MobyMax
Fix learning gaps.

PRODUCT OVERVIEW

MobyMax is a supplemental online curriculum resource for math, reading/ELA, science, and social studies. The program includes adaptive, differentiated learning and practice, formative and summative assessment, progress monitoring, and a variety of blended learning features for whole-group and small-group instruction.

MATH
- Full coverage for all K-8 state standards
- Dedicated Number Sense instruction
- Spiraled fact fluency practice

READING/ELA
- Full coverage for most K-8 state standards
- Highly specialized early reading and phonics
- Writing, language, and reading practice

SCIENCE
- Full coverage for all 1-8 Next Generation Science Standards
- Interactive Touch Curriculum delivery model

SOCIAL STUDIES
- Full coverage for all 1-8 National Curriculum Standards for Social Studies
- Interactive Touch Curriculum delivery model

MORE THAN JUST PRACTICE

Unlike most online programs, MobyMax is built on a foundation of evidence-based instructional methodology.

You can be confident that your students are learning new concepts tailored to their skill level, rather than just practicing what they already know.

Over 60 curriculum, assessment, and practice modules!

Math
- Mathematics
- Fact Fluency
- Numbers

Science
- Science

Social Studies
- Social Studies

Language Arts
- Language
- Vocabulary
- Spelling Lists
- Reading Level Assessment

Writing
- Writing Workshop
- Writing Assignments

Phonics
- Phonics and Spelling Rules
- Phonics Blending
- Phonics Spelling

Reading
- Foundational Reading
- Paired Reading Stories
- Reading Skills Literature
- Reading Skills Informational

Early Reading
- Alphabet Letters
- Alphabet Sounds
- Early Reading Trio
- Fry Sight Words
- Dolch Sight Words

ADAPTIVE AND DIFFERENTIATED

With MobyMax, lessons look different for students based on how much they already know and where they need to improve. Multiple layers of scaffolding ensure just the right amount of support for every student.

DIAGNOSTIC PLACEMENT TESTS

Several core subjects begin with diagnostic placement tests the first time a student opens the subject. These assessments are designed to quickly identify a student's grade level and missing skills from standards within the subject, resulting in a highly personalized learning path for the student and a clear snapshot of proficiency for the teacher.

As students work through lessons, MobyMax is continuously assessing performance, then presenting students with the questions and concepts they most need to work on.
The system does this without any intervention from the teacher, freeing up hours of instructional time.

THE *TEACH ME* MODEL

While most online curriculum resources focus solely on practice for skills a student has already been taught, MobyMax's TeachMe model features a direct instruction video at the start of every new lesson to introduce and/or reteach concepts.

This is especially valuable (and necessary) for students who are working to close gaps from previous grade levels and may be months or years removed from instruction on those topics.

Teachers get a grade-level snapshot based on placement results.

One click provides further details on student progress.

Test Name	Status of Test	Test Result	Grade Level Increase (Decrease)	Standards Gained/Lost	Focus	Total Time (hr:min)
Language Placement Test	Completed on May 15, 2023	5.0 grade level	2.9 increase	51 gained 0 lost	63%	0:31
ELA Language Placement Test	Completed on Mar 1, 2023	2.1 grade level	0.6 increase	14 gained 0 lost	92%	0:08
Language Placement Test	Completed on Nov 2, 2022	1.5 grade level	-	-	68%	0:10

BUILT-IN MOTIVATION

MobyMax is not the only adaptive learning solution on the market. So, what makes the program so much more effective? In a word: **Motivation**. Students want to use MobyMax because it doesn't feel like work. Here's why:

- **Contests** at the school and classroom level reward students who accumulate the most points in a given time frame.
- **Game Time** is earned through lesson progression, giving students added incentive for focus and accuracy.
- **Behavior Vibes** function as kudos or demerits to encourage positive habits and citizenship. (These can also be customized by teachers.)
- **Digital Badges** signify customizable milestones in Moby Learning (and each comes with its own educational text).
- **Teacher Rewards** fill remaining gaps by giving teachers a way to manually assign rewards (with accompanying messages to emphasize the wonderful things the student did to earn them).
- **Printable Certificates** provide physical evidence of exciting achievements and are often found lining the walls of MobyMax classrooms.
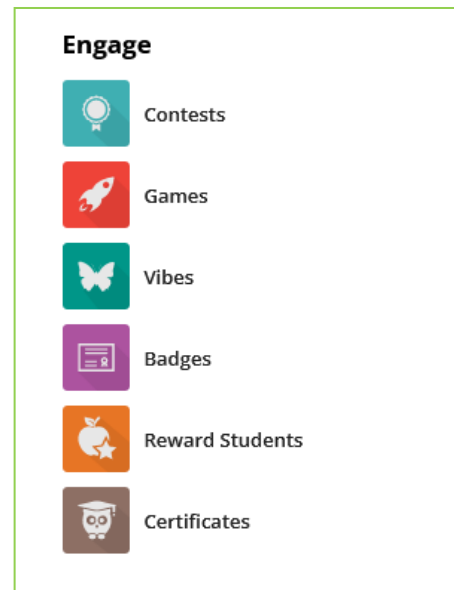
"**MobyMax is so motivating. The kids love earning game time and rewards!**"

