



**A GUIDE FOR PARENTS & CARERS**

Everything you need  
to support your child  
at home.

Find their level. Practise the right maths. Get the support to  
help them move forward.

## INSIDE THIS GUIDE

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Arranged to take you from first set-up to everyday use, with the signature features of the app called out as you go.

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### AT A GLANCE

## Big Maths Beat That!

A short summary, in case you want the headline first.

#### Who it is for

Parents and carers supporting children aged 4 to 11.

#### What it does

Practises maths at the right level and makes progress visible.

#### What it does not do

Replace teaching, or score, rank or compare children.

#### Where to manage everything

bigmaths.website: accounts, subscriptions, progress and support.

# Find Their Level.

What Big Maths Beat That! is for.

Big Maths Beat That! is a maths practice app for children aged 4 to 11, built on the Big Maths CLIC framework, a proven approach used in thousands of schools across the UK (see page 8 for more information).

The app is designed to find out what your child already knows, give them practice at the right level, and help you understand how they are moving forward.

Think of it as a practice partner: one that meets your child where they are, never pushes them into territory they are not ready for, and finds something to celebrate in every session.

## GOOD TO KNOW

Big Maths Beat That! supports practice at the right level. Teaching still happens with you and your child's teacher.

# Get Started.

Everything you do as a parent begins on [bigmaths.website](https://bigmaths.website).

The app itself is for your child. Account management, subscriptions, and progress viewing all happen in your browser at [bigmaths.website](https://bigmaths.website).

## Create your account

Go to [bigmaths.website](https://bigmaths.website) and click **Sign Up**. You will need an email address and password. After entering your details, check your inbox for a verification email and click the link inside.

Until you verify your email address, you will not be able to access your dashboard, so it is worth doing this straight away.

## Add your first child

After verifying your email, you will be prompted to add your first child. You will need:

- their first name
- their year group
- their curriculum: England, Scotland, or Wales

That is all. You do not need a date of birth or any other details at this stage.

Once your child is added, download the Big Maths Beat That! app on their device. When they open it for the first time, their door will already be there waiting.

## Add more children

From your dashboard, click **Add Another Child** and complete the same short form.

You can add up to six children on one account. Each child gets their own door in the app and their own Progress Tree.

## Link a child from school

If your child's teacher has set them up on Big Maths Beat That! at school, you will receive a linking code, a short phrase such as **TREE-BIRD-42**.

Go to **bigmaths.website**, log in, and choose **Link a Child**. Enter the code and your child's account will connect to yours. From that point, you can see their progress and their teacher can too.

## Take ownership from a school account

If your child's school created their account and you want to take over as the owner, perhaps because they are moving school or you want to continue using the app at home, the teacher can generate a transfer code from their dashboard.

Enter this code under **Claim Transfer** on your account page. Once claimed, you become the account owner.

### WHAT YOU NEED TO DO

Create your account, add your child, then download the app. After that, your child is ready to begin.

# Start Free.

What is included, when payment begins, and what happens if you stop.

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## What is included for free

Every child gets the Baseline assessment and their first challenge set at no cost. This is enough for your child to be placed at the right level and begin their learning journey.

## Paid plans

After the free challenge set, a subscription covers ongoing challenge downloads. Plans are available monthly or annually, and pricing depends on how many children you have.

- Single child: monthly or annual options
- Family: a per-child monthly or annual rate when you add a second child or more

Annual plans work out cheaper over the year. You can see current prices on the **Subscribe** page at [bigmaths.website](https://bigmaths.website).

## Cancelling

You can manage your subscription from your account on [bigmaths.website](https://bigmaths.website).

If you cancel, your subscription remains active until the end of your current billing period. Your children keep access until that date.

## What happens to your child's data if you cancel

Nothing is deleted straight away. Your child's Progress Tree and learning history remain in place, so if you subscribe again later everything can continue from where it left off.

### GOOD TO KNOW

Cancelling stops future renewal. It does not wipe your child's progress.

# See Their Progress.

What you can view from your dashboard.

When you log in at [bigmaths.website](https://bigmaths.website), your dashboard shows all the children linked to your account. Each child appears as a card with their name and a quick view of their progress.

## Open a child's detail page

Click on a child's card to see:

### Their Progress Tree

The same watercolour tree your child sees in the app. It fills with colour as they master new skills. You and your child's teacher see the same tree. It is a shared celebration, not a hidden adult-only report.

