

Everything the app can do

148 features across 6 areas, for students, teachers and districts.

District-wide pricing available.

Discounted rates for district-wide use are available. Contact the owner to discuss pricing for your district.

[Email the owner \(click here\)](#)

Student features

Everything a student can do after signing in.

Diagnostic

- Self-paced diagnostic for grades 6, 7 and 8, organized by unit with a problem bank for each grade.
- After a miss, a remediation loop on that problem with an AI-written worked example (built-in backups if AI is unavailable).
- AI grading checks each step of the work, not just the final answer.
- Unfinished sessions resume where the student left off; progress saves automatically.
- Mixed review practice and harder challenge problems.
- Photos of written work can be attached to an answer.
- Unit lesson videos from your YouTube channel are matched to each problem's skill.
- Worked examples explain the “why” behind every step, offer a second way to solve, and reveal each step with a short animation.

Scan a problem

- Photograph a printed or handwritten homework problem and it becomes a coached, step-by-step walkthrough instead of just an answer.
- The student works each step and gets an instant check before the next step appears.
- The AI coach can be opened at any step; scanning is available only to signed-in users.

Course map and daily practice

- Course map of every Grade 6–8 skill, showing the student's mastery level for each one.
- Today card in My Progress with a practice streak, a daily goal, and a “what to do next” suggestion.

Culminating exam

- AI-generated mastery-check exam at the same difficulty as the diagnostic.
- Students can leave and come back; exam progress is saved.
- Before-and-after report comparing diagnostic and exam results.
- Cumulative exam covering several units at once.

AI coach

- Never gives away the answer, but always keeps working with the student toward real understanding through guiding questions.
- Snap a photo of your work on any problem: the coach reads the handwriting, says back what it sees, praises what's right, and asks a guiding question about the first step that went wrong, all without giving the answer.
- Fully spoken conversations: students talk to the coach, hear its reply read aloud, and the mic reopens automatically so they can keep talking hands-free.
- Students can snap a photo of their handwritten work, and the AI reads it, checks each step, and gives feedback.

- Available in the diagnostic, exam, practice and the Math Wilderness; opens from a side drawer.
- Responds in other languages and uses a voice the student chooses. Notices when a student types in another language, replies in it, and offers to switch the mic and voice to match.

Math Wilderness

- Exploration practice area for grades 6, 7 and 8.
- AI-generated problems written around each student's interests.
- Includes the AI coach during practice sessions.

Other student pages

- Interests setup: students pick interests used to personalize problems.
- Math Vault: revisit past mistakes and fix them for credit.
- Check my work: photograph a workbook page for instant AI feedback; a “My workbook pages” panel shows past feedback and refreshes on its own. Students can file a page under an assignment their teacher posted, and its score lands in the gradebook.
- Turn in a test: pick the assignment by name from the teacher's list (no typing a title), then upload a photo of the paper test; the score appears only after the teacher releases it.
- My test scores: look up released scores.
- My progress home screen: completed units, personal goals, assignments, and any warm-up the teacher has pushed live.
- My calendar: weekly and monthly views on the home screen showing everything due (practice, problem sets, Math Wilderness and graded work), with turned-in items checked off.

Motivation

- Rank titles: Rising Hawk, Sharp Hawk, Soaring Hawk and Master Hawk.
- Badges including Finisher, Fast Start, Comeback Kid, Sharpshooter, Flawless, Challenger, Sky's the Limit and Never Give Up.
- Badge shelf, avatars, confetti, sound effects with an on/off switch, and an on-screen progress display.

Tools and accessibility

- On-screen calculator, math input keyboard, scratchpad and drawing pad.
- Answer builders beyond a plain text box: tap a point on a number line or plot a point on a coordinate grid.
- Visual math tools: algebra tiles, a slope grapher, and problem diagrams.
- Math toolbox Practice mode: students pick a tool (area model, number line, fraction bars, equation balance, table of values, slope, graphing, algebra tiles, formulas or glossary), get endless new problems, fill in the blanks and check their work, with hints, worked steps and a streak counter.
- Match-a-story-to-a-diagram problems: students compare tape diagrams with a story problem, in the diagnostic and the Math Wilderness.
- Read-aloud for problem text, with an option to read automatically.
- Dyslexia-friendly display mode.
- Student settings are saved, and teacher-set accommodations apply automatically.

Teacher features

Tools for running classes, reviewing work and planning instruction.

Classes and roster

- Create and delete classes, and renew a class's join code.

- Import a roster from Google Classroom, or clear an imported one.
- Co-teaching: invite, accept, remove a co-teacher, or leave a shared class.
- Manage student profiles and accommodations, and reset student passwords.

Google Workspace for Education

- Link each class to a Google Classroom course.
- Post assignments to Classroom with a link back to the app, and send grades to the Classroom gradebook, with the option to return them to students.
- Export any gradebook to a new Google Sheet in one click.
- Save a student's graded work and photos to a Google Drive folder.
- Subscribe to class due dates in Google Calendar, for teachers and students.
- Optionally limit Google sign-in to school accounts only.

