

Practise. Level up. Shine.

Sparkuna is the practice world for Grade 1–12 students at Eduversal partner schools. Every right answer is a spark that helps a student, and their school, grow.

Every adventure starts with a question

Five friends find the Light Atlas, a map with paths still to discover. Every idea a student understands draws a new path of light. Tricky questions become places to visit again. The story gives students a reason to come back, and a seat at the table.

1



Every adventure starts with a question.

Sparky opens an old atlas. Its paths stop half-way.

2



Meet your companions.

Five friends, five personalities. Each student picks one.

3



There's a place for you.

The sixth seat at the table is for the student.

4



One question. A new discovery.

Each idea understood adds a path of light to the map.

5



A tricky question? Take another look.

Missed questions come back later, in the rematch deck.

6



Practise. Level up. Shine.

A whole world to explore, one question at a time.

— WHAT IS SPARKUNA?

A daily practice habit that feels like a game

Students practise questions written for them, earn points for right answers and watch a companion character grow with them. Short sessions, a reason to come back tomorrow, and a team goal for the whole school.



Practice every day

Ten minutes before school or after class. A new Daily Challenge starts every midnight, Jakarta time.



Made for each student

Math and Science questions are written by Eduversal for each grade. Grades 1–3 hear every question read aloud. From Grade 7, English follows CEFR levels, from A1 to C1.



A fair game

Points come only from right answers. Nothing to buy, and mistakes never cost points.

1–12

grades

13,984

practice questions

3

subjects: Math,
Science, English

Free

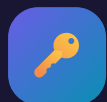
for partner-school
students



Every adventure starts with a question.

Ready to play in three steps

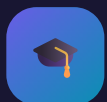
No forms, no new passwords, and no set-up for teachers.



1

Sign in with the school account

Students use the Google account their school gave them. Sparkuna knows the school from the email address. Personal Gmail accounts cannot enter.



2

Pick a grade, once

Students choose their grade, 1 to 12. Questions then match that grade. Grades 1–3 hear every question read aloud and get short five-question runs; Grades 1–6 also get Play Lab and Reading; Grades 7–12 get Morning Reading. From Grade 7, English starts with a 15-question placement test.

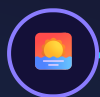


3

Choose a companion

Five characters are waiting. The companion joins every practice run and grows as the student levels up.

Then, a typical day



BEFORE SCHOOL

Daily Challenge

Five questions, the same set for the whole grade across the network.



AFTER CLASS

A practice run

A chapter of their choice, five or more questions, a boss question at the end.



EVENING

The daily chest

Challenge + daily quest + streak = a chest with a streak freeze or a new cosmetic.



MONDAY

League results

The top of each league group moves up. The School Cup winner is announced.

— SEE IT IN ACTION

Ninety seconds inside Sparkuna

These are real screens from a practice session on an iPad. Watch the full 90-second video, with voice-over and music, on the tour page.



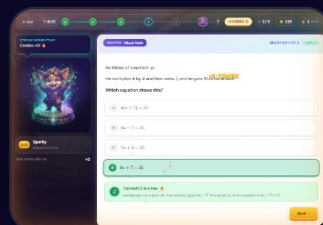
Scan to watch the video

1 min 33 s · English voice-over

sparkuna.com/tour

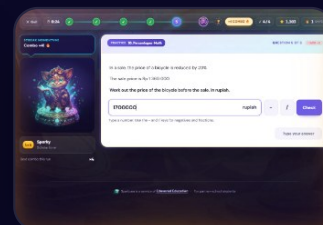
 **More than tapping:** students also type answers, fill gaps, put things in order and match pairs.

 **Grades 1–3:** every question is read aloud, and runs are five questions long.



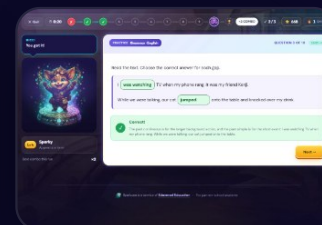
Build a combo

Three right in a row, and the companion cheers.



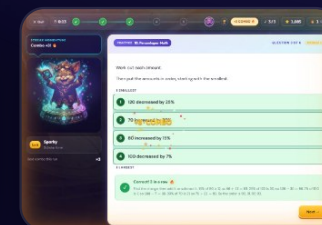
Type the answer

A number box with – and / keys for negatives and fractions.



