



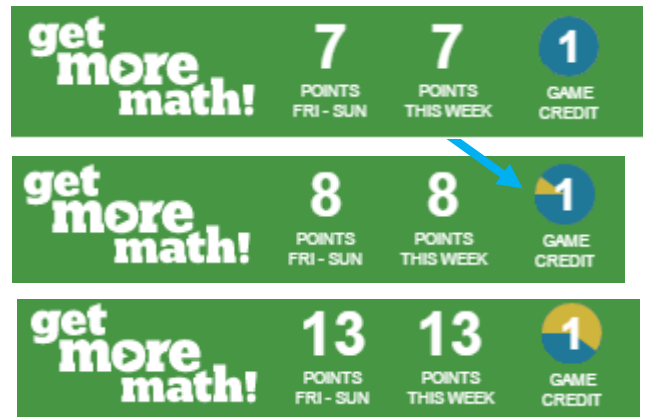
Games

Earning Games

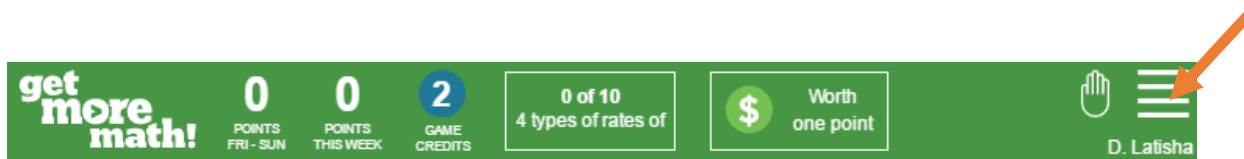
In the bar at the top of the student screen, there is an accumulation of shaded pie slices that shows how much progress a student has made towards earning a game credit.

One pie slice is earned each time a student gets a point.

Each time a problem is answered correctly on the first try, the number of pie slices increases. When the whole circle is filled, the student receives one game credit, and the process restarts.



Students can click on the dropdown menu to spend their game credits.

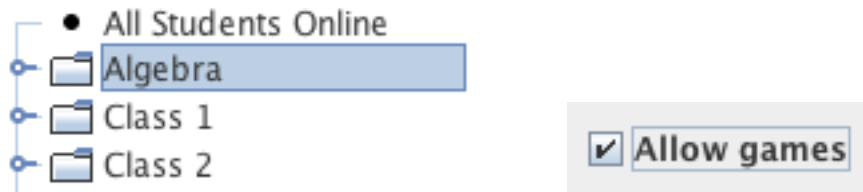


Each game credit buys 90 seconds of game time or an instant message to another student. Games progress is saved automatically, so students can continue their games later.

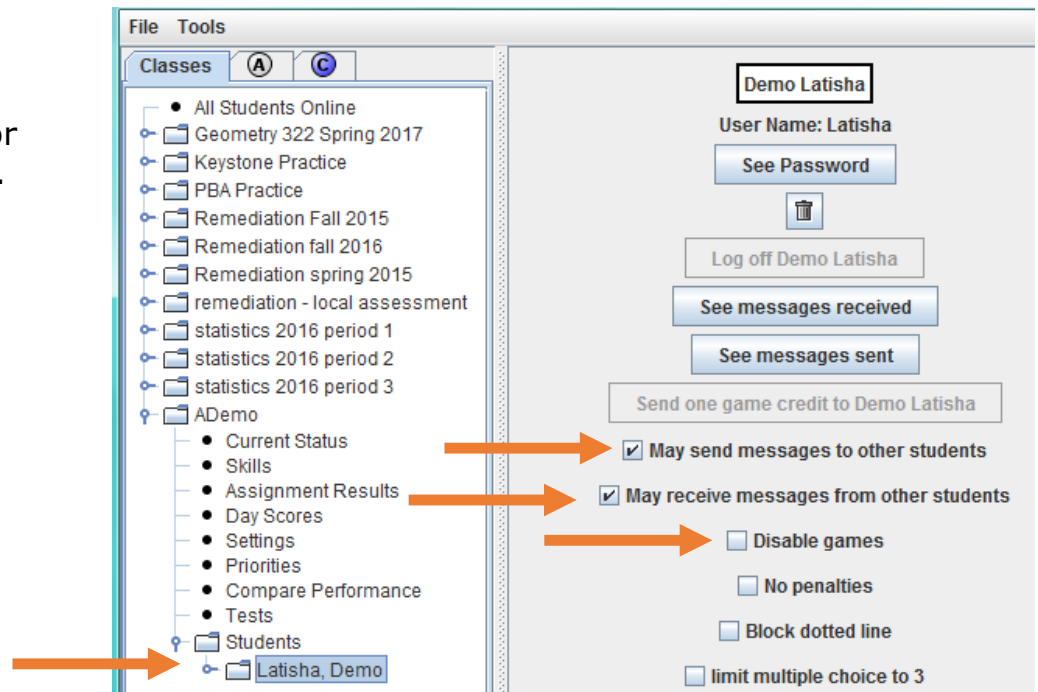
Get More Math only saves a maximum of 2 game credits from one student session to the next. This is meant to discourage saving a hoard of game credits, then 'taking a day off.' The games and messages are intended for brain breaks during practice sessions.