Teacher dashboard

- Updates live as students work, with in-progress tags and exam scores.
- All student records, with a filter to focus on one student.
- Completed diagnostic reports.
- Class calendar: weekly and monthly views of every due date and practice start date across all your classes, filterable by class, with each item linking to the page where you manage it.

Class Insights

- AI analysis of the kinds of errors students are making.
- AI-generated bell-ringer warm-ups and mini-lessons with a teacher script; unwanted lessons can be deleted.
- Present mode: full-screen projector view with hidden answers, a timer and keyboard controls.
- Push to students: sends a warm-up live to the class (one per class, ends automatically after 12 hours).

Live view

- Classkick-style live view: a grid of every signed-in student's Prairie Math screen, updated every few seconds, with the page they're on and how recently it changed.
- Click any student to see their screen enlarged.
- Mark up a student's screen: pen, highlighter, text and eraser marks appear on top of their page as the teacher draws (they can hide them, and the page still works).
- Quick notes and stickers: send one-tap notes like "Check step 2" or a sticker; students tap "Got it" and the teacher sees "Seen".
- Voice notes both ways: teachers and students can record up to 60-second voice messages, listen back before sending, and play them in the notes panel; recordings are private and deleted when Live view stops.
- One-on-one whiteboard: open a shared board on one student's screen that both can draw and type on, with each other's strokes showing as they draw; students can only erase their own ink.
- Real-time updates: pen marks, notes, voice notes, "Seen" receipts and students joining or leaving show up instantly, and Live view falls back to updating every few seconds if the real-time connection drops.
- Teacher-controlled and private: off until the teacher starts it for a class, turns off automatically after 3 hours, and stopping it deletes all saved pictures.
- Only the Prairie Math tab is shared, never the rest of the device; password fields are hidden and students see a notice while their teacher can view their screen.

Live games

- Kahoot-style class games: project a 6-digit PIN and QR code, and students join at /play on any device with a nickname.

- Build a game by hand, have AI write questions on a topic or standard, or pull questions from a diagnostic unit.
- Multiple choice, true/false and number-answer questions (equivalent answers like 0.75 and 3/4 both count).
- Points for correct answers plus a speed bonus, a live answer chart and top-5 leaderboard after each question, and a podium at the end.
- Team mode: in the lobby, choose 2, 3 or 4 teams (Bison, Hawks, Coyotes, Prairie Dogs). Players are split evenly, late joiners go to the smallest team, and the teacher can shuffle teams or move individual players.
- Team plans: build teams by hand from a class roster before class (for example, mixed-ability or strategic groupings), save them, and reuse them. In the lobby the teacher chooses whether to use a plan for that game only; students are placed by student ID or name as they join, and lobby changes never alter the saved plan. Plans can be edited or deleted at any time.
- Team score is the average of its members' points, so smaller teams aren't penalized. Team standings appear after every question, the podium shows the winning teams, and each student's device shows their team and its place.
- End-of-game question report highlights questions under 60% correct for reteaching.
- Scores go to the gradebook only when the teacher chooses Send scores to gradebook and matches players to students.

Gradebook

- One grid per class: every student down the side, every assignment across the top, with each student's average.
- Add an upcoming test, quiz, assignment or project with a due date and point value; it shows up right away in the students' Test submission list.
- Submitted tests file automatically under the chosen assignment, and multi-page tests combine into one score.
- Click any score to type points, override an AI grade, excuse a student, or clear it.
- Close an assignment to take it off the students' list; mastery-check scores and older typed-name tests appear as their own columns.
- Paper tests the teacher uploads can be filed under a gradebook assignment too.
- Export the gradebook to CSV.

Assignments

- Create and delete assignments for a class.
- Schedule assignments with start and due dates, and assign them to a student group.
- Each student's status is tracked as not started, in progress, done, late or missing.
- Create Wilderness assignments and turn them on or off.

Lesson planning

- AI-written Grade 6–8 lesson plans, exit tickets in 3 versions, rubrics, quizzes, and word problems at 3 reading levels.
- Plans are saved and can be printed with an answer key.
- Send word problems, exit tickets, and quizzes to one, several, or all classes digitally, with an optional due date.
- For leveled word problems and exit tickets, choose one reading level or version for the whole class, then change it for individual students.
- Students answer on their device under “Problems from your teacher” and can edit until you review; you see each student's answers, level, and submission status.

Reviewing student work

- Today panel at the top of the teacher dashboard: work waiting for review, students who are struggling, and active assignments, with everything else grouped under More tools.

- Edit any generated lesson plan, leveled problem, or answer key before printing or sending it to students.
- Workbook review, with an option to hold feedback until you release it, and Undo review to move a confirmed grade back to Needs review.
- Students see whether each grade is AI-graded or Teacher-checked.
- Per-class switches to turn the Economy, Wilderness, and Games on or off (Tools page).
- Test review: release scores one at a time or all at once, with a count of tests awaiting review.
- Wilderness dashboard showing student activity.
- Vault overview of how many past mistakes each student has fixed.

