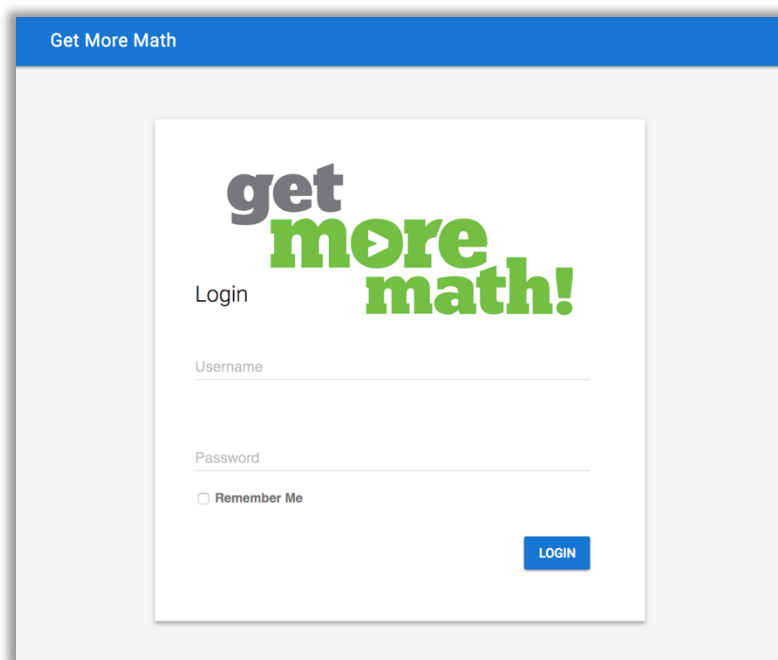


get more math!®

QUICK START GUIDE

STEP ONE: LOG IN

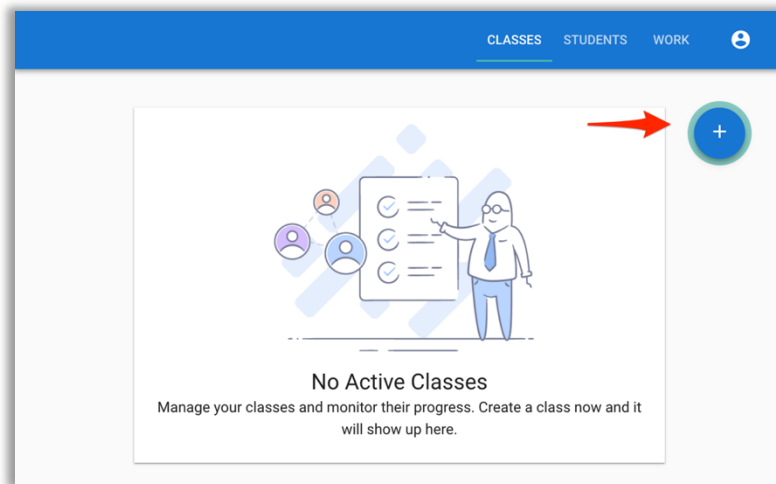
Open up your web browser and go to <https://teacher.gmm.getmoremath.com> and enter your provided username and password. If you can't remember your login credentials, please email support@getmoremath.com.

A screenshot of the 'Get More Math' login interface. At the top is a blue header bar with the text 'Get More Math' in white. Below this is a light gray rectangular area containing a white login form. The form features the 'get more math!' logo, where 'get' is in dark gray, 'more' is in green with a play button icon inside the 'o', and 'math!' is in green. Below the logo is the word 'Login' in a small, dark gray font. There are two input fields: 'Username' and 'Password', both with light gray placeholder text. Below the password field is a checkbox labeled 'Remember Me'. A blue 'LOGIN' button is positioned at the bottom right of the form.

