

Learning Games

Educator Guide

i-Ready Learning Games

PLAYTIME

NAME	PLAYTIME	SKILLS PROGRESS
Average	22 min	
Conrad, Andrea	10 min	
Foster, Sasha	22 min	
Huang, Amelia	32 min	
Kim, Bevy	40 min	
Liang, Jade	5 min	
Ross, Seth	20 min	

PLAY GAMES Educator Demo

PLAYTIME SKILLS PROGRESS FACTORS OF LEARNING

Play Hungry Fish

Play Match

Play Zoom

Play Bounce

Play Pizza

Play Hungry Guppy

Learning Games

i-Ready Learning Games

PLAY GAMES PLAYTIME SKILLS PROGRESS

▼ K Math
HEB02, AC, L3, H

Playtime measures time on task. It doesn't include time navigating menus, choosing materials, or pausing.

Name	Playtime	Skills Progress
Average	22 min	
Conrad, Andrea	10 min	
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i-Ready Learning Games: **Educator Guide**



Overview

Getting to Know the Games	3
Using Learning Games	4
How Learning Games Benefit Students	6
Game Design Principles	7
Meet the Games	8



How to Access Learning Games

Students on Computers and Chromebooks™	10
Students on iPads®	11
Educators	12



How to Navigate Learning Games

Report Overview	13
Playtime	14
Skills Progress	15
Factors of Learning	16
Settings	17



To download this guide and the individual worksheets that are featured in it, visit [i-ReadyCentral.com/Learning Games](https://www.i-ReadyCentral.com/LearningGames).

Images shown throughout this guide are included as samples. Actual product may vary.

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Getting to Know the Games

In the Learning Games suite, students access specific games based on their chronological grade level. Students start with two to three games to focus their attention and ensure quality gameplay. Additional games are available to students in later gameplay sessions.



Within each game, students can choose from levels of difficulty that are “just right” for them based on their most recent performance on the Diagnostic for Mathematics. Students given access to Learning Games by an account administrator before completing a Diagnostic will see game levels filtered by their chronological grade, and levels will be adjusted once students complete a Diagnostic. Adaptivity within the games meets students where they are and provides challenge, scaffolding, and feedback to build skills and advance.

Game Focus and Availability by Grade Level

	 Hungry Guppy Early number sense, addition	 Hungry Fish Addition and subtraction fluency	 Zoom World’s most interactive number line	 Bounce Integer and fraction estimation	 Match Basic numbers, addition, subtraction, multiplication	 Pizza Mental math, economics, proportions	 Cupcake Word problems, economics, proportions, coordinates
K	✓	✓	✓	✓	✓	N/A	N/A
1	✓	✓	✓	✓	✓	N/A	N/A
2	✓	✓	✓	✓	✓	✓	✓
3	N/A	✓	✓	✓	✓	✓	✓
4	N/A	✓	✓	✓	✓	✓	✓
5	N/A	✓	✓	✓	✓	✓	✓

Learning Games are available to students in Grades K–5 using Ready Classroom Mathematics and/or i-Ready Instruction for Mathematics, at district discretion.

COMING SOON!
Additional Learning Games will be added throughout the school year.

Using Learning Games

Learning Games offer students engaging math fluency practice that can be used in a variety of ways, in and out of the classroom. The games can be played in one or multiple sessions per week, based on scheduling and access to technology. We encourage students to use the games for roughly 20 minutes per week or more at the discretion of educators or families. This gives students time to explore and take advantage of all that the game suite has to offer.

Learning Games should be used to supplement, not replace, existing math instruction, including the recommended 45 minutes per week of *i-Ready* Online Instruction (as applicable).

You can help your students get the most from their Learning Games experience—beyond the fun they will have—by following these steps.

1. Think about when you want your students to use Learning Games.

Because students can access and play Learning Games without teacher guidance, their use is extremely flexible. These can be good options for Learning Games playtime:

- **Independent math centers or rotation stations** during regular class time
- Engaging **homework** or weekend enrichment if computers or iPads with Internet access are available in students' homes
- **Before- and after-school program** activities

Whenever students have **free, unstructured time** with internet-ready devices.

Students can play freely during these times, or you can ask them to select specific games for practice with specific concepts or skills. If you are using *Ready Classroom Mathematics*, you will find game recommendations in your Teacher's Guide and Prerequisites report.

A Learning Games Planning Tool for teachers is available at i-ReadyCentral.com/LearningGames.

