

Manga High – Pupil Guide



Go to:

<https://app.mangahigh.com/en-gb/login/student>

Enter the User ID you have been given (this is a 2 or 3 digit number)

Enter the password you have been given (animal and a number)

Enter the School code (445168)

You will be prompted to enter your date of birth and choose an avatar.

Click on the tick that appears and you will be taken to your dashboard.

A screenshot of the Manga High 'Browse all activities' page. The page has a blue header with a back arrow, the text 'Browse all activities', and a 'FILTERS' dropdown. Below the header is a search bar with the placeholder text 'Search by name or topic'. The main content area is divided into several sections: 'Course' with six activity cards for Maths: Number (405), Algebra (166), Geometry (204), Statistics (73), Measurement (32), and Probability (4); 'Coding' with five activity cards for Data (1), Operators (1), Outputs (7), Control (11), and Events (2); 'Mangahigh International Curriculum' with one card for 'Foundation 1 in Scratch' (23); and 'England and Wales - National Curriculum' with a grid of cards for 'ProdigiJR' (10), 'Key Stage 1' (91), 'Key Stage 2 (Lower)' (195), 'Key Stage 2 (Upper)' (186), 'Key Stage 3' (278), 'Key Stage 4' (186), and 'Post 16' (32). A left-hand navigation menu is visible, containing options like 'My List', 'Assigned', 'Recommended', 'Browse all Activities', 'Games centre', 'Leaderboards', 'Inbox', and 'Logout'.

From here you can see any activities that have been assigned to you or browse through all the maths and coding activities.

Click on 'Maths: Number' and try out some of the activities. Every question you answer and every activity you complete gives you points. Points give you medals and move you up and down the class and school leaderboard.

Your teachers might also direct you to activities to complete on specific maths skills and concepts.