



ALEKS[®] Adventure[™]

An immersive, adaptive math journey for Grades K–5

Program Overview



For more information, visit
mheonline.com/ALEKSAdventure

Digit
the Dog[™]



ALEKS[®] Adventure[™]

SU M 24467 05/26



ALEKS Adventure invites elementary students to learn math concepts through engaging storylines that level up in excitement and intrigue as they progress from Kindergarten to fifth grade. Personalized, engaging, and age-appropriate, *ALEKS Adventure* makes learning math fun!



Low Lift for Teachers

ALEKS Adventure sets each student on an individualized, AI-driven path, so teachers don't need to assign content or figure out who needs what. With customized, standards-based courses for all 50 states, teachers can be confident that students are making progress in state math standards from day one.

Easy to Use

This guided program offers succinct, visual instructions and immediate feedback with hints and scaffolding so that students can learn and make progress independently and at their own pace. Audio support lets pre- and emerging readers and English learners follow along with confidence.

Research-Based

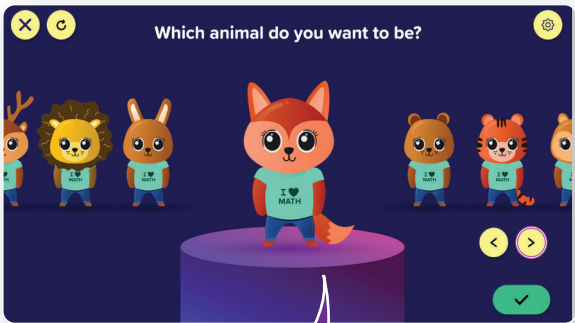
Rooted in Knowledge Space Theory, *ALEKS Adventure* empowers students to learn in their zone of proximal development while building retention and mastery through spaced practice. The program follows trusted research on how young students learn math, including the gradual release of responsibility model and Gagne's Nine Events of Instruction.

Get Started in the Exciting World of *ALEKS® Adventure™*

Onboarding

1. Create a Character

Choosing from a variety of animals, colors, and features, students begin by designing the avatar they will use to navigate the program.



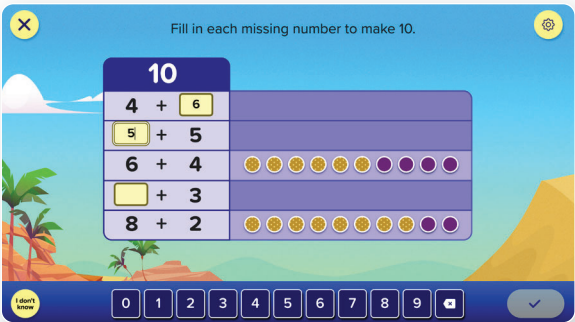
2. Meet Digit

Sidekick Digit the Dog kicks off the program.



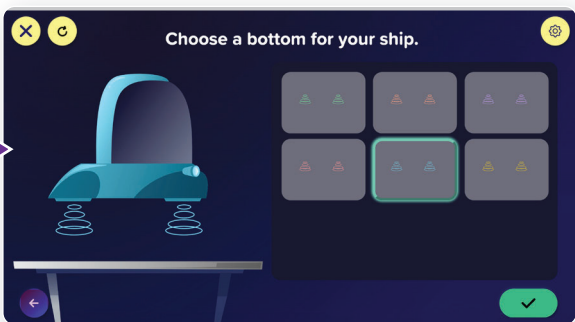
3. Take the Initial Knowledge Check

In 15 questions or fewer, powerful AI technology determines what each student knows, doesn't know, and is ready to learn, generating a unique path through the adventure.



4. Design a Ship

Students design their own ship.
Now they're ready to begin!



Homepage and Navigation (Grades K–2)

★ Students choose their path to adventure

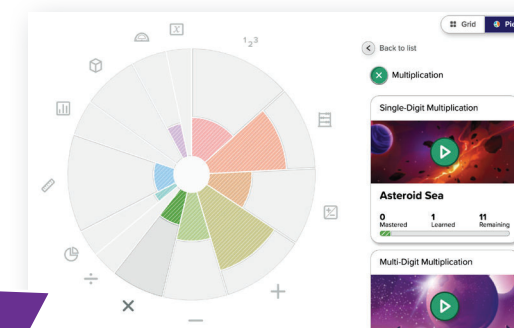
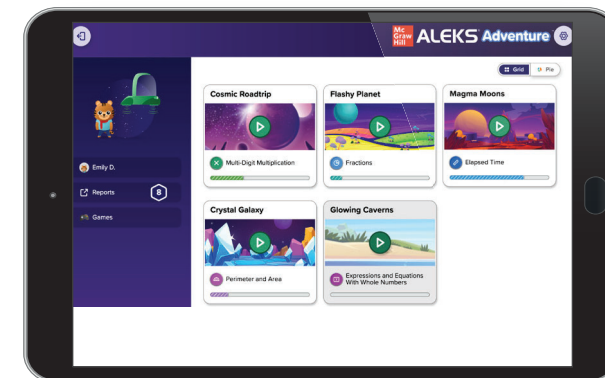
Topics within each grade level are grouped in portals that correspond to different math units. Each portal leads to a map with spots representing topics the students can learn by playing.