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## Their levels

Their current CLIC level, from 1 to 20, and Learn Its level, from 1 to 15, appear alongside the tree so you can see which part of the curriculum they are working on.

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## Recent activity

A feed showing when your child last used the app and how their recent sessions have gone.

## Other things you can do

### Restart Baseline

If you feel your child was placed at the wrong level, you can request a fresh Baseline. The app supports up to three Baseline attempts per child.

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### Voice Library

You can record short voice messages that play in the app to encourage your child. These are optional, but many children love hearing a familiar voice during practice.

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### Download progress as a PDF

Useful if you want to share progress with a tutor or a new school.

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### Manage data

From your account settings page, you can request a full export of your child's data or submit a deletion request if needed.

#### WHAT YOU WILL SEE

The dashboard is designed to show progress clearly without turning your child into a list of marks and mistakes.

# The First Session.

How the Baseline finds the right starting point.

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The first time your child opens the app, they complete the **Baseline**. This is a short exploration designed to find out what they already know.

It happens in two parts.

First, the app shows number facts to recall, things such as  $3 + 7 = ?$  or  $6 \times 4 = ?$ , and works out how far their recall reaches.

Then it moves on to calculation questions to explore their confidence with working things out.

There is no timer visible to your child, no score at the end, and no pass or fail. Their companion Pip is with them throughout, cheering them on.

At the end, the app quietly places your child at a suitable starting point: not so easy that it is boring, and not so hard that it becomes stressful.

They then see the first colours appear on their Progress Tree and move into their first real challenge.

#### GOOD TO KNOW

The Baseline is there to find the right place to begin, not to test your child under pressure.

## A Typical Session.

What regular use looks like after the Baseline.

After the Baseline, your child's sessions follow a simple rhythm.

- 1 They tap their door on the Entry screen.
- 2 They enter their Glade, their personal learning space.
- 3 They choose a CLIC challenge or a Learn Its challenge by tapping one of the totems in the Glade.
- 4 When they finish, they return to the Glade or tap the Exit portal when they are done.

There are no forced session lengths. Your child can do one challenge and stop, or stay for several. The app saves their place wherever they leave off.

For most children, one CLIC challenge and one Learn Its challenge each day is a good rhythm, around ten to fifteen minutes in total.

Little and often builds far stronger foundations than an occasional long session.

# Understand CLIC.

The four pillars of primary maths in Big Maths.

Big Maths Beat That! is built around four foundations of primary maths, known as **CLIC**.



## Counting

Understanding how numbers work and relate to each other, the bedrock of everything else.



## Learn Its

Number facts your child needs to recall instantly, without pausing to work them out.



## It's Nothing New!

The principle that new maths always connects to something your child already knows. If they know  $3 + 4 = 7$ , then  $30 + 40 = 70$  is nothing new, just the same idea at a bigger scale.



## Calculation

The mental and written strategies your child uses to work through problems.

Every session in the app covers both a CLIC challenge and a Learn Its challenge, so all four foundations are practised regularly.

# Learn Its.

The facts that unlock everything else.

Learn Its are number facts your child needs to recall instantly, without stopping to work them out. They include number bonds such as  $3 + 7 = 10$  and times tables such as  $6 \times 7 = 42$ .

There are **72** strategic facts that, once known, unlock hundreds of related calculations. The app builds these up gradually across **15** levels.

During a Learn Its challenge, the app quietly measures how quickly your child recalls each fact.

## Gold

Quick, instant recall.

## Silver

Knows the facts, building speed.

## Bronze

Still building speed.

All three are genuine celebrations. There is no fail, and your child never sees a score or a time. They simply keep practising until the facts become instant.

# Watch The Tree Grow.

How the Progress Tree shows learning without pressure.

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Every child in Big Maths Beat That! has their own Progress Tree, a watercolour tree that grows and fills with colour as they master new skills.

The tree starts in soft grey and gradually blooms as your child earns Gold Blooms through their challenges. It has 25 stages in total, covering the journey from early number sense to confident calculation.

The tree is the main way to see how your child is doing. You and their teacher both see the same tree. It is a shared celebration, not a report card.

When your child reaches a new stage, they see the message: **"You just coloured in more of your tree!"**

You can view your child's Progress Tree at any time by logging into **bigmaths.website** and clicking on their name.

# Meet The Companions.

Friendly support when your child needs it.

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Four bird companions support your child through their sessions in Big Maths Beat That!

## Pip

Brave and encouraging. During a CLIC challenge, your child can choose to call Pip if they feel stuck. Pip walks through the right approach step by step, and your child always succeeds. Calling Pip is always your child's choice.