Teacher Controls:

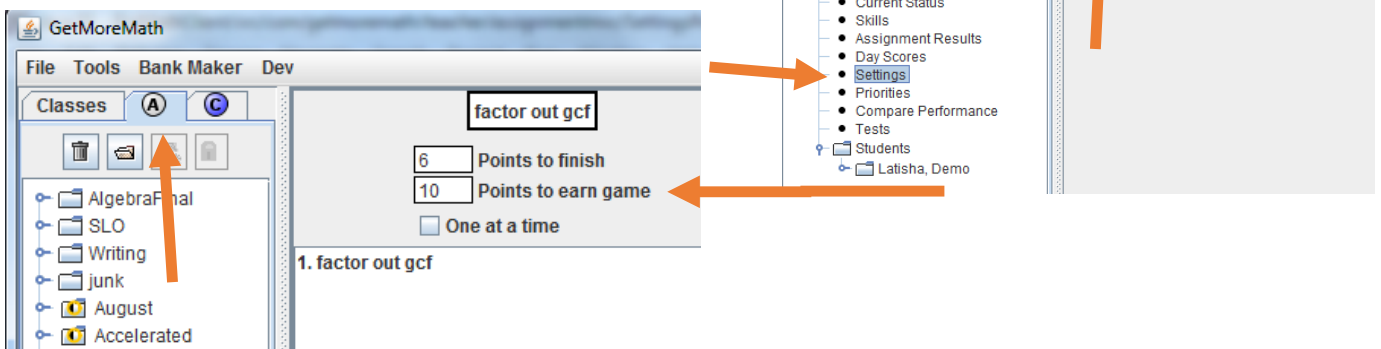
1. Games are by default turned off. Select the class folder you'd like to adjust, and make sure the box for **Allow games** in the middle of the screen is checked.



2. You can **turn games (or messaging) off** for individual students.



3. You can make it easier or harder to earn game credits for a class by varying how many problems must be solved per credit. There are two places to set this – the first image shows how you set this number for **Priorities**, and the other lets you set it for each **Assignment**.

