

## Product Overview

[Happy Numbers](#) is a [research-based](#), **adaptive math program for PK-5** that personalizes instruction and fosters deep, conceptual understanding for every student. Designed with educators in mind, it's a user-friendly tool that saves you valuable time with [Assignments](#), [Skills Reports](#), and a comprehensive [Printables Library](#).

 [Watch this short video](#) for an overview of how the program works.

 [Read this article](#) to learn more about our teaching approach.

## Recognized & Trusted

- ★ Clever Top-Rated Math Resource
- ★ ClassLink Curriculum & Content Partner
- ★ Compliant with COPPA, FERPA, SOPIPA, and AB1584

## How to order

To request a quote or ask any questions, please contact us at [team@happynumbers.com](mailto:team@happynumbers.com).

In your inquiry, include:

- ★ **School name**
- ★ **Number of Student Licenses** (minimum 20)
- ★ **Mention** that you are part of the **NAD of SDA Education** to **receive special terms**. For all SDA schools, we offer storylines and graphics aligned with your system's needs and values.

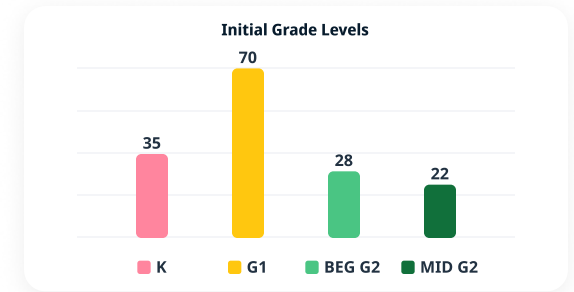


# A Recipe for Math Growth: Just 15 Minutes a Day Results in Over 1.2 Grade Levels of Growth

We analyzed 155 second-grade students from 9 classrooms regularly using Happy Numbers. Their usage and growth demonstrate how Happy Numbers can drive math success in your classroom.

## 1 Start with a typical classroom with students of different ability levels

Our beginning-of-year Placement Test showed that less than half of students in this sample were ready for Grade 2. Many of them scored at the end of Kindergarten and the beginning of Grade 1.



## 2 Add in an average of 15 min/day of Happy Numbers usage

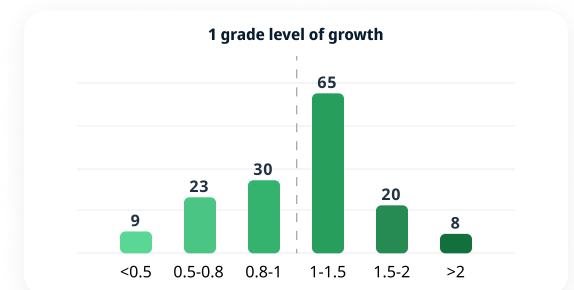
Students who spent the most time using Happy Numbers showed the most growth. At 60 min/wk, almost every student achieved one year or more math growth.

Student Name	Weekly avg	Growth
Albert Croft*	62 min	+1.4 grade levels
Bruce Taylor	42 min	+1.0 grade level
JaNiya Brooks	48 min	+1.2 grade levels
Marco Herrera	81 min	+1.5 grade levels
Yun Re	75 min	+1.6 grade levels
Josh Diaz	68 min	+1.3 grade levels

\*Please note: All student names in this screenshot are completely made-up for demonstration purposes. No real student data is displayed.

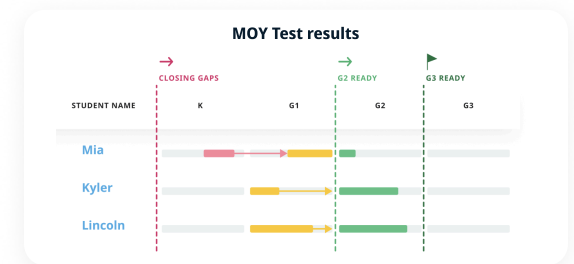
## 3 Let simmer for the entire school year, checking frequently

Across the sample set of 155 students, the average usage of Happy Numbers was 58 min/wk. Their average math growth was 1.2 grade levels.



## 4 MOY Assessment: Taste Testing and Learning Pathway Adjustment

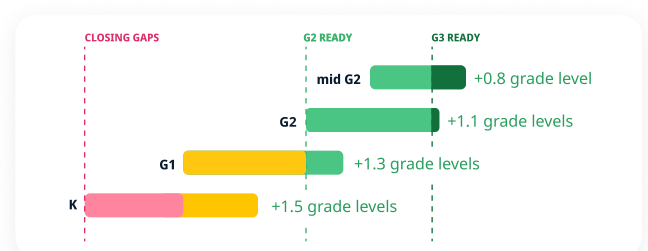
All the students took the MOY test achieving an average of 0.6 grade levels of growth while skipping an average of 17% of tasks from their initial learning pathway.



\*Arrows indicate skipped topics based on MOY Test results

## 5 Enjoy the sweet success of phenomenal math growth!

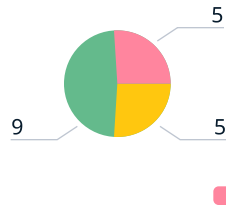
Students who started the furthest behind showed the greatest math growth.



