

Welcome to Heinemann Active Maths!

To help children practise their maths at home, Heinemann Active Maths provides games, activities, worksheets and ideas for real life maths activities, all focused around an interactive pupil world where your child can earn rewards.



MATHS AT HOME

Using the online pupil world with your child

The Heinemann Active Maths pupil world is the place that your child will log into to play maths games, complete interactive activities and access rewards. They earn rewards by completing the games and activities that their teacher has allocated to them.

If you have access to an internet connection, your child can log into the pupil world at home with their personal login, which they will receive from their class teacher at school. They can log in via a computer or tablet.

You may need to **allow pop-ups** in order to use the site by switching off the pop-up blocker in your browser settings. (To find out how, click on “Help” in the top right-hand corner of the log-in page and then select “Pop-up Blocker Settings” from the menu.)

Logging into the pupil world

The Heinemann Active Maths pupil world is powered by a website called ActiveLearn Primary.

To log into the pupil world, your child will need to:

1. Go to **www.activelearnprimary.co.uk**
2. Enter their login details and click “Log in”.

(If you want to check your browser settings before logging in, click “**Will it work on my computer?**” underneath the login button.)

Once your child has logged in, they’ll arrive at the pupil home page. Children can personalise their home screen by choosing a ‘world’. The worlds differ depending on key stage but include Race World, Skate World and Future World.



*Please note: We strongly recommend using **Google Chrome** or **Mozilla Firefox** web browsers with ActiveLearn. If you prefer to use Internet Explorer, please check you have at least IE11 in order for everything to work as it should.*

“My Stuff”

This is where children can see the activities their teacher has allocated to them. They can see here how many coins each game or activity is worth before completing it.

“My Library”

This is where children can access activities they have completed in the past. They can have another go at these whenever they like.

“My Rewards”

‘My Rewards’ is where your child can go to select their rewards after completing games and activities. They can also customise avatars, decorate a tree house, play games and more. The more they do, the more rewards they can unlock.

“Help”

If your child is having trouble using the pupil world, go to the Help section of ActiveLearn (click the “Help” button in the top right-hand corner of the website).



Worksheets

Sometimes, your child may bring home a worksheet. They provide children with further opportunities to practise and consolidate their learning from class.

At the bottom of the page they can self-assess by colouring in the empty traffic light to let their teacher know how they feel they have got on.

Ideas for practical activities

Sometimes, your child may bring home an idea for a practical activity they can do at home, with your support if needed.

Pupil books

Occasionally, your child may bring home a pupil book, which will have simple instructions and example answers.

‘Rocket’ questions are more challenging, and often more open-ended, than the rest of the questions on the page.

The ‘I can...’ statements at the bottom of each page allow children to describe the maths they have done.

