

MATHS INVADERS ONLINE

MathsInvaders.com

Guide for Teachers and Parents



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This manual is designed for use with Maths Invaders Online, www.mathsinvaders.com. It is to be read in conjunction with the EdAlive Central Guide for Teachers and the EdAlive Central Guide for Home Users. For more information go to central.edalive.com.

EdAlive Central is the foundational resource from which Maths Invaders Online and EdAlive's other Web Apps draw resources.

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About Maths Invaders Online



What is Maths Invaders Online

Maths Invaders Online is a resource of unparalleled power and capacity for teachers of mathematics.

Maths Invaders Online is concurrently:

- A tables/maths fact teaching environment.
- An Adaptive Learning System that automatically manages student's progression.
- A real-time, interactive, multiplayer game.
- A comprehensive mastery learning programme.
- A massive Printable Maths Practice Worksheet Generator.



Not only does *Maths Invaders Online* teach tables and maths facts through repetition and sequencing but it also develops mental maths agility and fluency, and teaches mental maths patterns, tricks and strategies through the built in progressions that will stay with a student for a lifetime.

No other maths program packs so much into such an easy-to-use and motivational system. Its focus on developing critical maths facts and computational maths skills is laser sharp and incredible value for any school or family.

Maths Content Summary

Maths Invaders Online starts with kindergarten level counting and simple addition, and builds through to addition, subtraction, multiplication and division tables all the way to challenging Year 10 calculations including powers and square roots. Throughout this journey it comprehensively covers computational maths and will foster a mathematical mind-set in students.

Covers: Addition • Subtraction • Multiplication • Division • Fractions • Decimals • Percentages • Numeration • Counting • Squares • Square Roots • Powers • Directed Numbers and more!

Age	5	6	7	8	9	10	11	12	13	14	15+
Numeration	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Times tables	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Addition/subtraction	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Multiplication/division			✓	✓	✓	✓	✓	✓	✓	✓	✓
Powers/roots							✓	✓	✓	✓	✓
Fractions/decimals				✓	✓	✓	✓	✓	✓	✓	✓

Children learn best when they are having fun

The fast and furious games built into *Maths Invaders Online* engage and motivate students to master mental maths.

- Carefully sequenced to build mental maths ability step-by-step.
- Little-by-little as skills increase the maths gets harder.
- The children are having so much fun they don't even realise they are learning.
- Players tackle 100s of questions in minutes.

Enhanced power

The new *Maths Invaders Online* is built on the rich, multi-award-winning pedigree of the original *Maths Invaders CD* Edition. It has been upgraded and transformed to create a hugely powerful maths mastery learning system! The new capabilities include:

- Flexible, Internet delivery enabling integration between home and school.
- *EdAlive Adaptive Learning System* that automatically manages student's progress.
- *Space Rescue* real-time interactive, multiplayer game
- *Galactic Campaign* mastery learning system.
- Direct curriculum correlation
- Massive Printable Maths Practice Worksheet Generator.
- Printable certificates

Individualised learning

The design of *Maths Invaders Online* enables each student to progress at their own pace and at their own level.

- Enables teachers and students to choose the number facts to be practised and then allows for repetition until mastery is achieved.
- Focus on areas needing attention or extension by selecting the same topic at a lower or higher level.
- Extends the gifted and supports those for whom learning maths is a struggle.




Created by highly experienced teachers

Through multiple iterations from floppy disk to CD and finally to *Maths Invaders Online*, it has been a journey of over 25 years. Our team of highly experienced maths teachers has produced a masterpiece!

Ease and power for teachers and parents

The Teacher/Parent Management sections put teachers and parents in control. It is powerful yet quick and simple to operate.

1. Powerful, flexible content selection allows activity to be focused according to the individual student's needs.
2.  Allocate the same content settings to the whole class
3. Historical reports to quickly give an understanding of how each child is progressing.
4. Swiftly identifies each student's strengths and weaknesses.

Builds maths fact fluency - automaticity

Tables and number facts fluency is the quick and effortless (automatic) recall of basic math facts from long-term memory without conscious effort or attention. Every child should instantly recall that $6 \times 8 = 48$ without counting on their fingers or in their heads. Table (maths fact) fluency is an essential life skill that should be achieved before a child leaves primary school.

Maths Invaders Online builds maths fact fluency enabling students to move maths fact processing out of their working memory so they can focus their mental capacity on operating mathematically.

Intrinsic motivators

As students progress in their learning journey *Maths Invaders Online* provides instant dynamic feedback reinforcing progress question by question. The intrinsic motivation is amplified through progress reports, attainments, certificates and more.

Extrinsic motivators

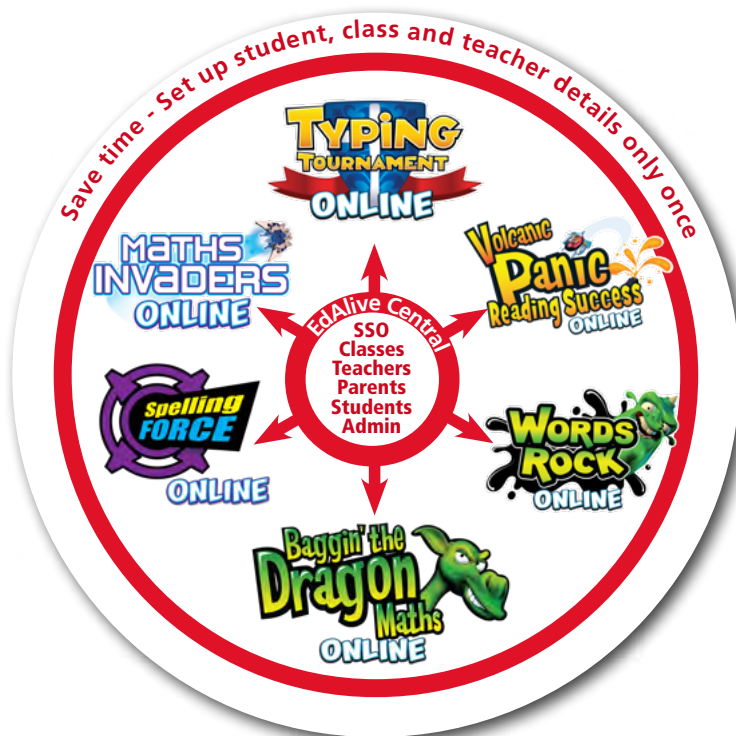
In addition to the intrinsic motivation of success there are multiple extrinsic motivators and motivational systems built into *Maths Invaders Online*. Extrinsic motivators include: the Defender Level system, progression through *Galactic Campaign*, the single and triple star systems in *Galactic Campaign* that denote mastery of a Topic, the counters at the top of the *Main Menu Screen* and the *Space Rescue* game.



Interaction with EdAlive Central

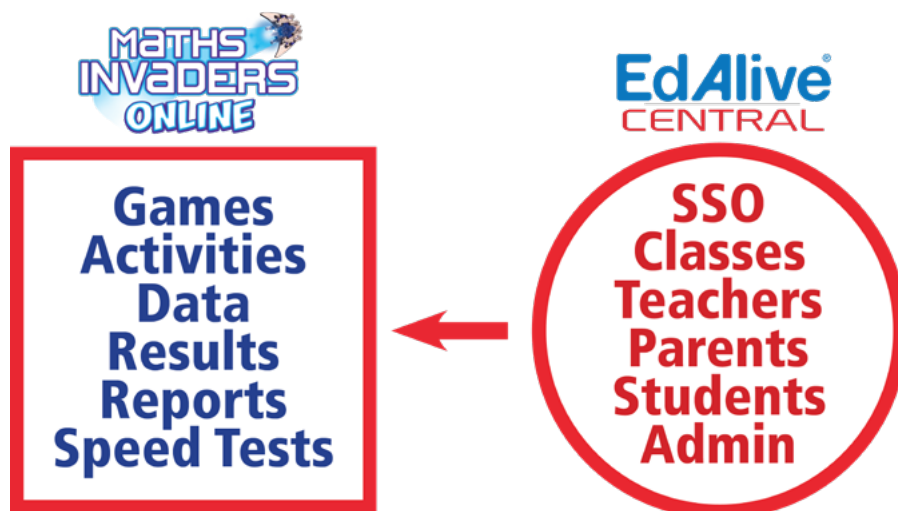
Maths Invaders Online is part of the *EdAlive Central Learning Environment*.

EdAlive Central is the ground-breaking innovation that unites *EdAlive's* Web Sites (Web Apps) into one seamless system.



Dynamic interaction

Each of the *EdAlive Central* linked Web Sites draws resources and services from *EdAlive Central*.

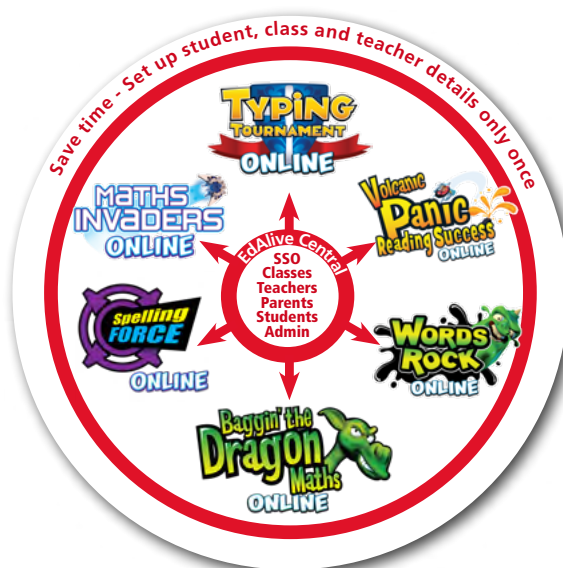


Quick Start Guide

Step 1 - Set up EdAlive Central

In order to access *Maths Invaders Online*, you'll first need to register an *EdAlive Central Account* for either *Home* or *School* use.

The user-friendly management system at central.edalive.com is the core of the *EdAlive Central* suite of websites(*Web Apps*) and provides a unified interface for administering *Classes*, *User Accounts*, *Subscriptions* and other shared data across all of the *Web Apps*.



Locate the EdAlive Central School Use Guide

To find the *EdAlive Central School Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the [EdAlive Central School Use Guide PDF](#) and follow the instructions to establish your account, link your school, set-up your class and add students.

Locate the EdAlive Central Manual for Parents

To find the *EdAlive Central Home Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the [EdAlive Central Home Use PDF](#) and follow the instructions to establish your account and create accounts for your family.

Step 2 - Start using the chosen Web App

Once you have set up your account for home or school you are ready to start using any of the chosen *EdAlive Central Web App* for which you have an active subscription or a free trial.

Locate the relevant Home/School Use Guide

To get the most from each *EdAlive Central Web App* we recommend that you consult the relevant *EdAlive Central Web App Guide*. To find the *Guides* go to help.edalive.com and scroll to the bottom of the screen.



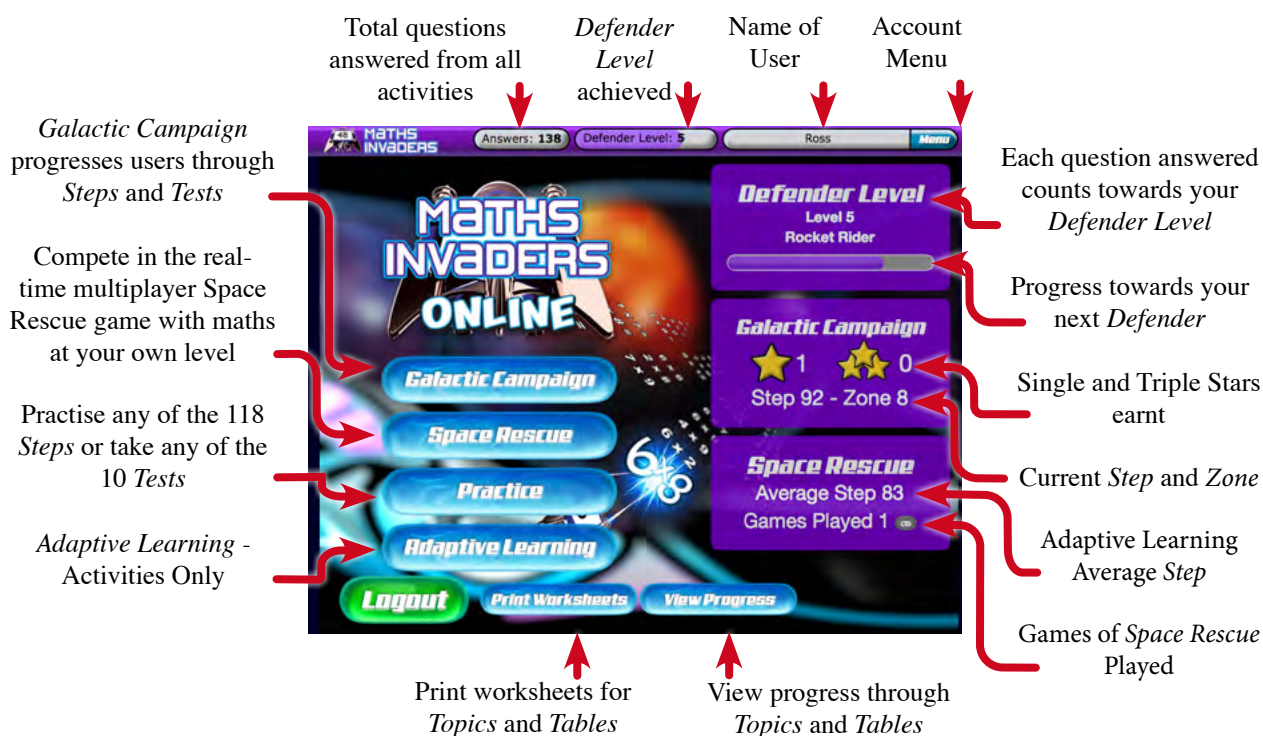
Navigating in Maths Invaders Online

Go back to Teacher Management or Parent Management

You can navigate back to the *Teacher or Parent Management* screen at any time by selecting *Teacher Management or Parent Management* from the *Account Menu* that displays towards the top right of most screens.

