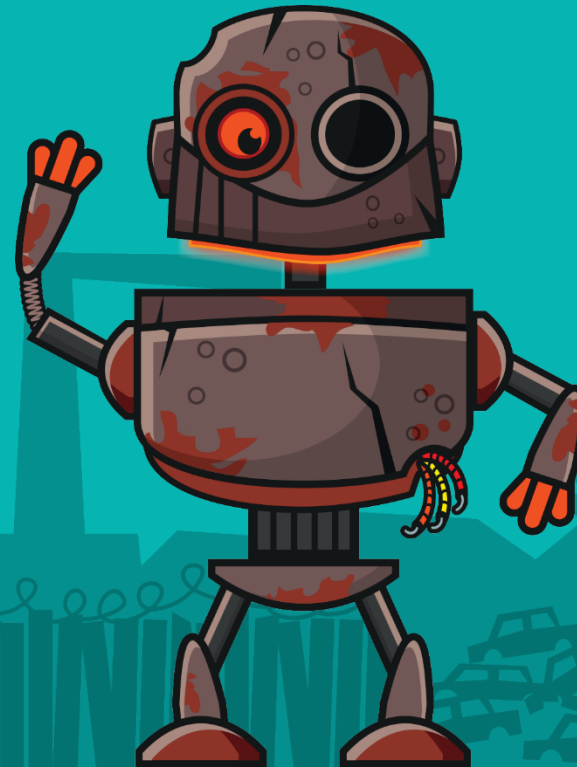


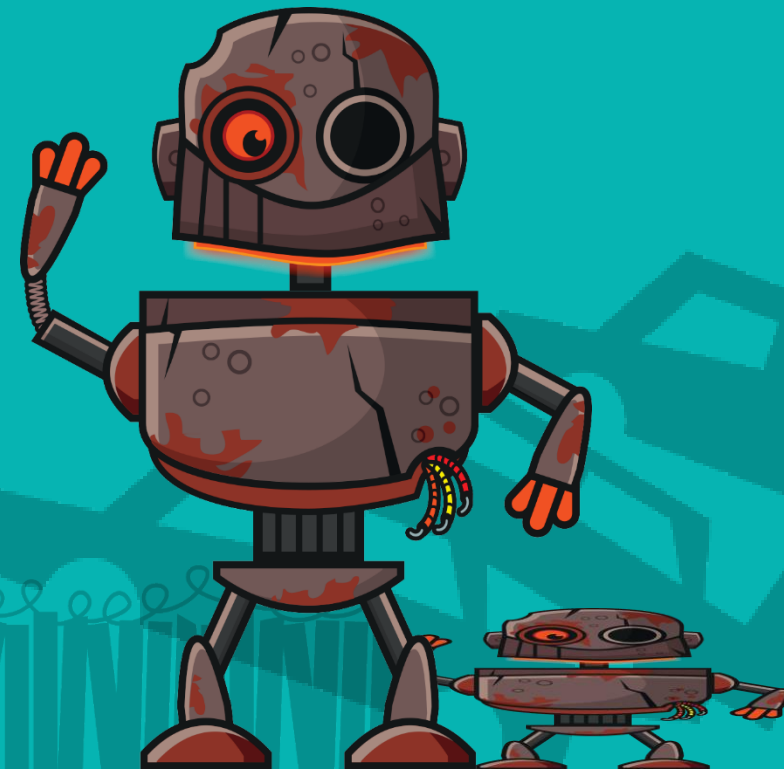
NUMBOTS

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

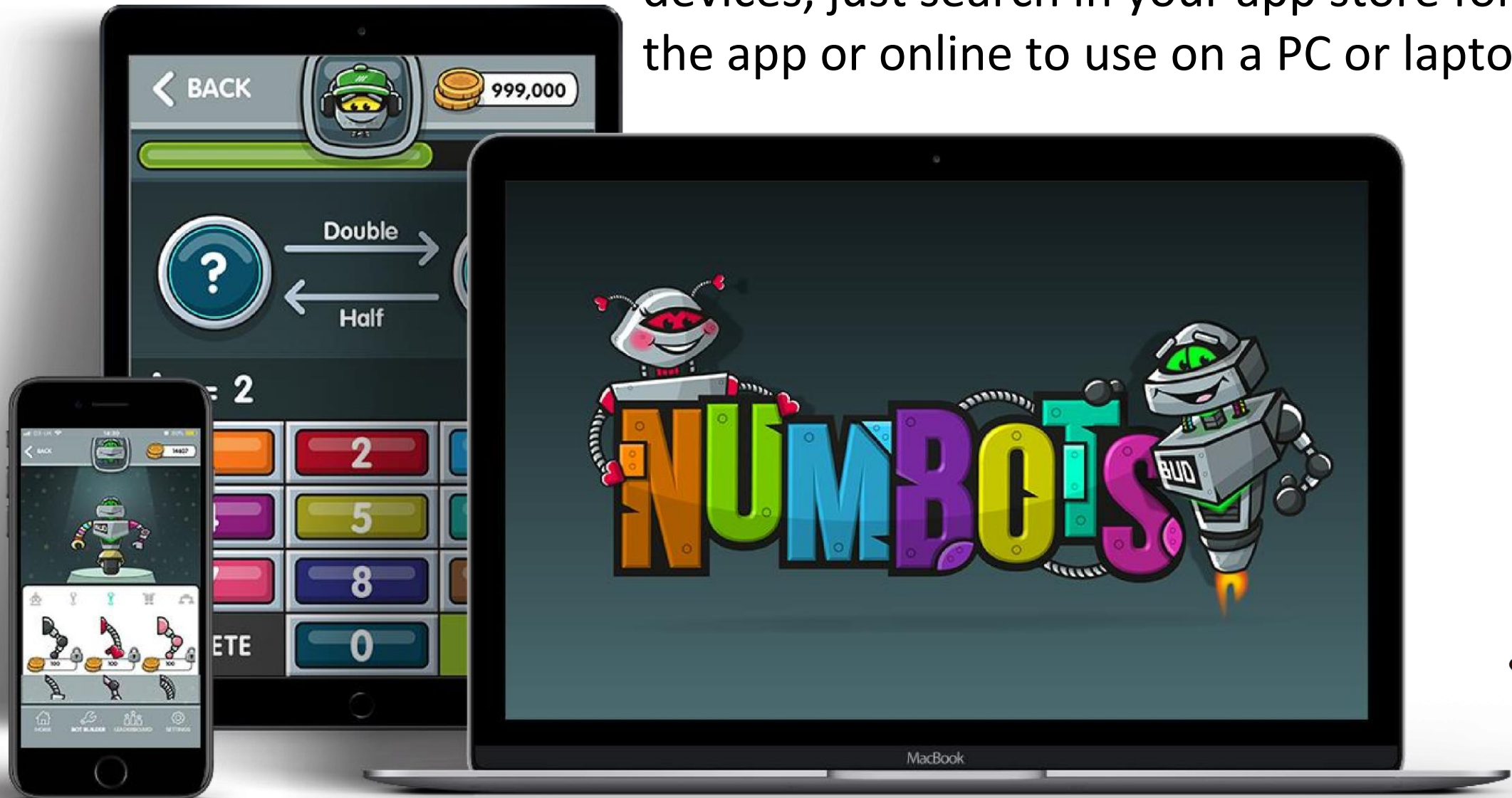


NUMBOTS

Logging In



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.



NUMBOTS

WELCOME TO

NUMBOTS







Type school name or postcode

Rucstall Primary School

RG21 3EX

Ossory Academy



madgre



abc


Next


[Not your school?](#)

Example label

NUMBOTS & TIMES TABLES
ROCK STARS

Madelaine Greenaway-Mccarthy
Miss Jones' reception class A

 madgre

 abc

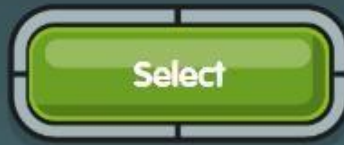




Rucstall Primary School

Step 1

Choose your Bot!
There are 3 to
choose from.



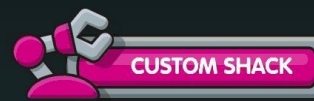
Step 2

Please select player name!

Select

Select

Choose your Bot name. Once you have saved
Your choice, you cannot change it later!



Step 3

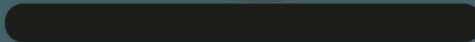


Click on Story
to begin!





