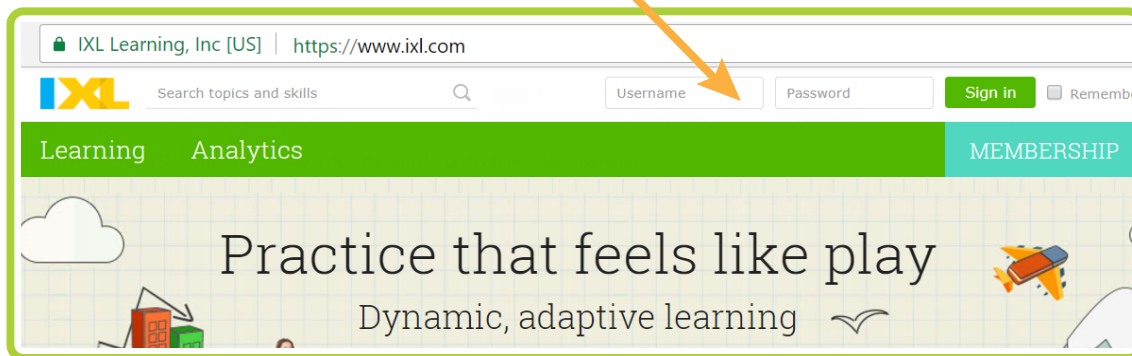


Get your child started

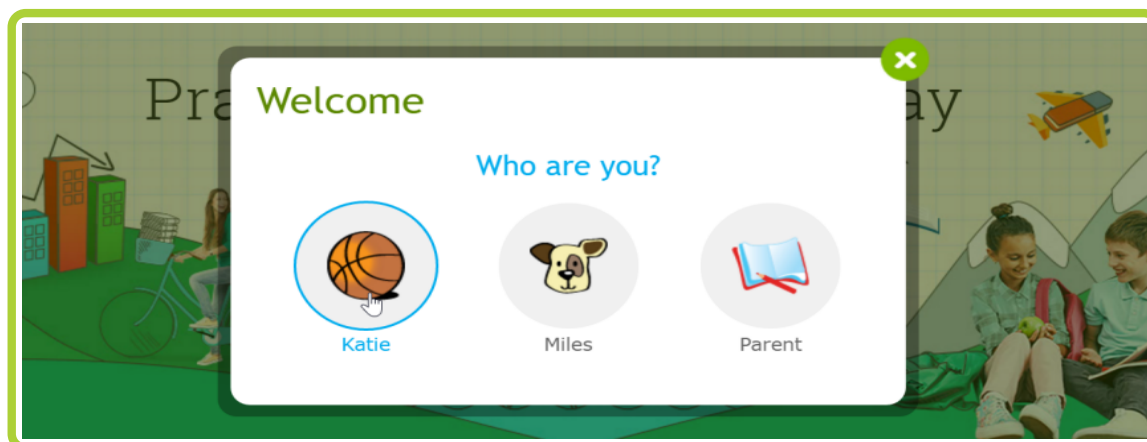
- Engaging problems, detailed explanations and unlimited practice help children master thousands of maths and English skills.
- With cool virtual prizes for meeting maths and English challenges, your child will be begging to spend time on IXL.
- Walk through these steps with your children once, and they'll be ready and excited to practise on their own!

1 Sign in to your IXL family account at www.ixl.com.



- ? If you are already signed in as the parent or another child, go to the account menu and select your child's name.

2 Locate the correct name and icon, and click it to enter.



- ? Parents: If you haven't set up user profiles yet, sign in to your parent account, and select **Profile & settings** from the account menu. Then you can enter user names and choose profile icons!



3 Choose your desired grade level, and click the link to view all practice skills for that grade.

The screenshot shows the IXL website interface. At the top, there is a search bar and a user greeting 'Welcome, Katie!'. Below this is a navigation bar with 'Learning' and 'Analytics' tabs, and a sub-bar with 'Maths', 'English', 'National curriculum', and 'Awards' tabs. The main content area is titled 'IXL Maths' and features a banner with a lighthouse illustration. Below the banner, there is a list of grade levels with their respective skill counts and 'See all skills!' buttons. A callout box points to the 'Preschool' section, stating: 'There are tons of skills for each grade level, offering comprehensive coverage of the typical curriculum—and then some!'. Another callout box points to the 'Grade 2' 'See all 248 skills!' button, stating: 'Click to view all skills for grade 2 students.'

