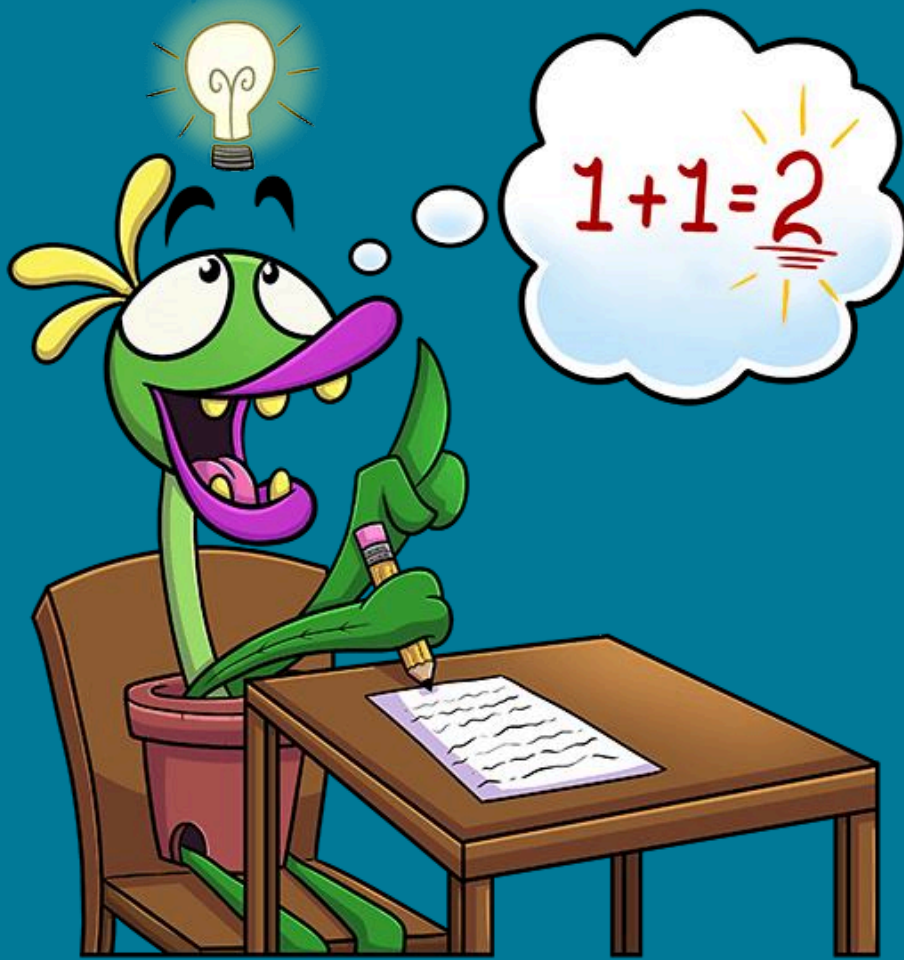


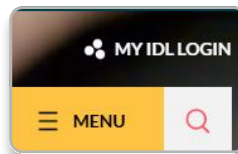


Numeracy User Guide



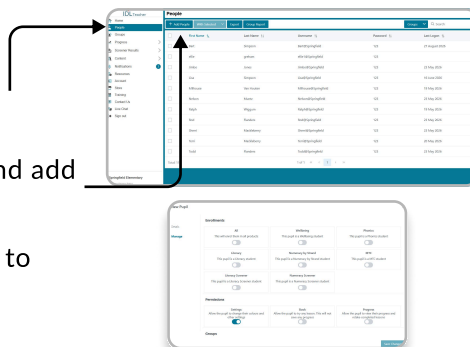
IDL Getting Started

1. Go to idlsgroup.co.uk and click the 'My IDL Login' in the top right corner.
2. Type your username and password.



Adding a New Student

1. As an administrator, click into the People tab on the left.
2. Click on the Add People button and add their personal information.
3. Add the programs you want them to have access to and manage their permissions.