School leaders and administrators: If you intend for teachers to use Learning Games in a specific way at the classroom level, be sure to communicate that to them. You may need to map out how Learning Games fit into school schedules alongside whole class, small group, and Online Instruction and how access to technology resources will be coordinated or adjusted. Also work with your technology coordinator to complete a whitelist check on all devices students will use to access Learning Games, and download the free *i-Ready Learning Games* app and latest version of the *i-Ready for Students* app. More details can be found at i-Ready.com/Support/i-ReadySystemRequirements.pdf.

Learning Games are available to students in Grades K–5 using Ready Classroom Mathematics and/or i-Ready Instruction for Mathematics, at district discretion.





2. Get your students started with Learning Games.

Learning Games will typically be accessible to students when they do not have an assessment assigned under My Path on the student dashboard.* Teachers can use the following strategies to make sure students make the best use of their technology time and Learning Games experience:



- Before incorporating Learning Games into instruction or homework, **let students know where to find the games** (but don't be surprised if they have already found them on their own!). We encourage students to learn how to play the games from the games themselves.
- When students begin a scheduled technology session, **let them know whether they should select a Teacher Assignment, My Path assignment, Learning Games, or have freedom to choose** for themselves.
- If using the games **to focus on specific skills, also tell students which game(s) they should select** and why. Example: "Today we're playing Hungry Fish so we can get faster at adding one-digit numbers!"
- If assigning Learning Games as homework, **communicate to families** how students can access the games at home, how long students should spend on gameplay, and which game(s) they should focus on (if applicable). The Family Communication Template, available at [i-ReadyCentral.com/LearningGames](https://www.i-ready.com/learning-games/family-communication-template), includes important details for families. *Families using iPads will need to download the free i-Ready for Students and i-Ready Learning Games apps.*

***School leaders and administrators:** To give students access to Learning Games and other dashboard resources during assessment periods, adjust your Student Content Restrictions.

3. Check in on Learning Games activity.

The Learning Games teacher home screen offers reports that will let you know how much time students are spending on gameplay and how they are doing. **Review Playtime, Skills Progress, and Factors of Learning data periodically** to see which games students have played, where they're demonstrating fluency, and how they're responding to challenges within the games.



Tip:

- Using the Online Instruction report and Learning Games Playtime report together will help you understand how students are spending their technology time and, when Lesson Time-on-Task is lower than expected, let you know whether students' focus on Learning Games is taking away from Online Instruction. You can strategically turn Learning Games on/off for specific students as needed to keep time in both learning activities in balance.

See more about Learning Games data in the Report Overview and directions for turning the games on/off per student under Settings in this Guide.

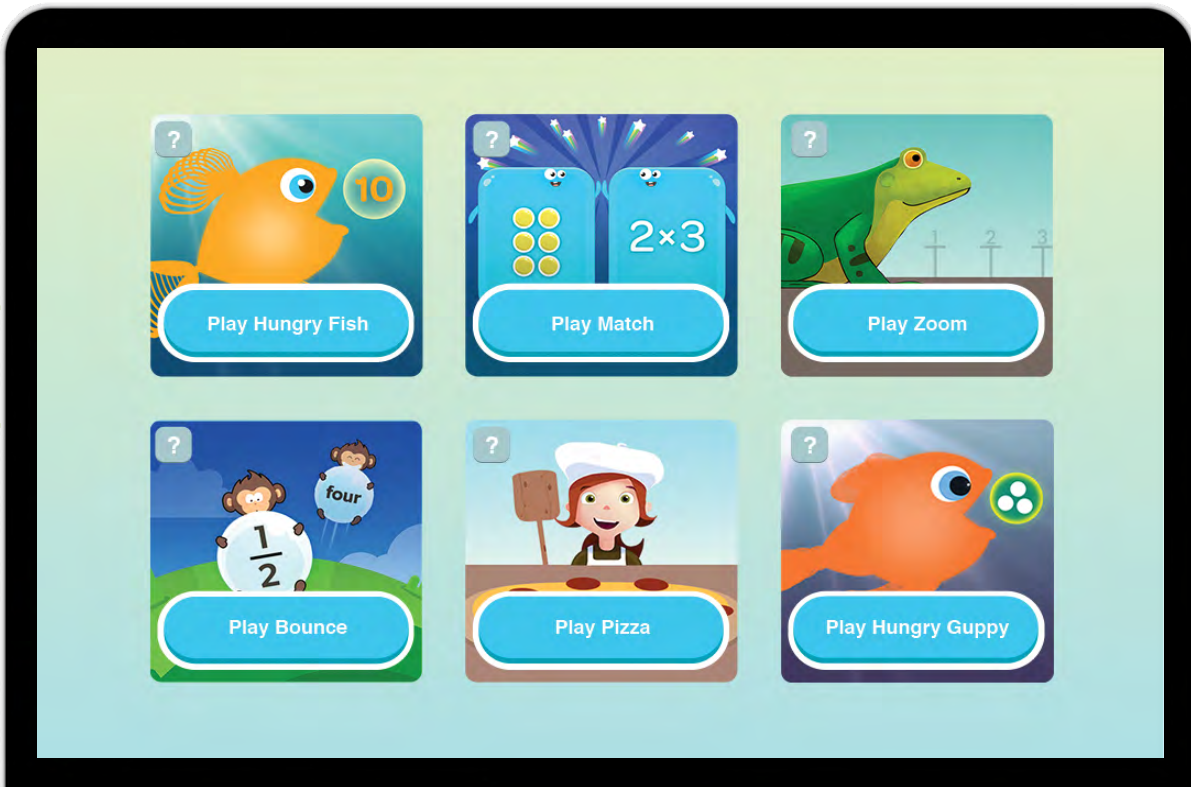
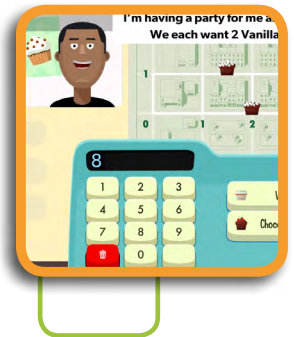
School leaders and administrators: You can also view Playtime, Skills Progress, and Factors of Learning data for all classes and students in your school.



