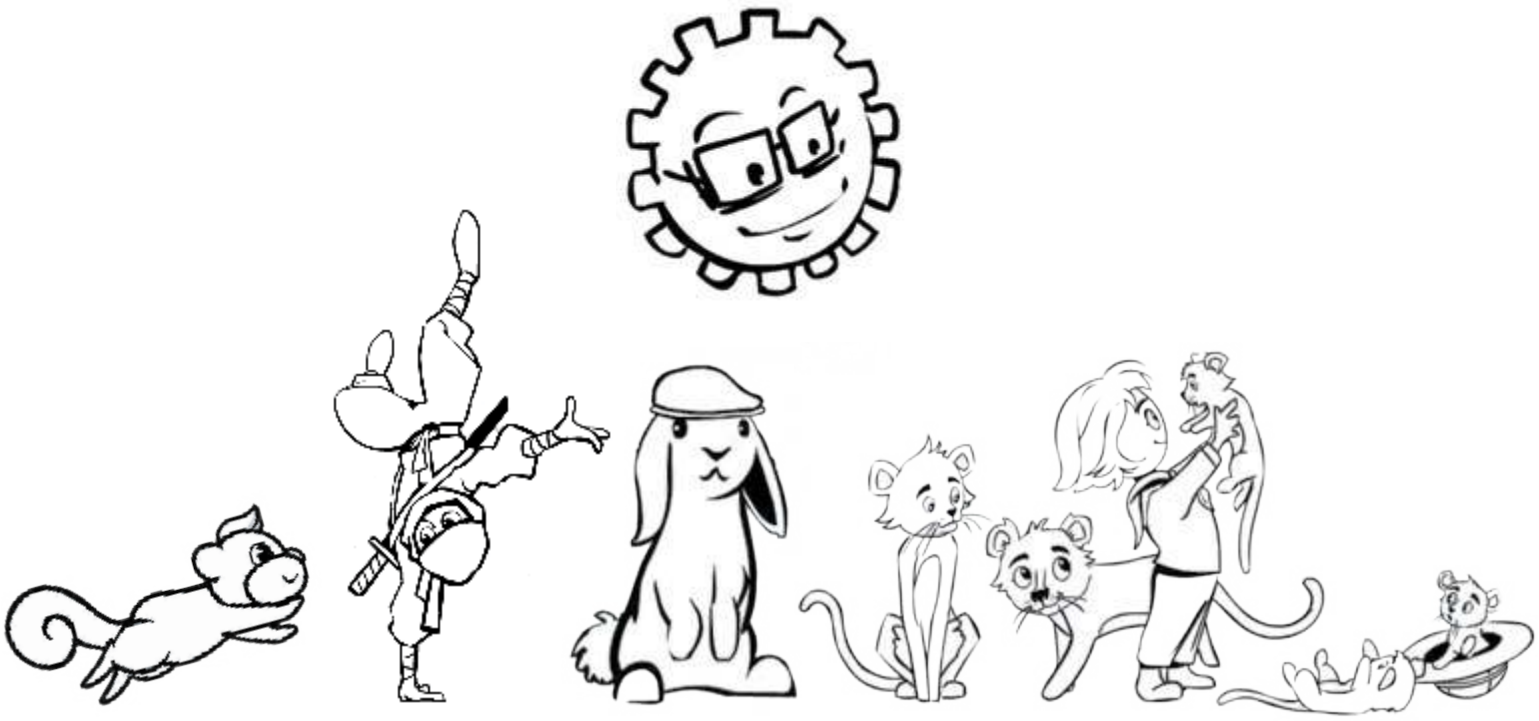
Reflex

Engagement Kit

www.reflexmath.com



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Reflex

Welcome to ExploreLearning Reflex!

As your students play Reflex games, they will be building automaticity with their math facts, and they will also begin making the connection that in math, effort results in achievement. Here at ExploreLearning, we feel this is a very important lesson for students to learn. We want students to understand that there is no math gene that makes some people good at math and dooms those without it. We want them to realize that they do get better if they work at it, and that the more they work, the more they will achieve.

Reflex is designed to recognize and reward both student effort and achievement in order to help students come to this conclusion. Teachers can reinforce this by encouraging student effort and recognizing achievements.

In this packet, we provide you with tools and ideas to build and maintain student enthusiasm for Reflex. Here you will find:

- **Strategies for recognizing student effort in Reflex**
- **Ideas for rewarding students for increasing their fluency**
- **Blackline masters of Reflex character coloring pages***
- **Blackline masters of Reflex character nametags***
- **Reflex posters and stickers available for purchase at: https://explorelearning.myshopify.com/**

You can find more ideas to support student engagement with Reflex in our Virtual Learning Community on Facebook and on our **blog**. Join the VLC at **https://www.facebook.com/groups/reflexfraxclubhouse**.

As you and your colleagues come up with more fun ideas for keeping the Reflex excitement humming at your school be sure to share them on Twitter with the tag @ExploreLearning and in our Reflex VLC on Facebook.

Have a great school year!

--The ExploreLearning PD Team

Strategies to Support Student Effort

1. Get the Green Light

Once students have used Reflex for three Green Light days, give them a "Get the Green Light!" sticker.

Tina M. of Manzanita ES in Arizona stated, "I started my students with Reflex on Friday and Monday. They loved it. In fact they asked if they could do it all weekend, for free time in class, and homework. We explained to our students that our goal was to have them use the program 3-5 times a week for 15-20 minutes until they reach Green Light status. We have a slogan "Go Green" that we are using in class. We also talked about the brain science behind Reflex and the students really got it and for the first time we didn't have our high kids asking why they needed to practice their facts. All our students were on board! Thanks for letting us take part in this great opportunity."

Every few Green Light days, students will be able to unlock a new game. You can use the coloring pages (included in this packet) as an additional reward on those days.

2. Collect Enough Tokens to Purchase a Targeted Item

Set a group goal for every student to purchase a given item (e.g., treehouse or green hair) with a group reward when everyone achieves the goal.

Two of the appealing things about Reflex are the avatar and the store. Students earn tokens to enhance their avatar with clothing, hairstyles, accessories and skin color. One school district had this idea: "We had a contest and told students that we would have a 'Purple Party' for students who bought purple skin for their avatars. That generated a lot of interest and students with home accounts logged in to t earn enough tokens to buy purple skin. Students were excited to share their achievements. At the purple arty, students were invited to the cafeteria to share a purple snack (juice, gum, licorice, cookies, etc.) and do some fun relays. It was a hit!

Another exciting Reflex feature is the Progress Tree. On the third day of Reflex, Crabby helps kids plant a seed that grows into a tree as the students progress. Students can spend tokens to buy items such as treehouses, wildlife, lights and other cool items for the Progress Tree. One school printed a picture of a tree and as students earned enough tokens to buy a treehouse they were able to sign the picture. They each received a rubber bracelet as well to show they had achieved this milestone.

Strategies to Support Student Effort

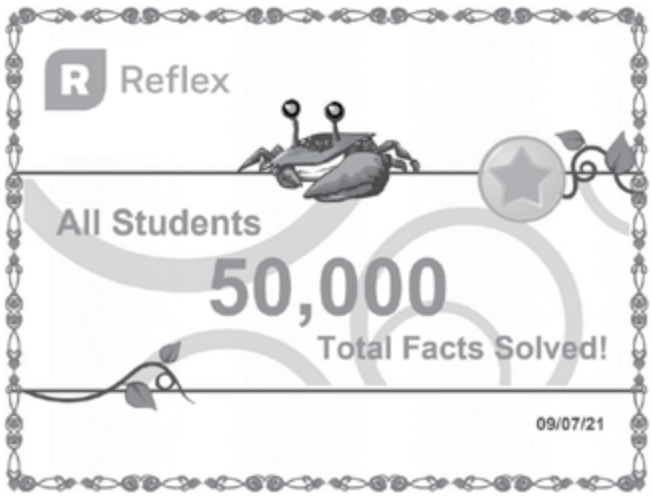
3. Recognize High Scores in Each Game

Create a Reflex Games High Scores display.

The games are one of the main motivators for student interest and use of Reflex. Create a 'leader board' for each of the games and post the top five high scores for each game (updated weekly). As students earn enough Green Light days to unlock more games, their classmates will see them playing new exciting games. This can be another incentive for students to push to achieve the Green Light (ensuring they have a good session of practice on their math facts) so that they can unlock those games as well!

4. Recognize Effort-Based Milestones

Print and distribute milestone certificates highlighting the number of facts solved as the students progress through the system.



The group and individual milestones reports include printable certificates that students love to take home and show off. As students solve more and more facts, they will receive certificates celebrating their efforts (e.g., 1000 Total Facts Solved!). The teacher's class milestones are available as well as grade level and institution milestones of aggregate data in the administrator's report.

Setting group goals is a good way to unite the school community in becoming fluent in their facts. Try setting a goal for the school to solve 5,000,000 facts – you'll be surprised at how fast you will get there!