When you're finished, click Save Changes.

Save Changes

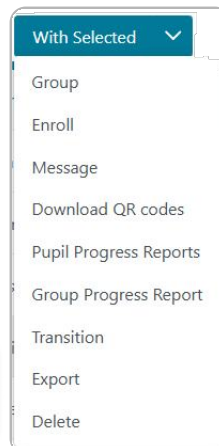
If you are adding more than one learner, we recommend you download the .csv template and follow the instructions.



Bulk Actions

If you want to enroll, group or perform any other action for multiple learners - tick the relevant learners and click the With Selected button.

From this menu you can generate multiple progress reports at once or create a single report for a group of learners.



Don't worry! A prompt will appear to confirm that you meant to press the delete button if you do.

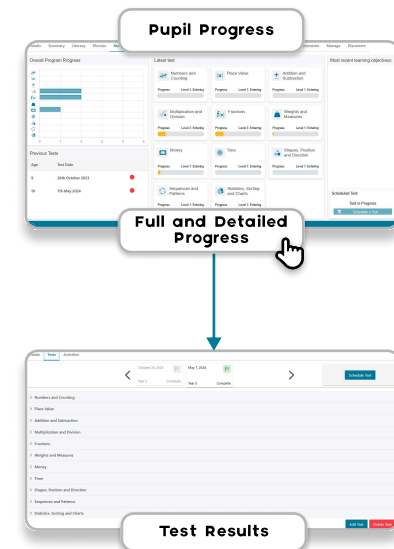


Placement

Placement Test

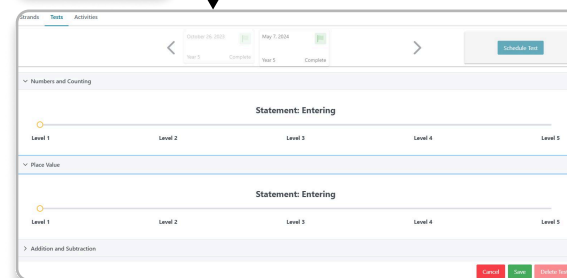
When a learner is enrolled on Numeracy by Strand, a placement test will be automatically scheduled for the next time they log in.

A learner is tested for each strand of ability and placed appropriately on each. Depending on how well they do, a learner can be placed on different academic years for different skills.



Manual Placement

Edit Test



If you want to manually place a learner, navigate to the Tests page and click Edit Test in the bottom right.

