McGraw Hill

ALEKS® Adventure™

Personalized, Playful Math for Grades K–3

Program Overview

Digit the Dog™

McGraw Hill — ALEKS® Adventure™

ALEKS Adventure invites elementary students to learn and master math concepts while discovering new worlds and meeting new friends. Personalized, playful, 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. Each topic's structure follows trusted research in how young students learn math, including the gradual release of responsibility model and Gagne's Nine Events of Instruction.
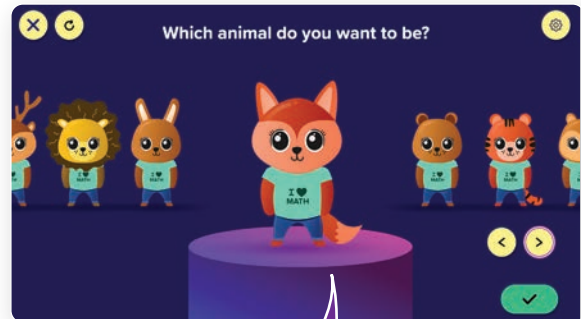
Learning with *ALEKS Adventure*

Onboarding

After they first log in, students are introduced to the exciting world of *ALEKS Adventure*:

Create a Character

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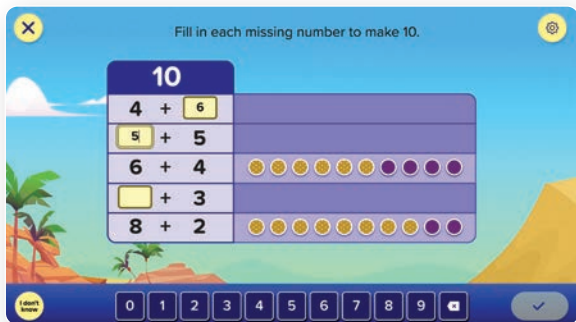

Meet Digit

Sidekick Digit the dog kicks off the program.

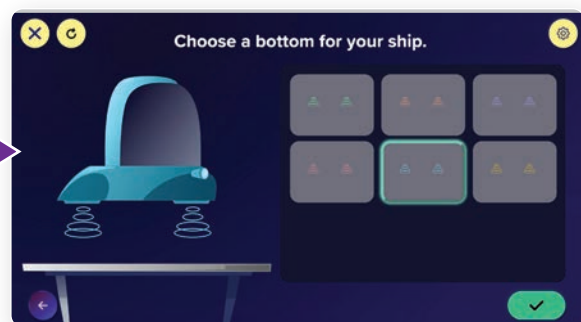### Take the Initial Knowledge Check

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.

Design a Ship

Students design their own ship for the adventure.

Now they're ready to begin!

Navigating Portals and Maps

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 Once on the portal's map, the ship drives to a recommended topic to play next. Students can choose from any that they are **ready to learn** as indicated by the play icon (▶). More advanced topics will remain locked until students complete preceding ones.
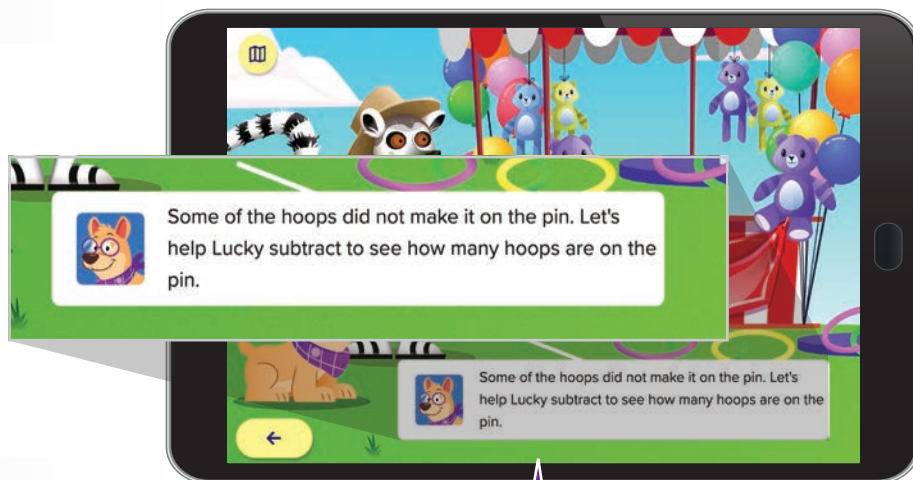
Playing topics

Each math topic unfolds as an engaging story with new characters, bite-sized instruction, and meaningful math practice

① Introduction

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

Some of the hoops did not make it on the pin. Let's help Lucky subtract to see how many hoops are on the pin.

