
Math Arena

When you launch the software, you are presented with two options: Compete and Train.

Training Center

The Training Center is more flexible in its use. You are presented with three options on the left side of the screen: Time Trials, BuZzins, and the TriMathlon.

Time Trails

We suggest for these activities that you actually TURN THE TIME OFF.

Array Reversal	Pyramid Toss
Combo Cubes	Quick Change
Flipster	Quilt Reflect
Lost in the Crowd (5 th Grade)	Venn

- Time Trials vary widely, but focus on problem solving. In all cases, watch the instructions given at the beginning of each activity to see how the concepts are presented and how the activity is played.
- Change levels using the Easy/Hard toggle in the upper right corner of your screen.
- Use the Training Center button to return to the Training Center and select a new Time Trial.

BuZzins

There are ten activities. Here are the ones that are appropriate for use with our curriculum.

Budget Breaker (5 th Grade)	Number Collider
Changer	Pattern Buster
Equalizer	Predictor (5 th Grade)
Fraction Match (5 th Grade)	Mistake Catcher

BuZzins focus on estimation, prediction, number relationships, and computational skills. The content varies widely, so sample a few of the activities yourself first. Use the Q on the keyboard to buzz in with your answer.

TriMathlon

After you have practiced a few activities with Time Trials and BuZzins, students can challenge themselves to a TriMathlon. In the TriMathlon, students design their own “Brain Sprint Obstacle Course” in which you select a series of 30-second Time Trials and play one after the other. The activities can be assigned randomly or students can choose their own.

Options

In the lower right corner of your screen, you can see the word “Options” where the paper curls up. You can (1) pause the game, (2) control the volume, and (3) go back to the Home screen.

Competition

- Allows up to three players to test their math skills in a game show format.
- The first three rounds consist of Time Trials and BuZzins.
- After the first three rounds, each player can score final points in a TriMathlon.
- The top ten scores are posted on a high score screen at the completion of the game.
- Students should practice in the Training Center before participating in a Competition.

Teacher Management Tool (TMT)

Using the TMT, you can track your students' performance and customize your students' experience. The TMT is password-protected to ensure that your settings remain secure. Check with your CTA for the master password.

The TMT is divided into three modes: Team Management, Reports, and Customization. You can switch between modes by clicking the tabs along the top of the screen.

Team Management Mode

1. Click OK when the first screen appears.
2. Enter the name of your team and click OK.
3. Click on the Add Student button.
4. Enter student names in the appropriate fields. Press the TAB key to move to the next field.
5. Click Next Student to continue to add students (or Press the ENTER key).
6. Click Done when you are finished.

Once you have established a team, you may make modifications for teams and students.

- Team – Edit or Delete
- Student – Edit or Delete
- Print Roster
- View Student Record

Reports Mode

Scores for activities completed in the Training Center will be reported to the TMT. Scores from the Competition are not reported to the TMT.

1. Click on the Reports tab at the top of the TMT screen.
2. Choose the student's team in the pull-down menu, and then select the student from the menu below it.

You can view a student's report in two different ways: Summary and Details. In both reports, data is organized by activity.

- **Time Trials:** Scores for Time Trials are recorded for any activity played to completion at the default 60-second setting.
- **BuZzins:** These scores are reported in the TMT for each round played in the Training Center. Rounds consist of three questions, with twenty points possible for each question. Points are deducted for each wrong answer, so that negative scores are possible in a BuZzin. NOTE: The score the student sees while playing is cumulative, but the TMT breaks each BuZzin session into individual rounds.
- **TriMathlon:** Each activity played in a TriMathlon will be indicated by a "TRiM" prefix.

Customize Mode

During a Competition, the program randomly selects Time Trials and BuZzins to present to the students. In the Customization mode, you may determine the pool of Time Trials and BuZzins from which the program picks.

1. Click on the Customization tab at the top of the screen.
2. From the Team menu, select the team for which you'd like to create a customized setting.
3. Next, select the activities that you want to be active during a Competition. We strongly recommend that at least three Time Trials and three BuZzins remain active.
4. If you set the Time Controls at NO, students will not be able to adjust the timings in the competition.