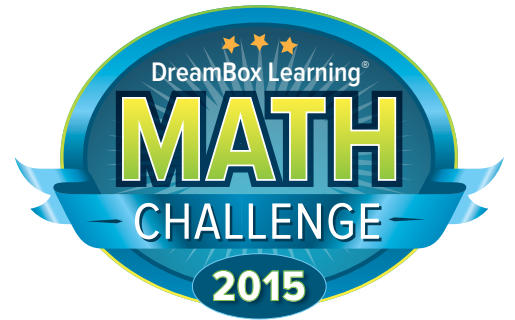


# DreamBox Learning<sup>®</sup> Math Challenge!

March 14 through April 10, 2015

A competition where all K–8 classrooms using DreamBox Learning Math that complete an average of five or more lessons per week are eligible to win prizes.

1. **Play!** Encourage your students to play at school, at home, or at the library.
2. **Track Classroom Progress.** Track your students' progress in the Classroom Usage Report.
3. **Play Some More!** Average at least five lessons completed per week and your classroom will be automatically entered to win!



## PRIZES

### Weekly DreamBox Prize Packs

Grand Prizes awarded in the following categories:

### Highest Average Lessons

### Most Improved Usage

### Persistence Pays Off Raffle



Winners will be announced on Monday, April 13, 2015.

Kids learn best when they're engaged and empowered to think for themselves, and that's what they experience when they use DreamBox Learning Math (in English or Spanish). Age-appropriate graphics and gaming protocols—driven by adaptive learning—motivate kids to persist and progress to build deep conceptual understanding by providing the next right lesson, every time.