- 1 Students begin by selecting an open portal.
- 2 On the map, the ship drives to a recommended topic to play next. Students can choose any topic that they are **ready to learn**, as indicated by the play icon . More advanced topics will remain locked until students complete preceding ones.



Homepage and Navigation (Grades 3–5)

- 1 The Grid view (default) displays themed maps that correspond to a math unit. Students begin by selecting an open map labeled with a play icon .
- 2 Toggling to the Pie view lets students visualize their overall progress. Each slice represents their progress in one or more maps. When students learn a topic on the map, the corresponding pie slice fills in.



Click a pie slice to show the corresponding map(s).

- 3 On the map, the ship drives to the recommended topic to play. Students can choose any topic that they are ready to learn, as indicated by the play icon . More advanced topics remain locked until students complete preceding ones.



Playing Topics (Grades K–2)

Maps unfold as engaging, themed challenges that students tackle as they learn and master new topics

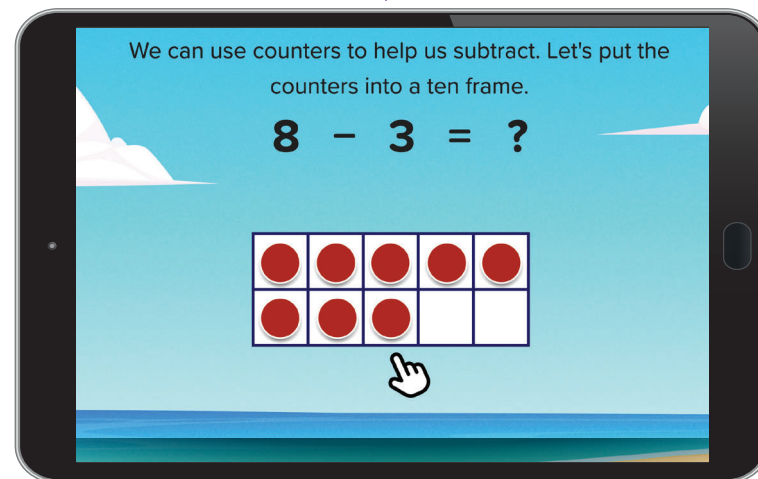
1 Introduction

Each story launches with an introduction to the new topic and characters.



2 Instruction

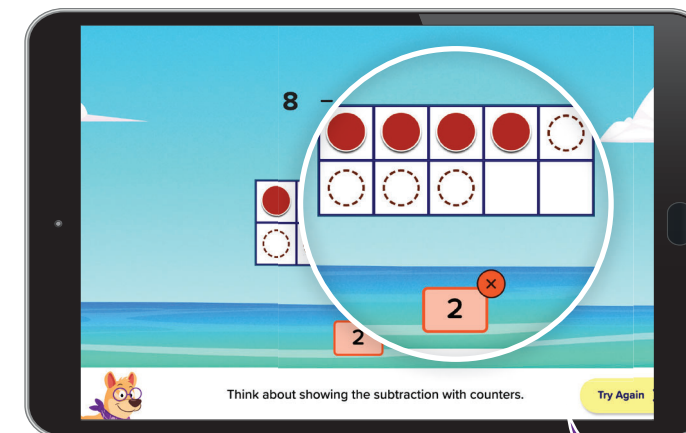
Students interact with a short visual lesson, proceeding at their own pace. Many topics include digital manipulatives that build conceptual understanding and stimulate prior recall.



3 Build conceptual understanding and procedural fluency

3 Guided Practice

Students then practice with the support of visuals and digital manipulatives and receive immediate feedback.

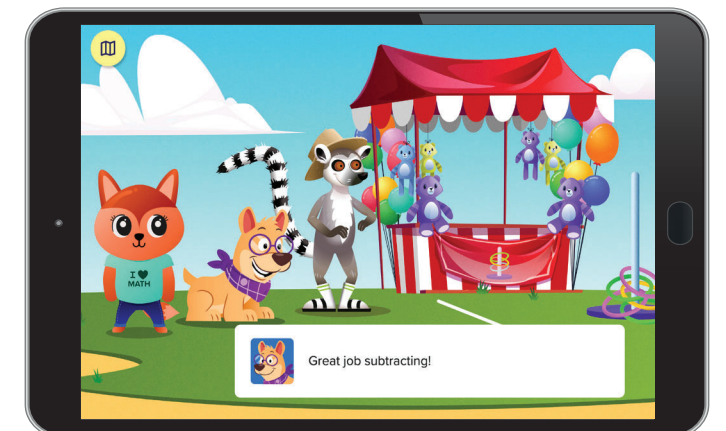


4 Independent Practice

Next, students demonstrate what they've learned without the aid of visuals and manipulatives. If they answer incorrectly, they will receive hints and conceptual scaffolds so they can try again.

5 Topic Completion

Students complete the topic after answering at least four questions correctly without hints, at which point they can celebrate their hard work with their new friends and Digit.



