



“Correct Result!” iOS App

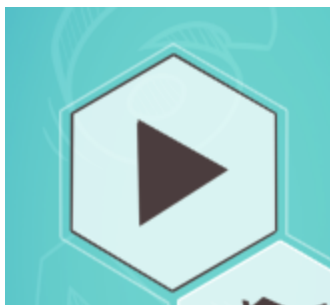
Teacher's hints - how to use the app with you students

Why our app?

Mastering arithmetic skills requires many repetitions which may become boring for kids. The main idea of the Correct Result App is to make this process more fun and more engaging. We offer a whole set of challenges - completing Achievements and Daily Missions, collecting Medals, gaining higher levels for each operation. The child is never left alone - every task comes with hints if required. Difficulty level is adjusted to the child's progress - if the current task is too hard it will be repeated after a few easier tasks. There are also Special Missions - if some specific training is required.

Getting started with the app

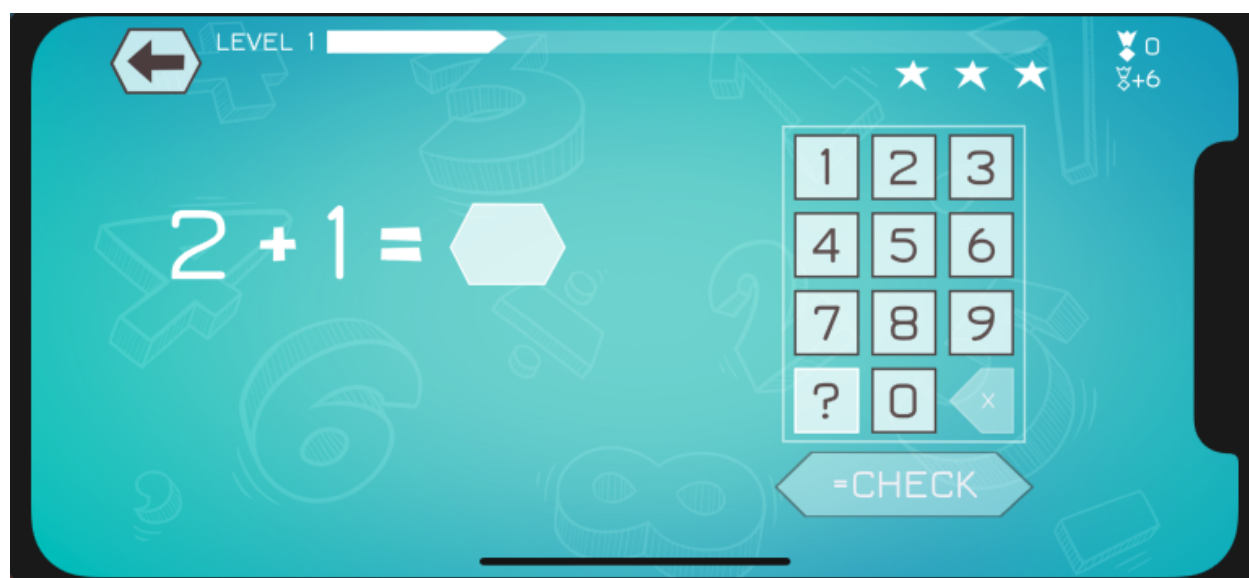
The first contact with the app is very straightforward - simply tap the Play button:



choose the Addition operation:



and that's it - the student may now start solving equations by selecting the proper number and pressing **=CHECK** button:



How the “Play” mode works

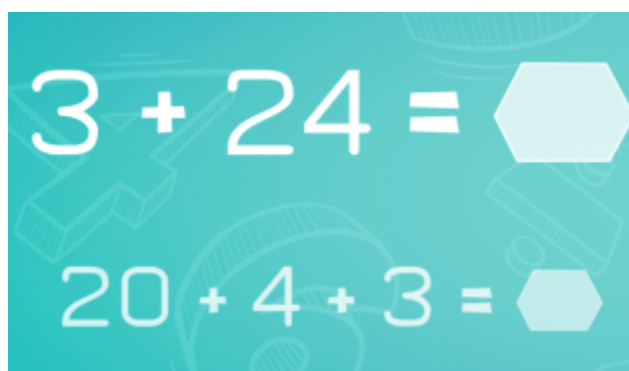
You may think of the “**Play**” mode as a “career” where the kid starts with basic equations and the difficulty level rises according to the individual progress. If the ratio of correct results is high - the difficulty level rises quicker, if tasks seem to be too hard - more equations on the same or lower level are presented for additional practice. The student may frequently encounter easier repetition tasks - so the mind can relax a little bit.

