MANGAHIGH

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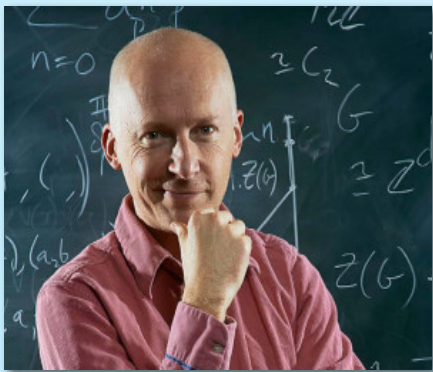
The Mangahigh Team

Mangahigh is an internationally acclaimed math program serving schools across the world. Over **3,000,000** questions are answered on Mangahigh each day! Our team draws on expertise from academia, online game design, and educational technology to provide the most engaging and mathematically rigorous games-based learning platform available in the world for K-10 students.

Mathematics
Oxford University

Gaming

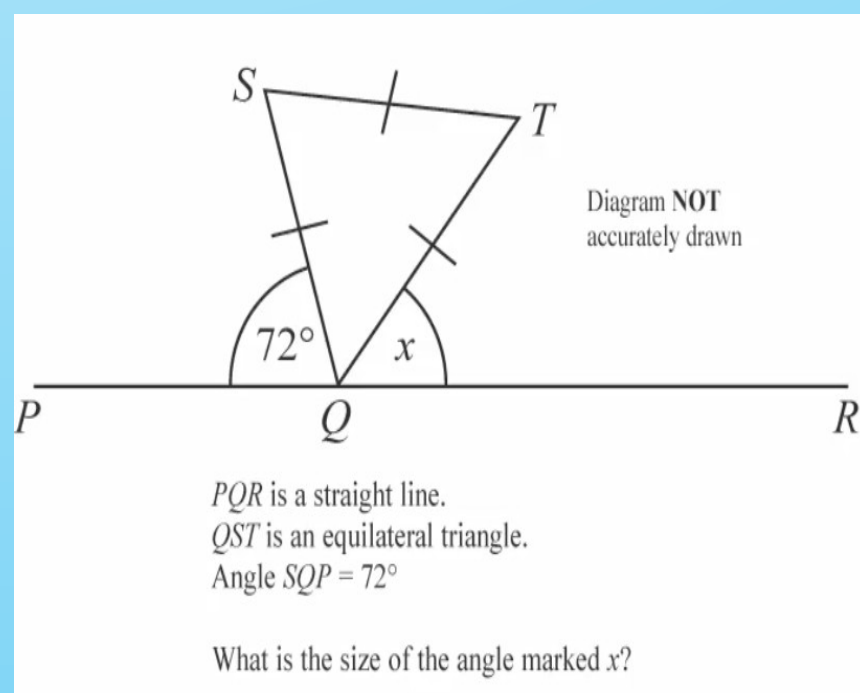Industry

Programmers

Veteran
Educators

Live Support
Team

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What is Mangahigh?

700+

Challenge

Differentiate in Real Time

There are 5 ducks.

How many legs?

| 10 | 8 | 4 | 12 |

Look at the diagram.

Which statement is false?

One nest has 3 birds.

How can you work out the number of birds in 4 nests?

| 2 × 3 | 5 × 3 | 3 × 3 | 4 × 3 |

Diagram **NOT** accurately drawn

72°

x

PQR is a straight line.
QST is an equilateral triangle.
Angle SQP = 72°

What is the size of the angle marked x?

Students who can do this...

...can do this!

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What is Mangahigh?

