

Student Basics (Web Login)

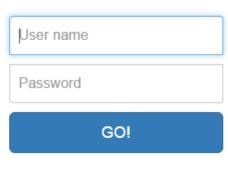
1. Logging In

Go to gmm.getmoremath.com, select Student



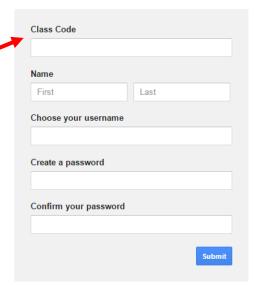
Student

Type your user name and your password in the dialogue box, then click **Go!**If you do not have a user name and password, select **New User.**

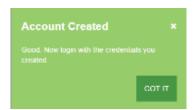


New user

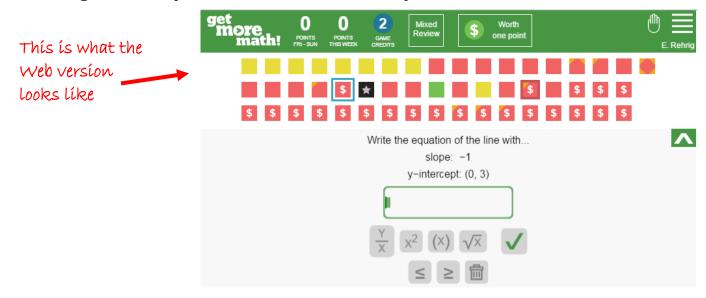
If you are a **New User**, fill in the information on this next window, including the **Class Code** provided by your teacher.



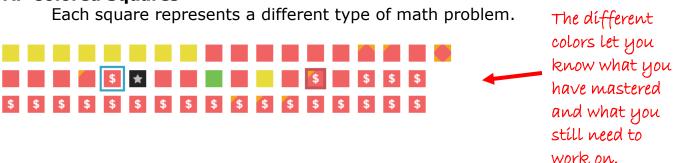
Use your new username and password to log in!



2. Finding Your Way Around the Web Work Space:



A. Colored Squares



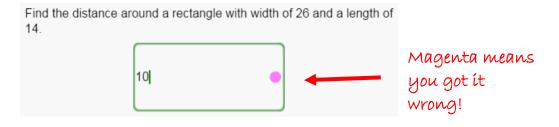
B. Points

You can earn points by correctly answering a question on the first try, but only if the colored square has a \$ symbol. Points are shown at the top of the work space:



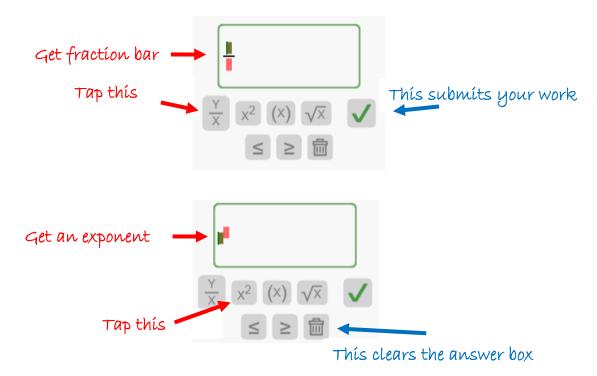
C. Mistakes

If you enter an incorrect answer, it is marked wrong with magenta dot in the workspace. When you correct the mistake, it is not worth a point. However, you will be given a new problem of the same type, and if you get it right on your first attempt, you will get a point.

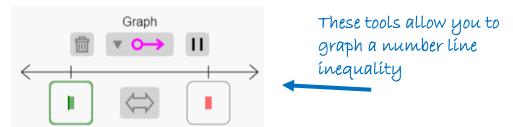


D. Accessing Symbol Keypads

Each of the symbol icons under the work space offers different options.



Some problems require different skills, so you will get extra tools to help you properly answer those questions.



2. Penalties

Each mistake on a multiple choice problem causes a penalty. If penalized, you will have to correctly answer additional problems on the first try before you are eligible to earn a point for that type of problem.



Some other conditions can lead to penalties, such as shading the wrong side of a linear inequality.

The number shown below indicate how many penalties a student has for the current problem type.



Expert Tips

Hot Keys can save you some time! Try these:

```
Control + F = insert fraction
Control + P = power
Shift Left + ( = inserts ()
```

END