

Maths Builder consists of three inter-related programs



Maths Builder

Maths Builder is the core teaching and learning program. Each of over 1600 worksheets is supported by an interactive game from **Champion** that helps master each maths concept as it is introduced.

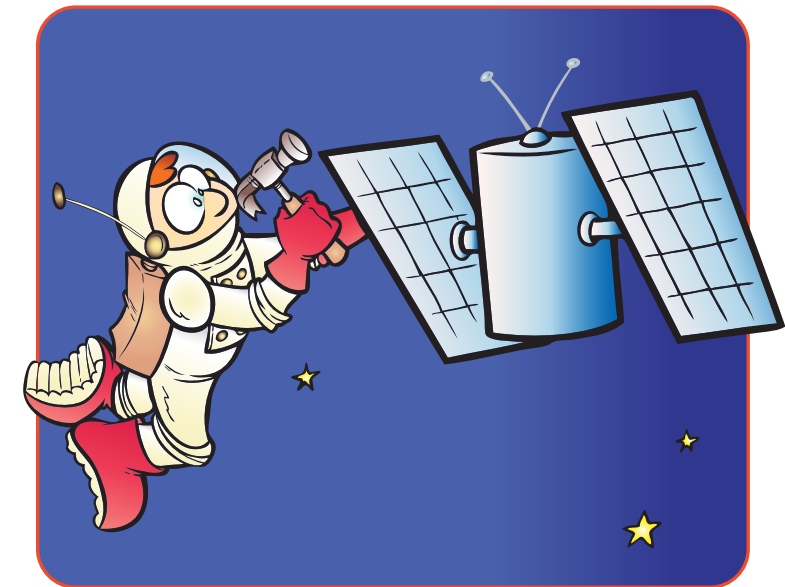
Free **e-Texts** are available on the Maths Builder website. Just like using an online textbook, these teaching programs have links to online games and many other resources that assist teachers in the planning and delivery of a whole year of maths.



School Mastery

School Mastery is the homework and record-keeping program. Games from **Champion** and worksheets from **Maths Builder** can be assigned to students to deliver the ultimate homework program for whole class, group or individual use.

At last a truly individualised learning program is possible.

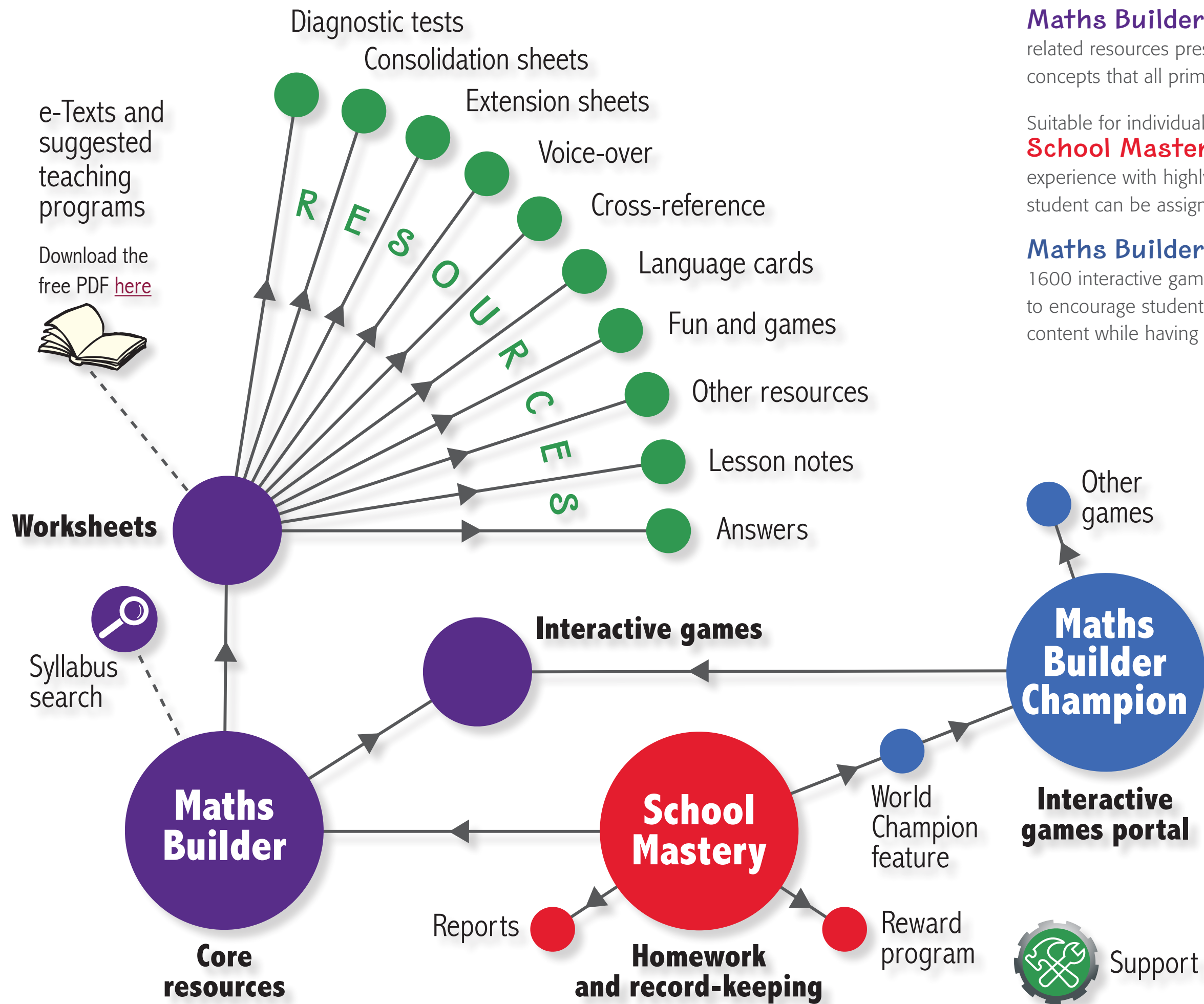


Maths Builder Champion

Each worksheet in the Maths Builder core teaching and learning program is supported by an interactive game. These games are also available as a stand-alone program called Maths Builder Champion that helps students master each maths concept and makes learning fun!

The Maths Builder Champion of the Week is randomly selected from students who have broken three or more records in a given week.





Maths Builder worksheets, interactive games and related resources present the core mathematical skills and concepts that all primary school students need.

Suitable for individual, small group, or whole class use, **School Mastery** deepens the student's learning experience with highly motivating online homework. Each student can be assigned an individual learning program.

Maths Builder Champion contains over 1600 interactive games that use variety and repetition to encourage students to master mathematical skills and content while having fun.

Applications

- Superior classroom teaching
- Teaching to individual needs
- Remediation and extension
- Teaching students who have English as a second language
- Developing reading skills
- Home schooling
- Teaching indigenous students
- Distance education
- The Australian Curriculum

[Click on a feature to see more.](#)

Maths Builder program

Over 1800 beautifully illustrated worksheets provide the core learning material for Maths Builder. Teachers use worksheets to plan and present lessons and to lead students through each learning level, from Level 0 to Level 6.

Maths Builder worksheets are presented in 16 topics and arranged sequentially through the levels. However, thanks to an intuitive navigation system, a non-linear approach to using worksheets and associated resources is easily managed.

As well as having its own section, 'Working Mathematically' is also included within every other topic to help students extend their capacity to reason and solve problems.

Each worksheet is supported by a carefully prepared toolkit of related resources. Every resource that a teacher may need for a lesson is displayed on a single web page, creating an exceptional teaching and learning environment built around the worksheet lesson. Teachers can move quickly between topics and skill levels, print resources, or show them to the class on an interactive whiteboard.

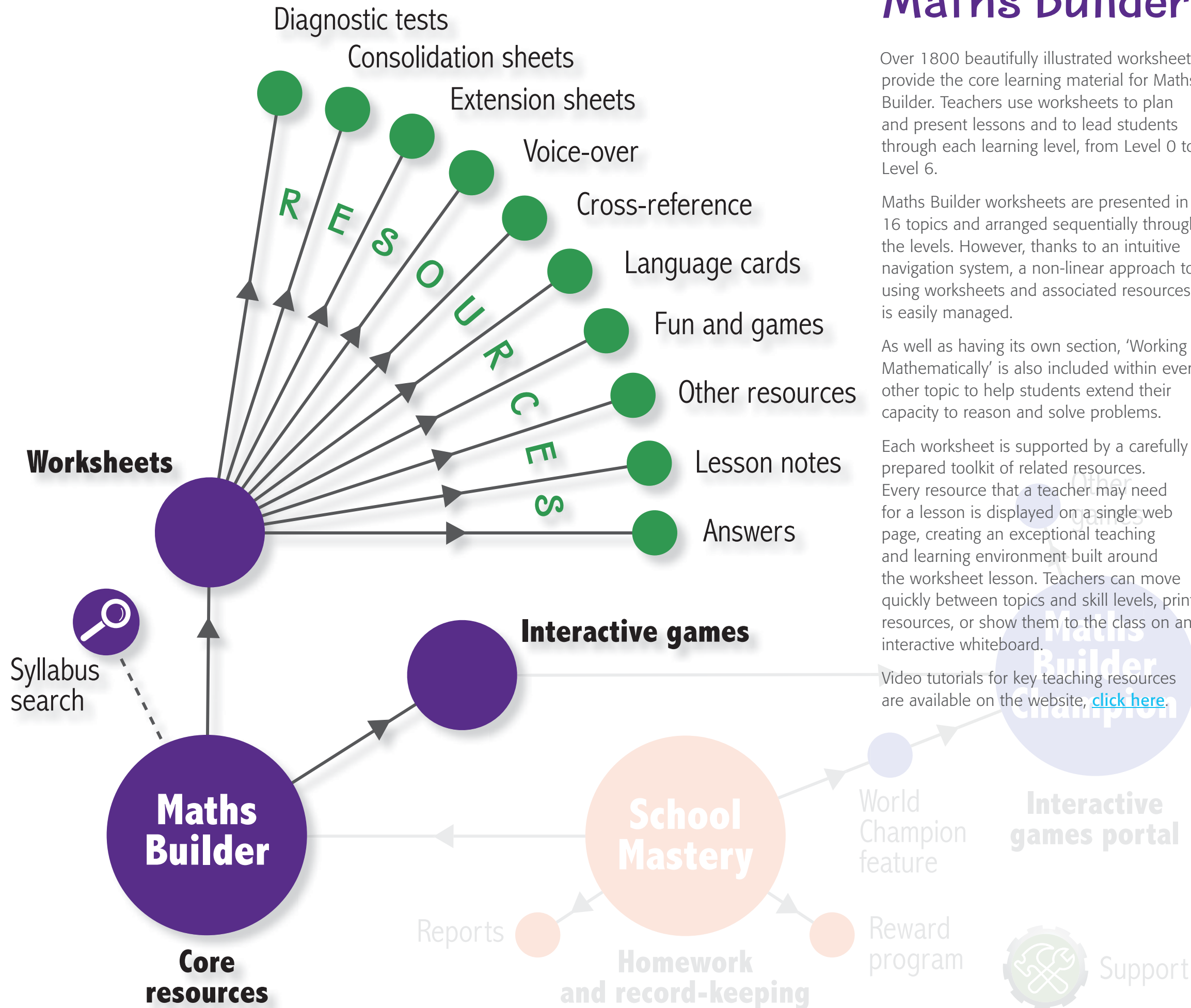
Video tutorials for key teaching resources are available on the website, [click here](#).

Syllabus search

The **Syllabus search** function quickly locates a worksheet that relates to a category within the Maths Builder program, the Australian Curriculum or any other syllabus.

Once a worksheet is identified, selecting the **Cross-reference** button will show other related worksheets, each of which is supported by an interactive game.

A **Search by word** function is provided and a **Go to page** button takes you to the worksheet page where the interactive game and other resources can be found. [Click here](#).



Interactive games

Every Maths Builder worksheet has an associated interactive game. The game covers the content and skills on that worksheet. It provides practice and reinforcement of the content of the lesson.

Using interactive games

- These 'Question Match' and 'Drag and Drop' interactive games are 'interactive learning activities'.
- About half of the available questions (usually 10 out of 20) and two of the four distractors (usually 2 out of 4) are randomly selected each time a game is played. This means that each time a game is played, it is sufficiently different to present a challenge and keep the student motivated.
- There are usually six randomly generated background pictures attached to each game.
- Repetition of the game will allow the content of the lesson to be consolidated.
- The games can be displayed on the interactive whiteboard and students can play by touching the board. This provides an enjoyable element to the lesson and allows the teacher to assess understanding.
- The full power of these games can be tapped using the School Mastery program. Students can be given the games as class homework or as a means to correct weaknesses that have been discovered in individual students. The removal of a student's weakness may simply involve a refreshment of knowledge that has not been met for some time. If a significant gap exists, it can be addressed using both the interactive games and the associated worksheets.
- It takes students about 3 minutes to play a game, so it is reasonable to expect students to play at least the default setting of four times. Ultimately, the teacher determines the number of plays for each game.

The forgetting curve and overlearning

Once learning has taken place and a student can score 100% on a diagnostic test, we assume that knowledge of that concept has been achieved. However, in a few weeks the student will have forgotten some of this work.

If we graphed retention of this concept over time, a 'forgetting curve' would be produced showing that the knowledge learned deteriorates as time passes. Perhaps after two weeks the student would score only 70% of the same diagnostic test. How can we assist retention?