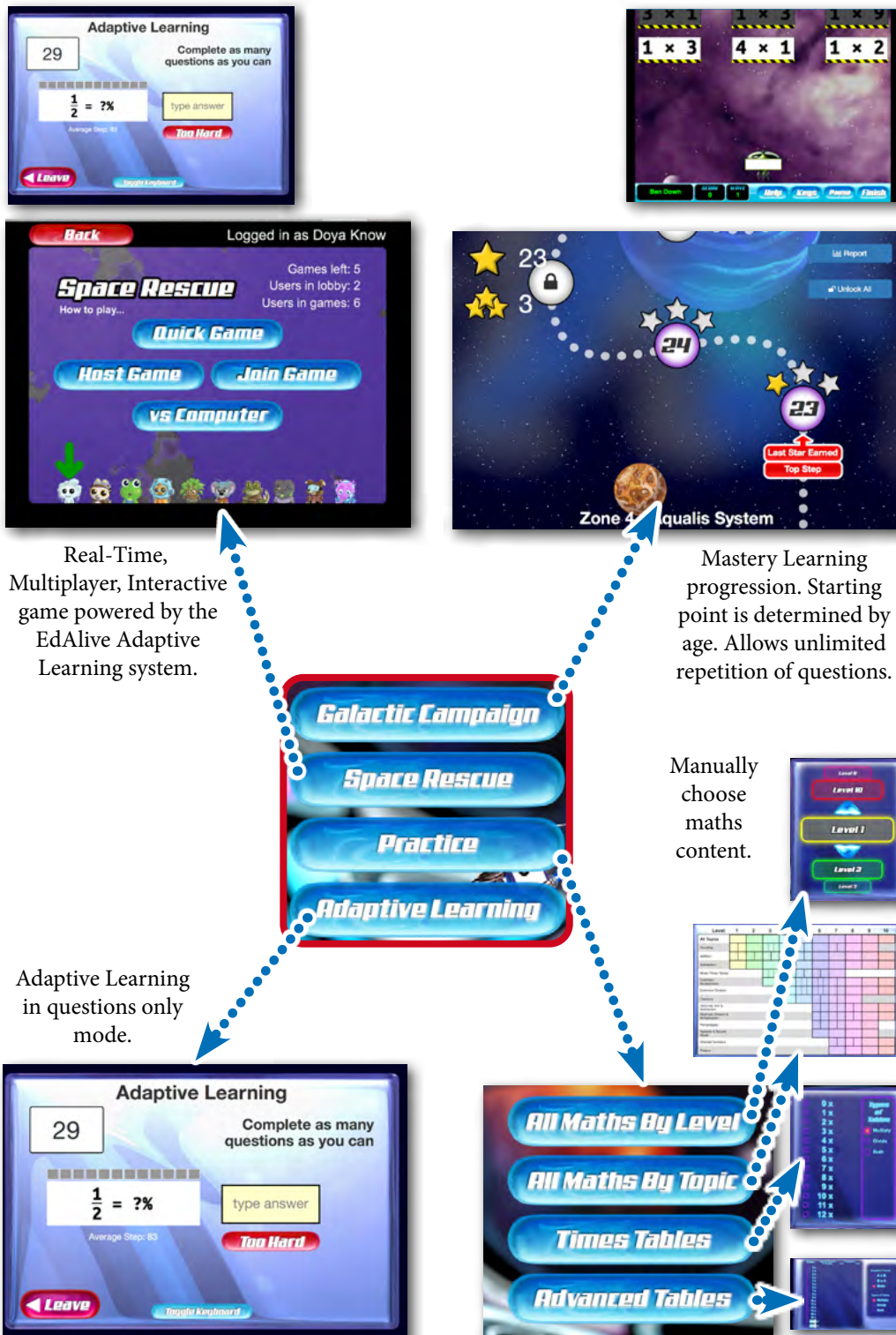
The Main Menu Screen

Use the *Main Menu* screen to navigate quickly to all of the key *Maths Invaders Online* functions.

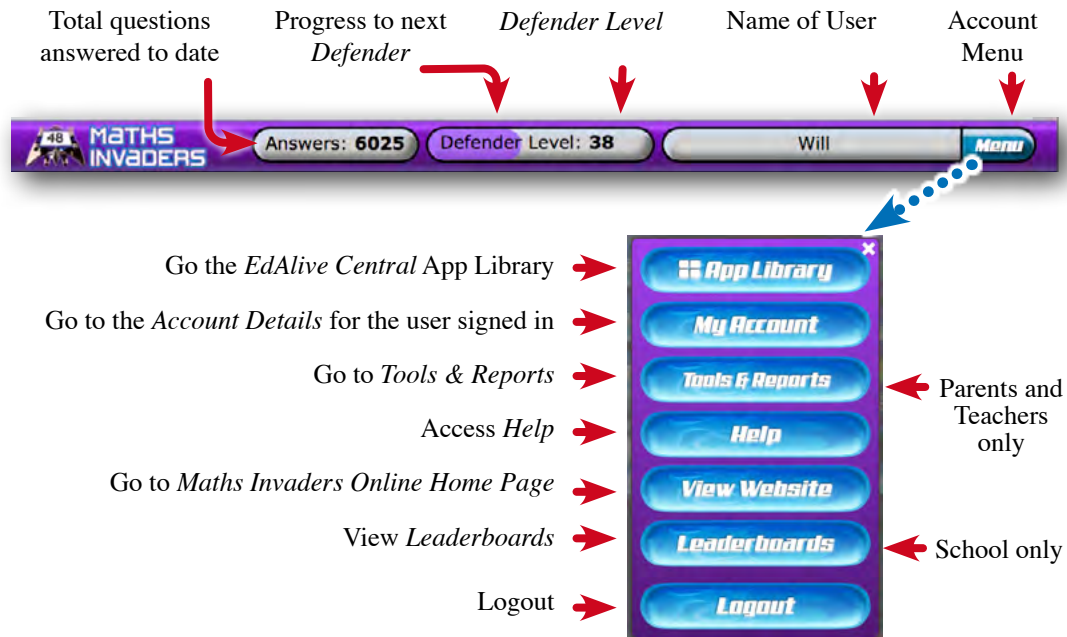


Key components

There are four main components each designed to give users access to the maths content in different presentation modes. The choices range from automated adaptive learning to full manual selection. All sections then interact with the curriculum correlations, printable worksheets, reports and Defender Levels.

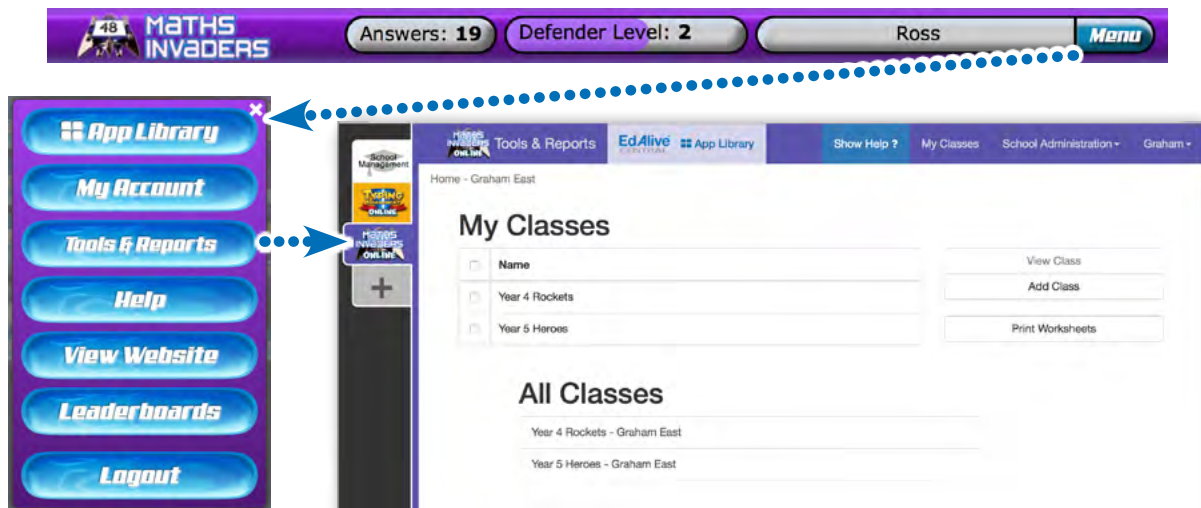


Menu Bar navigation



Tools & Reports

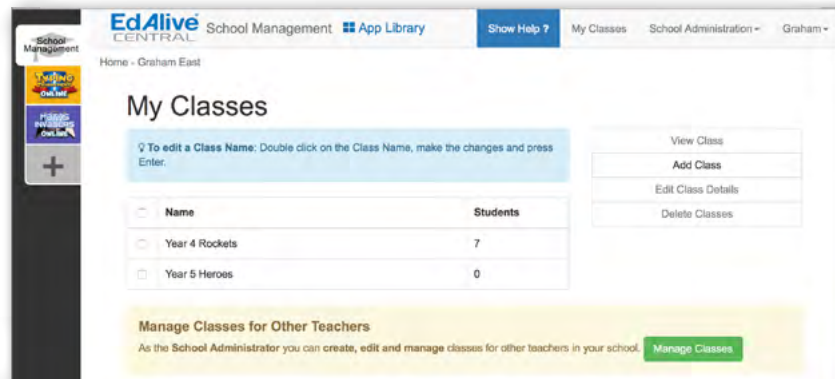
You can access the *Tools & Reports* screen at any time by selecting *Tools & Reports* from the *Your Name* menu that displays towards the top right of most screens.



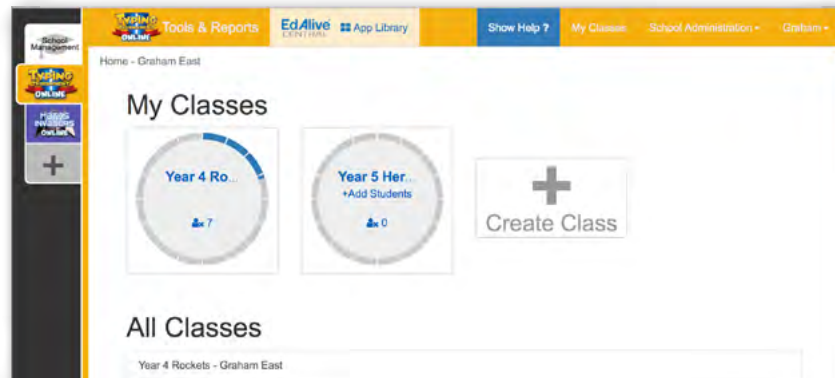
Switch between EdAlive Web Apps and Management

Switch quickly between the *EdAlive Web Apps* for which you have active subscriptions or current trials and the *School or Family Management* sections.

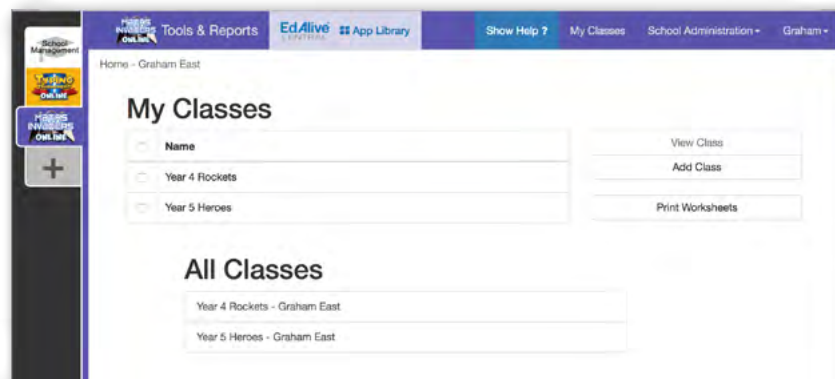
Click the tab to access



Click the tab to access



Click the tab to access

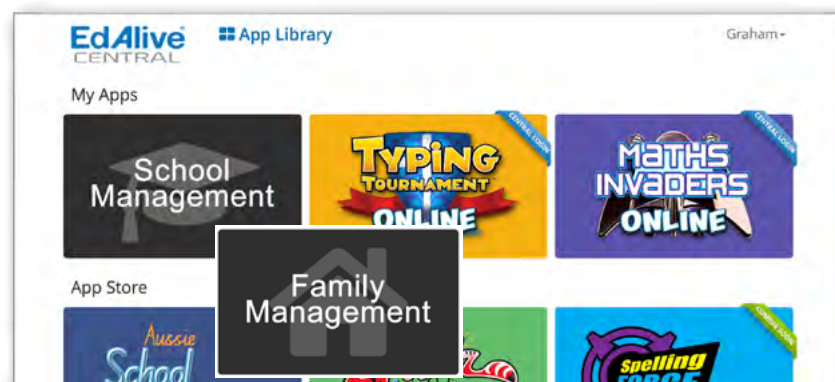


Click the tab to access



Goes to the *EdAlive App Library* from where you can add new apps.

Add new subscriptions here as required.



Starting Maths Invaders Online - 1st time

The first time students log in to *Maths Invaders Online* they are presented with a simplified *Main Menu* screen that guides them to activities that help them to set their approximate entry level.

They can choose between:

- The *Galactic Campaign* mastery learning progression where their starting level is determined by the entry of their age.
- The *Space Rescue* real-time, interactive, multiplayer game that automatically levels students using the EdAlive Adaptive Learning system.



Teacher Access

Teachers can access a special *Teacher Access* version of *Maths Invaders Online* from within the *School Management* section. This special version allows teachers to experiment with *Maths Invaders Online* without the need for a separate login. To access the *Teacher Access* version:

1. Choose *Start Maths* from the *Account Menu* in the top right hand corner of the *School Management* screen.
2. You will then enter a fully functional version of *Maths Invaders Online*.

Unlock Galactic Campaign Steps

Once in the special *Teacher Access* version of *Maths Invaders Online* teachers can enter the *Galactic Campaign* mode and unlock all of the 128 *Steps* including 10 *Level Tests* so that they can preview the activities in the *Step*.

The screenshot shows the Galactic Campaign interface with a star map. A red arrow points from a text box to the 'Unlock All' button. Another red arrow points from a 'Teachers only' box to the same button. A third red arrow points from a text box to a step labeled '24' on the map. A blue arrow points from step '23' to step '24'.

Teachers only

The LOCK/UNLOCK ALL button grants teachers access to all Galactic Campaign Steps

When unlocked click any of the Defender Levels to see sample content

Zone 4 - Aqualis
Zone 3 - Lilypad

Addition 4a

Number pairs totalling up to and including 20	8 + 2	4 + 14	2 + 17	3 + 5
	3 + 15			
Ten multiples totalling 0 to 100	20 + 20	70 + 20	80 + 20	
	10 + 90	30 + 30		
Doubles of any numbers up to 20	18 + 18	10 + 10	8 + 8	5 + 5
	17 + 17			
Addition of 3 numbers, totals up to and including 30	7 + 1 + 0	0 + 28 + 2	9 + 7 + 0	
	0 + 2 + 28	8 + 9 + 1		
Addition of 3 ten multiples, totals up to and including 100	0 + 60 + 20	0 + 20 + 80		
	30 + 10 + 10	20 + 30 + 10		
	20 + 10 + 60			
Pairs of ten multiples totalling 100	? + 70 = 100	? + 20 = 100		
	? + 0 = 100	10 + ? = 100		
	20 + ? = 100			
Teens number + twenties number, no regrouping	10	21	14	17
	23+	10+	25+	22+
			21	14+

Show Curriculum Outcomes for: -- Do Not Show Outcomes --

Maths Content

The *EdAlive* design team created the core teaching sequence at the heart of *Maths Invaders Online* by de-constructing the teaching of computational maths into a series of 850 carefully crafted activity types or *Units*. We then programmed 850 individual algorithms to create an endless stream of questions for each of the activity types. The resulting fine-grained sequential learning progression comprehensively covers numeration and most aspects of computational maths and works towards math fact fluency and mental maths agility.