There are always 3 chances to solve the current equation (represented by the stars in the upper right corner), but even after 3 failures there is no “penalty”, in such a situation the correct result is presented and this equation will be presented again after some time.

If the kid needs a hint - there is a question button that might be tapped and one of few hints will be presented:

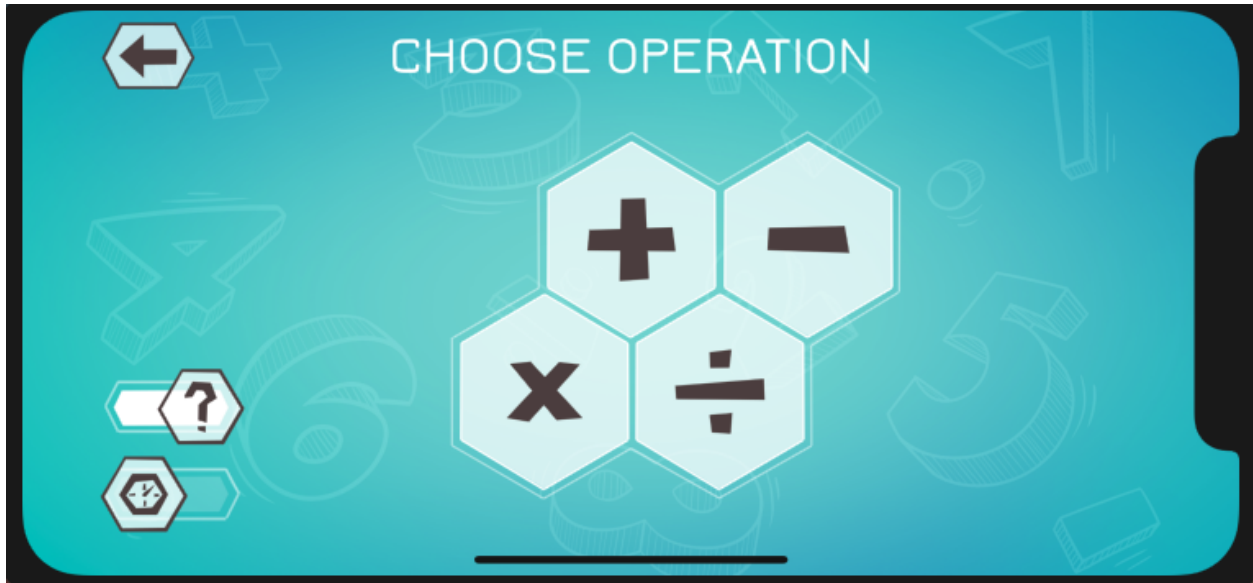


For basic equations where the result can be counted using “fingers” hints are presented with visual elements. For more difficult tasks the hint will try to present the current equation in more simple way:



Simply going through the “Play” mode may be the sufficient option for most kids - the level will be adjusted according to the individual progress and hints can help with harder tasks.

There are currently 4 operations supported in the app:



and if the student wants a more challenging option - hints can be disabled and time ticking may be enabled using the sliders in the lower left corner.

