

MathShed

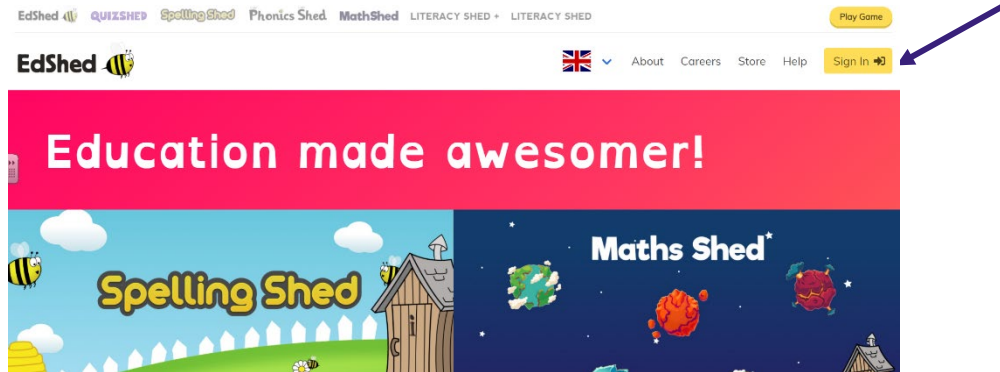
Guide

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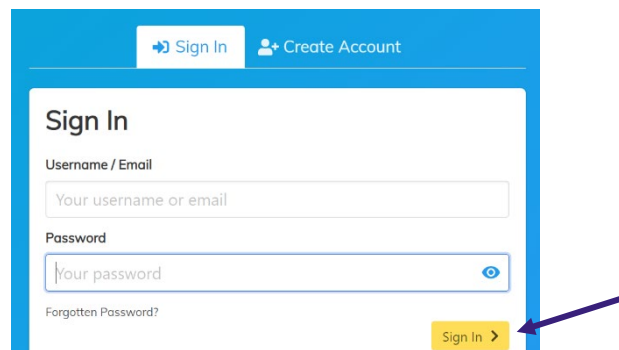
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Logging into MathShed

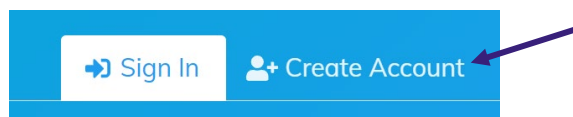
Visit <https://www.edshed.com/> to login to MathShed. Click on the 'Sign In' button.



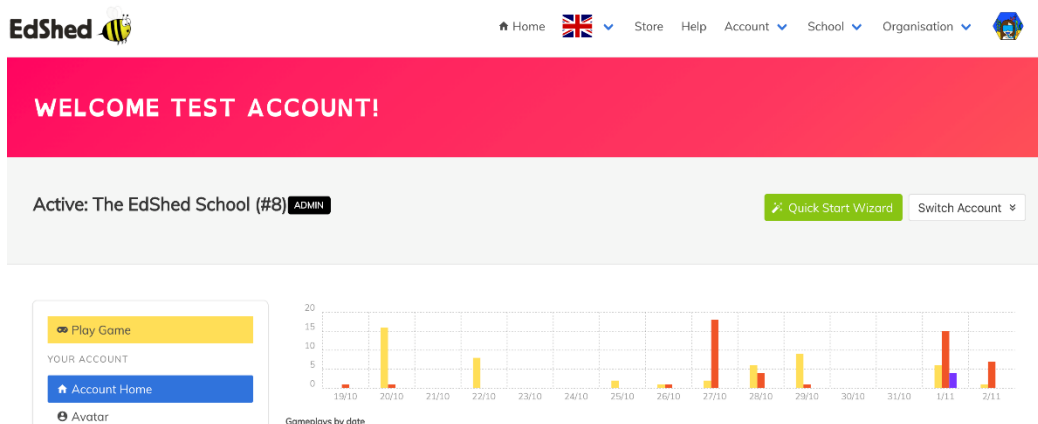
Enter your login details and click on 'Sign In'



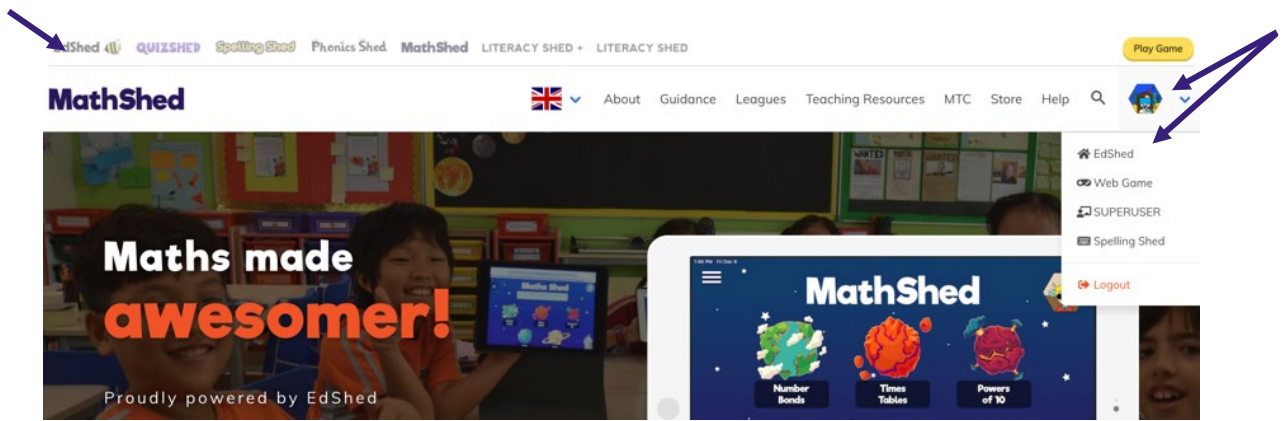
If you haven't created an account, click on 'Create Account'. Follow the instructions on screen. You will need the joining code from a spelling shed admin.