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.
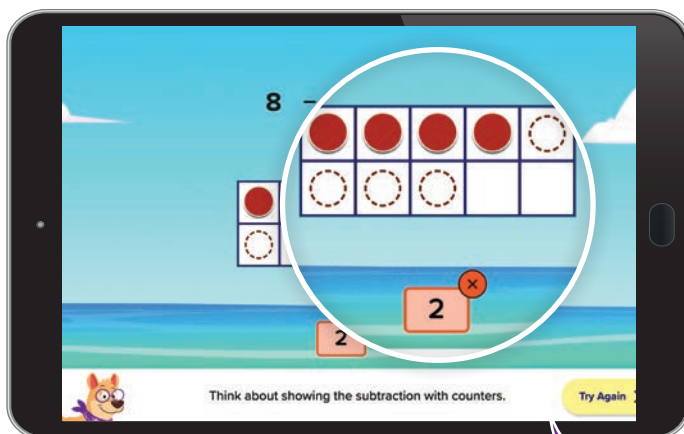
We can use counters to help us subtract. Let's put the counters into a ten frame.

$$8 - 3 = ?$$
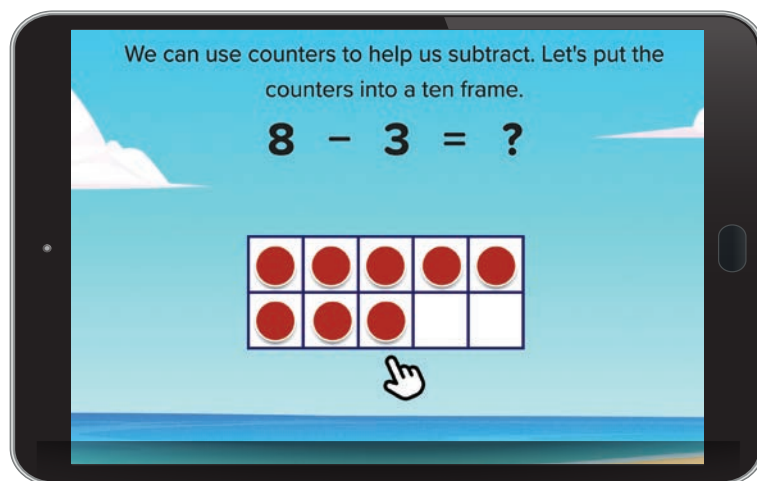
⭐ Build conceptual understanding and procedural fluency

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
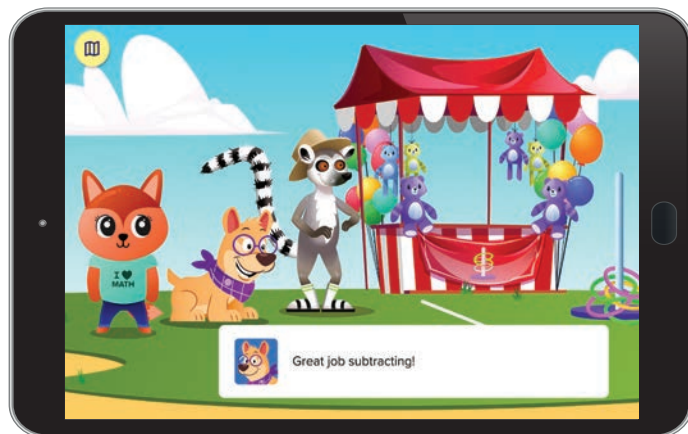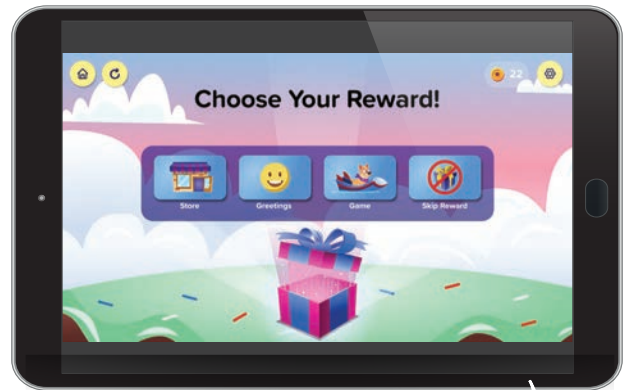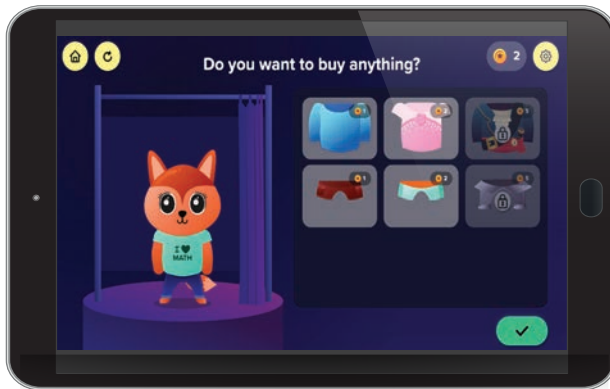
Post-Topic Rewards and Knowledge Check