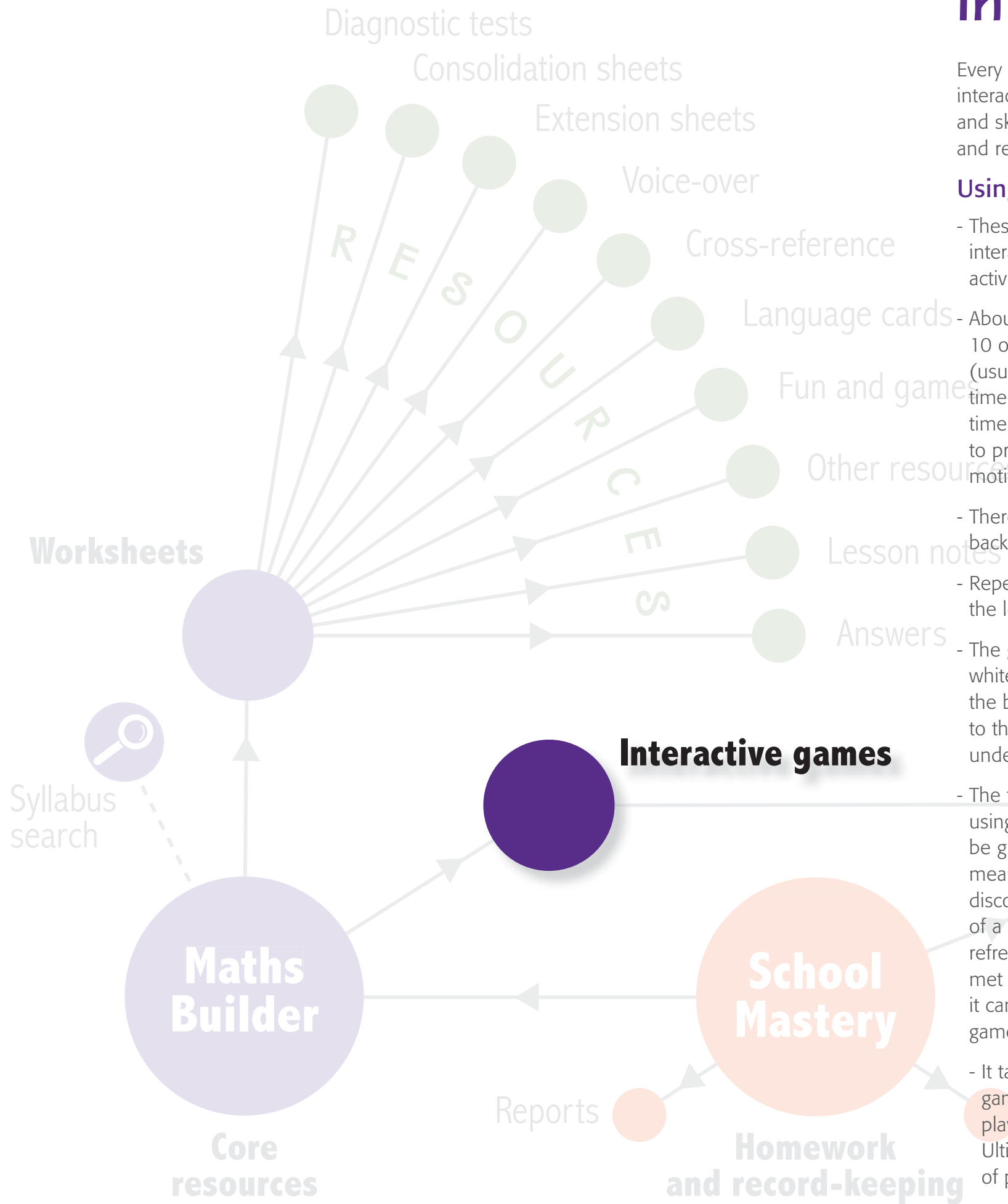
Research has shown that 'overlearning' (i.e. repetitive practice after full retention has been achieved) produces stronger neural pathways in the brain and retention is enhanced. After two weeks, instead of a score of 70%, perhaps 95% could be scored. The percentage will depend on the amount of initial reinforcement given. Interactive games provide this reinforcement.

We should not think that learning can be reduced to percentage scores. However, scores can give us an indication that we should take action. If a test is given, recording only the score would be to discard important information with regards to which items caused difficulty for the student. This information allows us to take remedial action.

If a re-test shows that only a little knowledge has been lost, the use of interactive games should quickly establish full competence.

This refreshment is often all that is required if on a diagnostic test, a student makes a mistake. Revisiting the appropriate interactive game could correct a weakness even without reference to the worksheet. (But don't forget the medical alert, 'If symptoms persist see your doctor'.) If understanding does not result from playing a game, re-teach the concept then make use of the worksheet and the game to establish mastery.

Mastery of content and skills can occur using Maths Builder interactive games and worksheets.



Maths Builder School Mastery

Maths Builder School Mastery is the revolutionary online homework program for teachers that uses fun and motivating interactive games to encourage students to practise, learn and master each mathematical skill as it is introduced in class while, at the same time, correcting any weaknesses.

Designed for whole school, class or small group use, the program is underpinned by a sophisticated diagnostic and record-keeping system that lets teachers manage and report on each student's progress.

The School Mastery program uses online homework to encourage students to master what they have learned in class. It also assigns high value to the home learning environment, and helps students establish learning patterns that will serve them throughout their lives.

The interactive games linked to Maths Builder worksheets are the usual form of **online homework**. Homework can be assigned to the whole class, small group, or individual students ensuring that the learning needs of each student are addressed.

When students complete homework, the School Mastery program encourages them to play more related games. The **Play more games** button encourages students to play additional games associated with work already covered, and rewards them with merit points and merit award activities. These highly-creative graphics activities are designed to help students build communication skills and spacial awareness.

A **username, password** and **school code** is allocated to each teacher and student. Existing school usernames and passwords can easily be imported into the program.

School Mastery helps teachers manage class lists, as well as each student's homework records. Teachers can post messages to the whole class, group or to individual students.

The **student homework page** is the personalised page that gives students access to homework exercises, teacher's messages and access to the student's awards gallery.

Reward program

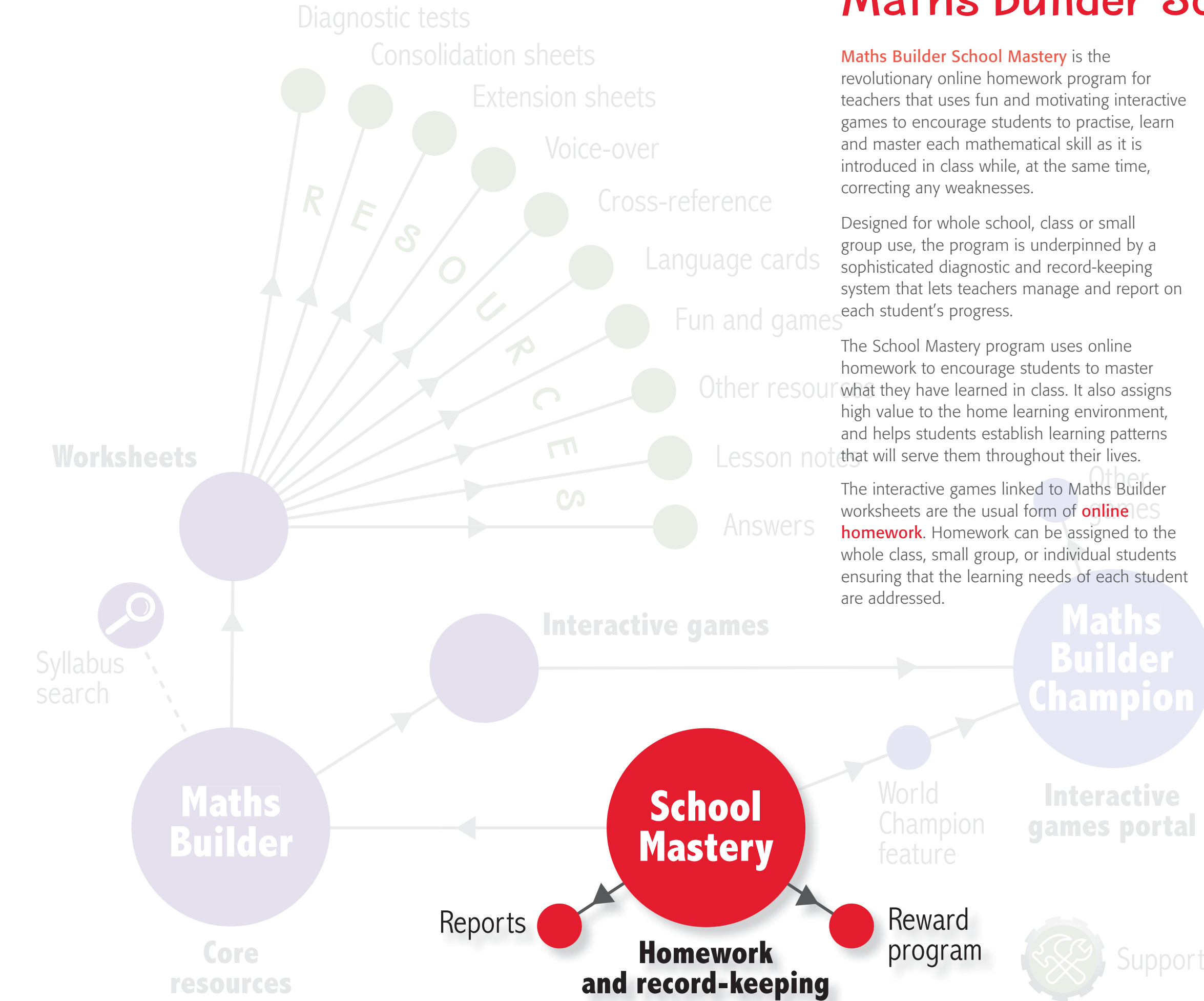
Merit points are awarded for the completion of homework and for additional games played. Students are awarded 4 points per game for completion of homework interactive games and 1 point for each additional game.

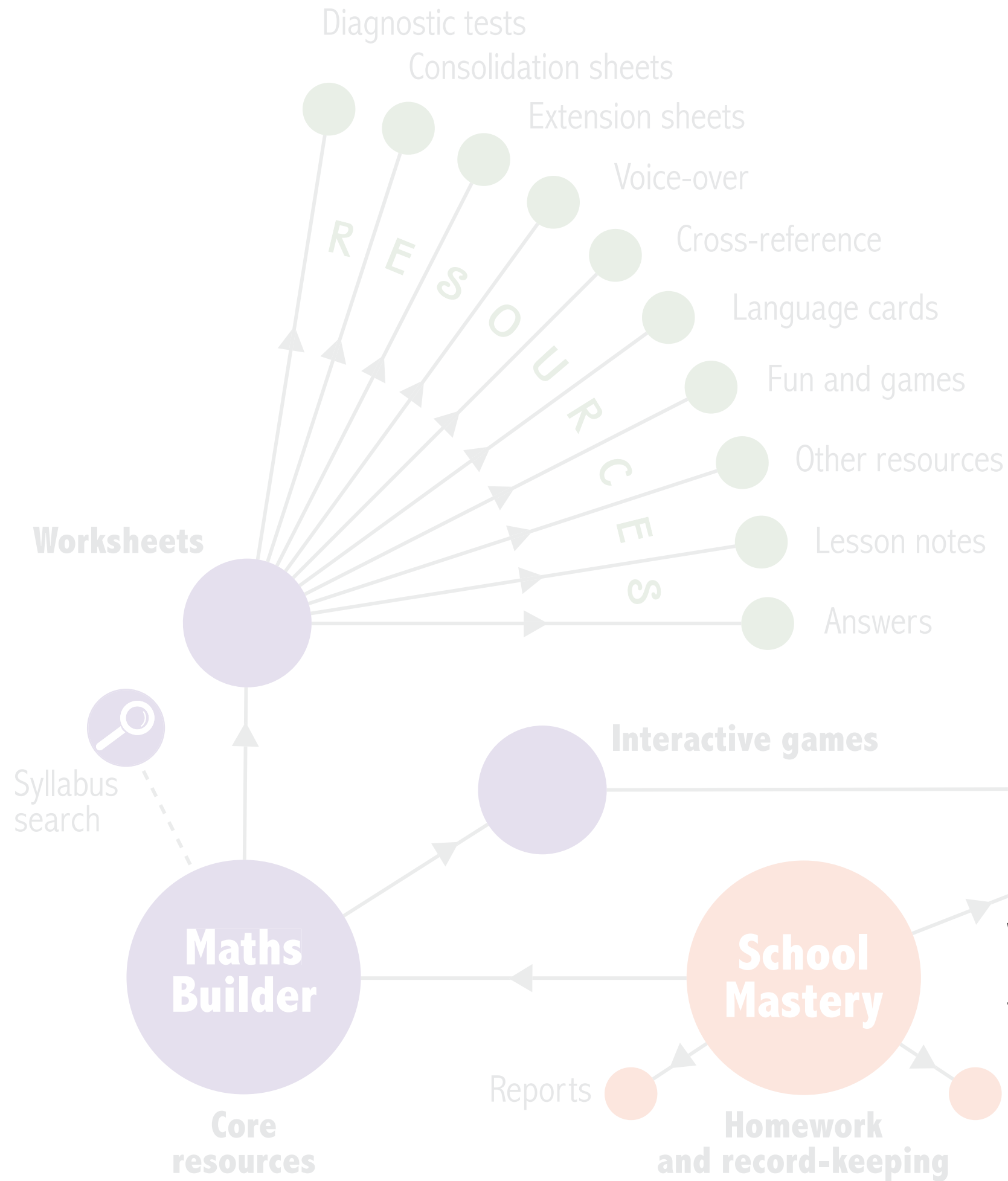
Further points may be awarded for completion of worksheet homework at the teacher's discretion.

Merit awards are displayed on the student's awards page; blue for 50 merit points, gold for 200 merit points. Gold awards are 'loaded' onto a trolley which shows signs of strain as more awards are loaded until it eventually collapses!

Merit award activities are creative graphics activities that students earn (50 merit points per activity). Completed graphics are saved in the student's awards gallery on the **Student's Fun Page**.

Reports is used to store useful information.





Maths Builder Champion

Maths Builder Champion is a world of over 1500 interactive games. Fun, variety and rewards encourage students to practise and master the core mathematical skills in each learning level.

Maths Builder Champion stands alone as an interactive games portal with significant educational benefits.

Playing all of the Maths Builder Champion games in sequence from a topic ensures that students will revise all content and core mathematical skills in that topic.

World Champion feature

The Maths Builder program uses the same set of over 1500 interactive games for each of the 3 inter-related programs.

However, only Maths Builder School Mastery and Maths Builder Champion have the World Champion feature which encourages students to play interactive games while attempting to break the 'world record' for each game.