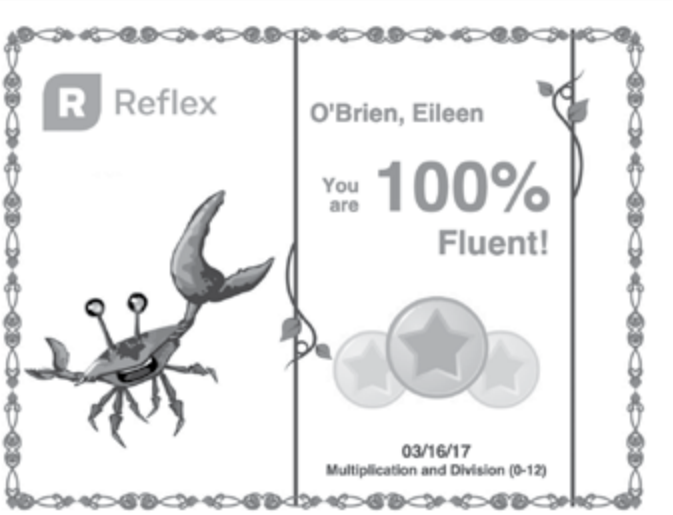
Contests between classes or grades to see who can solve the most facts by a certain date are also a great idea to boost student usage in their spare time and at home. Some schools set up an "achievement wall" in the school to celebrate student success on Relfex, hanging class and grade certificates on the wall.

Ideas for Recognizing Student Achievement

1. Highlight Achievement-Based Milestones

Print and distribute milestone certificates focused on the number and percentage of facts fluent.

The report section of Reflex is a veritable treasure trove of information that can be used to acknowledge student progress with their math facts. The Group and Individual Milestones reports include printable certificates suitable for hanging on the refrigerator. As students reach benchmarks in new fluent facts (e.g., 25, 50, or 75 new fluent facts) or in percentage of total fluency (e.g., 60% or 70% fluent), they will receive a certificate. It's even more special when the principal makes a special visit to a classroom to present the 100% fluent certificates!



One great idea is to create a class fluency thermometer poster and color in the thermometer red as the class fluency approaches 100%. You can find the current class fluency percentage on the group Fluency Growth report bu selecting the bar chart.

2. Create Traveling Trophies for Students

Use the nametags (included in this packet) to create traveling trophies that students can keep on their desk when they have mastered a set of facts.

Students love monitoring their fact detail report to see their fluency grow. Receiving recognition when they reach a milestone makes it even more special. A teacher in Missouri suggested this idea: Get 13 frogs and number them 1-12. When a student achieves fluency in an entire row on the fact detail report, for example the 2 row, the student gets to put the #2 Fluency Frog on his/her desk for the day.

As an alternative, you can make an area on a wall designated as the "Fluency pond." Students could add frog stickers (or fish stickers, or whatever kind of stickers are easiest to find) with the numbers written on them as they fill in a row on the Fact Detail report.

Ideas for Recognizing Student Achievement

3. Beat the Principal

The school principal can play a different game each week and challenge students to beat their score.

A school in California has a neat contest going on. Every week the principal goes into the student experience portion of his Reflex account and posts his high score on a specific game. Then he posts his high score on the wall outside the office. Students who are able to beat his high score during the following week get to eat lunch with him in his office on the to following day (Scores are verified by the teacher). This fun, inexpensive competition keeps the student actively engaged in trying to “beat the principal” each week.

4. Faster Facts with Reflex Bulletin Board

Create a year-round bulletin board documenting the progress of all students over time.

Included in this packet are nametages with four different Reflex characters. Print the color character from the PDFs available online and identify each one with a different percentage level: 70%, 80%, 90%, and 100%. When a student reaches 70% fluency, they can put their name on a tag with a the proper character and add it to the board. When their fluency tops 80%, they can take down the 70% character and replace it with the new level Eventually you will see all of your students’ names written on the 100% character on the bulletin board!

While the student are still i n the early stages of fluency, you can use the same board to post effort-based certificates and awards.

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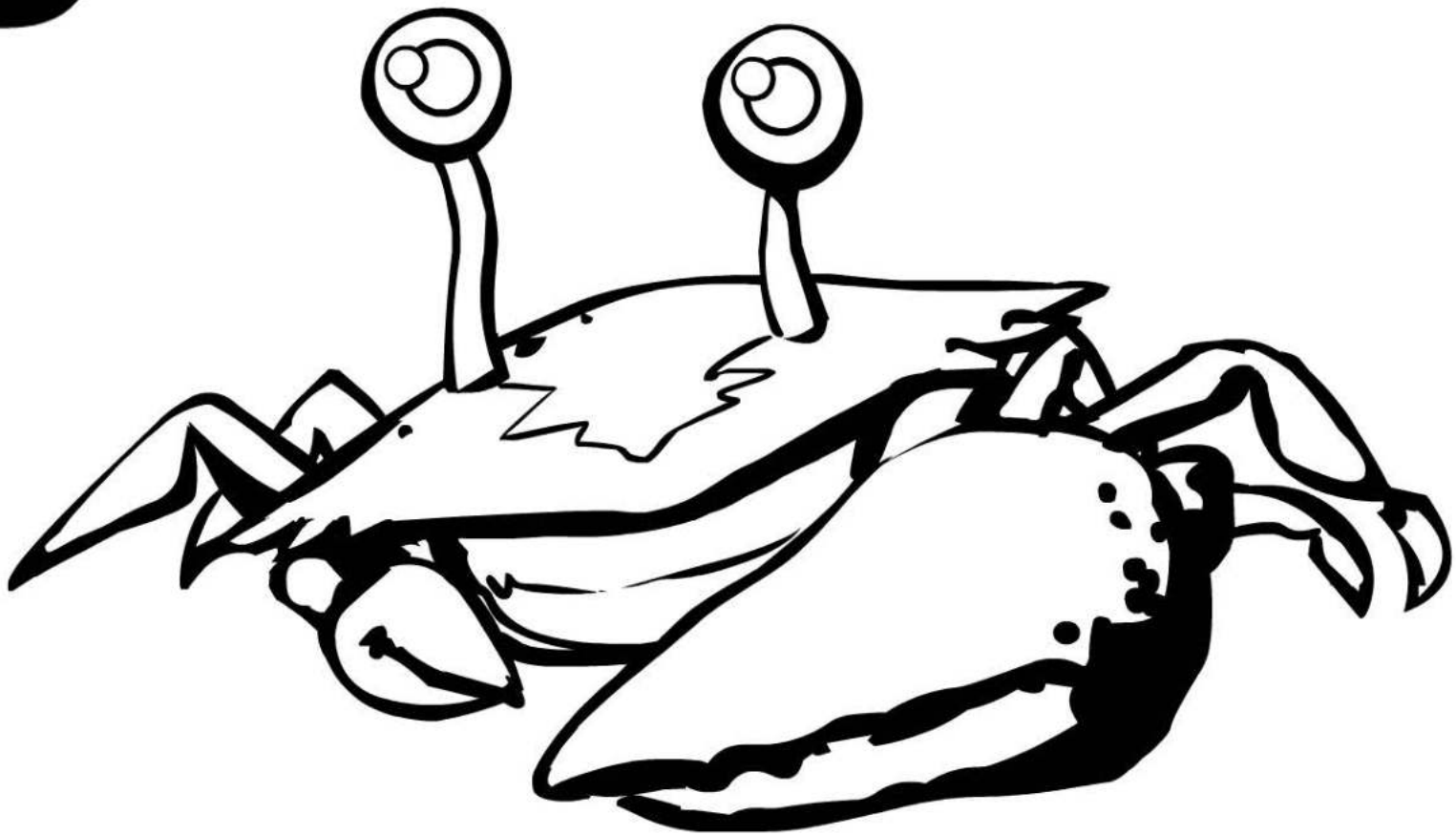

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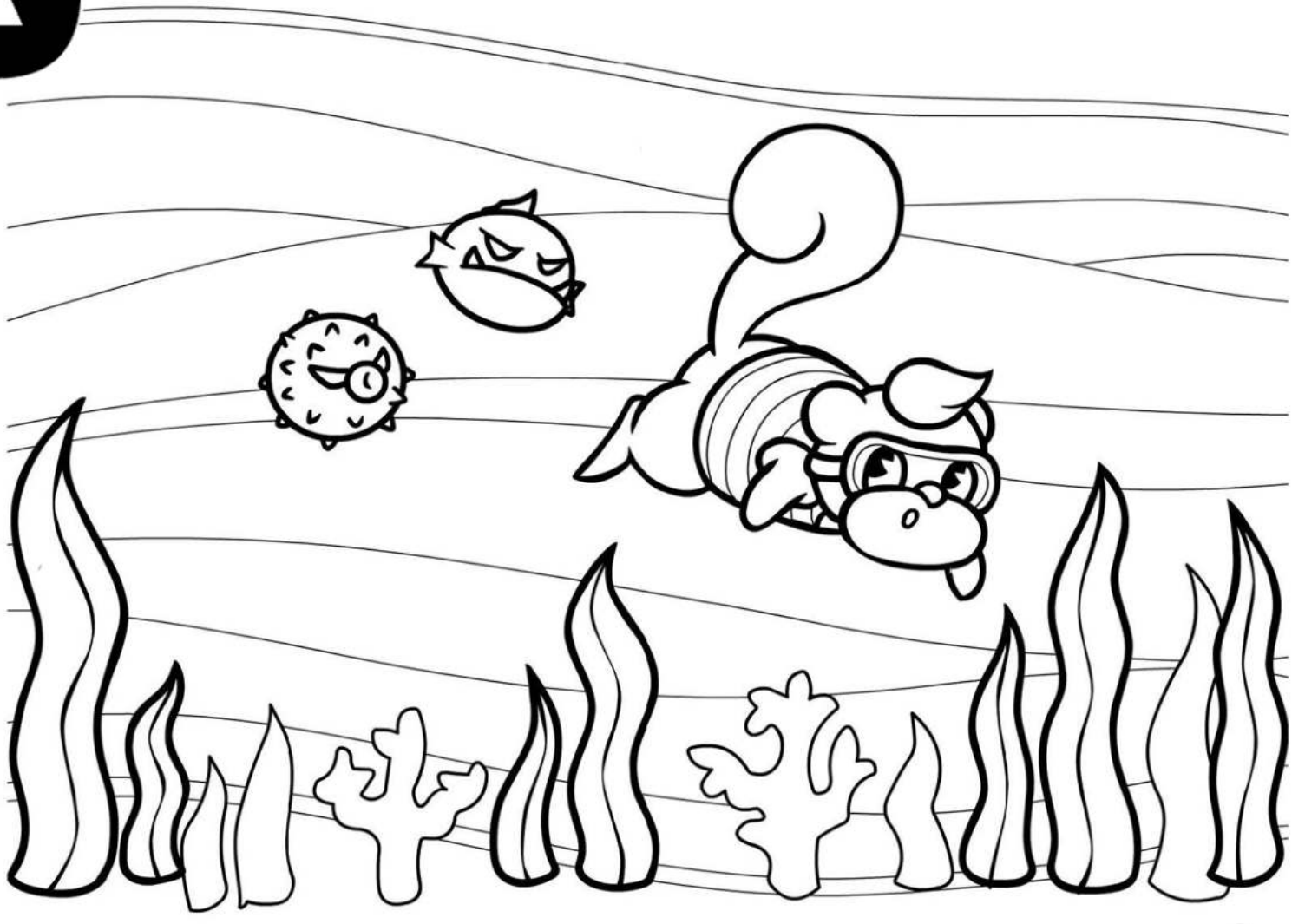