When you first login, you should automatically be taken to 'Account Home'.

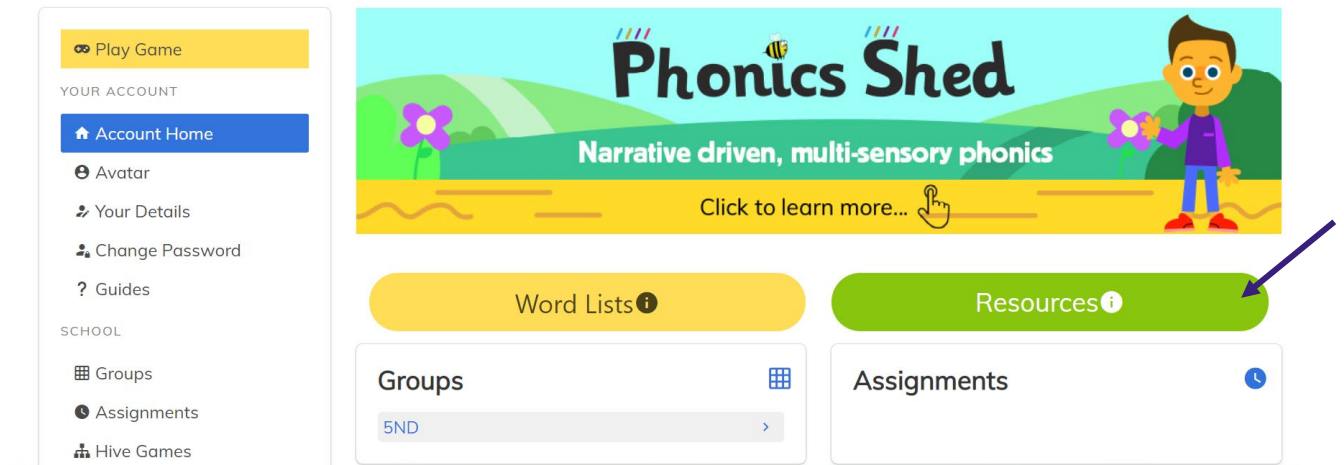


If you are not taken to 'Account Home' straightaway, click on your avatar on the right-hand side and then select 'EdShed' or click on EdShed which can be located top left hand corner.

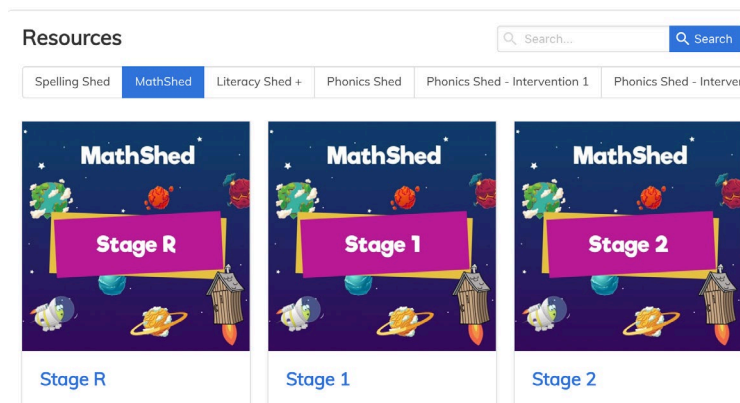


Locating the MathShed Resources

On 'Account Home', locate and click on 'Resources'. You may have to scroll down to find the 'Resources' button.



You will be taken to a page where you can select your year group. Stage R is Reception, Stage 1 is Year 1 etc.



Once you have selected your year group, you will be taken to the terms, then blocks, then individual lessons. You will then have three options for each lesson – resources (power points), questions sets (pupil quizzes) and lessons (videoed explanations with some quiz questions).

The power points are for the teacher to teach whole class lessons, question sets for the teacher to either generate into a work sheet or set for the pupils via an 'Assignment' and the lessons to assign the pupils and ideal for consolidation or interventions for child who need more practise.

Lessons



Stage 4 - Summer Block 2 - Money - Lesson 4 - To be able to use the four operations to solve money word problems

LYKQHTZ

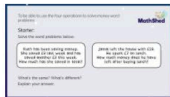
Question Sets



Stage 4 - Summer Block 2 - Money - Lesson 4 - To be able to use the four operations to solve money word problems

QEYLDQI

Resources



Stage 4 - Summer Block 2 - Money - Lesson 4 - To be able to use the four operations to solve money word problems

Resources

To be able to convert between metres and kilometres **MathShed**

Starter:
Which one doesn't belong?

Exit: 3 km

Next Exit
3,000 m

Exit: 300 m

Explain your answer.

To be able to convert between metres and kilometres **MathShed**

Talking Time:
Complete the bar models below.