0/4



 0

[Menu]

How many cogs in total?

2

Remember to press ENTER after you type your answer.



RUSTY'S

KEEP OUT



Let's take a closer look at
how Numbots works

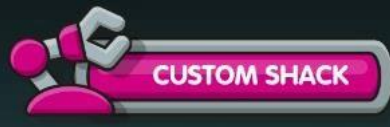




We all begin on Story mode.

Click Story now.

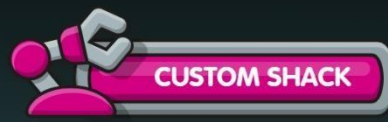
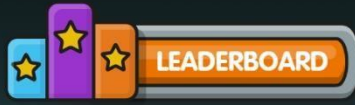




These are called Stages.
There are 18 Stages.

RUST	IRON	TIN
5 / 5	20 / 25	77 / 102
15 / 15	57 / 75	223 / 306

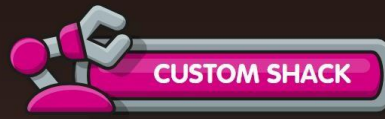




Press on Rust

RUST	IRON	TIN
5 / 5	20 / 25	77 / 102
15 / 15	57 / 75	223 / 306





RUST

Press Level 1





RUST 1



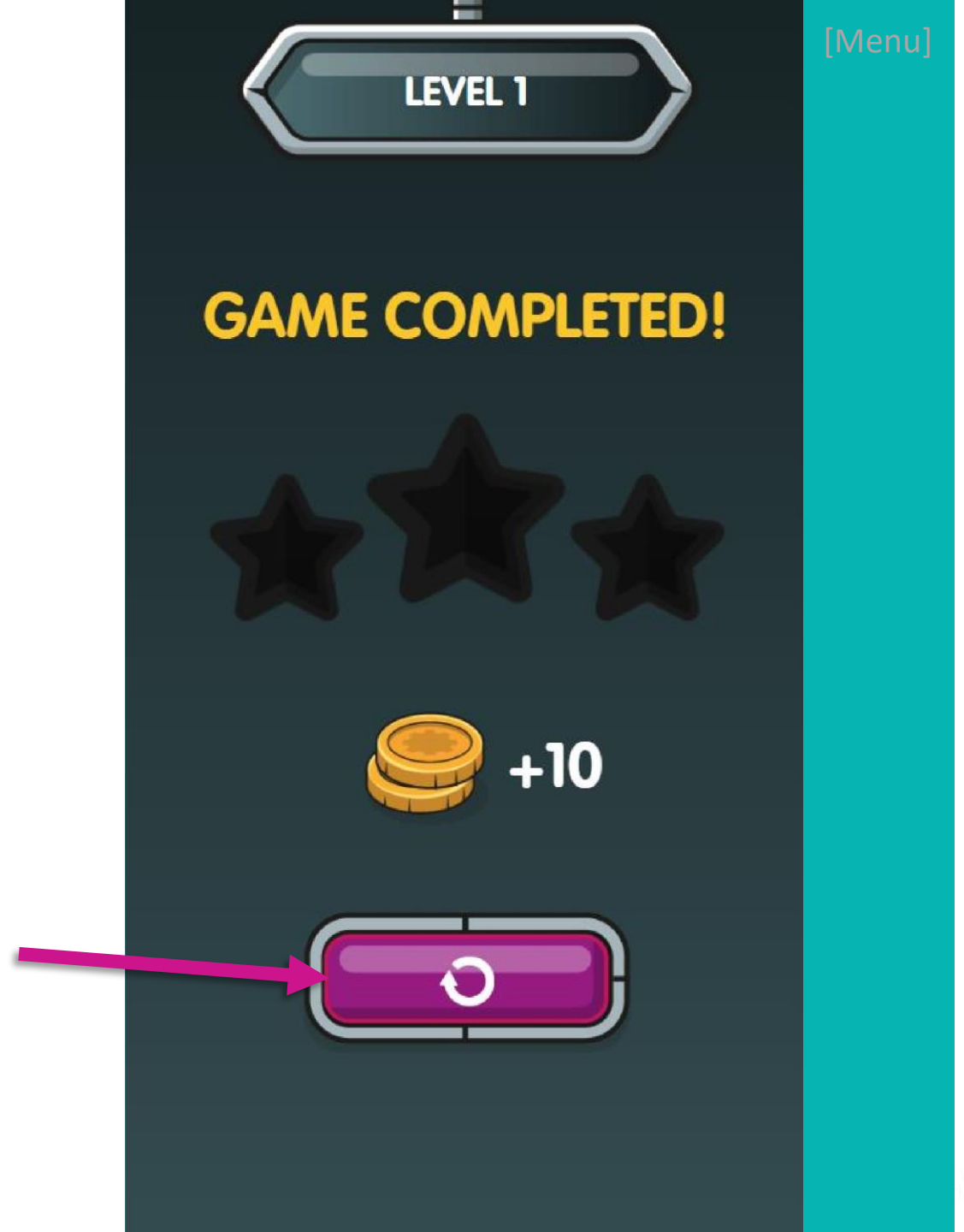
How many cogs in total?

