Quickly write down all of the numbers that are evenly divisible in the top number

<http://learnovate.ie/>

Hey! We just use the curriculum online website for all our lesson plans and all the strands and strand units are on that. Last year on placement I used the Busy at Maths book there’s loads of different ones you can get but I think a lot of schools use that one- Tara (friend of sarahs)

<https://www.cjfallon.ie/books/busy-at-maths/>

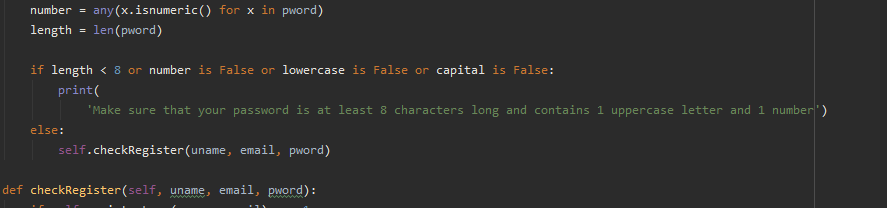
Mathletics:

<https://www.mathletics.com/uk/?gclid=Cj0KCQjwuNbsBRC-ARIsAAzITuc_1GHDiriNcJ2qXqXt5X8CYUnbrWZ_ZJt5Qfy5-LGi9qYfUvAiRAYaAjycEALw_wcB&fbclid=IwAR0I7ALum2bz7hky9HsfVOPP2zx9zqCxZGw2yaSkyB5tBackjDzGwcmpVEo>

confirmation email:

<https://realpython.com/python-send-email/>

research flutter



Talk about speed when doing verification by doing the password first to avoid having to check the email and username in the db multiple times if they get the password wrong

To avoid rechecking the db many times, when finally able to keep info between pages, keep everything loaded. E.g. for classroom, should know if the user has a classroom or not.

Give everyone in the db an ID for reference.

Overall XP only determines what level you unlock. Once you have reached a threshold you cant earn anymore overall xp form the previous levels to stop boosting from the easy levels.

In the individual levels there is a simple algorithm that determines the kinds of questions that can be asked

The app will only deal with simple operations

Addition: 0 - 9999

Subtraction: 0 - 9999

Multiplication: 0 -12

Division: 0-10

var operation = 'divide'; // depends on whatever the user chooses

var startingRange = 1; // level name will be the starting range

var difficulty = startingRange;

var rangeMin;

var rangeMax;

var numOfVariables;

var x;

var y;

var z;

var answer;

var correctAnswer = 0;

var incorrectAnswer = 0;

// difficulty cant go below starting range - 1

if(difficulty < startingRange - 1) {

difficulty = startingRange - 1;

}

// difficulty cant go above starting range + 1

if(difficulty > startingRange + 1) {

difficulty = startingRange + 1;

}

// difficulty cant go below 1

if(difficulty > 1) {

difficulty = 1;

}

// difficulty cant go above 10

if(difficulty > 10) {

difficulty = 10;

}

// 0 - 990

if(operation == "add") {

// decide how many variables will be used in the equations

numOfVariables = randomInRange(3, 4);

rangeMin = difficulty \* 9;

rangeMax = difficulty \* 99;

}

// 0 - 990

else if(operation == "subtract") {

numOfVariables = 3;

rangeMin = difficulty \* 9;

rangeMax = difficulty \* 99;

}

// 0 - 20

else if(operation == "divide") {

numOfVariables = 3;

rangeMin = difficulty;

rangeMax = difficulty \* 2;

}

// 0 - 12

else if(operation == "multiply") {

numOfVariables = 3;

rangeMin = Math.round(difficulty + (difficulty \* 0.6));

rangeMax = Math.round(difficulty \* 1.2);

}

// verify the numbers work in the equation

getEquationNumbers(numOfVariables, operation);

// give the user all of the numbers of the equation except one and have them type the correct answer to the missing box.

// if they get the answer correct then add 1 to the correct answers var

// if they get the answer wrong thena dd 1 to the incorrect answers var

// games should last 10 rounds

// increase the range if the answer is correct

// decrease the range if the answer is incorrect

function randomInRange(min, max) {

return Math.round(Math.random() \* (max - min) + min);

}

function getEquationNumbers(numOfVariables, operator) {

var possibleAnswer = false;

while (possibleAnswer === false) {

if(operator == "add") {

if(numOfVariables == 4) {

x = 0;

y = 0;

z = 0;

answer = x + y + z;

possibleAnswer = true;

}

else {

x = 0;

y = 0;

answer = x + y;

possibleAnswer = true;

}

}

if(operator == "subract") {

x = 0;

y = 0;

if(x >= y) {

answer = x - y;

possibleAnswer = true;

}

else {

answer = y - x;

possibleAnswer = true;

}

}

if(operator == "multiply") {

x = 0;

y = 0;

answer = x \* y

possibleAnswer = true;

}

if(operator == "divide") {

x = 0;

y = 0;

if(x >= y) {

if(x % y == 0) {

answer = x / y;

possibleAnswer = true;

console.log("got an answer");

}

else {

// need new variables that are evenly divisible by each other

console.log("not possible");

}

}

else {

if(y % x == 0) {

answer = y / x;

possibleAnswer = true;

console.log("got an answer");

}

else {

// need new variables that are evenly divisible by each other

console.log("not possible");

}

}

}

}

}