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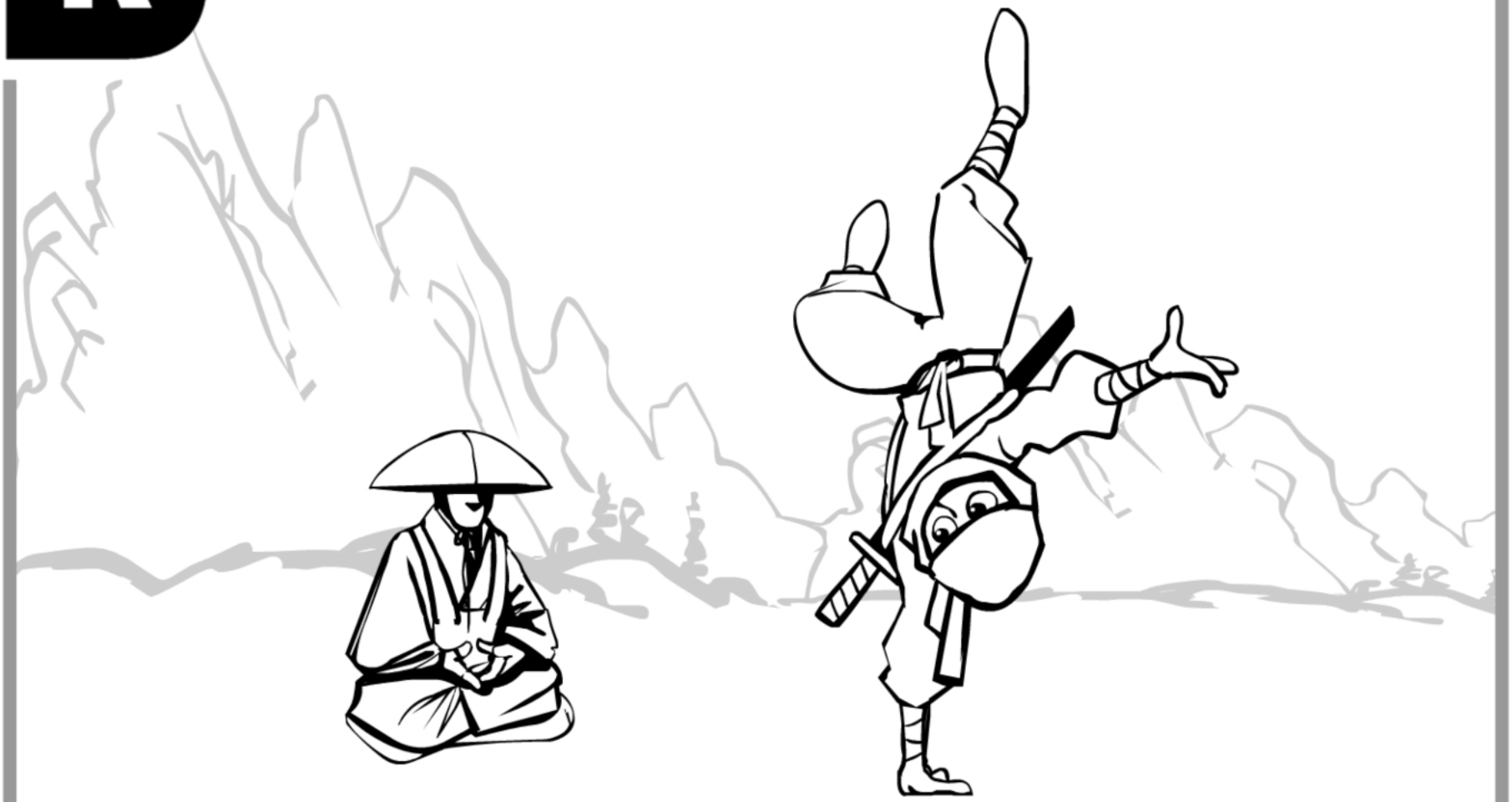

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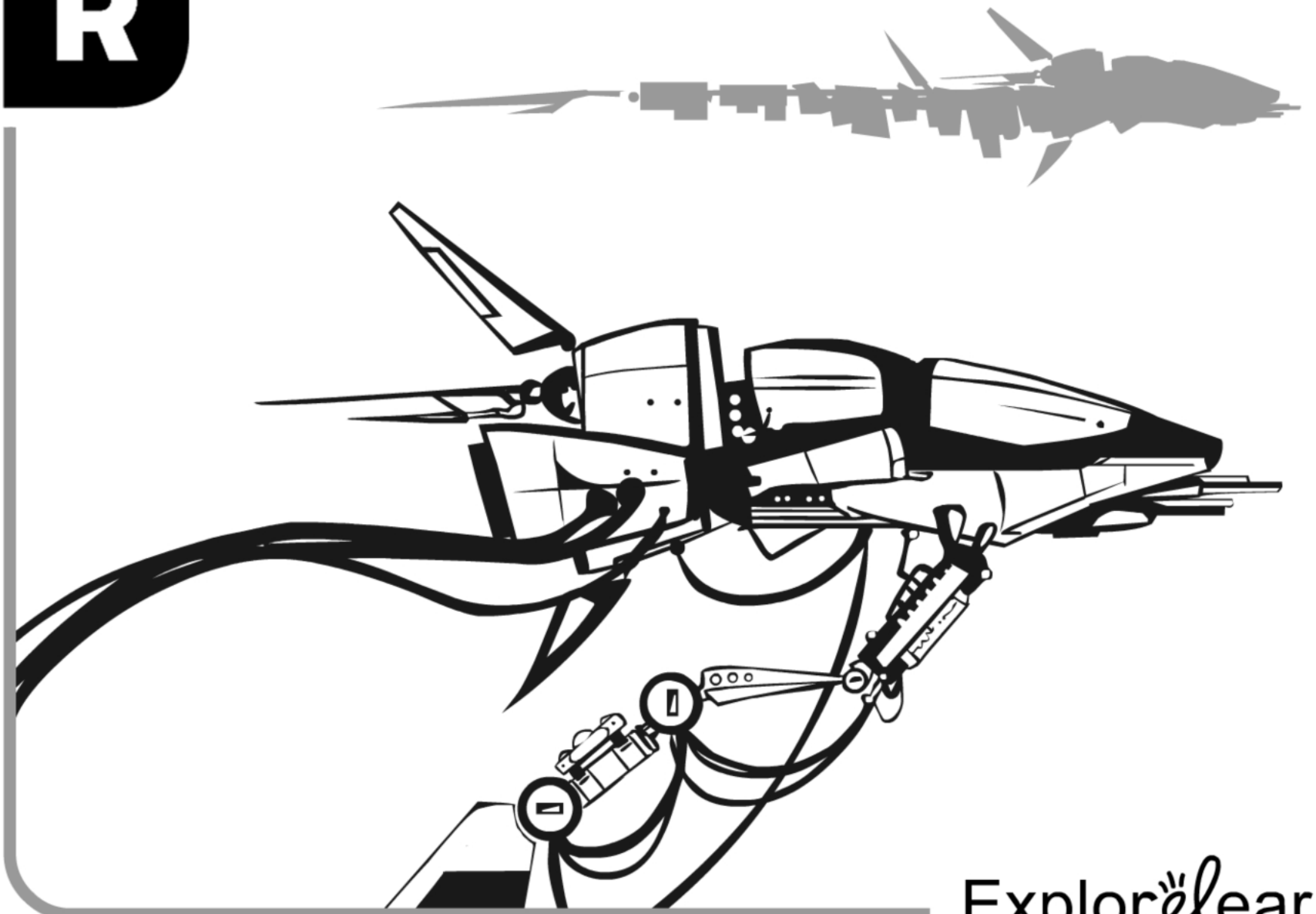

