



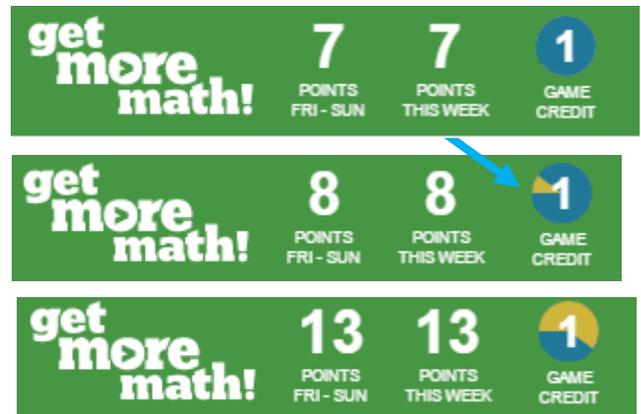
## Games

### 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.

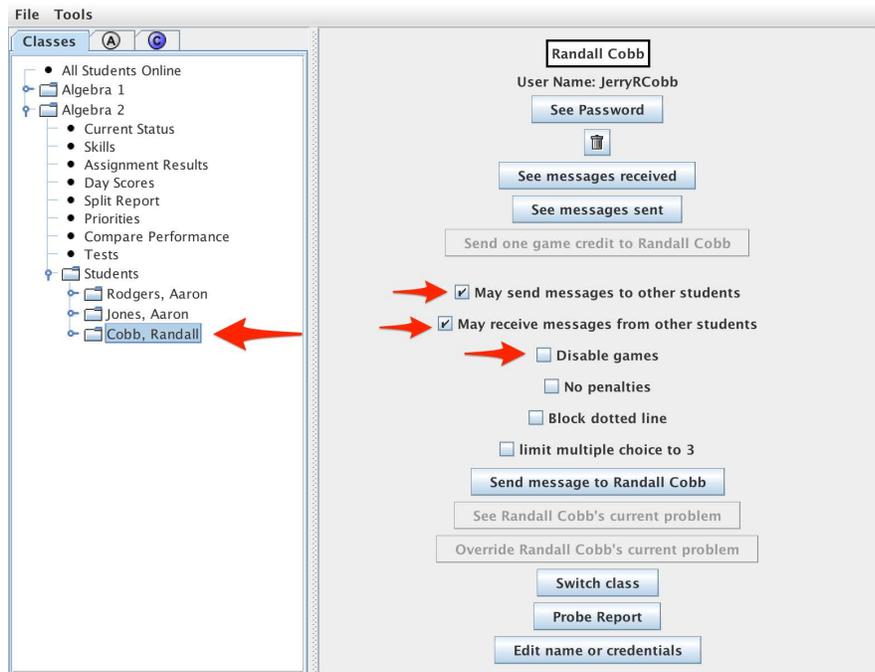
**Get More Math only saves a maximum of 2 game credits from one student session to the next.** This is meant to discourage saving a hoard of game credits, then 'taking a day off.' The games and messages are intended for brain breaks during practice sessions.

## Teacher Controls:

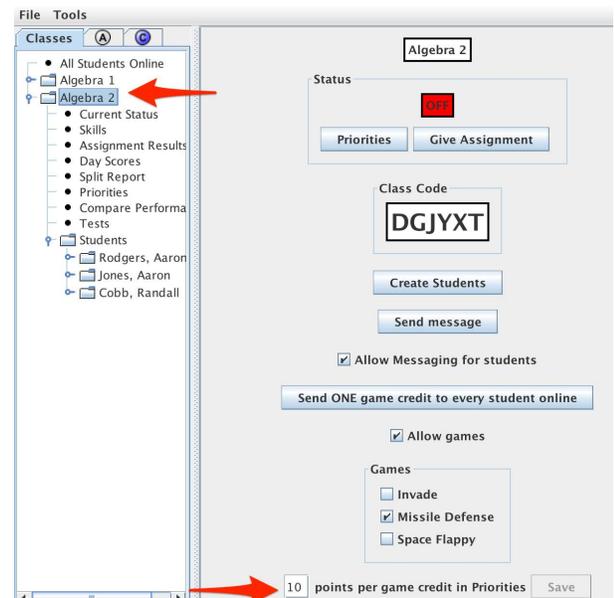
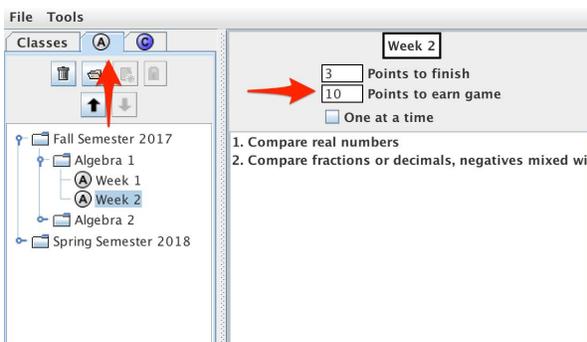
- Games are by default turned off. Select the class folder you'd like to adjust, and make sure the box for **Allow games** in the middle of the screen is checked.