The endless stream of levelled, sequenced *Questions* that is generated by the algorithms is fed into *Maths Invaders Online* to create the waves of descending Invaders in the Maths Invaders Game and the EdAlive Adaptive Learning System that controls the presentation of questions in *Space Rescue*.

Organisation of the Maths Content

Overview

The maths content in *Maths Invaders Online* is organised into 850 *Units* which are grouped into 128 sequential *Steps* including 10 *Level Tests*. The *Steps* are organised into the *All Topics* matrix by *Levels* and *Topic*. An additional specialised algorithm, with variable inputs, generates a massive range of multiplication and division tables.

Years 1 – 10

Maths Invaders Online starts with Year 1 counting and simple addition and builds up to more complex addition, subtraction, multiplication and division tables all the way to challenging Year 10 calculations including powers and square roots.

From beginning to end *Maths Invaders Online* comprehensively covers computational maths and fosters the development of a mathematical mind-set in students.

Maths skills covered include:

- Lower Primary activities: counting & numeration, addition, subtraction.
- Middle Primary activities: numeration (place value), addition, subtraction, tables (multiplication facts), multiplication extension, division, fractions, squares, square roots, decimals.
- Upper Primary/Lower Secondary activities: numeration, addition, subtraction, tables, multiplication & division, fractions, decimals, percentages, powers, squares & square roots, directed numbers.

Age	5	6	7	8	9	10	11	12	13	14	15+
Numeration	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Times tables	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Addition/subtraction	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Multiplication/division			✓	✓	✓	✓	✓	✓	✓	✓	✓
Powers/roots							✓	✓	✓	✓	✓
Fractions/decimals				✓	✓	✓	✓	✓	✓	✓	✓

128 Steps over 10 Topics and 10 Levels

The *All Topics* matrix is displayed in multiple locations within *Maths Invaders Online*. Depending on the context it can be used to select content, display progress or access reports.

10 Maths Topics

10 Levels covering 10 Years of maths

Level: 1 2 3 4 5 6 7 8 9 10

All Topics

Counting

Addition

Subtraction

Mixed Times Tables

Extension Multiplication

Extension Division

Fractions

Decimals Add & Subtraction

Decimals Division & Multiplication

Percentages

Squares & Square Roots

Directed Numbers

Powers

Step 1 - Counting 1a

- Count groups of objects to 5
- Numbers (1 to 4) + 1
- Numbers (2 to 5) minus 1

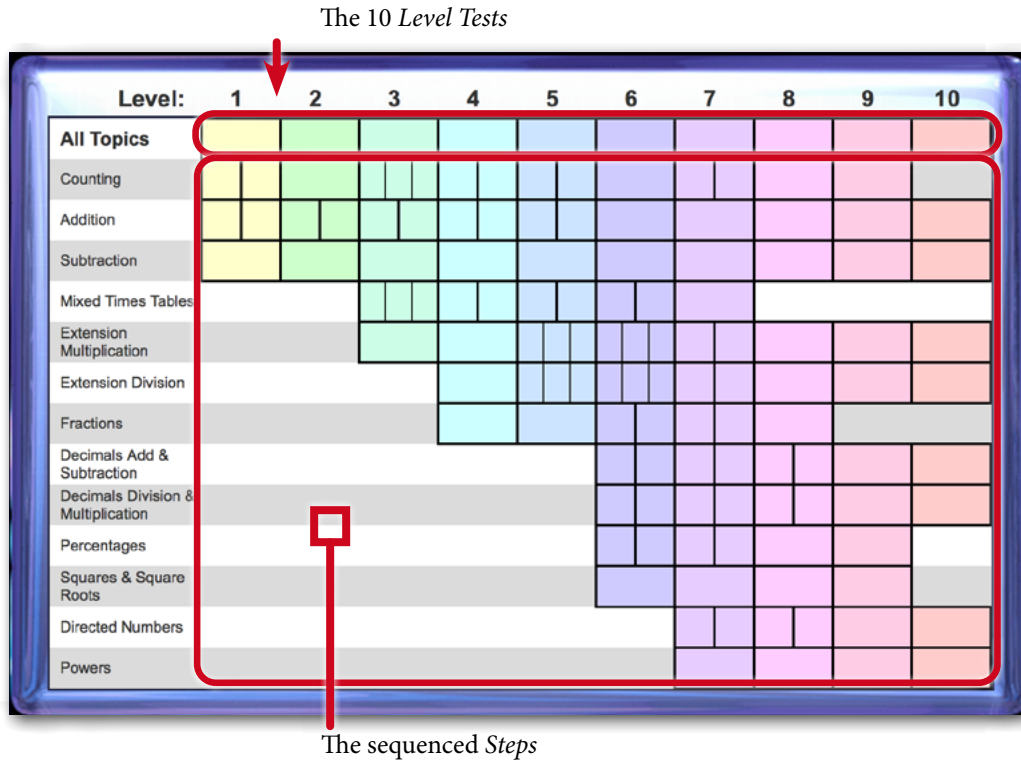
Example:
 $2 + 1$

128 Steps including 10 Level Tests.

Mouse over a Topic to see the Units.

Steps and Level Tests

The 128 *Steps* including the 10 *Level Tests* are organised into a sequenced progression used in the *Topic Selection Matrix*, *Galactic Campaign* and the *EdAlive Adaptive Learning System*. At the end of each of the 10 *Levels* there is a *Level Test* which is incorporated into the *Step* numbering system.



The Adaptive Learning System

Automatically optimises each child's progression

Maths Invaders Online is powered by the advanced EdAlive Adaptive Learning System.

The system uses complex algorithms to automatically create and maintain an optimised learning pathway for each child.

- Analyses each student's responses in real-time.
- Rapidly establishes each student's base learning level.
- Automatically challenges and progresses each student.
- Frees teachers and parents from the tedium of analysing children's responses and manually creating learning sequences.
- Acts as an intelligent, dedicated tutor, continually monitoring and progressing each child.
- Teachers can set up an entire class in a matter of moments and be confident that each child is progressing at their optimal rate
- Liberatingly simple to use



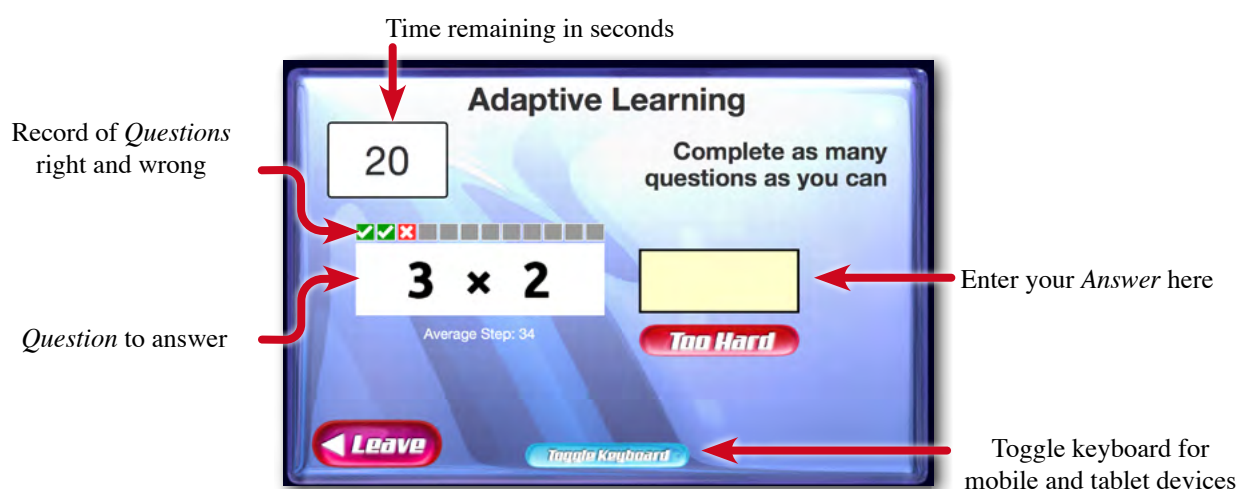
Constant automatic levelling

At the commencement of each round of *Questions* the *EdAlive Adaptive Learning System* analyses the student's recent results and then automatically chooses the new content to present. The questions will come from a range of *Steps*. Correct answers enable *Questions* to be drawn from more difficult *Steps*. Incorrect answers or the use of the **Too HARD** button will reduce the difficulty of the *Steps* from which the *Questions* are drawn. The system will gradually introduce more difficult content as students prove that they are ready for it. It is designed to challenge students whilst building their confidence.



The Adaptive Learning Question Screen

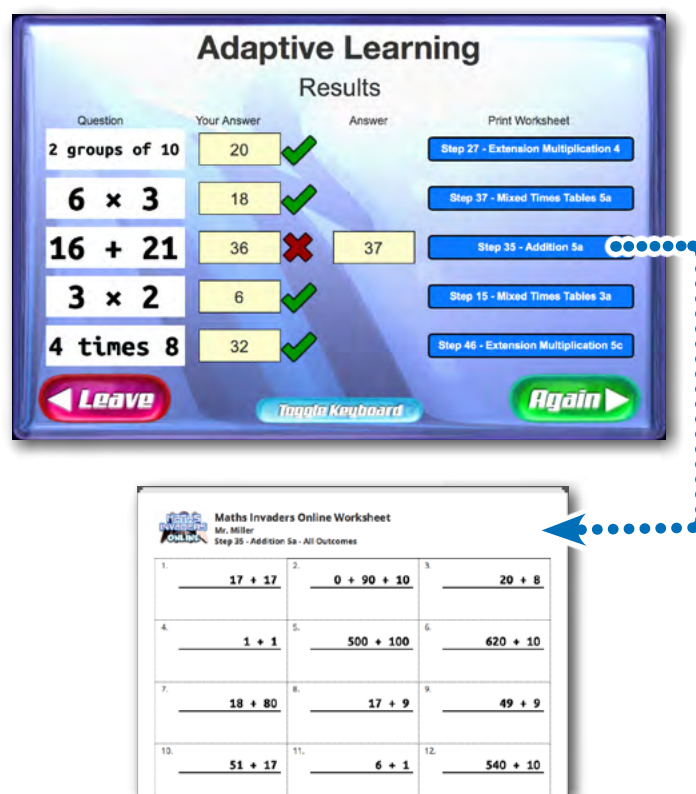
The *Adaptive Learning Question Screen* displays in the question rounds in the *Space Rescue* game and in *Adaptive Learning* option.



Adaptive Learning Result Summary

At the conclusion of each Adaptive Learning session a review screen is generated showing the student's answers, whether the answers were answered correctly or incorrectly and if required, the correct answer. Each Question is directly linked to a printable practice worksheet

Result Summary from the *Adaptive Learning* option



Result Summary from *Space Rescue*

Results				
View Questions Answered Incorrect Correct All				
Question	Your Answer		Answer	Print Worksheet
$6 \div 10$	0.6	✓		Step 88 - Decimals Division & Multiplication 7b
$23 \div 10$	2.3	✓		Step 70 - Counting 7a
67.2×10	672	✓		Step 88 - Decimals Division & Multiplication 7b
$5.8 \div 2$	2.95	✗	2.9	Step 78 - Decimals Division & Multiplication 7a
$\frac{1}{2} = \frac{?}{8}$	4	✓		Step 76 - Fractions 7a
0.9×100	90	✓		Step 85 - Decimals Division & Multiplication 7b
$0.9 = ?\%$	90	✓		Step 79 - Percentages 7a

Inputs to the EdAlive Adaptive Learning System

The EdAlive Adaptive Learning System is constantly evaluating the inputs from the students. Accordingly it dynamically adjusts the level of content being presented. The algorithm that controls the function of the EdAlive Adaptive Learning system is complex and take account of a range of factors including the history of correct and incorrect answers, the use of the Too HARD button and use over time.

- Unanswered *Questions* have no effect of the levelling.
- If, as sometimes happens, another party operates in a student's account (like an older sibling or parent demonstrating their maths prowess) then the system will quickly reset to the student's level once they resume use of the account.

Adaptive Learning Report

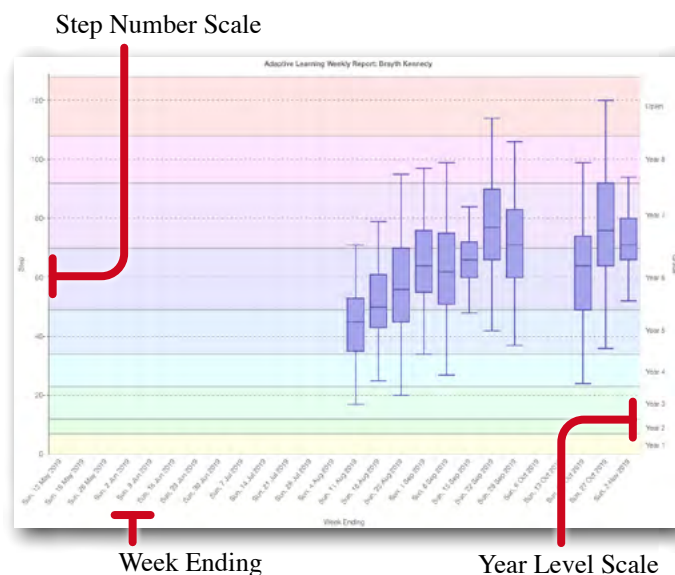
This report reflects work completed in both the *Adaptive Learning* option and from the operation of the *Adaptive Learning System* when playing the *Space Rescue* game. As users answers more questions the *EdAlive Adaptive Learning System* dynamically adjusts its focus to the needs of the student.

To select the Adaptive Levelling Report

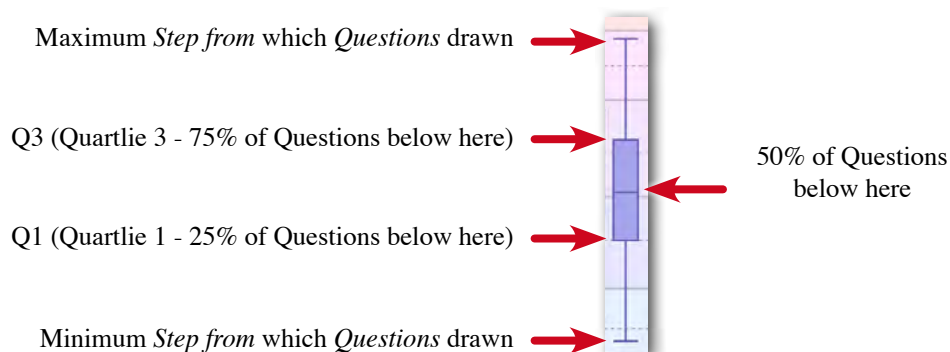
From the *Maths Invaders Online Tools and Reports* section select the *Class* and the Student(s) for whom you wish to view the Adaptive Levelling Report. Click the VIEW STUDENT ADAPTIVE LEVELLING button.

The following report will appear:

Select Content
Unlock Content
Galactic Campaign Report
View Student G.C. Report
View Student Report
View Student History
View Student Adaptive Levelling
View Leaderboard
Add/Move Students
Edit Student Details
Manage Class



The following information is shown week by week for the selected student.



