A GUIDE FOR TEACHERS

Everything you need to use the app confidently with your class.

Find each child's level. Set the right practice. See your class moving forward.

INSIDE THIS GUIDE

Contents

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

AT A GLANCE

Big Maths Beat That!

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

Who it is for	Teachers using the app with children aged 4 to 11.
What it does	Practises maths at the right level and gives you class-wide diagnostic visibility.
What it does not do	Replace your teaching, or score, rank or compare children.
Where to manage everything	bigmaths.website/teachers — learners, classes, progress and support.

What is Big Maths Beat That?

What the app is, and what it does for your class.

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.

The app does not teach maths. Teaching stays with you. What the app does is find out exactly what each child already knows, give them structured practice at the right level, and give you a clear picture of where each child is and how they are moving forward.

Think of it as a practice partner and diagnostic tool in one - the kind of tool that lets you start a maths conversation already knowing what each child has been working on and how they have been getting on.

How It Fits Your Teaching.

Where the app stops and your teaching begins.

Big Maths Beat That! sits alongside your teaching - it does not replace it. The CLIC framework's "I Do, We Do, You Do" model belongs in your classroom. The app handles practice and shows you the results.

In practice, this means you teach the concept or strategy, and the app provides structured, levelled practice so children consolidate what you have taught. You can then use the dashboard to see who is moving through their levels confidently and who might benefit from a bit more focus in class.

The app surfaces documented strategies called "Remember Tos" when a child needs support during a challenge. These are drawn from the Big Maths curriculum - the app does not originate instruction, it surfaces existing strategies. If a child frequently calls their companion Pip for help with a particular skill, that is a useful signal for your planning.

Getting Started.

Registration, learners, and your dashboard.

Teachers register at **bigmaths.website/teachers/signup**. The primary login option is Microsoft - which works with RM Unify, Hwb, and most school Microsoft 365 setups. Google login is also available. You can use email and password if you prefer.

Once registered, you will see your teacher dashboard. From there, you can add pupils, manage linking codes, and view class progress.

Adding pupils

Go to Add Learners from your dashboard. Enter pupil names one per line - you can add a whole class in one go. You will also set a year group and, if useful, a group tag (such as "Year 4 Blue" or "Maths Intervention") to help you filter and organise your view.

The system creates an account for each pupil and generates linking codes - short phrases like TREE-BIRD-42 - that parents use to connect the school account to their home account. After adding pupils, you are taken to a Print Codes screen where you can print the codes for book bags or letters home.

You can add up to 40 learners on a teacher account.

Linking codes - what they are and why they matter

Each linking code is valid for 30 days. When a parent enters the code at bigmaths.website, they become the owner of their child's account. You retain access as a grantee - you can view the child's progress, restart their Baseline if needed, and manage their PIN. You cannot see payment information or change account ownership.

Your dashboard shows a Pending Links section at the top so you can see at a glance who has claimed their code and who has not. If a code expires before a parent claims it, you can regenerate it from the Pending Links view.

Linking a home learner

If a parent has already set up their child at home and wants to share access with you, they generate a code from their dashboard. You enter it under Link a Home Learner on your dashboard. Once linked, you see the child in your pupil list alongside your school-created pupils.

Subscription

A teacher subscription covers up to 40 learners at an annual fee. See bigmaths.website for current pricing. If you are evaluating the app, every child gets a free Baseline and first challenge set regardless of subscription, so you can see it working before committing.

Your Dashboard.

What you can see and do as a teacher.

Your main dashboard shows two things: a class progress summary at the top, and your full pupil list below.

The class progress summary gives you an at-a-glance picture of where the class is. The pupil list lets you click into any individual learner to see their Progress Tree, current levels, and recent activity.

What you can do from a learner's detail page

From each learner's page you can restart their Baseline if you feel their current level is not right - the system supports up to three Baselines per child. You can also generate a transfer code if a parent wants to take over account ownership.

PIN management

Children in school use a PIN to open their door in the app. From your dashboard you can reset an individual child's PIN, or toggle the PIN requirement on and off for the whole class - useful if you are setting up a shared tablet session.

Session orchestration

Your dashboard includes a session panel where you can start and end class sessions, check which children are ready, and see who has checked in. This is designed for classroom use rather than for monitoring children at home.

The Four Foundations.

CLIC, the framework behind the app.

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

C **Counting**

Understanding how numbers work and relate to each other - the bedrock of everything that follows.

L **Learn Its**

Number facts children need to recall instantly, from memory, without working them out. Number bonds and times tables are the core of this.