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 50%;"></td><td style="width: 50%; text-align: center;">2 km</td></tr> <tr><td style="width: 50%; text-align: center;">800 m</td><td style="width: 50%; text-align: center;">1,200 m</td></tr> </table>		2 km	800 m	1,200 m	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 50%;"></td><td style="width: 50%; text-align: center;">4 km</td></tr> <tr><td style="width: 50%; text-align: center;">2,700 m</td><td style="width: 50%; text-align: center;">m</td></tr> </table>		4 km	2,700 m	m
	2 km								
800 m	1,200 m								
	4 km								
2,700 m	m								
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 50%;"></td><td style="width: 50%; text-align: center;">3 km</td></tr> <tr><td style="width: 50%; text-align: center;">m</td><td style="width: 50%; text-align: center;">2,730 m</td></tr> </table>		3 km	m	2,730 m	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 50%;"></td><td style="width: 50%; text-align: center;">km</td></tr> <tr><td style="width: 50%; text-align: center;">3,740 m</td><td style="width: 50%; text-align: center;">1,260 m</td></tr> </table>		km	3,740 m	1,260 m
	3 km								
m	2,730 m								
	km								
3,740 m	1,260 m								

To be able to convert between metres and kilometres **MathShed**

Activity 3:
Use the comparison symbols (<, > or =) to complete the following statements.

1,000 m	<input type="radio"/>	1 ½ km
4,000 m	<input type="radio"/>	3 km
6 km	<input type="radio"/>	6,600 m
250 m	<input type="radio"/>	¼ km

To be able to convert between metres and kilometres **MathShed**

Evaluation:

If it is 5 km between a lavender field and my nest and I have flown 1 ¾ km already, I only have another 3 km left to arrive home.

Do you agree?
Explain your answer.


Questions Sets

Ruth says, "To calculate £14.70 and £43.50, I start by adding the pound amounts together, making a sub-total of £57. I then add the pence amounts together, making a sub-total of £1.20. I then add the two sub-totals together to make the total amount, which is £58.20."

£92.20 £91 £91.20

Use the bar model to solve the problem below.
Jamal buys a burger for £9 and a milkshake for £6.
How many pounds does he spend in total?

£9	£6
----	----



Lessons

Starter

MathShed

To be able to use the four operations to solve money word problems

Starter:
Solve the word problems below.

Ruth has been saving money. She saved £9 last week and has saved another £3 this week. How much has she saved in total?

Jamal left the house with £19. He spent £7 on lunch. How much money does he have left after buying lunch?

What's the same? What's different?
Explain your answer.

Activity 1 Explainer Video

MathShed

To be able to use the four operations to solve money word problems

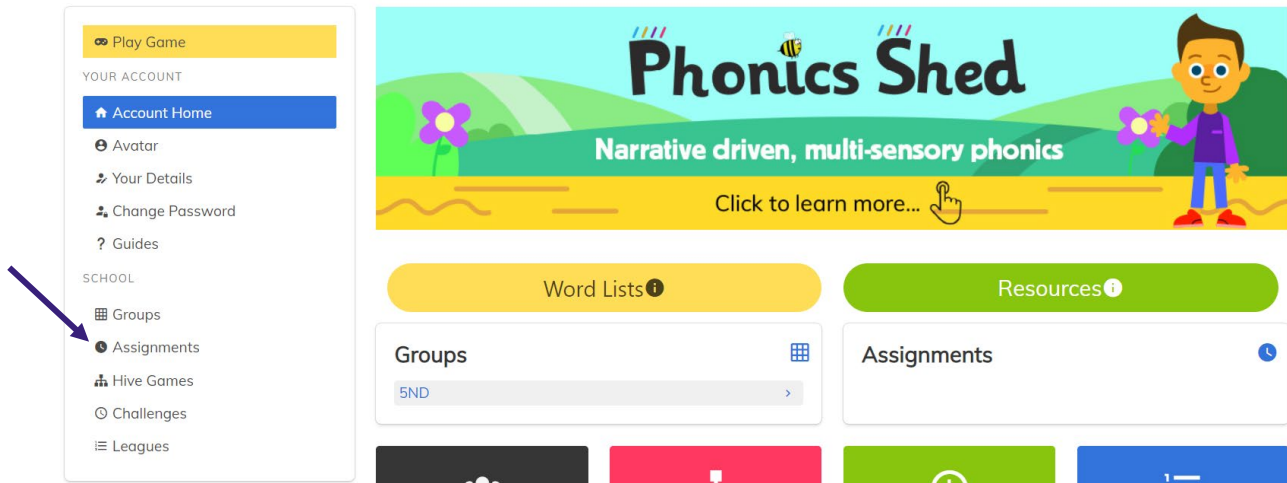
Talking Time:
Use the bar model provided to solve the word problem below.

Jamal buys a burger for £9 and spends £6 on a milkshake.
How much does he spend in total?

£9	£6
----	----

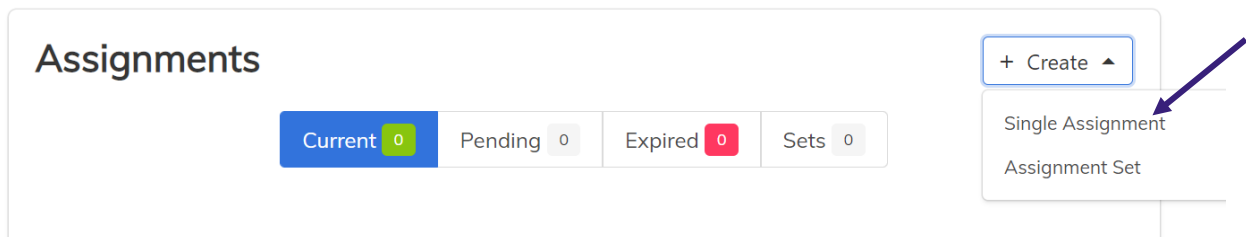
Assigning a MathShed Task to a Pupil

Look on the left hand side at the menu. Click on 'Assignments'.



You will be able to access all of your assignments on this page. To create a new assignment, click on 'Create'.