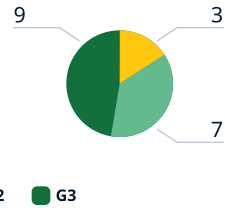
# What your students' growth could look like with Happy Numbers

## Class Distribution ?

**AT BEGINNING OF YEAR**  
September 2023

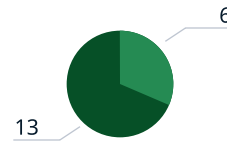


**CURRENT**  
~ 26 weeks of practice



## Overall Progress ?

**PROGRESS, %**  
the number of students in each category



**AVERAGE PROGRESS (%)**

**110%**



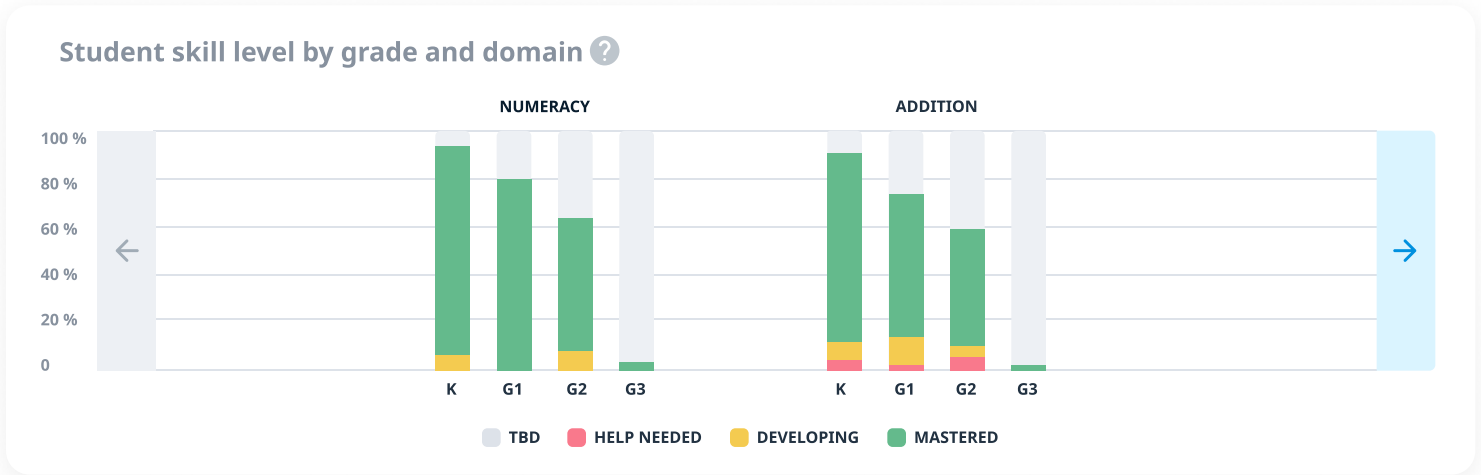
STUDENT NAME	PROGRESS (%) <span>?</span>	WEEKLY AVG (MIN)	→ CLOSING GAPS		→ G2 READY		→ G3 READY	
			K	G1	G2	G3		
<b>Below grade level</b>								
Kyle*	124%	48	█	█				
Ryann	187%	60	█	█				
Wyatt	180%	62	█	█	█			
Bethany	128%	52	█	█				
Mia	104%	47	█	█	█			
Kyler	94%	47		█	█			
Lincoln	150%	54		█	█			
Jeremy	147%	55		█	█	█	█	
Nora	110%	49		█	█			
Lara	120%	63		█	█			
<b>On grade level</b>								
Blayze	76%	47			█		█	
Matthew	102%	51			█		█	
Gabriela	104%	66			█		█	
James	90%	60			█			
Isaiah	142%	62			█		█	█
Nicole	54%	46			█		█	
Adeline	82%	68			█		█	
Liam	63%	46			█		█	
Rylan	112%	57			█		█	█

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# Your students' skill proficiency with Happy Numbers

## Skills Report

This report shows the current skill levels of your students within a domain. You can sort your class by skill level by clicking on a specific skill. The report updates daily and considers the last 20 attempts for each skill. For more details, visit our [Help Center](#).



Numeracy  Show only students who need help (1)

Legend: TBD (grey), HELP NEEDED (red), DEVELOPING (yellow), MASTERED (green), SKILL IN PROGRESS (person icon)

STUDENT	G1 SKILLS			G2 SKILLS					G3 SKILLS	
	PLACE VALUE (TENS AND ONES)	COMPARISON TO 100	COUNTING TO 120	PLACE VALUE (TO HUNDREDS)	COUNTING TO 1000	SKIP COUNTING BY 55; 105; 1005	COMPARISON TO 1000	EVEN AND ODD	ROUNDING TO TENS	ROUNDING TO HUNDREDS
<b>Above graders</b>	BELOW GRADE SKILLS			ON GRADE SKILLS					ABOVE GRADE SKILLS	
Isaiah*	●	●	●	●	●	●	●	●	●	●
Nicole	●	●	●	●	●	●	●	●	●	●
<b>On graders</b>	BELOW GRADE SKILLS			ON GRADE SKILLS					ABOVE GRADE SKILLS (...)	
Lara	●	●	●	●	●	●	●	●	●	●
Nora	●	●	●	●	●	●	●	●	●	●
Mia	●	●	●	●	●	●	●	●	●	●
<b>Below graders</b>	BELOW GRADE SKILLS			ON GRADE SKILLS (NOT STARTED YET)					ABOVE GRADE SKILLS (...)	
Ryann	●	●	●	●	●	●	●	●	●	●
Bethany	●	●	●	●	●	●	●	●	●	●
Kyle	●	●	●	●	●	●	●	●	●	●

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