



# Blasting Off with Zorbit's Math Adventure

## Overview

Using a new tool or teaching method can be exciting but implementing it into your classroom and getting your students comfortable with it can be a challenge.

In this lesson, you and your students will meet Zorbit and his crew and learn how their travels through space can help students engage with math concepts in new and exciting ways. Let's get ready to blast off into a spacetastic math adventure!

**Zorbit's Math Adventure:**  
Any grade; any planet

**Math Concepts:**  
Student orientation with Zorbit's Math Adventure

**Materials:**  
Projector or SMARTBoard  
iPads or Chromebooks (2 or 3 will do just fine)

**Before Class**  
Log into [dashboard.zorbitmath.com](https://dashboard.zorbitmath.com) and set up your class and student accounts. Create an account for yourself so you can play for lesson planning and number talks.  
Visit the Game Controls and make sure the star systems (grades) and planets (strands) are unlocked. Download and install the Zorbit's Math Adventure app on any iPads you plan to use and [play.zorbitmath.com](https://play.zorbitmath.com) is bookmarked on any Chromebooks.

## Introduction Activity



Start this class with a brief discussion about astronauts and how often they get to use math as they explore the cosmos. From the incredible distances between planets and stars, to the dizzying speeds of asteroids and rockets, the topic of outer space is full of applications of math. Tell your students that they are about to become Jr. Space Explorers and meet Zorbit, Zoe, and Serena - and they need the students' help.

Use your projector or SMARTBoard to show your students how to launch the game and log in. Do not give out their Login Cards just yet, but tell them that they will all get their own username and password shortly.



As a class, navigate to one of the planets and watch the opening narrative video. Lead a conversation about the characters and narrative. Here are some questions to get the conversation started:

**Q:** What characters did we meet?

**Q:** Can you describe the personalities of characters like Zorbit, Zoe, and Serena?

**Q:** What is the mission you need to complete on this planet?

**Q:** How can math help us complete this mission?

Before moving on to the next portion of the lesson, demonstrate how to log out of the game. Instruct students to always log out before putting the device away so that the next student does not accidentally play under their account.

## Zorbit's Math Adventure



From the Class Roster area of the Teacher Dashboard, print you class' Login Cards and hand them out to students. Instruct them to put them somewhere safe so it does not get lost - tape it inside their math notebook or portfolio, for example. Depending on how many devices you have available, your students can get started with Zorbit's Math Adventure in a number of different ways.

If you *have enough devices for everyone*, allow each student to log into Zorbit's. You may wish to recommend which Star System (grade) they should navigate to, but encourage them to explore a planet (strand) of their own choosing. As students begin to talk to each other about their math adventures, listen carefully to the conversations they are having.



If you *do not have enough devices for everyone*, set them up as one of several stations. Use the Teaching Activities section of the Teachers Dashboard to find a few activities for the other stations. Separate the class into small groups and have them rotate through the stations every 15 minutes. Some recommended activities include:

*10 Counter Cover Up*  
*On The Way to 30*  
*Tenframe Fillup*  
*Pattern Block Pictures*



As students complete activities in the game, visit the Class Progress area of the Teacher Dashboard to monitor their performance.

# Reflection Discussions



Launch Zorbit's Math Adventure on the SMARTBoard, navigate to a planet of your choosing and lead a conversation with the class about their experiences with the game. Here are a few questions to get the conversation started:

- Q:** What planet did you visit? Who did you mean and how did you help them?
- Q:** What was your favourite part of the game?
- Q:** Was there anything about the game you did not like?
- Q:** Can you help me finish this level? Tell me about the math we need to do.

## Additional Consideration

### Follow-Up

Use the data collected in the Class Progress area of the Teacher Dashboard to identify gaps in your students' learning. Use the Teaching Activities area to find relevant activities to use in your next lesson.

Zorbit's Math Adventure also features a great support team that has a reputation for quick response times and reacting to user feedback. Select the Help button in the bottom right corner of your Teacher Dashboard to send any questions or feedback you might have.

Visit the Zorbit's Learning Centre for self-directed, online professional development focusing on blended learning strategies.

### Variation

If devices for your students are not available, students can take turns playing the game on the SMARTBoard. Pick one or two students to play the game and another one or two students to help them solve the problems in the activity. When the activity has been completed, select new students to take on these roles. Help students use math language to communicate their strategies for solving problems.

