

Navigation inside the app

How to start

Preparing devices for the first lesson

- Download the Funexpected Math app on all student devices.
- Log into your Teacher or Students' accounts using the QR code from the Teacher's admin panel:
<https://teachers.funexpected.cloud/#/signin>
- Scan the login QR code from the Teacher's admin panel using your device's camera.

1



Download on
the App Store



Get it on
Google Play

2

Login QR-code



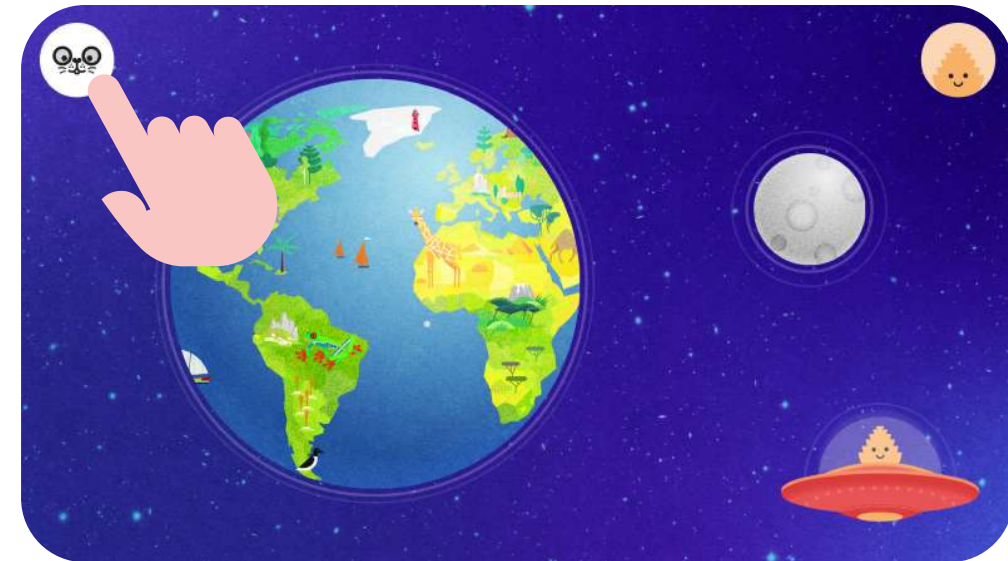
Harry, June 2017

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Kid Zone & Grown-Up's section

