



## LOGIN

To access account

Username or E-mail

Password

save password

Enter

## Achieve3000®

Differentiate. Accelerate. Achieve.

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To access SmartyAnts [click here](#)  
or go to [play.smartyants.com](https://play.smartyants.com)



## Discover Smarty Ants from Achieve3000

Smarty Ants<sup>®</sup>, the PreK-1 literacy program by Achieve3000<sup>®</sup>, is an effective, research-driven solution that differentiates instruction in foundational reading skills and accelerates student achievement – all in an engaging, interactive, online learning environment.

Through Smarty Ants' engaging virtual world, children are empowered to learn to read like never before. Based on a student's exact skill level, learning temperament, and learning pace, the program's adaptive content system automatically delivers the right level of skill instruction and practice to keep learners in the zone of proximal development. Robust learning scaffolds, including supports for English language learners and struggling students, are embedded into the engaging games, activities, and materials to ensure all students stay motivated and moving forward on the road to reading success. At the same time, the program's systematic and spiraled scope and sequence builds the phonemic awareness, phonics, fluency, vocabulary, and comprehension skills students need to become confident, capable readers ready for the challenges of second grade and beyond.

Smarty Ants is uniquely designed to encourage young learners to do their best at every step in the learning process: as students engage with the program through their unique, customizable avatar, their success is recognized and rewarded with thousands of virtual awards to collect and dozens of mini-games to play. Plus, students can complete Smarty Ants activities at school or at home, on desktops or on mobile devices.

This complete solution provides you with everything you need to teach all children how to read so that they can “read to learn” in second grade and beyond:

- Student Program with initial and ongoing assessment, foundational skills instruction, and independent practice
- Teacher, Site Coordinator, and Administrator Dashboards stocked with real-time student data and essential reporting tools
- Parent Dashboard for encouraging parent engagement and reporting students' progress
- Anytime, anywhere access at school or at home for you, your students, and their families

Once students have learned how to read with Smarty Ants, they will be ready to read to learn – and master literacy in the content areas, including science and social studies – using Achieve3000's patented and proven online differentiated instruction solutions for grades 2-12 and adult education, starting with KidBiz3000<sup>®</sup> for grades 2-5. By providing instruction differentiated at 12 levels in English and 7 in Spanish, with linguistic scaffolds and robust supports embedded in every lesson, these solutions provide a seamless transition from Smarty Ants and empower you to accelerate all students towards college and career readiness.







## TOGETHER WITH YOUR SCHOOL, SMARTY ANTS® BUILDS THE FOUNDATION FOR LIFELONG LITERACY



Achieve3000's digital solutions reach all students one-on-one, at their individual reading levels, to:

- ✓ **Accelerate learning**
- ✓ **Boost literacy skill gains**
- ✓ **Prepare them for future high-stakes tests**

Learn how to monitor and support your child's reading skill growth with the Smarty Ants Parent Dashboard

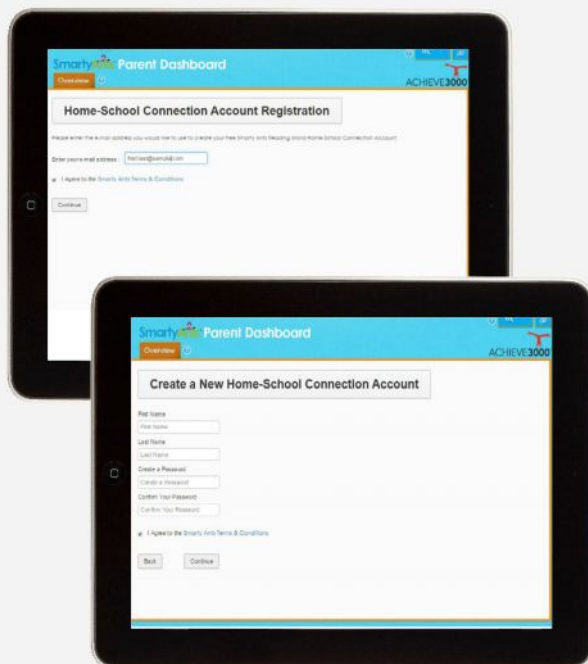
## ▶ Getting Started with the Parent Dashboard

With the Smarty Ants Parent Dashboard, you can encourage your child's reading development at home or on the go! Here's how you can get started and be a part of what your child is doing at school.