How Learning Games Benefit Students

i-Ready's fun and interactive Learning Games strengthen understanding of mathematical concepts and foster a positive relationship to challenging elementary math standards. Based on feedback from educators like you, we've added Learning Games to the *i-Ready* and *Ready Classroom Mathematics* experiences to provide engaging math fluency and skills practice in a way that develops internal motivation while encouraging productive struggle.

Learning Games are available for students in Grades K–5 and are accessible on the student dashboard.



Game Design Principles

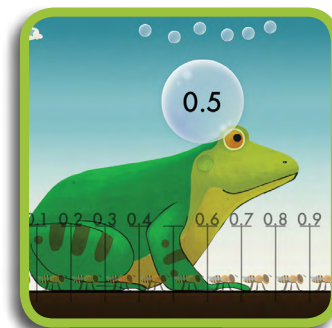
Learning Games strengthen fluency, number sense, and conceptual understanding of challenging math standards in a way that is designed to be fun and engaging for students.

Merges Gameplay and Learning

- Learning Games merge gameplay and learning, rather than alternating between the two, to foster students' internal motivation.
- Through diverse representations and contexts of numbers and operations, students build rich visual mental models and learn to transfer concepts across contexts.
- Increasingly challenging experiences within each game encourage exploration with minimal instruction and productive struggle.
- Students are consistently supported to overcome challenges and tackle higher-level problems through hints, scaffolding, and constructive feedback.
- The games are also designed to develop students as self-directed learners by giving them meaningful, strategic choices.

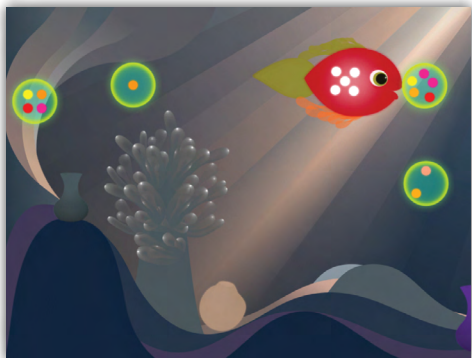
Built-In Differentiation

- Student choice is provided in the form of multiple games, levels, and timed modes, fostering greater student agency.
- The range of available games is determined by the student's grade level, and the level of difficulty is determined by their most recent Diagnostic for Mathematics placement and performance on the games.
- As students advance within the games or take additional Diagnostics, level choices will evolve, ensuring the difficulty for each game is just right for every student.
- Students can also turn on Spanish text and audio, as needed, from the Settings and Pause menus within each game.





Meet the Games



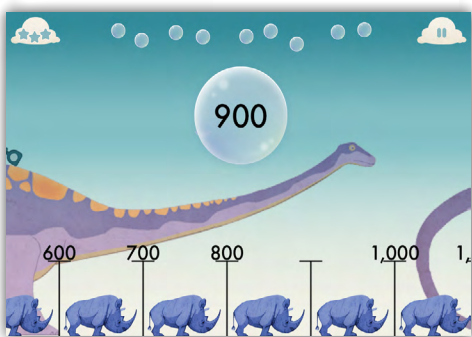
Hungry Guppy Grades K-2

In this precursor to Hungry Fish, students learn to identify small numbers of objects, fluently add sets of shapes, and recognize numerals up to 6. Diverse colors and dot arrangements reinforce early number sense. Levels progress adaptively based on player performance.