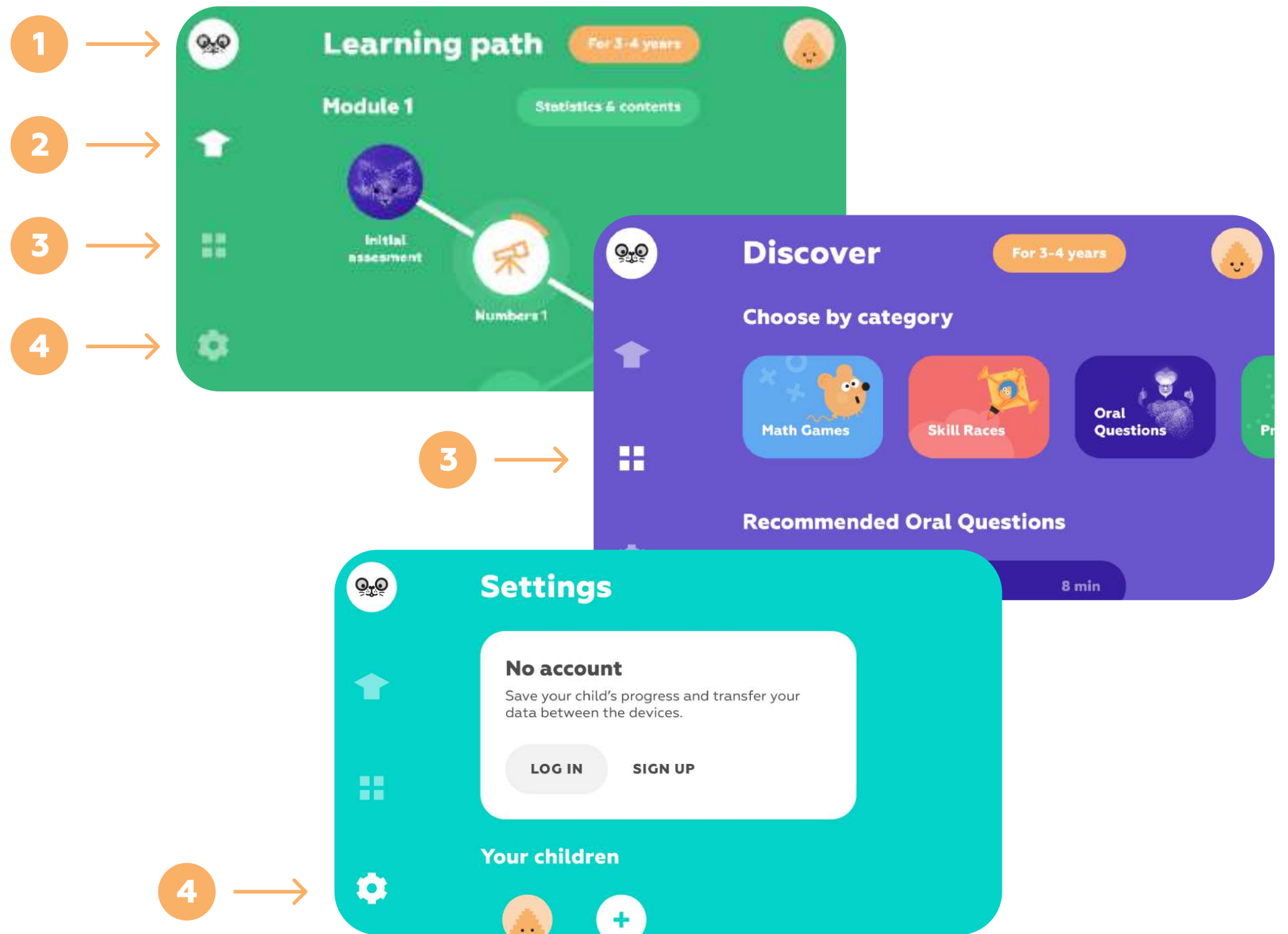
- The Funexpected Math app is divided into 2 sections – for kids and for grown-ups.
- To switch between areas, use the Seal icon in the upper left corner.