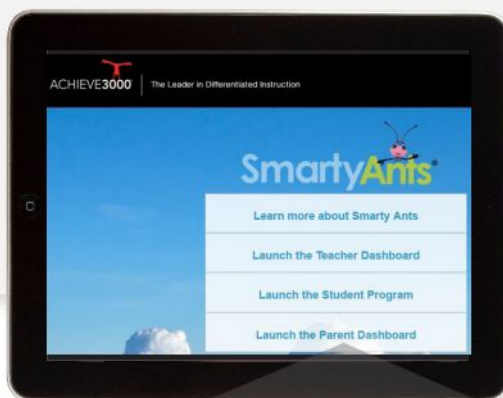
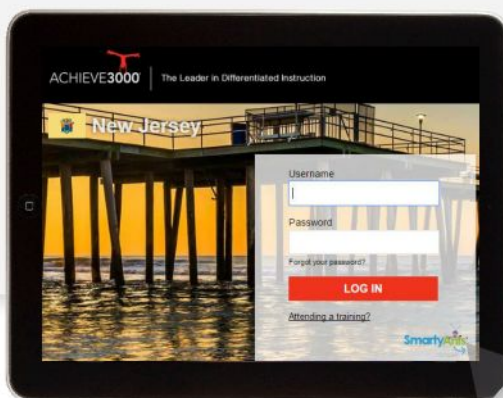
### Set Up Your Parent Dashboard Account

Your child's teacher will send you an email with instructions for setting up your username and password. You can also call 877-235-2525 for this information.

1. Click the "Activate My Free Home-School Connection" link in the email.
2. Enter your email address and agree to the Smarty Ants Terms & Conditions, then click Continue.
3. Enter your first and last name, and create a password. Be sure to record this information.
4. Click Continue to access the Smarty Ants Parent Dashboard.



Once your Parent Dashboard account is set up, use [portal.achieve3000.com](http://portal.achieve3000.com) to log in. Click on the **Smarty Ants logo**, then click **Launch the Parent Dashboard**.