Hungry Fish Grades K-5

Students combine integer bubbles to feed a fish with a specific target number, reinforcing the concept that there are multiple ways to compose and decompose a number by finding sums and differences. The range of target numbers includes integers from 3–100, multiples of tens, multiples of hundreds, and negative numbers, as well as a range of time pressures.



Zoom Grades K-5

Students move left and right and zoom in and out of the world's most interactive number line to find missing values, compare numbers, and build number sense. Animals corresponding to each order of magnitude make the concept of place value concrete—from amoebas in the thousandths, to frogs in the ones, to dinosaurs in the thousands.

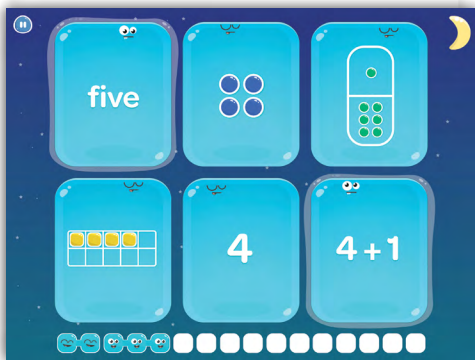


To download this guide and the individual worksheets that are featured in it, visit [i-ReadyCentral.com/LearningGames](https://www.i-ReadyCentral.com/LearningGames).



Bounce Grades K-5

Students guide a bouncing ball to compare numbers and find the location of integers, fractions, percentages, decimals, and pie charts on a number line. Scaffolded hints help struggling students build a stronger number sense.



Match Grades K-5

Students match tiles of equal value and learn to interpret diverse visual and symbolic representations of integers, sums, differences, products, quotients, and fractions while improving working memory in the context of valuable fluency practice.



Pizza Grades 2-5

Students run a virtual pizza store. They set prices, compare vendors for ingredients, and perform quick mental math to calculate the price of customer orders. Adaptive timing gives students appropriately challenging fluency practice with addition, multiplication, and multi-step problems.



Cupcake Grades 2-5

Students run a cupcake delivery business, in which they need to interpret diverse word problems and engage in practice with basic economics, proportions, and the coordinate system. Through the game, students budget for ingredients, take increasingly complex orders, and make deliveries on the coordinate plane of a city map.

COMING SOON!
Additional Learning Games
will be added throughout
the school year.

Students on Computers and Chromebooks

Students can access Learning Games through their student dashboard.

To complete these steps, students must be logged in to their account at **i-Ready.com** or, for Single Sign-On (SSO) users, through the district portal:

- 1 If using *i-Ready* for Reading and Mathematics, **select Math** under **Choose a subject**. If only using Math, students will go directly to their Math To Do screen upon logging in.



- 2 If the student does not have an assessment assigned, or has been given access by an account administrator, they will see Learning Games in the bottom navigation bar. Click the **Learning Games button**.

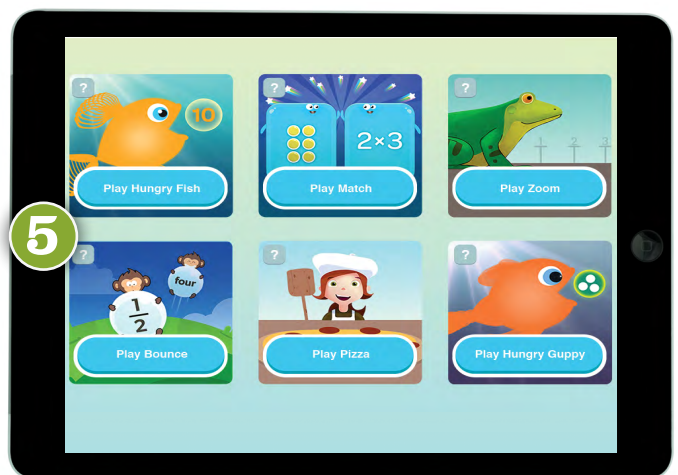
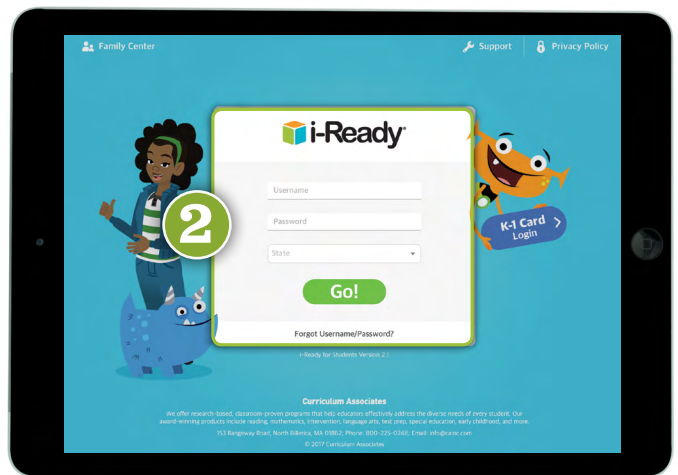