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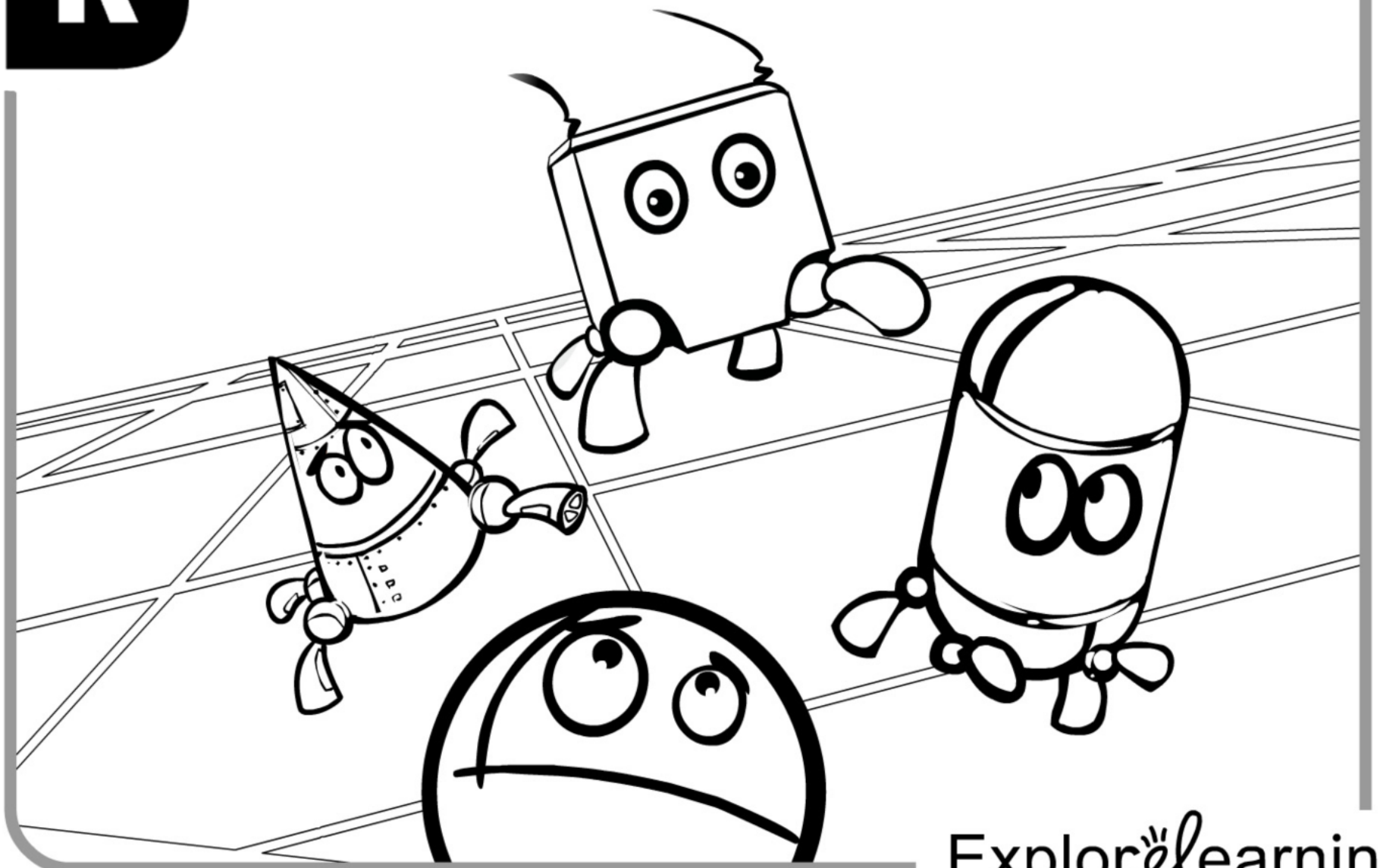

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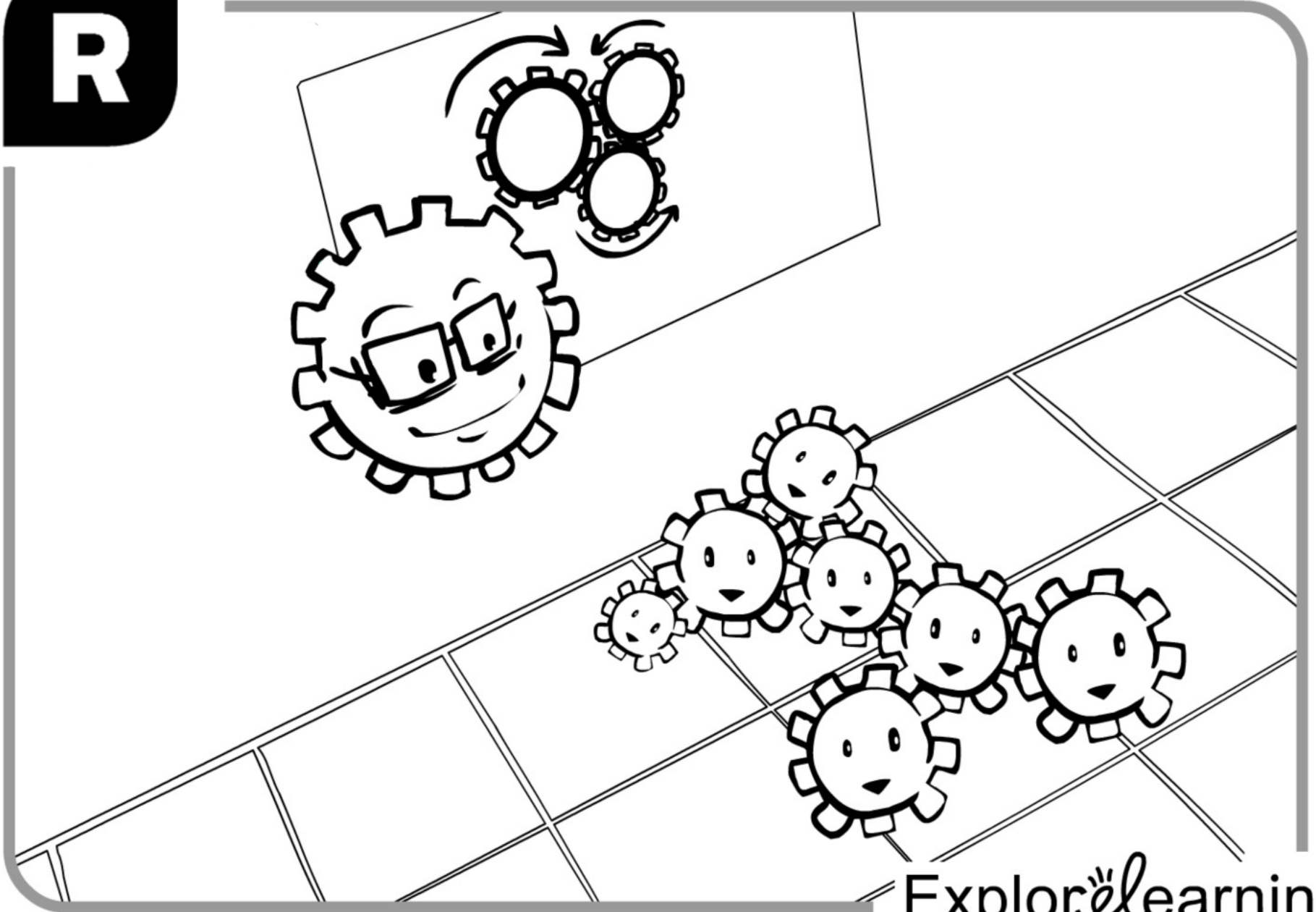

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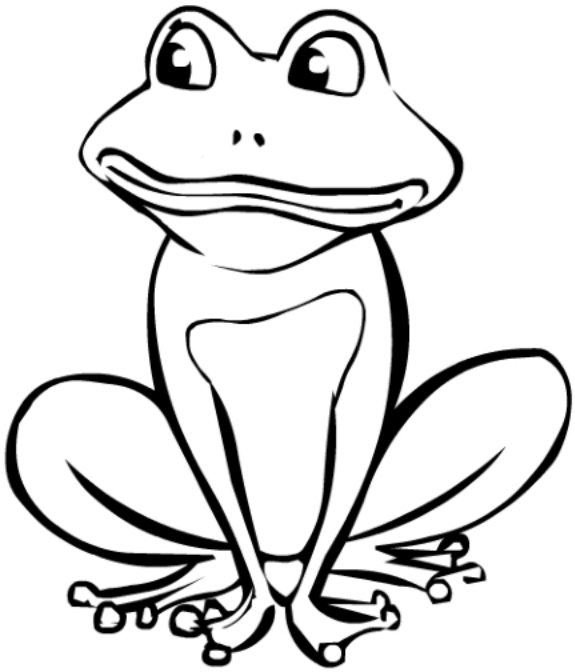