Mangahigh offers standards-aligned challenges in two ways - Prodigi question sets and Games designed around topics such as angles in geometry and integer operations on the number line. Students work at their own pace in an environment that continuously adapts to their current level of understanding while building a list of recommend activities based on performance to fill gaps and extend learning.
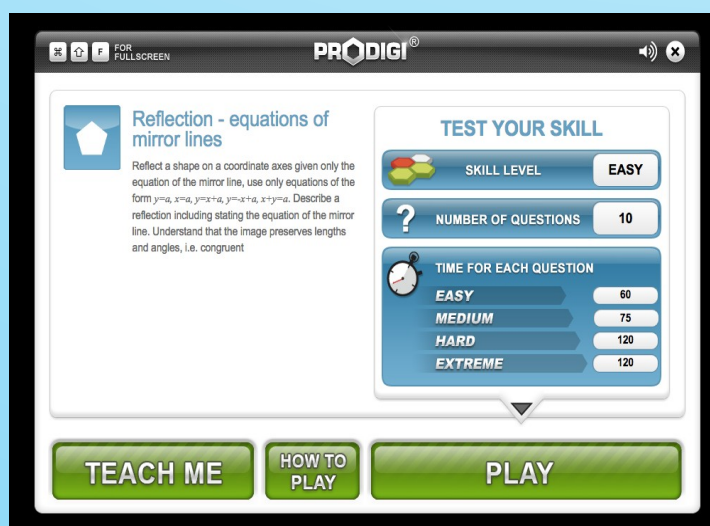
Hundreds of Prodigi Questions

20 Games

Mangahigh's constructivist approach, balance of procedural and conceptual questions, and incredibly engaging platform motivates students to master increasingly challenging content.

How Does Mangahigh Support Growth Mindset and Persistence?

Mangahigh supports growth mindset and motivates students to persist by presenting increasingly complex content then reporting performance as a medal level.

The adaptive design of Prodigi automatically differentiates content for students. When 3 questions in a row are answered correctly, the student levels up. When 2 questions in a row are answered incorrectly, the student moves down one level. Subsequent attempts begin at the ending level of the previous attempt. Students are presented worked solutions for each question in the set at the end of play.
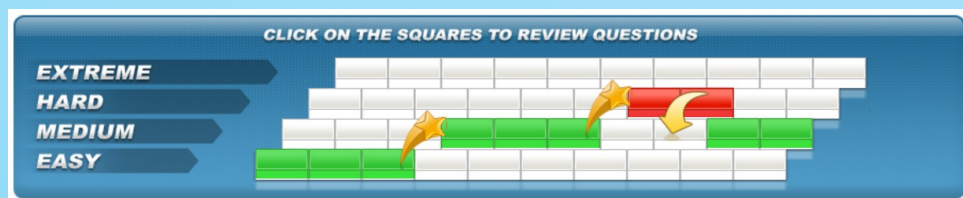
Below Basic
Can't answer Hard level yet
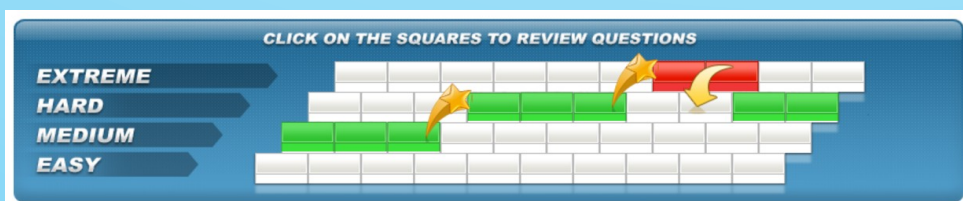
Basic
Success on Hard level
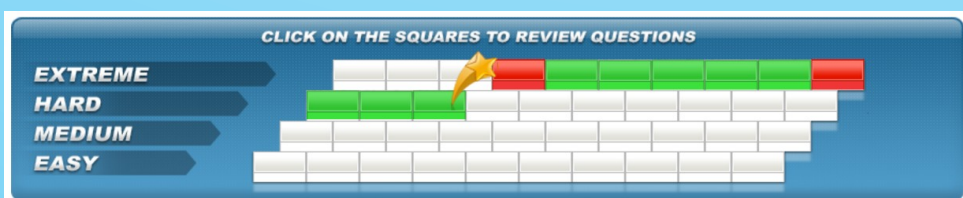
Proficient
Success on Extreme Level

Advanced
100% on Extreme Level

How Does Mangahigh Support Growth Mindset and Persistence?

Mangahigh is the only games-based mathematics program that provides rigorous content in an arcade-style learning environment. Games rely heavily on graphics, contain little text, and offer built-in math support in single and multi-player spaces.

Mangahigh's revolutionary approach to the gamification of math captures students' interest, inspires them to persist, and empowers each to believe in their ability to be successful in math.

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How Do Teachers Use Mangahigh?