Grown-Up's section

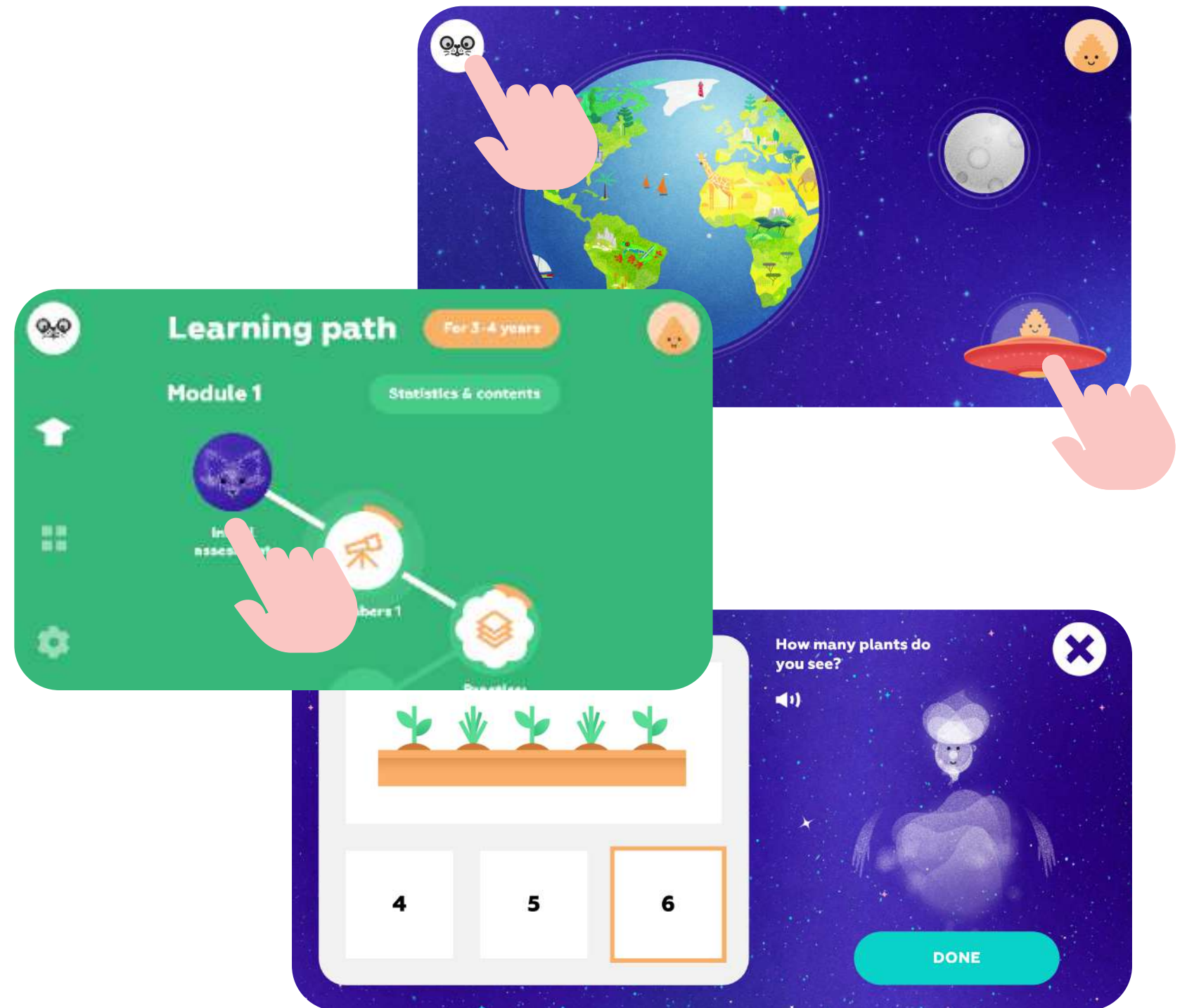
Switch between the tabs to discover all available features:

- 1 Back to Kid Zone
- 2 Learning Path
- 3 Discover
- 4 Settings



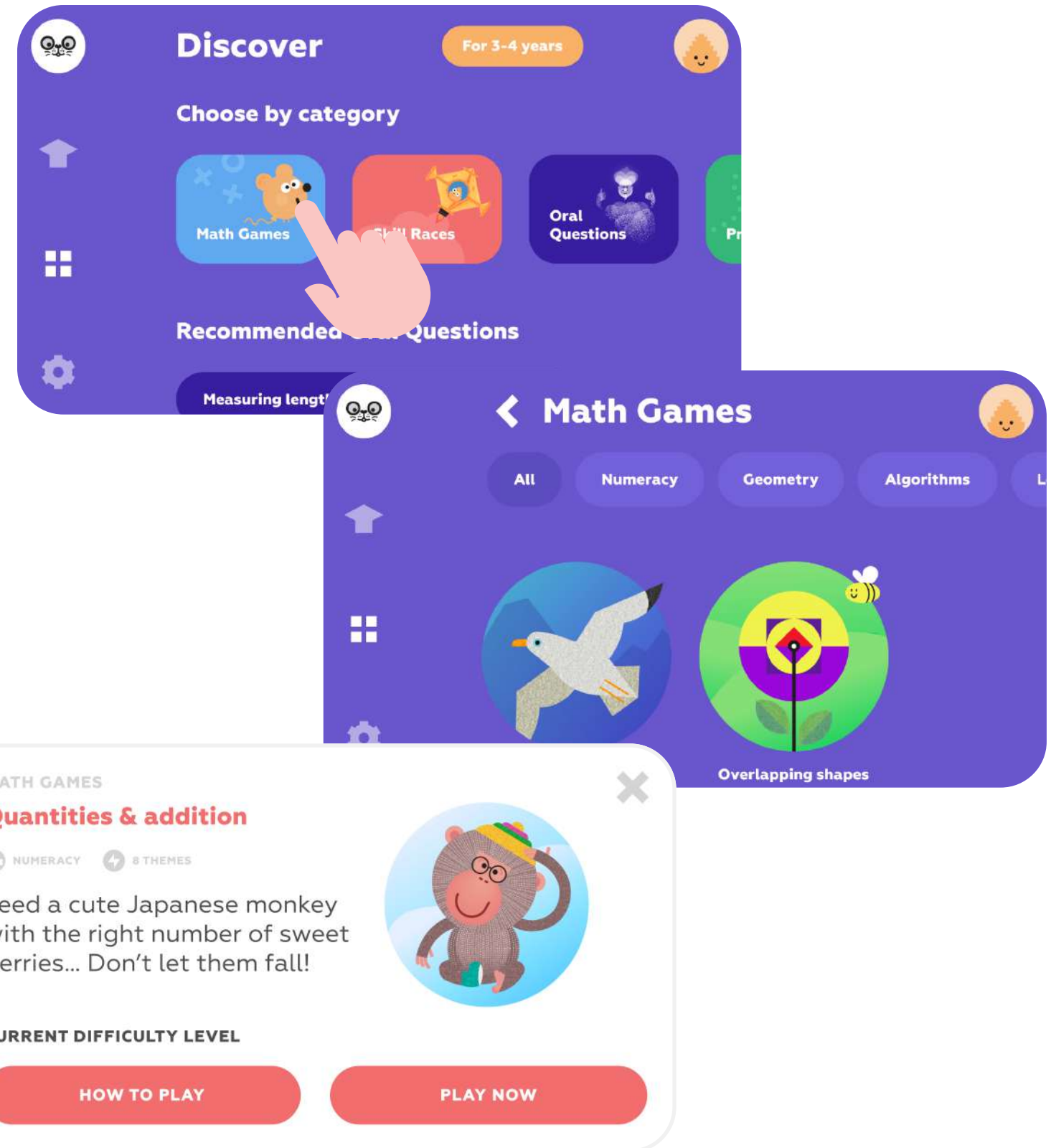
Learning Path (yearly course)

- Each student has their own Learning Path: a yearly program with 6 curriculum varieties led by a magical tutor (5 modules + 12 Star Missions per module).
- Each Star Mission consists of math manipulative games, interactive skills training and oral tasks.
- If there is an available Star Mission within the Learning Path, students will be automatically directed to it after viewing the Welcome screen.
- The next Star Mission can also be found on the Kid Zone main screen under the Spaceship icon.



Discover

- Here, you will find detailed descriptions and examples of all tasks, games and oral questions.
- You can choose activities by category or check out personal recommendations.
- Explore how-to guides for every activity + change game difficulty levels.



Kid Zone

Use the Seal icon to switch to the kid zone, where you will find:

- 1 To the Grown-Up's section
- 2 Earth Games
- 3 Moon Races
- 4 The next Star Mission from the Learning Path



Earth Games. Freeplay mode

- Tap on the Earth icon in the Main Menu to access the Earth Games.
- These tasks can also be found in the Star Missions course.

