MANGAHIGH
westermann

STUDENT NAVIGATION
Go to www.mangahigh.com to login

Competitions For Home Coding Games Activities Blog Sign Up **Log In**

Get your students excited, engaged and excelling at maths and coding!

- Adaptive quizzes, innovative games and social competitions
- Aligned to international curricula
- Real-time analytics with AI support for differentiation

Start trial now

2πr

2πr

Transform your teaching with game-based learning

STUDENT	TEACHER

Enter as a Student

User ID

Password 👁

School ID

DONE

Need to get student access? Ask your teacher
We use cookies on our site - find out more here:
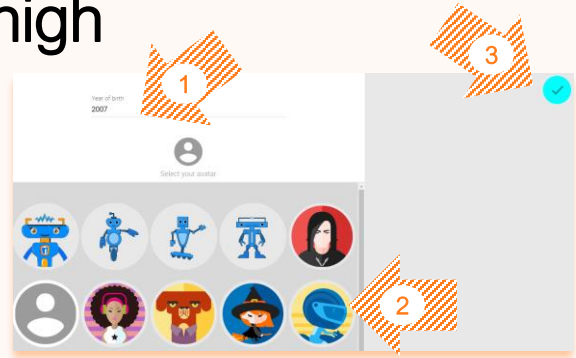**Terms and Conditions**

1. Click on **STUDENT** to enter as a student (not a teacher)
2. Enter their supplied
   - User ID
   - password (case sensitive)
   - School ID
3. Click 'DONE' when you are ready

NOTE: If you need to reset your password, click on FORGOT PASSWORD. You will be sent a link in your email.

Carl Yexel ABELLA
https://www.mangahigh.com/login
User ID: 1166
Password: iguana202
School ID: 161512

Fidelity AURELIO
https://www.mangahigh.com/login
User ID: 1167
Password: goldfish924
School ID: 161512

Rahmatulla BAHRAMI
https://www.mangahigh.com/login
User ID: 1168
Password: duck466
School ID: 161512

Tashana BRODY
https://www.mangahigh.com/login
User ID: 1169
Password: bird253
School ID: 161512

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STEP 1: Personalising Mangahigh

The Mangahigh program automatically recommends activities to you based on your age and your learning progress. That's why, when you first login:

1. you will need to enter their **Year of Birth**
2. select your **Avatar**
3. click the 'tick' to confirm, to get started

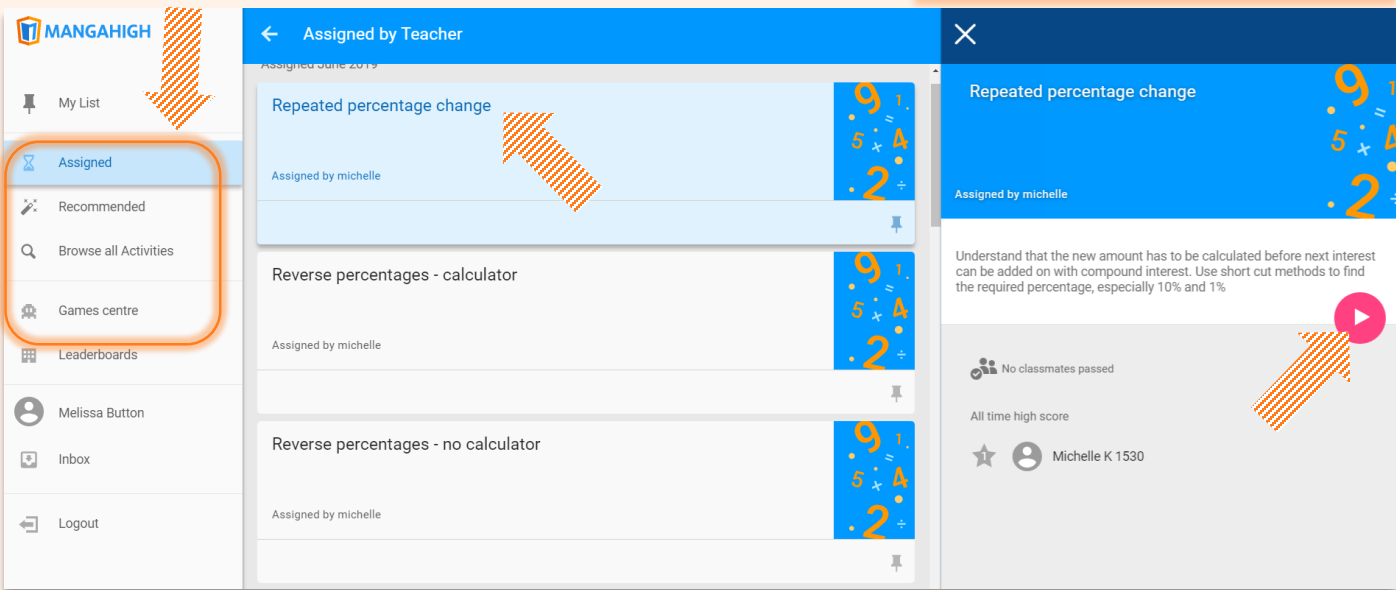# STEP 2: Start completing activities on Mangahigh

