

## DreamBox Learning® Math Challenge – Spring 2015

### Official Rules

By being a K–8 classroom actively using DreamBox Learning Math in the United States and Canada, you are automatically entered into the 'DreamBox Math Challenge' contest. Only paid customers are eligible to win. Classrooms are only eligible to win one 'prize' (prizes listed in section below) throughout the duration of this contest, which begins at 12:00 am on Saturday, March 14, 2015 and ends at 11:59 pm on Friday, April 10, 2015. The 'DreamBox Learning Math Challenge' and these Official Rules are void where prohibited by law, and are subject to applicable laws.

### Prizes

#### Weekly Prizes

Weekly prizes will be awarded to 5 different, randomly selected classrooms that complete an average of 5 or more lessons per week throughout the duration of the contest (1 out of the 5 Weekly Drawings will be for classrooms with less than 10 students, 4 out of the 5 Weekly Drawings will be for classrooms with more than 10 students). The 'DreamBox Prize Pack' includes the following items:

- \$100 Pizza Party for the winning Class
- DreamBox bracelets for all students in the winning class
- DreamBox certificates for all students in the winning class

Every week a classroom meets this criteria (completing an average of 5 or more lessons per week) they will be entered into the 'Persistence Pays Off' Raffle. The more weeks the classroom meets the criteria, the more they'll increase their odds of winning.

#### Grand Prizes

Additional prizes will be awarded to 3 separate classrooms (must have a 12-month license with DreamBox to be eligible to win a Grand Prize) in the following categories at the end of the contest.

- **Highest Average Lessons.**  
Awarded to the classroom with the highest average lessons completed throughout the entire duration of the contest. In the event of a tie, we will extend the time period (of only the tied classrooms) to include usage classroom usage by 1 week increments until there is no longer a tie.
- **Most Improved Usage**  
Awarded to the classroom with the highest increase in their overall average lessons completed from before the contest through the end of the contest. Baseline is calculated by taking all classrooms' average usage 4 weeks prior to the contest (12:00 am on February 14, 2015 through 11:59 pm March 13, 2015). Classrooms must have started playing DreamBox by 12:00 am February 14, 2015 to be eligible for this category. The baseline will be

compared to the overall classroom average lessons completed throughout the contest (12:00 am on March 14, 2015 through 11:59 pm on April 10, 2015). In the event of a tie, we will determine the winning classroom by selecting the classroom with the highest average lessons during the contest.

- **'Persistence Pays Off' Raffle**

Awarded to a randomly selected classroom that has met the criteria (an average of 5 or more lessons completed per week) during the contest. Every week a class meets the criteria, they will be entered into this raffle to increase their odds of winning.

Prizes for the above 3 categories include:

- **A DreamBox Character** visit the winning classroom or school before the end of their school year (should a classroom not be able to schedule a 'DreamBox Character' visit before their school year ends, they forfeit this component of the prize).
- **5 iPads with iPad Covers**
- **'Meet the DreamBox Team' Q&A Video Chat** with the winning classroom or school. This is a time for the students to ask questions to the creators of DreamBox Learning Math. Questions must be submitted prior to the Video Chat (should a classroom not be able to schedule a 'Meet the DreamBox Team' Q&A Video chat before their school year ends, they forfeit this prize).
- **'DreamBox Prize Pack'** (\$100 Pizza Party for the winning class, DreamBox bracelets for all students in the winning class, and DreamBox certificates for all students in the winning class)

Customer data will be pulled directly from the DreamBox Learning product to determine which classrooms are eligible to win.

\*A classroom only eligible to win in 1 prize category (Highest Average Lessons, Most Improved Usage, or 'Persistence Pays Off' Raffle) at the end of the contest. If there are multiple classrooms at the same school with the same number of students and same number of lessons completed, the prize will be awarded to the 'Math' classroom. By accepting the a prize in one of the 3 categories the classroom teacher or another colleague at the school agrees to a 30 minute interview with DreamBox Learning around how the classroom/school implements DreamBox Learning. The classroom also agrees to publicly release the classroom and school names to the public for DreamBox Learning Marketing purposes.

**Additional Terms**

Sponsor is not responsible for technical, network, telephone, computer, hardware or software, malfunctions of any kind, or for injury or damage to any user's computer resulting from downloading any materials in connection with the contest. Sponsor reserves the right, in its sole discretion, to disqualify any individual found to be tampering with the outcome of the contest, or the operation of the contest or DreamBox Learning web site; to be acting in violation of these rules; or to be acting in an

unsportsmanlike or disruptive manner or with intent to annoy, abuse, threaten, or harass any other person.

Caution: Any attempt by any individual to deliberately damage any web site or undermine the legitimate operation of the contest may be a violation of Criminal and Civil Laws, and should such an attempt be made, sponsor and its affiliates reserve the right to seek damages and/or other relief from any such person to the fullest extent permitted by law.

The contest and all accompanying materials are copyright ©2015 by DreamBox Learning®, Inc. All rights reserved. No transfer, reassignment, cash redemption or substitution of prizes is permitted except by Sponsor due to prize availability and then with prizes of similar value. Contest is governed by the laws of the United States and the State of Washington. Users agree that the decision of Sponsor related to the contest is final.

### **Sponsor**

DreamBox Learning®, Inc, 305 108<sup>th</sup> Ave NE, 2<sup>nd</sup> Floor, Bellevue, WA 98004.

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