-Jennifer Ramon, Teacher

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FORMATIVE AND SUMMATIVE ASSESSMENT

Assessments in MobyMax span the full gamut of classroom needs, from informal, formative checks for understanding to comprehensive grade-level benchmark tests. The integration between assessments and independent practice ensures accurate and appropriate personalized lesson sequences aligned to changes in student proficiency both in and out of the program.

QUICK QUESTION
Live-polling formative assessment used for interactive lesson spikes, on-the-fly adjustments, and small-group breakouts. Students respond from any device in real time.

SKILL CHECKER
Bite-sized assessment of individual skills within each standard. When students fail a skill, teachers can automatically assign remediation lessons directly from the test results.

TEST MAKER
Custom interdisciplinary assessment builder drawing from MobyMax's deep pre-made item bank or teacher-crafted problems. Automated grading and grade book functionality.

BENCHMARKER
Summative grade-level assessment aligned with state standards. Resets personalized learning paths by incorporating student gains from core instruction and other sources into Moby growth measures.

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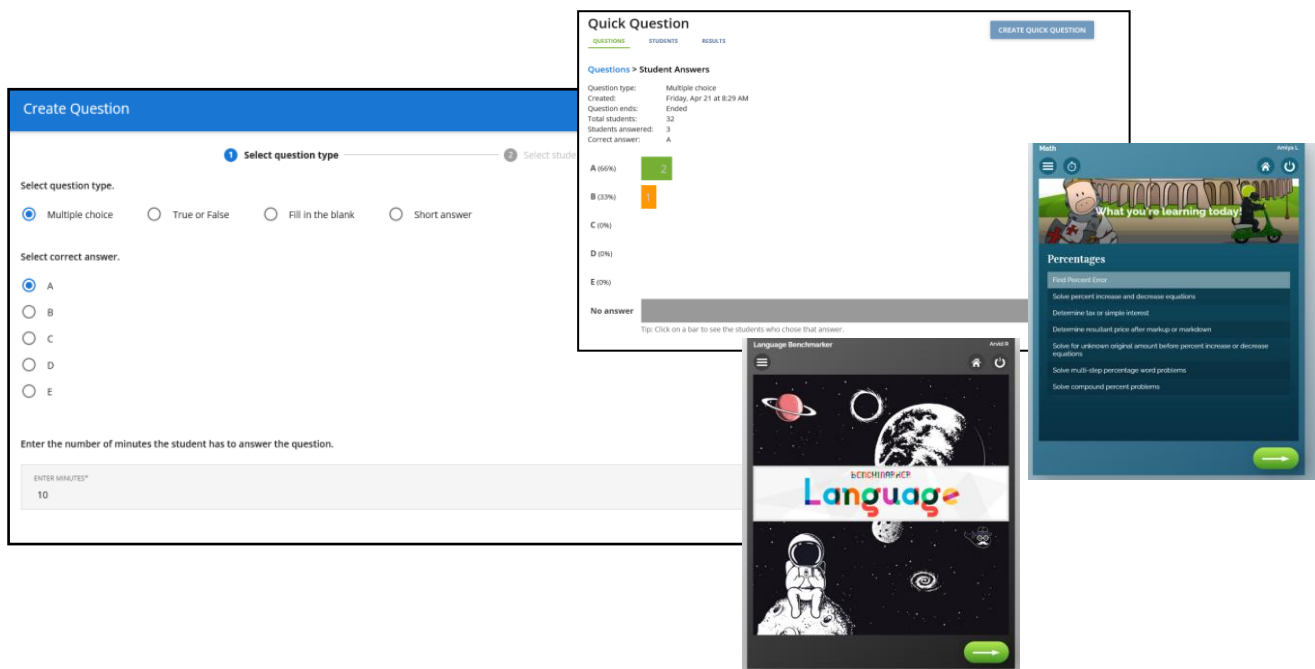
REPORTING AND PROGRESS MONITORING

From at-a-glance data on the impact MobyMax is having at an aggregate level to individual student deep-dives, the program focuses on providing insight into student growth, gaps, and goals. Highlights include:

- Detailed progress history, including date audits for all changes in proficiency.
- Usage data and time summaries to track where and how the program is being implemented.
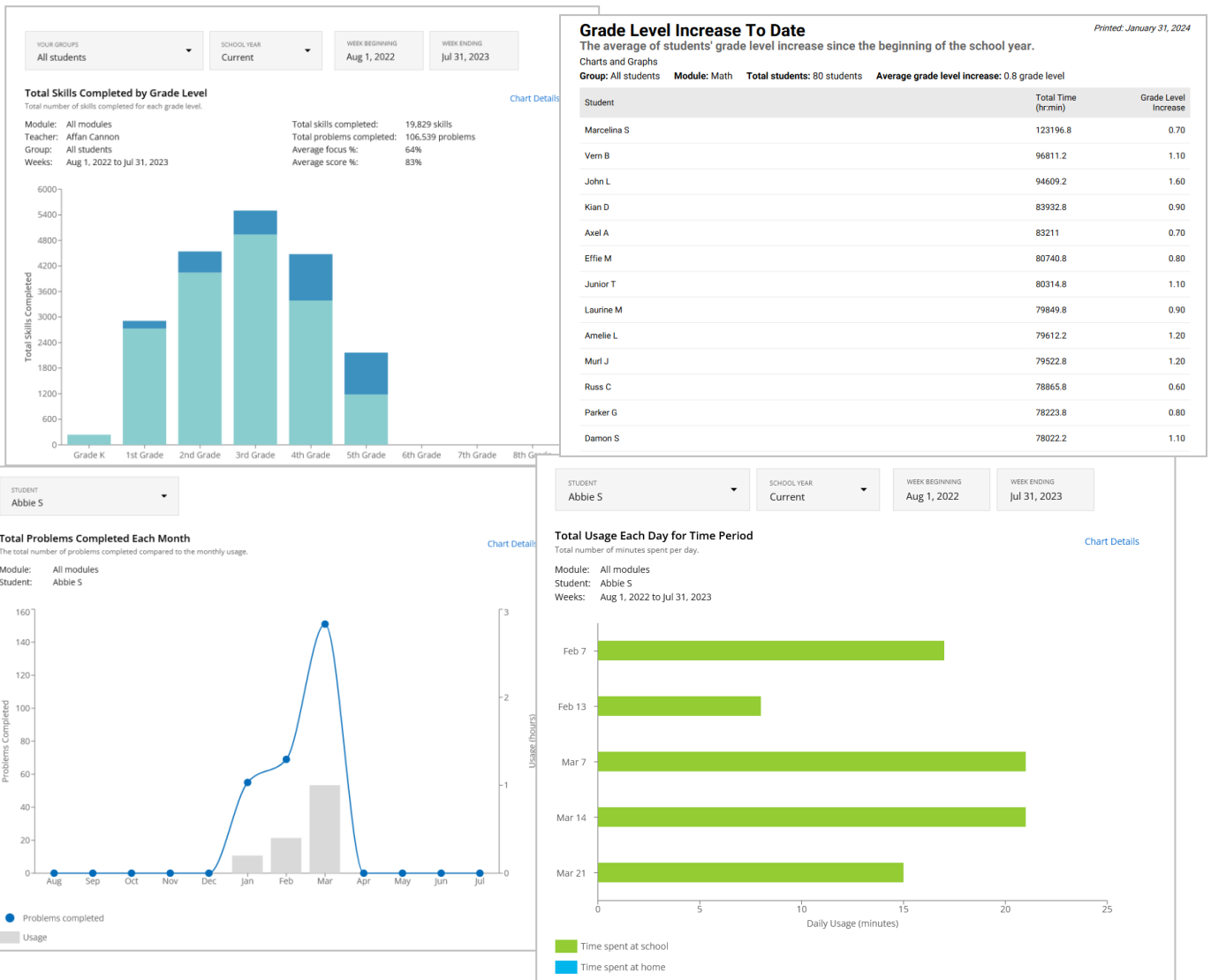- Grade-level progress trends and learning velocity.
- Standard-by-standard mastery tracking and individual growth plans.

Total Skills Completed by Grade Level
Total number of skills completed for each grade level.

Module:	All modules	
Teacher:	Affan Cannon	
Group:	All students	
Weeks:	Aug 1, 2022 to Jul 31, 2023	

Total skills completed: 19,829 skills
Total problems completed: 106,539 problems
Average focus %: 64%
Average score %: 83%

Grade Level Increase To Date
Printed: January 31, 2024
The average of students' grade level increase since the beginning of the school year.
Charts and Graphs
Group: All students   Module: Math   Total students: 80 students   Average grade level increase: 0.8 grade level

Student	Total Time (hr:min)	Grade Level Increase
Marcelina S	123196.8	0.70
Vern B	96811.2	1.10
John L	94609.2	1.60
Kian D	83932.8	0.90
Axel A	83211	0.70
Effie M	80740.8	0.80
Junior T	80314.8	1.10
Laurine M	79849.8	0.90
Amelie L	79612.2	1.20
Murl J	79522.8	1.20
Russ C	78865.8	0.60
Parker G	78223.8	0.80
Damon S	78022.2	1.10

Total Problems Completed Each Month
The total number of problems completed compared to the monthly usage.