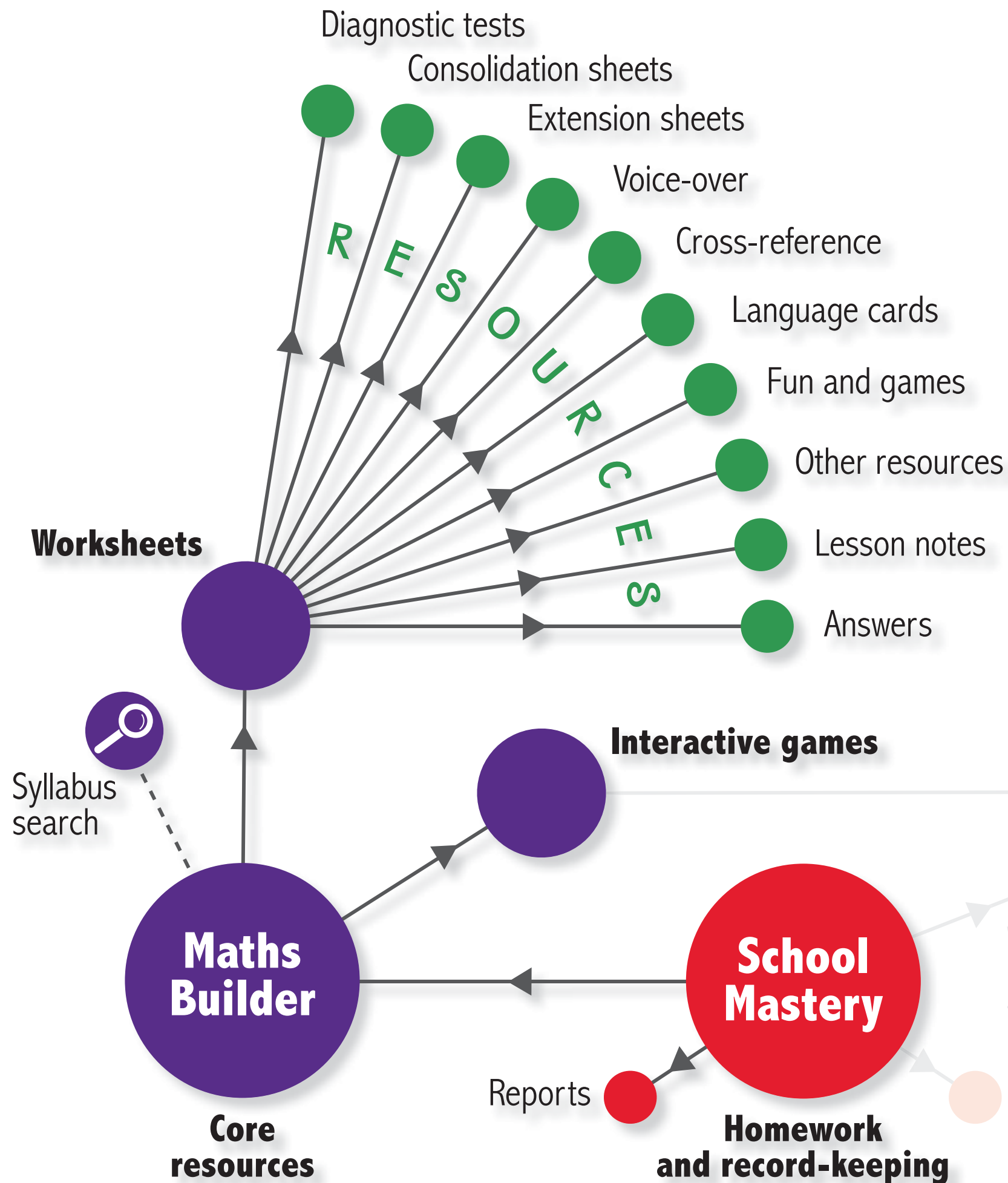
If a world record is achieved, the student selects the 'Record score' button. Certificates displaying the student's world record score can be printed.

Each game has the current world record and the world record holder displayed next to it. These are displayed in Maths Builder Champion.

The Maths Builder Champion of the Week is chosen at random from those students who have broken three or more records in the previous week. The Champion of the Week is displayed on the Maths Builder Home page.

Other games

These games encourage students to compete in pairs. They include 'Shape Spinner', 'Graph Spinner' and 'Tally Spinner'. [Click here](#).



Superior classroom teaching

Efficiency of time and effort

The huge amount of material available and its quality and easy access will reduce the time taken to plan lessons.

A program of intervention and mastery of individual weaknesses, is now possible.

Planning possibilities and teaching the lesson

The teacher can, within a relatively small time, make preparations for the lesson.

The **search function** or **the contents** can be used to choose an appropriate worksheet.

Other resources can be selected from the 'Resources related to the worksheet shown' window beside the worksheet display.

Related 'Fun and games', 'Consolidation' and 'Extension' sheets could be used for further group work activities.

The suggested lesson notes and the course overview (in the Maths Builder Resources pull-down menu) can be considered.

The **cross-reference** window shows what has come before this lesson and what should follow it.

Earlier worksheets could be displayed during the lesson to review earlier work.

An **interactive language card** may be appropriate to this lesson, perhaps as an introduction to the lesson.

The **related interactive game** could be played by the class on the interactive whiteboard during the lesson.

Printed copies of the worksheet can be used for classwork, or the worksheet

can be displayed on the interactive whiteboard using the magnification mode. Students could then complete the worksheet in their own books during lesson time.

Homework:

If the class is using School Mastery, decide how many times the interactive game should be played. A minimum of four times is recommended for mastery of the content.

Consider whether a worksheet should be given for homework.

Diagnosis and treatment

As a teacher recognises a student's need in class, an interactive game can be allocated to treat that weakness.

Within each topic and level, '**Progress tests**' diagnose gaps in knowledge of the content of recent lessons. Cross-references are provided to address each gap found.

For each topic level, a **diagnostic test of the entire level** is provided along with a test copy with answers superimposed and a detailed records sheet.

Other number skills tests, term tests and some multiple choice tests can be found in 'Tests and answers', [click here](#).

The **School Mastery** program provides an efficient way to assign and supervise the treatment of weaknesses of a single student, a small group or the entire school. Individual percentage results for the interactive games allocated, are displayed on the teacher's site of School Mastery. The teacher uses these to initiate further action.

Teaching to individual needs – to stage not age

Within the class setting, a student may demonstrate an insufficient knowledge of the concept being taught.

The teacher can click the cross-reference button on the worksheet being used. It will show the most significant worksheets that were used to develop the concept within all levels of the program. The teacher can select an earlier worksheet and/or interactive game for that student.

In the **cross-reference window**, the very first worksheet in the sequence is displayed. The appropriate worksheet can be chosen by clicking through the sequence. Some instruction can be given once a worksheet is chosen and the related interactive game can be assigned to establish confidence and mastery.

If there is a **class computer for student use**, the student could be asked to play the interactive games related to an earlier worksheet listed in the Cross-reference.

The skills and knowledge needed to master the new work would be reviewed in a non-threatening way, giving the student the chance to use trial and error, the process of elimination, and verbal and visual cues to refresh previous understanding, preparing the student to face the present challenge.

Within the class setting, a student may demonstrate that they cannot cope with the general level of difficulty of the class work.

Students can be asked to work at an earlier level, working through worksheets (and games) chosen from that level.

The student could be given an **individual program of learning** (using School Mastery which can be set up for even a single student).

The Cross-reference list can be used to choose a starting point. A diagnostic test at that level will establish the particular needs of the student in this topic. Worksheets (and their games) listed beside items needing attention, would be used to determine a program of work.

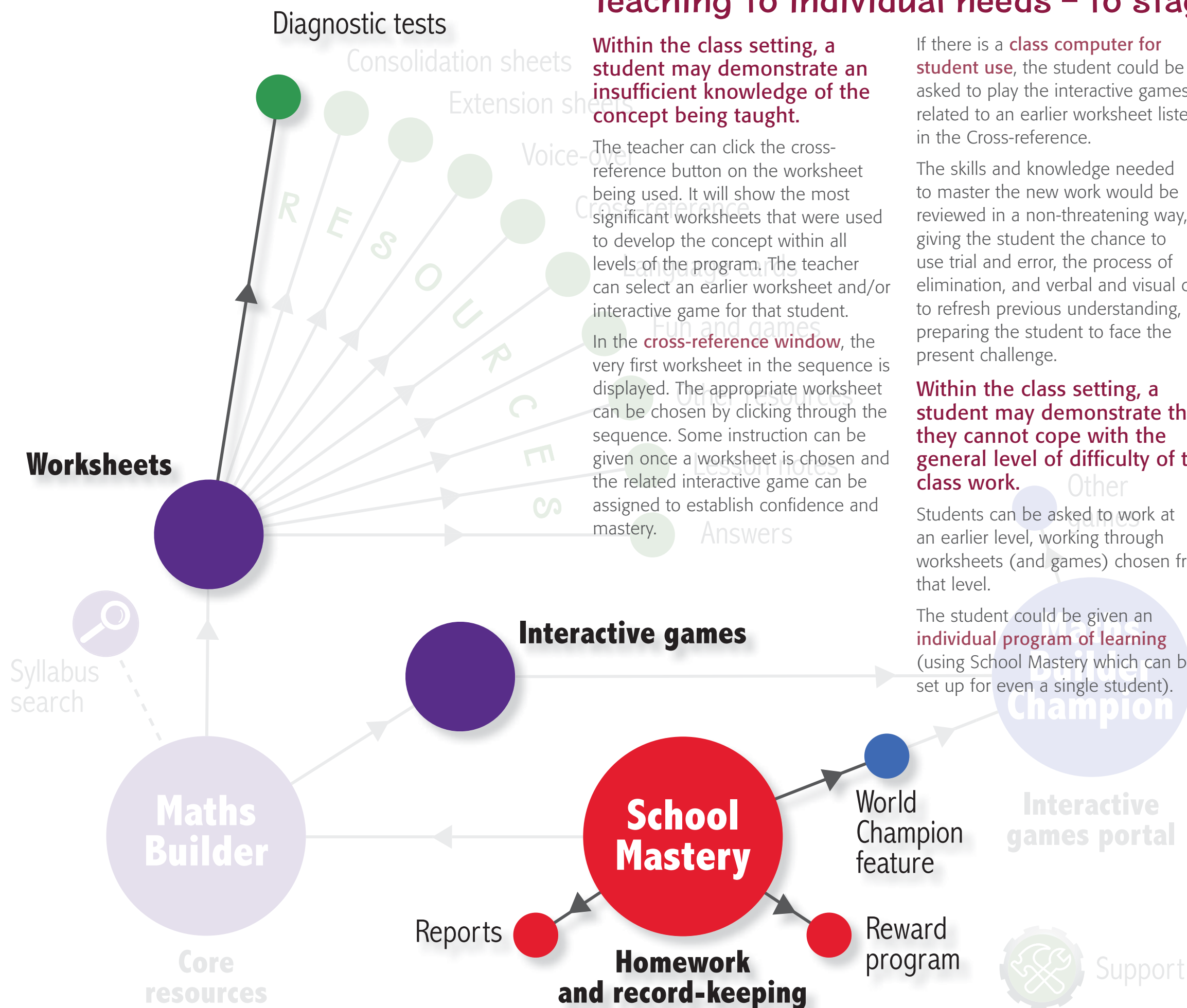
The program would be designed at the correct level of development to ensure that the student is learning. Success and a sense of accomplishment should follow.

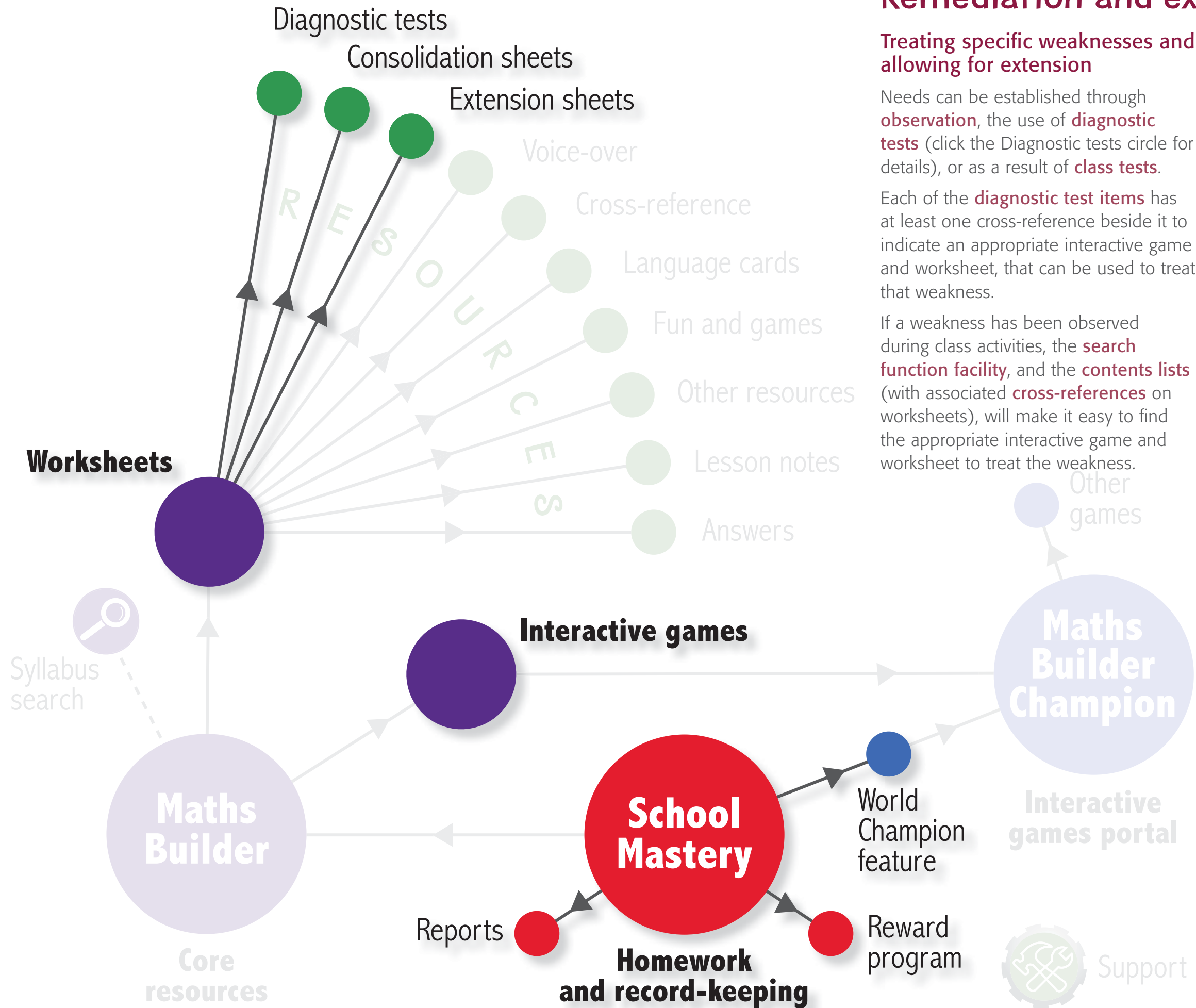
If **School Mastery** is used, the student's program can be planned, the responses monitored and the student motivated by the features built into School Mastery (including World Champion status for each game, the earning of points for games completed and the awards program).

A student may be disturbed or unresponsive within the classroom setting.

The student can be assigned an interactive game on a class computer. This can give the student a 'time out' experience. The game should be one that has already been mastered so that there is no need of explanation.

Immediate success will encourage the student to remain on task.





Remediation and extension

Treating specific weaknesses and allowing for extension

Needs can be established through **observation**, the use of **diagnostic tests** (click the Diagnostic tests circle for details), or as a result of **class tests**.

Each of the **diagnostic test items** has at least one cross-reference beside it to indicate an appropriate interactive game and worksheet, that can be used to treat that weakness.