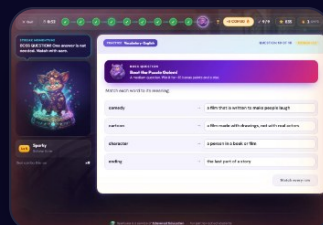
Fill the gaps

Choose a word for each gap in a short text.



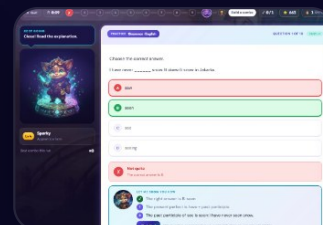
Put it in order

Move the cards from smallest to largest.



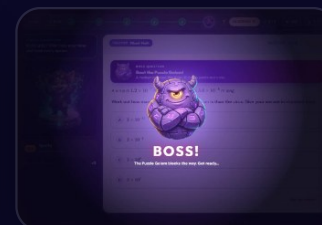
Match it up

Pair each word with its meaning. Here it is the boss.



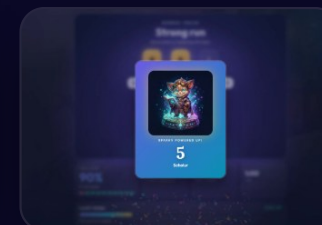
Show me how

After a mistake, the companion explains step by step.



Beat the boss

The last question of every run is the boss.



A brand-new form

At Level 5 the companion powers up into the Scholar form.

— MEET THE COMPANIONS

Five friends. One for every student.

Each companion has its own personality. Students can switch any time; their level and unlocks always stay with them.



The empty seat is for your student



Sparky FOX-CAT EXPLORER

Curious and brave. Always the first to try something new.



Ember BABY DRAGON

Fiery and determined. Turns every mistake into fuel.



Bolt ROBOT BUDDY

Logical and loyal. Loves patterns, puzzles and a good streak.



Luna AXOLOTL

Calm and creative. Never stops growing, just like you.



Capy CAPYBARA

Chill and wise. Slow and steady wins the race.

Why companions? A character that grows with steady effort gives students a visible reason to keep a practice habit, without any spending or prizes.



— LEVEL UP, POWER UP

Effort powers up the companion

Every right answer gives points, and points are experience. At Levels 5, 10, 20 and 35 the companion powers up into a new form. Each form is earned; none can be bought.



Apprentice

Level 1

where everyone starts



Scholar

Level 5

700 XP



Mentor

Level 10

2,700 XP



Master

Level 20

10,450 XP



Fellow

Level 35

31,450 XP



Explorer Cap

Level 1



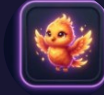
Paper Crane

3-day streak



Starfire Beret

Level 10



Phoenix Chick

3 perfect runs



Comet Cape

Level 22



Halo of Pages

Level 35

Many ways to play. One goal: learn.

PRACTICE RUNS

Pick a subject, a chapter and a level

Five or more questions for the student's grade or English level. Three right in a row can turn the next question into a harder power-up worth more points. The last question is the boss.



DAILY CHALLENGE

Same five questions, whole grade

One challenge per subject every day, the same set for every student in that grade. Streak bonuses at 7 days (+100) and 30 days (+250).



JOURNEY MAP

Every coursebook is a world

Each chapter has a medal to win and keep.



REMATCH DECK

Missed it? It comes back

Wrong answers return after 1, 3 and 7 days and are worth 1.5x points.



WEEKLY LEAGUES

Bronze to Legend

Groups of up to 30 at the same stage, across the network.



SCHOOL CUP

Play for your school

Each week one subject is the Cup subject. Schools are ranked by points per active student, so every player counts, not only the strongest.



TROPHY ROOM

Sixteen badges to collect

Four families (progress, streak, skill, honour) and four rarities, from a first 100 points to a 30-day streak.



The game rewards learning, not luck

Every rule was chosen so that the best way to climb is to practise well: come back often, think it through, and return to what was missed.

