

Welcome to Chris Woodin's Number Sense

by Nessy

Number Sense provides a different approach to learning numeracy, one that is based upon the work of the internationally respected expert, Chris Woodin. Chris has decades of experience teaching students who have language-based learning difficulties such as dyslexia, dyscalculia, and dysgraphia. He has gained a deep understanding of the underlying causes which can prevent children from mastering numeracy.



Whole-to-Part

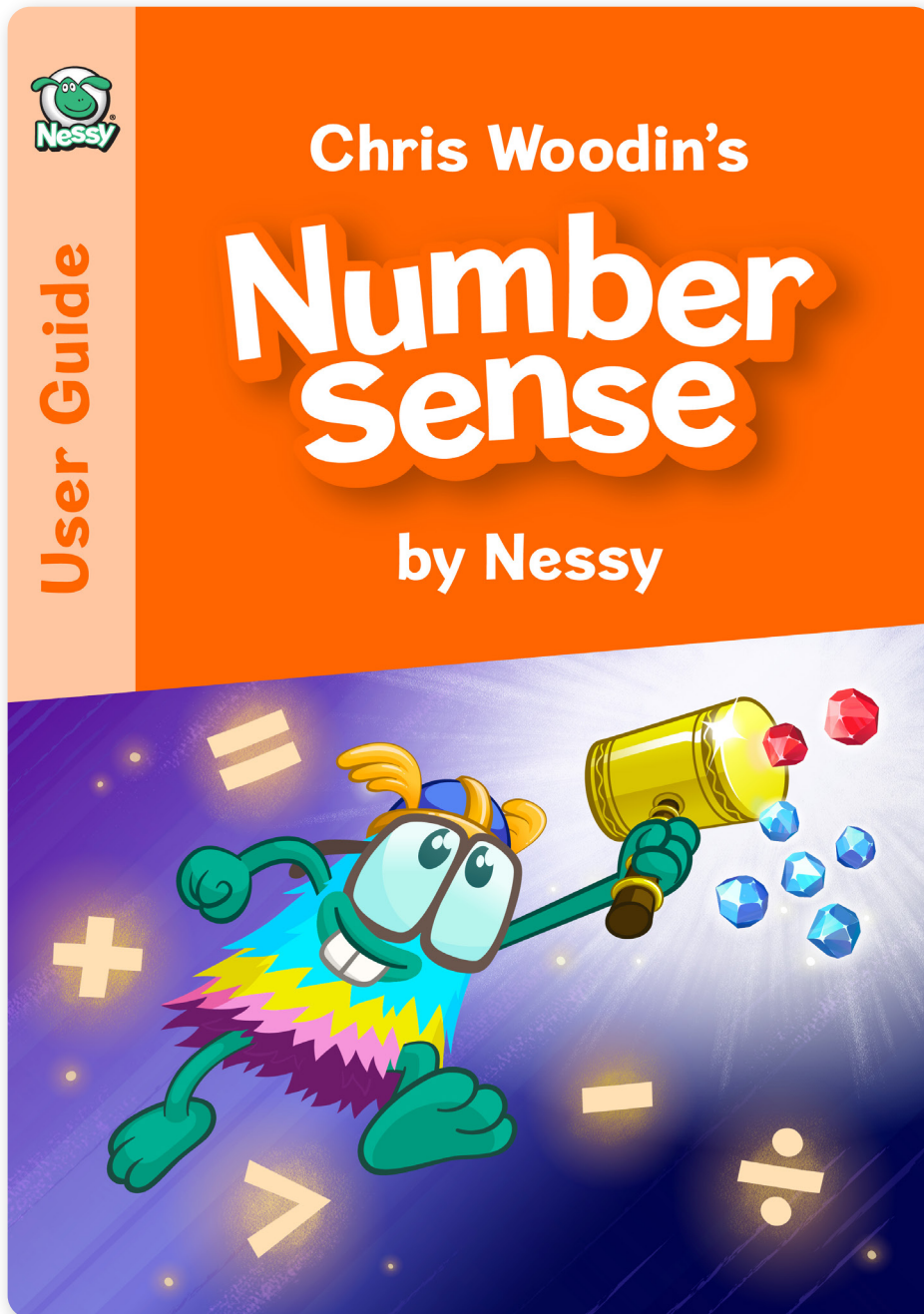
It is easier to start with a whole number, and break it apart into component parts.

