Funnix Math Placement Test

To access the placement test for Funnix Math, go to:
http://www.funnix.com/funnix2012/download_math.htm#placement

Follow the on-screen instructions to download, install and start the video-based placement test. Be sure to download the Placement Test Scoring Sheet (available on the last page of this PDF or at http://www.funnix.com/mathimages/PlacementTest_Math.pdf)

Funnix Beginning Math Placement Test

To determine whether children know enough to be placed in the program, administer the *Funnix Math Placement Test* video.

The test is to be administered individually to children who know nothing, or very little about math or counting.

Administering the Test
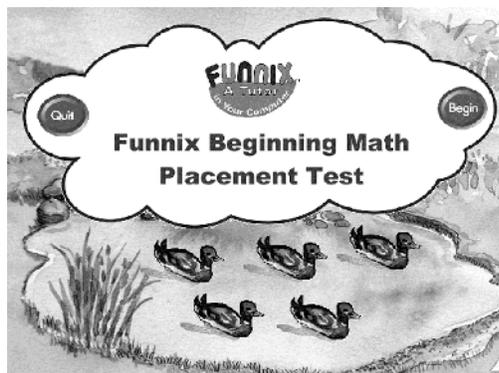
- Launch the *Funnix Beginning Math Placement Test* video.
- Seat child in front of computer and print copy of the Placement Test Scoring Sheet (page 3).
- For more than one child write the child's name on the Placement Test Scoring Sheet.
- Play the *Funnix Beginning Math Placement Test* video and score after each task.

Scoring the Test

Print out scoring sheet before viewing *Funnix Beginning Math Placement Test* (page 3).

- For task 1, circle last number child counts correctly. The number circled shows the number of points earned for task 1.
- For task 2, circle each number the child correctly identifies. Score 1 point for each circled number.
- For task 3, circle each number the child correctly identifies. Score 1 point for each circled number

Total the points children earn. Here's a chart that shows the maximum number of points children can earn for each part:

Task	Maximum Points
1	10
2	10
3	6
Total Points: 26	

Here's a sample scoring sheet:

Scoring Placement Test

Name	Task 1	Task 2	Task 3	Points
Jennifer	1 2 3 4 5 6 7 **8** 9 10	4 ② ② 4 2 ② 2 ② 4 ② ② ②	③ ① 8 ⑤ 7 ②	19
William	1 2 3 4 5 6 7 8 9 10	4 2 ② ② 2 4 2 ② 4 4 2 4	3 ① 8 ⑤ 7 2	9
James	1 2 3 4 5 ⑥ 7 8 9 10	4 ② ② 4 2 ② 2 2 4 ② 2 4	③ ① 8 5 7 ②	13
	1 2 3 4 5 6 7 8 9 10	4 2 4 4 2 4 2 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2 4 4 2 4 2 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2 4 4 2 4 2 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2 4 4 2 4 2 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2 4 4 2 4 2 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2 4 4 2 4 2 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2 4 4 2 4 2 2 4 4 2 4	3 1 8 5 7 2	

Placement Procedures

Place children who score 10 or above at Lesson 1 of *Funnix Beginning Math*. Place children who score less than 10 in a beginning language program. Don't place these children in *Funnix Beginning Math* until they score 10 or more on the placement test.

Scoring sheet for the *Funnix Beginning Math Placement Test*.

Scoring Placement Test

Name	Task 1	Task 2		Task 3	Points
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	
	1 2 3 4 5 6 7 8 9 10	4 2	2 4 4 2 4 2 4 4 2 4	3 1 8 5 7 2	