



One-Page Summary for Decision-Makers

One-sentence summary:

Rollama is a web app of activities to practise English grammar, punctuation, spelling, and vocabulary, which uses gamification mechanics to incentivise regular revision and help all students build fluent fundamentals.

What is Rollama?

A child-centred, interactive digital playground of workouts for students to practise English. Teachers can closely supervise student performance and easily celebrate progress and success with real-time data tracking.

What problem does Rollama solve?

Standard English can be particularly tricky to learn — especially as an additional language — with many irregular patterns, non-phonetic spellings, and complex verb forms.

The assortment of learning gaps for individuals within a school cohort can be complex and impractical to address through curriculum time and interventions.

Rollama is a fun and motivating platform for both independent and guided practice of grammar accuracy, punctuation, vocabulary, spelling, and more.

What objectives does Rollama cover?

Our games cover 156 SPAG language objectives (and counting) – [aligned to the English National Curriculum for Key Stages 1 to 3](#) (see linked document for details). We have 16 game modes, 1000s of hand-written prompts, and a vibrant, child-friendly, advert-free ecosystem. Each game includes instant feedback for reinforcement.

Does it track student progress?

Yes - teachers can track usage and performance with various tools — from simple at-a-glance headlines, to detailed, searchable data. In Teacher Dashboard, see: *Results, Roll of Honour, Trophies, School Top 10*.

Can you assign targeted homework?

Yes - our Teacher Tasks allows allocation of activities to individuals and whole classes. Teacher can choose from any of our 200+ game pages, and select a deadline and goal based on attainment or effort. See: *Teacher Tasks*

Does it provide support in lessons?

Yes - we have three main teaching tools for starters and plenaries, to support regular revision and recap. We also include printable worksheets and colourful posters for display or reference. Teachers can also run a live game within class, like Kahoot or Quizizz. See: *Roll Call, Supersets, Play Live, Worksheets, Teacher Tips*

What age group is it aimed at?

Our games cover Key Stage 1 to 3 objectives (age 5 to 14), with differentiated difficulty levels to cater for all attainment levels, from native speakers to EAL/ESL students (though we are not designed for total beginners). The art style and mechanics are most suited to 7-13 age range.

What does it cost?

Teacher account (with 32 student accounts)	£18 / year	(£0.56p / year per student)
Phase Group (up to 4 teachers, 128 students)	£60 / year	(£0.47p / year per student)
School (up to 10 teachers, 320 students)	£120 / year	(£0.38p / year per student)
<i>(larger school package quotes upon request)</i>		

What support is available?

We have quick-response support via email: contact@rollama.com and phone: (+44) 115 888 2637. We are always looking to improve Rollama from feedback and suggestions via rollama.canny.io/feature-requests