⭐ 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 and earn a coin to spend on future rewards before advancing to the next topic.
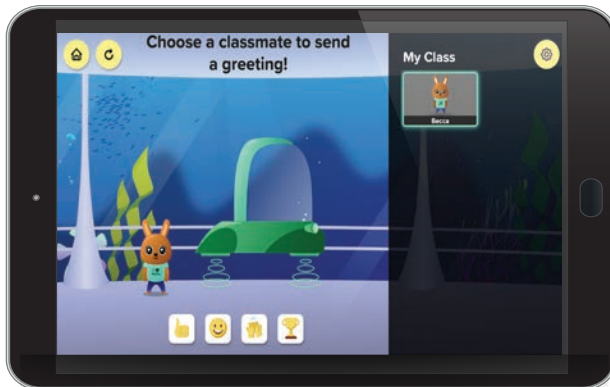
① Choose a Reward

Students can choose from a variety of rewards.

Shop for fun accessories to enhance your character or ship.


Send an encouraging greeting to a classmate.

Play Digit's Super Speedboats to practice math facts while racing your 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.
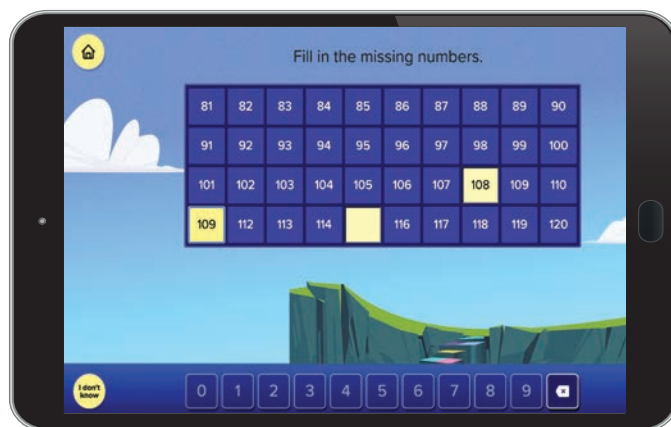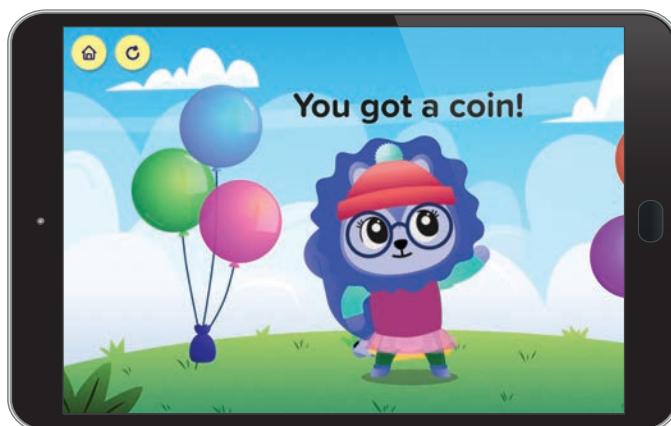