Teachers implement Mangahigh with confidence knowing that they are providing personalized, rigorous content that meets all levels of the SAMR model. The web-based program works on all devices, making implementation simple for teachers and technology support staff.

Mangahigh's flexibility allows teachers to implement strategies that match their teaching styles and align with school/district goals for blended learning.

- ✓ Blended lessons
- ✓ Centers
- ✓ Class Openers and Exit Tickets
- ✓ Flipped Classes
- ✓ Engaging Homework
- ✓ After School and Summer Programs

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Data Reporting and Analytics

Actionable data for the whole class and individual students is presented to teachers several ways. Mangahigh coaches assist teachers with mining, interpreting, and using the data to plan next steps in instruction.
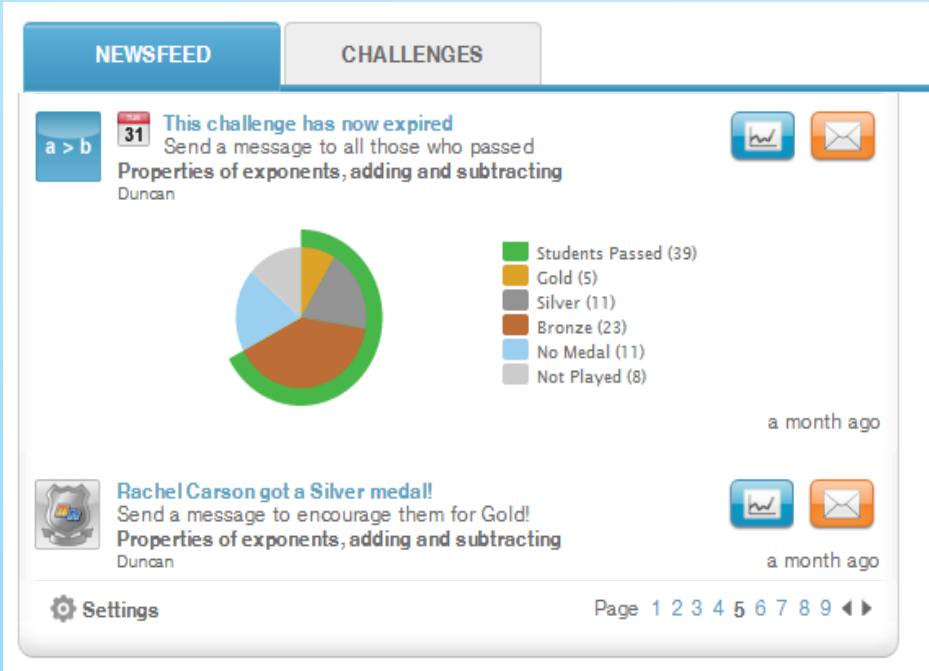
An overview of performance is presented with the option to view more detailed data.
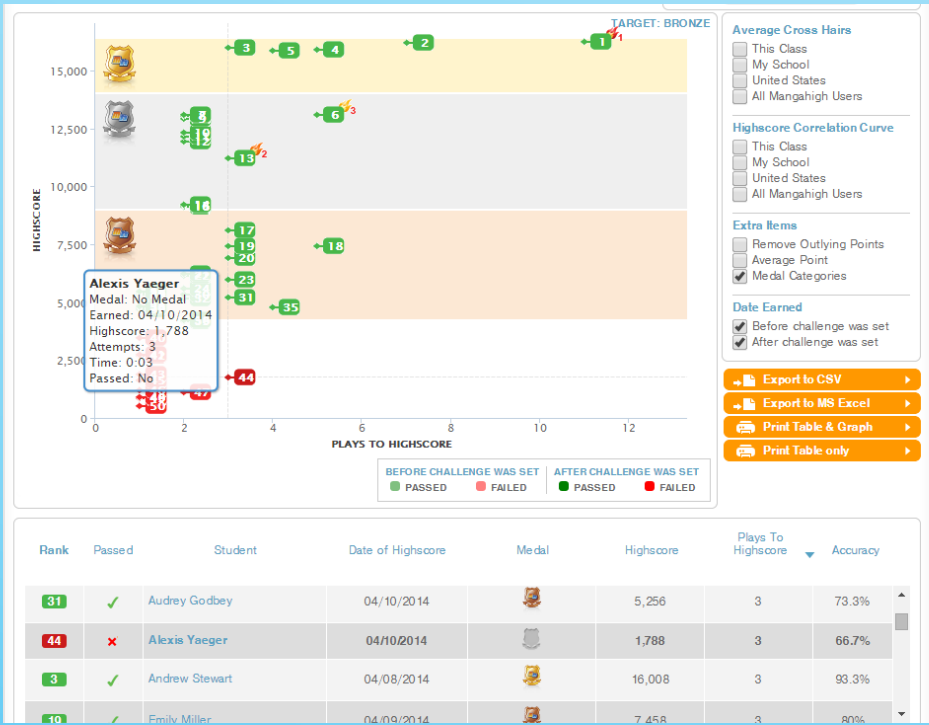
Challenge analytics provides in depth information about each student's achievement vs. effort across the Challenge.