You can only create a 'Single Assignment' for MathShed so click here”



Assigning a Fluency Skill

Give the assignment a title and select the dates you want the task to be available for. Ensure 'Maths' and 'Fluency' is selected. Then select the Maths Question Type you would like and choose from the drop down.

The screenshot shows the 'Settings' tab of an assignment configuration page. The title is 'Assignment MATHS'. The 'Available From' date is 30/11/2021 00:00 and the 'Expiry' date is 04/12/2021 00:00. Under the 'Task' section, 'Fluency' is selected, and '123 Maths' is highlighted in the subject selection bar. In the 'Maths Question Type' section, '2 - 12s, Multiply' is selected from a dropdown menu. The 'Games Required' field is set to 'Blank for no limit'. A 'Save' button is located at the bottom right.

For Year 4 Multiplication Check Simulator find this in 'More' section, as shown below

This screenshot shows the same assignment settings page, but with the 'More' button in the 'Maths Question Type' section clicked. A dropdown menu is open, showing a list of options: 'Year 4 MTC', 'Year 4 MTC Simulator' (highlighted in blue), 'Negative Numbers', 'Counting through zero, Add', 'Counting through zero, Subtract', and 'Counting through zero, Mixed'. The 'Task' and 'Available From/Expiry' fields remain the same as in the previous screenshot.

'Limit options' means that pupils will be limited to only play the Maths task you have set, you can add a number of games required for them to practise before they have access to other games or keep blank for no limit.

Once you have filled in the details, click on 'Save'.

You will then be asked to select the pupils. Click on the children you wish to assign the activity to. You do not need to press 'save' here as once you click/unclick the child, it will automatically save. You can select your group from the drop down menu. You can also select 'track group' this means that if a pupil comes out of this group they will be removed from the assignment.

You can also add other teachers by clicking on the teacher tab. This means that other teachers can view the assignment but will not be able to edit it.

When you have finished adding pupils and teachers, click on the 'x' to be taken back to the assignment page. This page has now been updated to include your assignment.

Assignments + Create ▾

View all? Showing your assignments only

Current 10 | Pending 167 | Expired 149 | Sets 2

[Delete Assignment\(s\)](#) [Detach from Set](#)

	Title	Set	From	Expiry	
<input type="checkbox"/>	PHONICS PH2 SS SPELLING Phonics phase 2 ss		17/11/2021 00:00	31/12/2021 00:00	Details ▾
<input type="checkbox"/>	The affixes 'un-', '-er' and '-est' SPELLING		01/12/2021 00:00	08/12/2021 00:00	Details ▾
<input type="checkbox"/>	Assignment QUIZ MATHSHED		30/11/2021 00:00	08/12/2021 00:00	Details ▾

Assigning a MathShed Quiz

Give the assignment a title and select the dates you want the task to be available for. Ensure 'Maths' and 'Quiz' is selected. Then select the Year > Term > Block > Lesson you need and click 'select'. This is also where you select the assessment quizzes.

The screenshot shows the 'Assignment QUIZ' configuration page. At the top, there are tabs for 'Settings', 'Pupils', and 'Teachers'. The 'Settings' tab is active. The 'Title' field contains 'Assignment QUIZ'. Below it, 'Available From' is set to '30/11/2021 00:00' and 'Expiry' is set to '08/12/2021 00:00'. The 'Task' section has radio buttons for 'Fluency', 'Quiz' (selected), and 'Lesson'. Above these are buttons for 'abc Spelling', '123 Maths' (highlighted in red), 'Quiz', and 'Phonics'. Below the radio buttons is a '< BACK' button and a text description: 'Stage 2 - Spring Block 1 - Multiplication and Division - Lesson 1 - To be able to make equal groups by sharing'. A green 'Select' button is to the right of the description. At the bottom right of the form is a green 'Save' button. Blue arrows point to the '123 Maths' button, the 'Quiz' radio button, the 'Select' button, and the 'Save' button.

Once you have filled in the details, click on 'Save'.

You will then be asked to select the pupils. Click on the children you wish to assign the activity to. You do not need to press 'save' here as once you click/unclick the child, it will automatically save. You can select your group from the drop down menu. You can also select 'track group' this means that if a pupil comes out of this group they will be removed from the assignment.

The screenshot shows the 'Add Homework' dialog box. At the top is a red header with the text 'Add Homework' and a close button. Below the header are tabs for 'Settings', 'Pupils', and 'Teachers'. The 'Pupils' tab is active. The 'Group' dropdown is set to 'Class 4a (tracked)'. To the right of the dropdown is a 'Track Group' toggle switch, which is turned on. Below this is a list of pupils with checkboxes and their names and usernames: Hilary Hill (@hilaryh11), Hugo Martin (@hugom88), and Indy imp (@indyi). All checkboxes are checked. A blue arrow points to the 'Track Group' toggle switch. Another blue arrow points to the 'Teachers' tab.

You can also add other teachers by clicking on the teacher tab. This means that other teachers can view the assignment but will not be able to edit it.

Add Homework ✕

Settings Pupils **Teachers**

Assigned Teachers

Arya Dracula

@carysedshed

Clayton Victory ✕

@Mrbob

Add Teachers

Use the table below to Add/Remove teachers from this assignment

Username

Andrew M

@andrewshed

+ Add

When you have finished adding pupils and teachers, click on the 'x' to be taken back to the assignment page. This page has now been updated to include your assignment.