⭐ Build student agency and motivation

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.
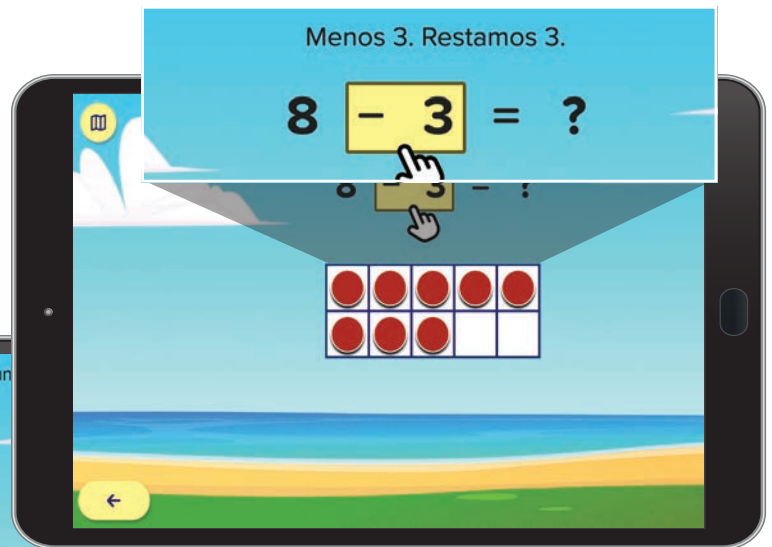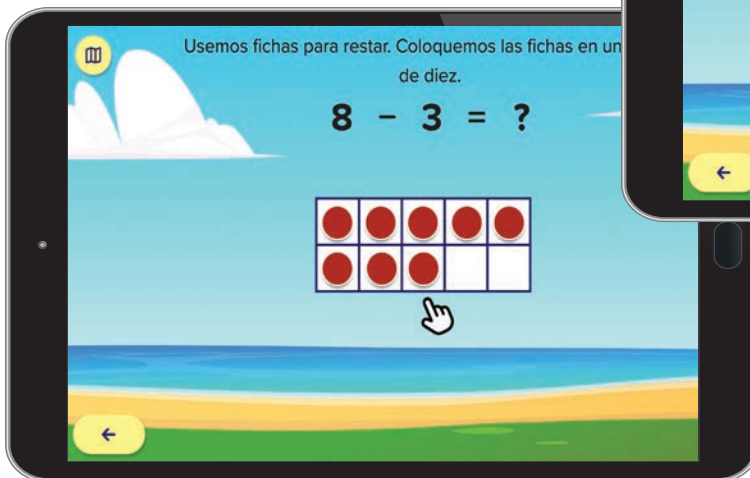
Support for All Learners