Curriculum Correlations

How the curriculum correlations work

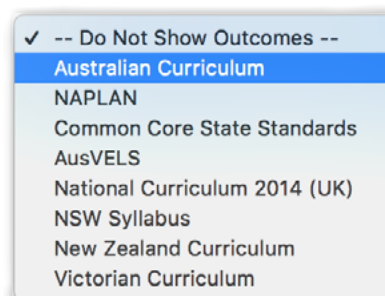
Each of the 850 *Units* that underpin the 128 *Steps* including 10 *Level Tests* that form the 10 *Levels* in *Maths Invaders Online* are correlated against the relevant curriculum outcomes for the curricula covered. The display of the curriculum correlations can be toggled on and off. When toggled on the outcomes fulfilled by the selected *Units* are displayed when viewing relevant locations and on the bottom of the printed worksheets.



The individual correlations are accessible from the *Teacher Management Module* and are displayed wherever the *Steps* and *Units* occur in *Maths Invaders Online* including all relevant printed reports and worksheets. This tight integration between *Maths Invaders Online* and the curricula allows teachers to use *Maths Invaders Online* to use students' achievements as evidence of mastery of an outcome.

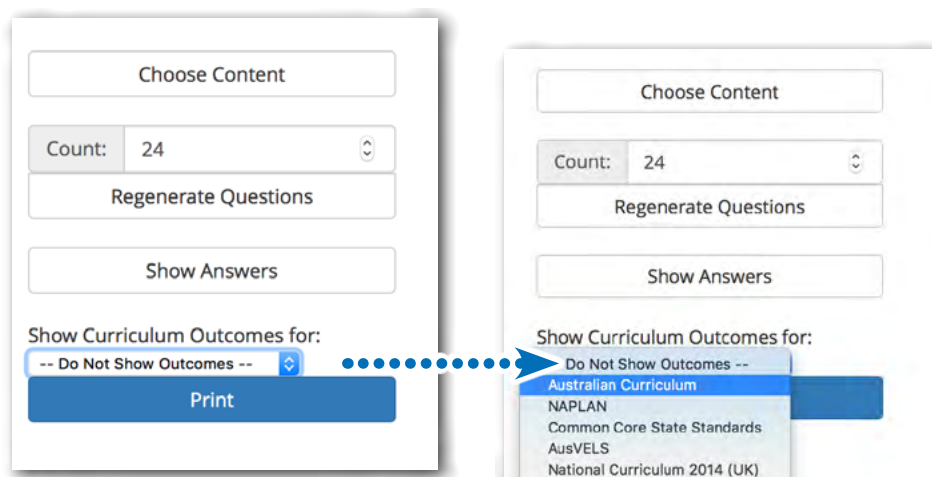
Curricula covered

1. The Australian Curriculum.
2. NAPLAN.
3. Common Core State Standards (USA).
4. National Curriculum (UK).
5. NSW Syllabus 2014.
6. New Zealand Curriculum.
7. The Victoria Curriculum.



Changing the displayed curriculum

To toggle the curriculum display on and off and to change the displayed curriculum, select from the *Curriculum Pop Up* menu.



Printed Worksheet and Curriculum Correlations

Wherever the *Print Worksheets* dialogue is accessible it is possible to select from the range of curricula against which to correlate.

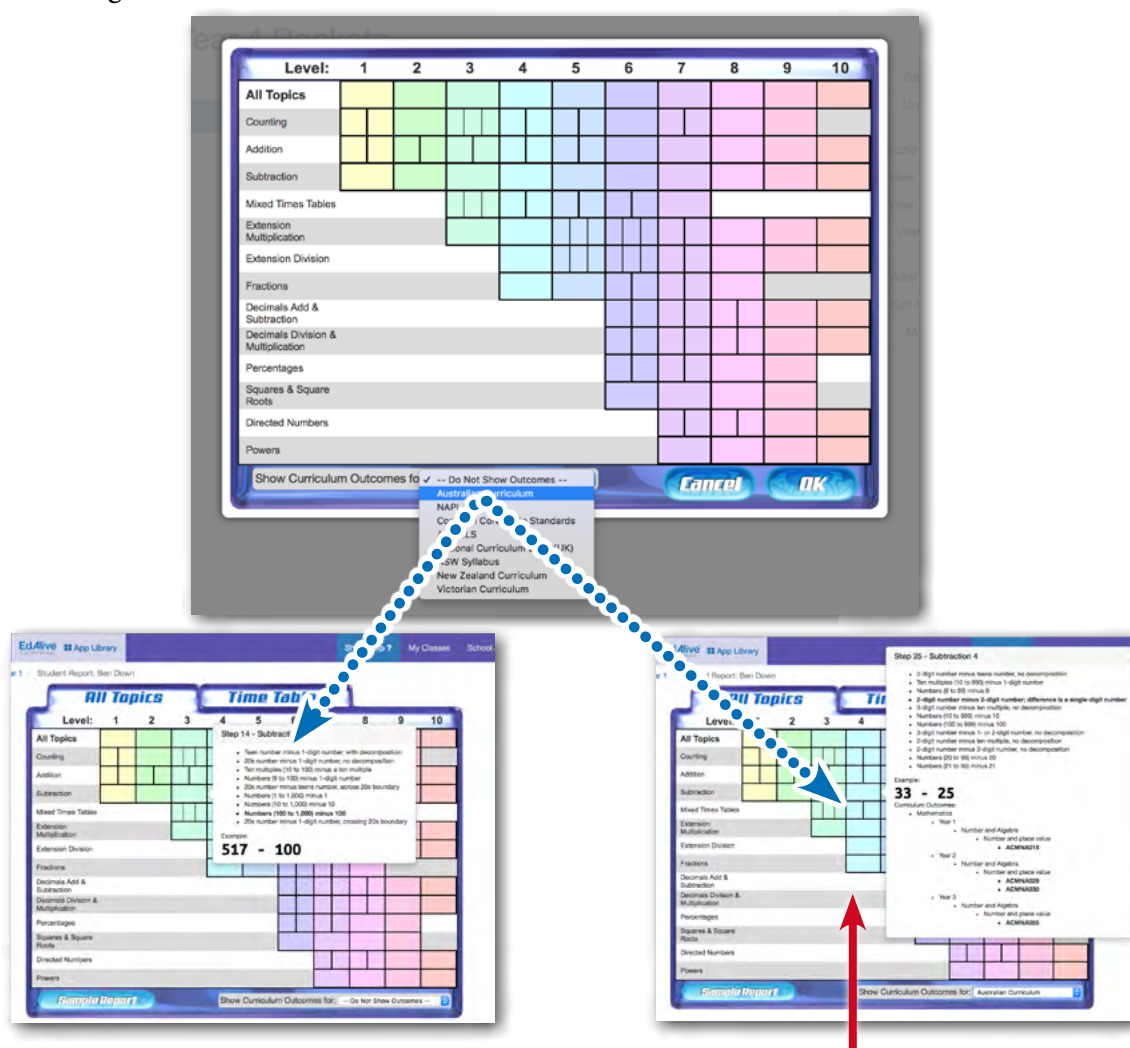
The screenshot shows the Maths Invaders Online interface. The main area displays a worksheet titled "Maths Invaders Online Worksheet" by Mr. East, "Extension Multiplication 3 - Double numbers (1 to 10)". The worksheet contains 15 problems, each labeled "Double" followed by a number (e.g., Double 4, Double 7, Double 5). To the right of the worksheet, there is a sidebar with options: "Choose Content", "Count: 24", "Regenerate Questions", "Show Answers", and "Show Curriculum Outcomes for:". The "Show Curriculum Outcomes for:" dropdown menu is open, showing a list of curricula: "All", "Common Core", "Common Core Standards", "Australian Curriculum", "National Curriculum 2014 (UK)", "New Zealand Curriculum", and "Victorian Curriculum". A blue dotted arrow points from the dropdown menu to the bottom of the worksheet, indicating the location where curriculum outcomes are printed. Below the worksheet, there are two printed versions of the worksheet. The left version shows the worksheet with no outcomes printed on the bottom. The right version shows the worksheet with outcomes printed on the bottom. A red arrow points to the bottom of the left worksheet, and another red arrow points to the bottom of the right worksheet.

No outcomes printed on the bottom of the worksheet

Outcomes printed on the bottom of the worksheet

Topic Selection dialogue and Curriculum Correlations

Wherever the *Topic Selection* dialogue is accessible it is possible to select from the range of curricula against which to correlate.



Roll over to see content - no outcomes displayed

Roll over to see content - outcomes displayed

Galactic Campaign and the Curriculum Correlations

The *Steps* within the *Galactic Campaign* correspond to the *Topics* in the *Topic Selection* dialogue. *Curriculum Correlations* can be displayed for each *Step*.

The diagram illustrates the connection between the Galactic Campaign map, a specific step, and its curriculum correlations. The map on the left shows a path of stars numbered 12, 13, 14, 15, and 16. A dotted arrow points from star 14 to a box titled 'Step 14 - Zone 3 - Lilypad Cluster'. This box contains 'Subtraction 3' and three difficulty levels: 'Basic', 'Expert Speed', and 'Master Speed'. Another dotted arrow points from the 'Basic' level to a 'Subtraction 3' curriculum correlation table. This table lists various subtraction problems categorized by type (e.g., 'Teen number minus 1-digit number, with decomposition') and includes a dropdown menu for 'Show Curriculum Outcomes for' with options like 'Australian Curriculum', 'NAPLAN', 'Common Core State Standards', etc.

Curriculum Correlations can also be displayed in the *Galactic Campaign* report.

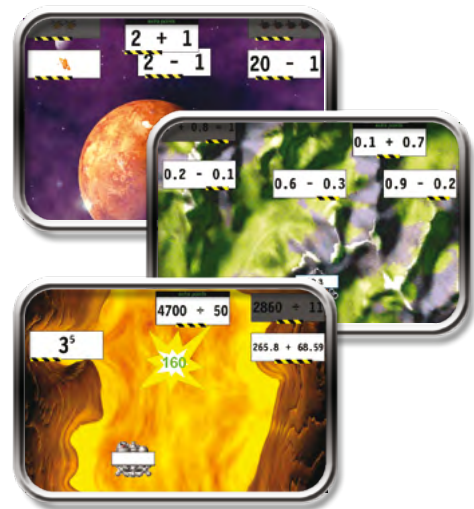
The screenshot shows the 'Galactic Campaign | Summary' report. It displays 'Stars Earned', 'Steps Mastered', and 'Highest Step Reached' (Step 1, Zone 1). Below this, there's a section for 'Zone 1 | Cumulus Nebula | Year 1'. A table lists 'Step' and 'Maths Topic'. For Step 1, the topic is 'Counting 1a'. To the right of the topic are buttons for 'Example Questions' and 'Print Worksheets', and a red 'X' icon. Below the table, the 'Australian Curriculum Outcomes' are listed, including 'Mathematics' and 'Foundation Year'. A text box explains the purpose: 'Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point'.

Maths Invaders Game

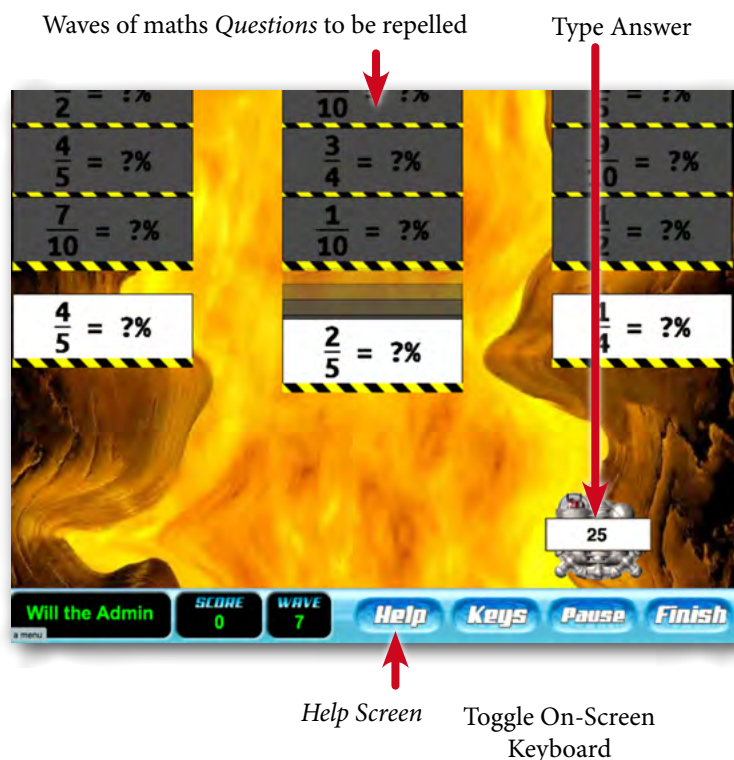
At the heart of *Maths Invaders Online* is the fast-paced Maths Invaders game. Students can complete over 1,800 maths questions per hour. That's one every 2 seconds! No other maths game gives so much maths practice in so little time!

Save the planet from waves of descending maths questions! Only the correct answers will stop them. If you run into the invaders or they get to the bottom of the screen, you're INVADED!

- Challenges players with the chosen maths Questions.
- Exciting game-play with increasing speed.
- 8 different space environments.
- Effort is rewarded, and motivation enhanced through instant feedback.



Main game screen



Help screen



Defender Level (Achievements)

The *Defender Level* system is designed to reward students for effort independently from mathematical achievement. It rewards tenacity and commitment to the task. Some students have to exert much effort to master maths with the intrinsic reward from so doing not sufficient to keep them on task. With the *Defender Level* system every question answered correctly counts towards the next *Defender*.

- Rewards students for each question answered.
- 180 *Defenders* with each one requiring extra questions to be answered over the previous one.
- The images and names are designed to fascinate and motivate students to answer more and more questions.

Click DEFENDER LEVEL button to display. Correct answers required for the award of the next *Defender*.

Defenders earnt.

