



The NCTM and the National Math Advisory Panel agree:

Math fact fluency is critical to a child's future success in mathematics.

Are your students fluent with their math facts?

If you said 'no', you are not alone. Traditional approaches work for some students, but many lag behind, despite the best efforts of educators.

There is a better way. From the makers of Gizmos, **ExploreLearning Reflex** is the next-generation solution to the math fact fluency problem.

Key Reflex features:

- **Adaptivity.** Reflex continuously diagnoses and monitors student fluency to provide an individually optimized experience.
- **Fact family approach.** Reflex helps students understand and utilize connections between related facts.
- **Fun!** Reflex is game-based so kids keep coming back for more.
- **Anytime, anywhere access.** Reflex is online so students can even use it at home.
- **Intuitive and powerful reporting.** Teachers have everything they need to easily monitor and support student progress in Reflex.

Games

Answer math facts, collect valuables and avoid perils in a variety of exciting games that students just love to play! Earn tokens for effort and progress to spend at the Reflex store.



ExploreLearning Reflex,
your **solution** for math fact fluency.



ExploreLearning

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Individualization supports mastery and fun!

Progress monitoring

Every session in Reflex starts with a brief progress monitoring game that individualizes the student experience for the rest of the session.



Today's Speed Cube Challenge

655
Points

Cube 1 25 Points	Cube 2 120 Points	Cube 3 40 Points	Cube 4 100 Points
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Lightning Round + 370 points

Coaching

Coach Penny helps students uncover relationships between facts and gets them ready to success in Reflex games.



$2 \times 3 = 6$

fact

3

2

Rewarding

Players earn tokens for effort and progress in Reflex. Students can spend their earnings in the Reflex store to customize their experience with fun and interesting avatar clothing, animals, and bonus games.



Clothes

Your coins 12

feet

back

Reflex specifications

- Reflex is targeted primarily at students in grades 2-6.
- Reflex uses extensive narration and limited onscreen text to guide students. Reading ability should not be a factor for most students.
- The range of facts delivered to students (0-9, 0-10, 0-12) is customizable based on state requirements.
- English and Spanish versions of Reflex will be available in the 2011 final version.

Recommended computer specifications:

Processor:	Intel Pentium 4 2.33GHz, AMD Athlon™ 64 2800+ processor (or equivalent)	Intel Core Duo 1.83GHz or faster processor	Intel Pentium 4 2.33GHz, AMD Athlon™ 64 2800+ processor (or equivalent)
RAM:	128MB of RAM	256MB of RAM	512MB of RAM
VRAM:	64MB of VRAM	64MB of VRAM	64MB of VRAM