- 3 The student will see the Learning Games home screen and can **select any game** displayed **to start playing**.




Note: Only students in Grades K–5 will have access to Learning Games, at district discretion.

Students on iPads



Ensure iPads have the most recent version of the *i-Ready for Students* app.

- 1 Download the ***i-Ready Learning Games app***  through the **Apple App Store®**.
- 2 **Log in** to *i-Ready* through the ***i-Ready for Students app***. Note: SSO users should log in to *i-Ready* the way they normally would through their district's SSO portal.
- 3 **Choose Math** from the subject selector screen or in the upper left-hand corner of the To Do screen.
- 4 If the student does not have an assessment assigned, nor has been given access by an account administrator, they will see Learning Games in the bottom navigation bar. **Select Learning Games**. This will launch the Learning Games app.
- 5 The student will see the **Learning Games** home screen and can select any game displayed to start playing.

Educators

You can access your Learning Games reports and try the games for yourself through your teacher experience.

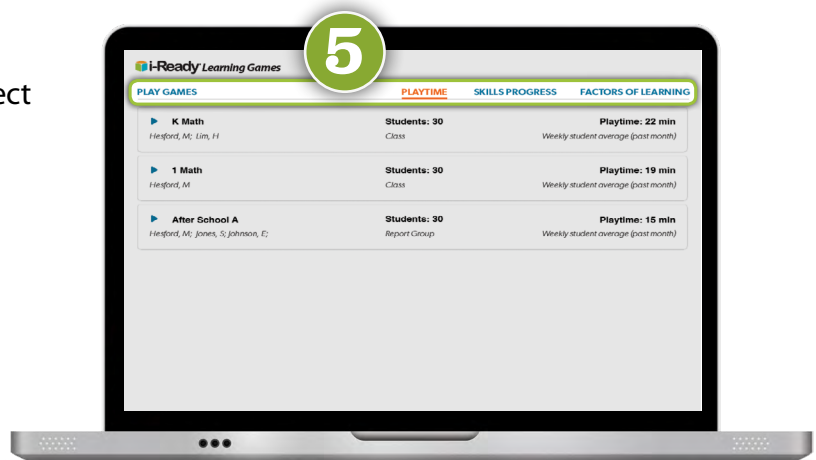
To complete these steps, you must be logged in to your *i-Ready* or *Ready Classroom Mathematics* account:

- 1 Select **Reports** on the *top navigation*. *Class* and *Diagnostic* reports will show by default.
- 2 Select **Class** and **Instruction** for the report level and category.
- 3 Click **Go** under **Learning Games**.

Administrator note: *Learning Games* will appear under *District/School* and *Instruction* reports for coordinators, school administrators, and district administrators.

- 4 Click **Create Report**.

- 5 You'll be brought to the Learning Games teacher home screen. Select the **report** you'd like to view, or select **Play Games** to play demo versions of all Learning Games.





Report Overview

The Learning Games teacher home screen will automatically default to the Playtime report.

Review student **Playtime, Skills Progress, and Factors of Learning** reports.

The screenshot shows the i-Ready Learning Games interface. At the top left is the logo. Below it is a navigation bar with three tabs: 'PLAYTIME' (highlighted in orange), 'SKILLS PROGRESS', and 'FACTORS OF LEARNING'. The main content area displays a table of reports for three different groups:

Group	Students	Playtime
K Math <i>Hesford, M; Lim, H</i>	Students: 30 <i>Class</i>	Playtime: 22 min <i>Weekly student average (past month)</i>
1 Math <i>Hesford, M</i>	Students: 30 <i>Class</i>	Playtime: 19 min <i>Weekly student average (past month)</i>
After School A <i>Hesford, M; Jones, S; Johnson, E;</i>	Students: 30 <i>Report Group</i>	Playtime: 15 min <i>Weekly student average (past month)</i>

Note: Administrators will see all classes and report groups on this page. Teachers will only see the classes and report groups to which they are assigned.