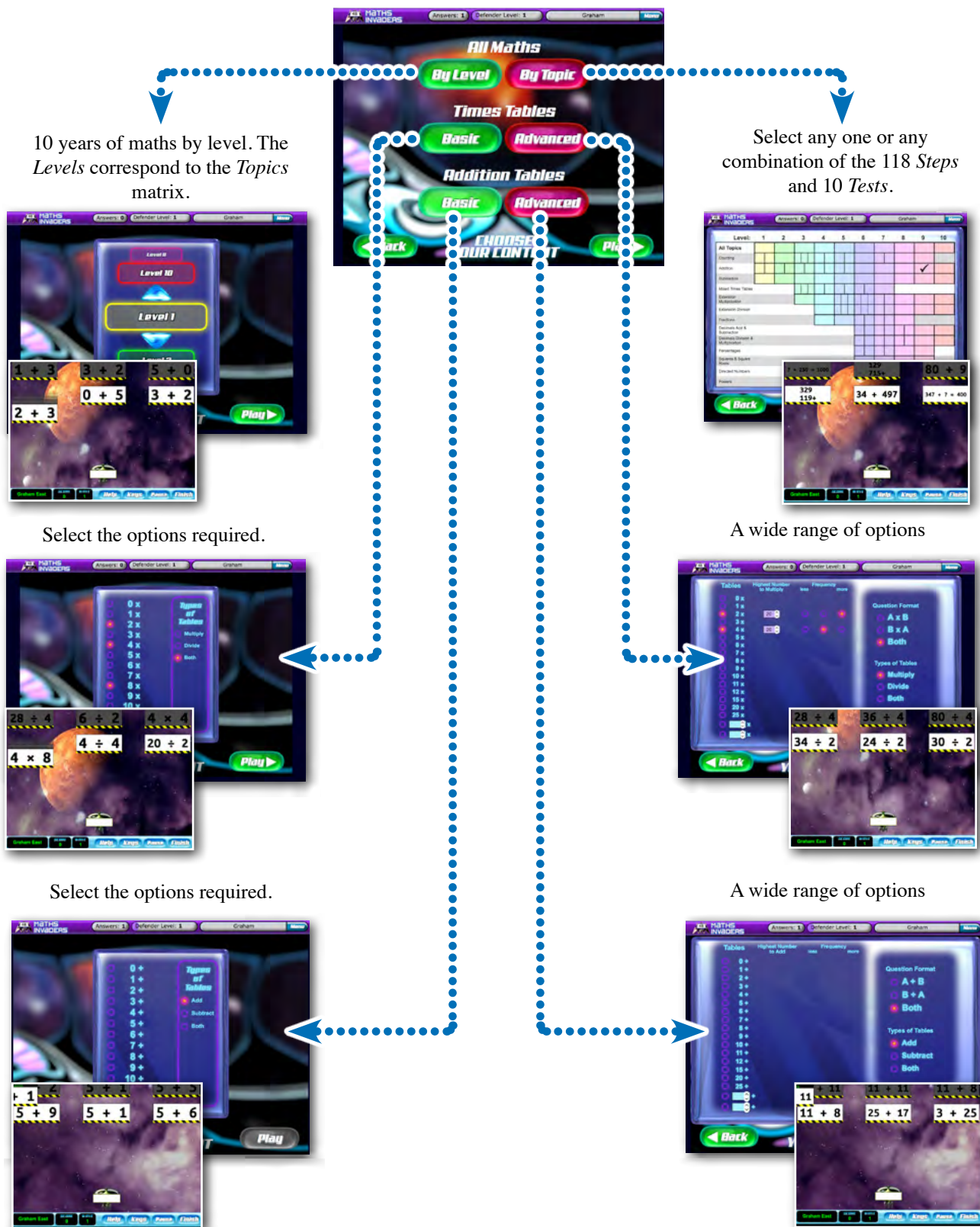
Printable Award or Colouring in Poster.

1. Space Cadet - Novice
For correctly answering 200 questions

Practice Mode

The *Practice Mode* allows students to choose any of the 128 *Steps*, including 10 *Level Tests*, or any combination of multiplication or division tables and practise them over and over again.

Each *Question* answered correctly feeds into the student's *Defender* total.



Galactic Campaign - Mastery Learning Mode

Galactic Campaign is a mastery learning system that automatically guides students through the carefully graded *Steps* that are comprised of 128 *Steps*, including 10 *Level Tests*, covering 10 years of maths.

1. Students can begin in *Zone 1* (Year 1) or use the *Skip Here* pre-test to commence at a higher grade.
2. Students then choose between progressing to the next *Step* at the *Basic Speed* or staying on the same *Step* and repelling the Invaders at faster speeds.
3. At each *Step* students can produce bespoke PDF worksheets to help them strengthen their maths skills.
4. Students are rewarded with points towards their *Defender Level* and *Galactic Campaign Stars, Triple Stars*, and the *Step* attained.
5. Enables the students to progress with little teacher input. The teacher does not have to adjust their *Level* and only needs to intervene when and where the *Report* shows a need.



First use

The first time a student starts using *Galactic Campaign* they are prompted to select a *Year Level* appropriate to their approximate maths capability.

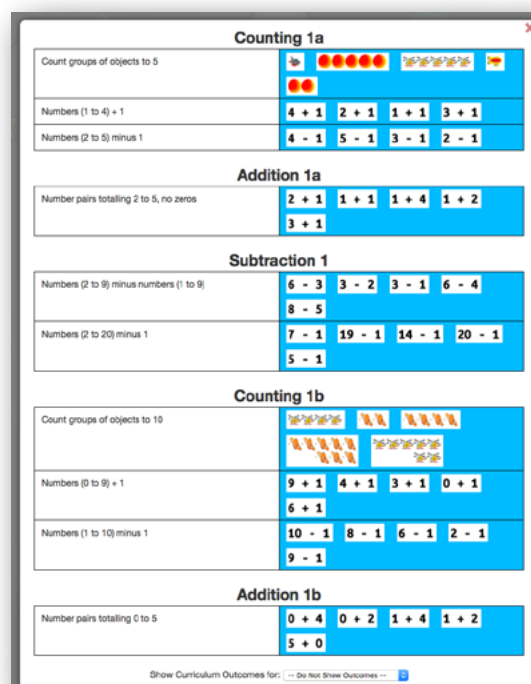


Welcome to the Galactic Campaign!

Where would you like to start?

Zone	Year	Example Questions
Zone 1	Year 1	Example Questions
Zone 2	Year 2	Example Questions
Zone 3	Year 3	Example Questions
Zone 4	Year 4	Example Questions
Zone 5	Year 5	Example Questions
Zone 6	Year 6	Example Questions
Zone 7	Year 7	Example Questions
Zone 8	Year 8	Example Questions
Zone 9	Open	Example Questions
Zone 10	Open	Example Questions

The EXAMPLE QUESTIONS button will show examples of the kinds of maths questions they will encounter at the selected *Year Level*.



Counting 1a

Count groups of objects to 5

Numbers (1 to 4) + 1

Numbers (2 to 5) minus 1

Addition 1a

Number pairs totalling 2 to 5, no zeros

Subtraction 1

Numbers (2 to 9) minus numbers (1 to 9)

Numbers (2 to 20) minus 1

Counting 1b

Count groups of objects to 10

Numbers (0 to 9) + 1

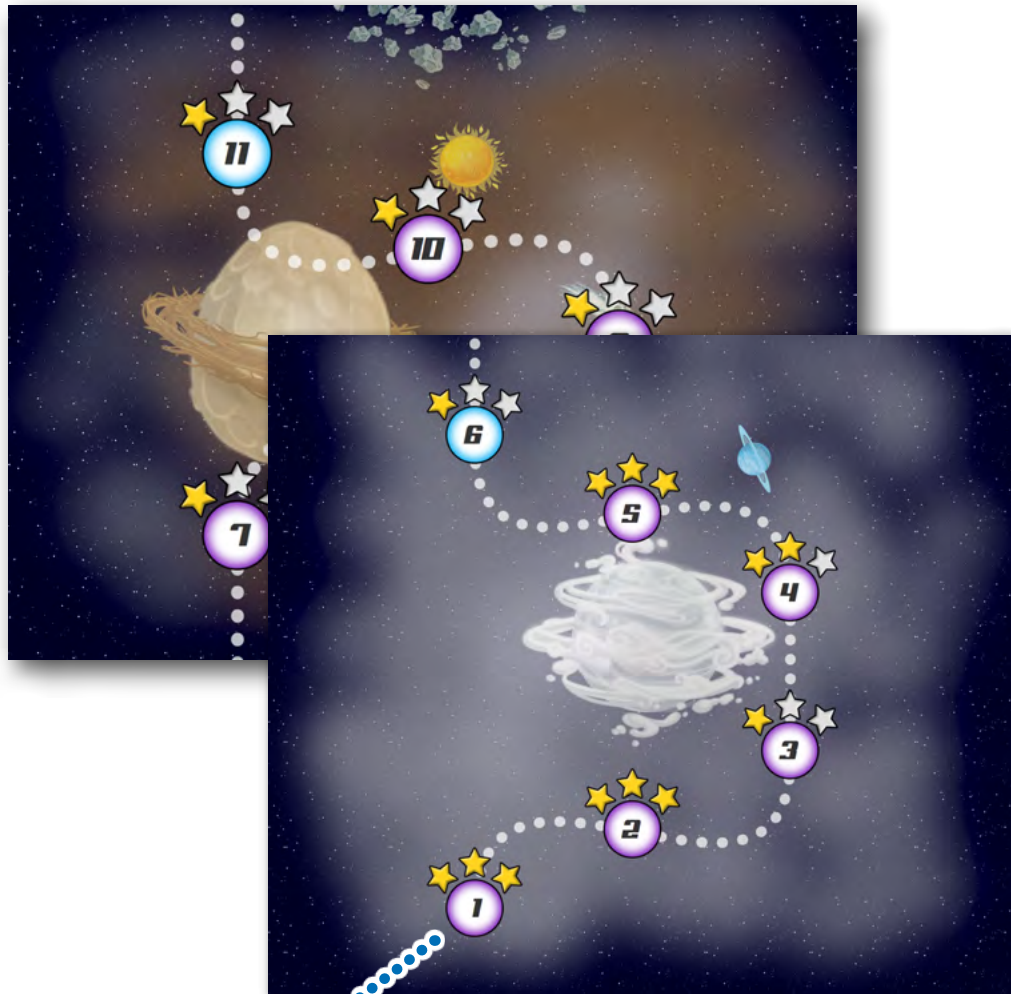
Numbers (1 to 10) minus 1

Addition 1b

Number pairs totalling 0 to 5

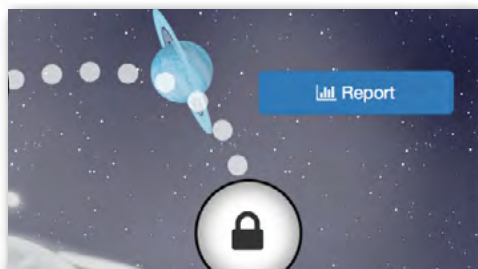
Show Curriculum Outcomes for: ... Do Not Show Outcomes ...

Click on a *Galactic Campaign Step* to see the progress to date.



Zone 1 Cumulus Nebula Year 1				
Step	Maths Topic			Progress
1	Counting 1a	Example Questions	Print Worksheets	★ ★ ★
2	Addition 1a	Example Questions	Print Worksheets	★ ★ ★
3	Subtraction 1	Example Questions	Print Worksheets	★
4	Counting 1b	Example Questions	Print Worksheets	★ ★ ✖
5	Addition 1b	Example Questions	Print Worksheets	★ ★ ★
6	Zone Summary	Example Questions		★

View the Galactic Campaign report



MATHS INVADERS | Answers: 1889 | Defender Level: 21 | Ben | Menu

Back to Galactic Campaign | Sample Report

Galactic Campaign Summary

Stars Earned: 530
Steps Mastered: 6
Highest Step Reached: Step 19, Zone 3

Show Curriculum Outcomes for: Cumulus Nebula | Year 1 | Do Not Show Outcomes

Zone 1 | Cumulus Nebula | Year 1 | Completed

Step	Maths Topic	Example Questions	Print Worksheets	Progress
1	Counting 1a	Example Questions	Print Worksheets	☆☆☆
2	Addition 1a	Example Questions	Print Worksheets	☆☆☆
3	Subtraction 1	Example Questions	Print Worksheets	☆☆☆
4	Counting 1b	Example Questions	Print Worksheets	☆☆☆
5	Addition 1b	Example Questions	Print Worksheets	☆☆☆
6	Zone Summary	Example Questions		☆☆☆

Zone 2 | Feather System | Year 2

Step	Maths Topic	Example Questions	Print Worksheets	Progress
7	Counting 2	Example Questions	Print Worksheets	☆
8	Addition 2a	Example Questions	Print Worksheets	☆
9	Subtraction 2	Example Questions	Print Worksheets	☆
10	Addition 2b	Example Questions	Print Worksheets	☆
11	Zone Summary	Example Questions		☆

Sample Individual Galactic Campaign Report

This report shows the student's progress through the Galactic Campaign. Each row in the "Progress" column of the report will fill with stars to indicate completion of each speed level in the step. Once all 3 speed levels are completed, the student will have demonstrated maths fluency in the topic and the step will be considered Mastered.

Crosses indicate topics where a student is struggling to complete the maths activities at the selected speed. We recommend printing Worksheets containing activities from such topics to allow the student to work through the questions with a teacher, parent or guardian.

Galactic Campaign Summary

Stars Earned: 530
Steps Mastered: 6
Highest Step Reached: Step 19, Zone 3

A brief overview of the student's progress is shown in the Summary Report. It includes:

- the total number of Stars Earned (individual steps completed)
- number of Steps Mastered (all 3 speed levels in a step completed)
- and the Highest Step Reached (progress through the campaign)

Zone 1 | Cumulus Nebula | Year 1

You can print Worksheets of Activities and view Example Questions for the Maths topic in each step.











Step	Maths Topic	Example Questions	Print Worksheets	Progress
1	Counting 1a	Example Questions	Print Worksheets	☆☆☆
2	Addition 1a	Example Questions	Print Worksheets	☆☆☆
3	Subtraction 1	Example Questions	Print Worksheets	☆☆☆

The Maths topic covered in each step is described here. This report shows the student's progress towards mastery of each topic.

Stars are awarded for successfully completing a speed level in a step
Crosses indicate that a student is struggling with the topic in a step
☆☆☆ Three stars indicate Maths Fluency and mastery of a specific topic

Counting 1a

Count groups of objects to 5

Numbers (1 to 4) + 1

4 + 1

2 + 1

1 + 1

3 + 1

Numbers (2 to 5) minus 1

4 - 1

5 - 1

3 - 1

2 - 1

Addition 1a

Number pairs totalling 2 to 5, no zeros

2 + 1

1 + 1

1 + 4

1 + 2

3 + 1

Subtraction 1

Numbers (2 to 9) minus numbers (1 to 9)

6 - 3

3 - 2

3 - 1

6 - 4

8 - 5

Numbers (2 to 20) minus 1

7 - 1

19 - 1











14 - 1

20 - 1

5 - 1

Counting 1b

Count groups of objects to 10

Numbers (0 to 9) + 1

9 + 1

4 + 1

3 + 1

0 + 1

6 + 1

Numbers (1 to 10) minus 1

10 - 1

8 - 1

6 - 1

2 - 1

9 - 1

Addition 1b

Number pairs totalling 0 to 5

0 + 4

0 + 2

1 + 4

1 + 2

5 + 0

Show Curriculum Outcomes for: ☐ Do Not Show Outcomes ☐

Space Rescue

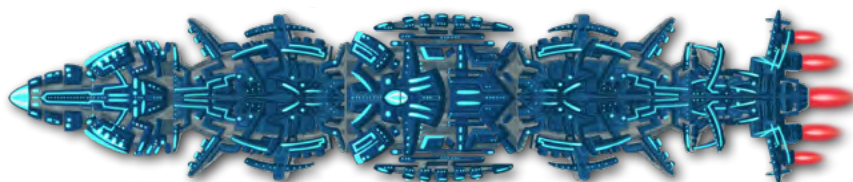
Space Rescue is an Interactive Real-Time, Multiplayer Game that is fully integrated into *Maths Invaders Online*.