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Data Reporting and Analytics

Whole class metrics are also presented in a quick view of pass/non-pass, and a real-time Newsfeed.

How Do Students Access Content?

Assigned

Teachers assign challenges to students.

Recommended

Recommended engine builds list of content based on demonstrated mastery.

Exploratory

Students free play any game from start to finish and select any grade level Prodigi.

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Customized Support
for Districts, Schools, and Teachers

Mangahigh understands that support is key to a smooth implementation and sustaining success. Our coaches are educators who have experience working with diverse populations in a variety of roles at the school and district level. Our knowledgeable and responsive customer success team supports you via telephone and eMail.

Mangahigh works closely with key faculty and administrators to design professional learning sessions, aligned to district goals, that contribute to student achievement. "How To" documentation and videos are provided to all users.

Implementation Support

✓ **IT Staff:** Webinar briefing from Mangahigh's technical lead to work through implementation nuances including methods to automate account creation and rostering of classes.

✓ **Administrators and Coaches:** Train-the-trainer sessions, district or school data mining tools, Mangahigh to scope and sequence alignment documents, formative assessment support.

✓ **Teachers:** Kickoff program training webinar, Face-to-Face professional learning sessions, and support with blended learning strategies, guidance prepping blended lessons, model and co-teaching, data interpretation and analysis to decide next steps in instruction.

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Research and References

Schools that have been using Mangahigh consistently over the last few years are seeing up to 40% improvement in test scores. The example below from Collier county in Florida that adopted Mangahigh in 2011 illustrates the correlation between usage and performance.

58 Schools across Collier FL have been using Mangahigh since 2011

Middle School FCAT 2.0 performance has improved by 7% from 2012 to 2013, in the same period Florida State avg went down by c. 5%

α Schools with high Mangahigh usage outperformed the District average

FCAT 2.0: The percentage of students scoring satisfactory or above in math across grades 6, 7 and 8
http://fcat.fldoe.org/results/FCAT2/default.asp

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Research and References

Common Sense Media reviewed Mangahigh in 2016 and has shared 19 teacher reviews dating back to 2014. You'll find several user-developed lesson plans and teaching strategies on their website as well.

COMMON SENSE REVIEW   UPDATED MAY 2016

Mangahigh

Phenomenal adaptive math games with a killer teacher dashboard
Visit Website ⤴

COMMON SENSE RATING   TEACHER RATING *(19 TEACHER REVIEWS)*
★★★★★   ★★★★☆

PRICE   **GRADES** ⑦   **PLATFORMS**
Free, Free to Try, Paid 2-12   Website

Show Additional Product & Pricing Details

SUBJECTS   **SKILLS**   **PURPOSE**
[+] Math   [+] Critical Thinking Curriculum
                                             Targeted Practice

https://www.commonsense.org/education/website/mangahigh

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Research and References

> "It is easy to differentiate my instruction based on your huge base of quizzes that I can access across grade levels. My higher kids can be challenged and my lower level kids can be remediated, all within your site."
> --Linda G, Heights Middle School, Farmington, New Mexico

> " Mangahigh is successfully delivering fun, competitive, game-based lessons that drive greater engagement and understanding "
> **--Bill Gates**

> "I have never seen so many kids so excited to do Math. They were begging to stay in during their lunch recess to complete challenges. Thanks Mangahigh!"
> ---K Phelps (teacher), Spalding Elementary

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