More possibilities in the “Mission” mode

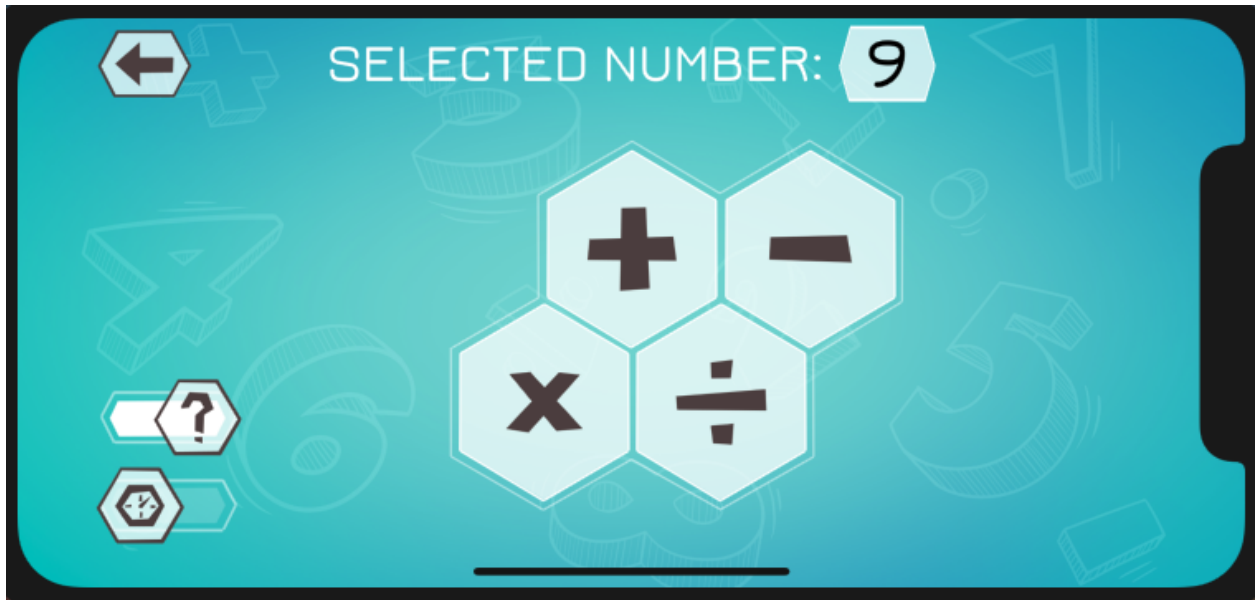
If there is a need for some more specific training - for example: the time table class test is coming and the student wants to practice multiplication by 9. In such case the “Mission” mode can be useful:



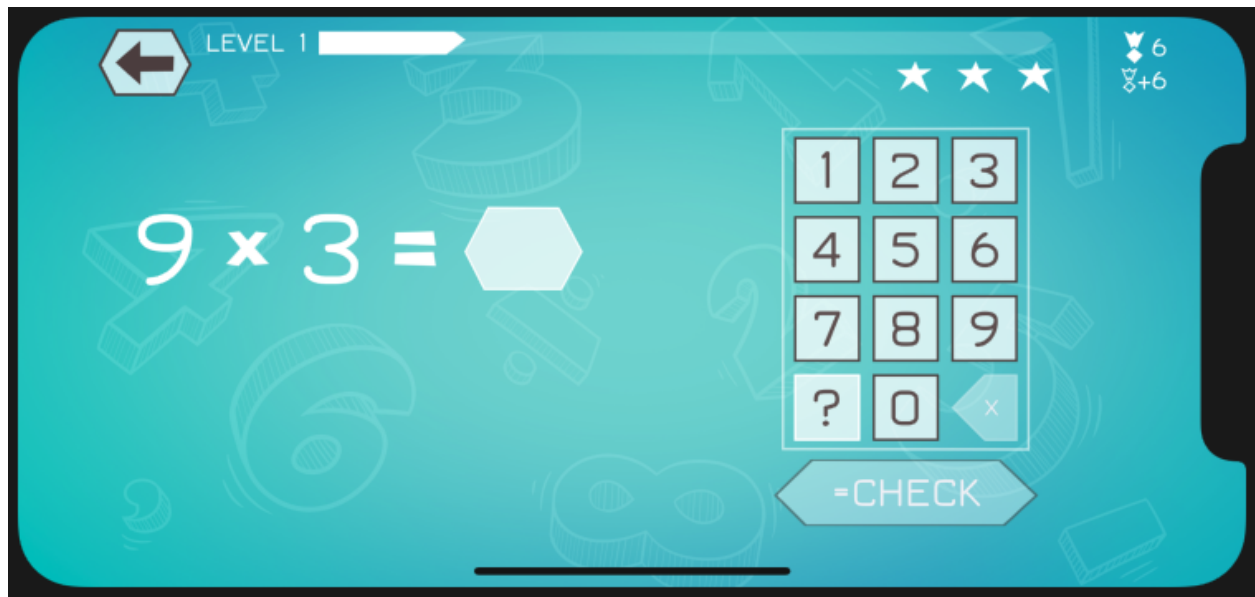
with the "Specific Number" mode:



finally enter number 9 and select the multiplication symbol:



and start practicing multiplication by 9!



More mission types are available:

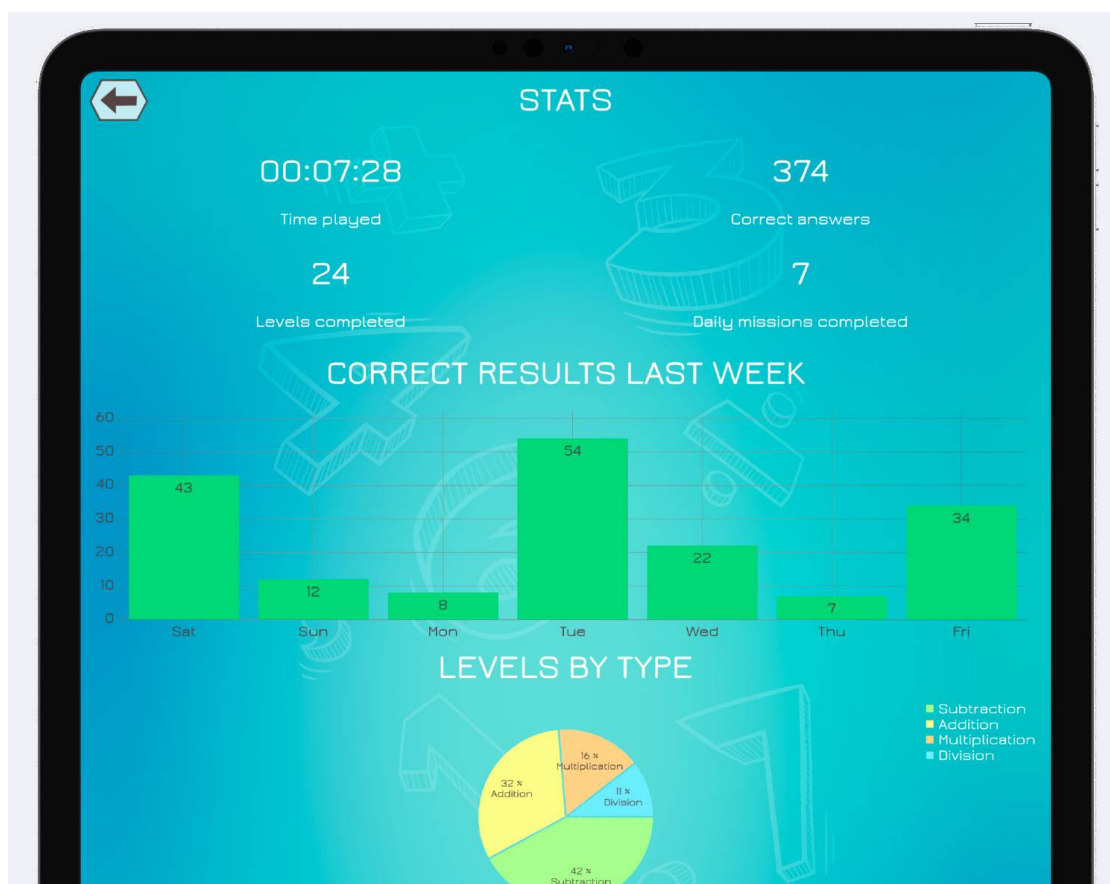


1. **"Specific number"** - described above, for practicing equations with a selected number.

2. **"Result range"** - for practicing equations with a selected range of possible results, for example: "I want to practice adding for higher numbers - with results between 100 and 500".
3. **"Time challenge"** - only a few seconds for the correct result!
4. **"Random"** - totally random challenge, each task can have a different operation and different parameters (with or without hints, time etc). Lot of fun if the kid likes surprises.