## Cora

Curious and questioning. She appears when the app notices your child hesitating and gently prompts them to think it through.

## Olive

Careful and calm. Olive appears when a child needs to slow down and work through something methodically.

## Finn

Creative and playful. He appears later and suggests different ways to approach a problem.

Companions step in when support is needed and step back when your child is working confidently.

During Learn Its challenges, companions do not appear. Learn Its are about pure recall, and any support comes afterwards through targeted practice.

## Moving Forward.

How the app recognises mastery and keeps support in the background.

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When your child scores 8 or more out of 10 on a CLIC challenge, the app considers that level mastered. Their Progress Tree blooms with a new colour and they move on to the next step.

The app does not require a perfect score to progress. A child who gets 8 or 9 out of 10 is genuinely ready for the next step. Any skills they did not fully demonstrate are quietly noted and can be revisited through future support, so nothing is lost and your child keeps moving forward.

If your child needs more help at their current level, the app provides it. This might include extra support, more guided practice, or a quieter return to skills that need strengthening.

This is not a setback. It is the app making sure your child feels secure before moving on.

## Keep Going Offline.

How the app works without WiFi.

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Big Maths Beat That! works without an internet connection. Your child can complete their Baseline and all downloaded challenges with no WiFi at all.

They will never see a harsh **no internet** message while working.

When your child finishes a stage, the app checks for a connection. If the device is online, it quietly downloads the next set of challenges while Olive appears with an encouraging message.

If the device is offline, your child sees: **"Ask a grown-up to go online to unlock your adventure."**

You simply connect the device to the internet. The app detects the connection and carries on automatically.

Progress is always saved on the device. Even if your child uses the app offline for weeks, nothing is lost.

## Your Child's Data.

Progress belongs to your child.

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Your child's progress belongs to them, not to their school, their teacher, or their subscription status.

If your family moves schools, your child's Progress Tree and history move with them. If your subscription lapses, nothing is deleted straight away. If a teacher set up the account and you later take ownership, the full history transfers cleanly.

You can request a full data export or a deletion request at any time from your account settings page at **bigmaths.website**.

## What You Won't See.

How Big Maths Beat That! stays calm, private, and supportive.

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Big Maths Beat That! works differently from many maths apps.

Your child will not see a score, a percentage, or a mark. There are no leaderboards, no rankings, and no comparisons with other children. Progress is shown through the growing Progress Tree, not through numbers.

Your child will not encounter a failure state. There are no red marks, no harsh **wrong** sounds, and no **try harder** messages. Every response from the app is either celebratory or supportive.

The app does not replace teaching. It gives your child practice at the right level and helps you see how they are doing.

Your child will not be blocked from learning because of WiFi. The app works offline.

The app does not track location and does not send unnecessary background data. It is private and battery-friendly by design.

# Common Questions.

A few things parents often ask.

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## **My child got upset during a session. What happened?**

The app is designed so that no child should feel distressed. If your child found a session difficult, they may simply need a bit more practice at their current level, and the app will provide that automatically. If something specific upset them, get in touch via

[bigmaths.website](https://www.bigmaths.com/parents).

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## **Why can't I see which questions my child got wrong?**

The dashboard shows progress: where your child is and how they are moving forward. It does not show a question-by-question breakdown, because that framing focuses on mistakes rather than growth. If your child is consistently not reaching mastery at their level, a re-Baseline may help.

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## **My child wants to do more sessions. Should I let them?**

Yes, if they are enjoying it. There are no limits in the app. That said, ten to fifteen minutes a day tends to produce better results than one long session a week.

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## **My child says the level feels too easy or too hard. What should I do?**

The Baseline is designed to place children accurately. Give it a few sessions first. If after two or three weeks the level still feels clearly wrong, request a re-Baseline from the child detail page on your dashboard.

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## **The app says my child needs to go online. Why?**

Your child has finished all the challenges currently downloaded on their device. Connect to the internet and the app will automatically download the next set.

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## **Can I use the app across multiple devices?**

Yes. Your child's progress is tied to their account, not to a single device. If they switch devices, they just open the app and their door will be there.

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## **Does the app share my child's data with anyone?**

No. Your child's data is held securely and is not shared with third parties. Full details are in the Privacy Policy at [bigmaths.website](https://www.bigmaths.com/parents).

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**Account management, subscriptions, and support:** [bigmaths.website](https://www.bigmaths.com/parents)