Topic shown: Hoop Toss | Subtracting two one-digit numbers

Playing Topics (Grades 3–5)

Maps unfold as engaging, themed challenges that students tackle as they learn and master new topics



In Grades 3–5, maps contain three types of topics:

A Story Topics

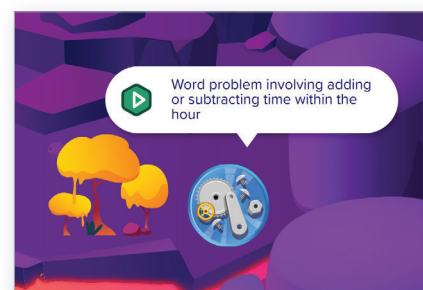
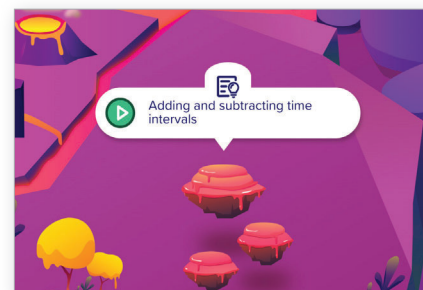
Introduce students to the map's challenge and characters, making learning both fun and meaningful.

B Instruction Topics

Offer students a brief interactive lesson and guided practice.

C Independent Practice Topics

Provide practice questions with instant feedback, hints, and visual scaffolds.



Map shown: Magma Moons | Elapsed Time

Story Topics

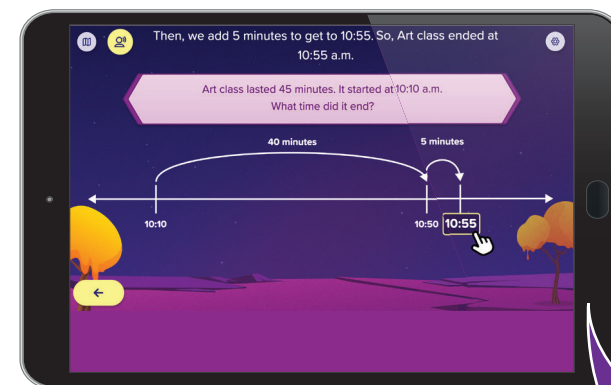


Grades 3–5 introduce more exciting, age-appropriate narratives that captivate older elementary students and inspire them to continue learning.

Instruction Topics

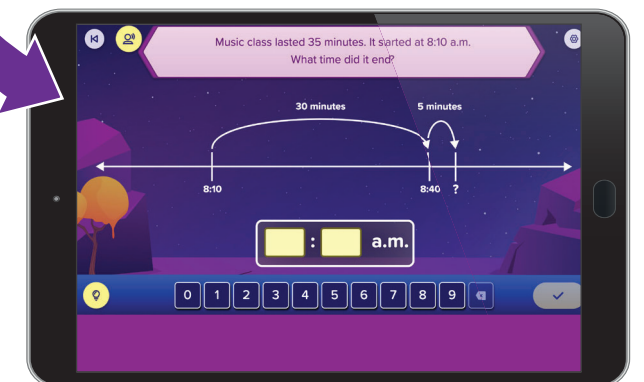
We can use a number line to help.

First, we add 40 minutes to get to 10:50.



Instruction topics provide a step-by-step visual lesson that models the concept for students and builds their foundational knowledge.

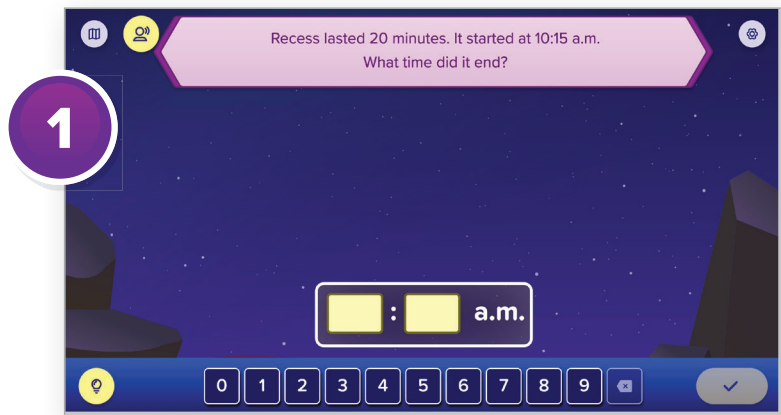
After the lesson, students try a guided practice question with the same visual scaffolds used in the lesson before moving on to independent practice.



