## Student Basics (Web Login)

## 1. Logging In

Go to gmm.getmoremath.com, select Student

## Teacher



Type your user name and your password in the

## User name

Password

## GO!

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


Choose your username

Create a password

Confirm your password

Use your new username and password to log in!

| Account Created |  |
| :---: | :---: |
|  crealet |  |
|  | GOT It |

## 2. Finding Your Way Around the Web Work Space:

This is what the

web version looks líke


Write the equation of the line with.

A. Colored Squares

Each square represents a different type of math problem.


The different colors let you know what you have mastered and what you stíll need to work on.

## 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.

Find the distance around a rectangle with width of 26 and a length of 14.


Magenta means
you got it
wrong!

## 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.

$$
\begin{aligned}
& \text { Penality } \\
& \text { You have } 1 \text { persily of its problam wou } \\
& \text { cantel gel a patht fat ths urtl you wark cut } \\
& \text { extr srebem cortecty on your firt try. }
\end{aligned}
$$

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 $+\mathbf{P}=$ power
Shift Left + ( = inserts ()