Now that your profile has been set, you can start completing activities found under:

*   **ASSIGNED** – teacher set activities. These will either be GAMES or Prodigi activities
*   **RECOMMENDED** – system generated list of activities
*   **BROWSE –** explore extra curriculum based activities for revision
*   **GAMES** – freeplay any additional games to practise your maths skills

Select an activity, and click on the *pink* PLAY button to get started. You can also view a leaderboard to see other (Top 10) students that have completed the activity.

On successful completion, you will earn a medal for your profile and add medal points towards your ranking.
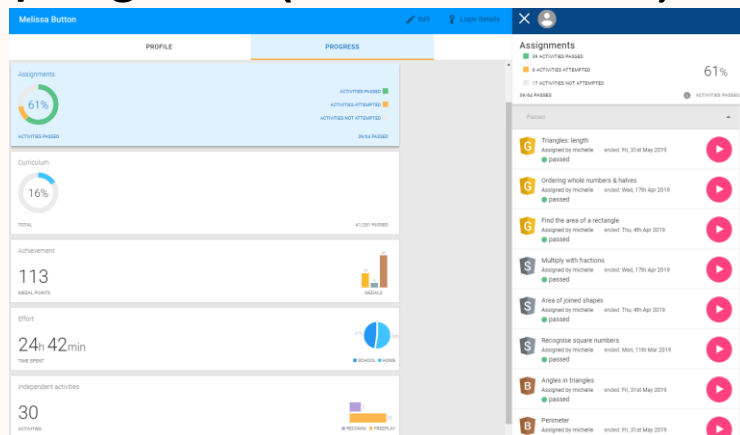
B **BRONZE** medal
1 medal point for your ranking

S **SILVER** medal
2 medal points for your ranking

G **GOLD** medal
3 medal points for your ranking

STEP 3: Track your own progress (and success!)

You can track and manage your own progress by:

1. Click on **your name**
2. Click on the **Progress** tab
3. Select one of the reports. You can see how you're tracking against the work that your teacher has set for you, how many medals you have earned and how much time you have spent on Mangahigh.
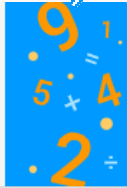4. Increase your score by click on any of the activities and click the *pink* play button to complete that activity

There are two types of activities on Mangahigh

PRODIGI is a quiz where questions get harder as you answer them correctly. You start at the EASY level, get 3 in a row correct to move up to MEDIUM, then gradually towards HARD and EXTREME. Aim to get 4+ HARD questions correct to pass. These have a blue logo.

GAMES activities help you practise and consolidate your learning. These are also adaptive as the questions in-game get harder as you move up the game levels. Sometimes it can take you several attempts to pass the game! So figure out the game mechanic and don't give up!