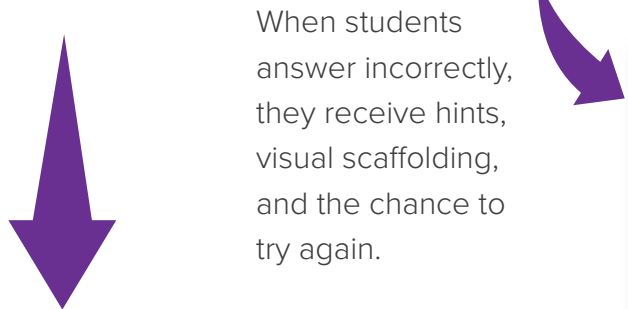
Playing Topics (Grades 3–5) *continued*

Independent Practice Topics

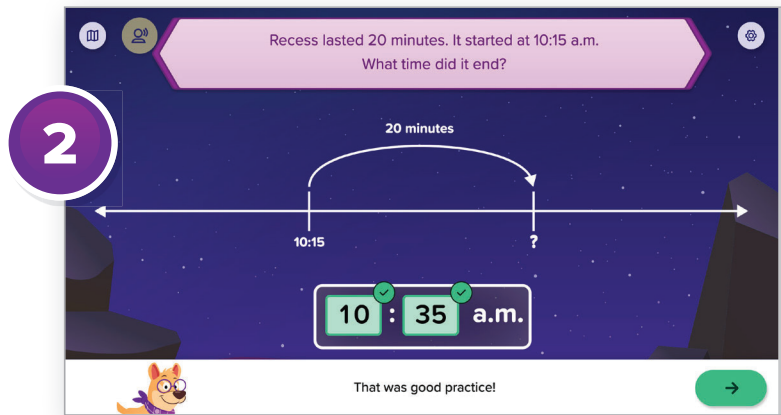
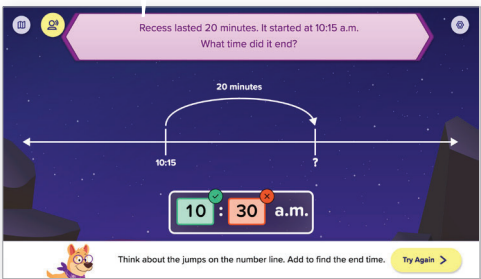
Independent Practice Topics provide opportunities for students to demonstrate understanding by applying what they’ve learned.



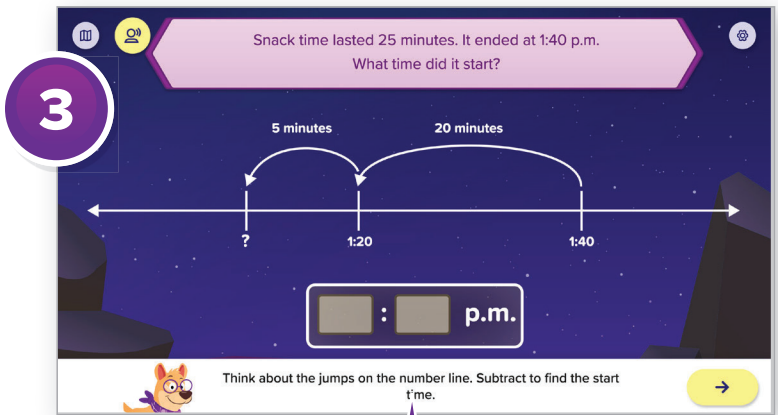
First, students answer a practice question. Instant feedback lets them know if they are on the right track.



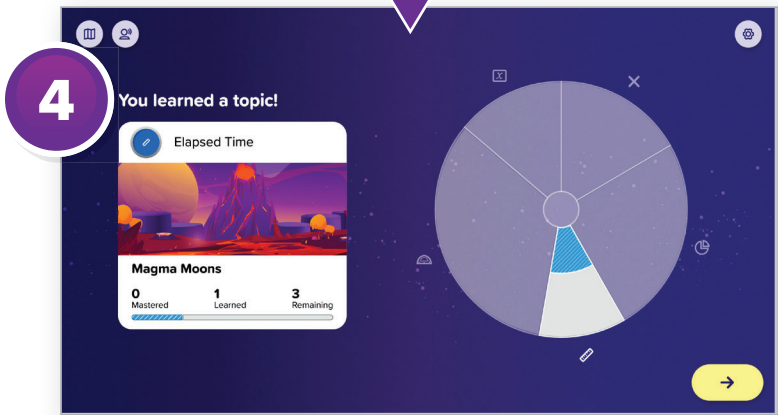
When students answer incorrectly, they receive hints, visual scaffolding, and the chance to try again.



Once they answer correctly, they can proceed to the next question.



They can also request a hint before submitting their answer.



After they answer at least three questions correctly without hints, a celebration page indicates that they have learned the topic, which fills in on the student's ALEKS® pie.

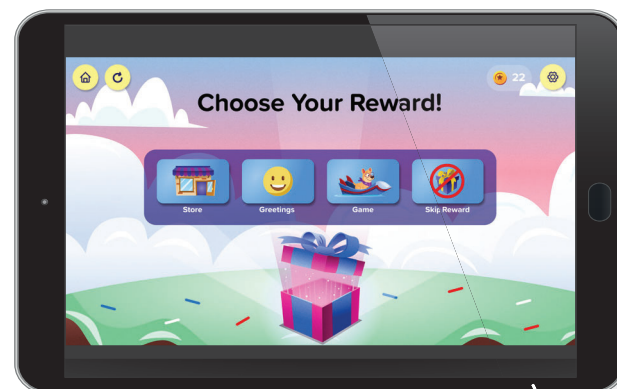
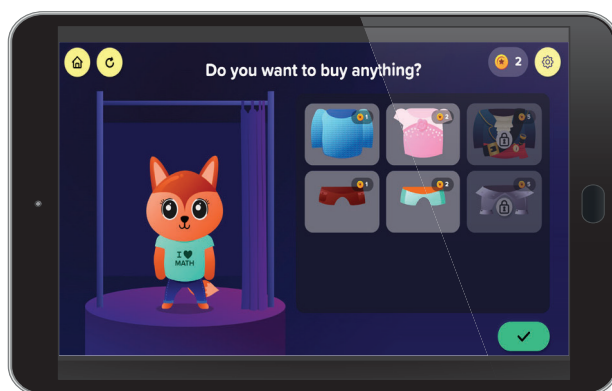
Post-Topic Rewards and Knowledge Check

Keep students engaged with built-in learning breaks

When students successfully complete a new topic, they'll choose a reward. Next, they'll complete a brief Knowledge Check so they can earn a coin to spend on future rewards before advancing to the next topic.

