




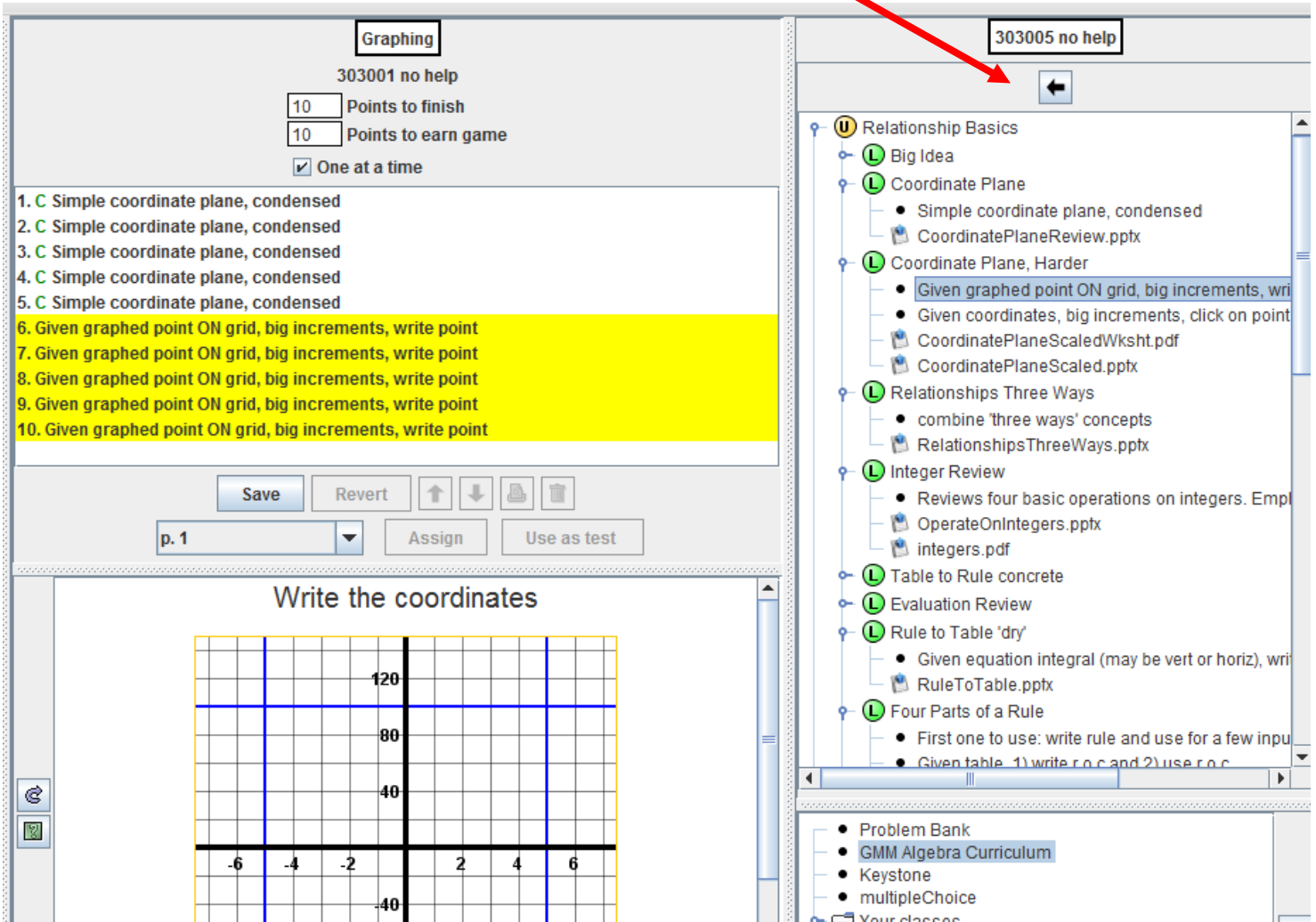
## The "One at a Time" Feature

The **One at a time** feature allows teachers to give a certain number of simple problems followed by a certain number of more difficult problems during a practice session, rather than Get More Math's default scrambled, mixed practice.

To activate this feature, check the **One at a time** box when creating an assignment.

A screenshot of the Get More Math assignment creation interface. The left pane is titled 'Graphing' and contains the following fields: '303001 no help', '10 Points to finish', '10 Points to earn game', and a checked checkbox for 'One at a time'. Below these fields are buttons for 'Save', 'Revert', and icons for up/down arrows, print, and delete. At the bottom of the left pane are a dropdown menu showing 'p. 1' and buttons for 'Assign' and 'Use as test'. The right pane is titled 'GMM Algebra Curriculum' and displays a tree view of curriculum topics: Relationship Basics, Big Idea, Coordinate Plane, Coordinate Plane, Harder, Relationships Three Ways, Integer Review, Table to Rule concrete, Evaluation Review, Rule to Table 'dry', Four Parts of a Rule, Graphing Concepts, Rule to Graph, wp, Rule to Graph, dry, Rule to Graph, Fractions, Fractional r.o.c. wp, and Four Types Rate of Change. A red arrow points from the top of the left pane to the 'One at a time' checkbox.

As you create the assignment, use the  to select the exact amount and the specific order in which you want the problems to appear. This may mean selecting the same problem type a number of times in a row so students see *this* type for a while before advancing to a harder type.