Linking quantity to shapes; students can quickly visualize the parts to add or subtract.

Chris developed innovative and research-based methods, for teaching the deep understanding of numbers and learning basic maths skills. His approach uses a combination of whole-to-part processing, linking quantities to shapes and numbers, and gross motor kinesthetic therapies such as finger gnosis, which compensates for deficits in working memory, expressive language mechanisms, and executive function.

His work proved that all children can be good at maths when using a whole-to-part approach.

Following a conventional methodology, about 30% of students will fall behind. Using whole-to-part, everybody can progress.



After logging in, tap on the Number Sense sign post.

A video explains the quest.



The student's Nessy avatar can be dressed in Jungle Town.

Open the Backpack to see treasures, nuggets, and badges.



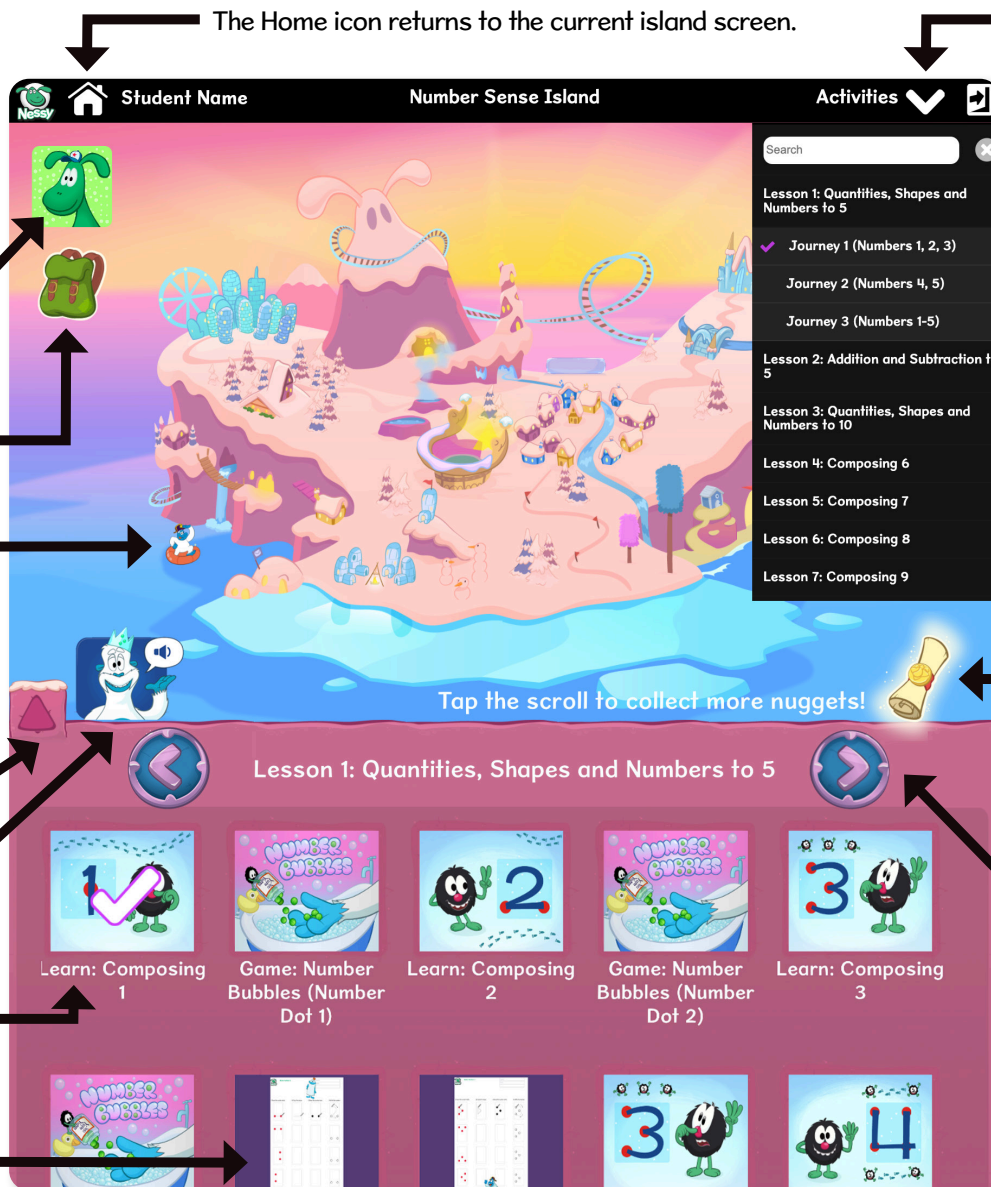
Island characters appear as lessons are completed.