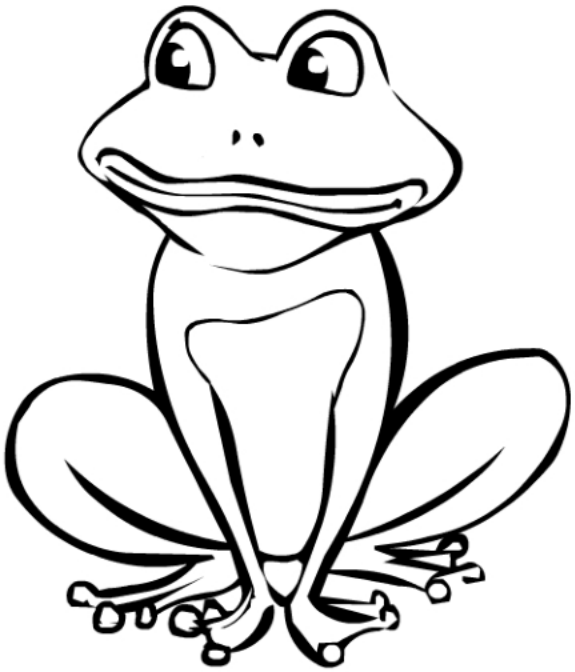

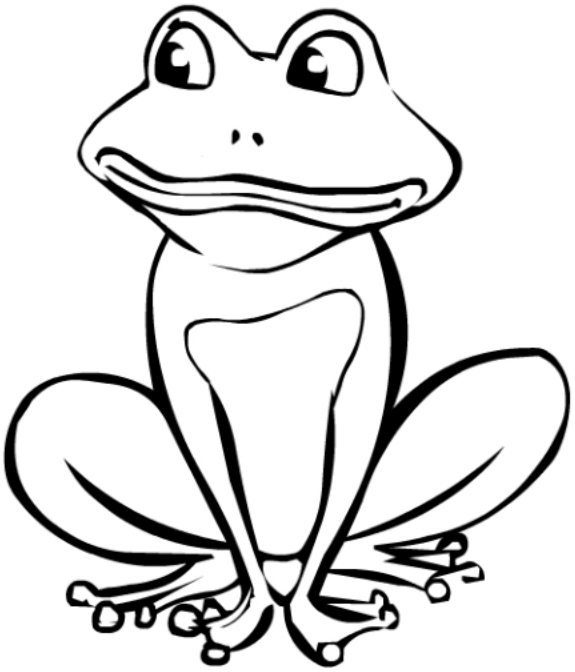

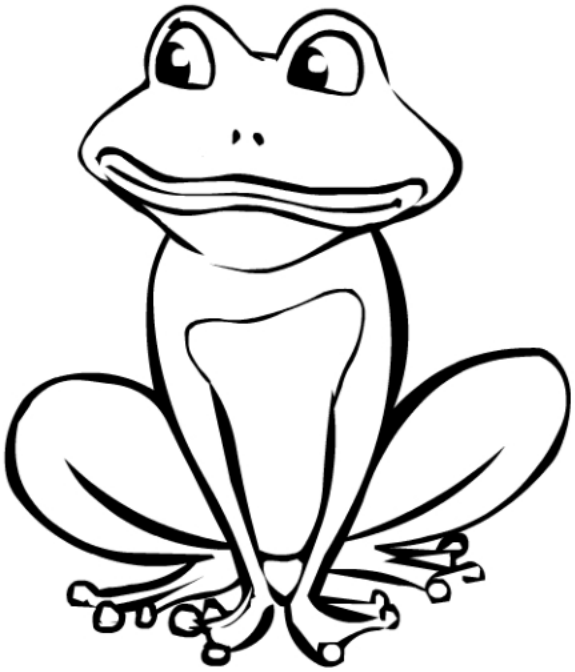

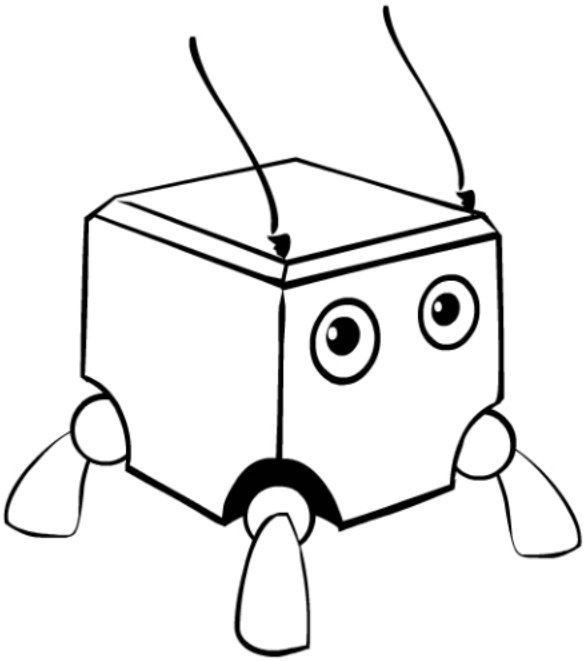

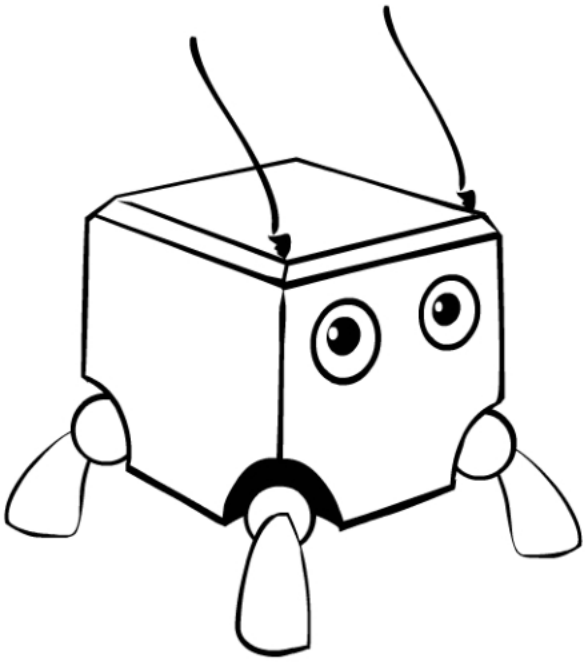

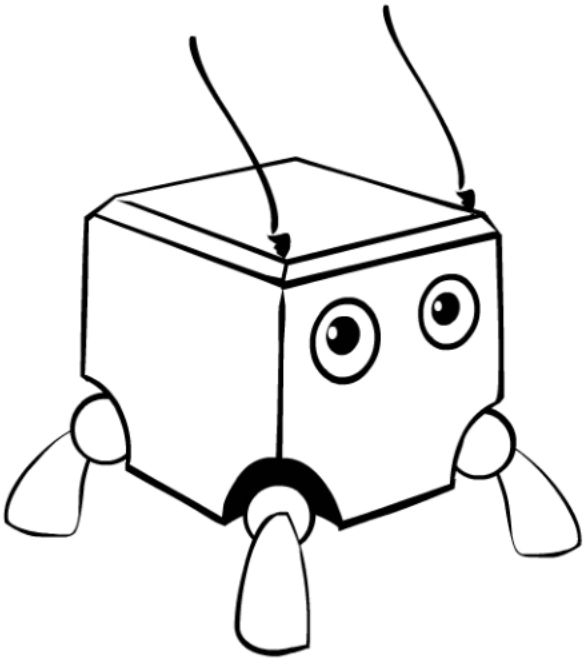

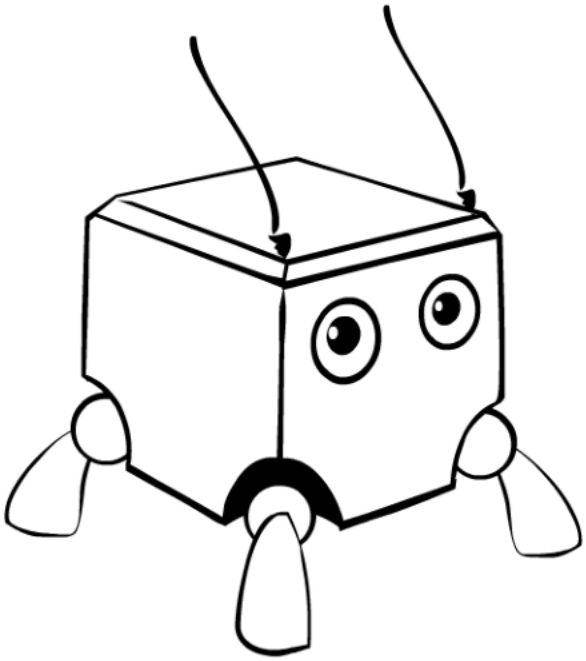

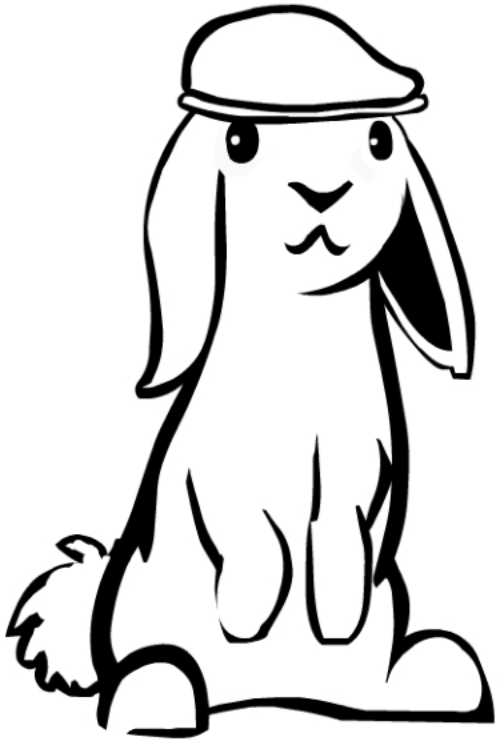

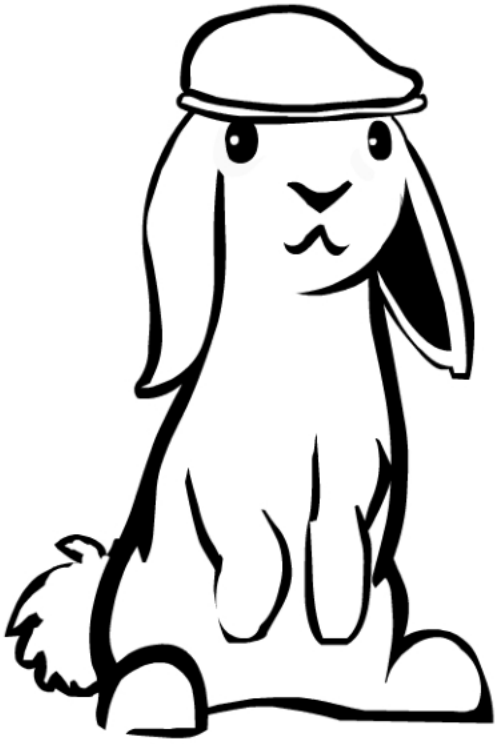

