




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 interface is split into two main panels. The left panel, titled 'Graphing', contains the following elements: a text input field with '303001 no help', two numeric input fields both set to '10' (labeled 'Points to finish' and 'Points to earn game'), and a checked checkbox labeled 'One at a time'. Below these are buttons for 'Save', 'Revert', and a set of navigation icons (up, down, print, trash). At the bottom of the left panel is a dropdown menu showing 'p. 1' and buttons for 'Assign' and 'Use as test'. The right panel, titled 'GMM Algebra Curriculum', displays a hierarchical list of topics: 'Relationship Basics' (with a 'U' icon), '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 'One at a time' checkbox to the 'GMM Algebra Curriculum' panel.

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.



The screenshot shows the assignment creation interface. The left pane is titled "Graphing" and shows a list of 10 problems. Problem 6 is highlighted in yellow: "6. Given graphed point ON grid, big increments, write point". The right pane shows a curriculum tree with "Given graphed point ON grid, big increments, write point" selected. A red arrow points to the back arrow icon in the top right of the right pane.

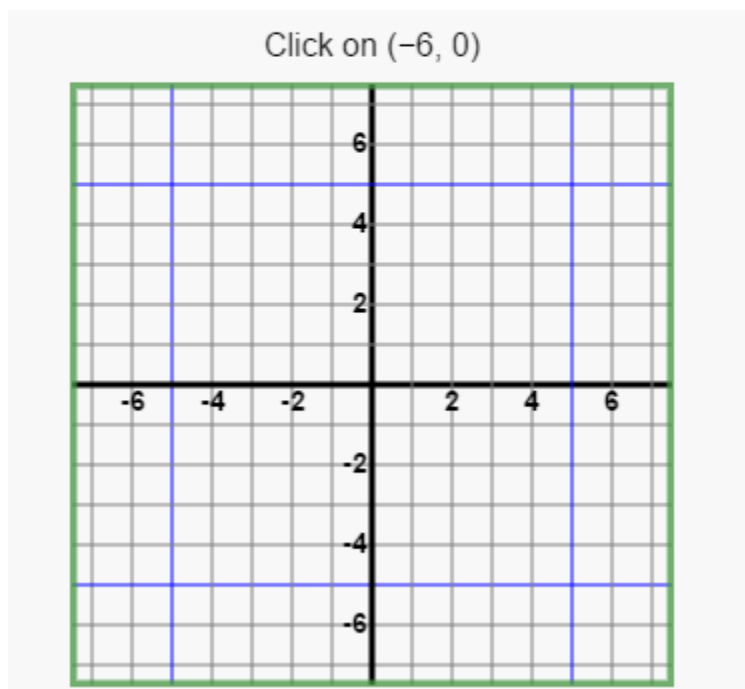
In the student's view, the \$ will remain on the simple problems till they have finished the required amount. The \$ will then appear on the harder problem type(s).

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 a green horizontal strip. On the left, it shows '0 POINTS THIS WEEK' and '0 GAME CREDITS'. In the center, a box says '0 of 10 simple and hard'. On the right, a green circle with a white '\$' is next to the text 'Worth one point'. Below the bar are three red squares; the middle one contains a white '\$' and is highlighted with a blue border. A red arrow points from the text on the right to this square.

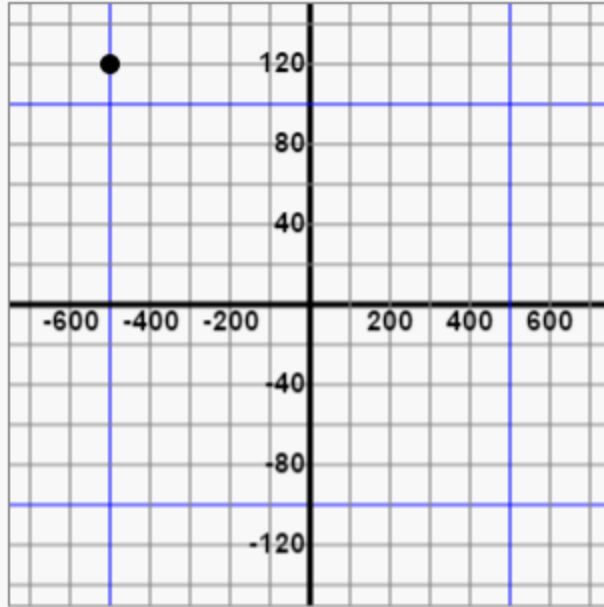


When the assigned number of simple problems have been answered, Get More Math will give the student the assigned number of more challenging problems.

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****