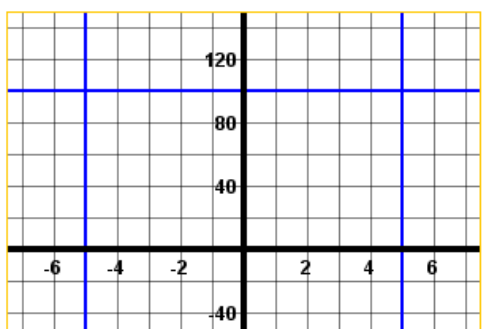
**Graphing**  
303001 no help  
10 Points to finish  
10 Points to earn game  
 One at a time

1. C Simple coordinate plane, condensed
2. C Simple coordinate plane, condensed
3. C Simple coordinate plane, condensed
4. C Simple coordinate plane, condensed
5. C Simple coordinate plane, condensed
6. Given graphed point ON grid, big increments, write point
7. Given graphed point ON grid, big increments, write point
8. Given graphed point ON grid, big increments, write point
9. Given graphed point ON grid, big increments, write point
10. Given graphed point ON grid, big increments, write point

Save Revert ↑ ↓ 📄 🗑️

p. 1 Assign Use as test

**Write the coordinates**



Relationship Basics  
Big Idea  
Coordinate Plane  
Simple coordinate plane, condensed  
CoordinatePlaneReview.pptx  
Coordinate Plane, Harder  
Given graphed point ON grid, big increments, write point  
Given coordinates, big increments, click on point  
CoordinatePlaneScaledWksht.pdf  
CoordinatePlaneScaled.pptx  
Relationships Three Ways  
combine 'three ways' concepts  
RelationshipsThreeWays.pptx  
Integer Review  
Reviews four basic operations on integers. Empty  
OperateOnIntegers.pptx  
integers.pdf  
Table to Rule concrete  
Evaluation Review  
Rule to Table 'dry'  
Given equation integral (may be vert or horiz), write  
RuleToTable.pptx  
Four Parts of a Rule  
First one to use: write rule and use for a few inputs  
Given table 1) write r.o.c and 2) use r.o.c

- Problem Bank
- GMM Algebra Curriculum
- Keystone
- multipleChoice
- Your classes

In the student's view, the \$ will remain on the simple problems till they have finished the required amount. The \$ will then appear on the harder problem type(s).

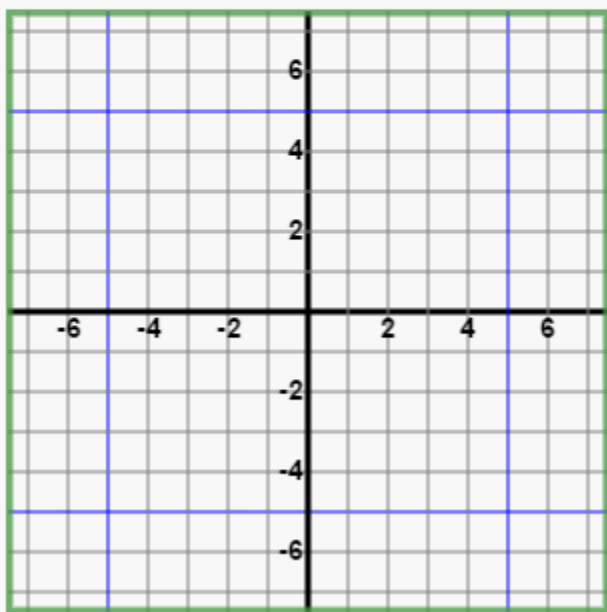
Here is the student's view of an assignment that contains both Simple Coordinate Plane and Mixed Scale graphing practice. The teacher has chosen five of the simple problems for students to tackle before moving to the harder problems. Since the **One at a time** box has been checked, problems will be presented to the student one at a time in the order that the teacher listed them.

*This square will be the only one with a \$ for this assignment until the student answers 5 problems correctly.*



The progress bar is green and contains the following information from left to right: '0 POINTS THIS WEEK', '0 GAME CREDITS', '0 of 10 simple and hard' (with a red arrow pointing to a red square containing a white dollar sign), and 'Worth one point' (with a green circle containing a white dollar sign).

Click on  $(-6, 0)$

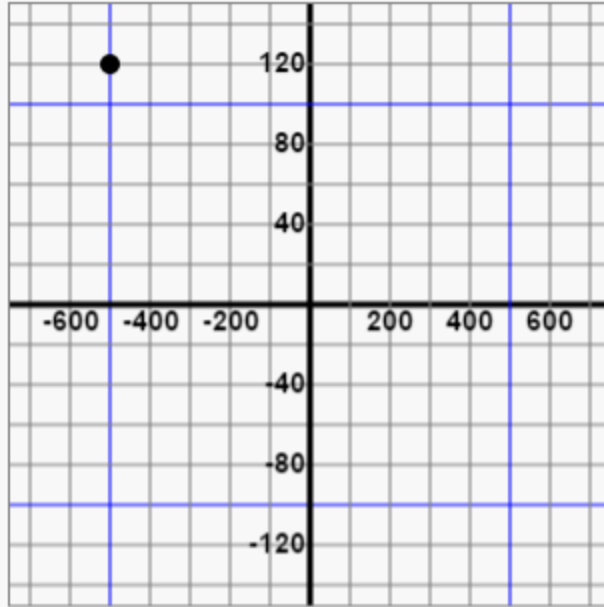


When the assigned number of simple problems have been answered, Get More Math will give the student the assigned number of more challenging problems.

5 POINTS TODAY    5 POINTS THIS WEEK    0 GAME CREDITS    5 of 10 simple and hard    \$ Worth one point



Write the coordinates



Now the student will be given five problems of this type.

**\*\*END\*\***