



ALEKS® Adventure™

Personalized, Playful Math for Grades K–3

Program Overview

**Digit
the Dog™**





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. The program 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!





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.

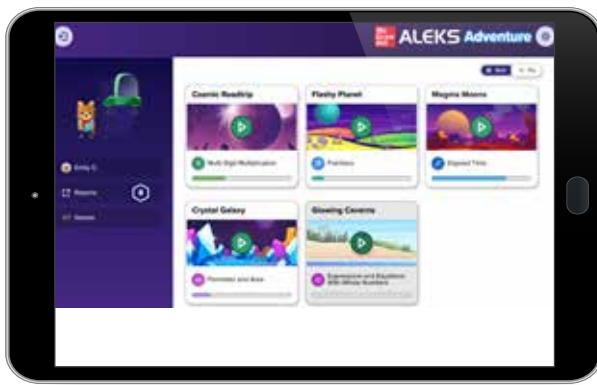


2 Once on the portal's map, the ship drives to a recommended topic to play next. Students can choose from any that they are **ready to learn** as indicated by the play icon . More advanced topics will remain locked until students complete

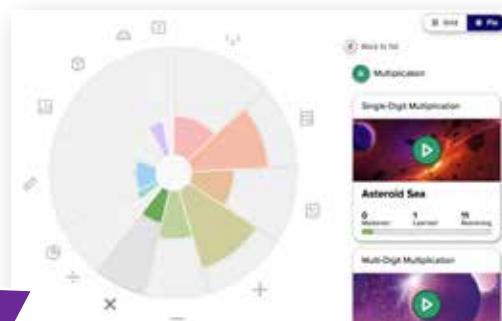


Homepage and Navigation (Grades 3–5)

- 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)

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.

The image shows a digital interface for a math topic. At the top, a smartphone displays a colorful scene with a lemur and balloons, with a text box: "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." Below it, a smaller device shows a close-up of the lemur's hand with the same text box. A large purple arrow points downwards from the top phone to a second smartphone at the bottom. This second phone displays a subtraction problem: "We can use counters to help us subtract. Let's put the counters into a ten frame." Below the text is a ten-frame grid with 8 red circles. A hand cursor is pointing at the bottom right corner of the grid.

2

Instruction

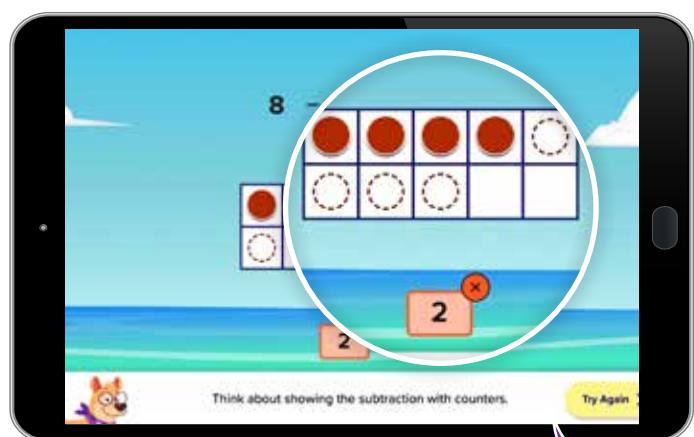
Students interact with a short, visual lesson, proceeding at their own pace. Many topics include digital manipulatives that build conceptual understanding and stimulate prior recall.



Build conceptual understanding and procedural fluency

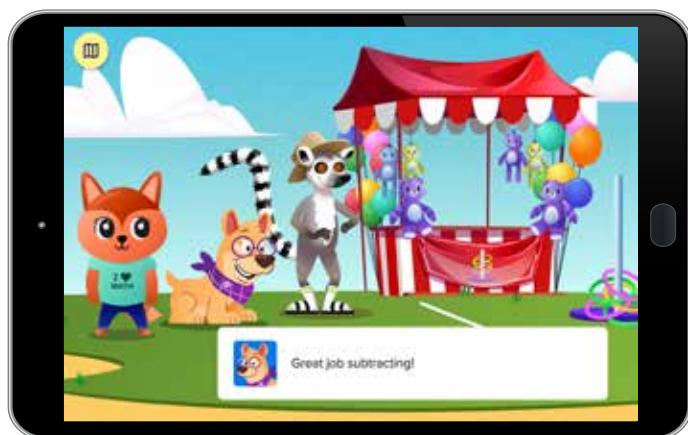
3 Guided Practice

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.