Space Rescue harnesses the appeal of online gaming and teams it with the EdAlive automated *Adaptive Learning System* to motivate students and engage them with maths questions that are just right for them.



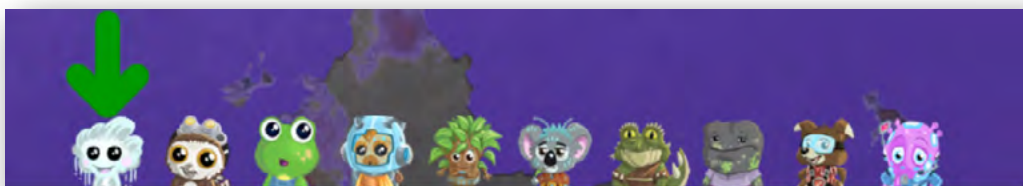
The Game Scenario

Players compete against each other or *Smart Computer Players* to rescue stranded ships, lost in space. To charge their *Rescue Scanner* they must answer *Questions* presented to them by the *EdAlive Adaptive Learning System*. The innovative turn-based design maximises the time doing educational content and minimises time waiting for other players.



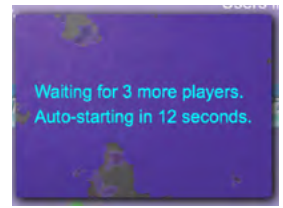
It all Happens in Real-Time:

- All interactions within the game happen instantly and each player is immediately aware of other player's moves.
- The answers to *Questions* are scored immediately and a *Question and Answer Summary* is displayed at the conclusion of each game.



Multiplayer Engagement:

- Students play against the computer or up to 3 other students selected from their class, or anywhere the world.
- To play against students in their own class students can initiate a game of *Space Rescue* as the *Host* and then invite others to join them.



Smart Computer Players

- When there are insufficient human players to join a game, the computer generates players to compete against.
- The computer generated players use dynamic feedback from the game to auto-level their ability to match the capability of the students. This ensures that human players of various abilities are actually able to win the game (but not always).

Interactive Fun:

- *Space Rescue* is not just a first past the post race. It's a full on, real-life tussle with the other competitors with incredible motivational appeal.
- The choices made by one player dynamically effect the game-play for all. As in games like Chess and Monopoly each move immediately effects the options for others. This dynamic interaction greatly boosts the engagement of the students.

Adaptive Learning:

- The automated EdAlive Adaptive Learning system ensures that each student is presented with maths content that has just the right level of challenge for them.
- Teachers can be confident that students are always working on content that is targeted just for them without having to monitor and adjust settings.



Playing Space Rescue

Space Rescue can be played by a student on their own or in a group. It is easy to start, join or host a game. The system automatically does all of the hard work for teachers and parents. It concurrently manages the game play, recalculates the options for each player and automatically delivers maths optimised for each student and then reports on *Questions* completed.

Choose a game complexity

To get started students click on the SPACE RESCUE button on the *Home Screen* and select either the *Basic* or the *Advanced Game*.

- The *Basic* game is suitable for younger students and is quicker to play
- The *Advanced Game* is more complex and has more tiles to explore. It features a range of gadgets that students can use to effect the gameplay of others. It takes a little longer to play.



Choose to play alone or with others

Join a game with other players
randomly selected from
around the world

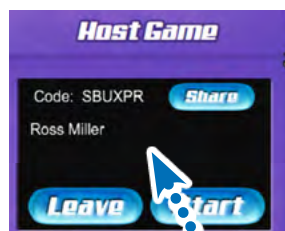
Join a game hosted by
another player



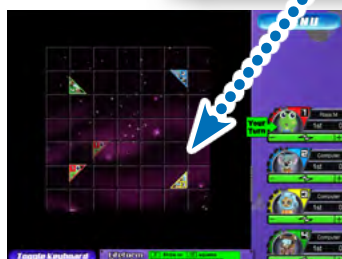
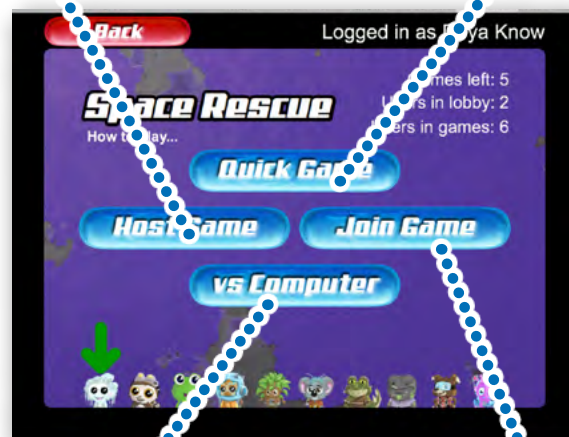
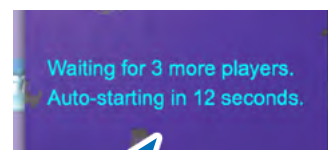
Commence a game as
a *Host*

Play against 3 *Smart
Computer Players*

Share this code with others
you know to host a game



Waiting for players to
join your game



The *Smart Computer Players*
appear immediately

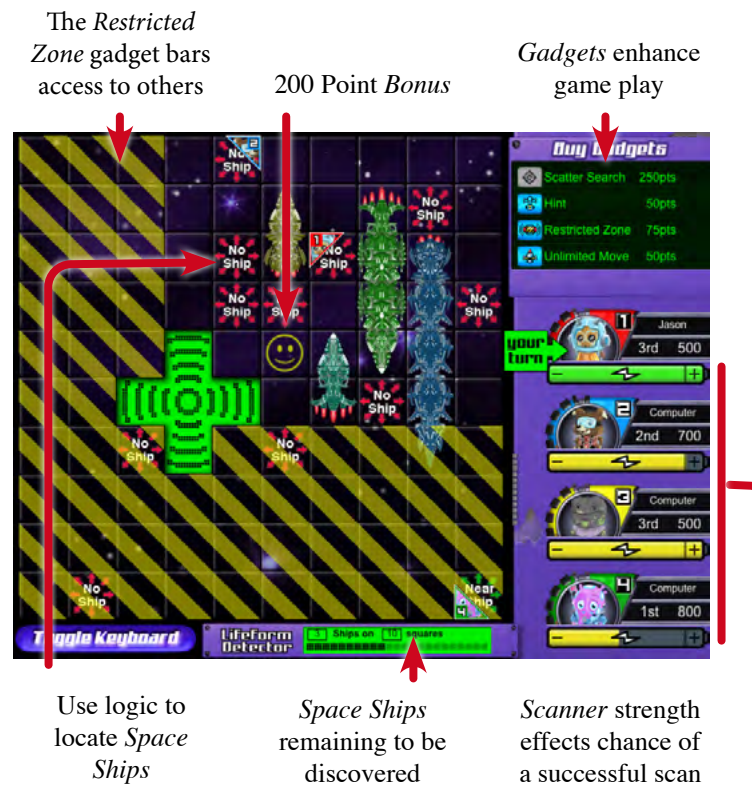
Enter the game's code:

Cancel Ok

Enter a code that a *Host*
has shared with you.

Use logic and deduction to play the game

To play *Space Rescue* students must use logical and deduction to predict the location of the parts of the *Space Ships*. The game strategy is ever changing as other players discover parts of the ships. To succeed players must develop and constantly reevaluate their strategy as other players make their moves.

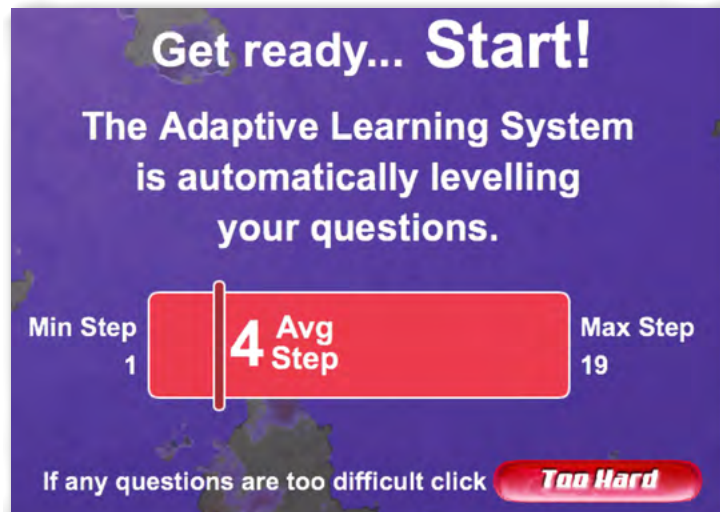


Questions from the EdAlive Adaptive Learning System

Between each round of game play students must answer a series of *Questions* as determined by the *EdAlive Adaptive Learning System*.

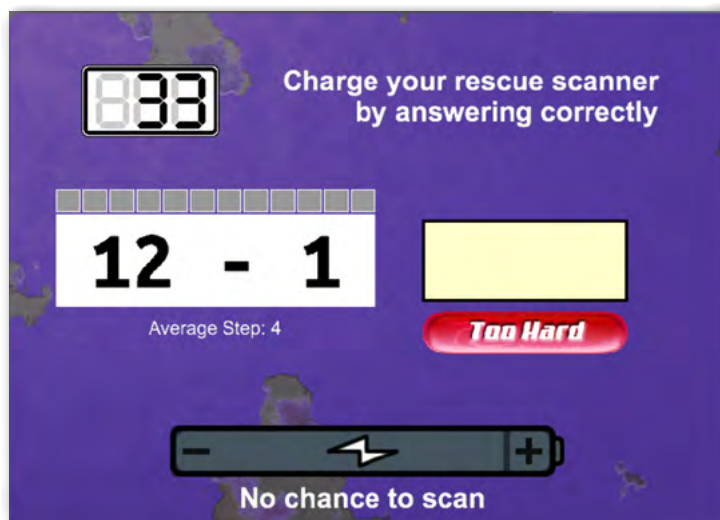
For details of the operation of the *Adaptive Learning System* see the relevant section of this publication.

The System starts by reviewing the student's results and then automatically choosing fresh optimised content.



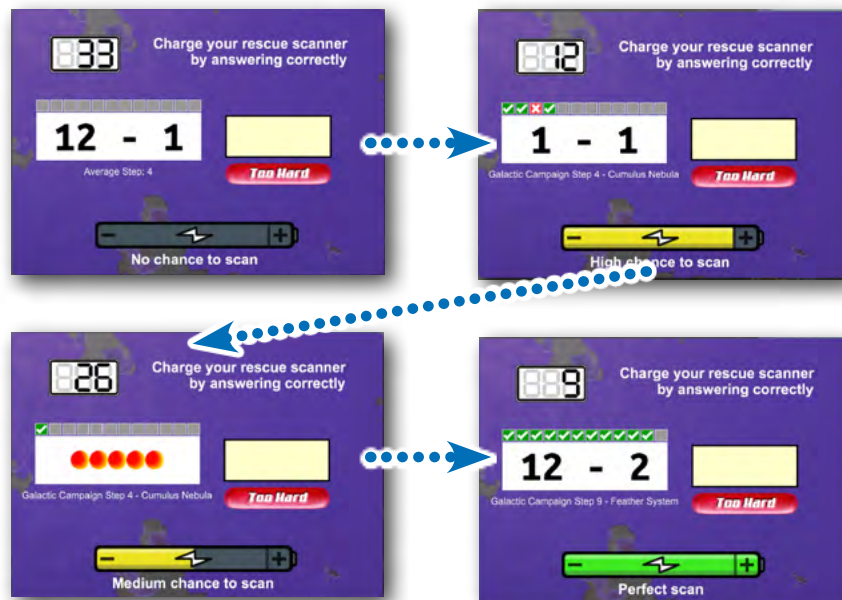
Up to 12 levelled questions are then presented.

- The student completes as many *Questions* as possible in the allocated time.
- Even though there is a timer running there is no penalty for unanswered questions.



Scanner Strength

The more *Questions* that are answered correctly the stronger the *Scanner Strength*. The higher the *Scanner Strength* the greater the possibility that, when playing the game and scanning a *Tile*, that the scan will be successful in revealing the presence or otherwise of a *Space Ship* in the *Tile*.



Finishing Sequence

After the last ship is found *Space Rescue* allocates point credits for the winners of a range of criteria. All the points are then tallied and a winner declared.

A *Results Summary Screen* is then displayed.



For more information on the Results Summary Screen see the *Adaptive Learning* Section

Teachers and parents can set and lock content for students using the *Set Content* option.

1. Content can be selected from any of the *Topics* or *Times Tables*.
2. Once *Content* is set a student signing in will be prevented from attempting any other content or activity within *Maths Invaders Online* for the duration of the set time.
3. *Set Content* can be unlocked using the UNLOCK CONTENT button.

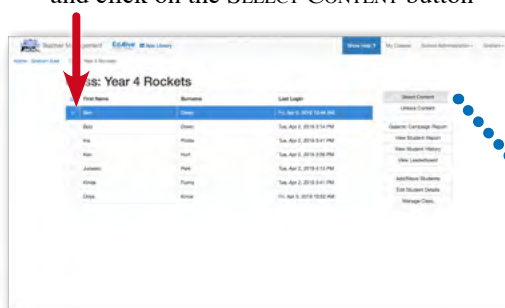
Parents and teachers can use the *Set Content* option to direct a single child or group of students to work on a nominated maths skill. Perfect for setting classroom work!

To Select Content

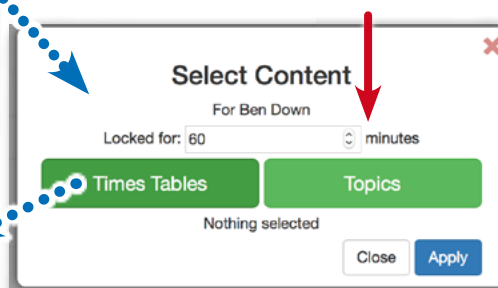
School Teachers access the *Select Content* dialogue from the class list in the *Maths Invaders Online Teacher Management* screen.

Home Parents access the *Select Content* dialogue from the *My Children* screen.

To set content, select the student or students and click on the SELECT CONTENT button



Set the time for the selected content to endure. The set time frame commences immediately.



Choose the content and press the OK button



Selected students will be locked to the selected content, and will only be able to work on this content until the expiration of the nominated time.

To Unlock Content

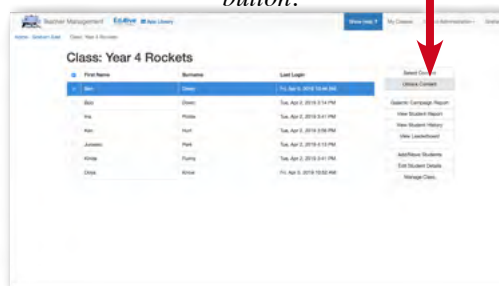


Teachers access the *Unlock Content* function from the class list in the *Maths Invaders Online Teacher Management* screen.