Assignments + Create ▾

View all? Showing your assignments only

Current 10

Pending 167

Expired 149

Sets 2

Delete Assignment(s)

Detach from Set

	Title	Set	From	Expiry	
<input type="checkbox"/>	PHONICS PH2 SS SPELLING Phonics phase 2 ss		17/11/2021 00:00	31/12/2021 00:00	Details ▾
<input type="checkbox"/>	The affixes 'un-', '-er' and '-est' SPELLING		01/12/2021 00:00	08/12/2021 00:00	Details ▾
<input type="checkbox"/>	Assignment QUIZ MATHSHED		30/11/2021 00:00	08/12/2021 00:00	Details ▾

Assigning a MathShed Lesson

Give the assignment a title and select the dates you want the task to be available for. Ensure 'Maths' and 'Lesson' is selected. Then select the Year > Term > Block > Lesson you need and click 'select'.

The screenshot shows the 'Settings' tab of the assignment creation interface. The 'Title' field contains 'Assignment QUIZ'. The 'Available From' date is '30/11/2021 00:00' and the 'Expiry' date is '08/12/2021 00:00'. The 'Task' section has tabs for 'Spelling', '123 Maths', 'Quiz', and 'Phonics'. The 'Lesson' radio button is selected. Below the tabs, there is a 'BACK' button and a task description: 'Stage 1 - Summer Block 3 - Position and Direction - Lesson 3 - To be able to describe positions (2) LFHTXFR'. A 'Select' button is to the right of the task description. At the bottom right, there is a 'Save' button. Blue arrows point to the '123 Maths' tab, the 'Lesson' radio button, the 'Select' button, and the 'Save' button.

Once you have filled in the details, click on 'Save'.

You will then be asked to select the pupils. Click on the children you wish to assign the activity to. You do not need to press 'save' here as once you click/unclick the child, it will automatically save. You can select your group from the drop down menu. You can also select 'track group' this means that if a pupil comes out of this group they will be removed from the assignment.

The screenshot shows the 'Add Homework' interface with the 'Pupils' tab selected. The 'Group' is set to 'Class 4a (tracked)' and the 'Track Group' toggle is turned on. A list of pupils is shown with checkboxes: Hilary Hill (@hilaryh11), Hugo Martin (@hugom88), and Indy imp (@indyi). A blue arrow points to the 'Track Group' toggle.

You can also add other teachers by clicking on the teacher tab. This means that other teachers can view the assignment but will not be able to edit it.

Add Homework ✕

Settings Pupils **Teachers**

Assigned Teachers

Arya Dracula

@carysedshed

Clayton Victory ✕

@Mrbob

Add Teachers

Use the table below to Add/Remove teachers from this assignment

Username

Andrew M

@andrewshed

+ Add

When you have finished adding pupils and teachers, click on the 'x' to be taken back to the assignment page. This page has now been updated to include your assignment.

Assignments + Create ▾

View all? Showing your assignments only

Current 10

Pending 167

Expired 149

Sets 2

Delete Assignment(s)
Detach from Set

	Title	Set	From	Expiry	
<input type="checkbox"/>	PHONICS PH2 SS SPELLING Phonics phase 2 ss		17/11/2021 00:00	31/12/2021 00:00	Details ▾
<input type="checkbox"/>	The affixes 'un-', '-er' and '-est' SPELLING		01/12/2021 00:00	08/12/2021 00:00	Details ▾
<input type="checkbox"/>	Assignment QUIZ MATHSHED		30/11/2021 00:00	08/12/2021 00:00	Details ▾

Editing an assignment

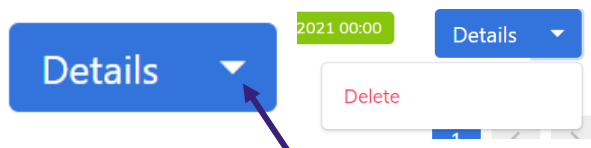
To edit the assignment (e.g. change dates, teachers, pupils), click on 'Details' and then the pencil symbol.

The screenshot shows the 'Assignments' page in MathShed. At the top, there is a '+ Create' button and a toggle for 'View all?' (currently set to 'Showing your assignments only'). Below this are filters for 'Current' (10), 'Pending' (167), 'Expired' (149), and 'Sets' (2). There are also buttons for 'Delete Assignment(s)' and 'Detach from Set'. The main table lists three assignments:

	Title	Set	From	Expiry	Details
<input type="checkbox"/>	PHONICS PH2 SS SPELLING Phonics phase 2 ss		17/11/2021 00:00	31/12/2021 00:00	Details
<input type="checkbox"/>	The affixes 'un-', '-er' and '-est' SPELLING		01/12/2021 00:00	08/12/2021 00:00	Details
<input type="checkbox"/>	Assignment QUIZ MATHSHED		30/11/2021 00:00	08/12/2021 00:00	Details


Below the table is a detailed view of an assignment. It shows the title 'Assignment' with a 'MATHS' tag, the dates '30/11/2021 00:00 - 02/12/2021 00:00', and a status of 'active'. A pencil icon in the top right corner of this view indicates where to click to edit the assignment.

You can also delete an assignment by clicking on the arrow next to 'Details'.








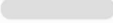
Viewing assignment results

Go to the assignment section and click 'details' next to the assignment you would like to view. You will be able to see how many times each pupil has played, the level they have played on and the percentage they got correct.

Assignment MATHS 

30/11/2021 00:00 - 02/12/2021 00:00

active

Pupil	Games Played	Status	Correct	Speed	Difficulty	Total Score	
Scary Spice	2 	 Drone (1950pts) Current score: 1950pts	90%	3.08 s	3.0000 	186,620	View Pupil
betty	0 	 Egg (0pts) Current score: 0pts	0%	0 s	0.0000 	0	View Pupil

The assignment status will change, based on the highest points they have scored on the assignment. They are created as described below. To get the highest status (Royal Bee) a child would need to play on extreme level 5 times with no mistakes.