Grade	Skills	See all skills!
Preschool	Includes: Count dots - up to 3 Count shapes - up to 5 Represent numbers inside and outside	
Reception	Includes: Count to 5 Count forward and backward - up to 10 Names of numbers - up to 10 Number lines - up to 20 Count groups of ten	See all 163 skills! >
Grade 1	Includes: Counting - up to 100 Counting tens and units - up to 99 Hundred chart Ordinal numbers Roman numerals I, V, X	See all 182 skills! >
Grade 2	Includes: Skip-counting puzzles Counting by 100s Put numbers up to 1,000 in order Grouping	See all 248 skills! >
Grade 3	Includes: Place value names up to thousands Convert between standard and expanded form Multiplication - facts to 12 Multiply numbers ending in zeroes Division facts to 12	See all 266 skills! >
Grade 4	Includes: Rounding Addition: fill in the missing digits Complete the division table Divisibility rules Word problems with extra or missing information	See all 211 skills! >
Grade 5	Includes: Prime and composite numbers Highest common factor Lowest common multiple Convert fractions to decimals Coordinate planes as maps	See all 204 skills! >
Grade 6	Includes: Prime factorisation HCF and LCM: word problems Compare temperatures above and below zero Which is the better coupon? Unit prices	See all 224 skills! >

? To switch subjects, click the **Maths** or **English** tab at the top of the page.

4 Choose a skill, and click the skill name to start practising it.

The screenshot shows the IXL Learning website interface. At the top, there is a search bar and a user greeting 'Welcome, Katie!'. Below the navigation bar, the page is titled 'Grade 1 maths'. A sidebar on the left lists grades from 1 to 12. The main content area displays various skill categories such as 'Counting and number patterns', 'Understand subtraction', 'Subtraction skill builders', 'Subtraction', 'Understand addition', 'Addition skill builders', 'Sorting, ordering, classifying', 'Data and graphs', 'Measurement', and 'Money'. An orange callout box points to the 'Sorting, ordering, classifying' category with the text 'Skills are grouped into categories by topic.' Another orange callout box points to the 'B.1 Add with pictures - sums up to 10' skill with the text 'The B.1 skill offers practice questions like this one.' A pop-up window titled 'Skill preview' shows a visual addition problem: three triangles plus one triangle equals a blank box, with the numbers 3 and 1 below the triangles.

? If you want to see a sample question, hold your mouse over any skill name to view it.

5

Read the question, and indicate your answer.

The screenshot shows the IXL interface for a math problem. At the top, there is a search bar and a welcome message 'Welcome, Katie!'. Below that, there are tabs for 'Learning' and 'Analytics', and sub-tabs for 'Maths', 'English', 'National curriculum', and 'Awards'. The current problem is 'Grade 1 > B.1 Add with pictures - sums up to 10'. The problem text is 'Add:'. There is a blue speaker icon and the text 'Type your answer here.' with an arrow pointing to an input box containing the number '5'. The problem is visualized with two hot air balloons labeled '2' and three hot air balloons labeled '3', followed by an equals sign and the input box. A green 'Submit' button is highlighted with an orange arrow. A text box below the button says 'After answering, click **Submit**.' On the right side, there is a sidebar with 'Questions answered' (0), 'Time elapsed' (00:00:04), and 'SmartScore out of 100' (0).

- ? Children can click the blue speaker icon or the text to hear it read aloud. This feature is available for preschool through grade-two maths skills and preschool through grade-one English skills. Parents can also enable it for maths skills for grades 3–5.

You'll get immediate feedback for each question:

- *Correct!* You'll see a green message, then the next problem. Continue practising.

The screenshot shows the IXL interface after a correct answer. A large green checkmark and the word 'Correct!' are displayed. Below this, a text box says 'Submitting a correct answer increases the SmartScore for this skill.' and another text box with a question mark icon says 'Watch for the ribbons that appear here to reward high scores!' with an arrow pointing to the 'SmartScore out of 100' section, which now shows '10'. The sidebar on the right shows 'Questions answered' (1), 'Time elapsed' (00:00:12), and 'SmartScore out of 100' (10).



- *Sorry, incorrect...* The correct answer is shown, along with a complete explanation.

Sorry, incorrect...

The correct answer is:

Explanation

review Add:

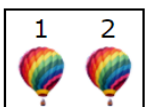
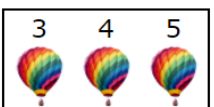
 2 +  3 =

You answered:

solve Count the first group of hot air balloons. The first group has 2 hot air balloons.

Count the second group of hot air balloons. The second group has 3 hot air balloons.

To find the sum of 2 and 3, count all the hot air balloons together.

