

PiXL Times Tables App 'How to' guide



The app can be played on a desktop using the website link below or via an app, free from the app store on a phone or ipad device.

Be aware, you may need to authorise the use of flash player. If the 'ctrl and click' function fails to work, try copying and pasting the link into an address bar.

<https://timestable.pixl.org.uk/Timestables.html>

Welcome to the PiXL TT App

Please enter your school id

Please enter your userid

Please enter your password

Please note that you can use your Maths App or Primary Wise login details.

Login

Copyright © 2009-2020 The PiXL Club. Version 1.45. Developer: Matt Woodfine. OS: WIN 32,0,0,445

You should then be met with the login screen.

The login credentials for year 8 remain the same as last year:

School id: SH2534

User id: Surname plus first initial
e.g. TaylorA (spaces and punctuation removed)

Password: Userid PLUS 7 e.g. TaylorA7

For year 7 students, login details are as follows:

School id: SH2534

User id: Surname plus first initial
e.g. TaylorA (spaces and punctuation removed)

Password:

First part of school email address up to (not including) the @
e.g. ATaylor25000



Once students have logged in, they will be met with this screen.

Knowledge: allows them to practise a specific times table.

Time Attack: gives them a set of timed questions on a chosen times table.

The Test: Allows you to determine your real strengths and weaknesses as all of the times tables are mixed up and selected at random.

Trophies: You can earn trophies for the fastest times.

The final option is to take part in a selection of games which are run nationally with other students who are logged in at the same time. These include the raft run and very popular survival!

Weekly score	0
All time correct	0
All time total	0
Success rate	0%
Strength	
Focus	

At the top of the page there is a 'results analysis' tab. This allows students to see how many questions they answered, how many they have done correctly and gives them a strength and focus. It should be the

focus that should drive the decision-making process about which times table should be the next focus.



Incentives and Rewards



Apart from the obvious incentive of being better at your times tables and that in turn making lots of aspects of your studies easier, there are lots of incentives for logging on and practising each week:

- ★ 'Skip the queue' passes each week for the top 3 participants. They are the people who have answered the most questions.
- ★ Interform competitions with house points being awarded every half term.
- ★ Certificates and prizes at the end of each half term for the highest participation as well as fastest scores.
- ★ In the summer term, we run a times tables championship. The winner gets a gift voucher and the times tables championship trophy which they keep for a year.

PiXL times tables app is also run nationally and each week we get given a regional and national ranking. We have been 1st nationally on more than 1 occasion since its launch in 2018 and I am really looking forward to reaching that top spot again soon!

I hope this guide has helped clarify how to get your child to log on and how it works. If you have any questions, please do not hesitate to contact me at kmcdonald@soham-college.org.uk

Mrs McDonald