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

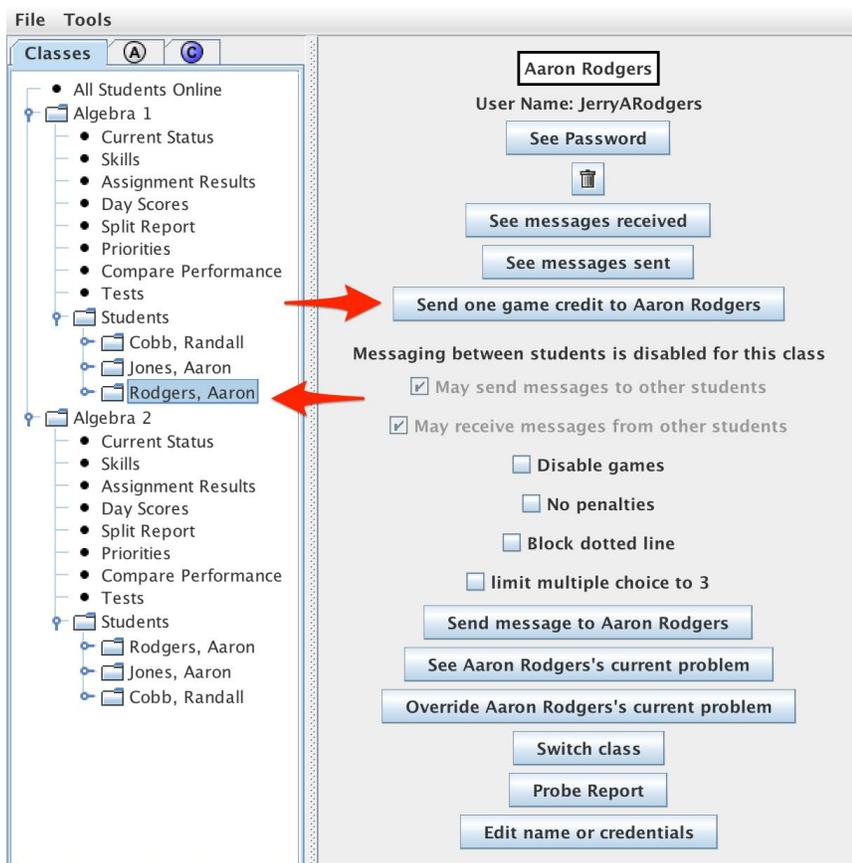


- You can make it easier or harder to earn game credits for a class by varying how many problems must be solved per credit. There are two places to set this – the image on the right shows how you set this number for **Priorities**, and the one below shows how you set it for each **Assignment**.

