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/>

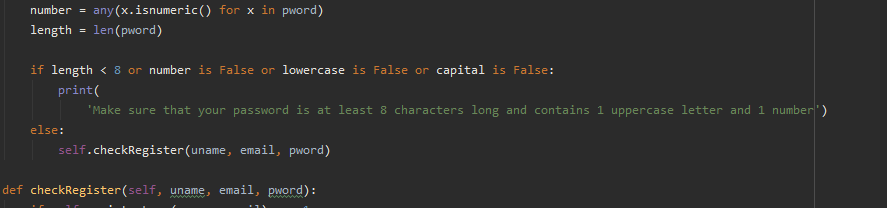
Mathletics:

<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

Have section of document talk about how some number ranges were too high to do in head so had to limit the numbers.

Research children and color and use color that kids like the most

<http://renketkisi.com/en/the-effects-of-colors-on-children.html>

mention allow\_copy false for password

add confirm password and look up why this is a thing and add it to the document

talk about GIMP

unincentivise doing old levels by not giving xp for old levels or else 50% of xp earned