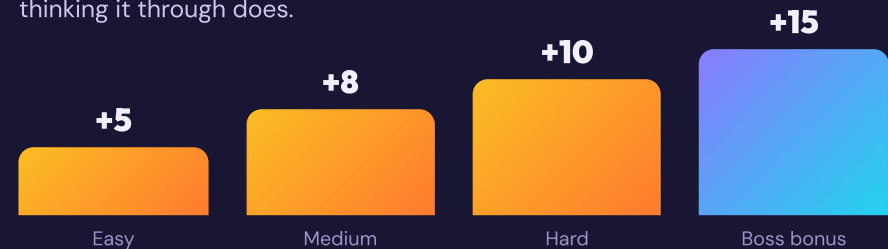
Spaced practice

A question a student gets wrong goes into their rematch deck. It returns the next day, then 3 days later, then 7 days later. Beat it all three times and it is cleared for good.



Harder questions pay more

Points for each right answer depend on difficulty. Speed gives no points: thinking it through does.



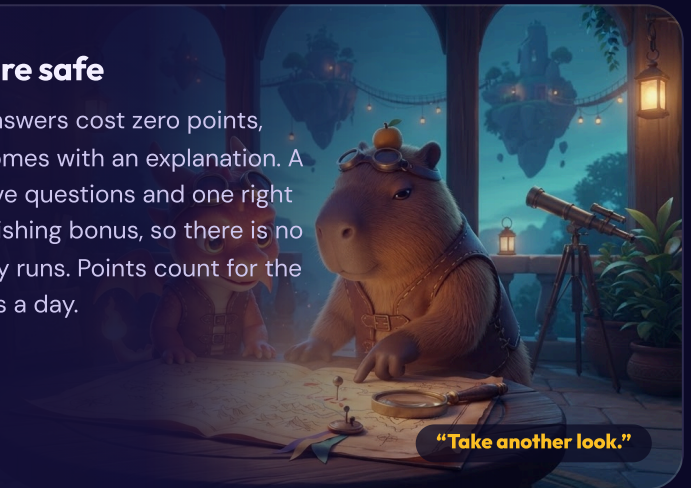
Medals need real mastery

A chapter medal is earned from recent accuracy, not from one lucky run. Once earned, it is never lost.

	Bronze	5 answers in the chapter
	Silver	12 answers, 6 of the last 10 right
	Gold	20 answers, 8 of the last 10 right
	Crown	Gold + 9 of the last 10 + 5 hard ones right

Mistakes are safe

Wrong or skipped answers cost zero points, and every answer comes with an explanation. A run needs at least five questions and one right answer to pay its finishing bonus, so there is no shortcut through tiny runs. Points count for the first 20 practice runs a day.



Every careful run builds something

Points reward right answers. The island rewards effort: a careful practice run of five or more questions earns a new piece, even if some answers were wrong, so students who find a subject hard still come back. Each week a grade also shares a team quest, and everyone who helps earns a team banner.



Choose one of three

After a run the student picks one of three pieces and places it anywhere, up to three a day. Two more islands open as the collection grows. Nothing breaks or disappears.



Chapter statues

Three careful runs in one chapter raise a stone statue with the chapter's name on it. Six make it bronze, ten make it gold. It is extra: it never uses the three pieces a day.



Visit a schoolmate

Students can visit the islands of schoolmates and leave one heart a day. Hearts are secret: the owner sees how many, not who. Any island can be closed to visitors.



Show me how

After a wrong answer Sparkuna names the likely slip, and the companion explains step by step. Not sure? "I don't know this yet" costs nothing. Students can report a question that looks wrong, and Eduversal checks every report.

Build anything, block by block

Next to the island there is an open building plot. Careful practice makes room for more blocks, and every chapter a student practises can open a new set of blocks or a maths tool. Every other part of the game is a collection that ends one day; the Workshop never runs out, because the student sets the goal.



A build from the Workshop, drawn by Sparkuna itself



Room grows with effort

Room for 80 blocks to start, and 20 more for every careful run, up to five a day, right or wrong. Taking a block away gives its place back. The build can stand on the student's island.



Learning opens blocks

Five answers in a chapter open its set: fractions give ramps, symmetry a mirror tool, area a measuring tape, ratio a mix brush, living things a garden. Every set also opens with enough careful runs.



Build challenges

Ten maths challenges: a floor with an area of 24, a symmetric house, a $3 \times 3 \times 3$ cube, a 2 : 1 ratio. Sparkuna checks the build and gives a tip when something is missing. One is featured each week.



Set by the teacher

A teacher can set up to two building challenges a week for a grade, to match the topic in class. Only the student sees their own build, and the Workshop gives no points.

Promises to students, parents and schools

What Sparkuna always does



Everything is earned

Every form, hat, cape and companion unlocks through levels, streaks and perfect runs.