1 Choose a Reward

Students can choose from a variety of rewards.



They can shop for fun accessories to enhance their character or ship...



Send an encouraging greeting to a classmate...

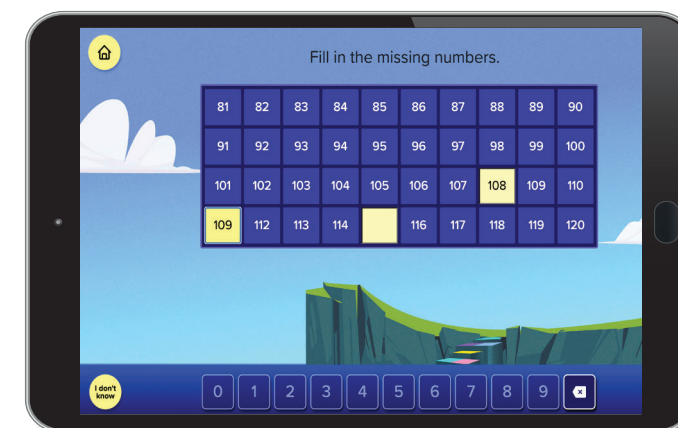


Or play Digit's Super Speedboats to practice math facts while racing a boat to the finish line.

Increase retention with spaced practice

2 Progress Knowledge Check

After redeeming their reward, students help Digit by answering one to two questions that gauge how well they understand previously learned topics, with scaffolding provided as needed.



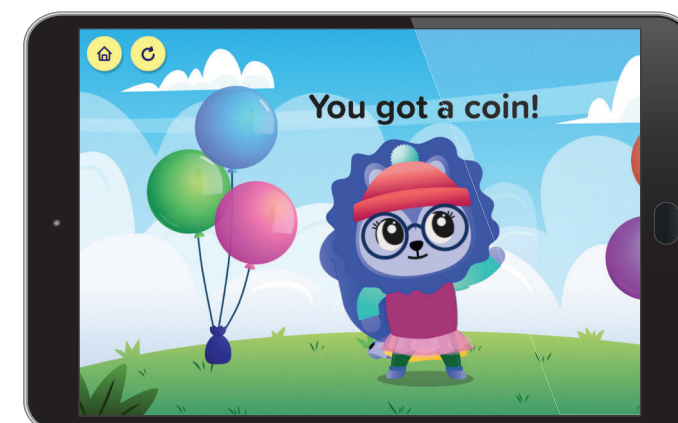
Build student agency and motivation

3 Earn a Coin

Students earn a coin for successfully completing a new topic and a Knowledge Check! They can save it or spend it during their next trip to the store.

4 Continue Learning

Students are then guided to play the next recommended topic. New stories, unique characters, and fun challenges promote engagement and curiosity.