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.
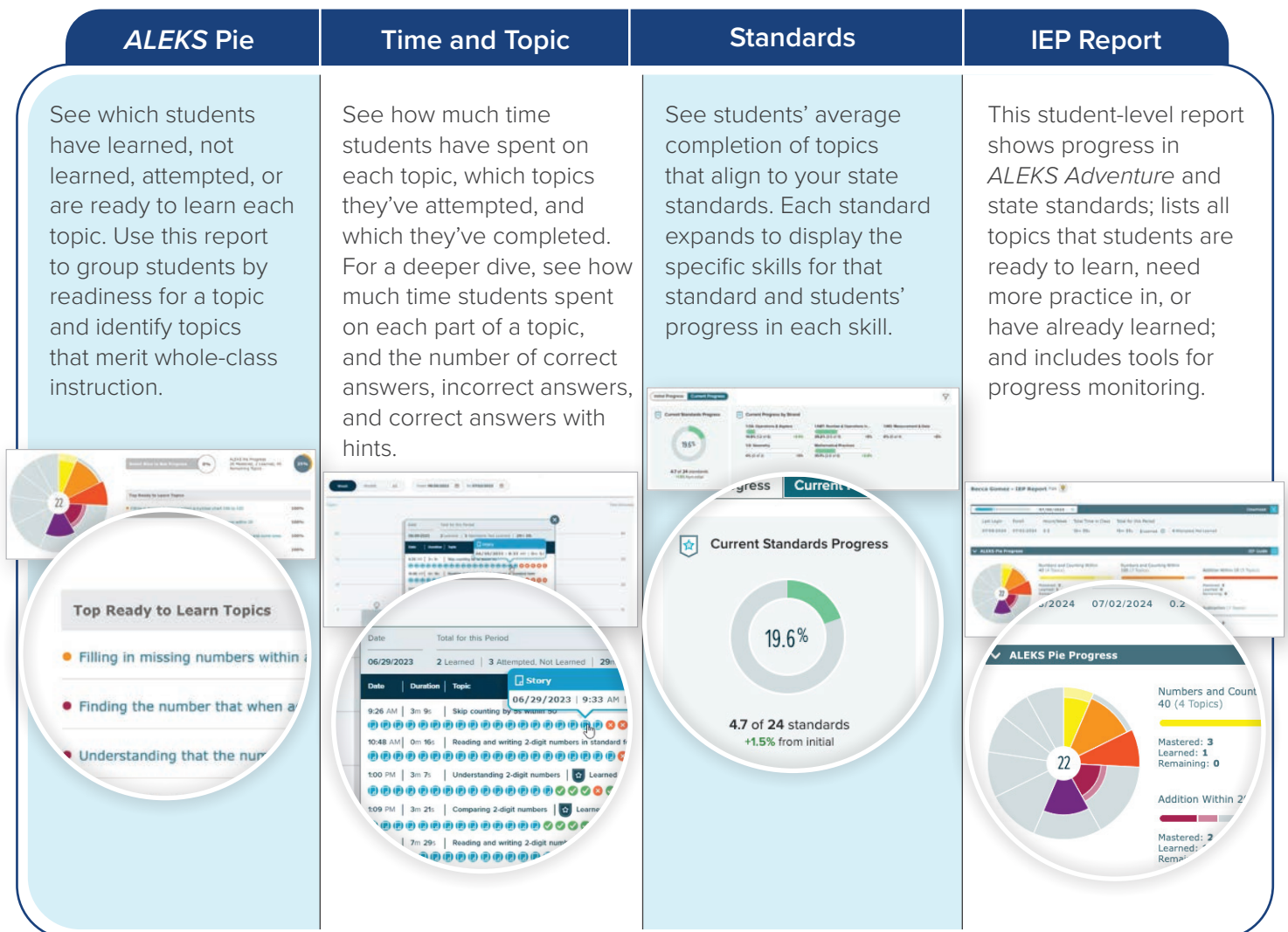
Teaching with *ALEKS Adventure*

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.

ALEKS Pie	Time and Topic	Standards	IEP Report
See which students have learned, not learned, attempted, or are ready to learn each topic. Use this report to group students by readiness for a topic and identify topics that merit whole-class instruction.	See how much time students have spent on each topic, which topics they've attempted, and which they've completed. For a deeper dive, see how much time students spent on each part of a topic, and the number of correct answers, incorrect answers, and correct answers with hints.	See students' average completion of topics that align to your state standards. Each standard expands to display the specific skills for that standard and students' progress in each skill.	This student-level report shows progress in *ALEKS Adventure* and state standards; lists all topics that students are ready to learn, need more practice in, or have already learned; and includes tools for progress monitoring.

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.
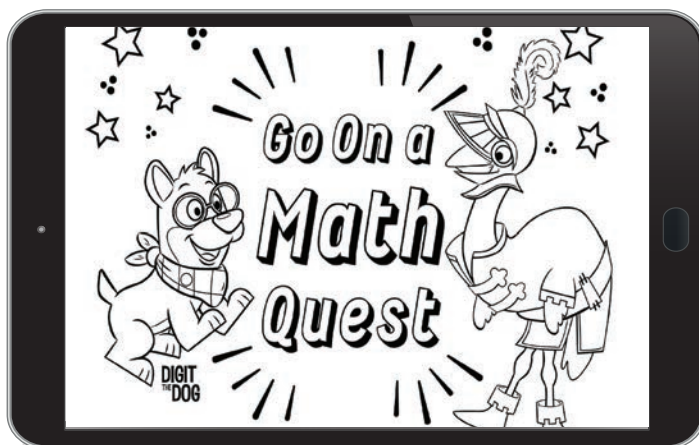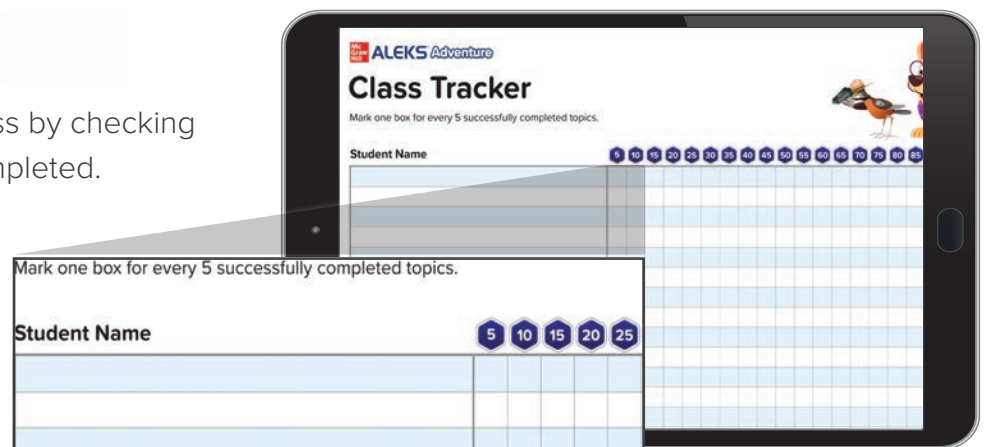
Coloring and Activity Pages

