A GUIDE FOR TUTORS

Everything you need to plan and run great tutoring sessions.

Diagnose where they are. See where they are going. Plan every session with confidence.

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	Tutors working with children aged 4 to 11.
What it does	Practises maths at the right level and gives you a clear diagnostic between sessions.
What it does not do	Replace your teaching, or score, rank or compare children.
Where to manage everything	bigmaths.website/tutors — registration, pupils, progress and support.

What is Big Maths Beat That?

What the app is, and what it does for the children you tutor.

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 (for more information see page 5).

The app does not teach maths. That is your job. What it 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 they are and how they are progressing between your sessions.

Think of it as a practice partner you can send home with your pupil - one that works at their level, keeps them moving forward, and reports back to you.

Your Role Alongside the App.

Where the app stops and your teaching begins.

As a tutor, you provide the instruction - the explanation, the worked example, the conversation, the insight. Big Maths Beat That! provides structured practice between your sessions and a diagnostic picture you can use to plan each one.

> **TUTOR TIP**
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> Used well, the app means you arrive at each tutoring session already knowing two things: where your pupil is practising and how they are getting on. That is time you do not have to spend on assessment, and it lets you focus on teaching rather than finding gaps from scratch.

Getting Started.

Registration, pupils, and your dashboard.

Tutors register at **bigmaths.website/tutors/signup** using email and password. Once registered, you will see your tutor dashboard.

Adding pupils

From your dashboard, click Add a Pupil and fill in the pupil's name and year group. You can add up to 20 pupils on a tutor account. Each pupil gets their own account with their own door in the app.

Receiving access from a parent

If a parent has already set up their child at home, they can share access with you without changing ownership. The parent logs in at bigmaths.website, goes to their child's detail page, and invites you. Once you accept, the child appears in your pupil list and you can see their Progress Tree, current levels, and recent activity.

Your access as a grantee lets you view progress and restart the Baseline if needed. Account-level decisions - subscription, data export, ownership transfer - stay with the parent.

Generating a transfer code for a parent

If you created the child's account as the initial owner and the parent wants to take over, you can generate a transfer code from the child's detail page. The parent enters it under Claim Transfer on their dashboard. Once claimed, they become the account owner and you become an access grantee with the same view you had before.

Subscription

A tutor subscription covers up to 20 pupils at an annual fee. See bigmaths.website for current pricing. Every child gets a free Baseline and their first challenge set regardless of subscription, so you can start working with a pupil right away.

Your Dashboard.

Your at-a-glance preparation for every session.

Your dashboard shows all the pupils linked to your account. Click on any pupil to open their detail page, which shows their Progress Tree, current CLIC level, current Learn Its level, and recent session activity.

This is your at-a-glance preparation for each tutoring session. Before you sit down with a pupil, you can see where they have been practising and whether they have been achieving mastery or spending time in the practice loop.

The Four Pillars.

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 foundation that everything else builds on.

L **Learn Its**

Number facts the child needs to recall instantly, from memory, without stopping to work them out. Number bonds and times tables are the main ones.

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, larger numbers.

C **Calculation**

The mental and written strategies children use to solve problems.

Every session in the app covers both a CLIC challenge and a Learn Its challenge, so both tracks develop in parallel.

Learn Its.

The facts that unlock everything else.

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

There are **72** 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 celebrations - the child never sees a score or a timer. They simply keep practising until the facts become instant.

Gold

Quick, instant recall.

Silver

Knows the facts, building speed.

Bronze

Still building speed.

TUTOR TIP

A child's Learn Its level is often the most useful diagnostic you have as a tutor. If a child is struggling with written calculation in your sessions, check their Learn Its level first... a gap in fact fluency is one of the most common underlying causes.

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 their number fact 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. The Baseline only happens once - every session after that goes straight to challenges.

TUTOR TIP

For you as a tutor, the Baseline result is your entry-level diagnostic. A child might be at CLIC Level 8 and Learn Its Level 4 - both are independent tracks and it is completely normal for them to be at different points. Use both levels together to frame your tutoring priorities.

