

— YOUR STARTER GUIDE · GRADES 7–12

Practise. Level up. Shine.

Pick a companion, answer questions made for your grade, power up your companion, build your own island and climb the leagues. Ten minutes a day is enough.



Free

Mistakes never cost points

Not part of your grades

Ready to play in three steps.

1

Sign in

Go to www.sparkuna.com and use the Google account your school gave you. A personal Gmail will not work.

2

Pick your grade

Once, from 7 to 12. Every Maths and Science question is then made for your grade.

3

Choose a companion

Your companion joins every run. You can switch any time and keep your level.

Meet your companions



Sparky



Luna



Bolt



Ember



Capy

English at your own level

Your first English run is a 15-question placement test that finds your level. After that, 12 right out of your last 15 at your level moves you up.

A1

A2

A2+

B1

B1+

B2

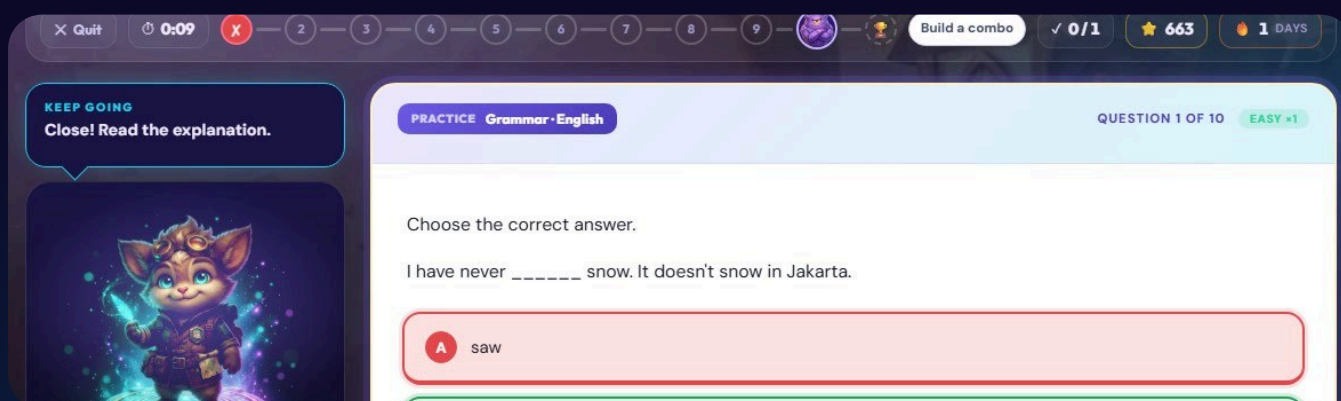
B2+

C1

Your level is a practice track, not a certificate.

Morning Reading

A new story or article for every school morning, about fifteen minutes, on character and values. Read it, answer five short questions, and earn points.



Got one wrong? Your companion walks you through the answer, step by step.

Ten minutes here, ten minutes there.

Meet Rani, Grade 8. She picked Luna three weeks ago and is now a Scholar. Here is one of her days.

06:45
BEFORE
SCHOOL



Daily Challenge

Five questions, the same for everyone in Grade 8. A new challenge starts every midnight, Jakarta time.

+50 for finishing · +25 for her first try in the subject

BREAK TIME



Today's quest twist

A small mission each day: beat a boss question, get five right in a row, try a harder level. Today: beat the boss.

AFTER SCHOOL



A run on her Science chapter

Her teacher set this chapter for the week. Five right in a row starts a combo, and the last question is the boss. She beats it, and her chapter medal goes from Bronze to Silver.

+20 combo · +15 boss · +25 Silver medal

EVENING



The daily chest

Challenge done, quest done, streak alive: the chest opens. Inside is a streak freeze for a day she is ill. Chests never give points.

BEFORE BED



A new piece for her island

Her careful runs earned island pieces. She picks a little lighthouse and puts it next to Luna's cottage.

MONDAY



League results

Rani finished near the top of her group of 30, so she moves up from Bronze to Silver League. Her Science points also counted for her school in the School Cup.



At Level 5 every companion powers up into the Scholar form. Yours will too.

HOW TO LEVEL UP

Points come from right answers.

+5 · 8 · 10

each right answer:
easy, medium, hard

+20

five right
in a row

+15

beat the
boss question

+30

a perfect run,
every answer right

+50

finish the
Daily Challenge

×1.5

points for a
rematch question

+100

a 7-day
streak

+250

a 30-day
streak

Your companion powers up

Points raise your level. At these levels your companion takes a new form.



Apprentice

Level 1



Scholar

Level 5



Mentor

Level 10



Master

Level 20



Fellow

Level 35

Weekly leagues and the School Cup

Each week you join a group of up to 30 students at your stage. On Monday the top of each group moves up. One subject a week is the Cup subject: your points in it count for your school.



Bronze



Silver



Gold



Diamond



Legend



Chapter medals

Every chapter has a medal: Bronze, Silver, Gold, Crown. Once won, it is yours for good.



The rematch deck

A missed question comes back the next day, then after 3 and 7 days. Beat it three times and it is gone.

Every careful run builds something.

Points reward right answers. Your island rewards effort. Finish a run of five or more questions, taking your time on each one, and a new piece is yours, even if some answers were wrong.



Your first island. At 14 pieces the bridge to Lantern Cove opens.



Lantern Cove. 14 more pieces and you reach Starlight Peak.



Choose one of three

After a careful run, pick one new piece and put it anywhere. Up to three a day. Nothing ever breaks or disappears.



Chapter statues

Three careful runs in one Maths or Science chapter raise a stone statue with its name. Six make it bronze, ten make it gold.



Visit your schoolmates

Look around their islands and leave one heart a day. Hearts are secret: you see how many you got, never who left them.



The Workshop

An open building plot. You start with room for 80 blocks; each careful run adds 20 more. Chapters you practise open new blocks and maths tools.



A build challenge every week. A tower 10 blocks tall, a floor with an area of 24, a perfect $3 \times 3 \times 3$ cube. Press *Check my build* for a tip. Only you can see your build, and the island and Workshop never give or take points.

The trophy room: sixteen badges

Four families, four rarities, from your first 100 points to the legendary 30-day Phoenix. Can you collect them all?



A game you can only win by learning.

**Mistakes are safe**

Wrong or skipped answers cost zero points. Missed questions come back so you can learn them.

**"I don't know this yet"**

Not sure? Press it instead of guessing. It costs nothing, and you see how the question works.

**No reward for rushing**

Speed gives no points. Thinking it through does, and only careful runs build your island.

**No shop, no spending**

Points are a score, not a wallet. Every form, hat and cape is earned by practising.

**Not part of your grades**

Practice never counts toward your report card.

**Spot a problem? Tell us**

Report a question that looks wrong. The  button is for anything else.

**Live class**

A code on your teacher's big screen? Press Join on the Live class card. The whole class works towards one goal.

**Team quest and Family card**

Each week your grade has a team quest. On your Profile, a Family card shares your week with your family.

**Take the tour**

The video and every guide
sparkuna.com/tour

Start today

www.sparkuna.com · sign in with your school account and do today's Daily Challenge.