Playtime

This report measures the number of minutes a student has spent playing Learning Games.

Playtime only includes time in the games that is devoted to solving math problems, and does not include time navigating menus, choosing rewards, or pausing within the game.

Note: Learning Games Playtime and Lesson Time-on-Task for Online Instruction are logged and reported separately. Use the Online Instruction report to see the number of minutes your students have spent in their i-Ready online lessons. Only time spent in online lessons, not Learning Games Playtime, is included in the Time-on-Task visible to students under My Progress on the student dashboard.

Here, you'll see the **average number of playtime minutes** for the class as a whole, as well as the average playtime for each student.

The blue boxes show the **relative usage** of each game for each student.

Use this dropdown to **select the time frame** for which you'd like to view this report. You can view student playtime over the last day, last week, last month, or the entire school year.

i-Ready Learning Games

PLAY GAMES **PLAYTIME** SKILLS PROGRESS FACTORS OF LEARNING

▼ **K Math**
Hesford, M; Lim, H

Playtime measures time-on-task; it doesn't include time navigating menus, choosing rewards, or pausing

Last 7 days ▼

Name	Playtime	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6
Average	22 min	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue
Connell, Andrea	10 min	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue
Fowler, Sasha	22 min	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue
Huang, Amelia	32 min	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue
Kim, Bessy	40 min	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue
Lim, Jade	5 min	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue

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Tip: Using the Online Instruction report and Learning Games Playtime report together will help you understand how students are spending their technology time and, when Lesson Time-on-Task is lower than expected, let you know whether students' focus on Learning Games is taking away from Online Instruction. You can strategically turn Learning Games on/off for specific students as needed to keep time in both learning activities in balance.



Skills Progress

The Skills Progress report provides a real-time snapshot of how students are performing across individual math standards.

Fluency is determined by combining student performance on all game levels relevant to the standard. Whether a student is “demonstrating fluency,” “approaching fluency,” or “not yet demonstrating fluency” in this report is based on how relevant game levels are to a specific standard, and how a student performs in those specific levels. “Not enough gameplay data” means that the student has not spent enough time in games related to a standard or skill to report on fluency.

i-Ready Learning Games

PLAY GAMES PLAYTIME **SKILLS PROGRESS** FACTORS OF LEARNING

▼ **K Math**
Hesford, M; Lim, H

Not enough gameplay data Approaching fluency
 Not yet demonstrating fluency Demonstrating fluency

Details ▼ Kindergarten ▼

Name	number groups.	K.OA.A.2 Count forward from a given number.	K.O.A.A.3 Represent numerals from 0-20.	K.OA.B.4 Count to tell the number of objects.	K.OA.B.5 Count objects in any group configuration.	K.OA.6 Compare the number of objects in groups.
Connell, Andrea	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency
Fowler, Sasha	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency
Huang, Amelia	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency
Kim, Bessy	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency	Approaching fluency
Liang, Jade	Demonstrating fluency	Demonstrating fluency	Demonstrating fluency	Demonstrating fluency	Demonstrating fluency	Demonstrating fluency

The **Details view** will show you student performance on a given standard. The Overview view (not pictured) will allow you to see your student’s performance on a given domain.

You can use this **grade dropdown** to see how students are performing on standards for different grades.



Factors of Learning

The Factors of Learning report provides an assessment of how students approach games across four key factors of learning, based on the choices students make in the games.

Teachers can see whether a student displays high, medium, or low **levels of a factor of learning** based on how often they make a certain choice relevant to that factor. "Not enough gameplay data" means that the student has not spent enough time in the games to report on this factor of learning.

You can use this dropdown to **sort by student name or by each factor of learning**.

The screenshot shows the 'i-Ready Learning Games' interface. At the top, there are tabs for 'PLAY GAMES', 'PLAYTIME', 'SKILLS PROGRESS', and 'FACTORS OF LEARNING'. Below the tabs, it shows 'K Math' with a dropdown arrow and the names 'Hesford, M; Lim, H'. There are two legends: one for 'Not enough gameplay data' (checkbox), 'Low' (checkbox), and 'Medium' (checkbox); another for 'Low', 'Medium', and 'High' (checkboxes). A 'Sort by:' dropdown menu is set to 'Student Name'. Below this is a table with four columns: 'Growth Mindset', 'Confidence', 'Productive Strategy', and 'Self-Regulation'. Each column has a description: 'Selects challenging levels & persists even after losing', 'Selects even more challenging levels after winning', 'Plays a productive path through the game', and 'Focuses during gameplay, rarely pausing or quitting'. The table rows list students: Connell, Andrea; Fowler, Sasha; Huang, Amelia; Kim, Bessy; Liang, Jade. The cells in the table are shaded in light blue or dark blue, indicating the level of the factor for each student.