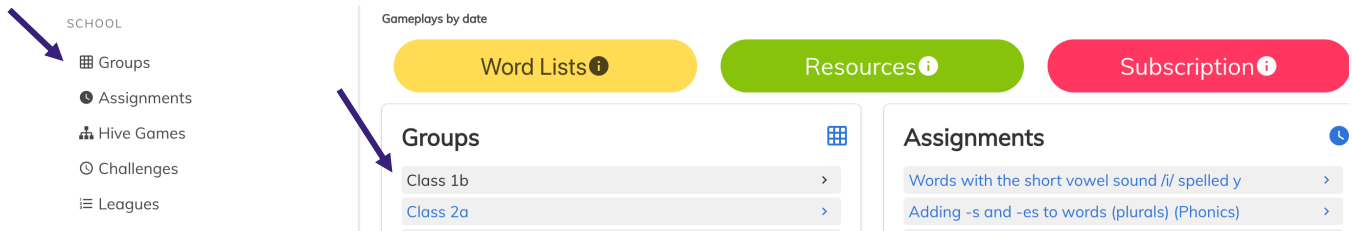
N.B. Status is a rank based on the difficulty and percentage correct for the most recent five games.

5 x Extreme (level 4) x 100% = 2,000pts max.

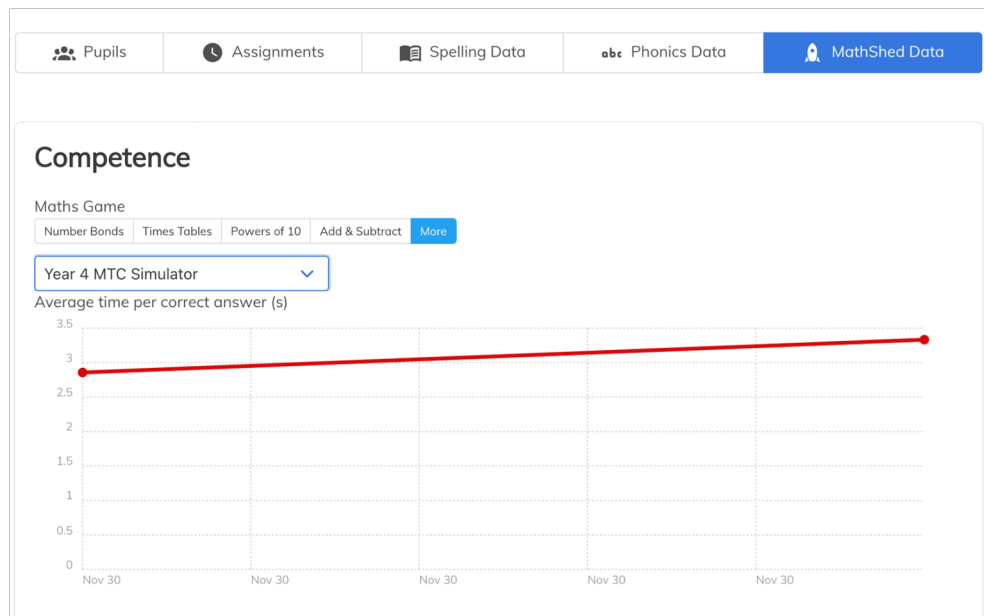
Opts = Egg, 200pts = Larva, 500pts = Drone, 1,000pts = Worker Bee, 1,500pts = Soldier Bee, 1,960pts = Royal Bee.

Class Maths Data

To view the data for a whole class/group, select 'Groups' on the left side or from the 'Account Home' page.



Scroll down and select 'Maths Data' and then select from the Maths Game menu and drop down to see the competence of all the pupils in that group. For more specific information on each child see the individual pupil data.



Identifying the usage of your class



On your group page click the heading 'Activity' and this will show you the amount of games played in the past 7 days by the pupils in your class. This can also help to describe the 'Shed Score' and how this is created (see scoring info).

The 'Activity' page shows a table of game usage for a pupil named 'Scary Spice'. The table has columns for 'Pupil', 'Name', and 'Games'. The 'Games' column is a grid showing the number of games played in each day of the week (Thu, Fri, Sat, Sun, Mon, Tue, Today). The 'MathShed' game shows 1 game played on Monday and 1 game played today.

Pupil	Name	Games
Scary Spice	Ray Geronimo	
		Thu Fri Sat Sun Mon Tue Today
	Spelling Shed	0 0 0 0 0 0 0
	MathShed	0 0 0 0 0 1 1
	Quiz Shed	0 0 0 0 0 0 0

Individual Maths Data

After you have selected your class in groups, stay on the 'Pupils' tab. This will show all of the children in your class. You can also access your children on 'All Pupils'. Click on the pupil you wish to look at.

Pupil	Name	Spelling Shed Score ↓	MathShed Score	QuizShed Score
	Scary Spice Ray Geronimo	326,842	0	0
	sandy Micky Konger	0	0	0

Once you have clicked on a child, you will be taken to the 'Pupil Setup' tab. You can access the child's password, change password, add or deduct honey pots and see the child's score.