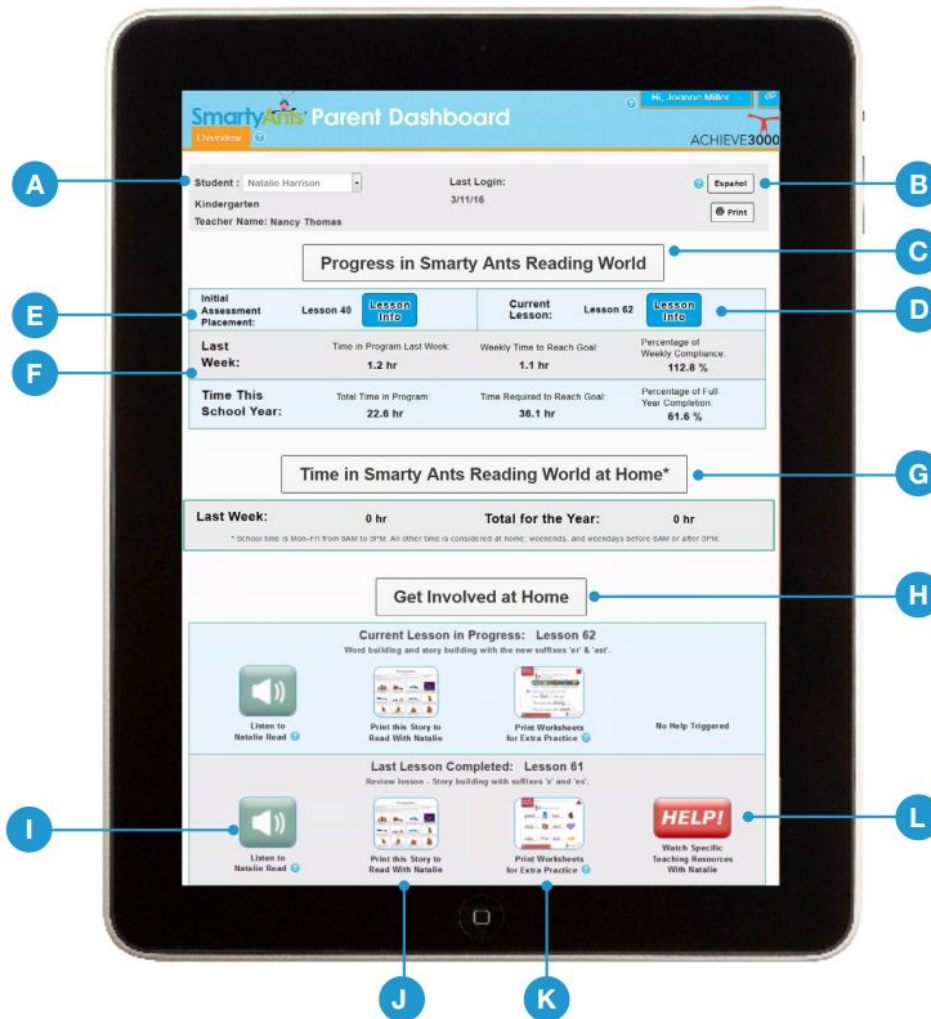


Launch the Parent Dashboard



# Using the Parent Dashboard

Use the Parent Dashboard to get engaged in your child's learning. With only a few clicks, you can access tools that will help you to support and monitor your child's progress with Smarty Ants.



- A Student name:** Use the student selector if you have more than one child enrolled in Smarty Ants
- B Español button:** Toggle between English and Spanish
- C Progress:** Access lesson resources and progress data
- D Lesson Info button:** Click for access to all the resources for the lesson, such as Teacher's Guide pages, instructional videos, standards alignments, and more
- E Initial and Current Lesson bar:** See where your child started and how much progress

- F Progress for the Week and Year:** Monitor how much time your child spends using the program, weekly or for the whole school year. The closer to the weekly goal, the higher the reading gains!
- G Time at Home:** Keep an eye on at-home use (after 3 pm each day) for a big impact on reading skills growth. Smarty Ants automatically tailors instruction according to your child's individual skill level and learning needs to maximize the impact of independent work. Try setting aside dedicated reading time

- H Get Involved at Home section:** Access resources for your child's current lesson, as well as the last lesson completed
- I Speaker icon:** Review your child's reading recordings
- J Stories:** Print stories your child has read
- K Worksheets:** Print worksheets for extra practice at home
- L Help:** See specific teaching tips on what your child needed help with

NOTE: The full version of Parent Dashboard is shown here. Your Parent Dashboard may display less data. Your child's school district determines which version of the Parent Dashboard is available for you. Contact your child's teacher if you wish to see more (or less) information.

## ► Additional Resources for Using Smarty Ants® at Home

As an involved parent, you – and up to four additional family members – can receive **Daily Woof** e-newsletters that celebrate the learning performance of your favorite “smart ant.”

Every time your child uses Smarty Ants, a Daily Woof email will automatically notify you about their progress and accomplishments they had during the session.

These emails also include a link to the Daily Woof website where you will find other helpful materials, such as digital books, story recordings for your review, and more.

Use Daily Woof resources to help your child get the right start with learning how to read. Talk to your child’s teacher to get set up today!



### Any Place, Any Time

Smarty Ants' mobile apps empower 24/7 learning, on iPads and other tablets. Download the iPad®, Android™ or Kindle® apps today.



  
**KidBiz3000®**

**Is your child  
already reading?  
Ask your child's  
teacher about  
KidBiz3000!**

For customer support, please contact us at  
**877-235-2525** or [support@achieve3000.com](mailto:support@achieve3000.com)

  
**ACHIEVE3000®**





# MOTIVATIONAL TOOLS

The Smarty Ants® literacy program by Achieve3000® encourages and motivates students to move from lesson to lesson and level to level as they learn and strengthen prereading and reading skills at their own pace.

