

# A Guide to Using TT Rockstars & Numbots



- This is aimed at KS1
- **All children who have a TT Rockstars account can also access this with the same login details.**
- Look on the left hand column to locate it.
- Click 'play' (top right corner) to have a go.

There are 2 types of game:

**1. Story Mode.** The children work through each level. Each level gives the children something to count.

As they progress through the levels a different 'metal' is released and they move up:

Rust – Iron – Tin all the way up to Diamond.

**2. Challenge Mode.** Once half way through Tin mode, the challenge game mode is unlocked. There are 20 levels and the children need to answer 12 correct questions in a minute.

# TIMES TABLES ROCKSTARS

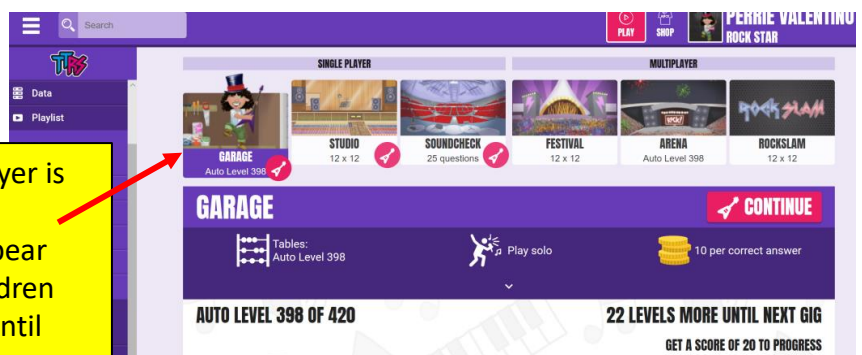
## Automatic Training Mode

- Most children will be set to **Automatic Training Mode**. This is set by the teacher and you don't need to do anything.
- The computer will assess each child's performance and set them at the appropriate level and move them on accordingly.
- ATM gives only **4 of each multiplication table at a time** to check children are secure. They must answer multiplications forwards, backwards and divisions, before moving on.
- **A response time of 3 seconds per question AND 20 questions correct per minute is needed to pass to the next level.**

## Gig Games

- In Automatic Training Mode, children play a gig game to assess their starting point.
- **A gig game is 5 minutes long / 100 questions of all times tables.**
- They are then periodically assessed on another gig game to check their progress and reset their levels if needed.

The gig game is hidden until a player is required to complete one. When this happens, 'GIG' will appear instead of the garage tile and children cannot play in the garage again, until they have completed a gig game.



# What games can the children play?



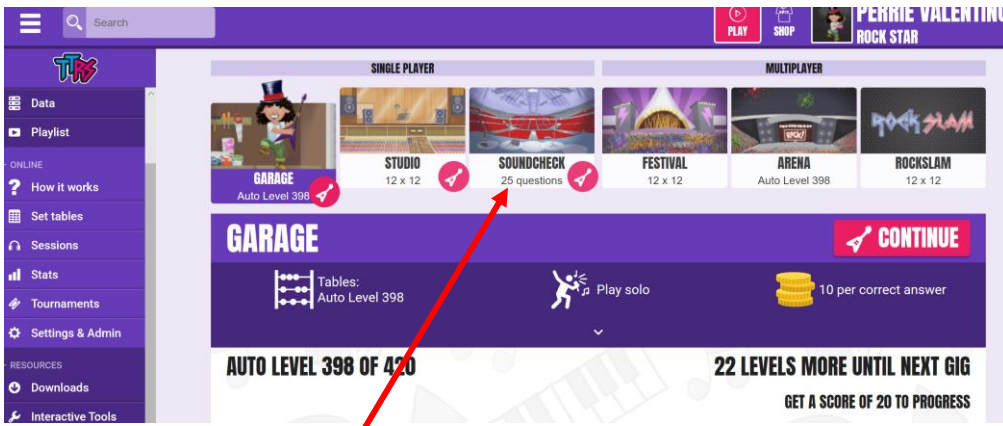
## **GARAGE** (single player game)

- 60 second game.
- The times tables questions are set according to their performance in the gig game.
- The more they play in the garage, the quicker they will move through all the multiplication tables.
- Children can choose whether to do it for 1-2-3 minutes. 3 minutes is easier as they have longer to answer.
- Children earn 10 coins per correct answer which they can use to customise their Rockstar avatar.

## **STUDIO** (single player game)

- In the studio children can earn 'Rockstar status.'
- 60 second games.
- All the questions in the studio go up to  $12 \times 12$  - no matter what level the child is on in the garage.
- **The children need to complete 10 games in the studio to earn rock star status.**
- After 10 games, their average recall speed is assessed. Faster recall speed = better rock status.

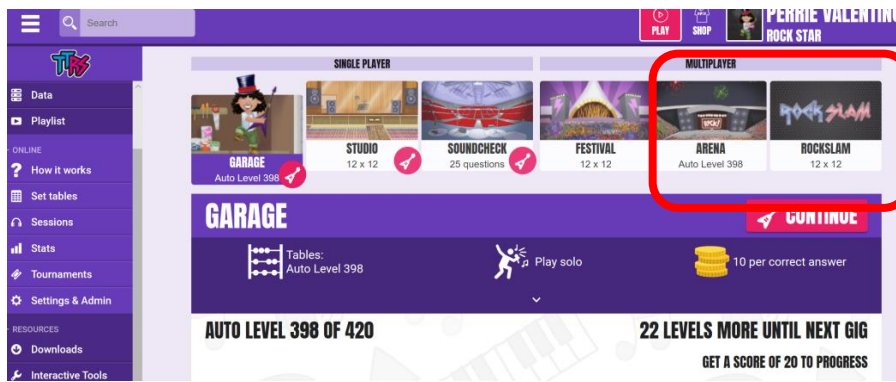




## **SOUND CHECK** (single player game)

- It has questions up to 12 x 12 and time limit. The time limit to answer is 6 seconds per question.
- This game is more pressured and therefore only advised for Year 4 and above.

## Multiplayer games



There are multi-player games located here.

### Arena games –

- These enable children to compete live against other children in their class.
- They are 1 minute games and children get a coin for each correct answer.

### Rockslams –

- These enable a pupil to challenge another pupil.
- They are games of 1 min for questions up to 12 x 12.
- You answer as many as you can and then your chosen challenger needs to try and beat your score.
- The children don't need to be online at the same time – it will be waiting for the person when they next log in.

# Battle of the Bands

- Your teacher may set up a 'Battle of the Bands.'
- This will be between 2 groups of pupils:  
for example - girls vs boys, or Class 5 vs Class 6
- Players play in any game they want and their scores go towards their overall team score

## REMEMBER-

If the pupils are playing in Studio, Soundcheck or Rock Slam, please note that they will always be asked questions up to  $12 \times 12$ .

When children are not competing they can change their avatar by using their coins.

To do this they click 'shop'.