Playing Topics (Grades 3–5)

Maps unfold as an engaging themed challenge that students tackle as they complete the topics on the map.



There are three types of topics:

A

Story Topics

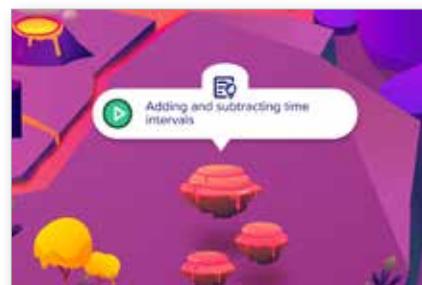
Introduce students to the map's challenge and characters, making learning both fun and meaningful.



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

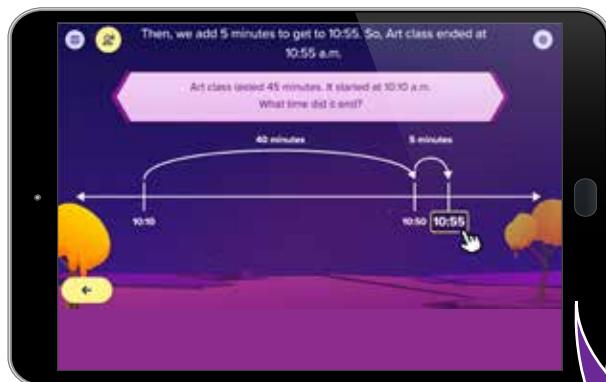


Grades 3–5 introduce more exciting, age-appropriate narratives that captivate older elementary students and inspire them to continue learning.

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 foundation.

After the lesson, students try a guided practice question with the same visual scaffolds used in the lesson.

This helps students understand how to apply the lesson and correct mistakes before moving on to independent practice.





Playing Topics (Grades 3–5) *continued*

Independent Practice Topics

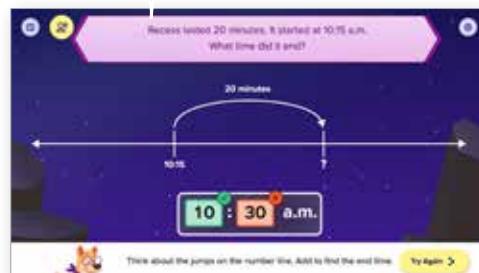
Students apply their learning to demonstrate understanding.

1



Students see a practice question for the topic. After submitting their answer, students receive instant feedback so they know if they are on the right track.

If the answer is incorrect, a red X displays next to the part that is incorrect. Students are given a hint with a visual scaffold and a chance to try again.

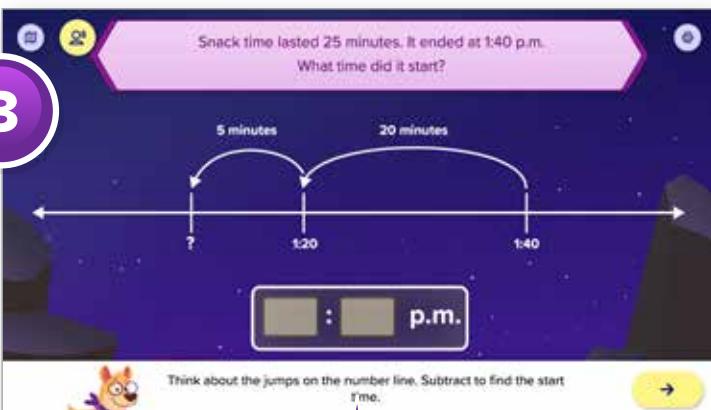


2



If the answer is correct, a green check mark displays, and students can proceed to the next question.

3



Snack time lasted 25 minutes. It ended at 1:40 p.m.
What time did it start?

5 minutes 20 minutes

?

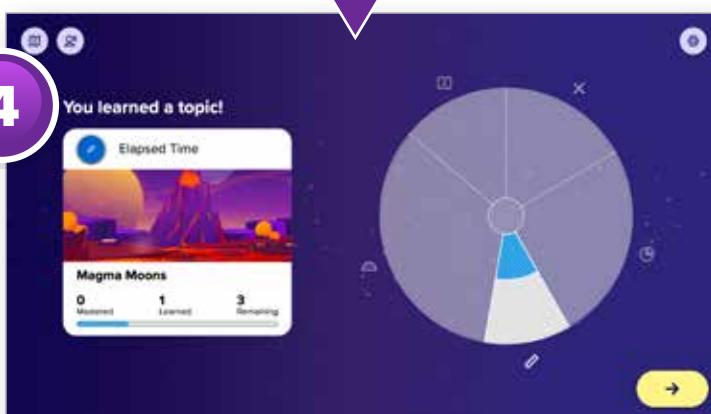
1:20

1:40

: p.m.