?



At the end of the level you will earn 2 or 3 stars.

This means have another go.



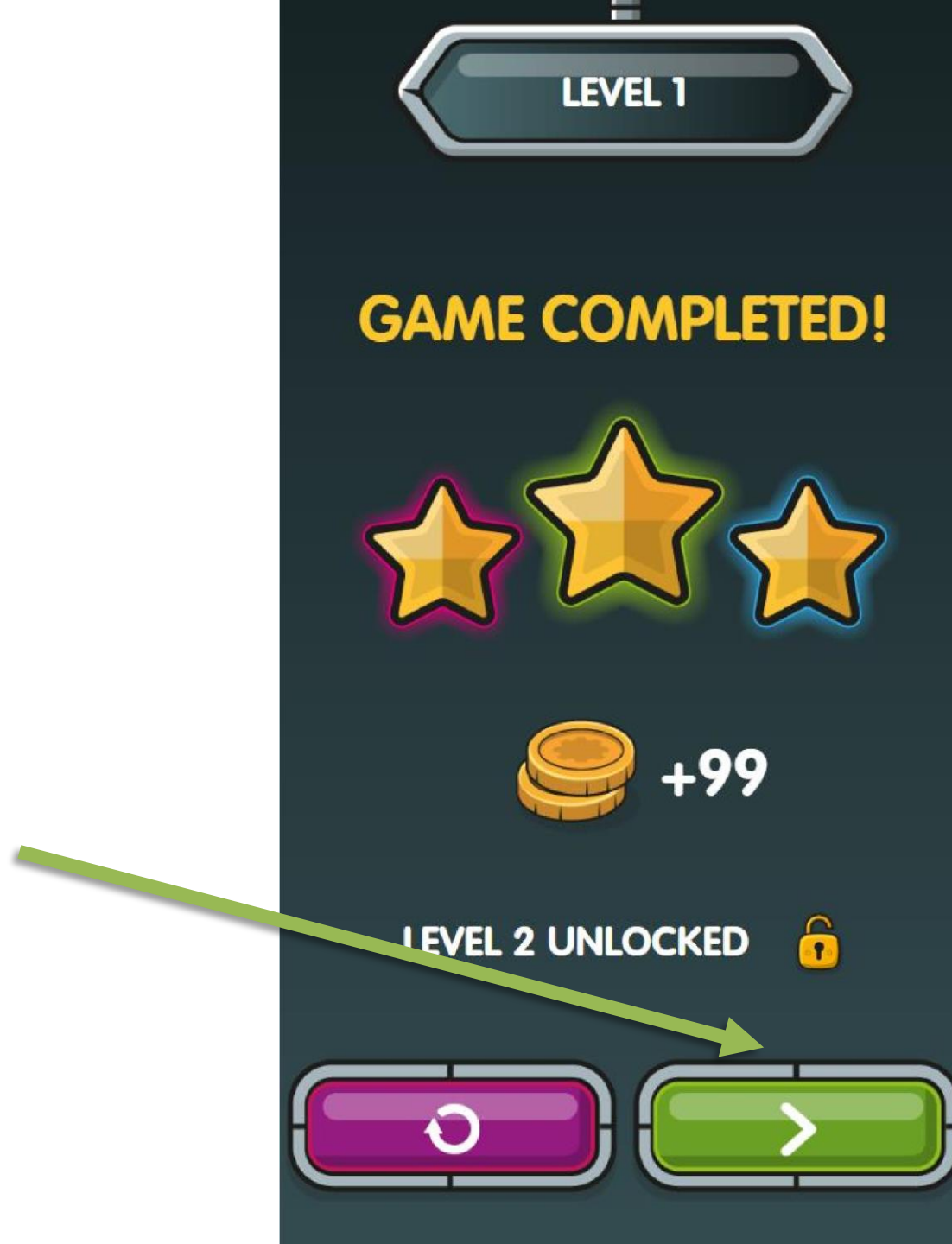
40 coins → 1 star

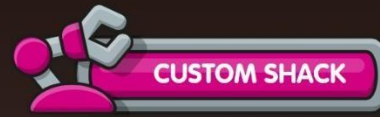


60 coins → 2 stars



The green button will move you to the next level, the purple button will allow you to redo the level.





[Menu]

RUST

I play level 2.
Why is level 3
not unlocked?

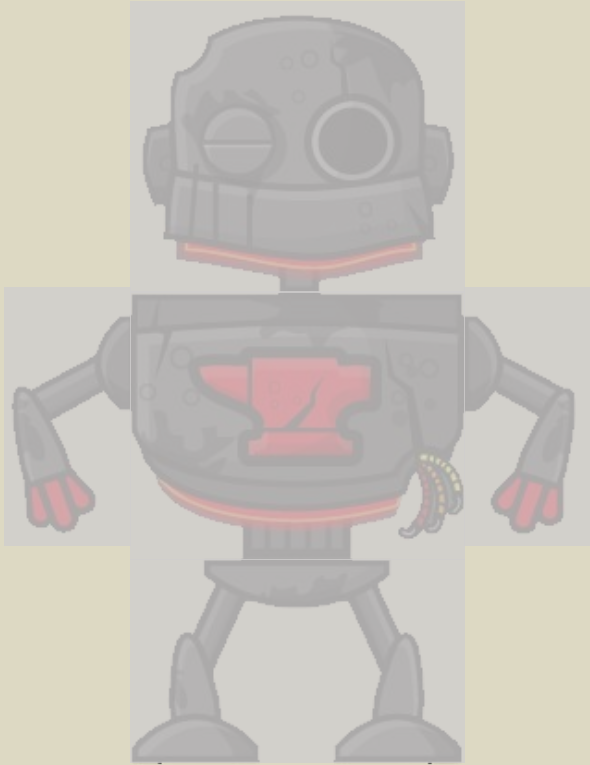




[Menu]