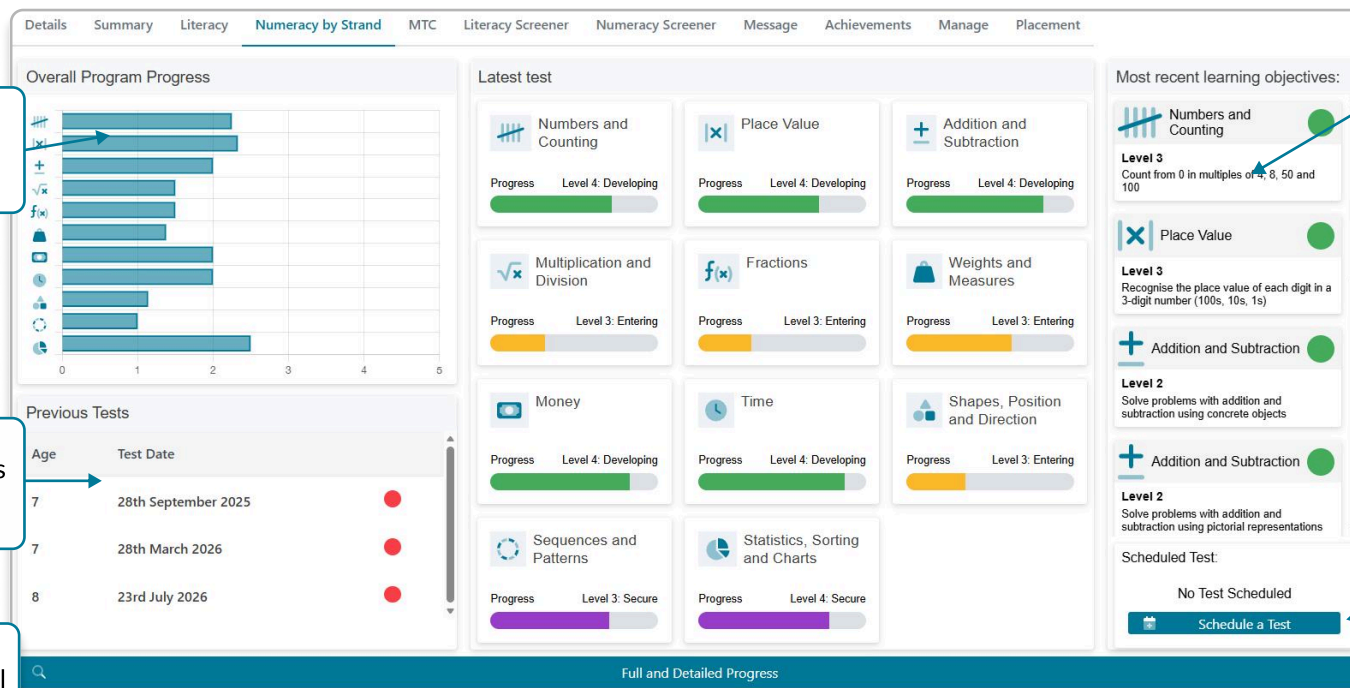
Drag the sliders to the desired level and be sure to click Save when you are done.

Save

Note that moving a learner **forwards** results in their current objective progress being deleted. If moving **backwards**, progress between the selected objective and their current objective will be deleted.



Seeing Progress



See a learner's current progress with each strand

View the most recent completed objectives here

The results of previous tests are here

Purple means they are exceeding

Green is developing

Yellow is entering

Clicking the Full and Detailed Progress button will take you to this screen

Click here to schedule a test

Use this to navigate between levels. These are approximate to academic years

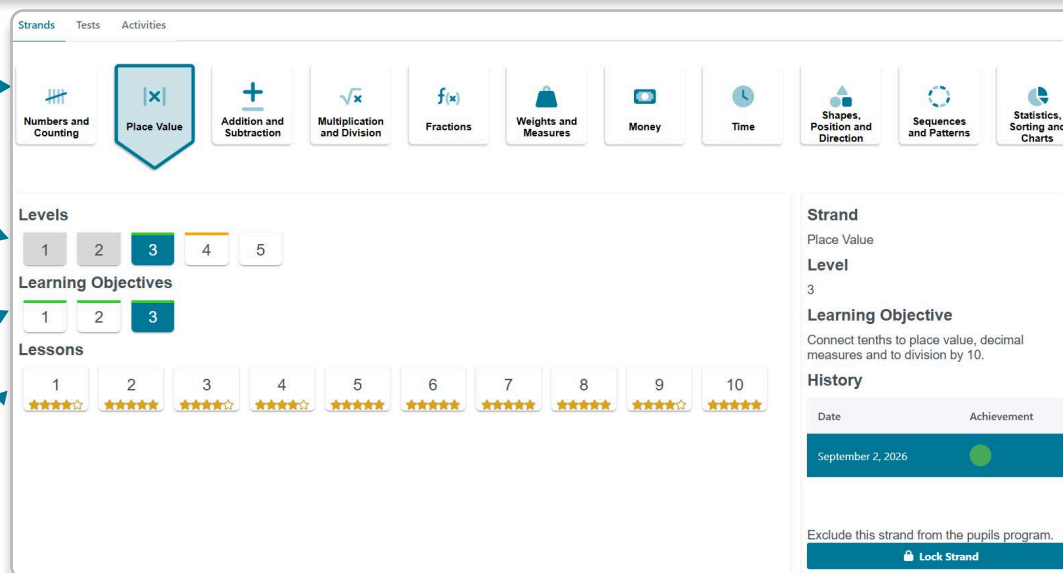
Browse different strands using these buttons