I

It's Nothing New

The principle that new maths always connects to something already known. If a child knows 3 + 4 = 7, then 30 + 40 = 70 is nothing new - the same relationship, bigger numbers.

C

Calculate

The mental and written strategies children use to work through problems.

Every session covers both a CLIC challenge and a Learn Its challenge. The CLIC levels run from 5 to 20 and the Learn Its levels from 1 to 15, giving full coverage from early Reception through to upper KS2. The year-group references attached to levels are for adult reference only - children are placed by their Baseline result, not by age, so a Year 4 child might be at CLIC Level 8 and that is a starting point, not a ceiling.

Learn Its.

The facts that unlock everything else.

Learn Its are the number facts children need to recall instantly - without stopping to work them out. Number bonds like 3 + 7 = 10 and times tables like 6 x 7 = 42 are the core examples.

There are 36 strategic facts that, once known, unlock hundreds of related calculations. The app builds these up across 15 levels.

During a Learn Its challenge, the app quietly measures recall speed. Children who recall facts quickly earn Gold, those who are slightly slower but accurate earn Silver, and those still building speed earn Bronze. All three are genuine celebrations - your children will never see a score or feel timed. They simply keep practising until the facts are instant.

Gold

Quick, instant recall.

Silver

Knows the facts, building speed.

Bronze

Still building speed.

TEACHER TIP

A child's Learn Its level is a useful diagnostic signal for your teaching. If a child is at Learn Its Level 6, they are consolidating doubles and near-doubles. Knowing this lets you reinforce the same material in mental maths starters without needing to assess it yourself.

SIGNATURE FEATURE

The Baseline Assessment.

The first session, and your entry-level diagnostic.

Every child goes through a Baseline when they first use the app. It happens in two parts: first, an exploration of how many number facts the child can recall (Learn Its); then an exploration of their calculation confidence (CLIC). There is no pass or fail, no visible timer, and no pressure. The companion Pip encourages the child throughout.

At the end, the app places the child at the right starting level and they see their first Progress Tree colours appear before going into their first real challenge. The Baseline only happens once after that, every session goes straight to challenges.

> **TEACHER TIP**
>
> As a diagnostic, the Baseline gives you each child's entry level across both tracks independently. A child might be at CLIC Level 12 and Learn Its Level 5 - that is completely normal and tells you something specific about where their practice needs to focus.

If you feel a child's Baseline result does not reflect their actual ability - perhaps they were unsettled on the day, or have been away - you can restart their Baseline from their learner detail page. The system supports up to three Baselines per child. If the parent is the account owner, they would need to do this themselves; if you own the account, you can do it directly.

Regular Sessions.

What everyday use looks like after the Baseline.

After the Baseline, each session follows a simple pattern. Children tap their door, enter their Glade, and choose a challenge by tapping one of the totems. After finishing, they return to their Glade or exit.

There are no forced session lengths. For most children, one CLIC challenge and one Learn Its challenge per session is the right amount - about ten to fifteen minutes. Little and often produces stronger results than occasional long sessions.

SIGNATURE FEATURE

The Progress Tree.

How children, parents and teachers see the same progress.

Every child has their own Progress Tree - a watercolour tree that grows and fills with colour as they master new skills. It starts in soft grey and gradually blooms as they earn Gold Blooms through their challenges. There are 25 stages in total.

The Progress Tree is the primary progress representation in Big Maths Beat That!. You and the child's parents see the same tree - there is no separate teacher view with additional data layers. This is deliberate: progress is a shared celebration, and the tree is designed to be a conversation-starter between adults and children rather than a tracking metric between adults.

> **TEACHER TIP**
>
> A child at Stage 8 has a CLIC and Learn Its combination that puts them in early KS2 content. The stage is a useful at-a-glance indicator; for planning purposes, the specific CLIC level and Learn Its level on the dashboard give you more precision.

When a child reaches a new stage, they see: "You just coloured in more of your tree!" - and so do you on the dashboard.

How Mastery Works.

What mastery means in the app, and what it tells you.

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

The 8-out-of-10 threshold is a deliberate pedagogical choice. A child who demonstrates 8 out of 10 skills has sufficient fluency to build on the next level confidently. The two missed skills are not abandoned - they are scheduled for spaced retrieval in future sessions. Nothing is lost, and momentum is maintained.

Children who score 7 or below move into a short practice session before trying again. This is the RRRL model in action: Repeat, Revisit, Real Life - practice structured to consolidate, not to drill. The child does not see a score; they simply get more practice before the next attempt.

SIGNATURE FEATURE

Meet the Companions.

How the app supports children during a challenge.