Parents access the *Unlock Content* function from the *My Children* screen.

To cancel set content, select the student or students and click on the **UNLOCK CONTENT** button.



What Students/Children see

Once the *Set Content* option has been activated the students/children using *Maths Invaders Online* will be locked out of other activities for designated time. Once the designated time has expired the function returns to normal.

To set content, select the student or students and click on the **SELECT CONTENT** button.

Content is locked to the selection made by the teacher for the nominated time.



Printable Practice Worksheets

An unlimited number of *Printable Practice Worksheets* can be generated either by a student as they work or by a teacher from the *Teacher Management Module* or a parent from the *Parent Management Module*. Throughout *Maths Invaders Online* there are multiple points of access to the *Printable Practice Worksheets*.

1. Each *Worksheet* is specific to one of the 118 *Steps* (*the Level Tests are not included*) or, if required, the 850 *Units*.
2. The *Questions* for each *Worksheet* are generated on-the-fly meaning that each *Worksheet* is unique and the number of variants unlimited.
3. *Answer Sheets* can be printed.
4. Correct answers and fulfilled *Curriculum Correlations* can be appended to the bottom of each *Worksheet*.

Details of the individualised Worksheet. Corresponding Galactic Campaign Step. Content Selection controls.

The screenshot displays the Maths Invaders Online interface. On the left, a worksheet titled 'Maths Invaders Online Worksheet' is shown, featuring a grid of subtraction problems. A red box highlights the title, and a red circle highlights 'Step 25'. In the center, a 'Schedule' button is visible. On the right, the 'Content Selection' panel is shown, with a red box highlighting the 'Choose Content' section, which includes a 'Count' dropdown set to 24, a 'Regenerate Questions' button, and a 'Show Answers' button. Below this, a 'Show Curriculum Outcomes for:' section has a dropdown menu set to 'Do Not Show Outcomes' and a 'Print' button. Red arrows point from the descriptive text to these specific elements. To the right of the interface, two text annotations with red arrows point to the 'Show Answers' and 'Print' buttons respectively.

Toggle *Answers* on and off.

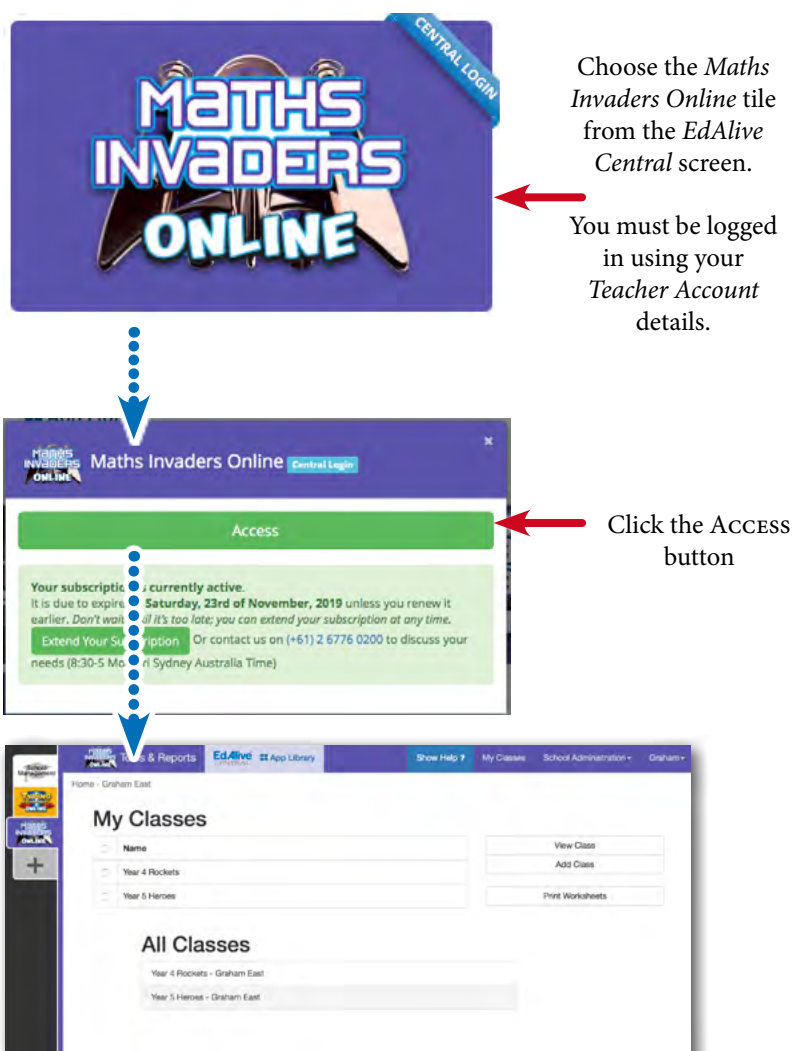
Toggle *Curriculum Outcomes* on and off.

Reporting

The reports relating to each student's activity within *Maths Invaders Online* are accessed from the *Tools and Reports* screen. (**NB** These reports cannot be accessed from the *EdAlive Central School Management* or *Family Management* screens).

Access Tools and Reports

To access the *Maths Invaders Online Tools and Reports* screen and thence the reports go to *central.edalive.com* and login as a Teacher. Click on the *Maths Invaders Online* tile.



Select the class you wish to access the reports for and click on the VIEW CLASS button. The following will appear:

First Name	Surname	Last Login
Ben	Down	Fri, Apr 26, 2019 8:49 AM
Bob	Down	Tue, Apr 2, 2019 3:14 PM
Doys	Know	Fri, Apr 5, 2019 10:52 AM
Ina	Pickle	Tue, Apr 2, 2019 3:41 PM
Jurassic	Park	Tue, Apr 2, 2019 4:13 PM
Ken	Hurt	Tue, Apr 2, 2019 3:56 PM
Kinda	Funny	Tue, Apr 2, 2019 3:41 PM

Class: Year 4 Rockets Mr. East, Miss Wood, Miss Bellum

Options on the right sidebar:

- Select Content
- Unlock Content
- Student Reports
 - Galactic Campaign
 - Achievement
 - Daily History
 - Adaptive Learning
- Class Reports
 - Galactic Campaign
 - Weekly
 - Daily
 - Leaderboards
- Add/Move Students
- Edit Student Details
- Manage Class

The *Last Login* column shows the time and date of each student's last login. This is helpful if you are monitoring homework use or want to see which children haven't used the system for a while.

Access Tools and Reports

To access the reports:

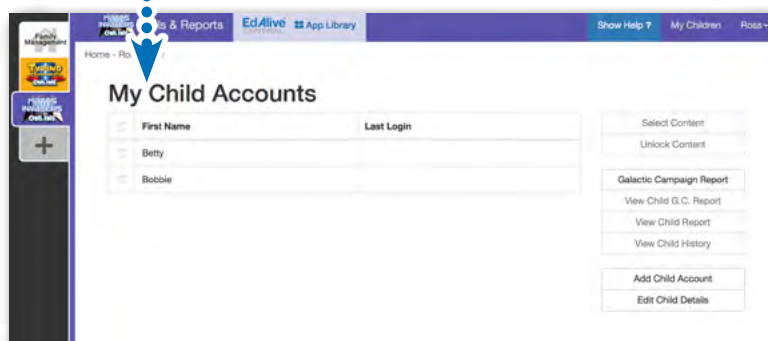


Choose the *Maths Invaders Online* tile from the *EdAlive Central* screen.

You must be logged in using your *Parent Account* details and not as a student or child.



Click the **ACCESS** button



School Home Specific reports

There is a series of incisive reports that facilitate the monitoring of individual and class progress.

Galactic Campaign Report
View Student G.C. Report
View Student Report
View Student History
View Leaderboard

The Galactic Campaign report

This report shows each student's progress through the *Galactic Campaign*. Each cell in the report will fill with stars to indicate completion of each speed level in the *Step*. Once all 3 *Speed Levels* are completed, the student has demonstrated *Maths Fluency* in the topic and the step will be considered *Mastered*. Crosses in the cells indicate *Topics* where a student is struggling to complete the maths activities at the selected speed. We recommend printing *Worksheets* containing activities from such *Topics* and working through the questions with a teacher, parent or guardian.

	Zone 1 - Cumulus Nebula Ages 5 - 6				
Step	1	2	3	4	5
Elijah A	★ ★ ✕				
Phillip A	★ ★ ★				
Tamara A	★ ★ ★				
Leilani B	✕				
Liam B	★ ★ ★				

★ Stars are awarded for successfully completing a speed level in a step

✕ Crosses indicate that a student is struggling with the topic in a step

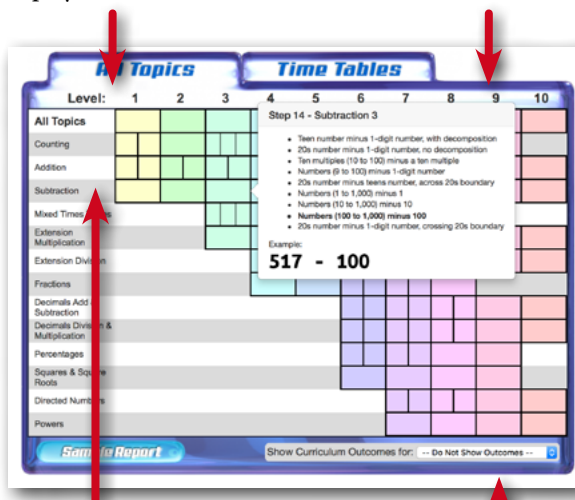
★ ★ ★ Three stars indicate Maths Fluency and mastery of a specific topic

View Student Reports - All Topics

The *All Topics Progress Report* shows the student's progress *Topic-by-Topic*. All results from all *Topic*-based work completed in any part of *Maths Invaders Online* is displayed in this report. Since the *Topics* are the basis of the progression in *Galactic Campaign* and the questions answered in *Space Rescue*, these results are included in this report.

Click *All Topics* tab to display.

Displays progress in all of the 118 Steps and 10 Tests.

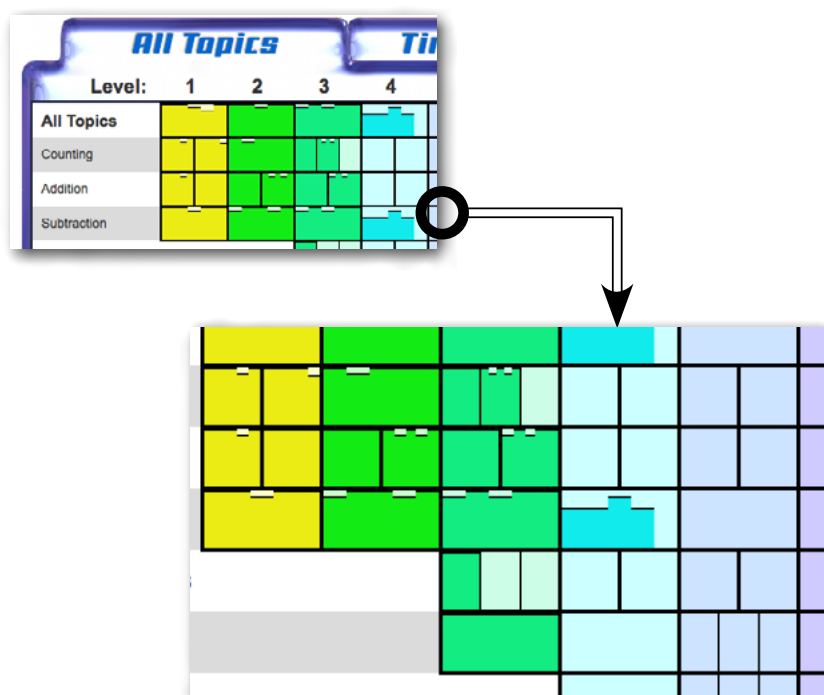


Roll over each cell to see the *Question* content.

Click the pop up menu to display *Curriculum Correlations*.

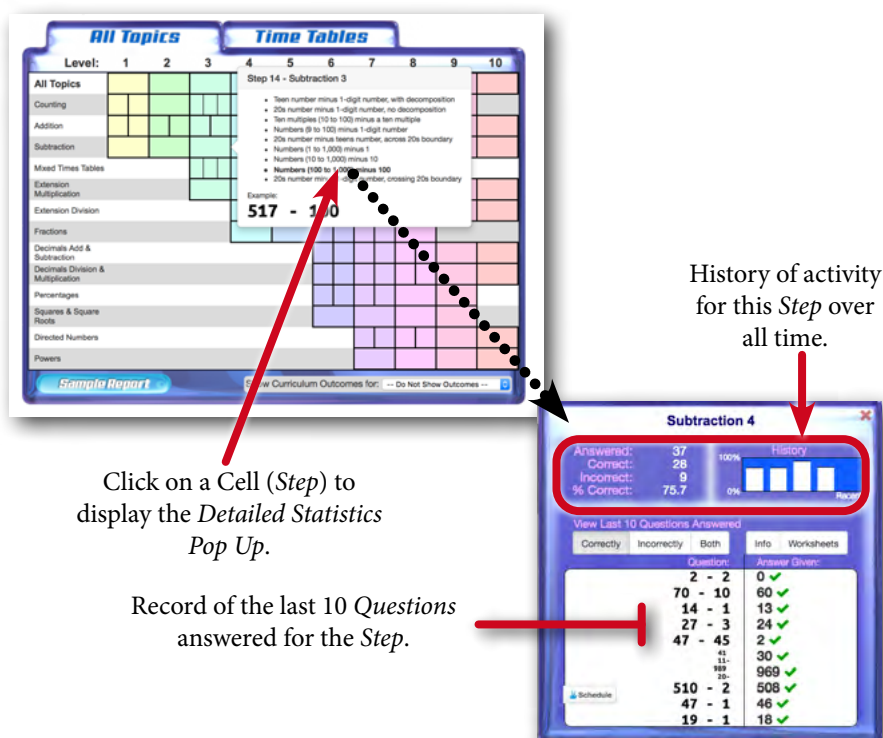
All Topics Progress Report Mini Graphs

Each cell in the *All Topics Progress Report* report includes a column graph representing up to 50 of the student's most recent *Questions* divided into groups of 10. Click on a column graph to view more statistics and the actual answers given for the last 10 *Questions*.



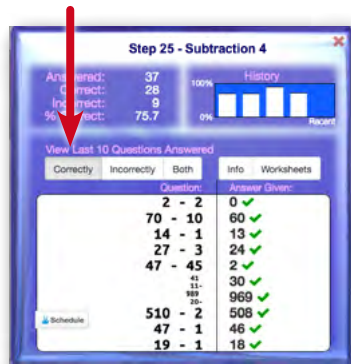
For example, if a student, John, were to answer ten Addition & Subtraction *Questions* with 7 correct and 3 incorrect, the bar would be three-quarters full showing a 70% correct rating.