If a weakness has been observed during class activities, the **search function facility**, and the **contents lists** (with associated **cross-references** on worksheets), will make it easy to find the appropriate interactive game and worksheet to treat the weakness.

The **School Mastery** program provides an efficient way to assign and supervise the remediation or extension program for a single student, a small group or class.

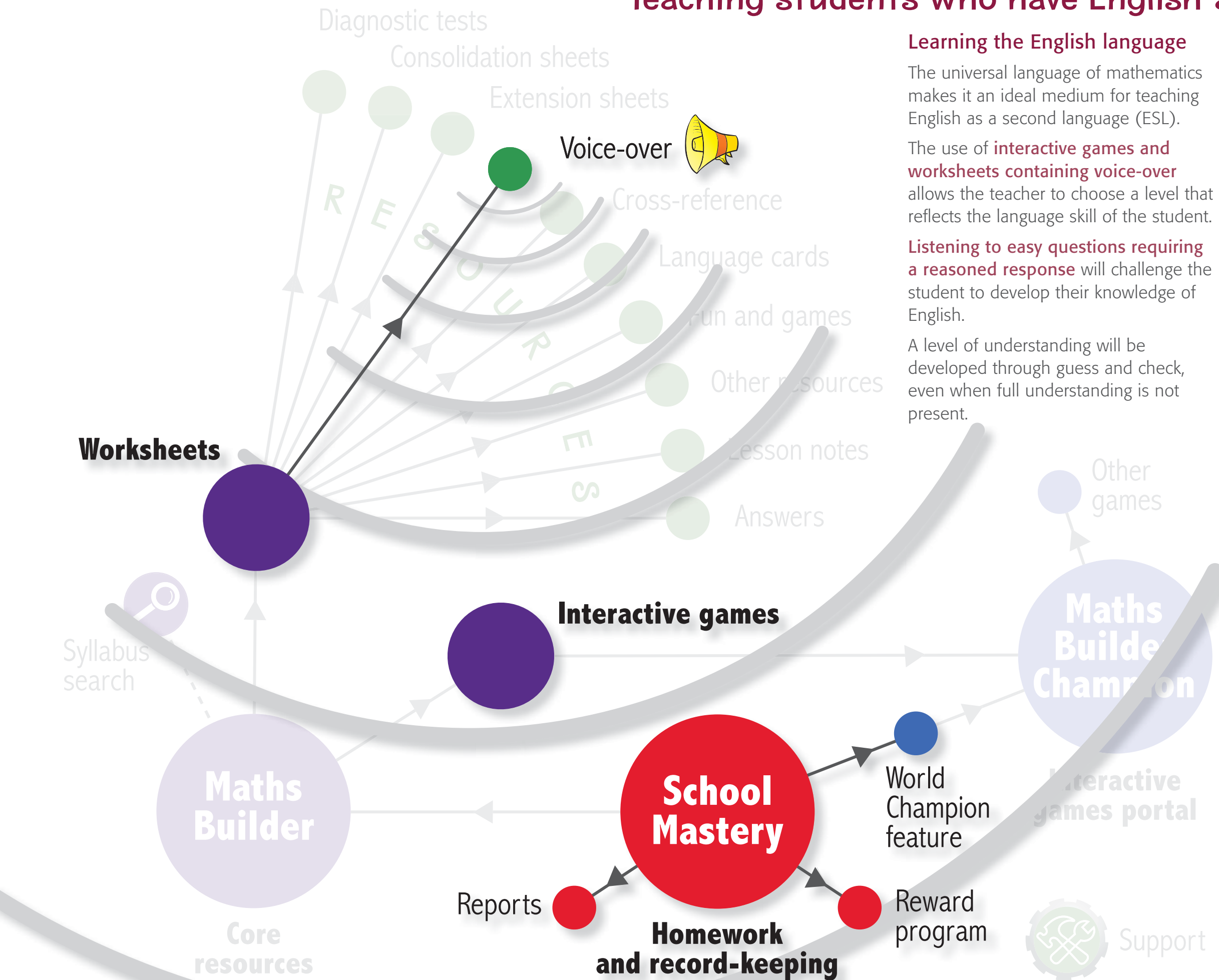
Individual percentage results allocated to students on completion of assigned interactive games, are displayed on the teacher's site of School Mastery. The teacher uses these to initiate further action.

School Mastery is designed to provide remediation and extension so that each student is given work appropriate to his or her learning needs.

Additional worksheets have been provided to consolidate or extend the content of core worksheets. For example, Addition and Subtraction 3:01C is a **Consolidation worksheet** that supports the work introduced in Addition and Subtraction 3:01. Addition and Subtraction 3:02E is an **Extension worksheet** that extends the work introduced in 3:02.

Using the **cross-reference window** opened on a worksheet, allows the teacher to see at a glance the related worksheets that exist in all levels. The teacher can then choose work appropriate to the needs of a student. Within the cross-reference window, a sheet can be viewed and printed, so that immediately following the recognition of need, a worksheet can be handed to the student or an interactive game allocated.

Teaching students who have English as a second language



Learning the English language

The universal language of mathematics makes it an ideal medium for teaching English as a second language (ESL).

The use of **interactive games and worksheets containing voice-over** allows the teacher to choose a level that reflects the language skill of the student.

Listening to easy questions requiring a reasoned response will challenge the student to develop their knowledge of English.

A level of understanding will be developed through guess and check, even when full understanding is not present.

Repetition of the same game with some questions repeated but presented in different order, will provide the needed reinforcement, (10 questions are selected from 20 with 2 distractors chosen from 4 possibilities).

Progress will be demonstrated by improved scores on the interactive games.

On worksheets and interactive games, students can hear the instructions spoken in English. This helps them develop their English speaking, as well as reading and comprehension skills.

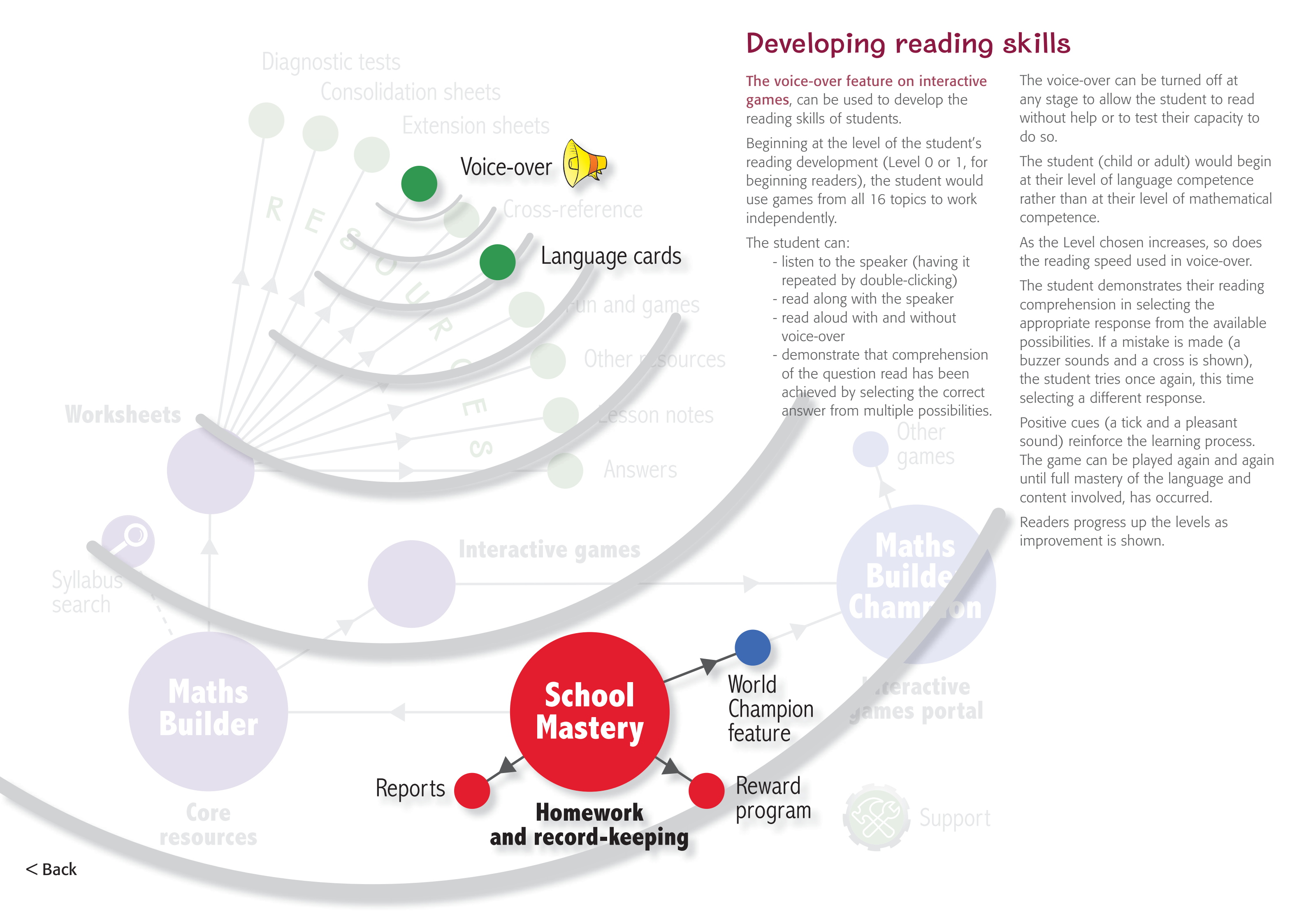
Learning the language of mathematics

Maths Builder's **multi-level language cards** will introduce students to the language of mathematics.

The section **Working Mathematically**, Levels 0 to 2, provides many opportunities for language development. The worksheets provide space for student responses based on the use of discussion and the following of directions from the teacher.

Working Mathematically, Levels 3 to 6, introduces a few mathematical terms on each worksheet.

Students in Years 7 to 10 can develop speaking, listening, reading and comprehension skills using Levels 0 to 6. English skills are developed as earlier mathematics concepts are revised.



Developing reading skills

The voice-over feature on interactive games, can be used to develop the reading skills of students.

Beginning at the level of the student's reading development (Level 0 or 1, for beginning readers), the student would use games from all 16 topics to work independently.

The student can:

- listen to the speaker (having it repeated by double-clicking)
- read along with the speaker
- read aloud with and without voice-over
- demonstrate that comprehension of the question read has been achieved by selecting the correct answer from multiple possibilities.

The voice-over can be turned off at any stage to allow the student to read without help or to test their capacity to do so.

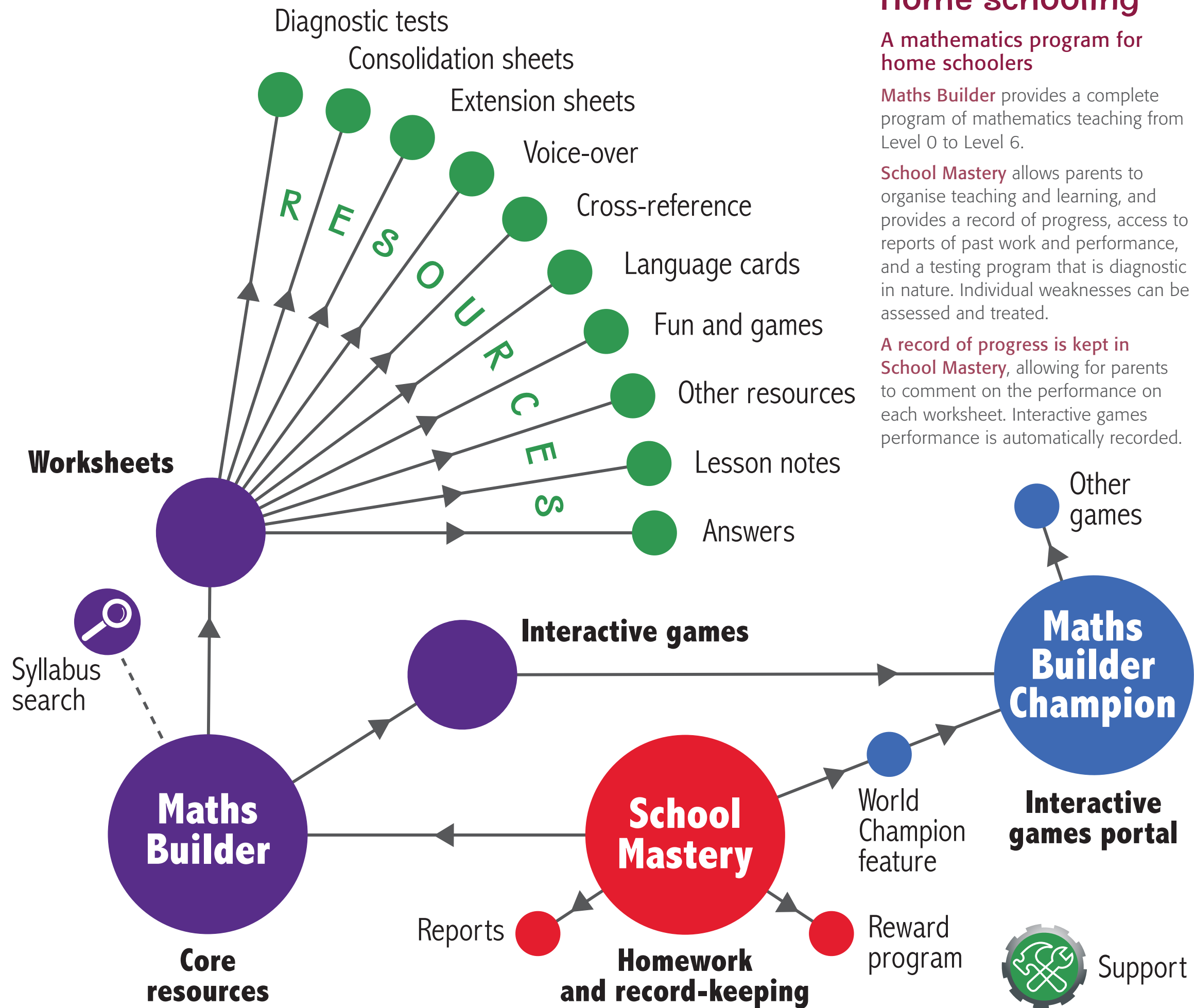
The student (child or adult) would begin at their level of language competence rather than at their level of mathematical competence.

As the Level chosen increases, so does the reading speed used in voice-over.

The student demonstrates their reading comprehension in selecting the appropriate response from the available possibilities. If a mistake is made (a buzzer sounds and a cross is shown), the student tries once again, this time selecting a different response.

Positive cues (a tick and a pleasant sound) reinforce the learning process. The game can be played again and again until full mastery of the language and content involved, has occurred.

Readers progress up the levels as improvement is shown.



