

Dodo Does Math

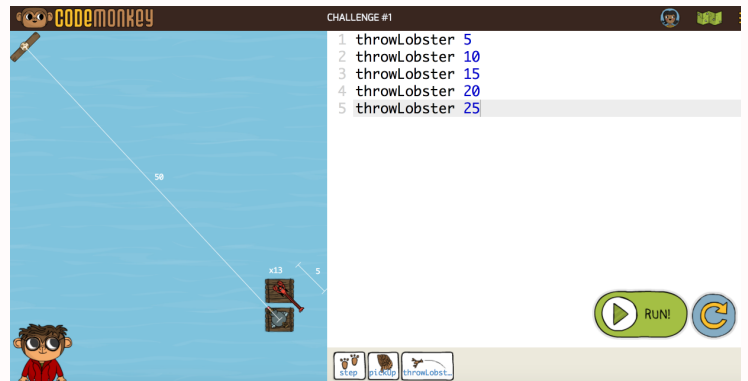
A Cross-Curricular Platform for Math & Code Practice

Three Fundamental Courses

Each course covers a different math topic from measuring distances and angles to skip counting and multiplication. In each challenge, students need to help the dodo get to her eggs through using math and code. As the game progresses, the students will need to overcome more complex obstacles in order to get to the eggs. The platform is scaffolded, self-paced, and automatically assessed, so just like the award-winning Coding Adventure, it's super easy to implement in the classroom.

New Twist on Math Practice

Rather than teaching code as a stand-alone subject, research shows that code is increasingly seen as a practical way to support student understanding of math. Dodo Does Math's highly engaging challenges offer students a memorable way to practice math. In each challenge students utilize a real-world coding language as they count, add, subtract, multiply, measure and more!



Visualize Abstract Concepts

Since student solutions are shown in real-time, visual learners can effectively grasp the curriculum. Students will improve their knowledge of core math concepts. For example, students practice the times table when they need to calculate the amount of lobsters to throw across the ocean to form a bridge for the dodo to get to her eggs.

2nd-4th Grade

Math Core Standards

Dodo Does Math aligns to the 2nd-4th Grade Math Core Standards* and comes with a teacher's dashboard that provides full solutions and visibility into student performance.



*CCSS.MATH.CONTENT.2.OA.B.2;CCSS.MATH.CONTENT.2.NBT.A.2/.B.5 /.B.7;CCSS.MATH.CONTENT.2.MD.A.1;CCSS.MATH.CONTENT.3.OA.B.5/ C.7CCSS.MATH.CONTENT.3.NBT.A.2;CCSS.MATH.CONTENT.4.MD./C.7