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

Certificate of Achievement

Customizable certificates can be used to reward students' progress, growth, effort, or to reinforce positive behaviors.

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 a smartboard 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.

Station 1:
Independent/Computer Station

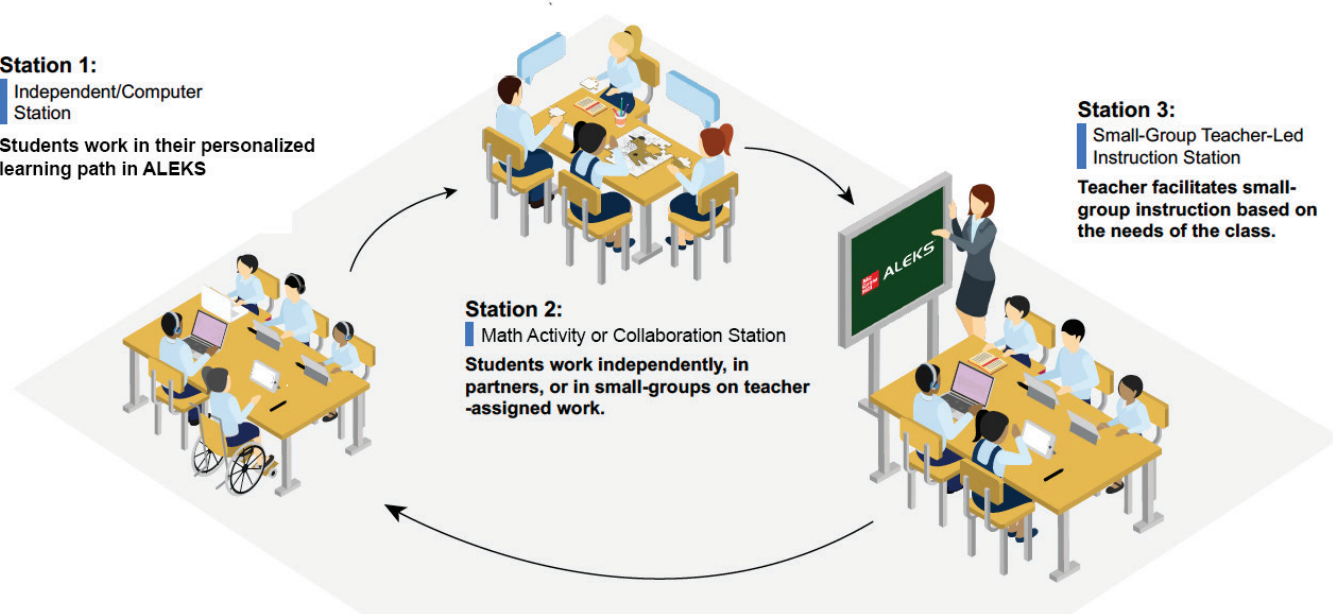Students work in their personalized learning path in ALEKS

Station 2:
Math Activity or Collaboration Station

Students work independently, in partners, or in small-groups on teacher-assigned work.