Name	Growth Mindset Selects challenging levels & persists even after losing	Confidence Selects even more challenging levels after winning	Productive Strategy Plays a productive path through the game	Self-Regulation Focuses during gameplay, rarely pausing or quitting
Connell, Andrea	Medium	High	High	High
Fowler, Sasha	Medium	Medium	Medium	Medium
Huang, Amelia	High	Medium	Medium	Medium
Kim, Bessy	Medium	Medium	Medium	Medium
Liang, Jade	High	High	High	High

Growth Mindset
Selects challenging levels & persists even after losing

Confidence
Selects even more challenging levels after winning

Productive Strategy
Plays a productive path through the game

Self-Regulation
Focuses during gameplay, rarely pausing or quitting

Note: Click on the name of any factor of learning to view more information, related research, and tips.



Settings

Turning Learning Games On/Off for Individual Students:

Once your district has decided to give K–5 students access to Learning Games, you can still turn game settings on or off for individual students as needed. Consider this option if you have found Online Instruction Lesson Time-on-Task is lower than expected and Learning Games Playtime is higher than expected, as this may be an indication that students are not spending scheduled technology time as planned.

The screenshot shows the 'Rosters' page in a learning management system. The page has a navigation bar with 'Rosters', 'Assess & Teach', 'Reports', and 'Help' tabs, and a user profile for 'Regina Moore'. Below the navigation bar is a 'Rosters' header. Underneath, there is a search bar for 'Class/Group' with 'All Students' selected and an 'Actions' dropdown. A table shows 20 students, with the first student being Lily Anderson. The table columns are Student Name, Username, Student ID, Grade, and Math Instruction. Below the table, there is a settings drawer for the selected student, Lily Anderson. The settings drawer includes a password field and a 'Settings' section with 'My Stuff Access' (On), 'Learning Games' (On), and 'Instruction' (Math: On, Reading: Off). An 'Edit Settings' button is located at the bottom right of the settings drawer. Three numbered callouts (1, 2, 3) highlight the 'Rosters' tab, the expand icon, and the 'Edit Settings' button respectively.

To manage Learning Games settings for individual students:

- 1 Navigate to **Rosters**.
- 2 Select the **+** icon for your student to expand the drawer. The **+** icon will change to a **-** icon when expanded.
- 3 Select **Edit Settings**.

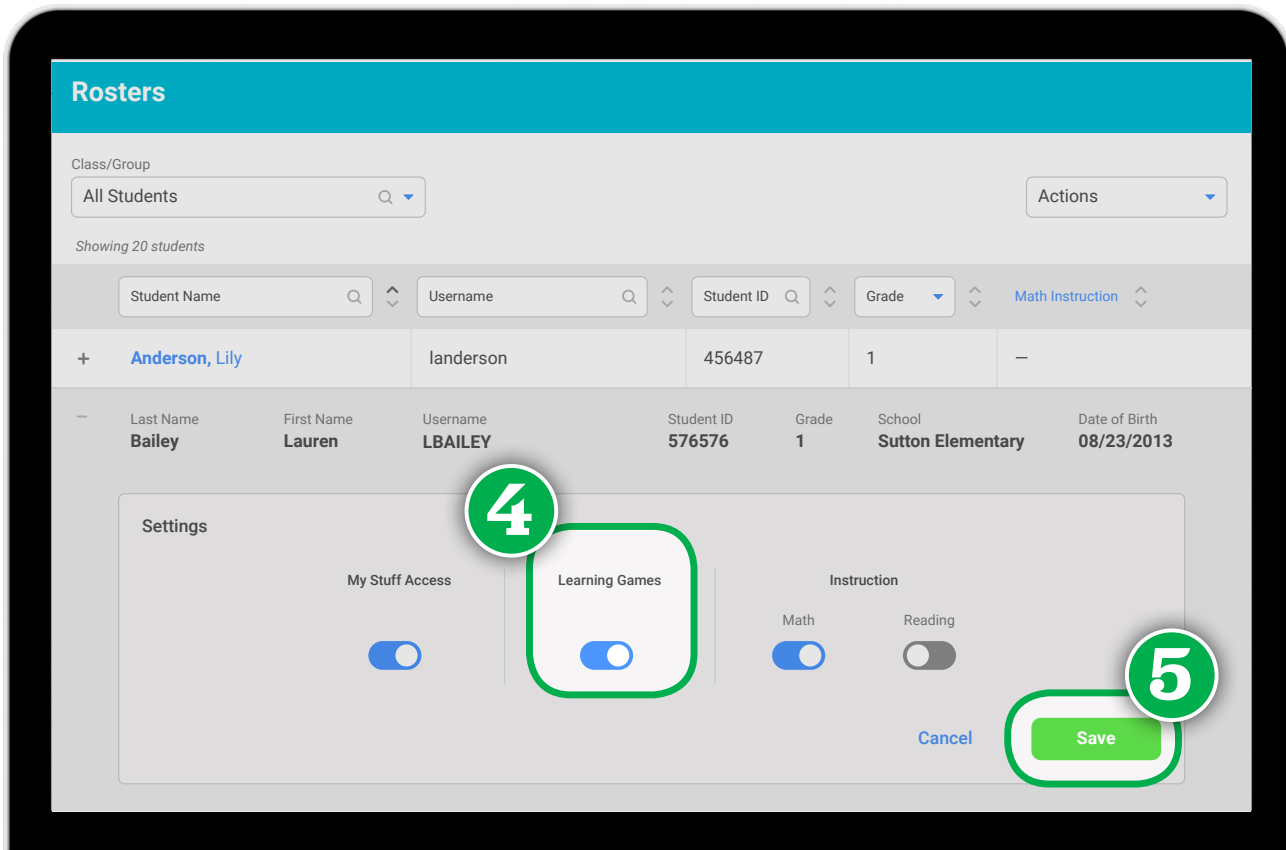
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Settings: Turning Learning Games On/Off, continued