If you feel a child's Baseline result does not reflect their actual ability, you can restart their Baseline from their pupil detail page if you are the account owner, or ask the parent to do it from their dashboard. The system supports up to three Baselines per child.

Reading the Progress Tree.

How to use the tree with your pupil and in your planning.

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 the child earns 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, the child's parents, and any teacher linked to the account all see the same tree. It is a shared view - there is no separate tutor view with additional data. This is deliberate: the tree is designed to be a shared celebration, not a tracking metric.

TUTOR TIP

As a tutor, use the tree as a conversation-starter with your pupil. "Look how much colour your tree has now" gives children a sense of ownership over their progress and helps maintain motivation across weeks and months of tutoring. For planning, the specific CLIC level and Learn Its level on the dashboard give you more precision than the stage number alone.

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 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. The one or two skills they did not demonstrate are quietly noted and woven into future sessions. Nothing is lost.

If a child scores 7 or below, the app moves them into a short practice session before they try again. The child does not see a score; they simply get more targeted practice before the next attempt.

TUTOR TIP

If a pupil is consistently scoring below 8 in their app sessions, look at what the current CLIC level covers. These are the concepts to address in your teaching time. The app consolidates once you have taught the concept - it cannot fill a gap the child has never been shown.

Meet the Companions.

How the app supports your pupil between sessions.

Four bird companions support children through their sessions.

Pip

Brave and encouraging. During a CLIC challenge, the child can choose to call Pip if they feel stuck. Pip walks through the right approach step by step and the child always succeeds. Calling Pip is always the child's choice - it is never forced.

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 work through something methodically.

Finn

Creative and playful. He turns up 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.

TUTOR TIP

If your pupil tells you Pip helped them with something during their practice, ask what Pip showed them. This reveals which strategies the child has encountered and how securely they have understood them - useful information for your sessions.

What the App Does Not Do.

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

Your pupils 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" pressure. Every response is either celebratory or supportive.

The app does not teach. That is your job. The app provides structured practice and shows you the results.

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

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

Using the App Without WiFi.

How the app works with no internet connection.

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

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 the device is 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 - nothing else needed.

Progress is always saved on the device, so even if a pupil uses the app offline for several weeks between your sessions, nothing is lost.

Data and Account Ownership.

Who owns what, and what stays with the child.

A child's progress belongs to them - not to their tutor or their subscription status. If the family moves on or changes arrangement, the Progress Tree and all learning history stays with the child.

As a tutor, you are either the account owner (if you created the account) or an access grantee (if the parent shared access with you). Owners can manage the account; grantees can view progress and restart Baselines. Either way, you see the same Progress Tree and dashboard information.

Common Questions.

A few things tutors often ask.

The pupil I tutor is at a much lower level than I expected. Should I be concerned?

Not necessarily. The Baseline places children by what they know, not by age. A lower level tells you where their secure foundation is. Start there - progress is usually quicker than expected once the right groundwork is in place, and building from a solid base prevents the gaps that cause problems later.

Can I use the app during a tutoring session rather than just for home practice?

Yes. Some tutors use the app at the start of a session to warm up, or at the end to consolidate what was covered. If the child calls Pip during your session, that is a signal worth noting - it means the strategy has not yet been fully secured.

A parent wants to know why their child is not moving up levels. What should I tell them?

The app requires 8 or more out of 10 to progress. If a child is scoring below that consistently, the skills at their current level need more teaching, not just more practice. Use your sessions to address the underlying concept, and the app will consolidate it.

What is the difference between the CLIC level and the Learn Its level?

They are two separate tracks that develop in parallel. A child at CLIC Level 12 and Learn Its Level 6 is completely normal - the two tracks do not move in lockstep. Both contribute to the Progress Tree stage.

I have been granted access by a parent but I cannot see the pupil's progress. Why?

Check that the parent has completed the access grant from their end at bigmaths.website. If they have shared access and you still cannot see the pupil, ask them to check their dashboard and confirm the grant was completed.

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