Scary Spice @scarys

Spelling Shed 🏆 Shed Score 326,842 📉 Highest Score 122,352 🏆 Total Score 972,192
 Maths Shed 🏆 Shed Score 0 📉 Highest Score 186,230 🏆 Total Score 959,599
 QuizShed 🏆 Shed Score 12,914 📉 Highest Score 18,708 🏆 Total Score 31,623

Assignments

Current Past

Name

Assignment LESSON **MATHSHED** [View](#)

Set by: Test account


Stage 1 - Summer Block 3 - Position and Direction - Lesson 3 - To be able to describe positions (2)

0 / 1 played. Due: 07/12/2021 00:00

Honey Shop 686 🍯

Add Reward / Fine

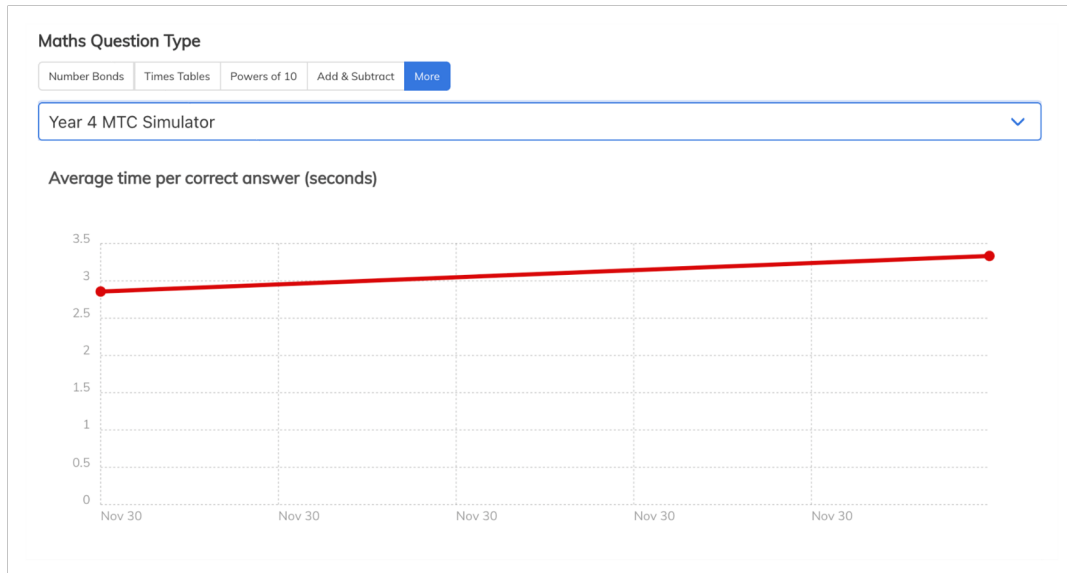
Reward 1 [Save](#)

Item ↓	Cost
 Reward	(+1)
01/12/2021 12:09	X

Click on 'Maths Data'.

Pupil Setup | Spelling Data | **Maths Data** | Phonics Data | Quiz Data

When there is enough data, a competency graph will be produced. You will be able to select a Maths question type then a skill from the drop-down menu, to show progress overtime.



You will also be able to access the history of what has been played by the child.

History

Time	Category	Level	%	Score	
30/11/2021 17:28	Times Tables (2,3,4,5,6,7,8,9,10,11,12) - Times i	Hard	95% (21/22)	99,460	x
12/10/2021 11:51	Number Bonds (10) - Mixed i	Hard	100% (36/36)	186,230	x
12/10/2021 11:50	Times Tables (4) - Mixed i	Hard	96% (27/28)	134,790	x
11/10/2021 09:14	Number Bonds (10) - Mixed i	Hard	89% (26/29)	131,640	x
11/10/2021 09:14	Number Bonds (10) - Mixed i	Hard	89% (26/29)	131,640	x
11/10/2021 09:13	Times Tables (4) - Mixed i	Hard	87% (21/24)	101,240	x
08/10/2021 16:27	Times Tables (4) - Mixed i	Hard	88% (22/25)	106,890	x
08/10/2021 16:25	Number Bonds (10) - Mixed i	Hard	93% (29/31)	148,460	x

1 < >

Pupil Setup | Spelling Data | Maths Data | Phonics Data | **Quiz Data**

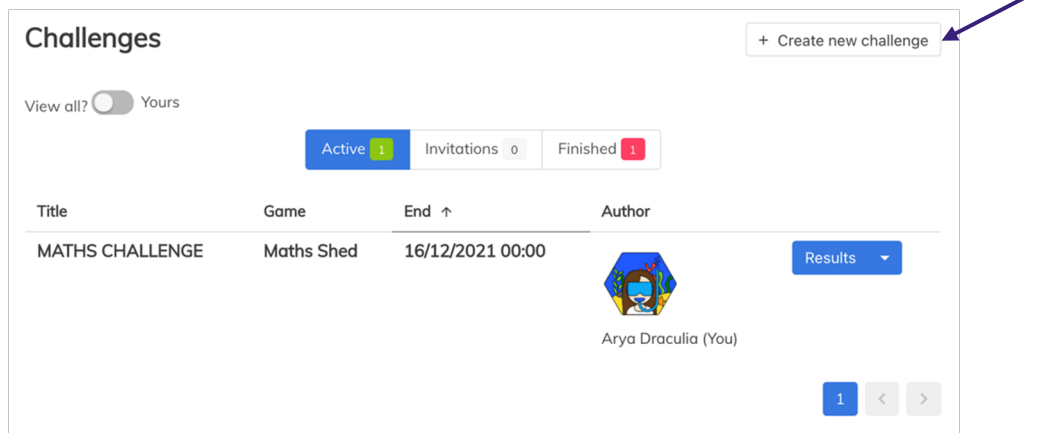
You can click 'View' to see their exact answers to the questions.