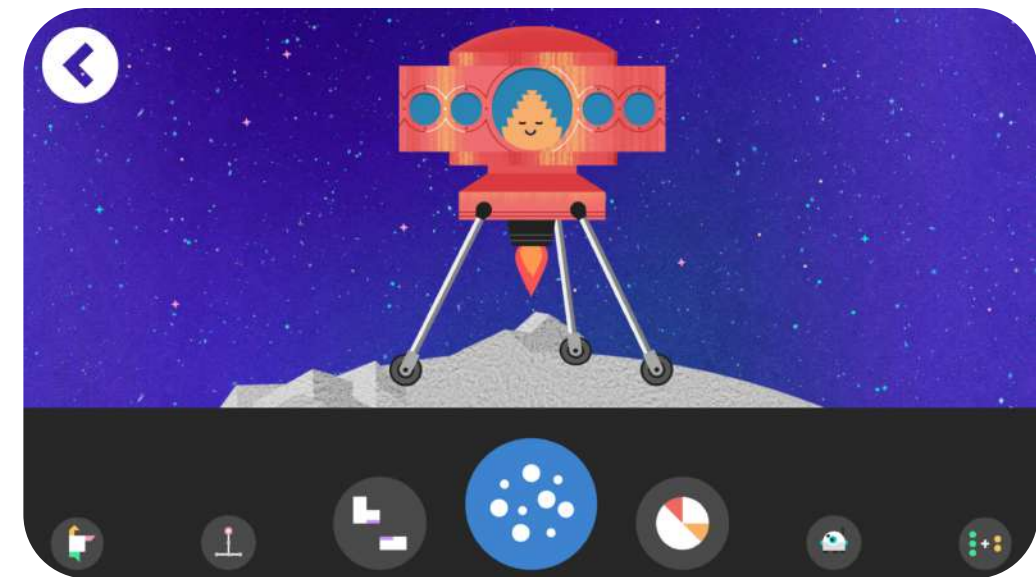
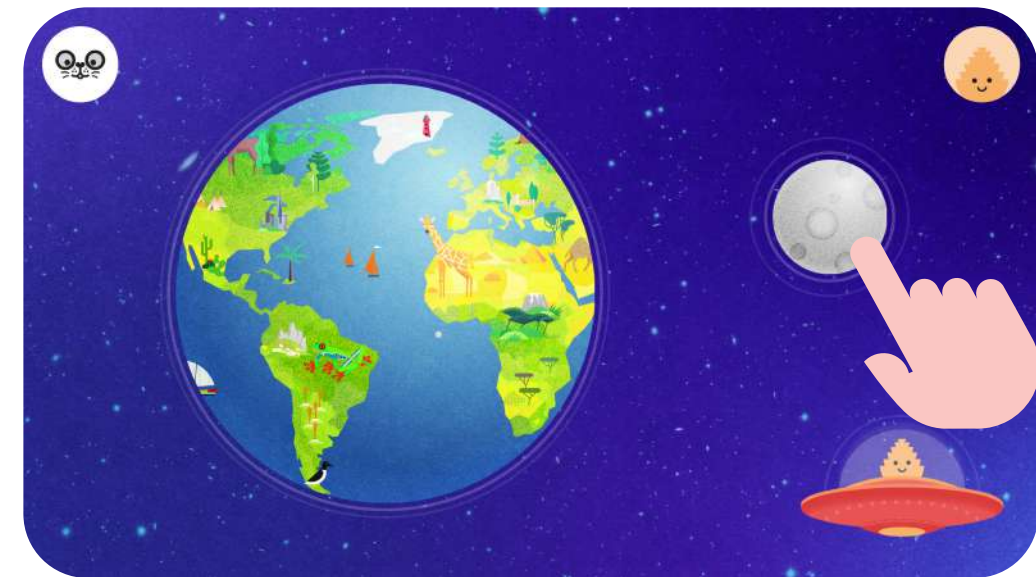
🎓 Earth Games are math manipulative games for kids to experiment in specially designed environments and develop a hands-on understanding of new concepts.



Moon Races. Freeplay mode

- Tap on the Moon icon in the Main Menu to access the Moon Races.
- These tasks can also be found in the Star Missions course.