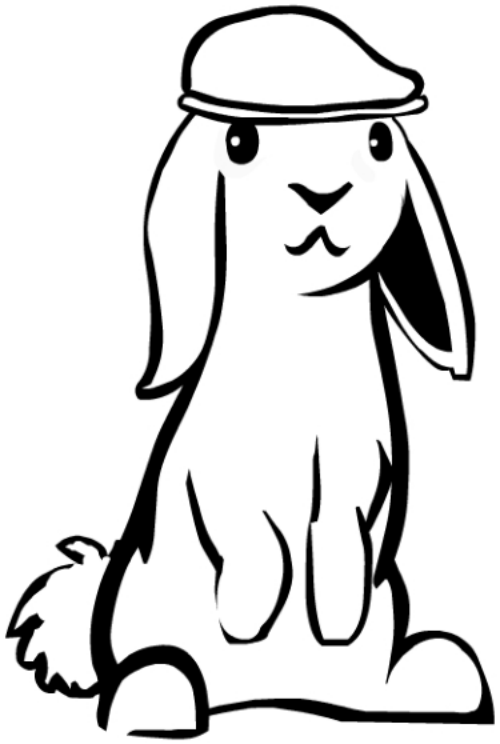

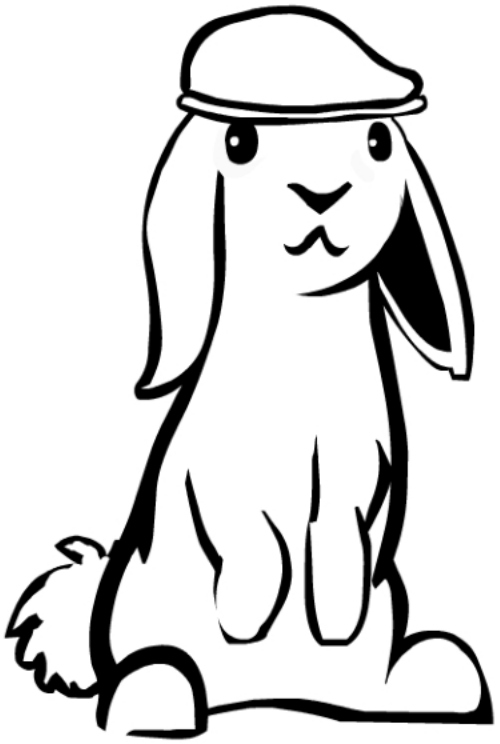

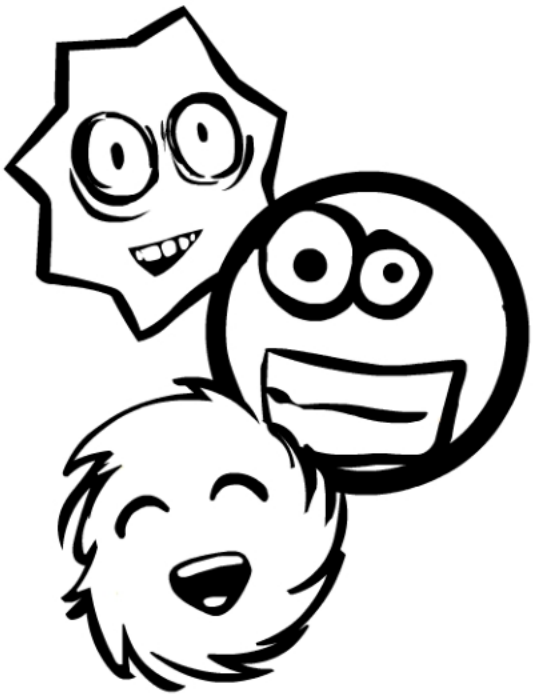

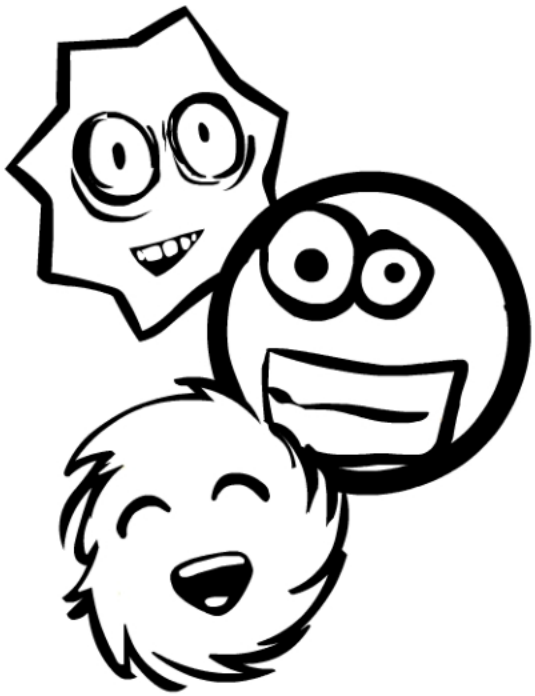

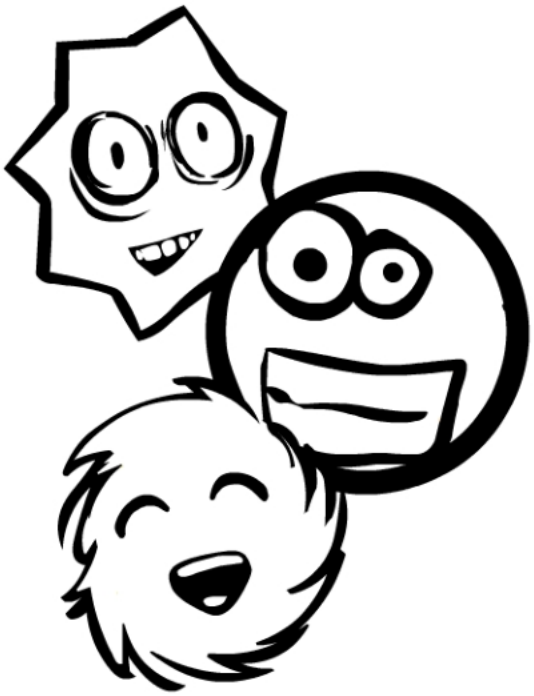

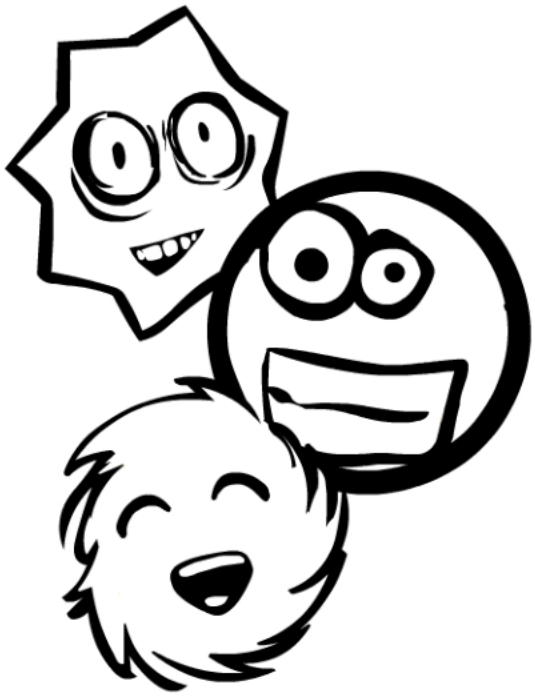

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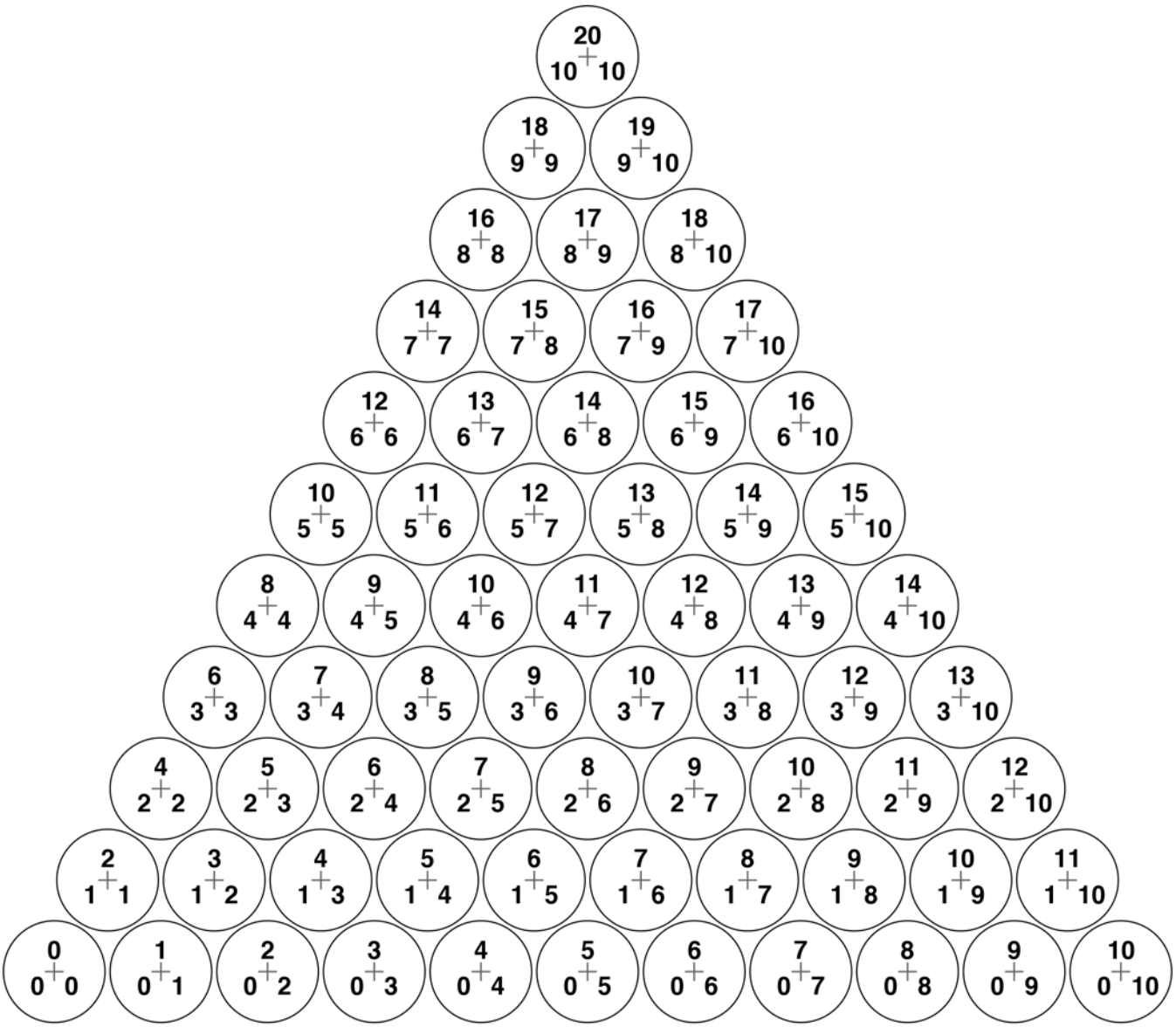