Quiz Games Played

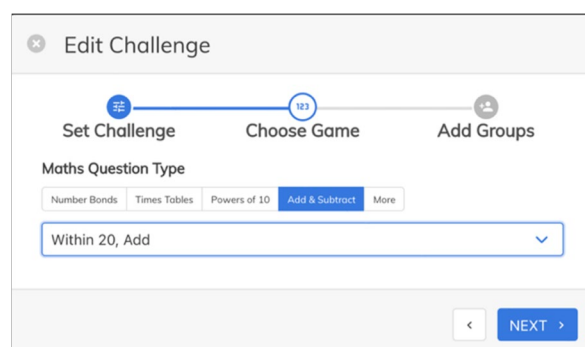
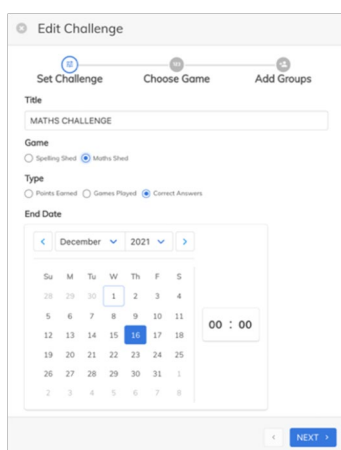
Ident	Set Name	Score	Correct	Date	
QWXDZEQ	Stage 1 W1.1 Identifying and defining nouns	12914	7 / 10	01-11-2021 08:40	View
QCMEYWB	Stage 2 - Autumn Block 1 - Place Value - Lesson 1 - To be able to count objects to 100	18709	4 / 10	08-10-2021 16:28	View

How to create a Challenge

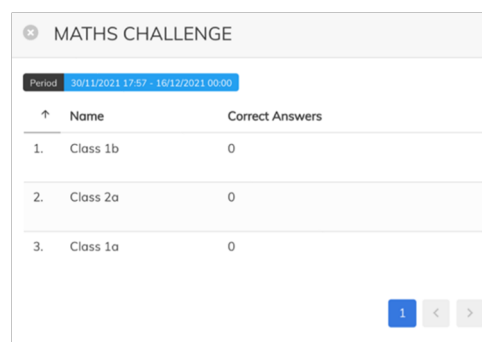
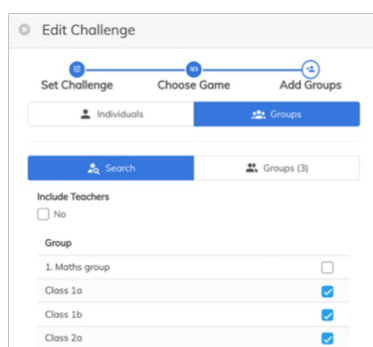
Challenges are a good motivational tool and can be used to have competitions within the school. First go to 'Challenges' in the menu and click 'Create new challenge'.



Give your challenge a title, an end date and how you want it to be scored. Click 'next' and choose the list you want this challenge to be based on. Click 'next' and finally add the players.



You can add whole groups so classes or spelling groups can compete against each other. Alternatively, you can select individuals to compete against each other. See below for what the results look like for the Challenge I have created.



Leagues

Leagues show how pupils are getting on based on their Shed Score (see info on scoring for how this is generated). You can exclude groups from leagues by unticking this box on the group page.

Pupil Groups				+ Add Group	
Name	Pupils	Teachers	Leagues		
1. Maths group	3	1	<input type="checkbox"/> ⓘ	Details	▼
Class 1a	5	1	<input checked="" type="checkbox"/> ⓘ	Details	▼

How to create a Custom League

Custom leagues are used to see data from a chosen group of pupils. This can include pupils from multiple groups or classes and even teachers.

Custom leagues can be based on their scores, amount of games played or total number of correct answers they have given.

Go to the leagues page from the menu on the EdShed homepage, scroll down and click on custom leagues.

The screenshot shows the EdShed homepage. On the left, a navigation menu is visible with 'Leagues' highlighted by a blue arrow. The main dashboard area contains several cards: 'Word Lists', 'Resources', 'Groups' (with 'No Groups' message), and 'Assignments' (with 'No Assignments' message). Below these are three large buttons: 'Hive Games', 'Challenges', and 'Leagues'. The 'Leagues' button is highlighted with a blue arrow.

Click on the '>' button to go to the custom league page. Then click on 'Create Custom League' on the next page.

The screenshot shows the 'Custom leagues' page. The 'Custom leagues' header is highlighted in blue. Below it are two sections: 'Top Spelling Groups' and 'Top Maths Groups'. A blue arrow points to a '>' button on the right side of the 'Custom leagues' header.

Custom Leagues PREMIUM

+ Create Custom League

Active 0

Pending 0

Finished 0



Nothing here.

Fill in the details and select the options you want. Click 'preview' and then click 'save'. You can select a fluency skill or leave blank to use points from any MathShed games played.

Custom League

Criteria Preview

Title

Start Date End Date

Target School - Pupils School - Groups Group - Pupils

Group

Include Pupils Teachers

Show in Game? Hide

Spelling **Maths**

Maths Question Type

Number Bonds | Times Tables | Powers of 10 | Add & Subtract | More

Single goal only

Type Total Points Correct Answers Games Played

Scoring

We have several different ways of scoring on MathShed:



Shed Score

This is the main score used for leagues and is the total score from the past seven days. This may go down as well as up. It is rolling total which is calculated live, and the score is stored after each game play. For example, if you earned 30 million points on Wednesday, the following Tuesday those points would be included in the Shed Score but on Wednesday, those points are now more than seven days old, so they stop being included in the score.



Your highest score

This is the highest score you have earned from one game.



Your total score

This is your total score to date.



Honeypots

This is the currency within the game and can be used to buy accessories for your avatar.

NOTE

If you have any further questions, please contact support@edshed.com