Use this arrow to slide up a display of lesson activities.

King Woody is your guide.

Tap on an activity to play. A check mark shows that this activity has been completed.

Every lesson includes printable activities.

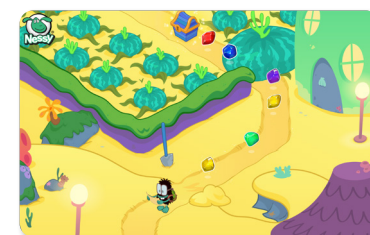


The Activities arrow opens a list of every lesson. Tap a row to expand the menu. Tap an activity to play. Lessons with a check mark have been completed.

The exit icon will end the current learning session.

How to Start a Learning Journey

Tap the scroll in the corner to start a learning journey.



Use the side arrows to move to the next lesson.

Each Lesson is Divided into Daily Learning Journeys

A daily learning journey takes 15-20 minutes. If a journey is not completed, the program will automatically save and continue next time.

Students move their character along the path, collecting nuggets. Each nugget launches a learning activity.



At the end of a game you can see how you did and print a report.



Yellow nuggets launch tracing activities, helping students to build a foundation of number sense.

At the completion of a learning journey the student opens the treasure chest



Assessment

Red nuggets launch an assessment and are often at the end of a lesson. Students visit the sports stadium to compete assessment in games.

Students are assessed for fact fluency and accuracy.

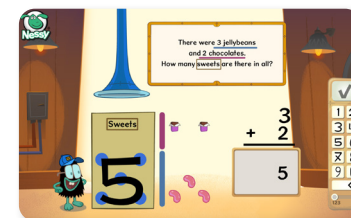


Mastered facts appear in the Classroom app, student report.

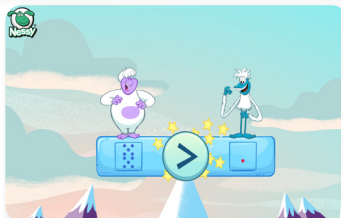


A blue nugget will play a video explanation or recap of what was learned in a previous journey.

Games develop gradually in complexity. Purple nuggets are word problems.



A green nugget will launch a game. The Greater and Lesser Yetis help students to compare number values for weight and height.





Progress

To see reports go to classroom.nessy.com

The progress report shows assessment results. An assessment is completed at regular intervals and repeated at the end of a lesson. The most recent result is at the top, with all previous results listed beneath.

When fact fluency is assessed, the report shows a score for accuracy and the time it took to answer each fact. This is followed by a fluency score of how many facts the student answered correctly in 60 seconds.