Think about the jumps on the number line. Subtract to find the start time.

4



You learned a topic!

Elapsed Time

Magma Moons

0 Learned 1 Remaining 3 Remaining

ALEKS Pie chart showing progress.

They can also request a hint before submitting their answer.

Students learn the topic after answering at least three questions correctly without hints. A celebration page displays, and the topic fills in on the student's ALEKS Pie.



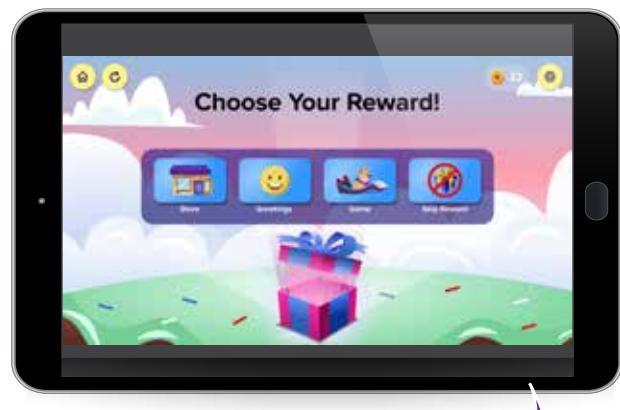
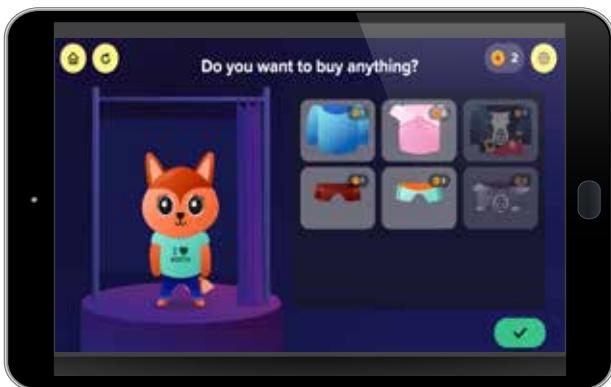
Post-Topic Rewards and Knowledge Check

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 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.



