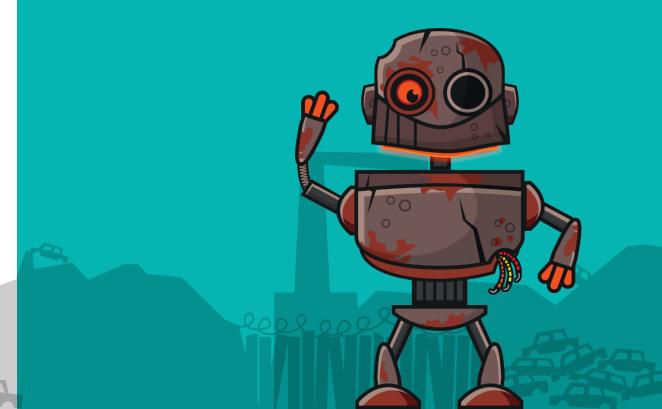


Numbots has been designed for EYFS and KS1 children to help improve their fluency with numbers.







Logging In



NUMBOTS

Numbots can be accessed on different devices, just search in your app store for the app or online to use on a PC or laptop.





www.play.numbots.com

The login is the same as your child's TTRockstars account.







WELCOME TO

















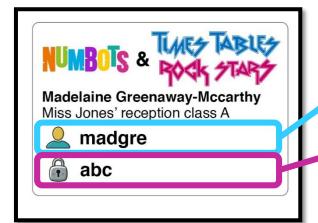




Type school name or postcode

Normandy Primary School DA7 6QP

Example label















Step 1

Choose your Bot!
There are 3 to choose from.



[Menu]

Step 2

it later.

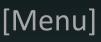
Choose your
Bot name.
Once you have
saved your
choice, you
cannot change

Please select player name!

Select

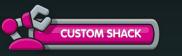
















Click on Story to begin!



0/4

[Menu]

How many cogs in total?

2

Remember to press ENTER after you type your answer.







Let's take a closer look at NUMBOTS?









[Menu]

We all begin on Story mode.

Click Story now.







These are called Stages.
There are 18 Stages.



Next slide



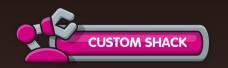
Press on Rust













[Menu]

RUST

Press Level 1





RUST 1



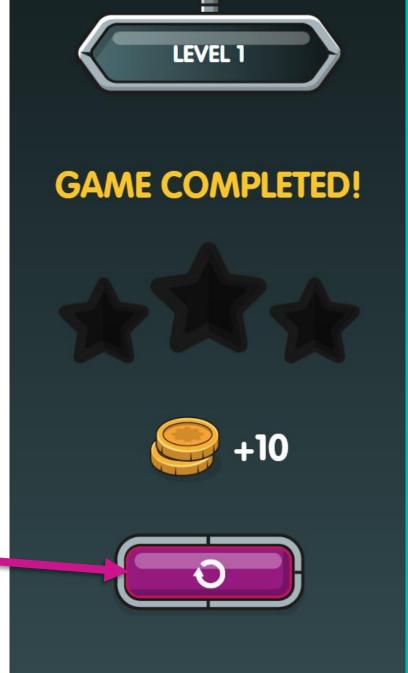
How many cogs in total?

?



At the end of

the level you will Earn 2 or 3 stars see how many to unlock the stars you earn. Have another go.





