

# PiXL Times Tables App 'How to' guide

The app can be played on a desktop using the website link below or via an app or shortcut which can be added to your home screen on any device from the link below.

**Note: the app is not available on the google or Apple play stores.**

[MM login \(pixl.org.uk\)](https://appusers.pixl.org.uk)

<https://appusers.pixl.org.uk/mentalmaths/login>

**MENTAL MATHS TOOL LOGIN**

Practise your key knowledge until you can recall it in under 5 seconds.

Please enter your PiXL app login details into the boxes below:

Please enter your PiXL ID

Please enter your PiXL username

Please enter your PiXL password

**SUBMIT**



You should then be met with the login screen.

**The login credentials for both year 7s is as follows:**

**School id:** SH2534

**User id:** Surname plus first initial

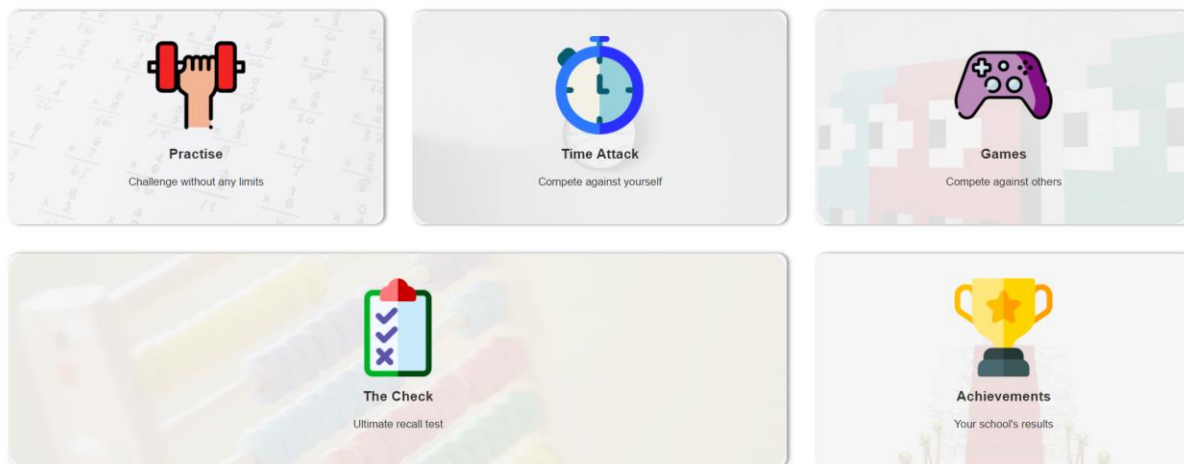
e.g. TaylorA (spaces and punctuation removed)

**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.



Practise: allows them to practise a specific times table.

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

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

Achievements: Allows you to monitor your strengths and areas for practice. It shows you the trophies you've earned and where you're ranked in terms of fastest times.

Games: Enjoy practising your times tables whilst competing against others who are logged in at the same time. These include the raft run and very popular survival!

### Monitoring Progress

Click on the achievements button and you will see how you are progressing.

The colour-coded grid tells you how you're getting on with each times table.

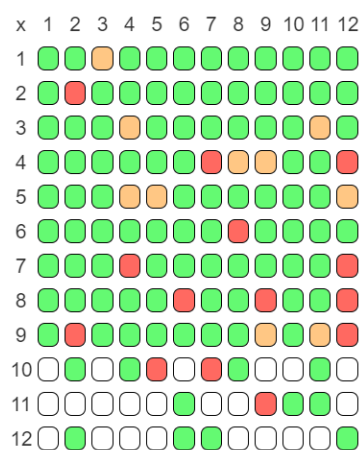
Green – nailed it!

Amber – almost there

Red – Keep practising

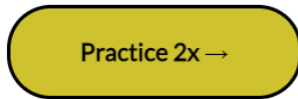
White – give it a go!

Your overall headline results:



Strength: 6x

Focus: 2x



Your trophy stand:



There is also a section that allows students to see their current strength and focus as well as how many trophies they have achieved. It should be the focus that should drive the decision-making process about which times table should be practised next.



### 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.

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 [ameyn@soham-college.org.uk](mailto:ameyn@soham-college.org.uk)

Mrs Meyn