	Above Exceeding	Above Exceeding	Above Exceeding	Above Exceeding	Exceeding	Expected
115 - 119	5b	Above Exceeding	Above Exceeding	Above Exceeding	Above Exceeding	Exceeding	Exceeding
120	5a	Above Exceeding	Above Exceeding	Above Exceeding	Above Exceeding	Exceeding	Exceeding