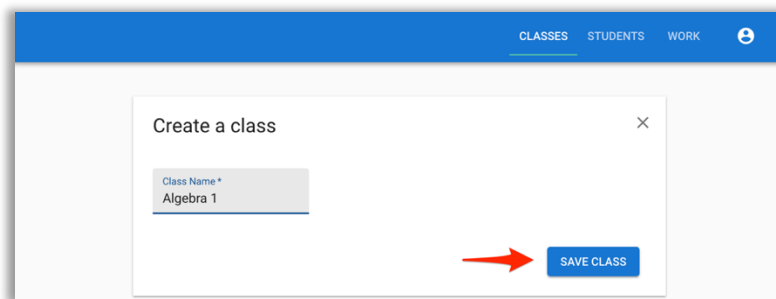
Logging In

STEP TWO: CREATE A CLASS

When you first log in, you will start out under the Classes tab (in the top blue menu) and be informed you have No Active Classes. Click the blue plus symbol in the upper-right hand corner to create a class. Give it a specific name (e.g. – Algebra 2 2018-19) and then hit the “Save Class” button to proceed.



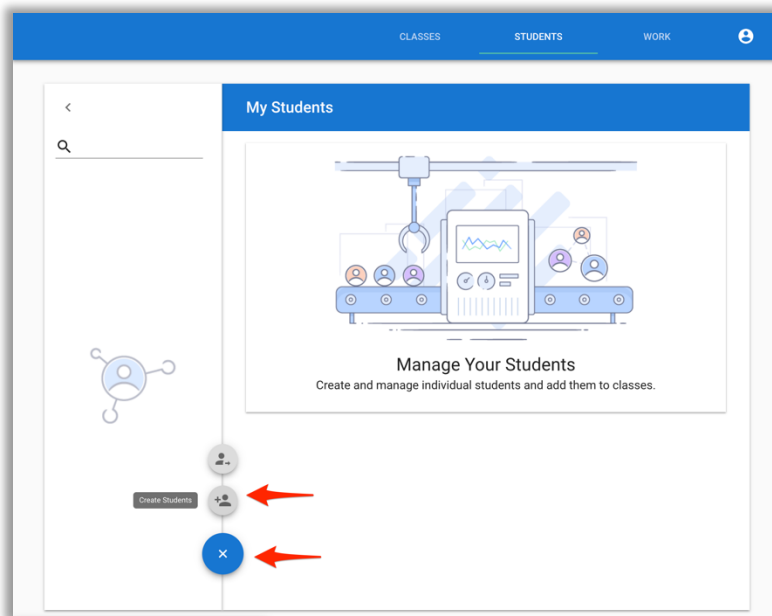
Create Class Button



Saving Your Class

STEP THREE: CREATE A STUDENT

Click on the Students tab in the top blue menu, click the circular blue button at the bottom, and then click on the grey “Create Students” button above it to create a student.



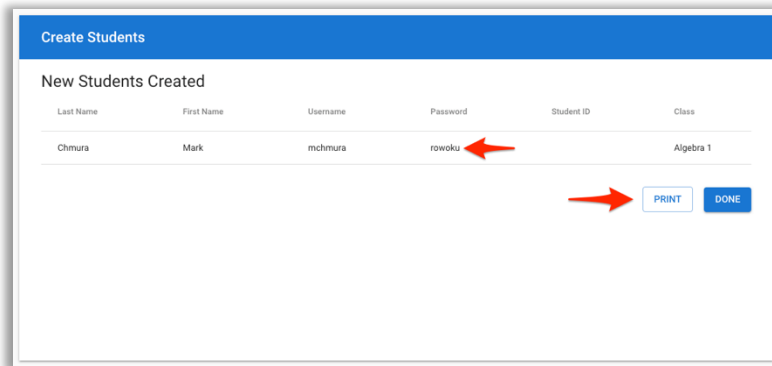
Create Class Button

Enter the student's first and last name, and select the class you previously created from the dropdown menu in the lower right (if you have multiple classes, you can select them via the “Select a class” dropdown menu). You can leave Student ID blank for now. Click the blue “Submit” button when finished, review all fields, and then the blue “Confirm” button.

A screenshot of the 'Create Students' form. The form has a blue header with 'Create Students' and a dropdown menu labeled 'Select a class'. Below the header is a form titled 'Student 1' with a close button 'x'. The form contains four input fields: 'First Name *' with the value 'Michael', 'Last Name *' with the value 'Snyder', 'Student ID' (empty), and 'Class *' with a dropdown menu showing 'Algebra 1'. A red arrow points to the 'Class *' dropdown menu. At the bottom of the form are two buttons: 'ADD ANOTHER' and 'SUBMIT'. A red arrow points to the 'SUBMIT' button.