Home schooling

A mathematics program for home schoolers

Maths Builder provides a complete program of mathematics teaching from Level 0 to Level 6.

School Mastery allows parents to organise teaching and learning, and provides a record of progress, access to reports of past work and performance, and a testing program that is diagnostic in nature. Individual weaknesses can be assessed and treated.

A record of progress is kept in **School Mastery**, allowing for parents to comment on the performance on each worksheet. Interactive games performance is automatically recorded.

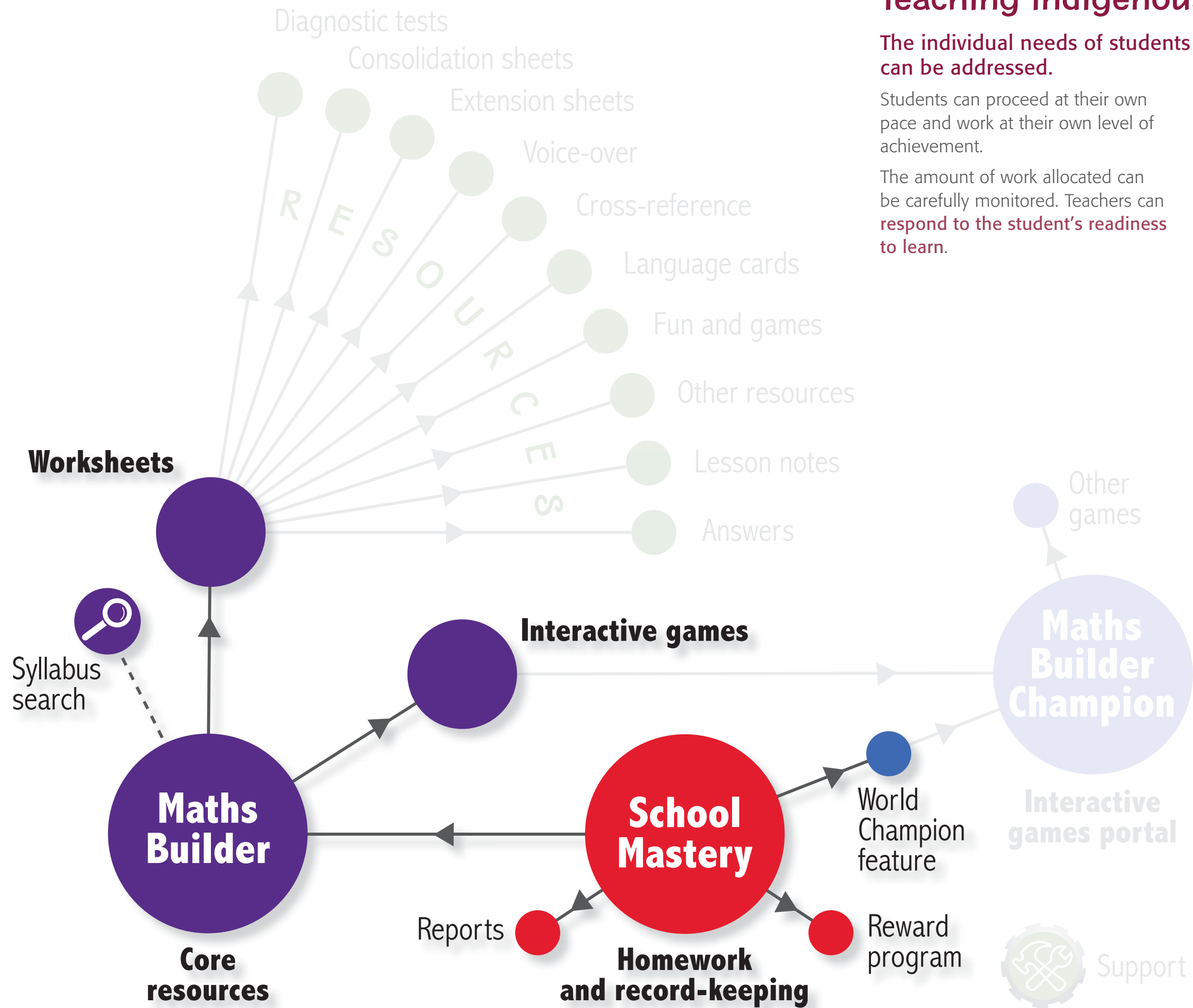
All work in the Australian and NSW mathematics syllabuses is covered and the parent has ready access to all of the content.

Parents can use Maths Builder to present lessons to the student using the many features that support each lesson.

The Maths Builder **diagnostic and progress tests** are used to measure progress and ensure that all weaknesses are treated. This approach forms a foundation for successful teaching. The interactive games allow mastery of every concept as it is introduced.

Of particular importance is the **Cross-reference** function. A cross-reference button is placed on every worksheet. It opens a window that displays worksheets that are most important in the development of the main concept on the worksheet, from its introduction to the end of Level 6. The parent can use these to prepare the current lesson.

Many of the notes in the 'Superior classroom teaching' and 'Development of reading skills' sections of this document are appropriate to 'Home schooling'.



Teaching indigenous students

The individual needs of students can be addressed.

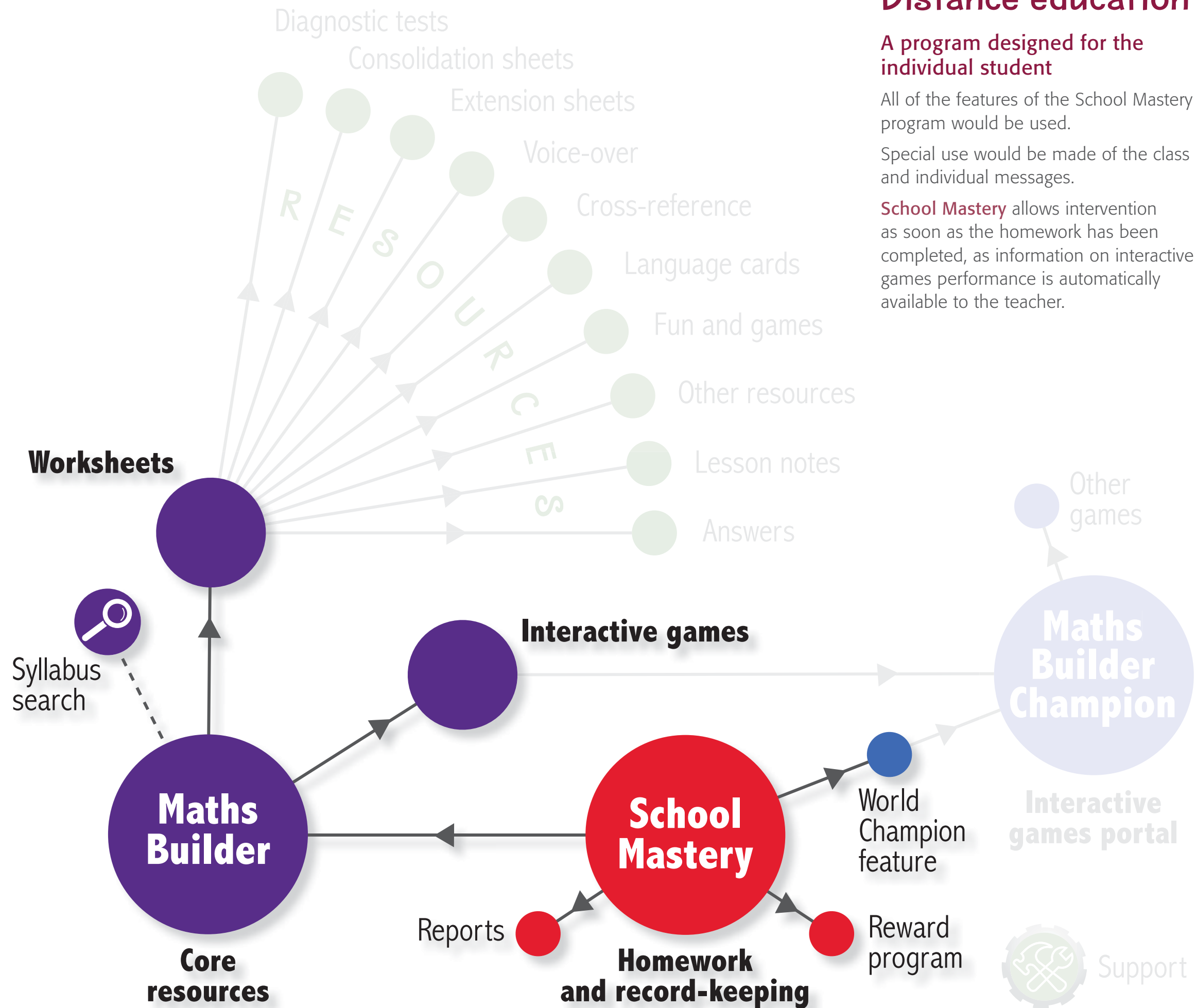
Students can proceed at their own pace and work at their own level of achievement.

The amount of work allocated can be carefully monitored. Teachers can **respond to the student's readiness to learn.**

Absence from class need not affect the development of concepts or skills as these can be worked through sequentially. In effect, each student has their own individual mathematics program.

Formal organisational structures can be kept to a minimum.

The **flexibility of the program** means that specific cultural material could be covered as required.



Distance education

A program designed for the individual student

All of the features of the School Mastery program would be used.

Special use would be made of the class and individual messages.

School Mastery allows intervention as soon as the homework has been completed, as information on interactive games performance is automatically available to the teacher.

The student would print, complete then fax or email the worksheet homework to the teacher who would respond using the 'Send student message' function.

The student's record of messages is monitored using 'View student messages'.

