NumberShire™ is an immersive, internet-based, educational game with an intensive focus on critical whole number concepts and skills for students in kindergarten through second grade. NumberShire is intended for all students, especially those at risk for mathematics difficulties.

- Approximately 12 hours of game play
- 15-minute sessions, designed to be delivered four days per week for 12 weeks
- Aligned with the Common Core State Standards for Mathematics (2010)
- Based on the growing knowledge base of effective mathematics instruction for struggling learners
- Funded by the U.S. Department of Education Institute of Education Sciences*

Try the free demo of Level 1 at https://numbershire.com/demo.html
(You will be prompted to install the Unity Player.)

Product Information

NumberShire, an educational mathematics video game, involves an engaging and fun storyline set in an idyllic, Renaissance-themed village with unique characters, narrative goals, and visual rewards. This interactive storyline motivates students through lessons with an intensive focus on whole number concepts and skills. Developed through a unique partnership with Thought Cycle, an Oregon-based gaming company, NumberShire utilizes cutting edge technology and runs on all popular web-browsers on PC and Mac platforms.

- Provides students with timely and engaging feedback about their game performance
- Adjusts gameplay based on student performance
- Runs on all popular web-browsers on PC and Mac platforms
- Level 1 available through the DIBELS Data System (DDS) - Levels K and 2 in development

How NumberShire Can Help Your Students

- An explicit instructional approach introduces, demonstrates, and reviews whole number concepts.
- Guided, independent practice opportunities help students build a robust conceptual foundation.
- Informative data reports help teachers monitor student performance and make data-based instructional decisions during classroom math instruction.

NumberShire Level 1 is recommended for:

- All first grade students, especially those experiencing difficulties with foundational mathematics.
- Kindergarten students who have mastered the Common Core State Standards for kindergarten mathematics and may need a challenge with more advanced mathematics content.
- Second grade students with more intensive instructional needs in early mathematics.

*Development and research were supported by the Institute of Education Sciences, U.S. Department of Education, through Grant R324A120071 to the University of Oregon and SBIR funds to Thought Cycle, LLC.
Hardware Requirements

1. Recommended Operating System
   • Mac OS X 10.6 or greater, or Windows XP or greater
   • AMD or Intel based processor
   • 1 GB RAM
2. Broadband Internet Access
3. Keyboard, and Mouse or Trackpad
4. Headphones (optional, but recommended)
5. Unity Web Player (http://unity3d.com/webplayer)

For specific software requirements and internet settings see the NumberShire Installation Guide at https://numbershire.com/support.php

Pricing

• $4 per student per year

Data Management and Reporting

• Manage student rosters through your DDS account
• Sold through per-student licenses
• Each student has a unique log-in name and password.
• Reports show teachers how students are progressing through the game and developing critical mathematics skills.

Sample Report

The Student Manager provides a snapshot of all students.
Research

Findings support the effectiveness of NumberShire during an 8-week pilot study in 26 first grade classrooms involving 250 students.

• Significantly improved mathematics learning
• Significant effects of treatment over control were obtained on the primary proximal NumberShire assessment ($p < .001$, partial $\eta^2 = .063$, Hedges’ $g = 0.30$) and a 2-week interim proximal NumberShire assessment ($p = .025$, partial $\eta^2 = .022$, Hedges’ $g = 0.22$)
• Developed in alignment with the Common Core State Standards and effective instructional principles
• Iteratively designed using data obtained during pilot testing
• Development and research funded by the U.S. Department of Education, Institute of Education Sciences
• Research on NumberShire is among few rigorous studies that have investigated the effectiveness of technology-based math programs.


Testimonials and Press

Here’s what teachers are saying about NumberShire:

“NumberShire is a way to give (struggling students) that extra reinforcement and practice. It’s more practical to their lives and what they know. It’s more fun and motivating. They’re building a village and collecting awards along the way. If you make a mistake or get an incorrect answer, it comes back and re-teaches you the skill and gives you the language on what that math concept is and what you need to do and why, so then kids can go back, practice and master that skill.

“I like the data piece. I like being able to go in and see what my kids are doing well and what they need help with so I can bring that back to the classroom instruction for them.”

“Technology is their world. Kids know how to use the technology and they love it. They also get to be in control of their own learning. They’re not sitting there listening to a teacher lecture and tell (them) what to do. They’re exploring it and manipulating it through their own senses.”

Antje Snawder, Kindergarten teacher

“The reason I decided to become involved in working with NumberShire is I really do feel like this is the future. I feel like this is where we’re going to make a lot of progress working with students. I feel like kids really enjoy it. They really engage with NumberShire, they engage with technology. And it’s going to really help us get more data on students so we can help them not at the end of a unit when we find out that they actually didn’t learn it, but that day.”

Tim McAndrew, Math Coordinator

NumberShire in the news:

• Kennedy, S. (2014, June 1). NumberShire: Interview with Marshall Gause [Radio broadcast]. In Mark Raney’s, KUGN Morning News with Storm Kennedy and Grant McHill. Eugene, OR: KUGN.