Module:	All modules
Student:	Abbie S

- Problems completed
- Usage

Total Usage Each Day for Time Period
Total number of minutes spent per day.

Module:	All modules
Student:	Abbie S
Weeks:	Aug 1, 2022 to Jul 31, 2023

- Time spent at school
- Time spent at home

INTERACTIVE CLASS AND GROUP INSTRUCTION

Independent learning and differentiated practice are not the only needs MobyMax fills in a school district. The Interactive Class is where teachers leverage the program's expansive curriculum for the purpose of whole group and blended instruction.
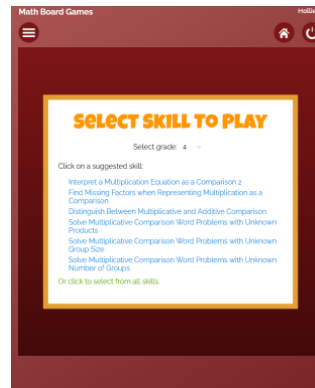
FLUENCY GAMES

A gamified, interactive approach to skill-building, Fluency Games offers an alternative entry point for students by delivering a highly focused review of skills in an engaging, competitive format.
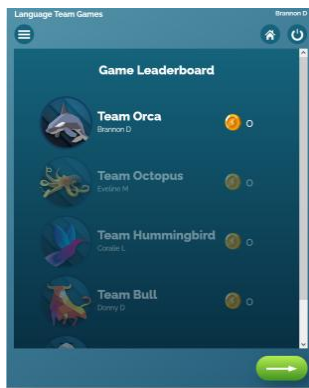
With Fluency Team Games, students are randomly assigned to balanced teams, then answer interactive questions to earn coins in a game environment.

Fluency Board Games offer a solo challenge using the same animated practice sets.
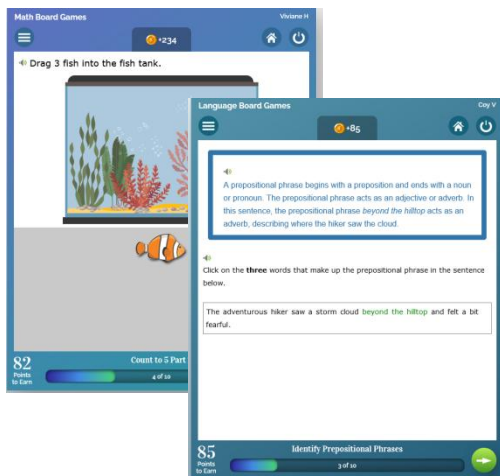
Immediate answer feedback provides deep instructional value even as students feel like they are "playing," rather than "learning."

WHITEBOARD ACTIVITIES AND INTERACTIVE LESSONS

With Whiteboard Activities, teachers can quickly create lessons and present synchronous instruction to students in person or in remote learning scenarios. Problems can be pulled in by grade level, lesson, and standard, or created from scratch using our custom problem editor. Lessons can be shared across schools, districts, states, and the entire Moby community.

Interactive Lessons uses the same curriculum, with the added benefit of students being able to respond to problems on screen with live-polling technology. Responses are tallied and displayed in real-time, helping teachers identify when a topic needs more instruction and when it's time to move on. Popular uses for Interactive Lessons include:

- Guidance for the day's lesson
- Group activities based on results
- Blended learning to drive student-centered classrooms
- Ice breaking activities to get every student engaged

PRINT WORKSHEETS

MobyMax's curriculum is optimized for print, providing students with alternate, device-free accessibility. Fun imagery, varying levels of rigor, and the ability to print different worksheets for different students make this a popular approach to homework, especially in classrooms where reliable home internet access is not a given.

CLASS REWARDS

One of Moby's many unique approaches to engagement and implementation fidelity, Class Rewards require students and teachers to work together to earn sponsored celebrations.

How it works:

1. Students complete problems in any subject to earn points toward a classroom goal.
2. Teachers watch brief professional development videos to continue learning how best to integrate MobyMax into the learning environment.
3. Once the rewards meter is full, MobyMax grants the classroom a gift card to be used toward the purchase of a class party, recognition materials, or other form of celebration.
4. The end result is an engaged community in which students are hitting fidelity benchmarks and teachers are continuously improving in their ability to use MobyMax to supplement and inform instruction. It's a win-win for everyone!