All Topics Progress Report Detailed Statistics Pop Up

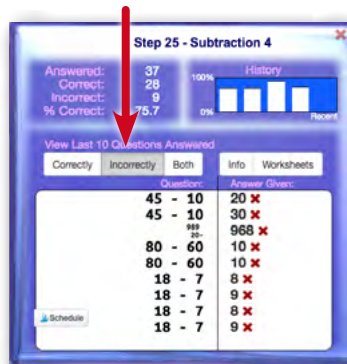


All Topics Detailed Statistics Pop Up - Last 10 questions

Last 10 correct.



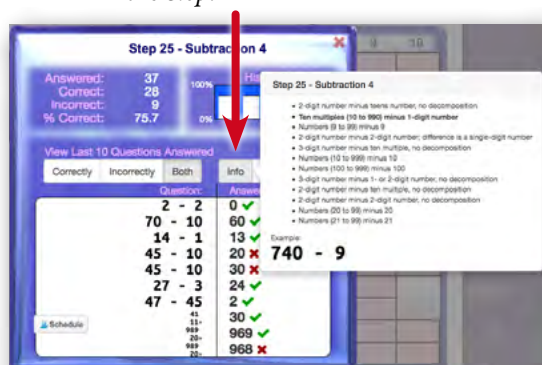
Last 10 incorrect.



Last 10 correct and incorrect.



Info re the Units comprising the Step.



Print Worksheets aligned to a Topic from All Topics Progress Report

Step 25 - Subtraction 4

Step 25 - Subtraction 4 is Step 25 of Galactic Campaign

Click on the WORKSHEETS button to create a Worksheet for the selected Step

Maths Invaders Online Worksheet

Step 25

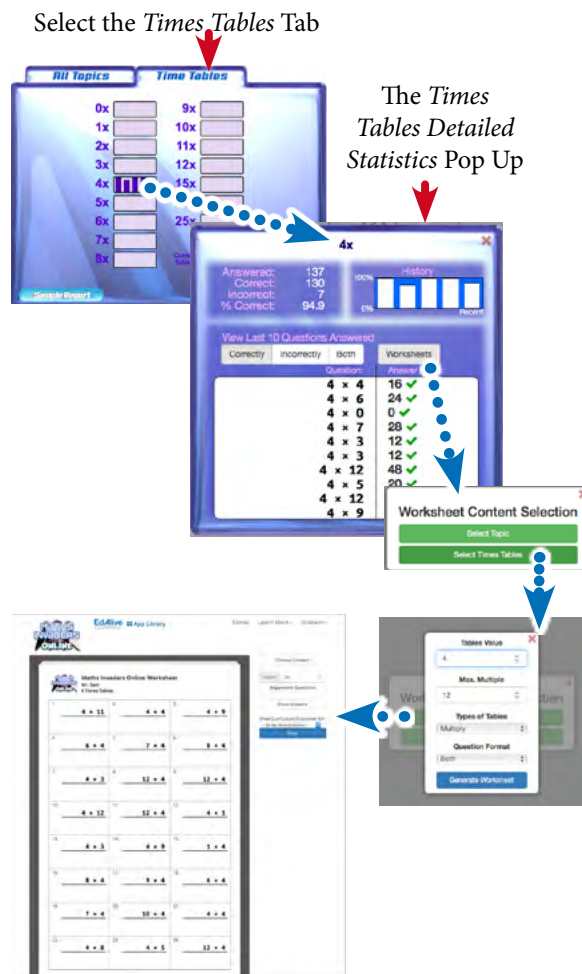
Q	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1.	593 - 10	19 - 8	923 - 20												
2.															
3.															
4.	67 15-	519 10-	35 - 1												
5.															
6.															
7.	35 - 7	57 - 9	25 20-												
8.															
9.															
10.	14 - 2	550 - 3	31 11-												
11.															
12.															
13.	10 - 3	613 1-	68 - 20												
14.															
15.															

Student Report - Times Tables

The *Time Tables* tab displays the results of work done in the *Times Tables Practice* section.

Each cell in the report includes a bar graph representing up to 50 of their most recent *Questions* divided in to groups of 10. Click on a bar graph to view more statistics and the actual answers given for the last 10 questions.

The operation of the *Times Tables Detailed Statistics* Pop Up parallels that of the *Detailed Statistics* Pop Up.



About the Leaderboards

The *Maths Invaders Online Leaderboards* are designed to boost individual student motivation and team engagement by challenging all members of a class to contribute to the overall ranking on the *Leaderboard*. Many teachers have indicated that working with the *Leaderboards* has had a remarkable effect on the maths performance of their classes.

Each correct *Answer* counts towards the weekly class tally that powers the *Leaderboard* which facilitates intra-school and inter-school competition.




Any member of the public may view the *Leaderboards*.

Only maths questions answered by students linked to a class at a school will contribute to the Leaderboards.






To access the Leaderboards




Go to the *Maths Invaders Online* Home Page.



This week's most questions answered: [Show All Results](#)


1st		YR 6H Torrens Valley Christian School, Hop...	6397
2nd		46A - Mr. Freel South Melbourne Primary School, S...	4525
3rd ↑ 2		3 - Miss Wong South Melbourne Primary School, S...	4016

Most Questions Answered Leaderboards






Ranking In:  World  Country  This week so far  My School  Group By

Date:  This week so far  My School  Group By

Show Only:  My School  Group By

Group By:  Age Brackets

This Week's Leaderboard Closes in: **5 days, 00:48:46** (hrs:min:sec) [Refresh](#)

Leading	Under 8's	Under 10's	Under 12's	Under 14's	Under 16's	Under 18's
Under 8's There are no results to show.						
Under 10's						
1st ↑ 1		3 - Miss Wong South Melbourne Primary School, SOUTHBANK, VIC	4016			
2nd ↑ 2		4B - Mrs. Barrie Saint Stephen's College, Oxenford, QLD	2403			
3rd ↑ 9		4L - Mrs. Lewis Saint Stephen's College, Oxenford, QLD	2355			
Under 12's						
1st		46A - Mr. Freel South Melbourne Primary School, SOUTHBANK, VIC	4525			
2nd		Year 4/5 2019 - Mrs. Gregory Canowindra Public School, Canowindra, NSW	3879			

Moment by moment the *Leaderboard* tracks and analyses all the answers completed by each student in every class and displays the results for those classes that meet the participation criteria.

The results refresh every 15 minutes. The *Leaderboards* enable classes to compete across a broad range of criteria thus maximizing involvement. Using the tick boxes to isolate different criteria, students can view the performance of their class by:

1. Country or state.
2. Age brackets.
3. The results just for your school.

History is kept

The *Leaderboard* system archives the results week by week enabling students to retrospectively view the performance of their class.

Relative improvement is shown

Weekly improvements in class ranking relative to other classes is shown by green arrows.

Leaderboard details

For a detailed explanation of the operation of the Leaderboards click here *or* go to www.mathsinvaders.com/leaderboard/info.

Leaderboard opt out

Some schools may prefer that their classes are not displayed on the Leaderboards. If this is the case, the *School Administrator* can simply uncheck the *Participate in Competition* option on the My School screen of the School Administration menu. Please note we cannot remove results retrospectively.

The *Maths Invaders Online Leaderboards* do not display any *Personal Identifiable Data* for any student. Only aggregated class results are displayed.

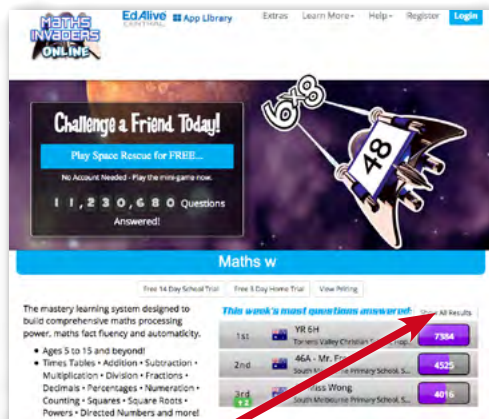
Leaderboard Certificates

Leaderboard participation certificates can be retrospectively printed from the archived history for the whole class.

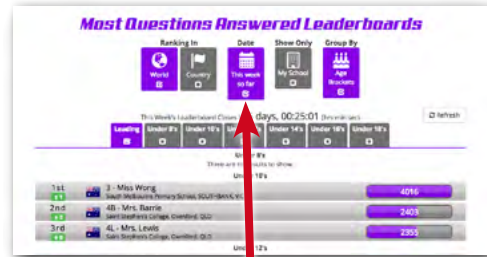


Leaderboard Certificates and printing

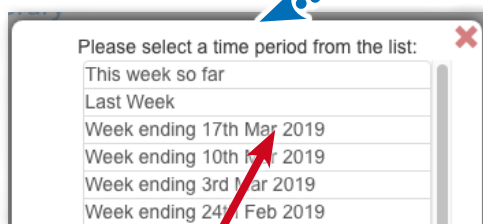
Only teachers logged in to their accounts can access and print *Leaderboard* certificates.



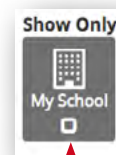
Access the full *Leaderboard* by clicking on the **SHOW ALL RESULTS** button.



Un-tick *This Week So Far* to display the full list of *Leaderboard* weeks.



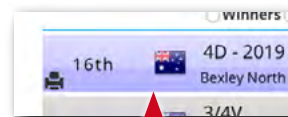
Choose the week to be printed (naturally you cannot print the current week as it is not completed).



To make it easy to find the class tick the **SHOW ONLY MY SCHOOL** button.



Select the age group that the class to be printed is in.



Click on the row of the class to be printed (there is a print icon, but you can click anywhere). A printable PDF will download. Locate the downloaded file and print the certificates..

Daily History

Shows the detailed day-by-day activity for each student. To view the report select the student and click the VIEW STUDENT HISTORY button.

Daily History

The *Daily History* graph enables teachers to monitor student activity by analysing their activity over time. It also enables the resetting of student data.

Graphically displays activity for the past 12 months.

Click on a specific week's column to display activity detail.

View week-by-week activity

Click on a column to highlight the activity for any of 52 weeks. The details display below.

Delete specific activity history

Situations can arise that require the deletion of history for one of more activities for one or more students. Deleting the history resets the associated record of achievement and settings within *Maths Invaders Online* enabling students to re-challenge themselves with the same content. This facility is very useful where a family member or other student has been completing activities in the user's account thus skewing their record of achievement.

Display results against various curricula

Maths Invaders Online is able to correlate student's results against multiple curricula.

Activities completed with corresponding Curriculum Correlations.

Select the Curriculum against which to correlate.

Weekly Report - Whole Class

Shows the weekly activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the WEEKLY REPORT button.

Change the time frame

Navigate between Class reports with tabs

Export the data as a CSV file

Daily Report - Whole Class

Shows the activity day-by-day for work done by the student over the past week for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the DAILY REPORT button.

[illegible]

Printing

PDF printing

In order to maximise printing compatibility *Maths Invaders Online* sends its printed output to PDF files. The PDFs are saved to the default export location for your browser. To print the files open them in a PDF viewer and print.

Printed output available

Teachers

Teachers can retrospectively print certificates for work previously completed by their Students.

- *Leaderboard Certificates* from previous weeks on the *Leaderboard*.
- *Worksheets*.

Parents

- *Worksheets*.

Child/Students/Personal users can print:

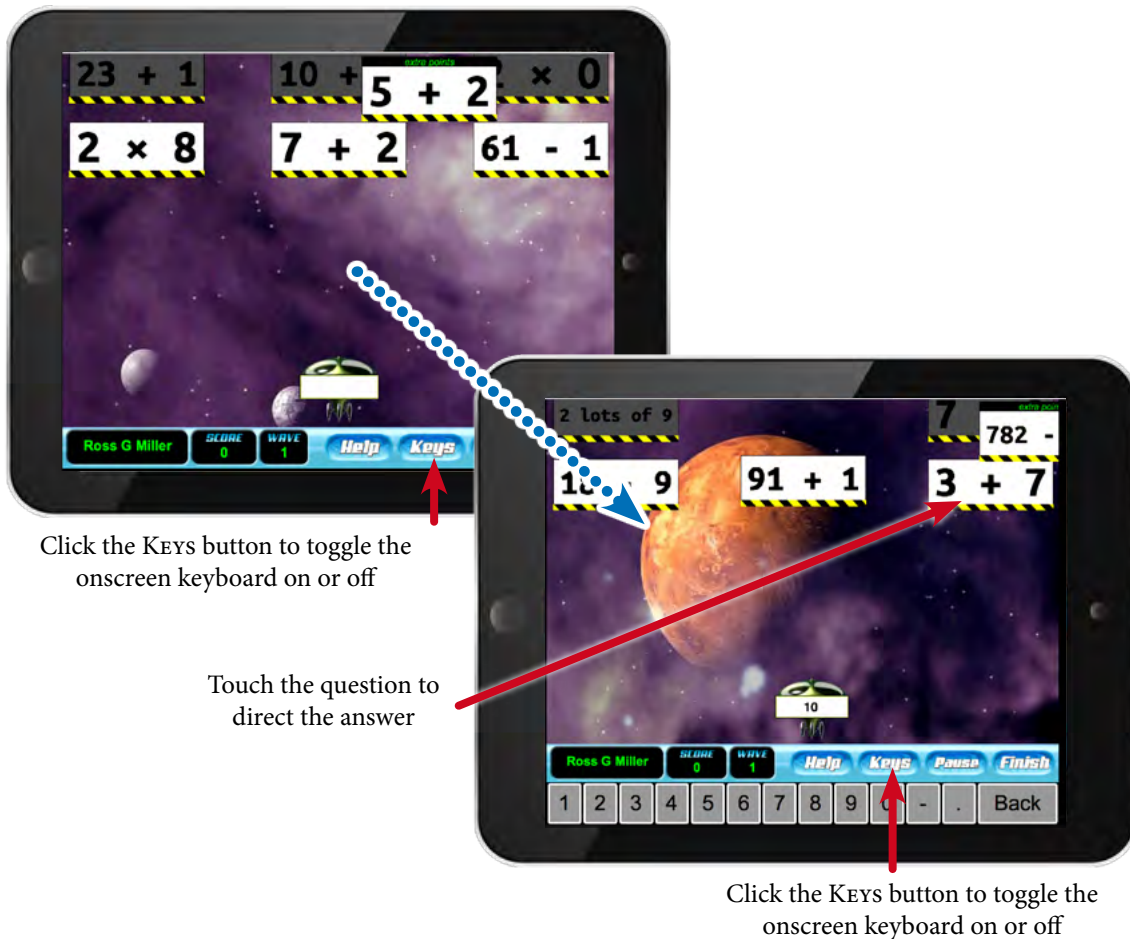
- *Worksheets*.
- *Defender Level Awards*.



Mobile device input

Toggle between mobile and computer input

Maths Invaders Online works on any mobile device without the need for an external keyboard. The KEYS button allows users to toggle the onscreen numeric keyboard on and off. The onscreen numeric keyboard can also be used on computer screens with the mouse.



Works on all devices

1. Swap easily between PCs and mobile devices.
2. Any device, anywhere, any time.