School accounts only

Sign-in only with the school's Google Workspace accounts. There is no public sign-up.



Names protected across schools

Weekly leagues and the School Cup show other schools only a first name and initial, e.g. "Rani S.". Grades 1–3 are never ranked at all.



Answer keys stay on the server

Answers are checked by Eduversal's server, so points cannot be changed from the browser.

What Sparkuna never does



No shop, no purchases, no adverts

Points are a score, not a wallet. There are no paid hints and no extra tries to buy.



No messaging

Students cannot message or post. Island visits stay in the school; a visitor can leave only a heart.



Not part of school grades

Practice points never enter report cards, the gradebook or teacher appraisal. The English level is a practice track, not a certificate.



Not another test platform

School assessments stay where they are. Sparkuna is practice and motivation only.

Safe, fair and free.
For every student.



See the effort. Teach the gaps.

Teachers and school leaders see how their own students practise, without setting anything up and without grading anything.

Who practised, and how carefully

In Teachers Hub, **My Students on Sparkuna** lists every student of the teacher's own school in a chosen grade: last practice, runs, careful runs, chapters and % right, for this week or the last four weeks. One click downloads a CSV. **Who may need a word** names the students who seem stuck, with the reason.

Questions to look at

The questions the class most often answered wrong, with the wrong answer students picked most and the right one. The most common wrong answer usually shows the misconception, so it is a ready starter for reteaching.

A chapter for the week

A teacher picks up to three chapters a week per subject. Students see them on their home page and start with one tap. Three careful runs complete a chapter, and the same runs grow its statue on the student's island. For Grades 4–12 a teacher can also set a Workshop building challenge. It is a suggestion, never a grade.

For school leaders

In Academic Hub, **Sparkuna at Your School** gives principals and coordinators one card per grade: how many students practise, careful runs, the most practised and the hardest chapters, and the chapters teachers set this week. No student names.

A live class on the projector

In Teachers Hub, **Live Class** runs a Sparkuna quiz for the whole room. Students join with a 4-digit code on their own devices, and the class fills one goal together. No names on the screen, no prize for being fast, and every answer counts as normal practice.

Each school sees only its own students. Teachers see their students' names; the leaders' summary shows counts only. Nothing on these pages enters report cards, the gradebook or teacher appraisal.

A suggested first month

DAY 1

Launch at assembly

Open sparkuna.com/tour?present on the projector. Play the 90-second video, then tell the story slide by slide with the arrow keys.

DAY 1-2

Share the link

Put the QR code on the back page in classrooms and in the parents' group. Students sign in with their school account and pick a grade.

WEEK 1

Build the habit

Homeroom teachers remind students of the Daily Challenge. Ten minutes a day is enough to keep a streak.

EVERY MONDAY

Celebrate

Announce the School Cup position and the students who moved up a league. Celebrate effort, not only the top scores.

School leaders

Name one teacher as the Sparkuna champion, check **Sparkuna at Your School** in Academic Hub, and include the weekly School Cup in the Monday message.

Teachers

Nothing to set up and nothing to grade. Each Monday, open **My Students on Sparkuna**, look at the questions the class found hardest, and set the chapter you are teaching.

Parents

Ask your child to show you their companion, their island, their Workshop build and today's quest. Praise the streak, not only the score.

Content today: 13,984 practice questions. Math (5,905) and Science (6,982, including Biology, Chemistry and Physics for Grades 9–12) for Grades 1–12, and English (1,097) for Grades 7–12 across CEFR levels A1 to C1. Every question comes with an explanation; most are multiple choice, and 427 ask students to type the answer, fill the gaps, put things in order or match them up. Grades 1–6 have **Reading** (162 books read aloud, each with a short quiz) and Grades 1–6 **Play Lab** (maths and science games, explore activities and picture-book stories). Grades 7–12 have **Morning Reading** for the school's daily reading time: an illustrated story or article about character and values for every school morning (about 700 words, read aloud on request), each with five questions and one question to think about, about 15 minutes a morning.

Ten minutes a day.
One habit for life.

— THERE'S A PLACE FOR EVERY STUDENT

Your students' companions are waiting.

Take the tour, then sign in with a school Google account to start the first run.



Questions about Sparkuna at your school? Talk to your Eduversal team.
Sparkuna is a service of Eduversal Education.

This seat is for your student



Scan to take the tour

The video and every guide, on any phone or laptop

sparkuna.com/tour