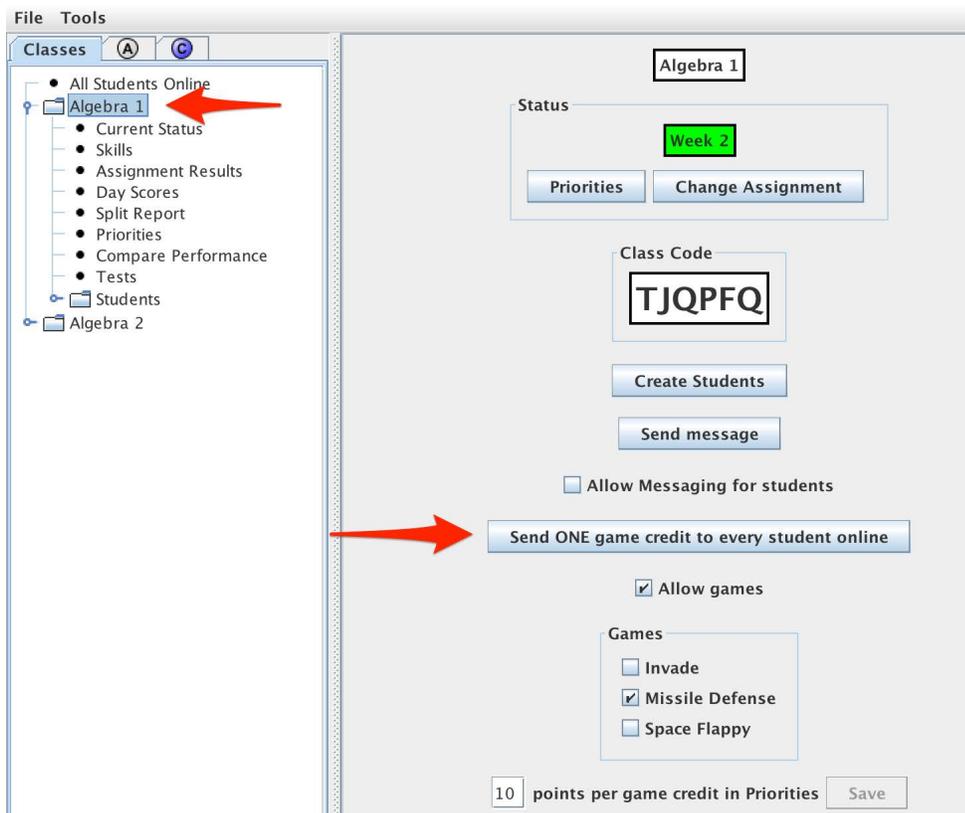


**4. You can send game credits to individual students.**

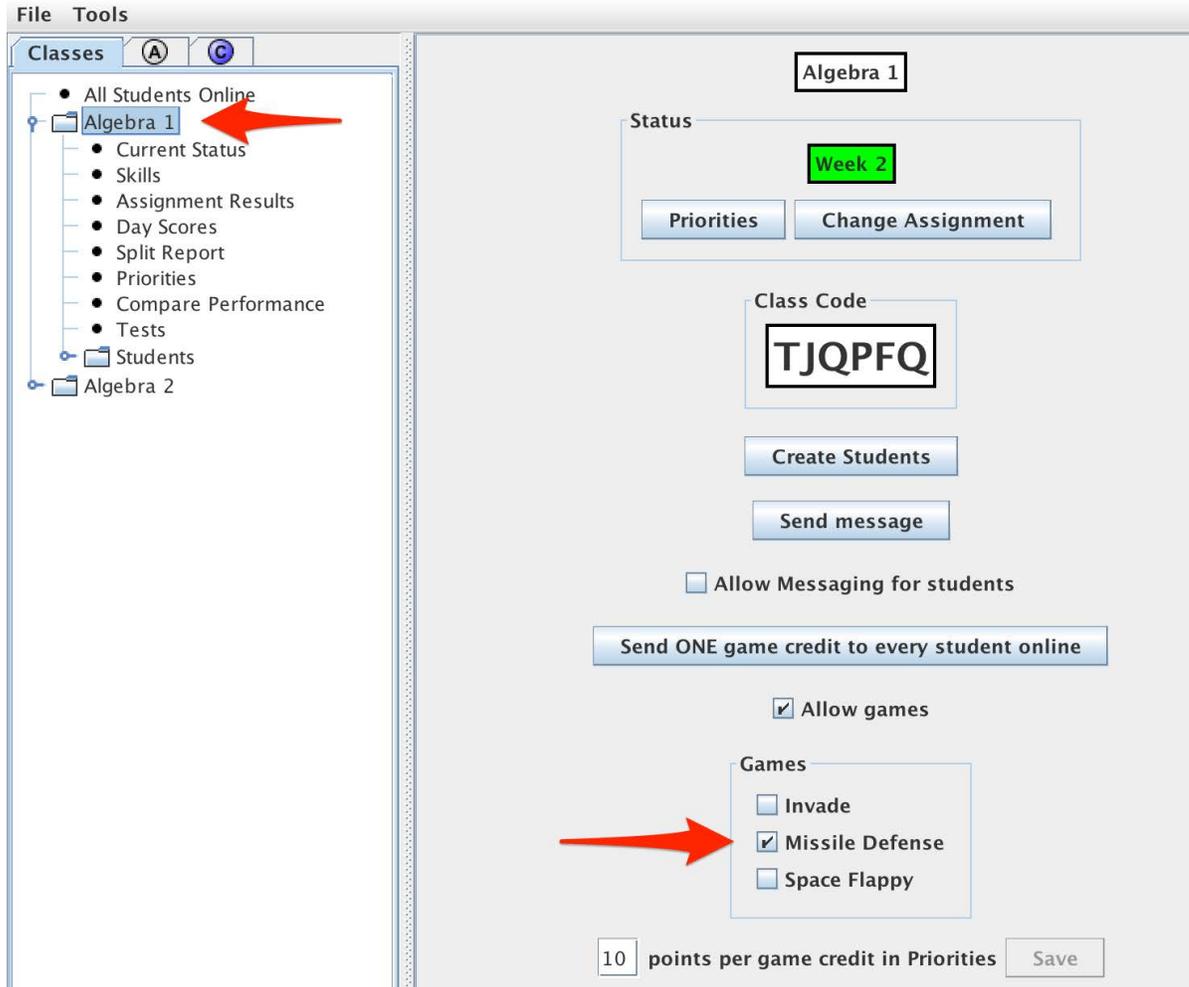
Find the student's name in the **Students** folder and select the **Game Credit** button.



**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!)



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