Multiply and divide decimals by 10, 100, 1000

Recommended

Understanding the ×13, ×14 and ×15 times tables
SUNDAE TIMES

G gold medal   ↻⁺ replay for more points

Ordering fractions and decimals
FLOWER POWER

G gold medal

Compare and order angles

S silver medal

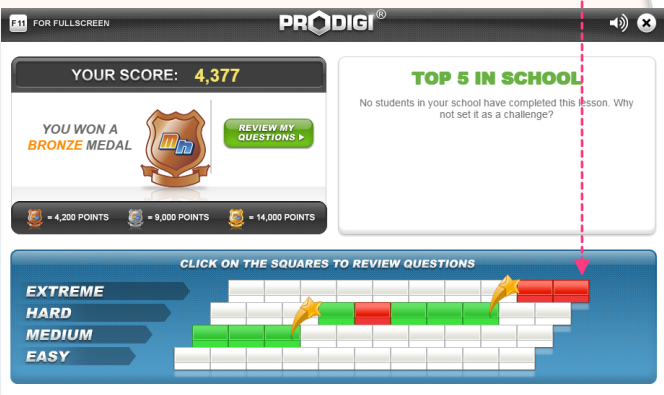### RULES TO SUCCEED IN PRODIGI:

1. Each 'round' consists of 10 questions. **Answer 3 questions in a row correct to move up a level (Easy > Medium > Hard > Extreme).**
2. **Attempt each quiz 3+times!** Each time trying out new but related questions
3. **Answer 4+ Hard questions correctly,** or earn 4200 points to pass (earn a Bronze medal)
4. **Click to review any incorrect answers from the summary screen,** before 'playing again'. Using mistakes to help you grow!

RULES TO SUCCEED WITH GAMES:

- In general, games may be harder to pass
- In some games, you can find a '?' which reveals game –based maths tutorials
- In-game help and tutorials are carefully scaffolded to guide you through the games progressively
- Aim to get really good at one game, before starting another
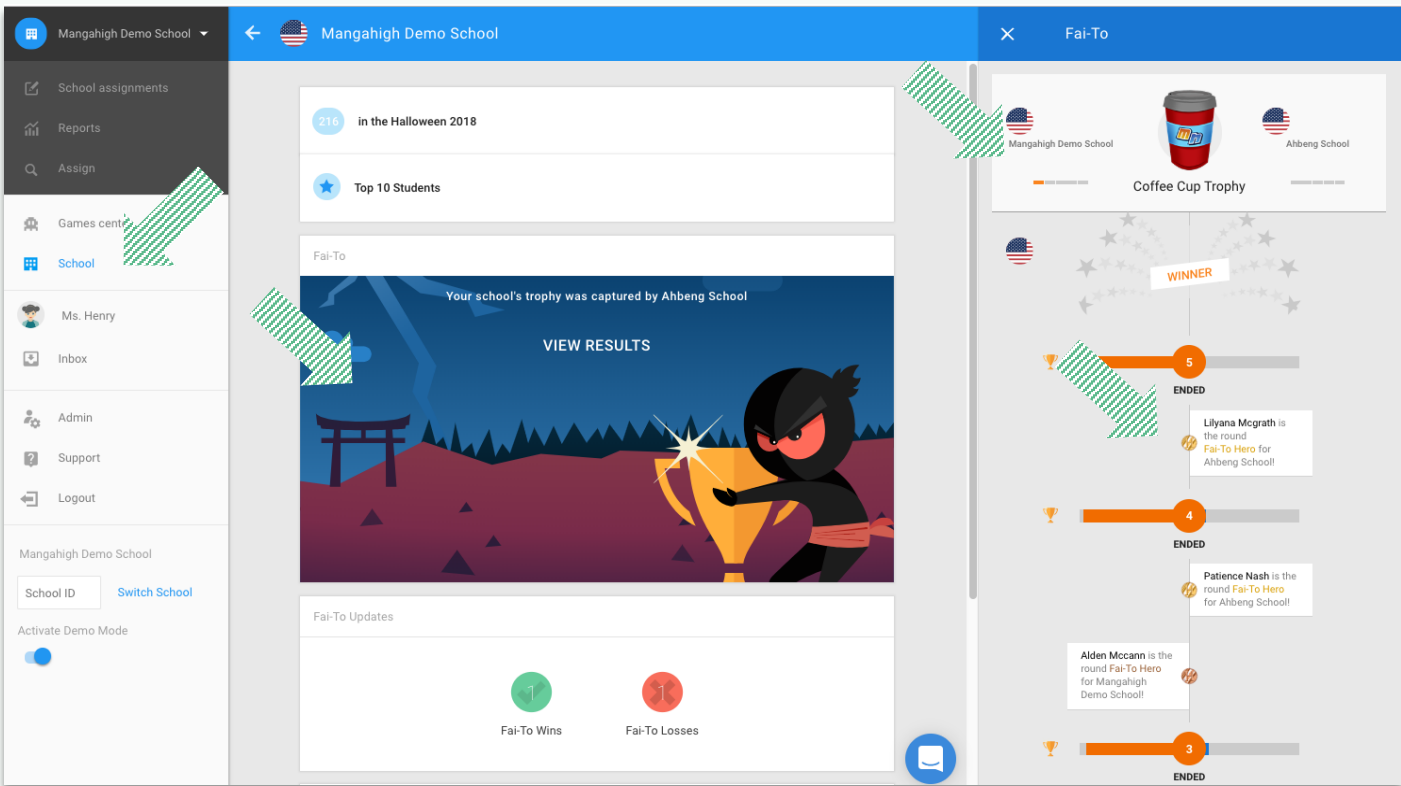
F11 FOR FULLSCREEN   **PRODIGI**®   🔊 ✕