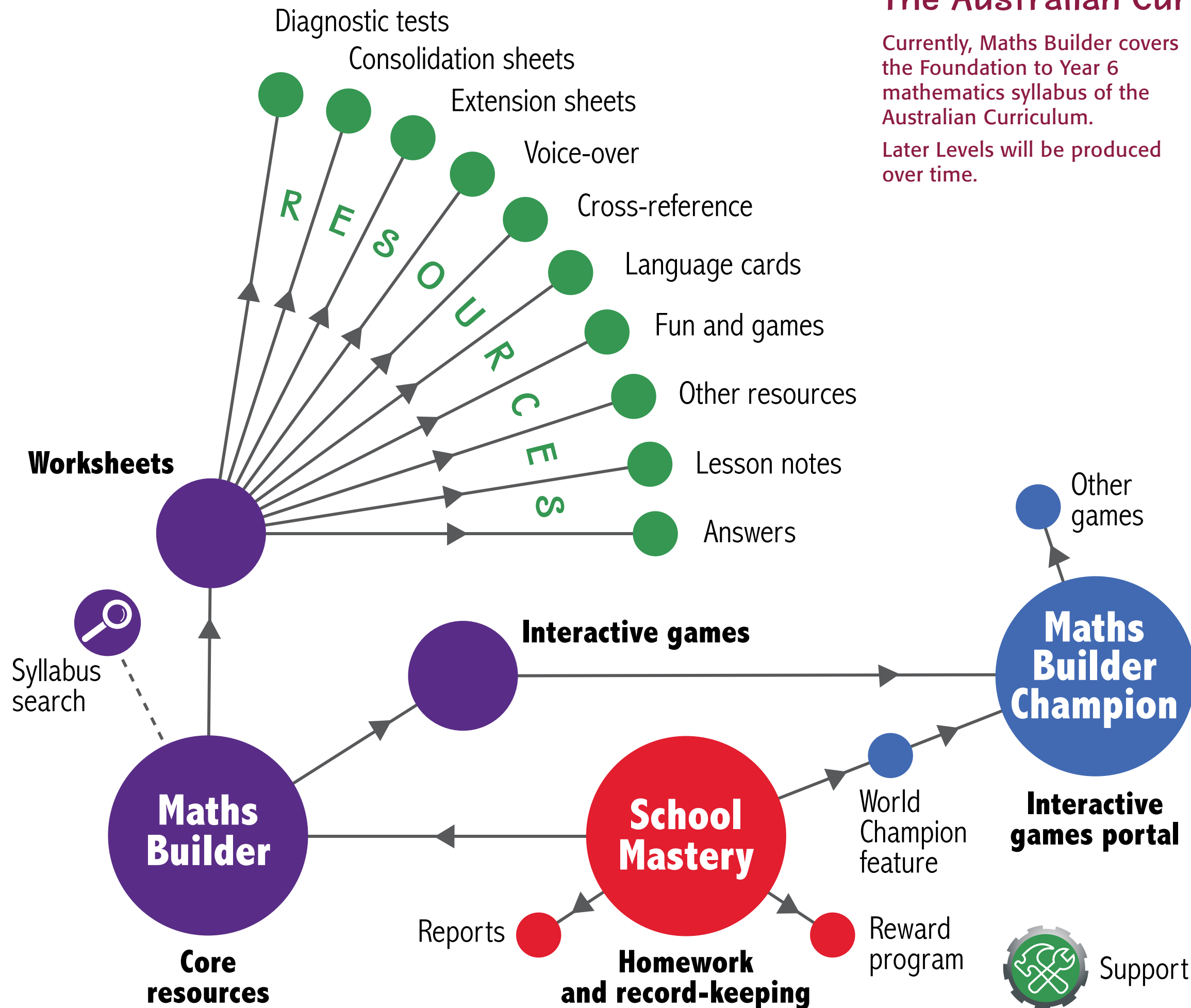
The Australian Curriculum

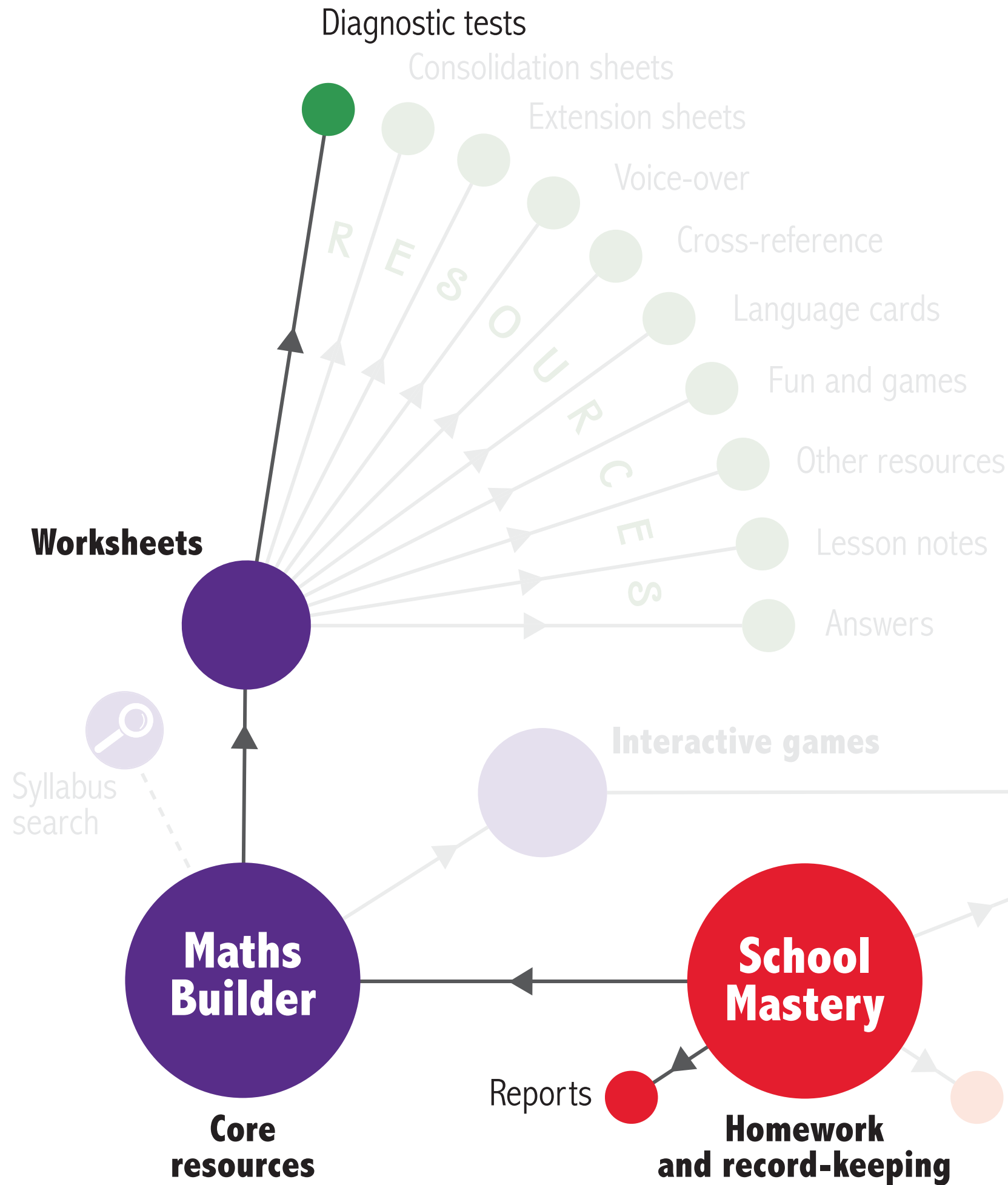
Currently, Maths Builder covers the **Foundation to Year 6 mathematics syllabus of the Australian Curriculum.**

Later Levels will be produced over time.

The '**Search Syllabus**' function on the Maths Builder home page allows teachers to search by topic or by the strands and substrands of the mathematics syllabus of the Australian Curriculum.

All topics in the mathematics syllabus of the Australian Curriculum have been addressed.





Diagnostic tests

Diagnosis and treatment

The mistakes in a test identify areas of weakness. We can use this information to correct the weaknesses and develop a remedial program for each student.

All of the Maths Builder tests (except multiple choice practice) are diagnostic in nature. Answers and record sheets are provided for follow up.

School Mastery is the most efficient way to treat individual weaknesses.

Diagnostic tests within the Level Contents of each section

All but the Working Mathematically tests are diagnostic in nature. The Working Mathematically tests are open-ended.

- The 1st item in the Level Contents of each section is an Assessment Test for the whole of that level.
- The 2nd item provides answers superimposed on the diagnostic test.
- The 3rd item is a record-keeping sheet that can be used to record the student's individual remediation program for that section. Teachers can use this form, or can enter the items directly into the student's School Mastery record.

- Weaknesses are treated using the relevant interactive games and worksheets. Rather than overwhelm the student with many items at once, use the 'edit' button to mark items you want to allocate later. Mark these as 'Pending' for the moment. These remain on your list to be given later, but the student does not see them. Each of these are shown as P (i.e. 'pending') on your student list until you decide to allocate them as homework.

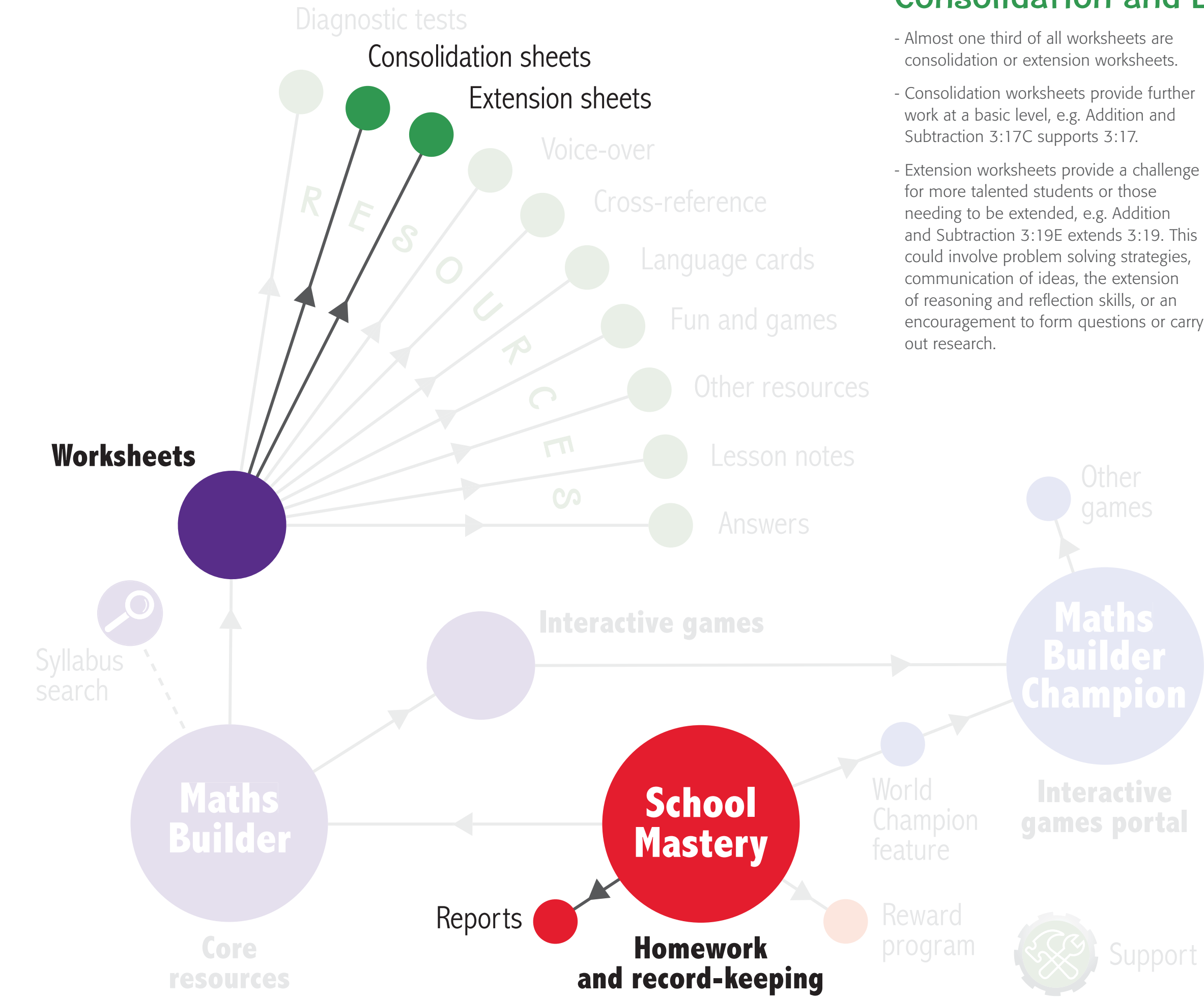
Progress tests within the Level Contents

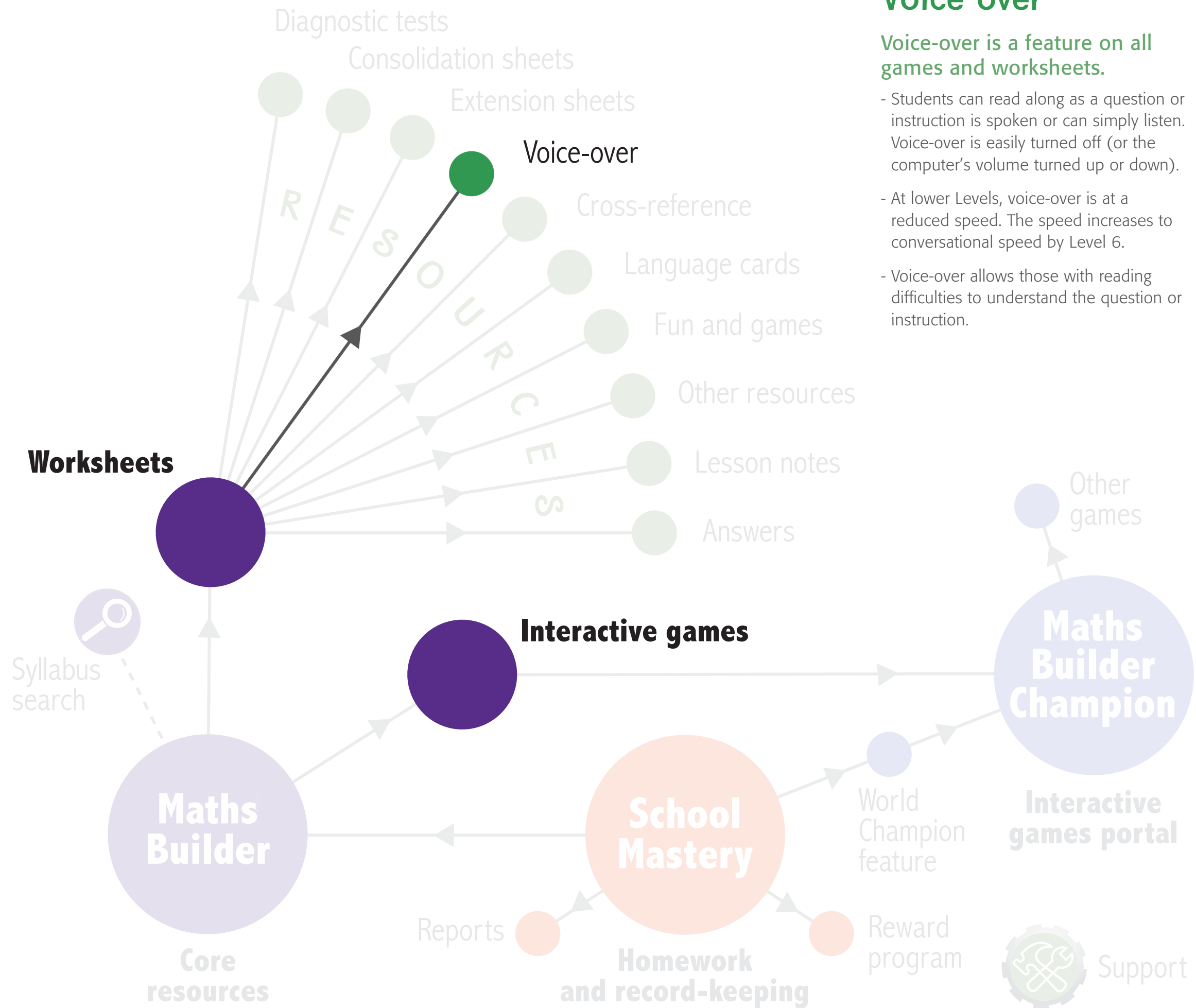
- These are the most often used of the diagnostic tests. They are very short, and diagnose weaknesses present in the content of only the recent lessons covered in that topic. They require only a few minutes to complete.
- The record keeping sheets above (or the School Mastery teacher site) can be used to record the weaknesses of each student and monitor treatment.
- **Other tests** (See 'Maths Builder Resources', 'Tests and answers' in the upper navigation bar.) These include Number skills tests, Term tests and Multiple choice sheets.

- The Number skills tests cover the previous level and first semester for the level. Each test reviews all number skills from the previous period.
- Term tests 1 to 4 cover the work recommended for that quarter for the level. They cover all topics.
- Multiple choice sheets 1 and 2 provide practice in multiple choice style testing at a given level.

Consolidation and Extension Sheets

- Almost one third of all worksheets are consolidation or extension worksheets.
- Consolidation worksheets provide further work at a basic level, e.g. Addition and Subtraction 3:17C supports 3:17.
- Extension worksheets provide a challenge for more talented students or those needing to be extended, e.g. Addition and Subtraction 3:19E extends 3:19. This could involve problem solving strategies, communication of ideas, the extension of reasoning and reflection skills, or an encouragement to form questions or carry out research.



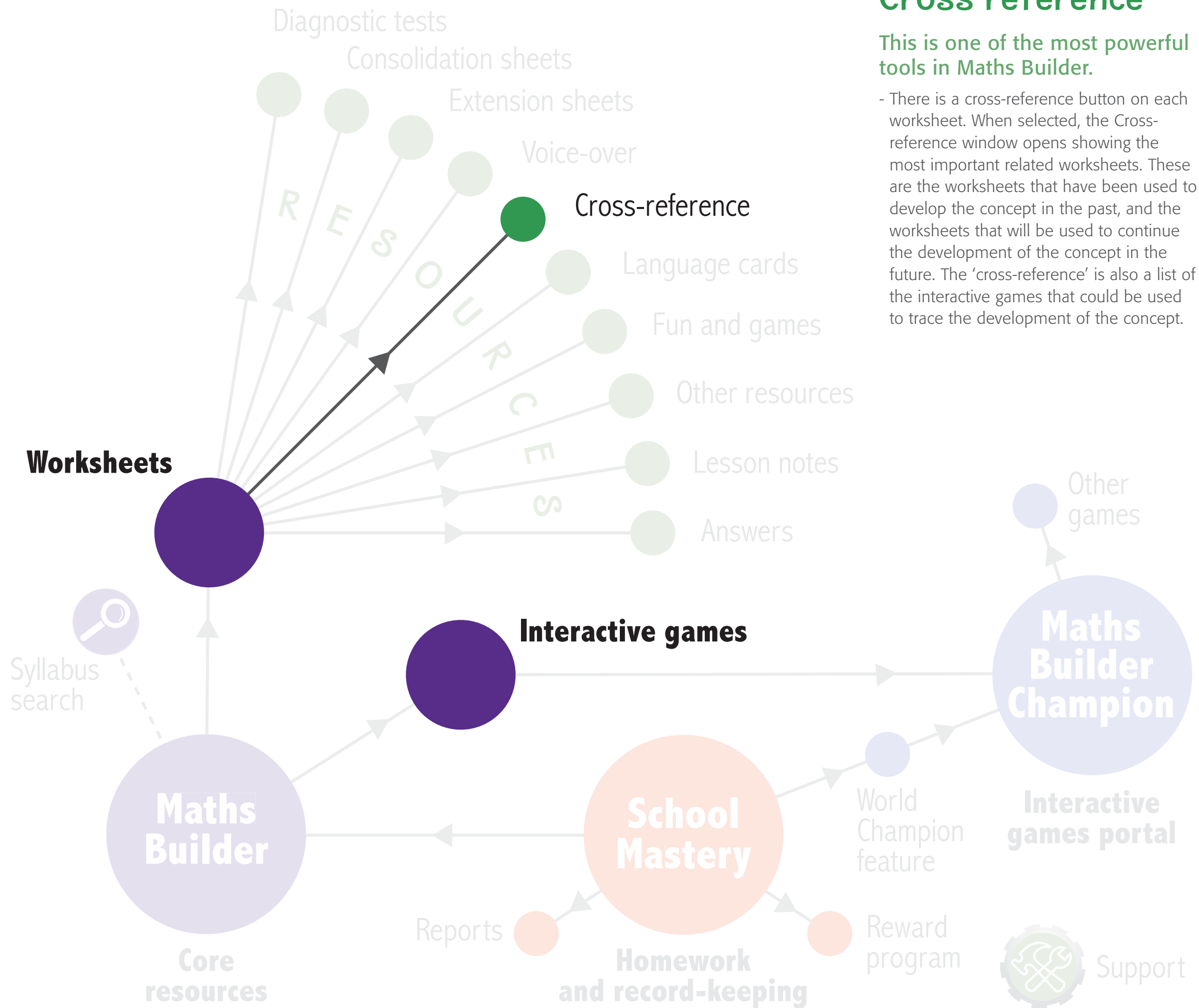


Voice-over

Voice-over is a feature on all games and worksheets.