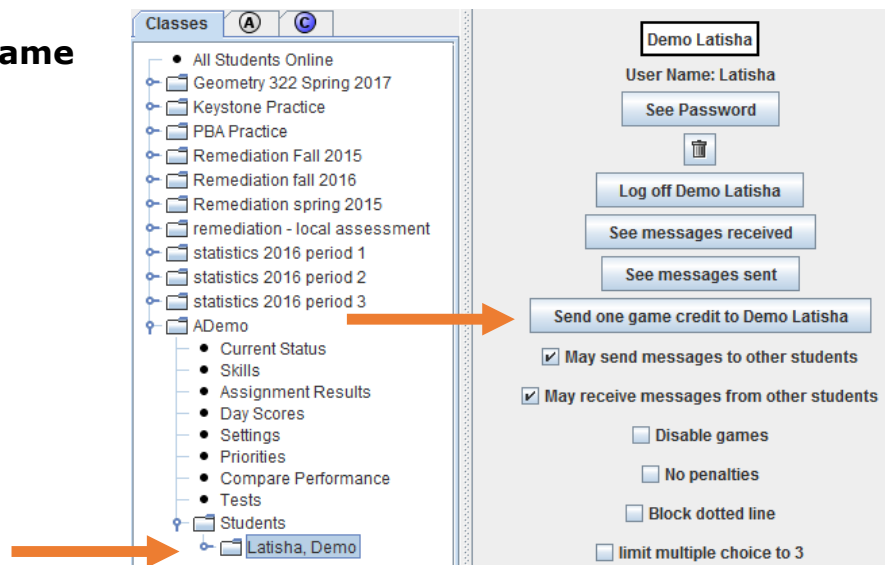
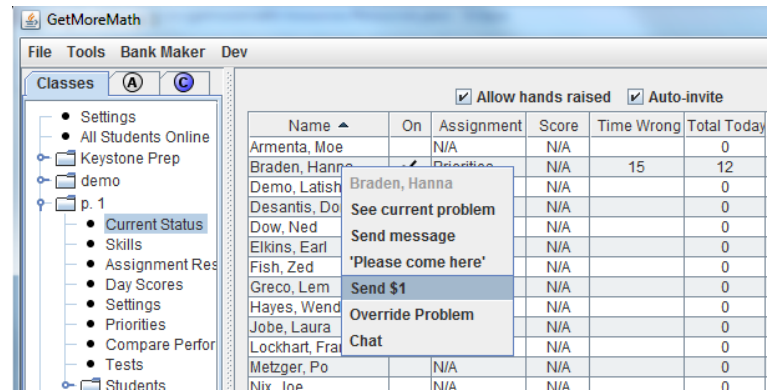


4. You can send game credits to individual students.

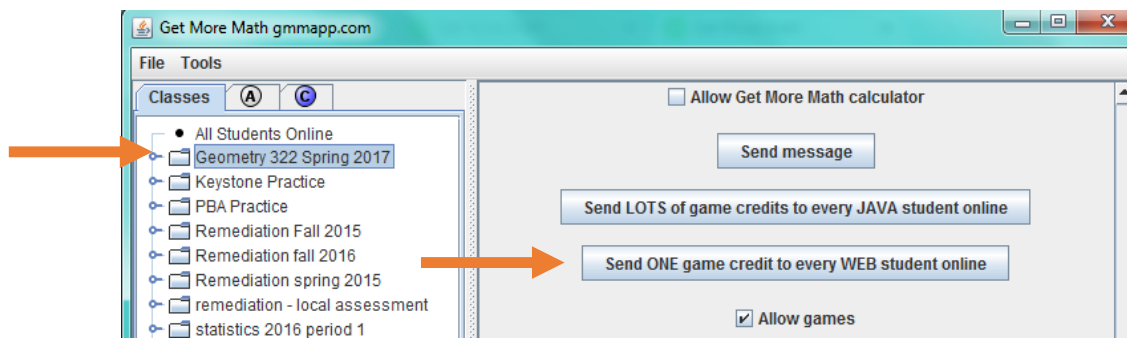
Right-click a student's name on the **Current Status** view and select **Send \$1**.

OR

Find the student's name in the **Students** folder and select the **Game Credit** button.



5. You can send multiple game credits to the entire class. Only students who are currently logged in will receive the credits. This can be fun near the end of class right before a long weekend. (Don't worry: none of these credits will save after the students log off.)



6. **You can add new games to a class's menu.** Consider adding one every month or to reward a class. (We advise *not* adding all the games at once. String the students along with occasional novelty!)

File Tools

Classes (A) (C)

- All Students Online
- Geometry 322 Spring 2017
- Keystone Practice
- PBA Practice
- Remediation Fall 2015
- Remediation fall 2016
- Remediation spring 2015
- remediation - local assessment
- statistics 2016 period 1
- statistics 2016 period 2
- statistics 2016 period 3
- DemoClass

Allow Get More Math calculator

Send message

Send LOTS of game credits to every JAVA student online

Send ONE game credit to every WEB student online

Allow games

NEW! Web games good on Chromebooks and 'computers.' Still iffy on iPads.

JAVA games for Geometry 322 Spring 20...

- Dodge
- Peg Solitaire
- Tetris
- BrinyDepths
- Filz (on Google Play and Apple Apps)
- DevourDots
- Axvesha
- Phoenix2
- MissileDefense
- Mandelbrot

WEB games for Geo...

- Invade
- Missile Defense
- Space Flappy

5 problems per game credit in Priorities Save

HW

Print usernames and passwords

Penalize guessing

0 skips allowed when teacher is offline

END