Station 3:
Small-Group Teacher-Led Instruction Station

Teacher facilitates small-group instruction based on the needs of the class.
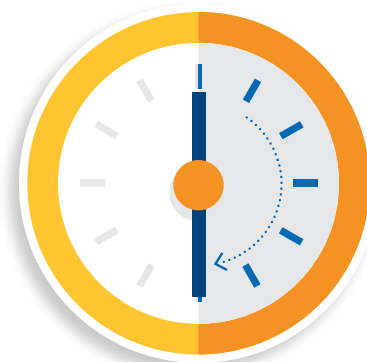
Example of station rotation with **ALEKS** Adventure

Time Recommendations

Recommended student use: 30 minutes per week

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

Most topics on the map can be played (and learned) in **approximately 10–15 minutes.**

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)
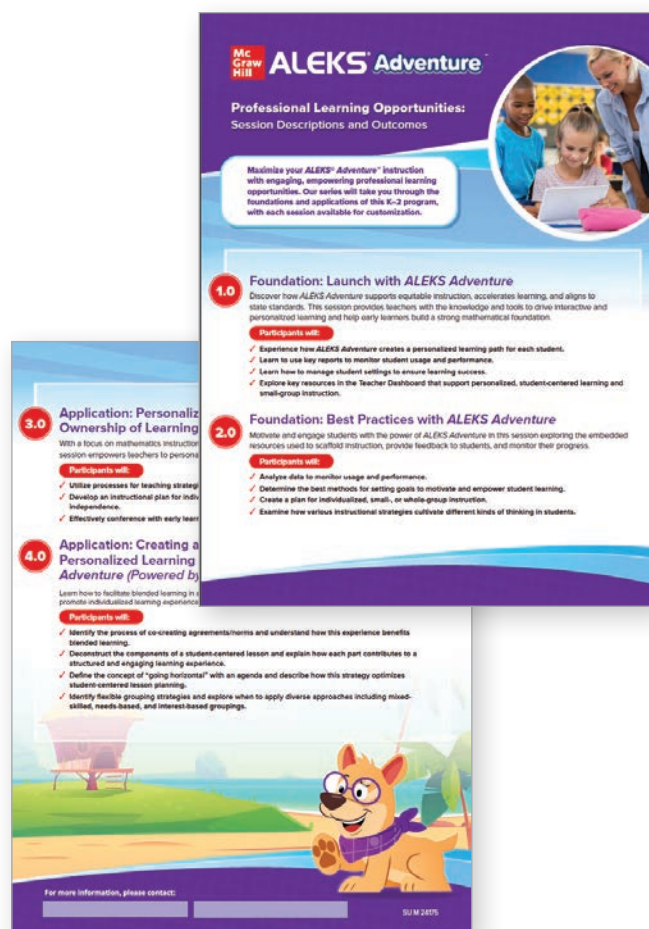
Adventures That Grow Alongside Students

Each grade level from K–5 features a distinct theme with unique stories and characters that are developmentally and age-appropriate for that grade. This keeps students engaged and excited to return to *ALEKS Adventure* each year.

- **Grade K** – Around the World – *Available in 2025*
- **Grade 1** – Imaginary Islands – *Available Now*
- **Grade 2** – Water Wonderland – *Available Now*
- **Grade 3** – Outer Space – *Available in 2025*
- **Grade 4** – Theme to be announced – *Available in 2026*
- **Grade 5** – Theme to be announced – *Available in 2026*
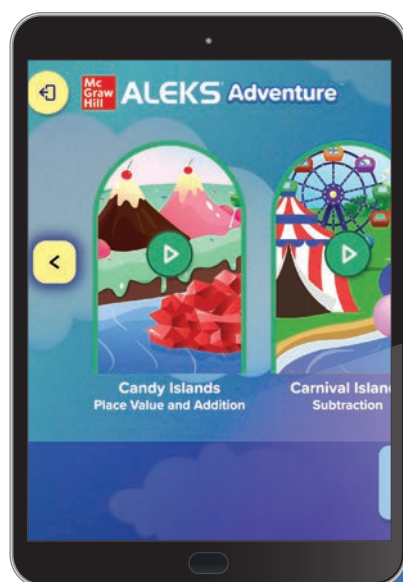
Grade 1

Grade 2

For more information, visit
mheonline.com/ALEKSAdventure

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