Each learning level has a number of objectives. You can browse between them here

You can see a description of which skill the objective is testing here

You can view results and content of each lesson here

Dates when this objective has been attempted



Seeing Improvement

Numeracy By Strand Progress Usage

[Set Group Test](#)
[Delete Group Test](#)
[Export](#)
Groups Search

Person		Initial Test		Current Test		Activities
First Name ↑↓	Last Name ↑↓	Scheduled Test ↑↓	Date ↑↓	Date ↑↓	Ability ↑↓	Struggling ↑↓
Todd	Flanders	—	22nd September	17th July	10 weak strands	3 weak strands
Rod	Fla	—	18 September	17th July	11 weak strands	4 weak strands
Jimbo	Jones	—	22nd September	17th July	11 weak strands	4 weak strands

Total: 3 1 of 1 << < 1 > >>

Click here to set a test for a group of learners using the calendar pop-up

Click here to delete a scheduled test for a group of learners

Click here to export the data shown as a .csv file

Click here to view the usage stats of all learners

The number of weak areas a learner has in their most recent test

The number of weak areas a learner had in their initial test

The areas in which a learner struggled with in their latest test

The colours shown on the 'ability' sections represent different levels of achievement within the tests.

Green means a learner has no weak strands at the time of their test.

Yellow means a learner has not reached the expected level for their age in **up to three strands**.

Red means a learner has not reached the expected level for their age in **four or more strands**.



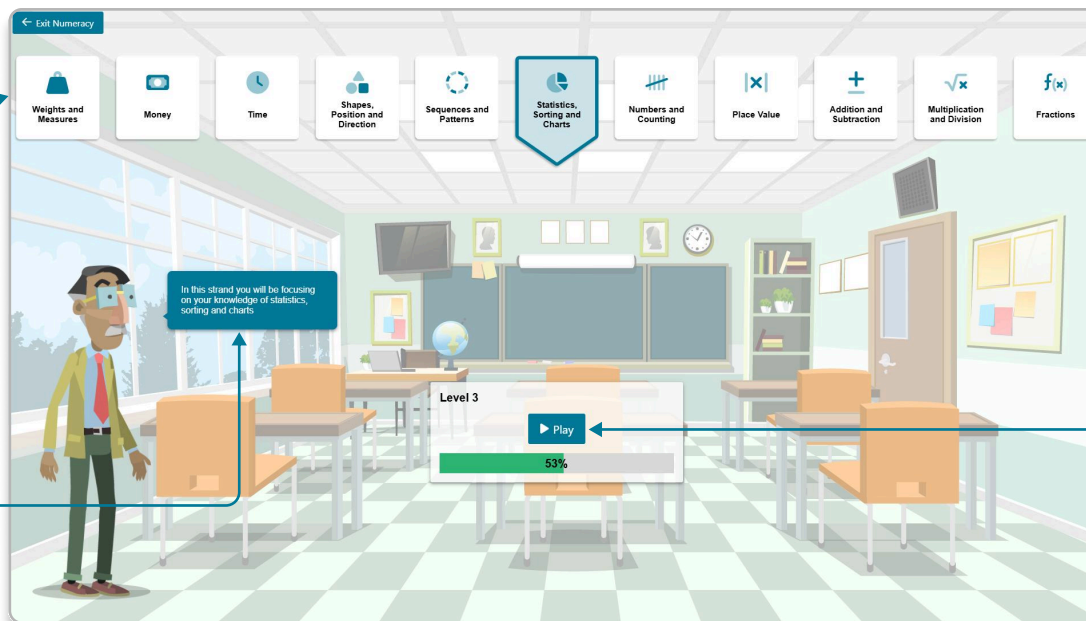
What Learners See

The highlighted section is the strand that learner is currently on

Pupils may be working at different levels in separate strands.