Support for All Learners

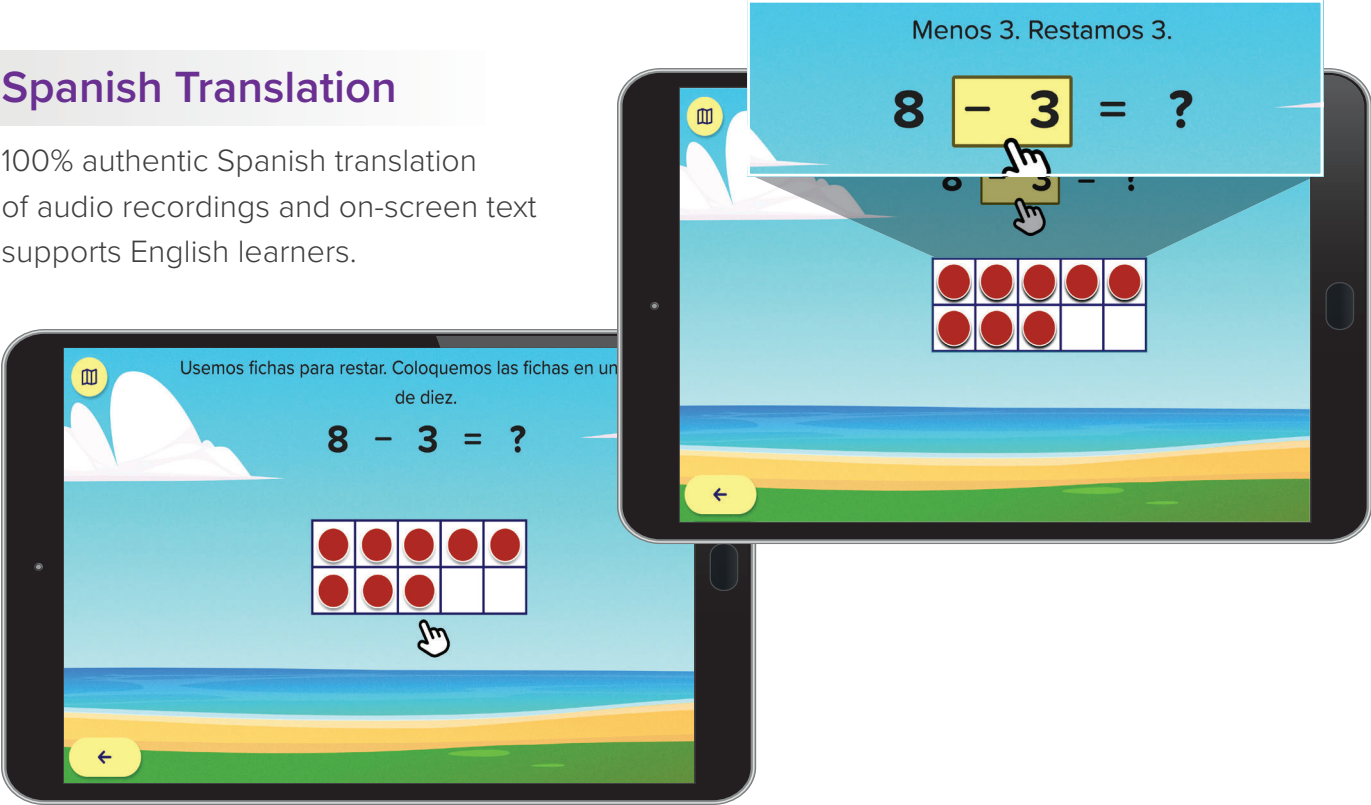


Read-Aloud

Audio instructions and story narration support pre- and emerging readers.

Spanish Translation

100% authentic Spanish translation of audio recordings and on-screen text supports English learners.

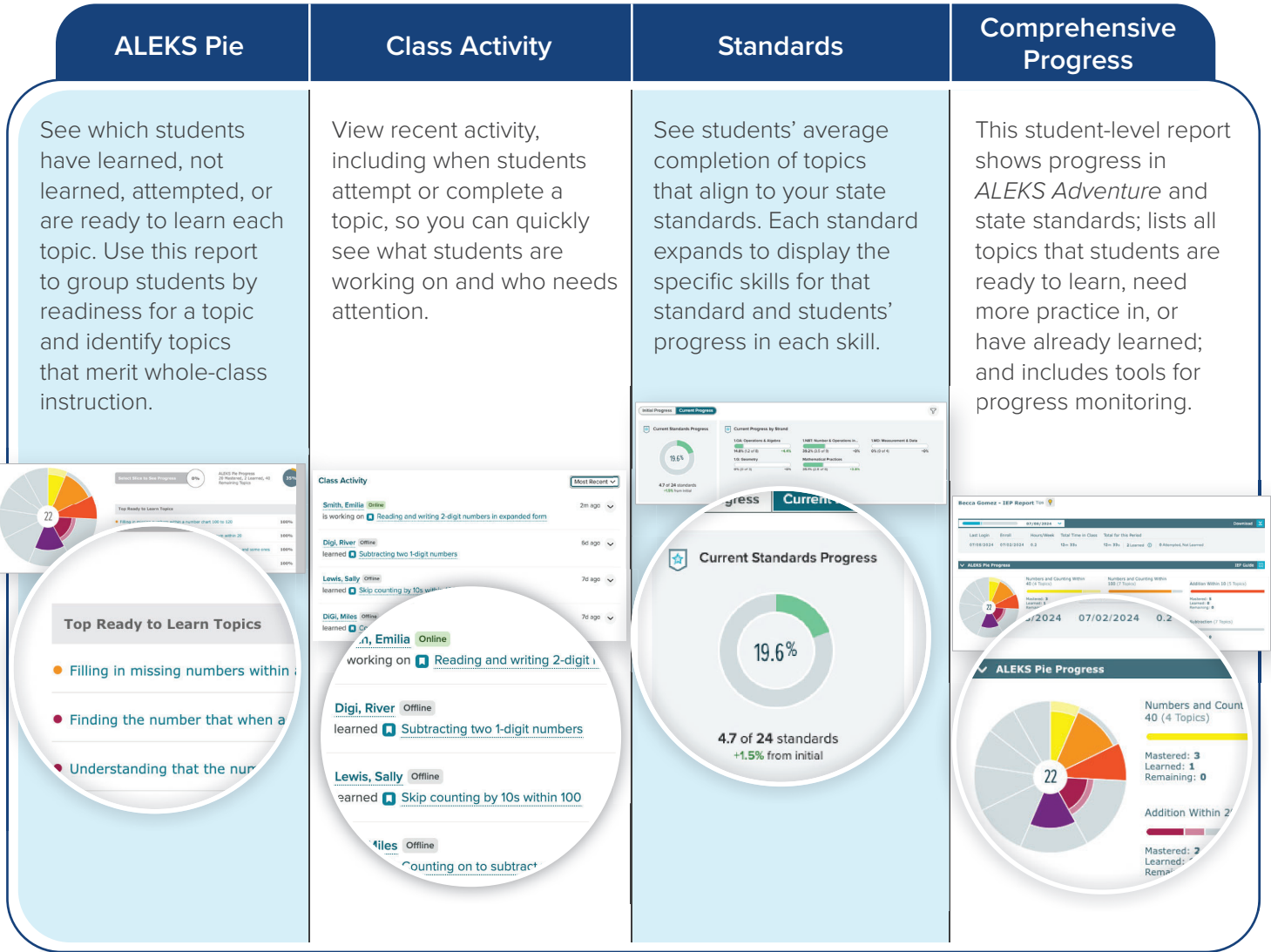


Teaching with ALEKS Adventure

Reports for data-driven instruction

ALEKS Adventure generates class- and student-level reports with real-time, actionable data that teachers can use to:

- Plan for whole-class and small-group instruction.
- Identify students who may need targeted support.
- Save time preparing groups and activities for rotation stations or learning centers.
- Monitor students' overall progress and time spent on each task.