4 Use the **toggle** to turn Learning Games **on** or **off**.

5 Select **Save**.



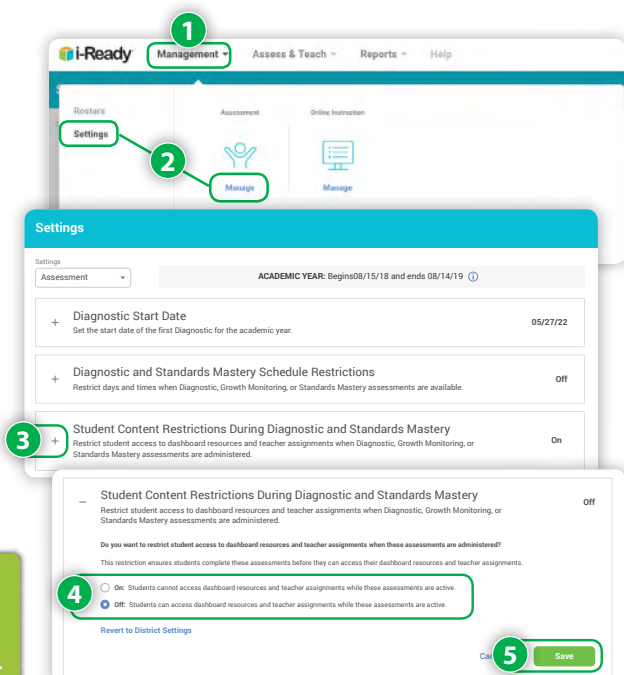
FOR ADMINISTRATORS

Learning Games and Other Dashboard Resources

Administrators can restrict or allow student access to dashboard resources, including Learning Games, during the Diagnostic, Standards Mastery, and Growth Monitoring assessments. By default, access will be restricted.

1. Select **Management** from the top navigation.
2. Select **Settings** and **Manage** under **Assessment**.
3. Select the **+** icon to expand **Student Content Restrictions During Diagnostic and Standards Mastery**.
4. Select **On** or **Off**.
5. Select **Save**.

Note: If your district has given school administrators discretion to adjust Settings, you may make your own selection or Revert to District Settings.



Contact Information



[i-ReadyCentral.com/LearningGames](https://www.i-ready.com/learning-games)

Access all of our Learning Games resources, including overview videos and communication templates.



[ReadyClassroomCentral.com](https://www.i-ready.com/ready-classroom-central)

24/7 access to self-service support, including tutorial videos, how-tos, planning tools, and tips



Technical Support

i-ReadySupport@cainc.com

[i-Ready.com/Support](https://www.i-ready.com/support)

(Mon–Fri 7:00 a.m.–9:00 p.m. ET)



Customer Service

(800) 225-0248

*(Mon–Thurs 8:30 a.m.–6 p.m.;
Fri 8:30 a.m.–5 p.m. ET)*

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