My Fluent Facts

Assignment: Adding and Subtracting 0-10

Family Pyramid Report



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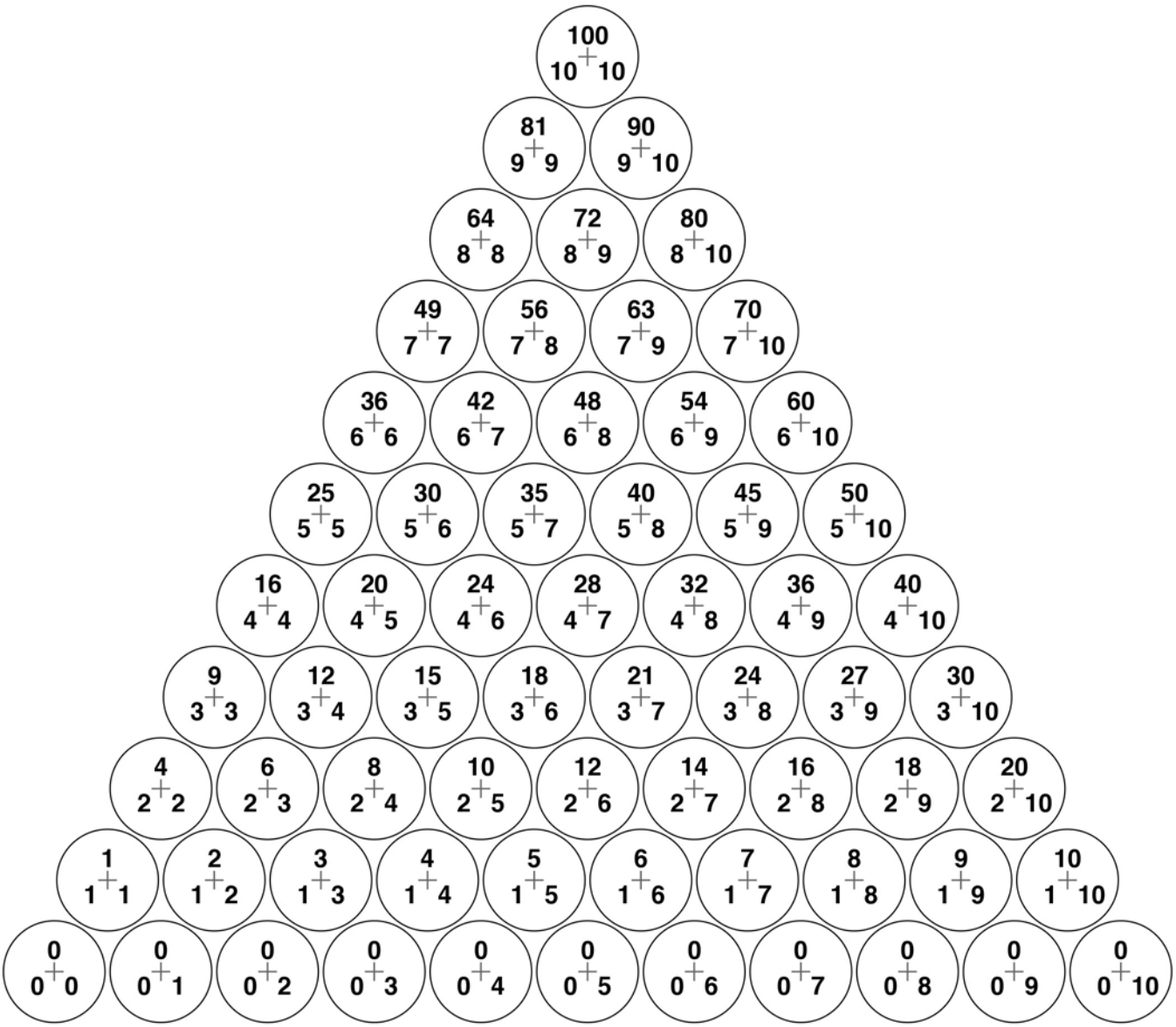
My Fluent Facts

Assignment: Multiplying and Dividing 0-10

Family Pyramid Report



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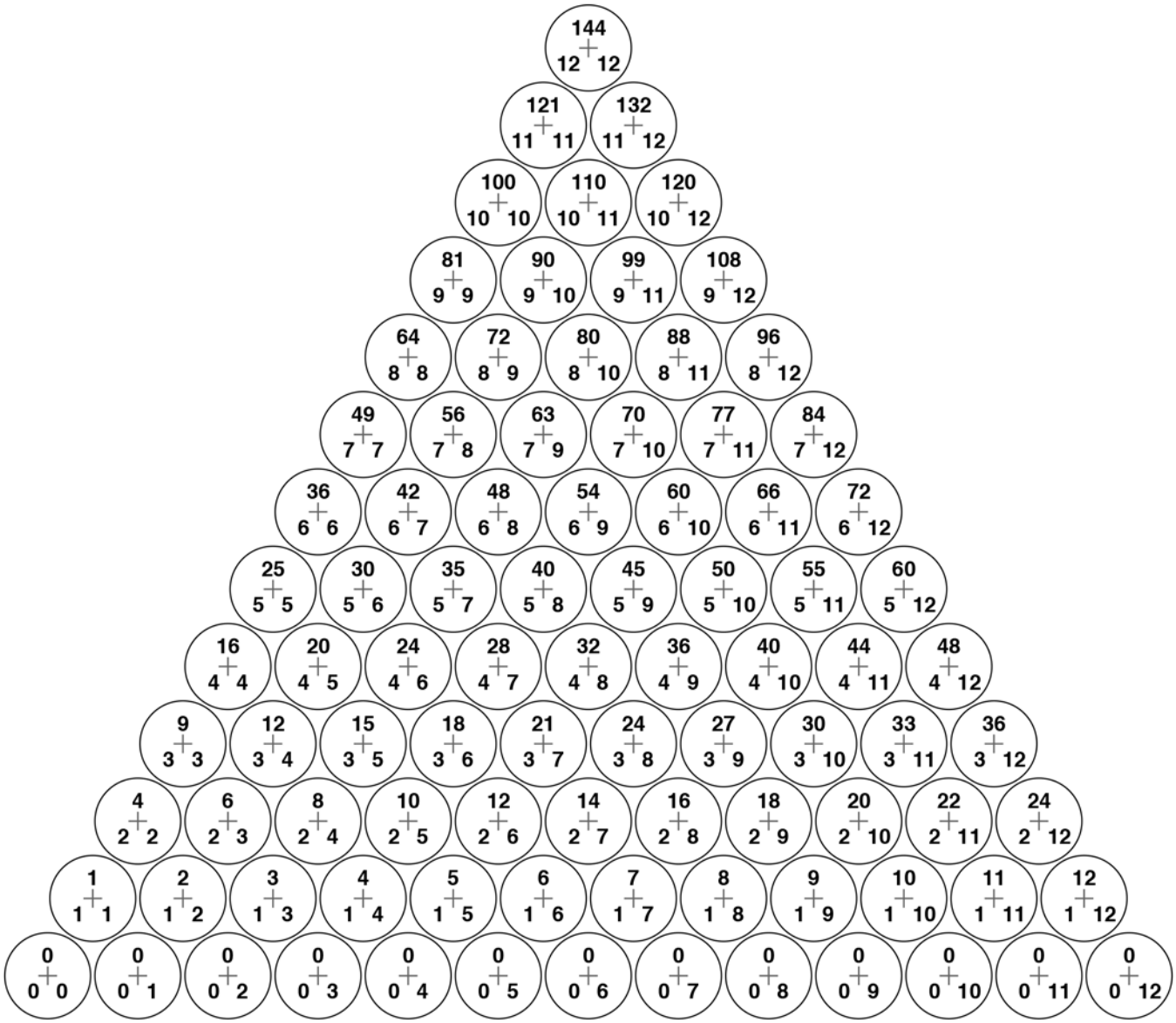
My Fluent Facts