Communication and reports

- AI-written parent update messages.
- Usage dashboard showing time students spend in the app.
- Data export for research.

Class economy: Prairie Bucks

A built-in classroom economy where students earn Prairie Bucks for real learning, hold class jobs, and practice saving, budgeting, and investing.

Earning by learning

- Students earn Prairie Bucks automatically for solid skills, closed gaps, finished diagnostics, mastered exam items, mastery bonuses and Math Wilderness practice.
- Teachers set every pay rate and a daily earning cap per class.
- Each reward is paid once, so replaying the same work can't farm money.
- An automatic late fine (10 Prairie Bucks by default, adjustable or off) for practice and Math Wilderness assignments left unfinished after the due date.

Class jobs with regular paychecks

- Teachers create class jobs with a title, description, salary and number of openings.
- Students apply for jobs; teachers approve, decline or hire students directly.
- Automatic paydays deposit salaries on a schedule the teacher sets, with a "Run payday now" button.
- Optional income tax on paychecks flows into a shared class fund the teacher can spend.

Student bank

- Separate checking and savings accounts, shown in Prairie Bucks and cents, with a full transaction history.
- Savings earn a realistic yearly rate (4% APY by default, teacher-adjustable) credited daily, so students watch a few cents of interest arrive each day.
- Optional loans with interest, borrowing limits and repayment.

Class store

- Teachers stock a store with rewards, privileges and items, each with its own price and stock.
- Students buy with Prairie Bucks; teachers approve or refund purchases.

Money lessons and teacher controls

- Short built-in lessons on savings growth, gross vs. net pay, the true cost of a loan, saving for a goal and reading a bank statement.
- Teacher economy dashboard with every student's balances, bonuses and fines, and class-wide adjustments.
- Savings, taxes and loans can each be turned on or off per class.

Signing in and accounts

How students and teachers get into the app.

Access

- Student sign-in with a class join code or passcode, Google sign-in, or a student ID confirmed against the class roster.
- A student's sign-in can be linked to their roster profile, and unlinked later.
- Official roster names everywhere: when a student's ID is on a class roster (built-in or imported from Google Classroom), their roster name is saved and shown on every dashboard, gradebook, test, workbook, economy and game screen, no matter what name they typed. Older records are corrected automatically.
- Teacher accounts sign in with a passcode or their own account; passwords can be changed or reset.
- A free, one-time 15-minute demo lets new visitors try the full app before subscribing.

Plans and updates

- Paid plans through Stripe: Individual Access (\$12/month or \$59.99/year), Family (\$29/month or \$249/year for up to 4 children), and Teacher Classroom (\$15/month or \$65/year). Every Teacher Classroom plan, monthly or yearly, starts with a 30-day free trial.
- Free teacher tier: teachers can run a class of up to 30 students at no cost with the basics (roster, Google Classroom import, assignments, gradebook). Advanced AI insights, CSV gradebook exports, live team games, automatic data-deletion schedules and cross-school data sharing are part of the paid Teacher plan.
- School and district site licenses: one yearly purchase covers every teacher at a school building who signs in with the school's email domain, with no student limit. Pricing by discussion with the owner.
- Fair-use AI Energy: Individual and Family plans include a generous monthly AI Energy allowance for the spoken coach, photo scanning and Math Wilderness. When it runs out, diagnostics, visual tools and the math keyboard keep working, and families can wait for the monthly refresh or buy a top-up pack.
- Free student accounts include the diagnostic, video matching, the standard calculator, basic practice and a small amount of written coach help. Spoken AI conversations, photo scanning and Math Wilderness need a paid plan.
- Signed-out visitors get a 15-minute preview of the AI help, without saved progress or dashboards.
- Student, family and teacher accounts are separate: only Teacher Classroom accounts can open teacher tools.
- Family plans have a "Who's practicing?" screen to add, pick or remove learners, and each child's progress is saved separately.
- Subscription status is checked per account, and some accounts can be given free access.
- An update banner tells students and teachers when a new version is available.

Privacy and legal

Controls that keep student data safe and compliant.

Data controls

- Teacher privacy center to set how long data is kept; expired data is deleted automatically.
- Delete all data for a single student on request.
- Audit log of actions taken on student data.
- Privacy policy, terms of service, and a data processing agreement template for districts.

Under the hood

The services and infrastructure the app runs on.

Platform

- Data stored in a Neon database; uploaded photos stored in Vercel Blob.
- AI runs through Vercel AI Gateway, with backup content when it fails.
- Every AI request is checked against the caller's plan and logged, so the owner can see estimated AI cost per plan and per feature.
- Real-user speed tracking with Vercel Speed Insights, plus baseline security headers on every page.
- Installable on a device (service worker), with the running version shown.
- Print buttons on reports.