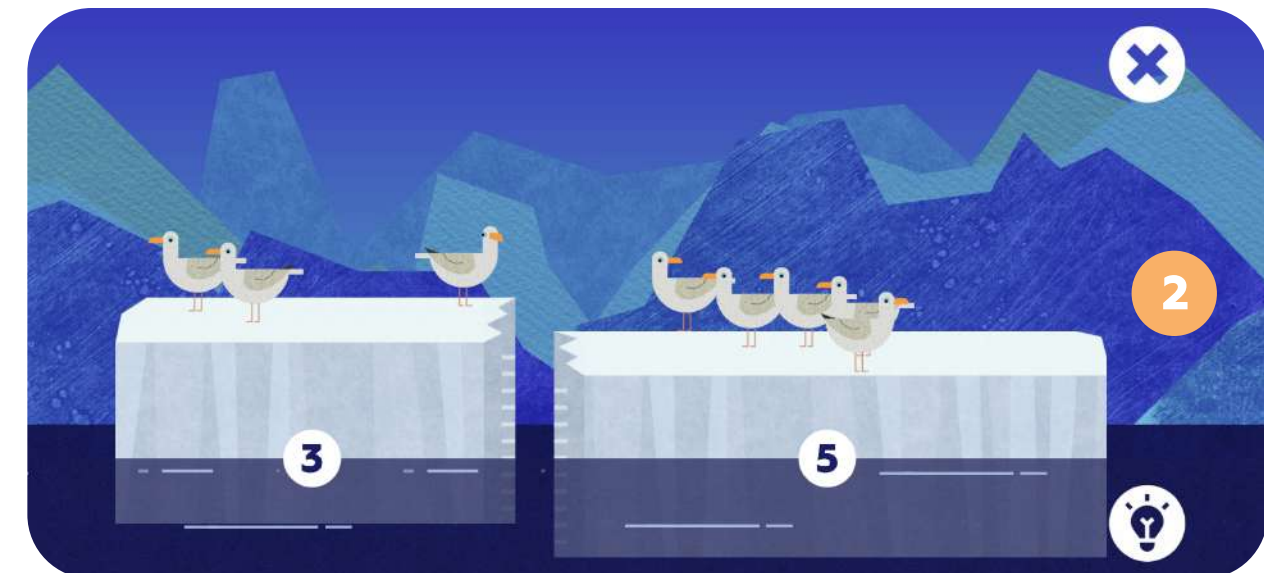
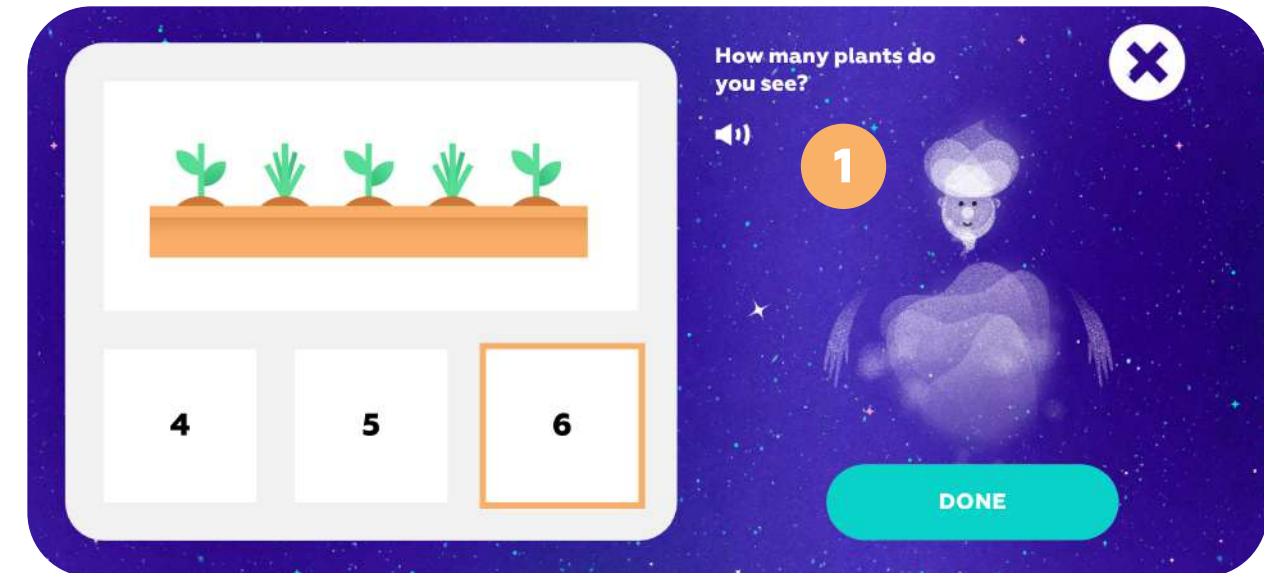
🎓 Moon Races help students achieve mastery and confidence in typical tasks across various math subjects.