40 coins \rightarrow 1 star



 $60 \text{ coins} \rightarrow 2 \text{ stars}$

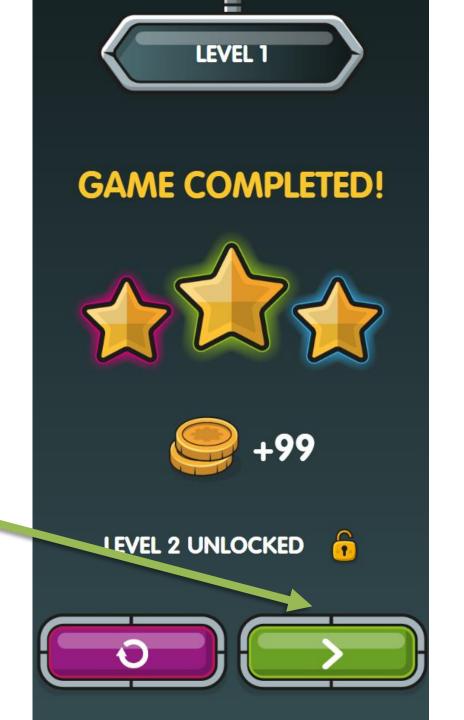


70 coins \rightarrow 3 stars











NUMBOTS











RUST

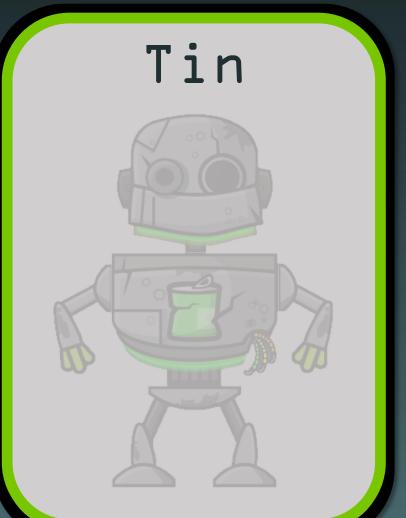
Westagy disorted of an tackted?

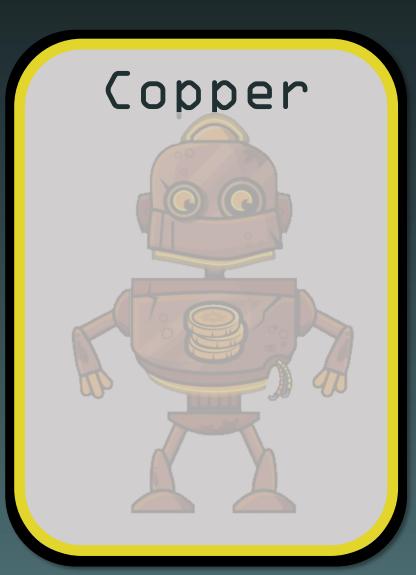




In every Stage, you earn parts to upgrade Rusty.

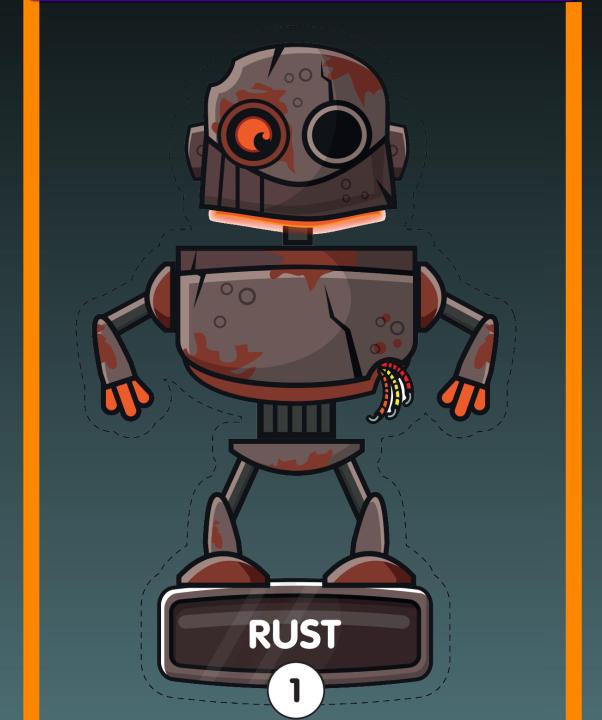




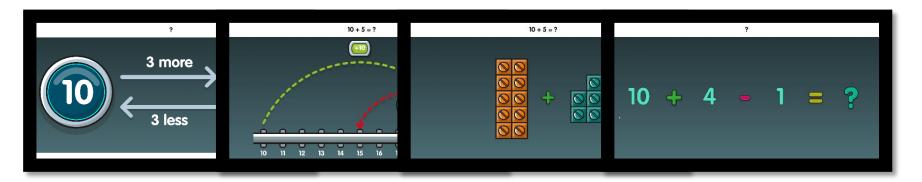


[Menu]

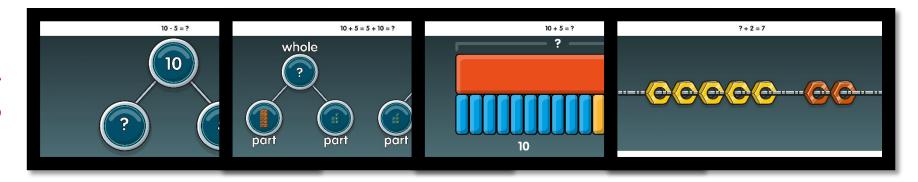
Here is
Rusty
upgrading at
the end of
each Stage.