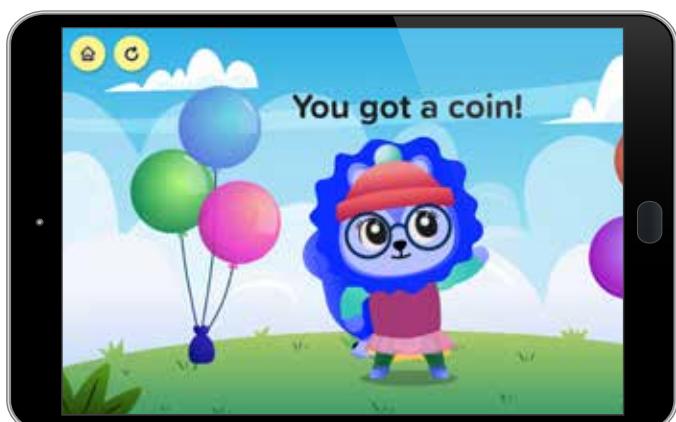
Build student agency and motivation

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

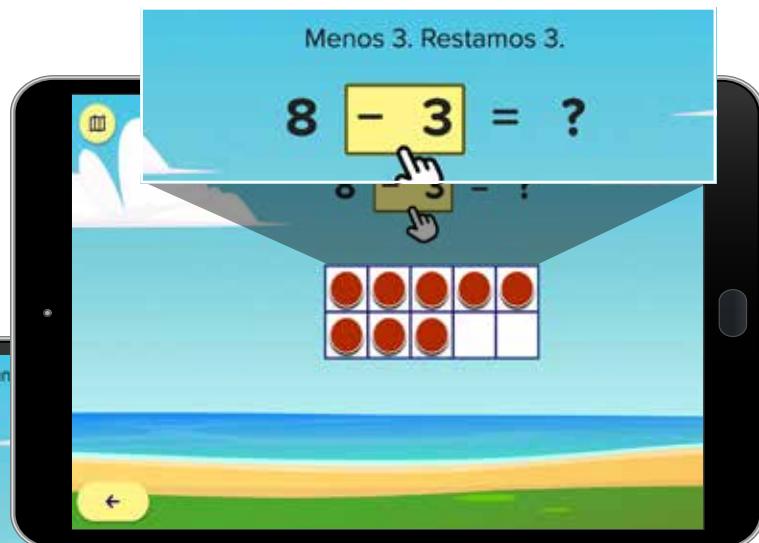
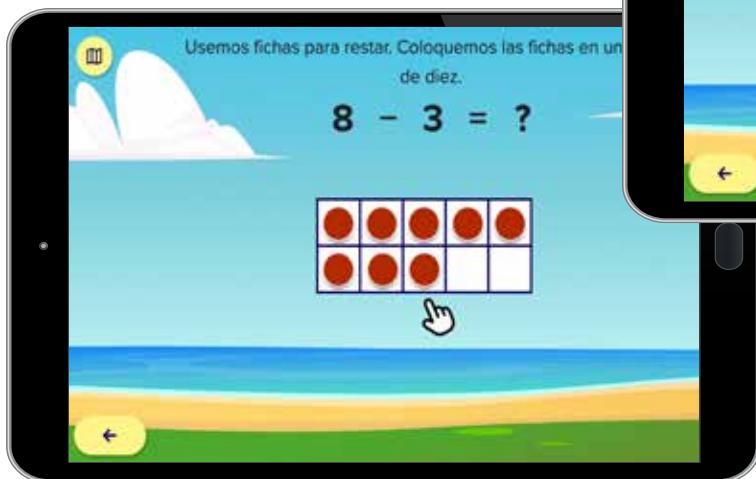


Read-Aloud

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	Class Activity	Standards	IEP Report
<p>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.</p> 	<p>View recent activity, including when students attempt or complete a topic, so you can quickly see what students are working on and who needs attention.</p> 	<p>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.</p> 	<p>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.</p> 



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

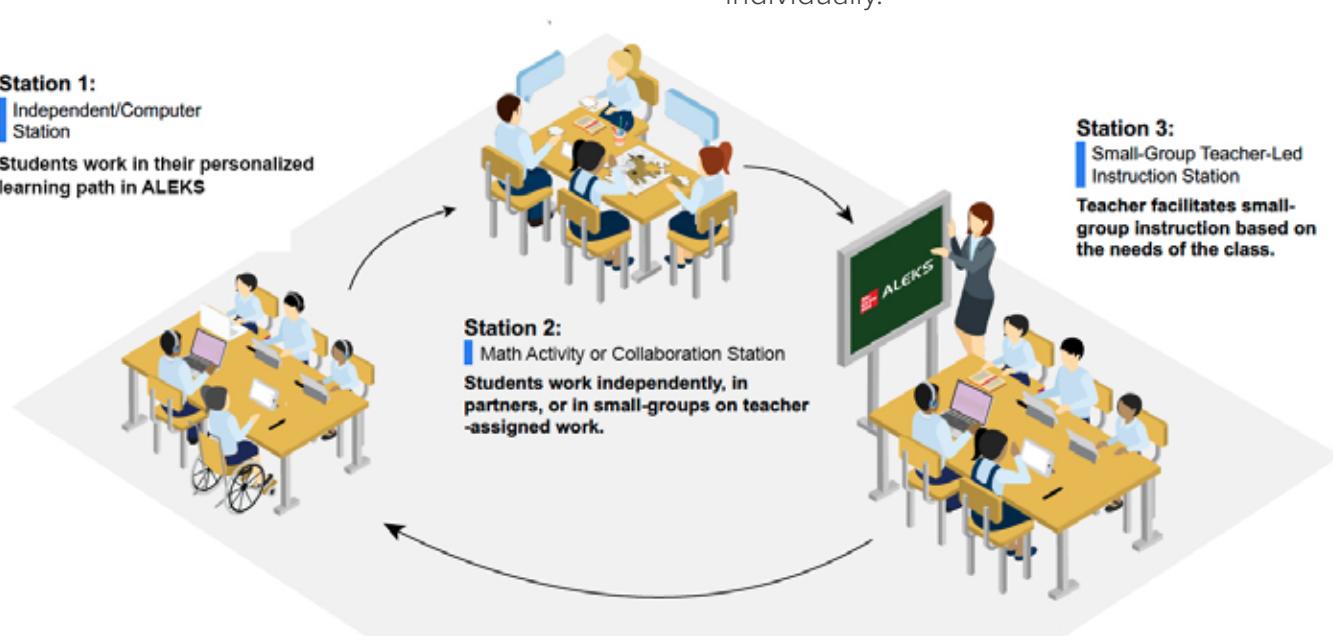
- Use the *ALEKS Pie* report to identify topics that all or most of the class is ready to learn or needs reinforcement in.
- During a lesson, project the *ALEKS Adventure* topic(s) on a smartboard and guide students through the concept together.