RUST

Iron

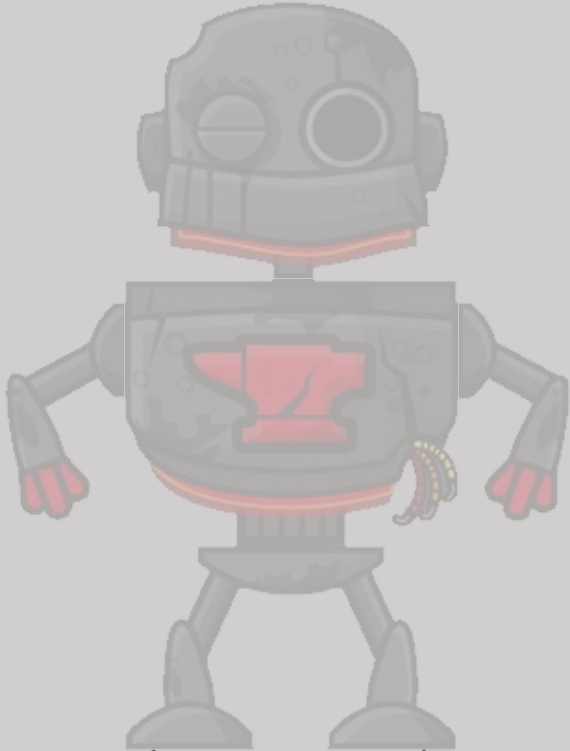


	3	4	5	6	7	
	10	11	12	13	14	
	17	18	19	20	21	
22	23	24	25	26	27	28
29	30					

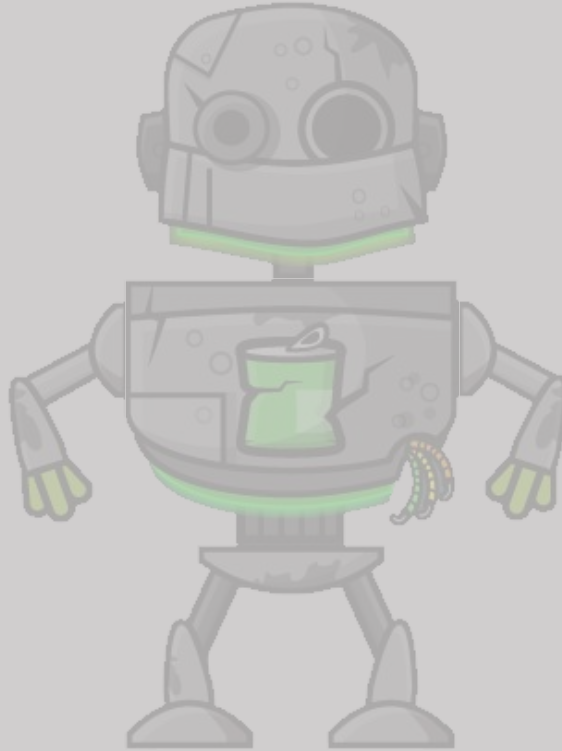
The image shows a grid of 30 numbered slots, each containing a green button with a number and three stars below it. Slots 6, 12, 18, and 24 are highlighted with a pink border. Slot 26 is highlighted with an orange border. Slots 27 and 28 are greyed out and have a padlock icon. The robot character 'Iron' is shown in a large, semi-transparent frame on the left side of the screen.

In every stage, you earn parts to upgrade Rusty.