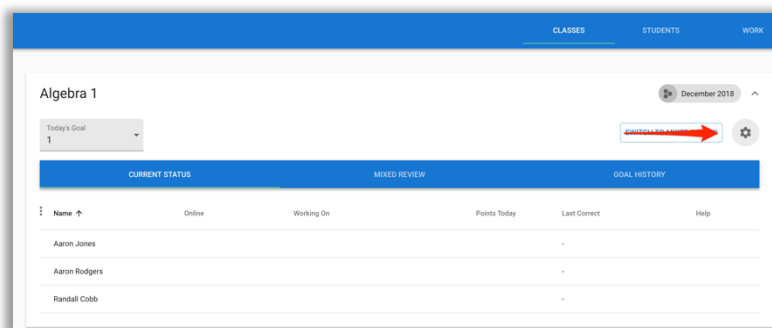
Entering Student Information

After hitting the blue “Confirm” button, you will see the “New Students Created” screen where you can view the student’s username and password. NOTE: This is the only point where you will be able to view your new student’s password, so we strongly recommend to either print it out by pressing the white “Print” button or write it in a safe location. You will be able to reset the password if necessary later. Click “Done” when finished.



Student Password and Creation Confirmation

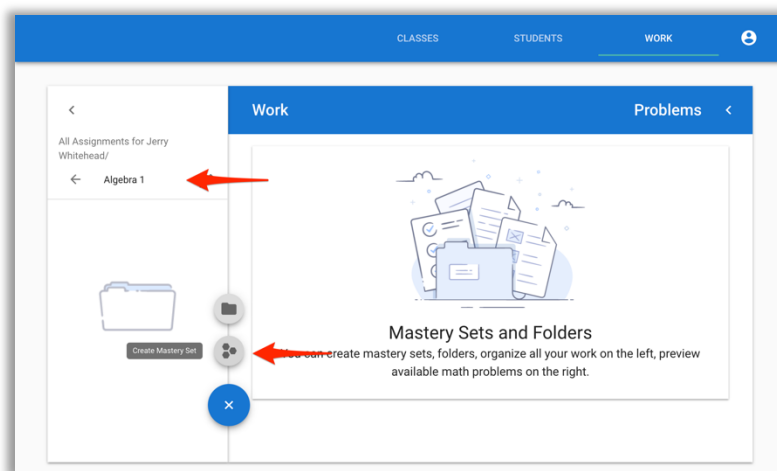
Each class you create will have a Class Code which students will use to join the class. To find the Class Code, click the Classes tab on the top menu, click the down arrow on the right side of your class, and then click the gear icon to view the Class Code.



How to Reveal the Class Code

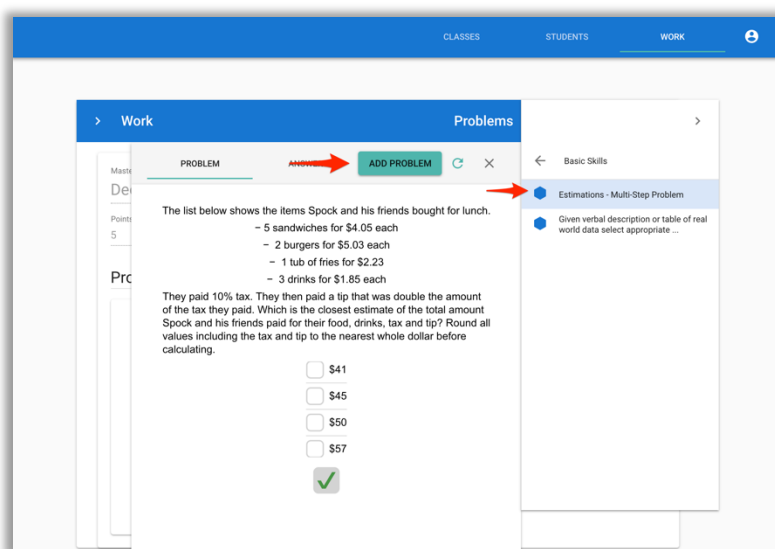
STEP FOUR: ASSIGN WORK

Click on the Work tab in the top blue menu, click on the previously created class, and then click the “Assign Work” button. Click the blue plus sign to either Create Folder or Create Mastery Set. Folders can be helpful for organizing the work you create for your students, but are optional. For now, select Create Mastery Set.