Quick tips for best use

- 1 Any task spoken by a magical character in a mission can be repeated aloud – just click on the speaker icon.
- 2 More complex puzzles have a hint feature. Just click on the lightbulb and you'll receive a handy hint!

Remember: The lightbulb appears 10 seconds after a new task starts.



Teacher's account features: Whole Class Statistics and Reports

- To check your students' progress, tap the "Statistics & contents" button.
- Discover detailed class reports highlighting each student's strengths and areas for improvement.
- Check out comparative statistics on completed missions (grouped by module) by tapping the "Overall module progress" button.

The screenshot displays the 'Learning path' interface for 'Module 1'. A hand icon points to the 'Statistics & contents' button. Below this, the 'Initial assesment' section shows progress for students Camilla, Alex, and Cassandra across five missions: FOLD AND CUT, SYMMETRY, PROJECTIONS, and MEASUREMEI. A 'STUDENT'S STATISTICS' table provides detailed performance data for Module 1.

STUDENTS	DIFFICULTY ?	ACCURACY ?	SPEED ?	MISSION
Camilla	-	-	-	-
Alex	8.8	100%	0.80	#5
Cassandra	2.4	22%	0.32	#5
Helen	6.3	80%	0.60	#4

Legend: ● 100% correct ● With errors and hints ● Not solved ● Not started

Teacher's account features: Child's Statistics

- Detailed statistics feature a visual display of each student's progress, difficulty level, speed and accuracy.
- Tap "What's inside?" for a detailed curriculum on each mission.
- Personal statistics for any student will always be available in the Student account.

The image shows two overlapping screenshots of a digital interface. The top screenshot, titled 'PRACTICE SETS Initial assessment', displays a table of themes with columns for 'THEMES', 'DIFFICULTY', 'SPEED', and 'ACCURACY'. A hand icon points to a 'What's inside?' button. The bottom screenshot, titled 'UNITS Initial assessment', features a purple cat avatar, a mission description, and a list of two units with their respective activity counts and durations.

THEMES	DIFFICULTY	SPEED	ACCURACY
Counting, geometry, logic	5/6	0.34	100%
Quantity & addition	3/12	0.56	~80%
Mental rotation 1	2/3	0.26	~60%
Overlapping shapes	5/17	2.56	~40%
Geometry, numbers, algorithms	5/17	1.50	~50%

UNITS Initial assessment

20 ACTIVITIES 5 THEMES 30 MIN

Solve varied problems to adjust the individual learning path.