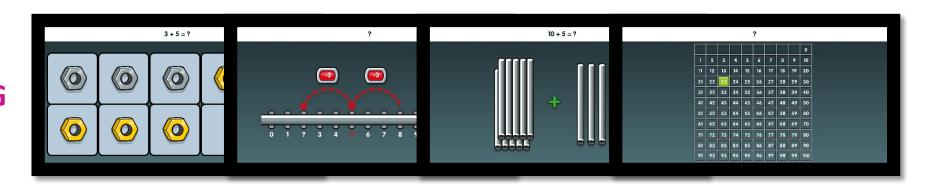
ADDING & SUBTRACTING



NUMBER BONDS



COUNTING





NUMBOTS



Why are we learning these things?





Then the even more fun stuff!

Even more fun stuff!

Adding & subtracting

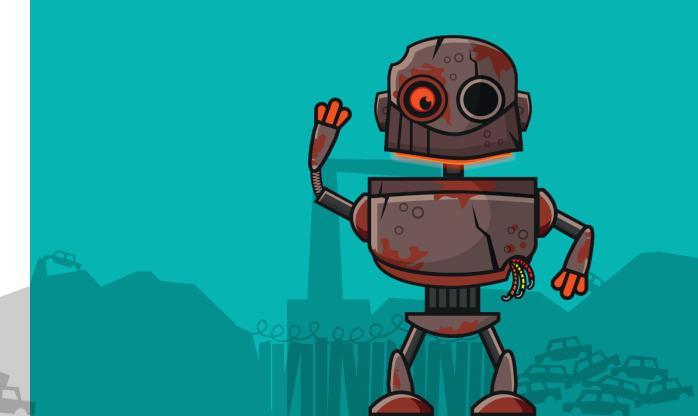
Number bonds

Counting





Rewards

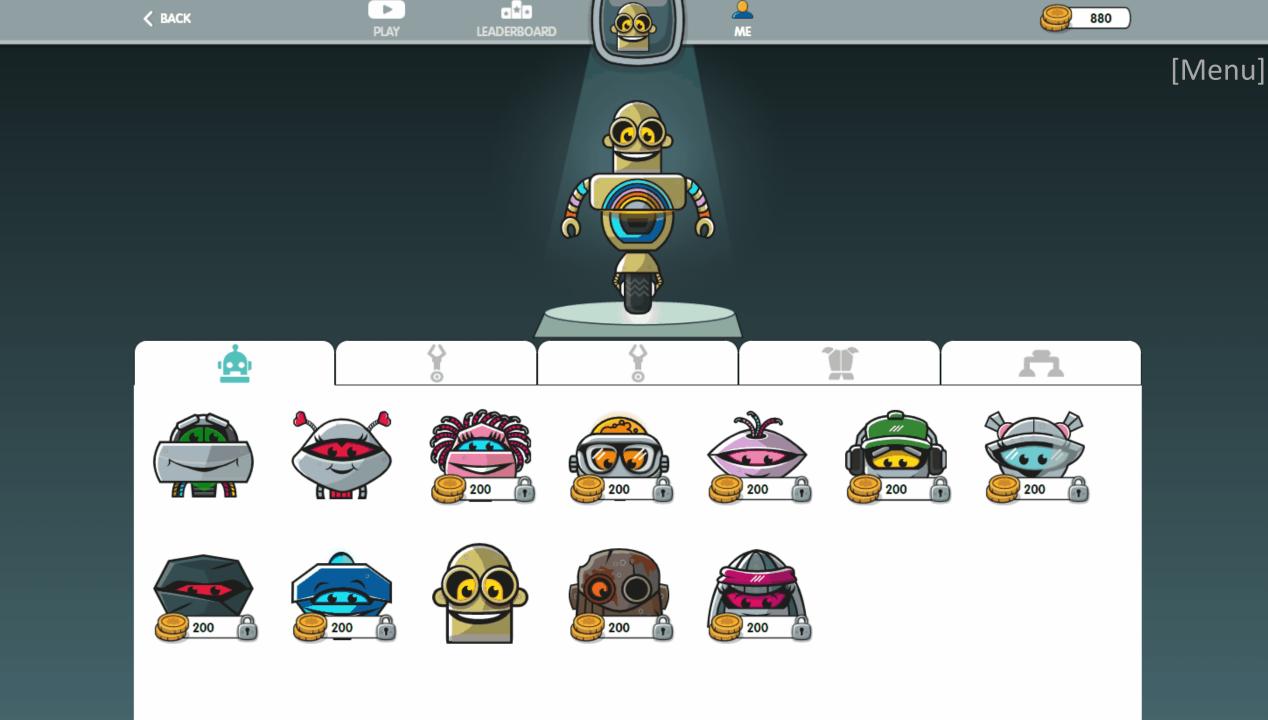


Badges









NUMBOIS

Helping you and Rusty to shine like a diamond!