- Students can read along as a question or instruction is spoken or can simply listen. Voice-over is easily turned off (or the computer's volume turned up or down).
- At lower Levels, voice-over is at a reduced speed. The speed increases to conversational speed by Level 6.
- Voice-over allows those with reading difficulties to understand the question or instruction.

- Even non-reading preschoolers can play the Level 0 interactive games and learn the mathematics involved.
- Students who have English as a second language can develop their reading, listening, speaking and comprehension skills as they read along with the spoken questions on the interactive games and respond by selecting an appropriate tile.
- Students can have the question read as many times as they wish by double-clicking the question before answering. Repetition of the question or instruction can be used to improve pronunciation, reading and understanding.

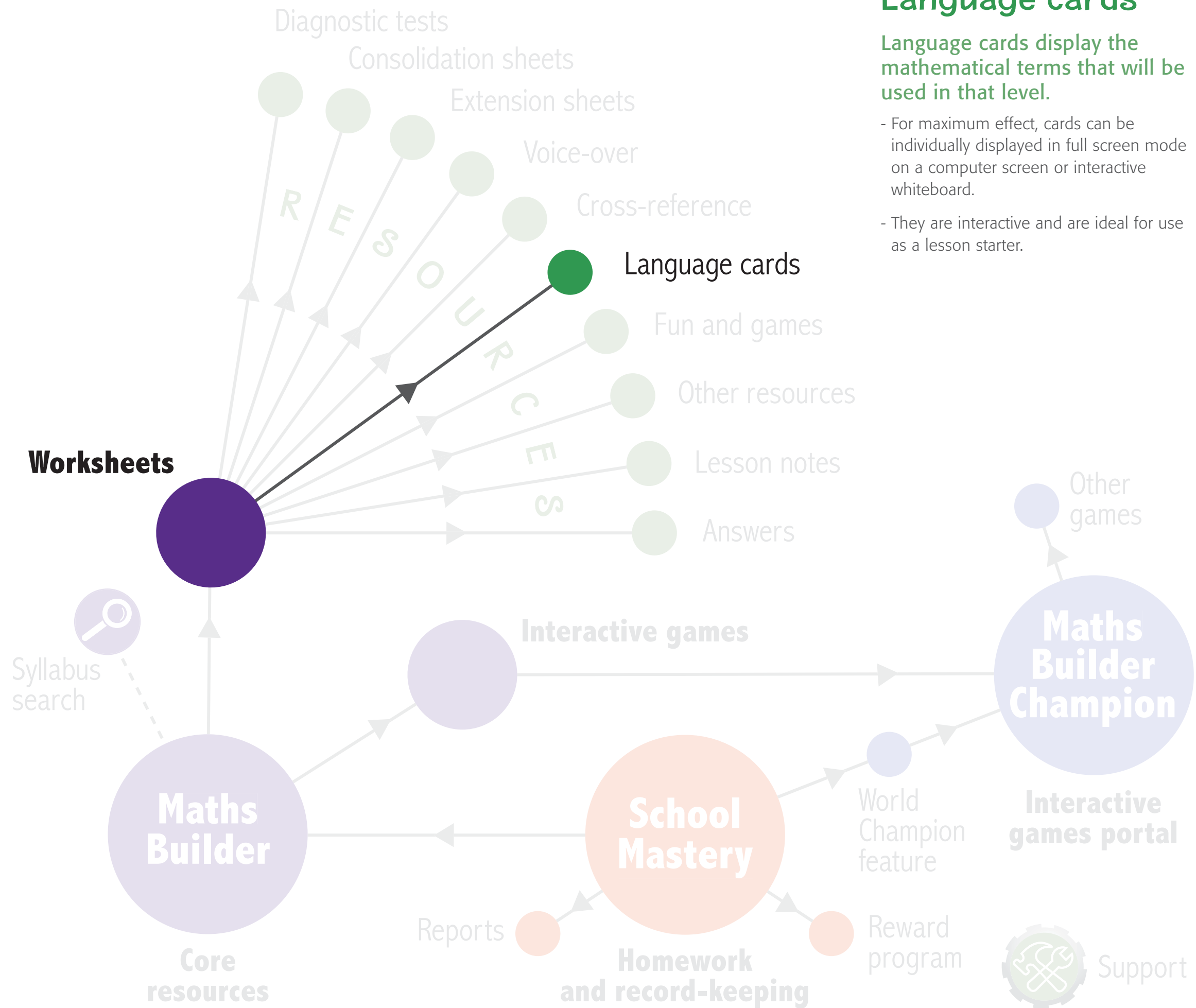


Cross-reference

This is one of the most powerful tools in Maths Builder.

- There is a cross-reference button on each worksheet. When selected, the Cross-reference window opens showing the most important related worksheets. These are the worksheets that have been used to develop the concept in the past, and the worksheets that will be used to continue the development of the concept in the future. The 'cross-reference' is also a list of the interactive games that could be used to trace the development of the concept.

- The development of the concept is displayed as you click through the worksheets. Any one of these sheets can be printed or displayed full-screen using the 'Whiteboard' mode. With just a few clicks, teachers can trace the concept development from Level 0 to the end of Level 6. The teacher has a wealth of information at his or her fingertips.
- Using the cross-reference, students who do not understand a concept, can quickly be shown an appropriate worksheet from an earlier level and be directed to play the interactive game for that worksheet. Often, this is enough for the student to recall the concept and progress to the next stage in the cross-reference list.
- If a student is finding the present work too easy, the teacher can use the cross-reference window to select a more challenging worksheet and interactive game.
- A teacher that has a mixed ability class can present a lesson (e.g. on 'place value') and then use the cross-reference window to select an appropriate worksheet for each group in the class.



Language cards

Language cards display the **mathematical terms that will be used in that level.**

- For maximum effect, cards can be individually displayed in full screen mode on a computer screen or interactive whiteboard.
- They are interactive and are ideal for use as a lesson starter.

Clicking on one of the many tiles on a language card enlarges that tile so that it covers the full screen. An empty section at the bottom of the tile can be used to type notes.

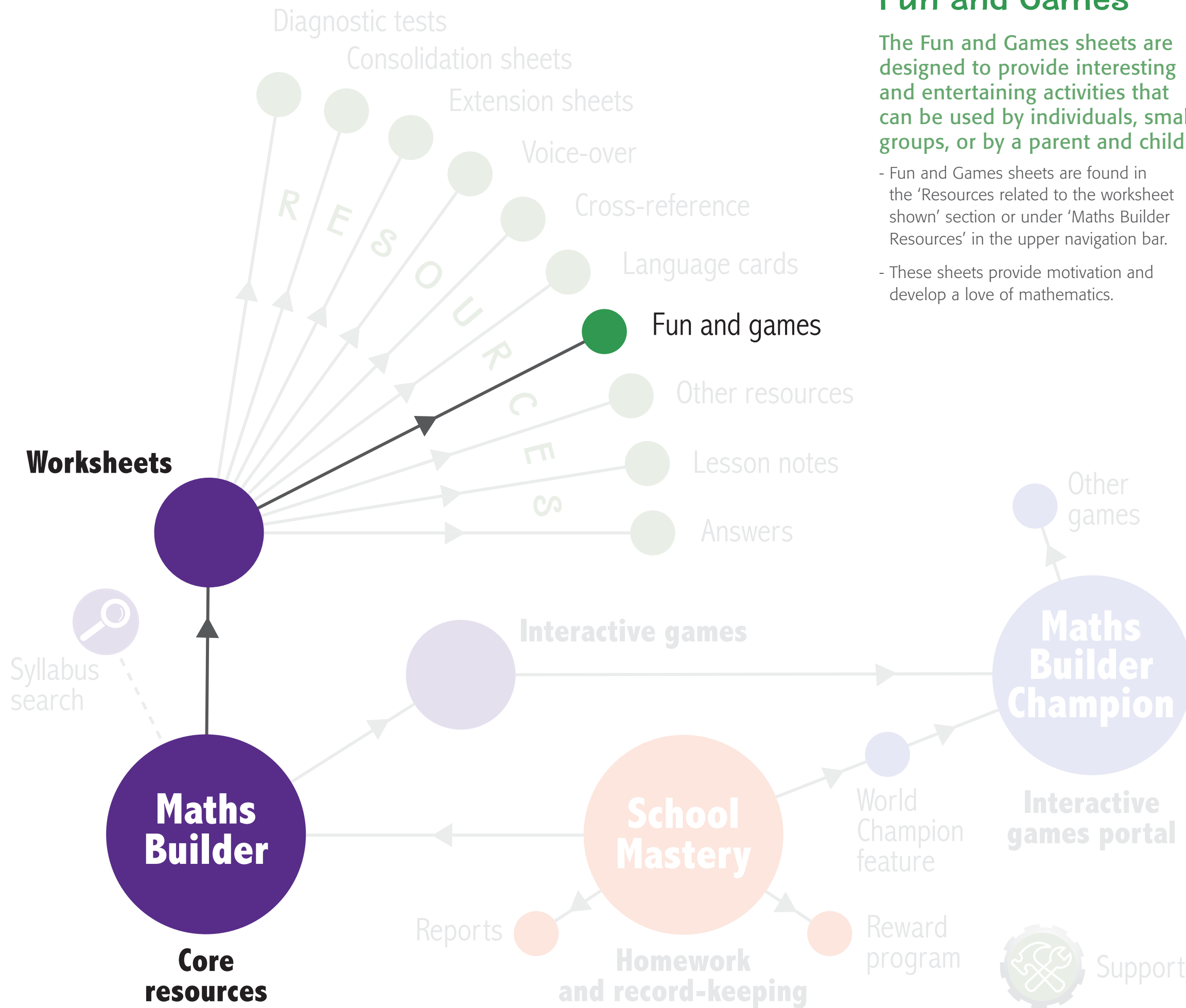
As well as displaying the answer, the 'Answer' button reveals the 'More' feature at the bottom of the tile. Pressing the 'More' button provides an explanation, cartoon illustration or short questions suitable for discussion or review.

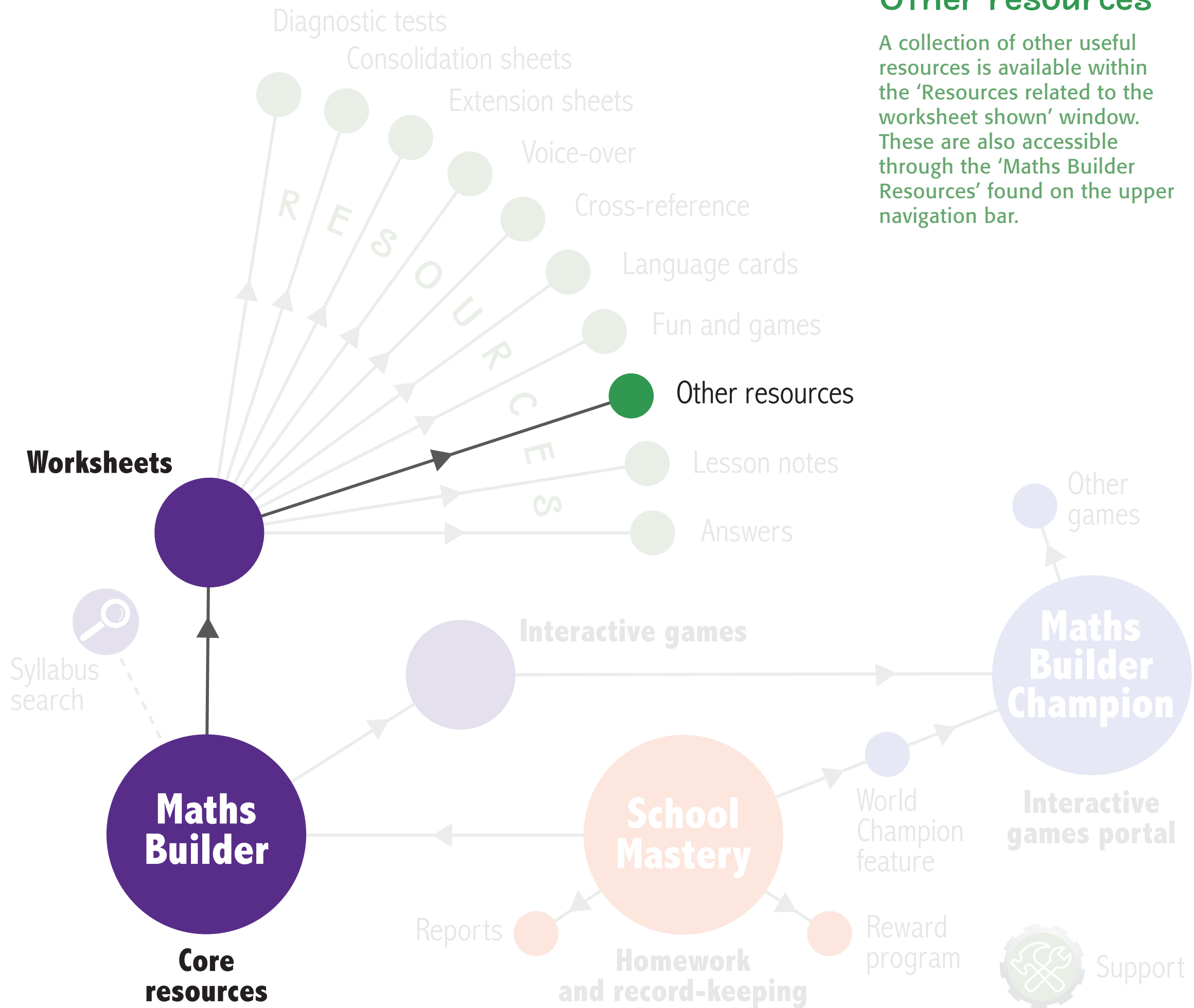
- Language cards have been created for each level, including a language card on Probability (Chance).
- Two 'A dictionary of position words' sheets have also been provided for use in Levels 0 to 2.