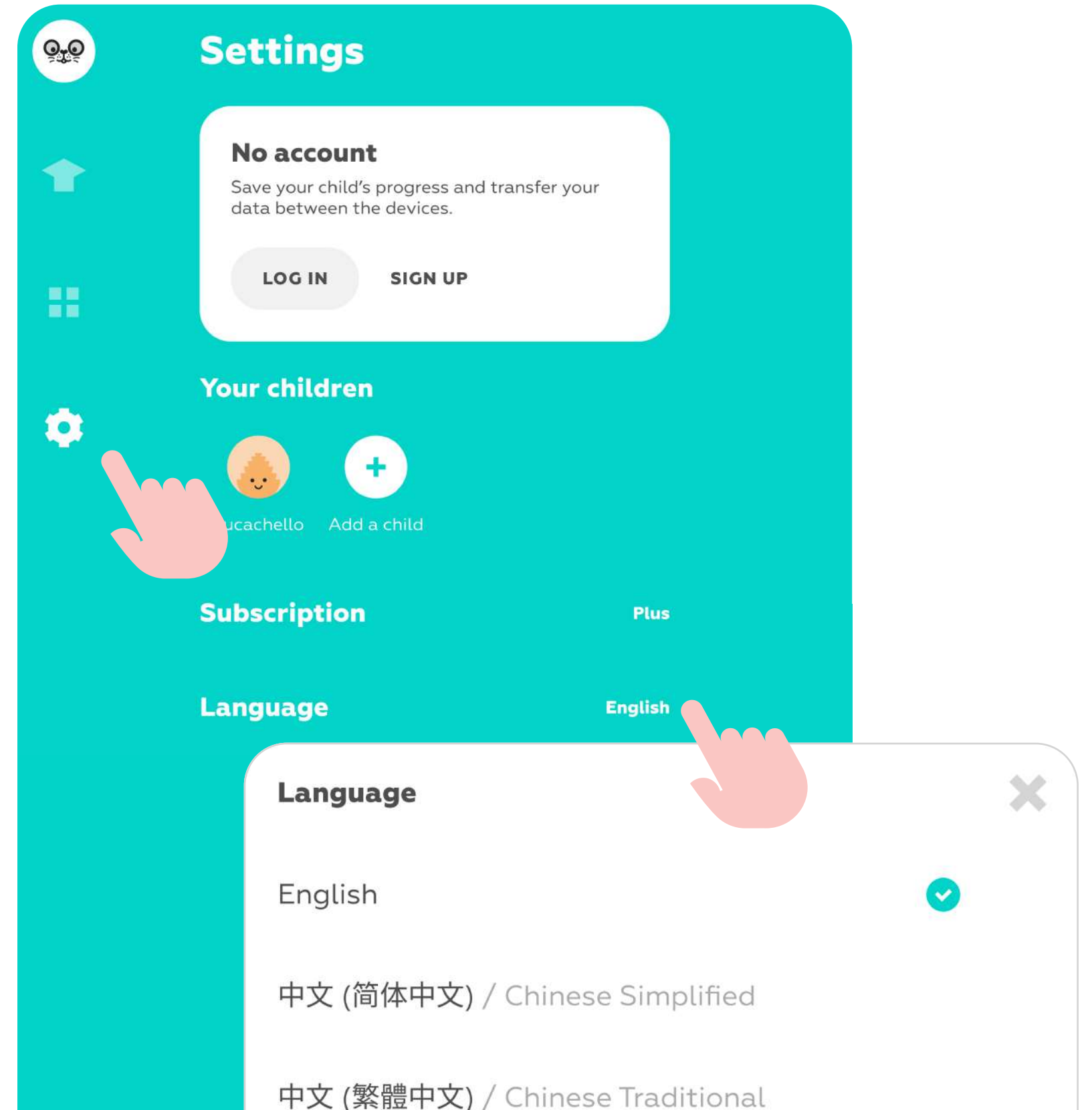
ABOUT THE MISSION

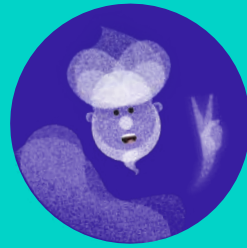
In this lesson, we assess the initial level of knowledge on various topics and select suitable tasks for the program.

- 1 Counting, geometry, logic
ORAL QUESTIONS 5 ACTIVITIES 6 MINUTES
- 2 Quantities & addition
MATH GAMES 5 ACTIVITIES 6 MINUTES

Got ELL students?

- No problem! Just create another teacher account and add ELL students to it: <https://funexpectedapps.com/teachers>
- Funexpected Math has been adapted for 17 languages! The language will be the same for the entire teacher account.
- Set your teacher account to your preferred language in your Account settings.





CHILD'S STATISTICS

Camilla 7 years

INTERACTIVE TASKS **43** ↑32 SKILL PRACTICE **24** ↑12 ORAL QUESTIONS **73** ↑16

Last week's progress

CURRENT DIFFICULTY LEVEL

9.2 **2.8**



Learn more about navigation within the app, and other features on our Educator Resources page!

[Go to Educator Resources](#)

Any questions?
Just email us at support@funexpected.org