Assessment Results

Date	Accuracy	Time	Fluency (60 secs)	Learning Objectives
15/08/2023	<div><div></div></div> 9/13	0h : 1m : 19s	20	Identify Number Dots 1-5



Activity

The activity report shows a record of every learning session, the type of activity the student completed, how they performed, and the learning objective. The most recent activity is at the top, with all previous results listed beneath.

Date	Activity	Skill
24/08/2023	6:14 pm	Assessment Completed
24/08/2023	6:12 pm	Played Game
24/08/2023	6:12 pm	Played Game
24/08/2023	5:27 pm	Login



Time

This report shows how long the student has been using the program each day. Scroll down to see a historical record of usage.

23/08/2023		0:37
24/08/2023		1:02



Facts Learned

This report is a record of all the addition, subtraction, multiplication and division facts the student has answered in assessments.

Addition facts to 5

1 + 4 = 5	3 + 2 = 5	3 + 1 = 4	4 + 1 = 5	1 + 1 = 2	1 + 2 = 3	1 + 3 = 4	2 + 1 = 3	2 + 2 = 4	2 + 3 = 5
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Learning Objectives

This report shows when lessons and learning objectives were completed.

Lesson name	Completed	Completed Date
Lesson 1: Quantities, Shapes and Numbers to 5	✓	08/30/2023
Quantities, Shapes and Numbers 1-5 Number names and the counting sequence Decomposition and comparison of 5 Identify and describe shapes Analyze, compare, create, and compose shapes		

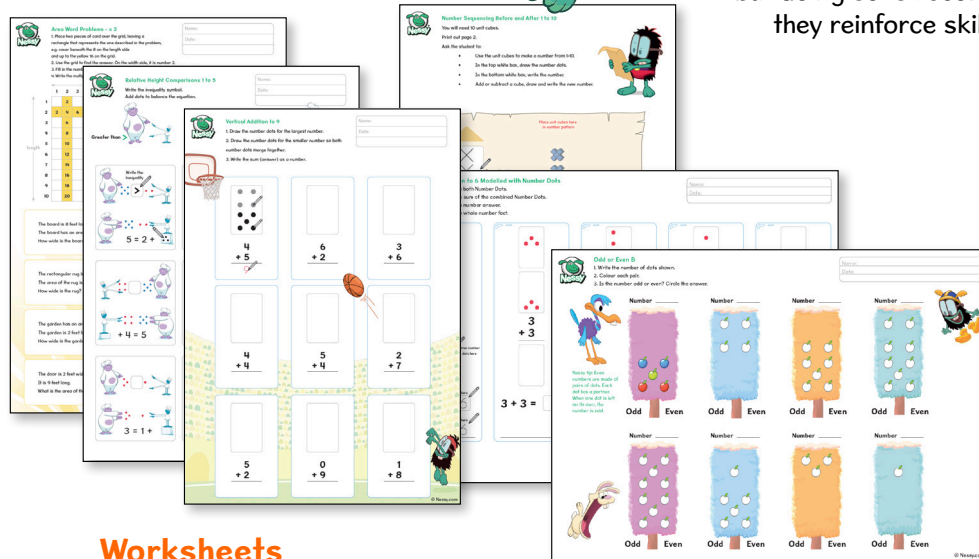
The Classroom app has a library of printable resources.
These can also be opened and printed from the lesson menu.

Certificates



The printables do not need to be completed to finish a program lesson, but doing so is recommended because they reinforce skill development.

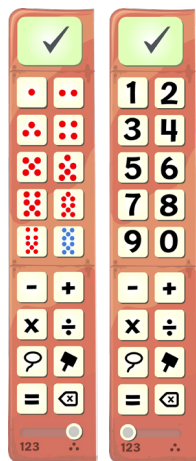
Posters



Worksheets



Card Games



Numberpad

Use the numberpad to answer, then tap the checkmark to see if it is correct.

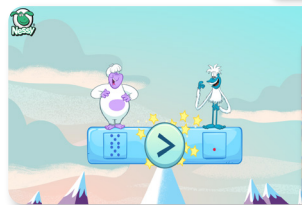
Practice games give the player two chances to get it right.