Fun and Games

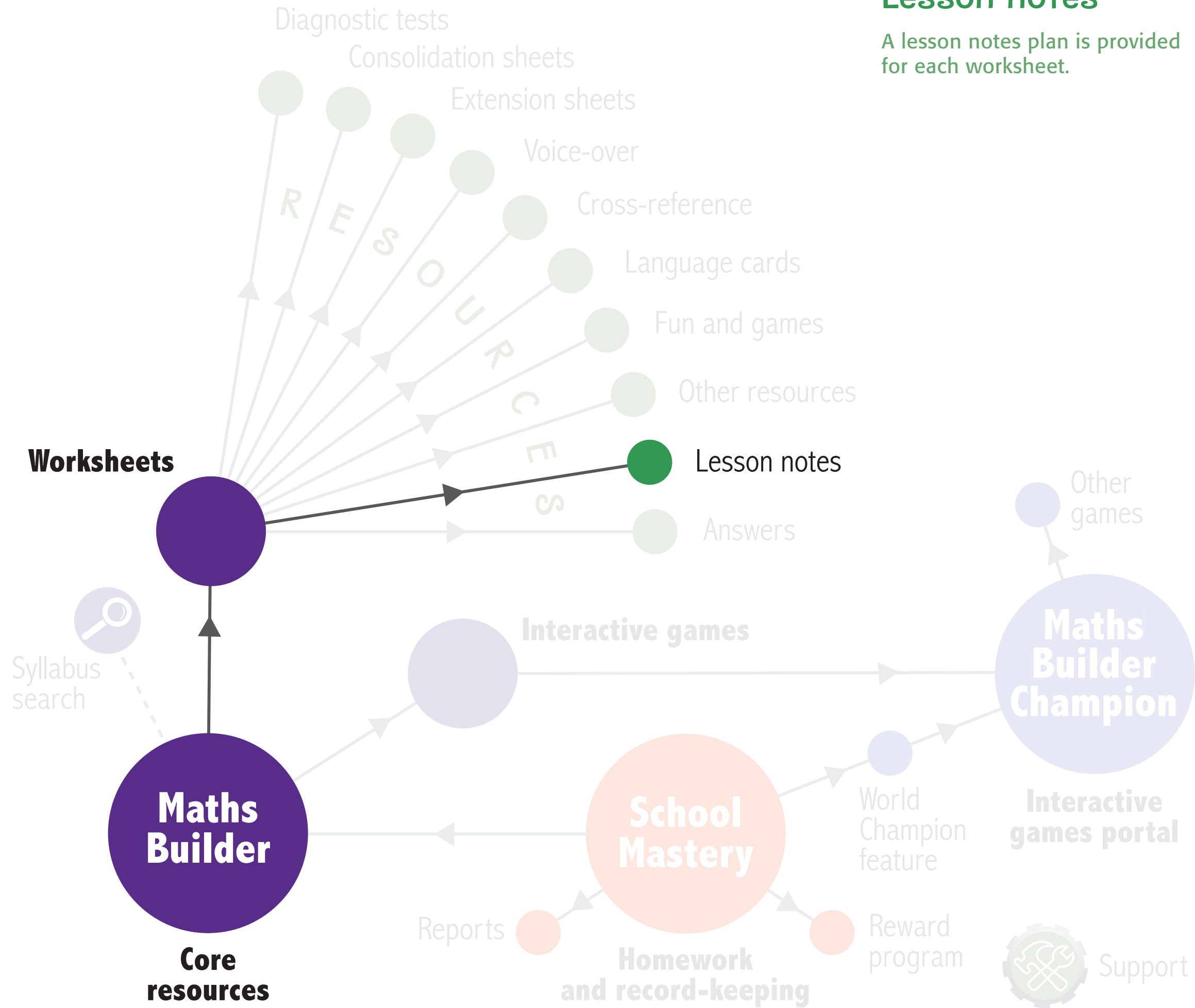
The Fun and Games sheets are designed to provide interesting and entertaining activities that can be used by individuals, small groups, or by a parent and child.

- Fun and Games sheets are found in the 'Resources related to the worksheet shown' section or under 'Maths Builder Resources' in the upper navigation bar.
- These sheets provide motivation and develop a love of mathematics.





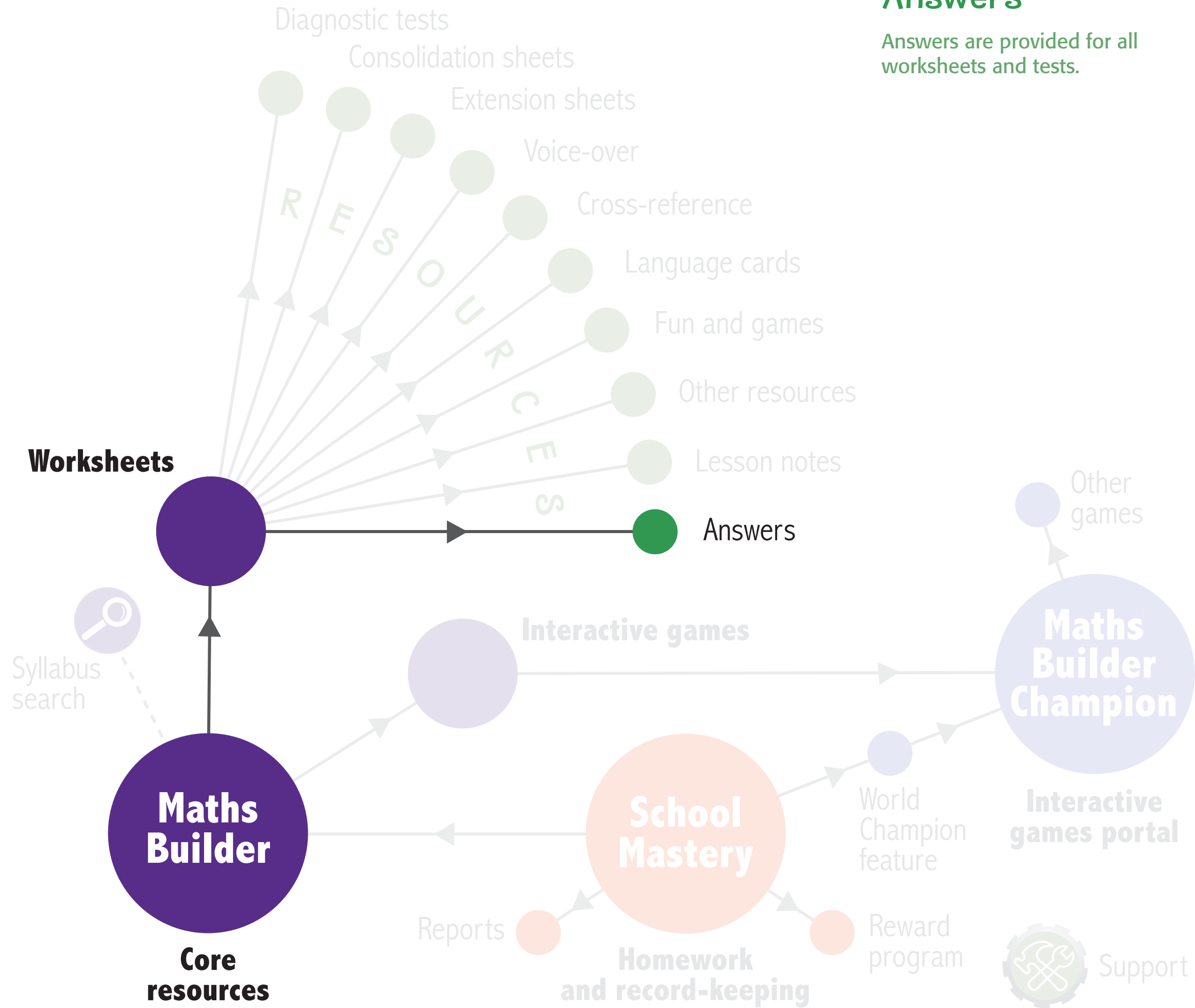
- These include charts, illustrations, grid paper, merit cards, Working Mathematically pictures and many other useful sheets.
- Many of the supporting resources for the worksheets are drawn from this large collection.



Lesson notes

A lesson notes plan is provided for each worksheet.

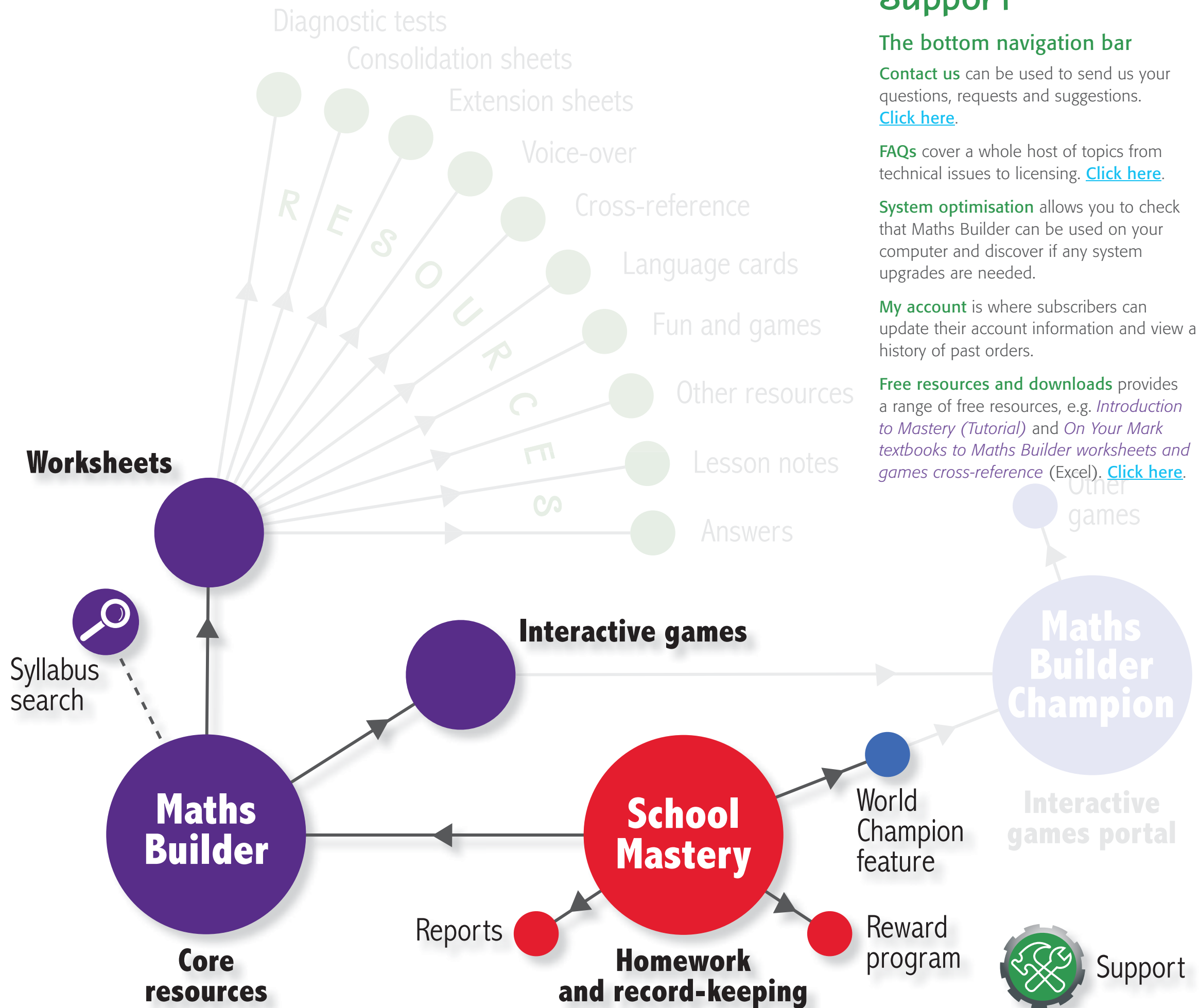
- Each lesson plan suggests a lesson structure that uses the worksheet and available resources.
- Categories used within the lesson notes are 'Syllabus reference', 'Teaching notes', 'Language', 'Resources' and 'Registration and evaluation'.
- A course overview is also provided at each level.



Answers

Answers are provided for all worksheets and tests.

- 'Level contents' begin with an assessment test of the whole level. Assessment test answers follow with answers superimposed on the original test.
- Worksheet and progress test answers are provided just below the 'Level contents' box in each section.
- Answers are also provided for tests found in 'Test and answers' on the upper navigation bar.



Support

The bottom navigation bar

Contact us can be used to send us your questions, requests and suggestions. [Click here.](#)

FAQs cover a whole host of topics from technical issues to licensing. [Click here.](#)

System optimisation allows you to check that Maths Builder can be used on your computer and discover if any system upgrades are needed.

My account is where subscribers can update their account information and view a history of past orders.

Free resources and downloads provides a range of free resources, e.g. *Introduction to Mastery (Tutorial)* and *On Your Mark textbooks to Maths Builder worksheets and games cross-reference* (Excel). [Click here.](#)

The top navigation bar

About (pull down menu) provides information about the Maths Builder programs. 'About Maths Builder' on this menu provides **Videos and Previews** of:

- Assessment,
- Related resources,
- Cross-reference,
- Voice-over,
- Interactive games and
- Language cards.

[Click here.](#)

An **Introduction video** is provided, presented by Alan McSeveny, the creator of Maths Builder.

Explanations of the many features of the programs are also supplied.

Under '**Publications**', you can download **Maths Builder: Brain food for kids**, a booklet that gives background information about the genesis of Maths Builder and introduces the people who make it happen.

Introduction to Mastery (Tutorial) is a step-by-step introduction to the features of Maths Builder School Mastery showing how easy it is to set up the program for small groups or whole classes. [Click here.](#)

A video demonstrating the School Mastery set up process is also available. [Click here.](#)