Track the progress & rewards

There are multiple ways of tracking the progress in the app. The most "technical" one - for those who likes numbers and charts - is a **"Statistics"** screen available from the main menu:



There are also multiple kinds of Rewards that children can collect while using the app to feel that they are making a progress (and have more fun):



1. Achievements - you can think of it as a “special missions” to complete, for example: “achieve level 5 for one operation” or “use the app for 3 days in a row”.

2. Medals - every correct result gives few points, after getting a certain number of points the student collects a medal as a reward. Each medal is named after a famous mathematician from all around the world so it’s a good occasion to meet Pythagoras, Katherine Johnson or Sir Isaac Newton.

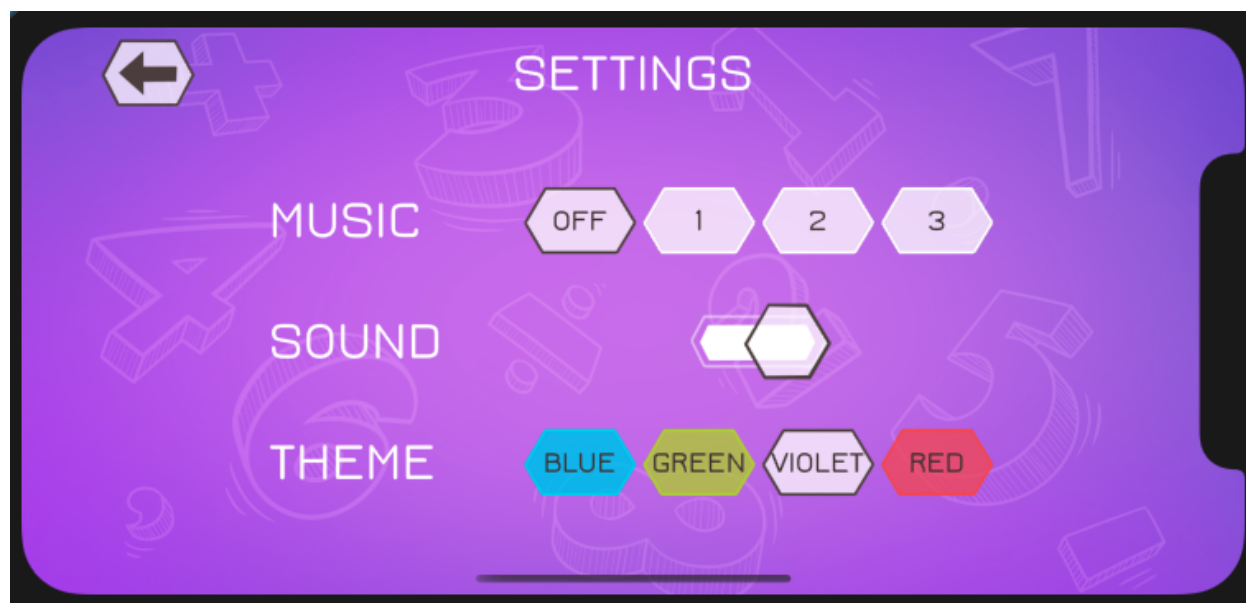
3. Daily Missions - every day a new daily mission can be completed, for example: “complete 3 levels for subtraction and gain 750 bonus points”.

Additionally - if there are few users of the same device - each of them can track the individual progress (levels, statistics, achievements etc) using the concept of **Accounts**. Simply add a new user for every kid that uses this single device.



Appearance

Finally - the kids are different and have different needs. Some of them like silence, some of them like to work with music around. And their favourite colors may be different. To meet such needs we've introduced multiple themes & different sound tracks:



and for the classroom usage - the music and sound can be turned off of course.

Questions

If you have any questions or suggestions how to make our app better for a student use - please feel free to make a contact through our web page form:

<https://correctresult.app/#contact>

You may also take a look at our programming-learning "**Move the Turtle**" app, also available in the App Store:

<https://movetheturtle.com>