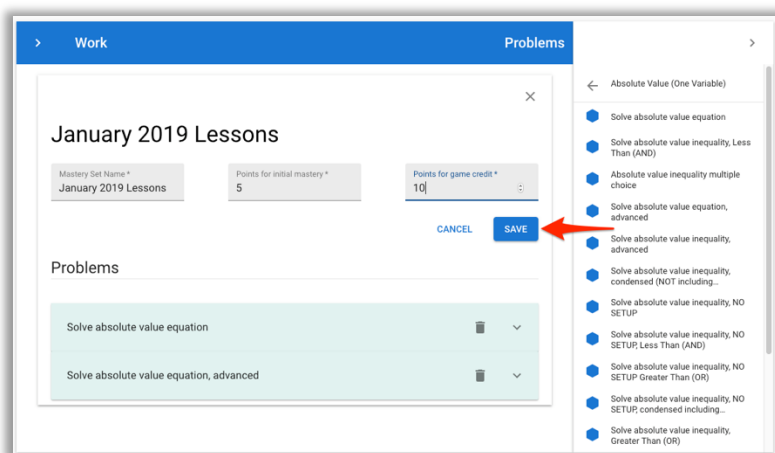
Creating a Mastery Set

Give the Mastery Set a name that describes the problems you plan to include in it. Initial Mastery points are how many problems within a particular type a student must get correct on the first attempt to demonstrate mastery. Game Credit points denote how many problems a student must get correct on the first attempt to earn a credit to play games (optional). We will cover both in the next step, but for now, click the less-than/left bracket symbol next to “Problems” to explore problem types and add some problems to this Mastery Set.



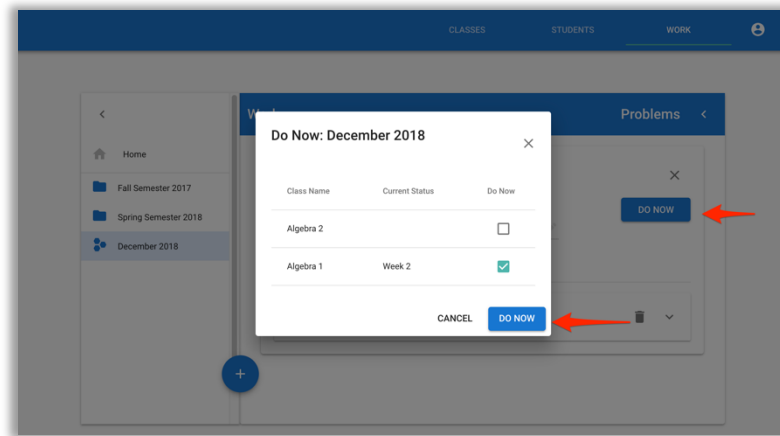
Adding Problem Types

Click on a folder that matches your class type (i.e. – Algebra 1, Pre-Algebra, etc.) to find categories of problems for that class. Once you find problems with the blue hexagon icon, click the problem type to see an example (you can also click the refresh icon to see more examples of this particular problem type). Click the green “Add Problem Type” button to add it to your Mastery Set. Next, assign a value for “Points for initial mastery” which indicates how many problems a student must get correct on the first attempt. You may also assign how many points a student must receive before earning a game credit (optional). Click the blue “Save” button to save your changes.



Finalizing Mastery Set Details

Finally, you'll need to assign the Mastery Set you just created to your class. Select the Mastery Set on the left, then click the blue "Do Now" button. You'll then see a window with all of your classes – tick the box for the class (or classes) you want to assign this set to, and then click "Do Now" again.



Assigning the Mastery Set to a Class