## The virtual motivational tools include:

- **Games**
- **Awards**
- **Coins**
- **Books**
- **Ribbons**
- **Trophies**
- **The *Daily Woolf* Newspaper**
- **DVDs**
- **Super Ant Animal Rescue**
- **Readers Theatre**
- **Recordings**
- **Songs**



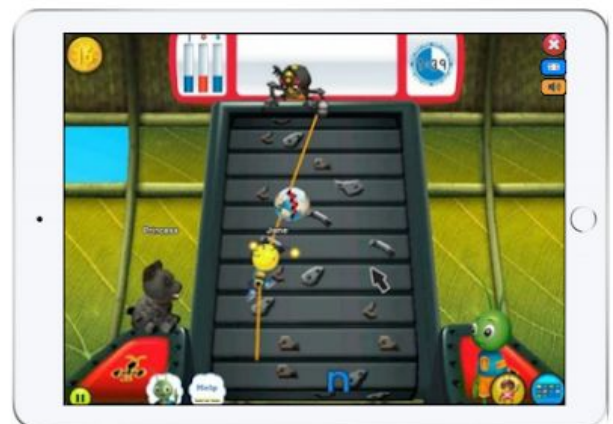
## GAMES

From the Activity Board, students choose engaging and entertaining games that teach letter sounds and word-building, story-building, skills and comprehension skills.

### THESE LEARNING GAMES ARE PLAYED IN THE ANT GYM.



**Treadmill**



**Climbing Wall**



**Pool**



**Four Square**



**THESE LEARNING GAMES ARE PLAYED IN THE ANT STADIUM.**



**Hoops**



**End Zone**

**THESE LEARNING GAMES ARE PLAYED OUTDOORS IN THE SMARTY ANTS WORLD.**



**Dog Park Race**



**Snowboard**



**Race Cars**



**Biking**



**Fetch**



**Bump and Bounce**

## Levels 1-2

At levels 1-2, students learn the names of uppercase and lowercase letters, and the sounds those letters represent. Interactive teaching videos guide students in writing each letter, while students master letters by playing skill building games.

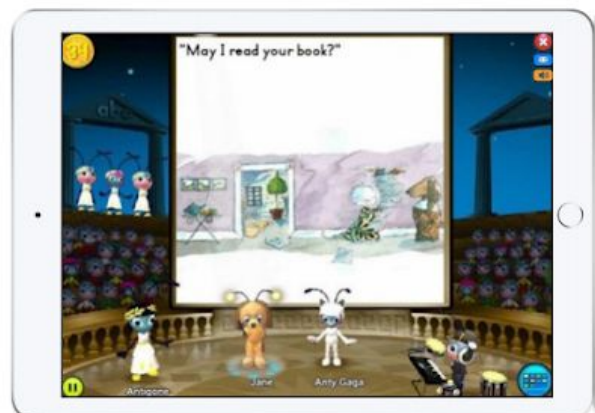
## Levels 3-11

At the end of each lesson in levels 3-11, students with microphones get to record their stories and hear those recordings in the program. Teachers can then review them from their dashboards to check fluency and accuracy.



## Levels 12-18

In levels 12 and above, students read stories, build scripts, and record themselves and hear those recordings performed in the Greek amphitheater with Antigone and Antstein guiding them.





## REWARD ACTIVITIES

From the Reward Board, students can choose appealing activities that supplement and reinforce reading skills they are learning.



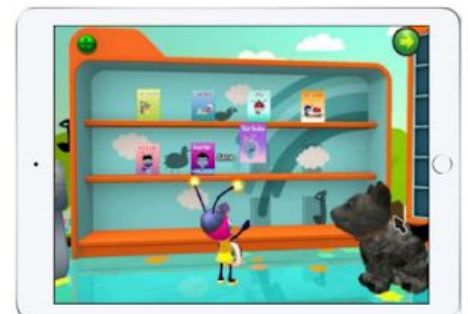
### Ant Home

Students can visit several areas of their Ant Home by clicking to indicate where to place their ant avatars. Among other fun activities in the Ant Home, students can change clothes or revisit phonics-based books they have built.