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.



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.

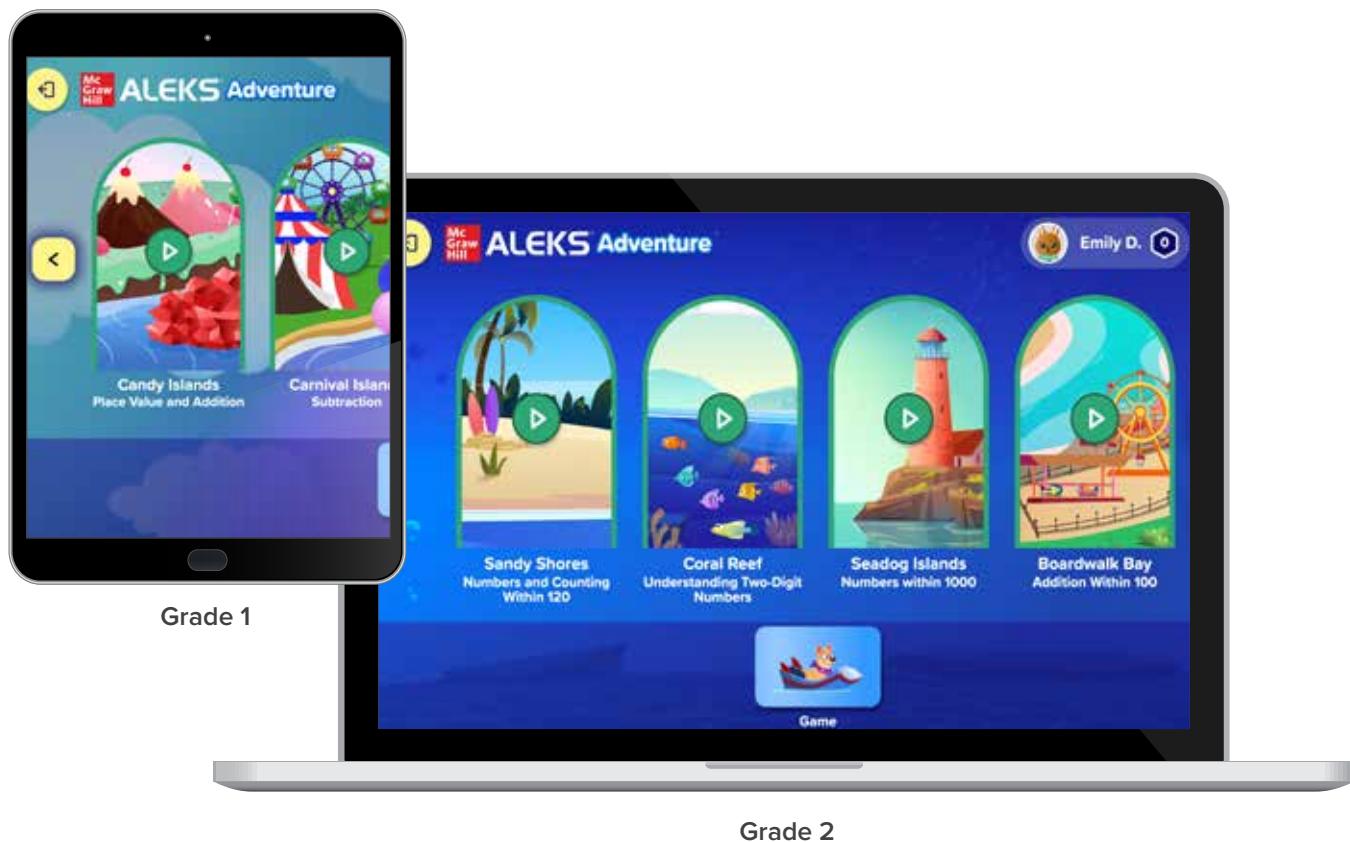
Session topics include:

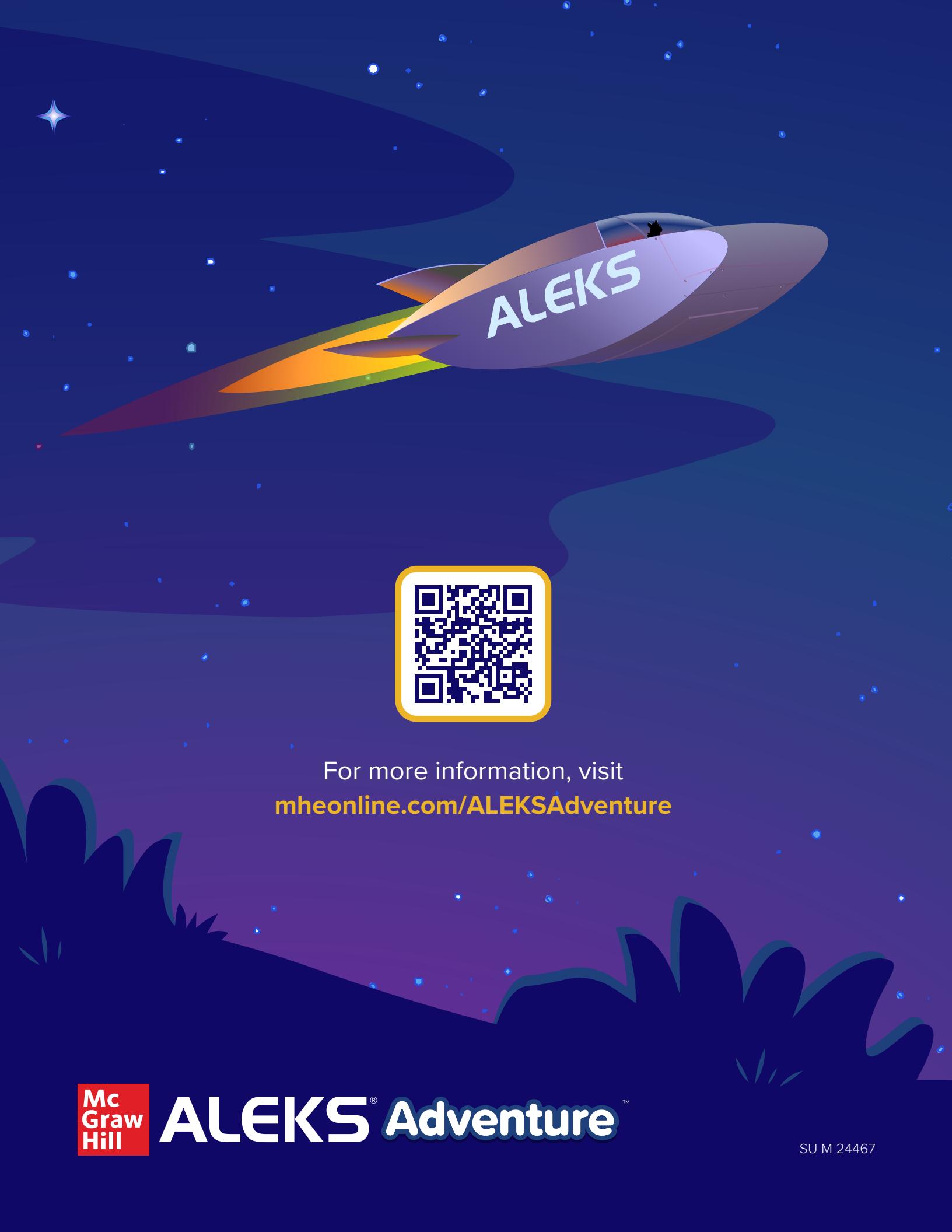
- **1.0:** Launch with ALEKS Adventure
- **2.0:** Best Practices with ALEKS Adventure
- **3.0:** Personalized Learning + Developing Student Ownership of Learning with ALEKS Adventure
- **4.0:** Creating a Student-Centered Classroom: Personalized Learning + Student Agency with ALEKS Adventure
(Powered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

Adventures That Grow Alongside Students

Each grade level from K–5 features a distinct theme with 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 Now](#)
- **Grade 1** – Imaginary Islands – [Available Now](#)
- **Grade 2** – Water Wonderland – [Available Now](#)
- **Grade 3** – Outer Space – [Available Now](#)
- **Grade 4** – Theme to be announced – [Available in 2026](#)
- **Grade 5** – Theme to be announced – [Available in 2026](#)





ALEKS



For more information, visit
mheonline.com/ALEKSAdventure



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