A description of the current strand



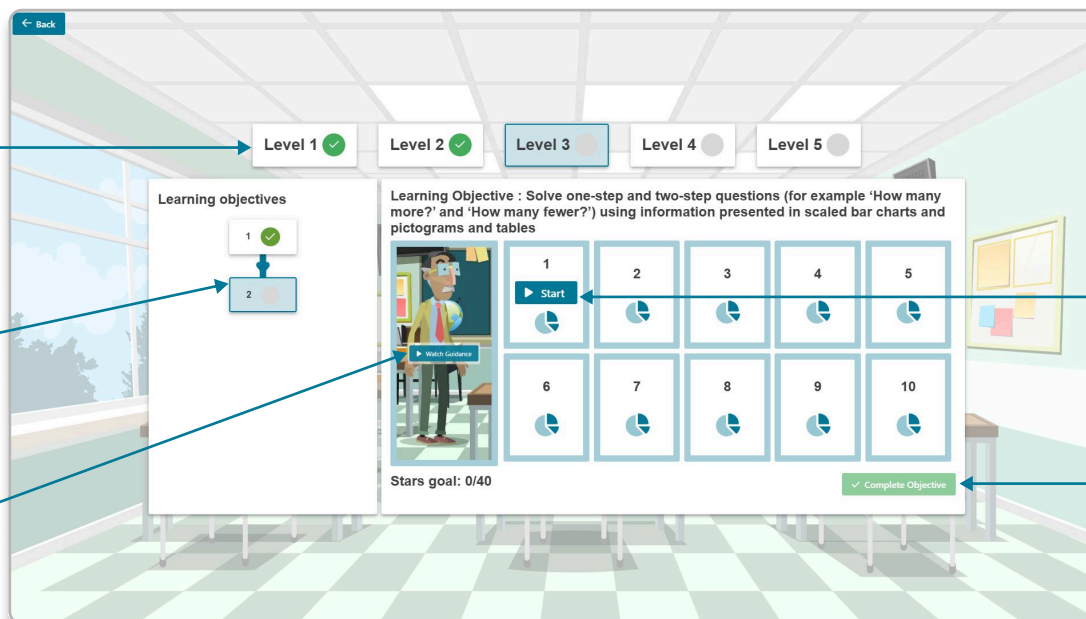
This shows how far the learner is through that level

Click the play button to continue

The learner's current level. A green tick shows they have completed it

This shows which objective they are on and how many remain at that level

This button plays a guidance video to explain the principle being tested



The learner must attempt all of the lessons for this objective and achieve the overall score shown at the bottom

The learner clicks here to enter the lesson

Once all lessons have been completed, press this button to continue

Browsing Lessons

The screenshot shows the IDL Teacher interface. On the left is a sidebar with navigation links: Home, People, Groups, Progress, Screener Results, Content, Phonics, Literacy, Numeracy by Strand (highlighted), Wellbeing, MTC, Screeners, Notifications, Resources, Account, Store, Training, Contact Us, Live Chat, and Sign out. The main area is titled 'Numeracy by Strand Content' and contains four selection sections: 'Choose a Strand' with buttons for Numbers and Counting, Place Value, Addition and Subtraction (selected), Multiplication and Division, Fractions, and Weights and Measures; 'Choose a Level' with buttons for 1, 2 (selected), 3, 4, and 5; 'Choose a Learning Objective' with buttons for 1 through 12, where 3 is selected; and 'Choose a Lesson' with buttons for 1 through 10, where 4 is selected. To the right of these sections, the 'Learning Objective' is 'Recall and use addition and subtraction facts to 20' and the 'Lesson' is '4'. Below this is a preview window showing a cartoon girl in a classroom setting with math problems on the board: $8 + 7 = ?$ and $18 - 9 = ?$. A green 'START' button is in the center of the preview. At the bottom of the preview is a blue bar with a play button icon and the word 'Play'.