### Smarty Store

Students can use Smarty Coins to buy clothes and accessories for their ant avatars, virtual dog, and ant friends at the Smarty Store.



### Reward Room

In the Reward Room of the Ant Home, students can review previously learned words, reread books and watch musical DVDs from earlier lessons, and take the elevator to a Reward Room in a previous level.

## Newspaper

The *Daily Woof* offers motivational “front- page” stories about students’ progress in Smarty Ants. Teachers can add email addresses from their dashboards so that family members and friends of students can also receive the *Daily Woof* and read about students’ achievements.



## Movie Time

When students select Movie Time as an activity from the Reward Board, they are transported before the DVD display shelf in the Reward Room of their Ant Home, where they can select a previously made musical DVD to watch with their ant friends.



## Dance Studio

Dance Studio is another motivating and skills-reinforcing activity that takes place in the Ant Home. When students choose Dance Studio from the Reward Board, they can listen to a variety of learning songs based on the current lesson while dancing with their pets and ant friends.



## Recording Player

In the new Recording Player, students can listen to story recordings they have previously made. This activity motivates and encourages students by allowing them to hear how much they’ve improved while working in Smarty Ants.



## Story Game Show

In this activity, students compete against their ant friends to answer questions about a story they’ve read. It is available on the Reward Board in levels 1 and 2, as well as in levels 12-18.





## Animal Rescue

As students progress through the program, they will earn pieces of their Super Ant outfits. There are five outfits to earn, and each one has five pieces to it. Once a student has all five pieces of a Super Ant outfit, they will get the opportunity to rescue some critters that have gotten stuck in the Smarty Ants world. Each critter has a name based on the content the student is learning, and once a rescue is complete pictures of the student's avatar and the critter are added to the wall of his or her Ant Home. Students can see when they will earn the next piece of each outfit on the progress bar, but the animal rescues are a surprise.



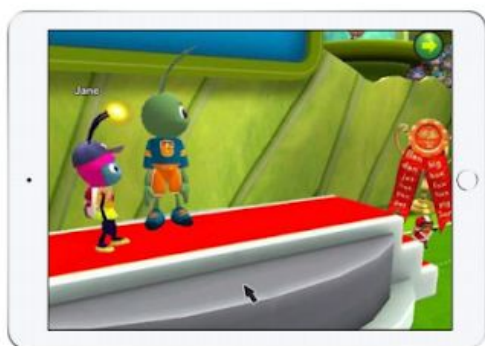
## Phoneme and Word Awards

Students progress through the games and receive approximately 2,500 virtual awards as they master letters and phonemes and build words, stories, and musical DVDs. Each time a student receives a phoneme or word award, his or her virtual dog receives a cookie award. The Camera Bee swoops in to take a picture of the award ceremony.



## Graduation Ceremonies and Trophies

Each time students complete a curriculum level, they receive a graduation trophy at their very own graduation ceremony in the Ant Stadium. These trophies are kept on the shelves of the student's Reward Room in the Trophy Tower.



## Smarty Coins

Students can win Smarty Coins while playing the learning games. Each time they find all the letters or words called for in a round within the time limit, they win a bonus Smarty Coin. These coins can be used to buy clothes and accessories in the Smarty Store.



## Personalized Phonics-Based Books

Once students learn to build words in Smarty Ants, they can then build stories from the words. Students begin each book halfway through the lesson. At the end of the lesson when a book is complete, students print out a color or black-and-white copy of their books to read at school or at home. Completed books are stored on a shelf in the student's Ant Home.



## Musical DVDs

A virtual musical DVD is created from each book students build in a lesson. The DVDs are on display on a shelf in the Ant Home and can be accessed from the Reward Board.



## Phonics Songs

Smarty Ants offers more than 470 entertaining phonics songs—several per lesson. These encourage students to sing while they learn, which reinforces reading skills, and can be found in the Dance Studio of the Ant Home. Videos of each song are also available on the lesson pages of the Teacher's Guide from the teacher dashboard.

To learn more about motivating students in Smarty Ants, log in to your teacher dashboard at [portal.achieve3000.com/smarty\\_ants](http://portal.achieve3000.com/smarty_ants) and click on the Training tab.