YOUR SCORE: **4,377**

TOP 5 IN SCHOOL
No students in your school have completed this lesson. Why not set it as a challenge?

YOU WON A **BRONZE** MEDAL

REVIEW MY QUESTIONS ▶

= 4,200 POINTS   = 9,000 POINTS   = 14,000 POINTS

CLICK ON THE SQUARES TO REVIEW QUESTIONS

EXTREME
HARD
MEDIUM
EASY

Each game will have it's own requirements and threshold for passing. Prodigi activities are a little more predictable…

B BRONZE medal
Answer 4+ more HARD questions correct
Get 4200+ points

S SILVER medal
Answer correctly 3 HARD questions, then the rest of the EXTREME question correctly
Get 9000+ points

G GOLD medal
Answer all 10 EXTREME questions correctly
Get 14000+ points

Check your school's ranking

All medal points earned by students contribute to your school's position on the leaderboard. Remember, every Gold medal earned by you will add 3 points to your school's points tally. Click on **SCHOOL/LEADERBOARD** for further details.

FAI-TO

FAI-TO is Japanese for encouragement or fighting spirit. In Japan, members of a team will chant "Fai-To" before entering a competition. Fai-To is Mangahigh's contest system that allows for a head-to-head mathematics competition between two schools from around the globe. Any points scored by students during the Fai-To will count towards their school's total score.

How long is a Fai-To competition?

Each round for Fai-To lasts for 24 hours.The Fai-To ends when one school wins a total of 5 rounds.

How does it work, and how do students participate?

Schools with similar levels of usage over the last 30 days and students from different grade levels may be in a Fai-To against each other. Any points scored by students during the Fai-To will count towards their school's total score, including Assignments, Recommended and Free Play challenges. The round battles are won by the student earning the highest medal, regardless of how they access the challenge and the grade level of the content.

How do we monitor our progress in the Fai-To?

Teachers and students see real-time updates on their dashboards.

- Click the Leaderboard menu link noted with the school building icon.
- Click the centre section of the page to see real-time updates.
- There are five, 24-hour rounds of play. You see a progress marker below your school name. Blocks are filled in under your school's name to indicate each round you win.
- The bars display the number of points each school has earned so far in the round.
- Students names scroll through this section. When a student wins a head-to-head with a student from the other school, their name and the other students' name disappears.