



MANGAHIGH

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Transform your teaching with game-based learning



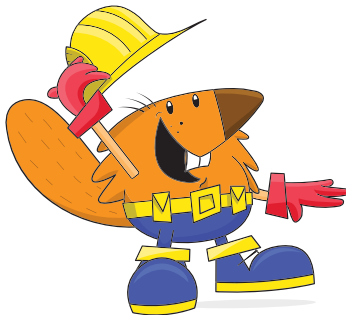
mangahigh.com

Who we are

Mangahigh is one of the **most engaging learning platforms** for maths, helping students of all abilities to learn more effectively using an active game-based pedagogical approach.

Built by a team of education experts, Mangahigh supports teachers in providing a **unique learning experience** for each student through our **curriculum-aligned** teaching platform that is powered by AI.

Mangahigh uses adaptive content, purpose built games and **real-time feedback** to engage, motivate and positively influence students of all abilities towards learning maths.



A blended learning resource that supports student outcomes

Mangahigh can be used in various environments: as a traditional classroom tool, for blended or flipped learning or as a homework resource.

The easy to use platform allows teachers to assign, monitor and evaluate student progress and outcomes in real-time.

Through the data gathered, teachers can easily identify gaps in a student's knowledge, or opportunities for growth, on an individual, class, school and multiple school level.



Curriculum aligned



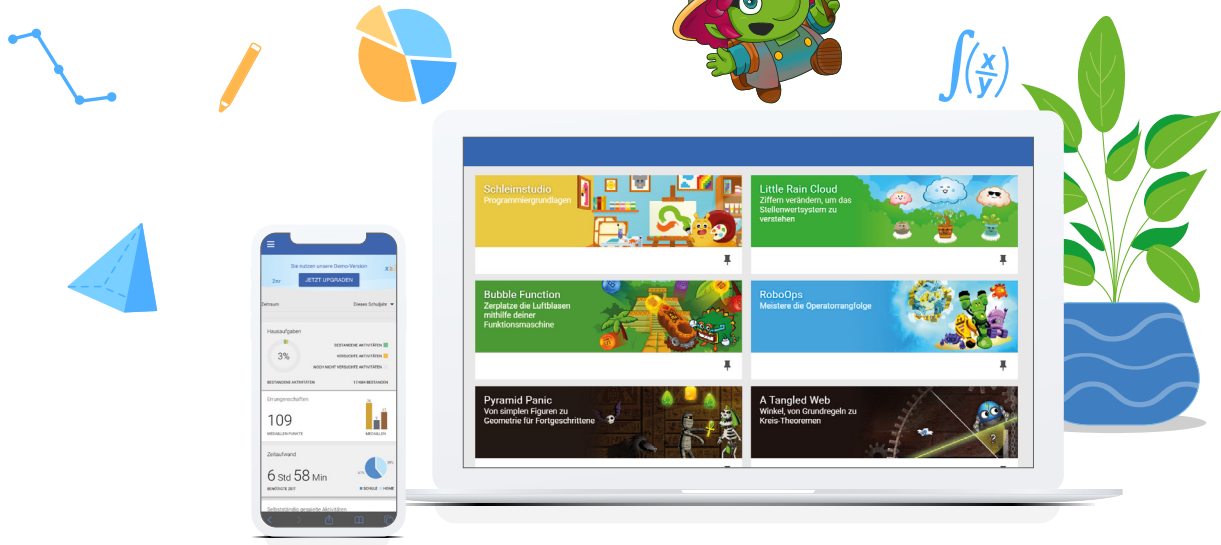
Works on any device



Real-time reporting



AI-driven student learning pathways



Why Mangahigh?

Mangahigh has been designed on evidence-based principles and modern child psychology. The infrastructural adaptivity and AI work to maintain each child in their zone of proximal development whilst positive psychology underpins the targeted messaging, to help build a growth mindset.

What makes Mangahigh successful in the classroom?