Four bird companions support children through their sessions.

Pip

Brave and encouraging. When a child feels stuck during a CLIC challenge, they can choose to call Pip. Pip walks through the right approach step by step, using the relevant "Remember To" from the curriculum, and the child always succeeds. Pip is never automatic - the child decides when to call.

Cora

Curious and questioning. She is the first to appear when the app notices a child hesitating, and she gently prompts them to think it through.

Olive

Careful and calm. Olive appears when a child needs to slow down and think methodically.

Finn

Creative and playful. He appears at later stages and suggests different approaches.

Companions step in when needed and step back when a child is working confidently. During Learn Its challenges, companions do not appear - Learn Its are about pure recall, and support comes afterwards through targeted Fact Fix practice.

TEACHER TIP

If a child frequently calls Pip for a specific skill, that tells you the associated strategy has not yet been secured in their own thinking. It is worth reinforcing in the classroom.

What the App Does Not Do.

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

Your children will never 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 Progress Tree, not through numbers.

The app never creates a failure state. There are no red marks, no "wrong" sounds, and no "try again, do better" messages. Every response is either celebratory or supportive.

The app does not teach. That stays with you. The app provides structured practice and diagnostic visibility.

Children are never blocked from learning because of WiFi. The app works offline.

The app does not tell you what to teach or when. It shows you where each child's practice is focused and lets you use that professionally. Your judgement stays with you.

SIGNATURE FEATURE

Using the App in School.

Offline use and WiFi.

Big Maths Beat That! works without an internet connection. Children can complete their Baseline and all downloaded challenges with no WiFi during the session.

When a child finishes a stage, the app checks for a connection. If the device is online, it quietly downloads the next challenge set while Olive appears with an encouraging message. If offline, the child sees: "Ask a grown-up to go online to unlock your adventure." The adult connects the device to the internet and the app carries on automatically.

TEACHER TIP

For school use, a brief connection at the start or end of a session is enough to sync progress and download the next set. Challenges can then be completed entirely offline during the session itself. No special network configuration is needed.

Data, Safeguarding & Ownership.

Who owns what, and what happens at year-end.

A child's progress belongs to them - not to their school or their teacher. If a family moves schools, the Progress Tree and learning history moves with them. Data is never deleted due to a change in school or subscription status.

Account ownership matters. If you created a child's account at school, you are the initial owner. When a parent claims the account using a linking code, they become the owner and you become an access grantee. You can still view progress and manage the child's experience, but account-level decisions rest with the parent.

Teacher access grants expire at the end of the school year by default. When a new academic year begins, access to previous year's pupils will need to be re-established through fresh linking codes if appropriate.

All data is held securely. The app does not collect location data and does not send background data. Full details are in the Privacy Policy at bigmaths.website.

Talking to Parents.

A few things worth sharing when a school adopts the app.

Parents often have questions when a school introduces a new app. A few things worth sharing with them:

The app does not teach - it practises and shows progress. You remain the teacher. There are no scores shown to children, so parents will not see percentages or marks from their child. They see the Progress Tree. The app works offline, so WiFi at home is not a requirement. Their child's data belongs to the child and is never deleted. Bronze, Silver, and Gold on Learn Its are all celebrations - none of them is a fail.

Common Questions.

A few things teachers often ask.

A child is at a much lower level than their year group. Should I be concerned?

Not necessarily. The Baseline places children by what they know, not by age. A lower level shows where their confident foundation sits. Start there and progress is usually quicker than expected once the right groundwork is in place.

Can I see which questions a child got wrong?

The dashboard shows CLIC level, Learn Its level, and the Progress Tree. It does not break down individual questions. If a child is consistently not reaching mastery, consider whether they need more teaching time on the current concepts before more practice.

A parent says their child is bored because the level feels too easy. What should I do?

The app builds speed and fluency at each level before moving on, which can feel unexciting at first. If a child is consistently earning Gold Blooms very quickly over two or three weeks, a re-Baseline may be appropriate. You can initiate this from the learner detail page if you own the account, or advise the parent to do it from their dashboard.

Can children use the app for homework?

Yes. Because it works offline and saves progress automatically, it is well suited to home use. The parent sees the same Progress Tree you do, which makes for good conversation.

Does the app cover the full national curriculum?

Big Maths Beat That! covers the CLIC framework, which aligns with the primary maths curriculum for England, Scotland, and Wales. It is a consolidation tool, not a full curriculum delivery system. Full curriculum coverage remains your responsibility.

Registration, subscription, and support for teachers: `bigmaths.website/teachers/signup`