

Mathroom: Teacher Quickstart

A one page guide for teachers. Print me and keep me by the classroom computer.

What it is

A free math practice game for learners in grades 1 through 9, practicing the previous school year's math. Kids answer math problems to help a pair of cartoon hosts fix up their world, collecting silly creatures and earning in game rewards along the way. Ordinary math practice is untimed and offers retries. Action games have health and hazards; a level can need another attempt. Difficulty adjusts within the selected practice curriculum.

Two worlds, same math. At the front door a kid picks one:

- **Lacy & Pearl's Math Attic:** sparkle, charms, Charmlings, star tokens
- **Riff & Thunk's Math Basement:** slime, scrap machinery, Chompers, slime bucks

Different artwork, music, companions and stories. The same mathematics, the same help, the same free experience. Either can be switched later.

To start: open the website, choose a world, enter a first name or initials, pick a grade, and play. That's the whole setup.

The zero data promise

- **No accounts.** No sign ups, no passwords, no email addresses, ever.
- **No tracking.** Learner progress stays on the device. There are no ads and nothing to buy.
- **Offline first.** Core play and previously loaded content work offline. Prepare the offline kit while connected. Radio songs stream on demand and are not part of the offline kit.
- **Saves stay on the device.** All progress lives only in the browser of the device the kid played on. Nothing about your students leaves the room.

Names or initials, school grade and an optional U.S. state preference stay on the device and in user-exported backups. The app does not request device location.

Kids sharing one device

1. Open **Menu**, then **Player Name**.
2. Tap your name to play, or type a name under "**add a player**" to join.
3. Because saves live on the device, kids should use **the same device each time** to keep their progress. First names (or initials) are plenty.

Choosing the music

Music is **off by default**. Open **Menu**, then **Settings**: OFF is silence, STUDY is the study soundtrack, and RADIO is the current Attic or Basement station. Radio streams on demand and is not guaranteed offline.

The progress report

Open **Menu**, then **Report**. It is made to be printed (there is a Print button on the report) and comes in two views:

This player: one kid's mastery for each topic, plus every practised skill with its Common Core standard code (CCSS) and a level of **Not started, Emerging, Developing, or Mastered**.

Whole device: one table with every player saved on the device **in the world you're currently in**: per topic mastery and how many skills each kid has mastered so far. Handy as a quick class snapshot from a shared device. It doesn't break out individual skill bands or attempt counts; that's what the This player view is for.

One honest footnote, printed on the report itself: it reflects **practice coverage** inside the game (which standards a kid has worked on and how it went), not a formal assessment.

Backup tip

Because saves live in the browser, clearing the browser's site data erases them. To protect a kid's progress (or move them to another device): with that kid selected as the player, tap **Menu**, then **Save** → **Save a Backup File**. That downloads one small file holding their progress. **Load a Backup File** on any device brings it back. Save one backup per kid and world at the end of each week.

Free to use, nothing to install, nothing to sign. Questions from curious kids are encouraged: Riff and Thunk certainly never discourage anything, and neither do Lacy and Pearl.

mathroom.fun

hello@mathroom.fun

mathroom.fun/for-teachers (sessions and setup)

mathroom.fun/for-schools (information for your district)