The lasso and hammer tools are used for carrying and regrouping.

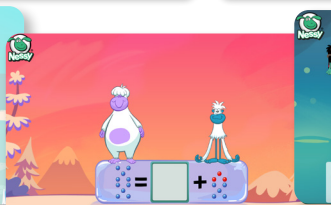
Use the slider to switch between numerals and Number Dot patterns.

Compare Number Values

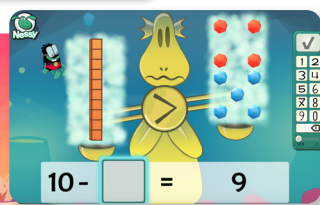
Videos explain the concept, symbology and language of greater > lesser.



Compare the inequality of numbers.



Relative height comparison.



Relative weight comparison.

Linking Quantity to Shapes and Numbers



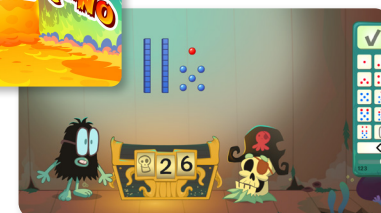
Students trace shapes and numerals. Quantity is linked to fingers and parts of the face.

Practice recognizing number dot patterns and tracing shapes.

Assessment measures how rapidly students can link quantity and numbers.

Place Value

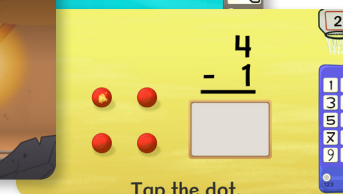
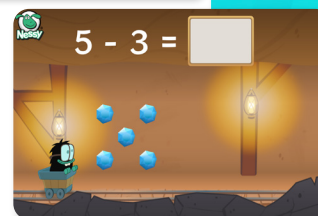
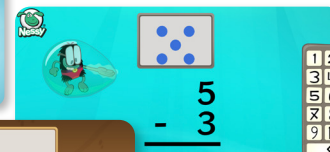
Understand place value playing games with 2-digit and 3-digit numbers.



Addition and Subtraction

A video explains addition as 'putting together' and subtraction as 'taking from'.

Games link subtraction and addition facts in horizontal and vertical formats. Assessment measures fact accuracy and fluency.



Tap the question mark button and King Woody will explain how to play the game.

Number Sense is for students aged 4-8 years. All students, regardless of age, should start at the beginning and work through the early stages. Linking numbers to quantities and shapes may seem unnecessary for older students, but they will move through rapidly and it ensures a solid, foundational understanding is established.

There are 30 lessons. Each Lesson is broken up into Learning Journeys. Each journey includes video explanations, games, assessments and worksheets. Students are motivated by collecting badges, nugget jewels, treasures and adding new characters to the island.

The program can be used on a computer or tablet. If your device has a touch screen, the student can write the answer with their finger.

There Are 3 Fun Islands to Explore



Number Sense Island

Meet friendly Yetis and cute Hairies on the Number Sense island. In this first island, lessons develop the fundamental skills necessary for success in maths. The concepts of addition and subtraction are introduced using facts to 5. Skills taught include: recognising number relationships, comparing number values, estimation, understanding quantity, cardinality, symbols and number sequence.



Add-Lantis Island

Travel to the undersea island of Add-Lantis to learn addition and subtraction facts. The Lessons cover facts from 6-10, 11-20, then advance to 2-digit, and 3-digit numbers. Students learn place value, rounding, and develop their ability to answer word problems.



Division Island

The final island is a medieval land full of kings, giants and knights. Students quest to repair the broken castle by mastering multiplication and division. On their journey, they will learn divisibility rules and how to answer word problems relating to area using length and width. Rescue Dr Zero by multiplying magnitudes of 10 and mastering multi-digit multiplication.

King Woody will guide students through the program and explain how to play games.