Browse to Content >
Numeracy by Strand

Select the strand, level,
learning objective and
lesson you want

Clicking the Start button will play the
lesson in the window whilst pressing Play
will enter full-screen mode

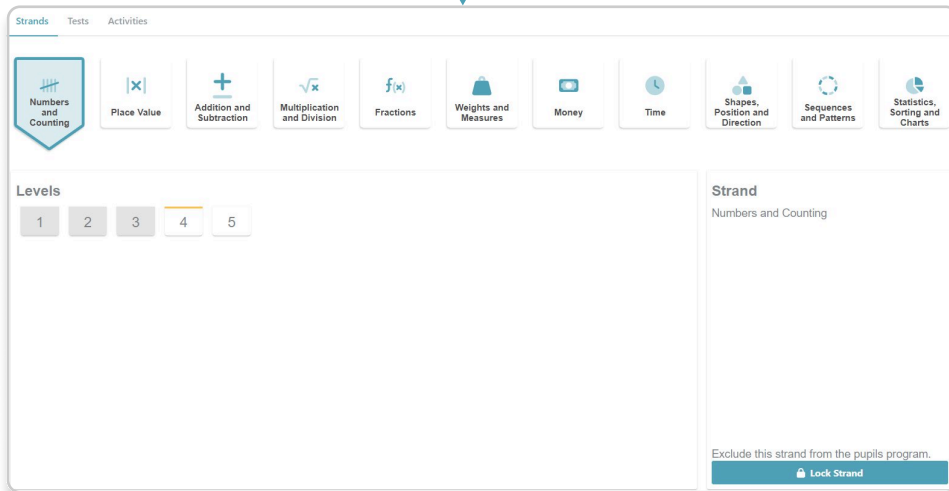
You can use the Play
button mode to
demonstrate to a whole
class!



Locking Strands

If a learner is progressing too quickly through or is stuck on a certain strand, it can be locked to stop lessons from that strand appearing.

Full and Detailed Progress



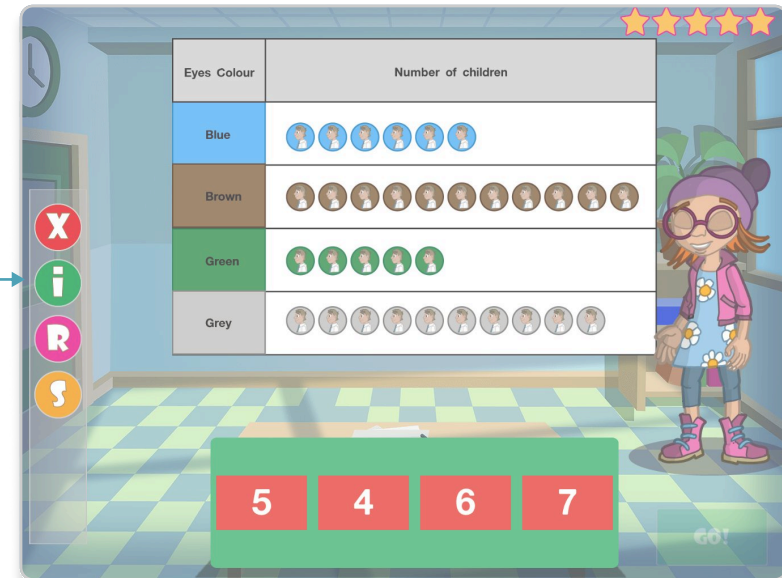
Navigate to the **Full and Detailed Progress** page within the Numeracy by Strand tab.

Select the strand to lock and press the **Lock Strand** button.

Locking strands will allow pupils to skip lessons within any strands you lock, until you unlock them. To do this, navigate to the same page and click **Unlock Strand**.



Menu Buttons



Closes the lesson

Repeats the instruction for this lesson

Resets the lesson

Simplifies by removing some incorrect answers and removes a star

Show the first correct move and removes a star

Provides a hint at the cost of a star