The Mangahigh mechanic is best practice and relies on evidence-based educational principles and modern child psychology.



For Students

- » Learn new concepts and develop **knowledge fluency** through adaptive activities
- » Receive activity recommendations suggested solely for each individual based on their learning needs
- » **Learn while having fun!**



For Teachers

- » Evaluate each student's pace of learning in real time and develop **targeted action plans**
- » Customise each student's learning path through AI supported activities and content
- » Assign activities for both classroom work and homework with **instant progress reports** and assessment



For Administrators

- » Observe and compare multiple schools' performances
- » Easily implemented on a regional scale with **continuous support** from a dedicated team
- » **High data security** and privacy standards to adhere to international regulations

What makes Mangahigh different?

Mangahigh offers **over 900 activities** that are aligned to various international curricula. With our unique AI algorithm, Mangahigh supports teachers in providing unique learning experiences for each student and provides **real-time insights** into their progress and outcomes.

How does Mangahigh help support teachers?

Quality content

- » Over 900 activities and games for **ages 5 - 16**
- » Aligned to CBSE, IB and various international curricula
- » Written by a team of maths teachers, academics and industry experts
- » Educational content supported with highly **engaging gamification** techniques

Ongoing teacher support

- » Dedicated team to help each class and school get the most out of Mangahigh
- » Resources on how to use Mangahigh best for your teaching style
- » Easy to understand reporting allowing **instant assessment** and feedback on student, class and school level

Instant and actionable

- » **Accessible** from laptops, ipads, tablets, chromebooks and mobile phones
- » **Adaptive content** to provide each child with activities suited to their needs
- » Real time results allow for specific **pedagogical interventions**



Cognitive load theory informs the pedagogical pathways, ensuring each child charts a unique path



Our early years content facilitates and supports the mastery approach, with learning objectives progressing from concrete through pictorial to abstract (CPA), thus promoting problem-solving strategies

Our results

Several case studies and reports have shown that Mangahigh has **proven effectiveness** in increasing a student's understanding, engagement and interest in maths.

1½

**years progress made
in maths in 1 year¹**

¹ British School (New Delhi) reported 1½ years progress in 1 year through using Mangahigh.

100%

**of teachers believe Mangahigh
improves learning outcomes²**

² A study involving 26 secondary schools, NSW (Sydney) Department of Education found 100% of teachers stated that Mangahigh use had resulted in improved student learning outcomes.

70%

**improvement in attitude
towards maths³**

³ A survey of 1385 students from Firjan SESI Schools in Rio de Janeiro, state public schools in Rio de Janeiro and SESI schools in other states.

What teachers have to say

Mangahigh turns our students into **"maths addicts"** who compete with each other for top scores and gold medals. And since the quizzes reward both accurate recall of knowledge and **deep conceptual understanding**, every hour they spent having fun makes them better mathematicians. Five stars.

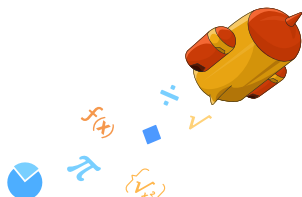
T. Ding, Ark Academy

Mangahigh has brought maths alive at Monty! It is **engaging for all children** and the competitions really bring out their competitive side even for the quiet passive learners. Some children have made **accelerated progress** already and it's just been such a confidence boost.

*S. Mansha,
Montgomery Primary Academy*

Growth mindset often seems like a great motivational speech or a cute bulletin board, but often kids don't see it in action. They get it here on Mangahigh.

*T. Mendenhall,
REES Elementary School*



More than 5,000 schools in 50+ countries
have unleashed the power of Mangahigh
and game-based learning



Awards



GESS
EDUCATION
AWARDS
FINALIST
2019



Try out Mangahigh for free in your school!

1

Visit mangahigh.com



2

Sign up for instant access



3

Receive a 30 day trial and
ongoing teacher support



$$\int \left(\frac{x}{y} \right)$$



$$x+y^2$$

