



Dear Families:

Can a game change how you feel about math? We believe every student has the potential to deeply understand, and truly love math. ST Math is a visual instructional program that uses puzzles to teach math and develop problem-solving skills while having fun. As a part of our math curriculum, your student has been given an ST Math account.

ST Math is carefully designed to be effective and challenging. Puzzles start out simple and get harder as your student progresses. To help your student solve problems, ask your student what is happening in the games and have them explain their thinking.

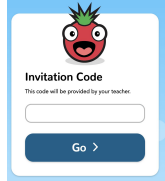
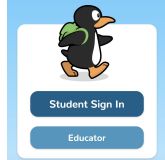
Research shows that love of math (and test scores) increase with more time spent in ST Math. To get the best results, here are recommended weekly time goals:

- PreK/TK: 30 minutes per week
- K-1st grades: 60 minutes per week
- 2nd grade and above: 90 minutes per week

To learn more about ST Math and to play games, visit bit.ly/welcome-stmath. For more information about ST Math or to download free family resources, visit stmath.com/parent-math-resources.

Questions about ST Math can be directed to your student's teacher or join the discussion in our ST Math at Home Facebook Community: facebook.com/groups/stmathhome/.

Have a wonderful school year!

1	Device Mac, PC, or Chromebook using the Chrome browser; iPad OS 13.1 or newer. See stmath.com/techrequirements for a complete list.	
2	<p><i>Use the Invitation Code method ONLY ONCE. From then on, go to step 3 to Sign In.</i></p> <p>To join a class using an Invitation Code: Go to play.stmath.com. Select Invitation Code and enter the code provided by your teacher. If you know an ST Math Picture Password, enter it. If you don't know an ST Math Picture Password, select New Account and follow the instructions to learn your Picture Password (est. 30 minutes).</p>	
3	<p>Go to play.stmath.com, select Student Sign-In, select Picture Password, and enter your Picture Password.</p> <p>Play!</p>	
4	Exit Click the student's name and select Sign Out.	