 2 +  3 = 5

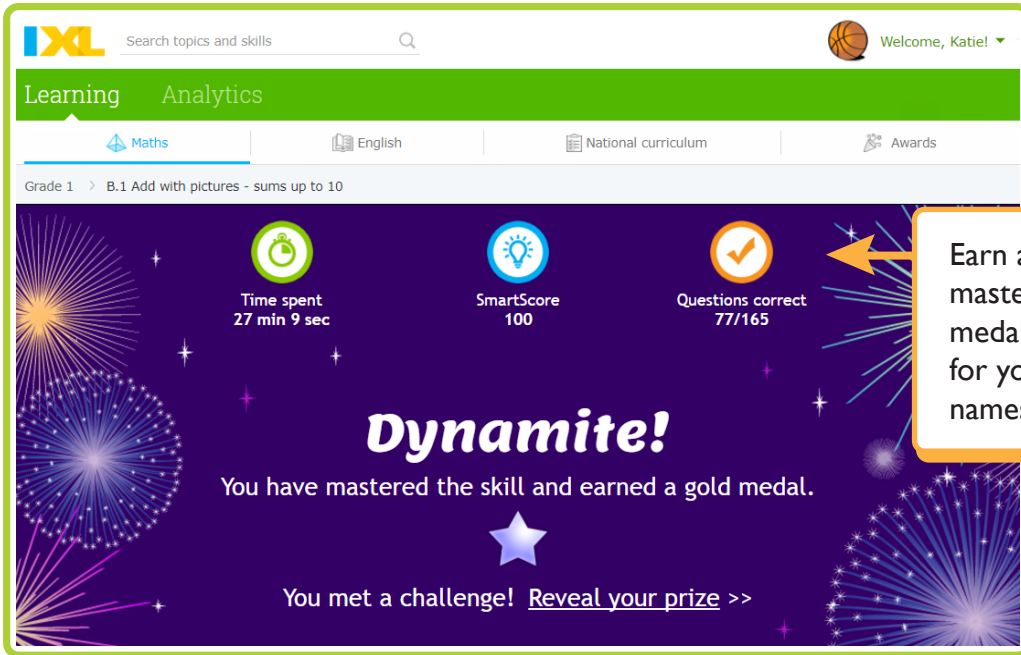
There are 5 hot air balloons, so $2 + 3 = 5$.

Got it

Click **Got it** to continue practising.



- 6 Continue practising until you *master* the skill by reaching a SmartScore of 100.

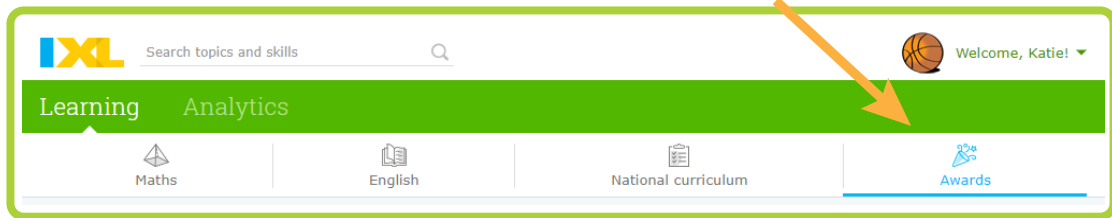


Earn a medal every time you master a skill. See all of your medals on the practice page for your grade, next to the names of the mastered skills.

Congratulations!

Mastering a skill unlocks your first prize! Follow the steps below to reveal your prize and learn more about maths and English awards.

- 7 Click the **Awards** tab to see your prizes.



9

Continue practising to win more prizes!

The screenshot shows the IXL website interface for 'Grade 1 maths awards'. At the top, there is a search bar and a user greeting 'Welcome, Katie!'. Below this is a navigation bar with 'Learning' and 'Analytics' tabs, and sub-tabs for 'Maths', 'English', 'National curriculum', and 'Awards'. A breadcrumb trail shows 'Maths awards | English awards | Certificates centre'. A grade selection bar includes 'Pre | R | Grade 1 | Grade 2 | Grade 3 | Grade 4 | Grade 5 | Grade 6 | Grade 7 | Grade 8 | Grade 9 | Grade 10 | Grade 11 | Grade 12 | All'. The main heading is 'Grade 1 maths awards' with a 'Keep practising >>' link. Below the heading is a grid of challenge squares. A callout box points to a square with the text: 'To uncover this square Master 2 skills in the category: [Understand subtraction](#) You haven't mastered any skills in this category yet. Practise more'. Another callout box points to the link: 'Links in a challenge will take you directly to the category so you can pick a skill to practise.' A third callout box points to a square with a question mark: 'Plain squares will turn into question marks when you've practised enough to unlock more challenges.' A fourth callout box points to a square with a star: 'Squares with question marks represent challenges you have unlocked. Hold your mouse over any of these squares to learn more about the challenge.' A fifth callout box points to a 'Practise more' button: 'To go back to the full list of skills, click **Practise more**.' On the right side of the grid, there is a summary box: 'This is what's been keeping you busy You've mastered 1 skill You've revealed 0 prizes Till your next win 3 minutes 35 questions 2 skills'. At the bottom right of the grid is another 'Practise more' button.

? Most challenges are based on practice time, number of questions attempted and skills mastered. Try winning your next prize by practising for 5 minutes or answering 100 questions.



- Click **English awards** to view your prize collection for English!

The most recently won awards are displayed here.

Grade 2 English awards

Questions answered | Time spent | Days practised | Skills mastered | Weeks with 50 questions answered | Questions correct in a row

Skills mastered in a week | Categories with a mastered skill | Total SmartScore

You have won all of the balloons in the collection!

This panel summarises your English accomplishments for this grade. As you practise, watch these numbers grow!

You've achieved excellence in **116** skills

You've answered **116** questions

You've practised **18** min

You've collected **11** balloons

? Keep practising to complete your entire collection of stickers, balloon animals and more!

Keep up the great work!

The more you practise, the more prizes you'll collect—and the more you'll learn! How many skills can YOU master?