Assignment: Multiplying and Dividing 0-12

Family Pyramid Report



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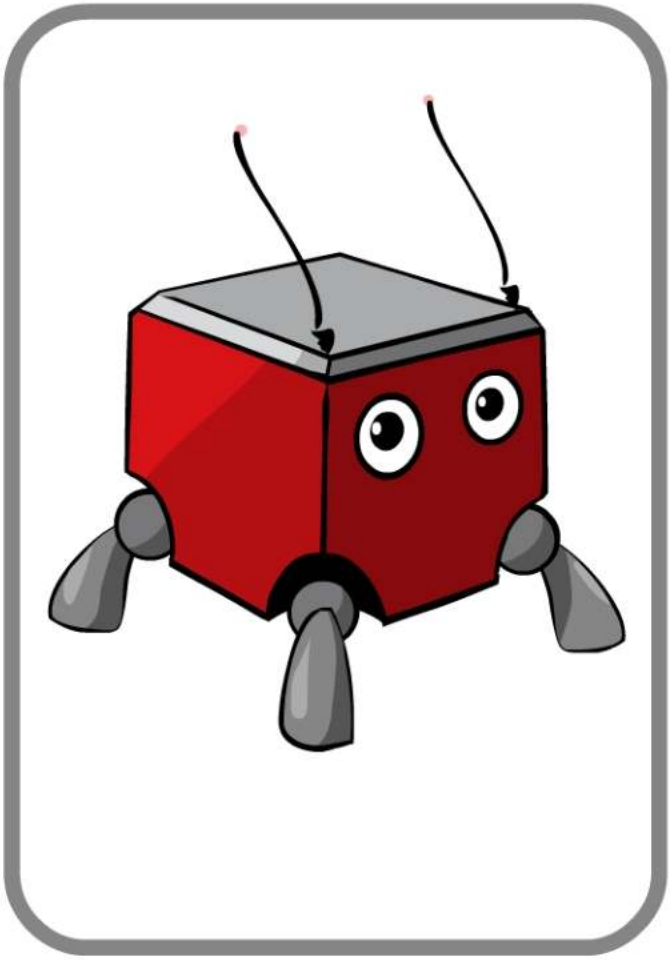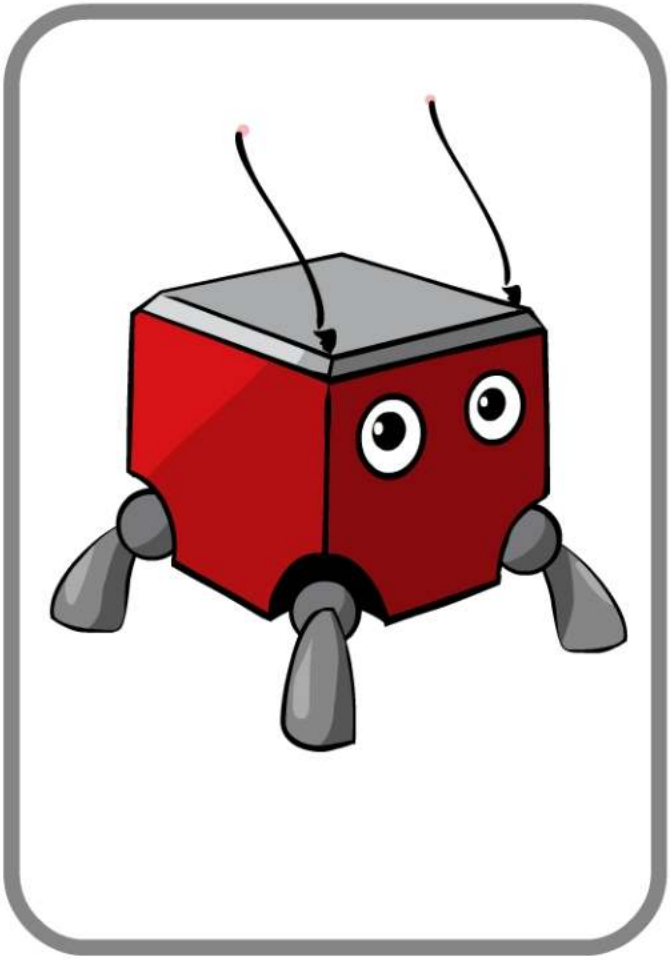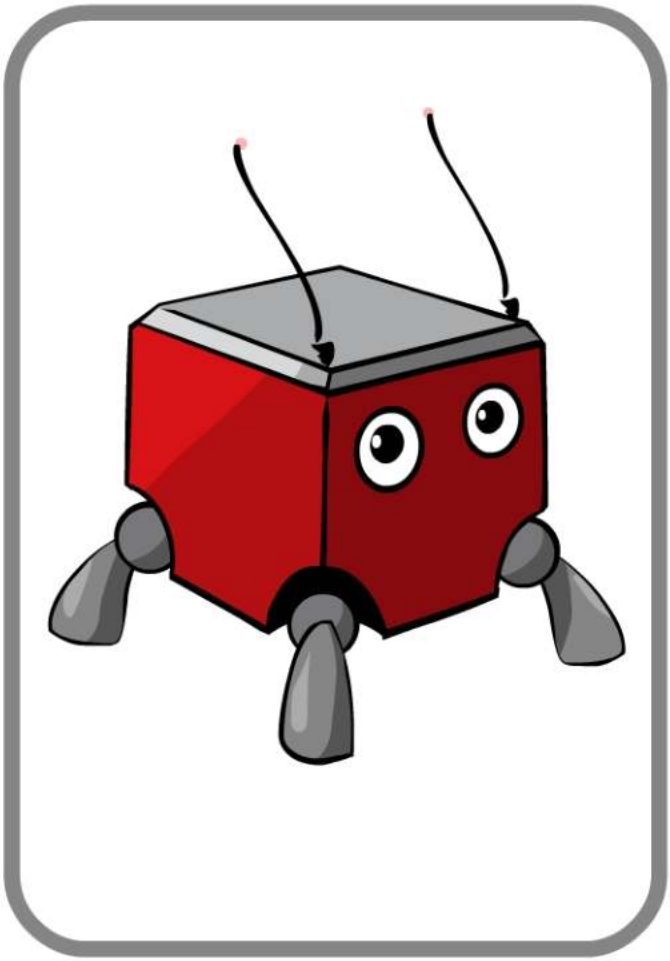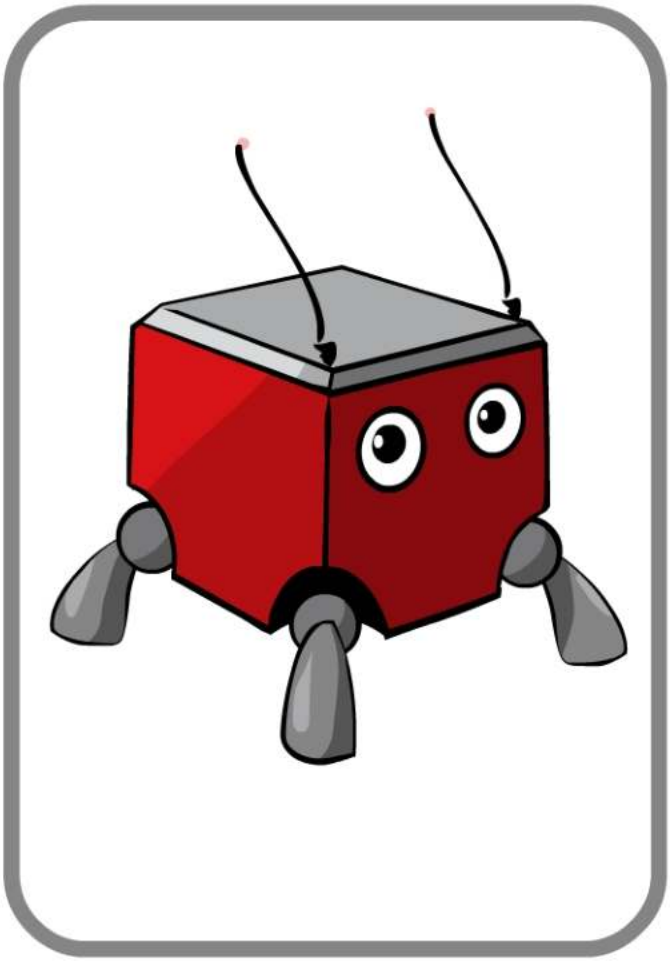
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