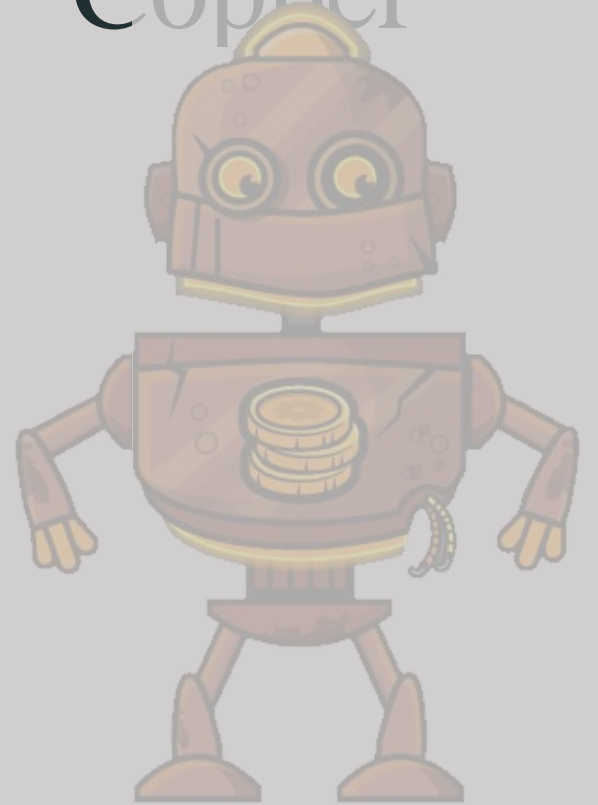
Iron



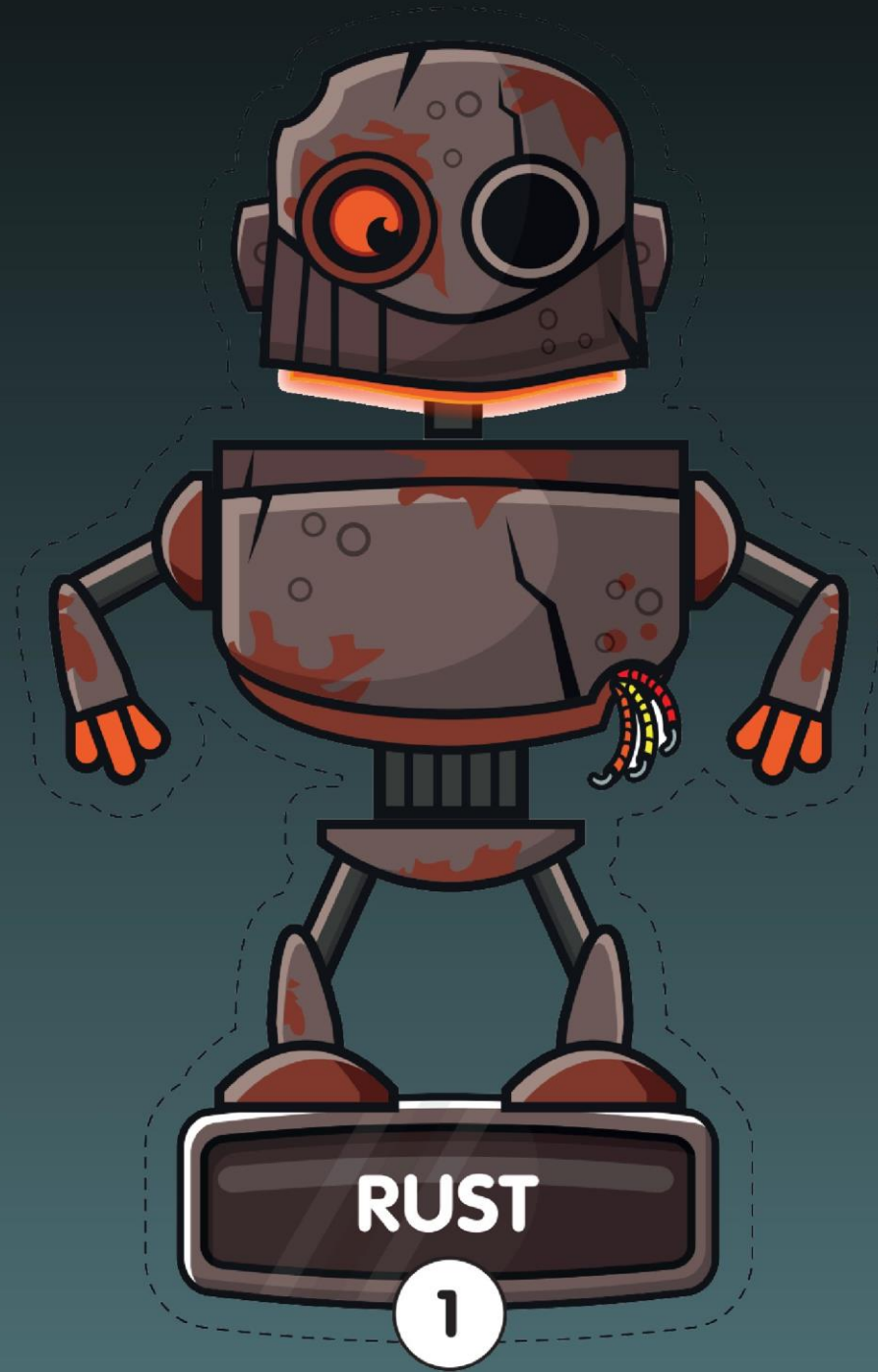
Tin



Copper



Here is
Rusty
upgrading at
the end of
each Stage.



ADDING & SUBTRACTING

The first panel shows a number 10 in a blue circle with two arrows: one pointing right labeled '3 more' and one pointing left labeled '3 less'. The second panel shows a number line from 10 to 16 with a green dashed arrow from 10 to 15 and a red dashed arrow from 15 to 10, with a '+10' button above. The third panel shows 10 orange blocks and 5 blue blocks with a '+' sign between them. The fourth panel shows the equation $10 + 4 - 1 = ?$.

NUMBER BONDS

The first panel shows a number bond with 10 at the top and two question marks at the bottom. The second panel shows a number bond with a question mark at the top and three 'part' circles at the bottom, one containing a small stack of blocks. The third panel shows a bar model with an orange bar above 10 blue blocks and a question mark above the bar. The fourth panel shows a number line with 7 yellow blocks and 2 orange blocks.

COUNTING

The first panel shows 3 yellow blocks and 5 blue blocks. The second panel shows a number line from 0 to 8 with red dashed arrows from 3 to 4 and 4 to 5, and '-3' buttons above. The third panel shows 10 blue blocks and 5 blue blocks with a '+' sign between them. The fourth panel shows a 10x10 grid with the number 25 highlighted in yellow.

	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	