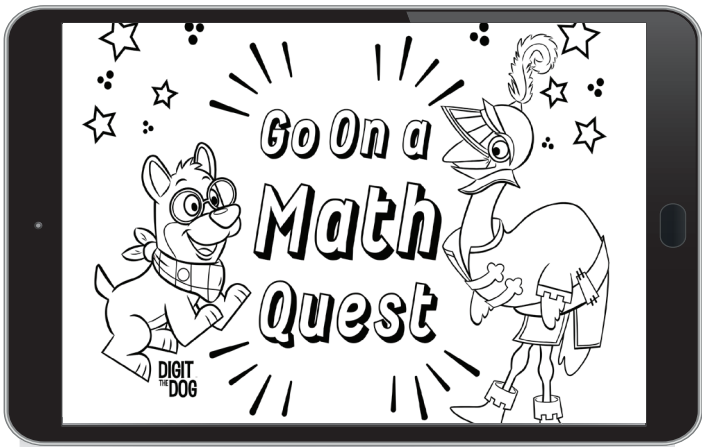
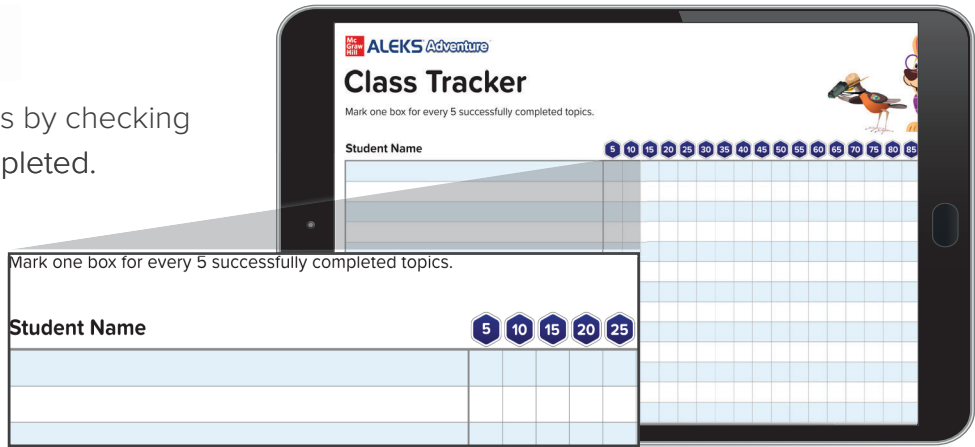


Resources

Printable resources help teachers keep students motivated and on track

Class Tracker

Track student activity and progress by checking off a box for every five topics completed.



Coloring and Activity Pages

Use these pages during brain breaks, tech breaks, or for students who finish activities early.

Certificate of Achievement

Reward students' progress, growth, and effort or reinforce positive behaviors with Certificates of Achievement.



Flexible Options for Implementation

Whether you choose to use *ALEKS® Adventure™* in whole-class, small-group, or station rotation sessions, your students will benefit from low-lift, individualized math learning that generates rich, data-driven insights.

Whole Class

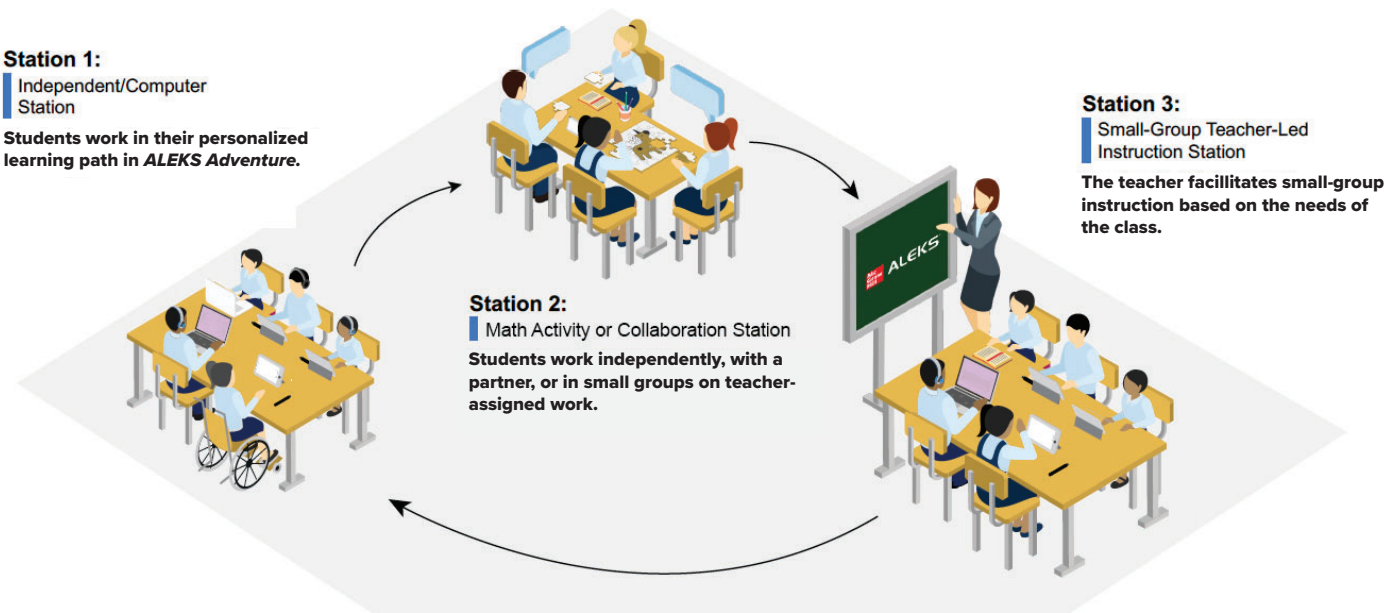
- Use the *ALEKS* Pie report to identify topics that all or most of the class is ready to learn or needs reinforcement in.
- During a lesson, project the *ALEKS Adventure* topic(s) on the board and guide students through the concept together.

