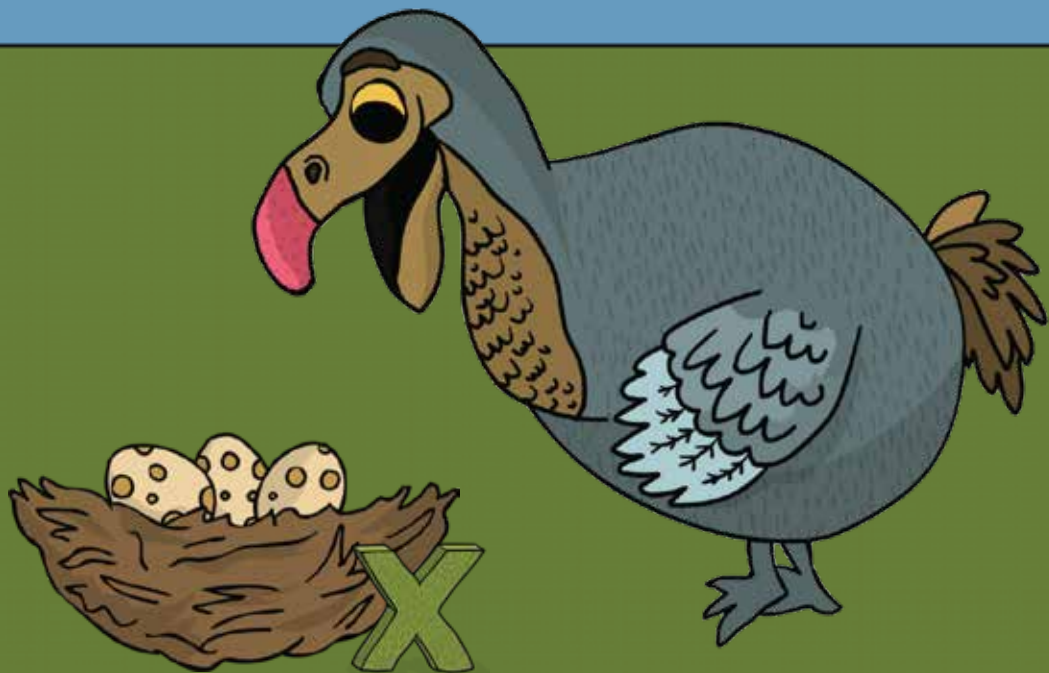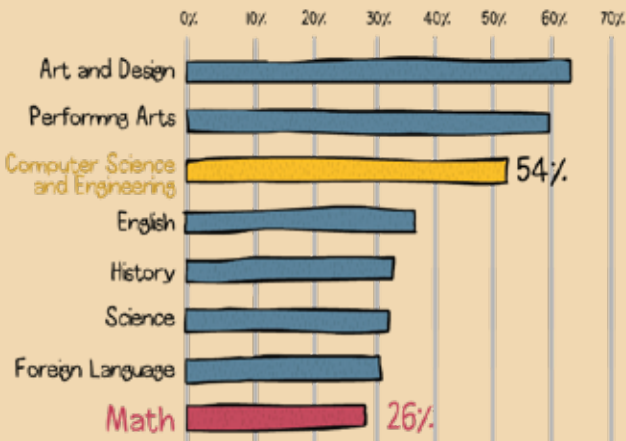Practice Math with Code

WWW.CODEMONKEY.COM

A NEW WAY TO PRACTICE MATH

Enhance the way students practice math with a new cross-curricular platform by CodeMonkey. With students as young as five years-old developing math anxiety, it is time to make math more engaging. Since most students enjoy computer science, what better way to make math fun than by practicing it alongside code? After all, integration of code during math class has the ability to not only maximize student engagement, but also their understanding of math[1].

THE SUBJECT HIGH SCHOOL STUDENTS LIKE "A LOT"

Art and Design	
Performing Arts	
Computer Science and Engineering	54%
English	
History	
Science	
Foreign Language	
Math	26%

Source: Change the Equation

Over half of students chose **computer science** as their favorite subject!

[1] Shaffer, L. (2015). The Fear of Math. Instructor, 124(5), 27-29.

INTEGRATED LEARNING PROVIDES BETTER MATH SKILLS

A substantial math foundation requires a mix of conceptual explanations, practice, reinforcement and ongoing assessment to measure progress. Dodo Does Math provides all this and more as it integrates math with code in an engaging and safe web-based environment.

A MEMORABLE WAY TO PRACTICE MATH

Dodo Does Math is designed to strengthen 2nd-4th grade math skills. To play, students need to solve the first 30 challenges in CodeMonkey's Coding Adventure. Here, students will learn the basics of CoffeeScript, a real-world programming language, as they help a monkey catch bananas. Afterwards, students will have the coding background they need to help a dodo bird find her missing eggs. Through 60 fun and encouraging challenges, students will apply various mathematical concepts to overcome increasingly complex obstacles.

DISTANCE, ANGLE AND MULTIPLICATION PRACTICE

Dodo Does Math aligns to educational standards that cover distance and angle measurement, addition, subtraction, skip-counting and multiplication. Student-solutions are shown on the screen in real-time, helping visual learners effectively grasp the math curriculum. Teachers are provided with lesson plans and a dashboard to facilitate implementation of Dodo Does Math in the classroom.

SELF-GUIDED PLATFORM

Based off of CodeMonkey's award-winning Coding Adventure, Dodo Does Math is self-paced and automatically-assessed. Since the game provides hints and tips along the way, students develop the self-confidence they need to continue practicing independently after-school.

WHAT TEACHERS AND PARENTS ARE SAYING:

"I am a technology education teacher whose 6th grade students tried out all of Dodo Does Math's components. They liked the multiplication course and distance courses the best. They found the angles to be the most challenging, and that was a good thing! These courses were a great extension to my math classes. Thank you for offering them to us."

- Pamela Shaw, Tech Educator at Captain Samuel Douglass Academy, NH

"Course design progresses gradually. [It was] just before [my son] studied the use of protractor at school so he was so excited to learn. After finishing all of the courses, he was looking for more!"

-Hayes, father to 9-year-old son, China

"Dodo [Does Math] is a solid program, [a] fantastic supplement to the story and skill modes."

-Drew Lockwood, Art and Code Teacher at Oldfield Middle School, NY

DODO DOES MATH IS PERFECT FOR TEACHERS WHO ARE LOOKING FOR AN ALTERNATIVE TO MATH WORKSHEETS

With Dodo Does Math, Students Will Practice:

- ★ Distances
- ★ Addition
- ★ Subtraction
- ★ Skip-counting

- ★ Multiplication
- ★ Measurement
- ★ Angles
- ★ Basic Coding Principles

ABOUT CODEMONKEY:

CodeMonkey is a game-based learning environment where children learn to code in real programming languages. Ever since CodeMonkey's founders started to code in the 1990's, they knew how powerful code literacy can be for a child's future. CodeMonkey was founded in 2014 based on one of the founder's successful experiences in teaching young children to code through playful activities. Today, CodeMonkey is made up of a team of experts in technology, gaming and pedagogy in order to deliver fun, educative content to millions of learners around the world. In addition, CodeMonkey provides parents, teachers and students the opportunity to attain the most cutting-edge computer programming education. To continue the fun after Dodo Does Math, continue playing the Coding Adventure. CodeMonkey's other products include Game Builder, a free-style platform for game-creation, and Python Chatbot, a course that teaches Python.

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Contact us for more information