Arcademics review: live math races for the whole class

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Arcademics is a free site of fast multiplayer drill games for grades 1 to 6 and up, from math facts to typing and geography. What it does and what to check.

Arcademics is a free website of fast multiplayer drill games where a child races cars, rockets or animals by answering questions quickly, and can play live against classmates. Its team replied to our note the same day, with kind words, and we're glad. We've moved Arcademics up to number eight on our 21 best math games for kids. Peabody (peabody.kids) is free for everyone through the end of 2026.

We wrote this from Arcademics' own pages and its policies on 15 November 2026, so treat it as a guide to what the site says it does.

What it does

- Races that make facts fun. Games like Alien Addition and Grand Prix Multiplication turn math-fact practice into something a whole class looks forward to.
- Beyond math facts. The games also cover money, time, fractions, integers, algebra, spelling, typing and geography.
- Live play. Children can race classmates in real time, which is a lovely way to spend the last ten minutes of a lesson.
- Quick to start. The games play free in a browser, and Basic accounts are free. Arcademics Plus adds teacher and parent reports and custom content.

Tips for class

1. Use a game as a warm-up: five minutes of live racing before the lesson.
2. Pair it with an untimed puzzle game, since speed drills build fluency but can worry some children.
3. Try the free games first, then decide whether reports are worth Plus.

At home

A child can practice facts on a tablet or computer, and a parent can race them. The privacy policy says it does not collect personal information from children under 13, and that account details such as a username and optional grade come from the teacher or school.

Why racing works for fact practice

Fluency with math facts comes from many short, repeated tries, and repetition is easier to love when there is a finish line and a classmate beside you. Arcademics wraps each question in a race, so a child answers quickly because the car, rocket or animal is moving, not because a worksheet said so. Seeing other players on the track makes practice social, and the quick restart means a slow round is never a big deal. We would still pair it with games that ask a child to think about why an answer works, but as a warm-up it is hard to beat.

How it compares

On our list it now sits in the top eight, among games that teach real math ideas across ages 4 to 14. Its strengths are the live play, the range of subjects and the way it starts in seconds with no installation. If your child enjoys it, they might also like the stories and number activities in our library, which are free and have no ads.

A word for parents

If your child's school already uses Arcademics, ask the teacher for the class code and a username, since the policy says account details come from the teacher or school. If not, the free games play without any of that, which makes it easy to try a ten-minute round after dinner. Sit beside them for the first race, then let them take over. Watching a child laugh while they get a times table right is one of the nicer parts of this job.

Good to know

The free version shows ads, and the policy says Google and other vendors use cookies to show ads, so it's worth looking at before class. If you try it and something on this page is out of date, tell us and we'll fix it the same day.

Fast, friendly and made to be played together.

Free at peabody.kids/blog/arcademics-review