Small Group

- Use the *ALEKS* Pie report to group students based on their current progress in, or readiness for, a particular topic.
- Use the IEP Report to prepare for time with individual students or parent conferences.

Station Rotation

- Students rotate through stations (or learning centers) where at least one station is dedicated to independent learning in *ALEKS Adventure*.
- While some students work independently in *ALEKS Adventure*, the teacher is free to meet with other students in groups or individually.



Example of station rotation with *ALEKS Adventure*

Time Recommendations

Recommended student use:

30 minutes per week (Grades K–2)

30–60 minutes per week (Grades 3–5)

To accommodate students' attention spans, *ALEKS Adventure* works best when used in **15–20 minute sessions, 2–3 days per week.**

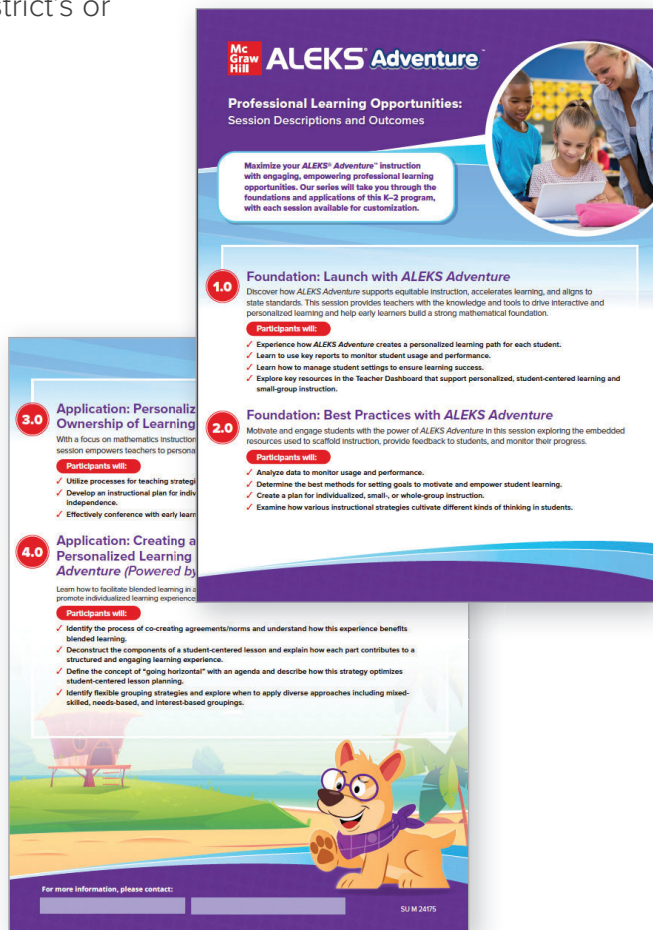


Maximize Instruction with Professional Learning

Progressive professional learning sessions are available for educators and administrators using *ALEKS Adventure*. All sessions are led by a certified *ALEKS Adventure* trainer and can be customized to your district's or school's unique needs.

Session topics include:

- **1.0:** Launch with *ALEKS Adventure*
- **2.0:** Best Practices with *ALEKS Adventure*
- **3.0:** Personalized Learning + Developing Student Ownership of Learning with *ALEKS Adventure*
- **4.0:** Creating a Student-Centered Classroom: Personalized Learning + Student Agency with *ALEKS Adventure* (Powered by Dr. Catlin Tucker)



Adventures That Grow Alongside Students

Each grade level from K–5 features a distinct theme with age-appropriate stories and characters that keep students engaged and excited to return to *ALEKS® Adventure™* year after year.



Grade K – Around the World



Grade 1 – Imaginary Islands



Grade 2 – Water Wonderland



Grade 3 – Outer Space



Grade 4 – Robot Galaxy



Grade 5 – The Void



Educator Inspiration and Support

The *ALEKS Adventure* Educator Community is a free, 24/7 hub for connecting with fellow teachers and the *ALEKS* team. Share ideas, ask questions, and find creative ways to enhance your teaching. Access exclusive videos, office hours, events, contests, and more—it's your go-to space for inspiration and collaboration!

