



Raise Hand Feature

Get More Math provides a **Raise Hand** feature for classroom use. Students may use it to indicate their need for help, allowing the teacher to respond with additional instruction.

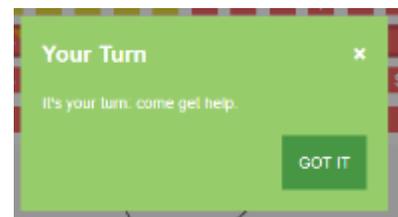
1. In your Teacher Account, you will find options for the **Raise Hand** feature under the **Classes** tab. Click on **Current Status** under any class, and choose whether or not you wish to have this feature active. (The default setting is active.)

Name	On	Assignment	Score	Time Wrong	Total Today	Stuck/Skip/WrongTries	Help
Lysias, ...		N/A	N/A		0	N/A	
Paulus, ...		N/A	N/A		0	N/A	
Philus, T...	✓	Graphing	1	7:59	0	0/0/0	
Average					0		

2. Students indicate their need for help by clicking the **Raise Hand** icon.

get more math! 5 POINTS TODAY 5 POINTS THIS WEEK 0 GAME CREDITS 5 of 10 simple and hard \$ Worth one point M. Fernandez

3. If you have activated **Auto-invite** (see top of first illustration above), your student will automatically receive this message:



Note: The first and second students who request help will immediately receive this message. Subsequent students will not see this message window until they are the next in line for help.

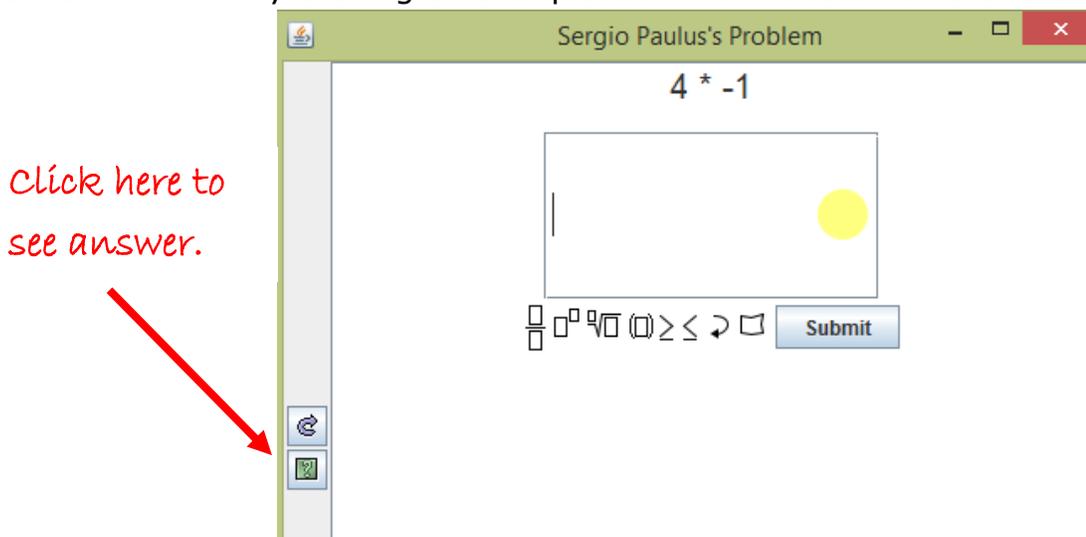
4. When a student clicks **Raise Hand**, the top bar of your **Current Status** window will display the student's name, and you will have the option of seeing the student's current problem.



The screenshot shows the 'Current Status' window interface. At the top, there are checkboxes for 'Allow hands raised' and 'Auto-invite', a 'next' button, the text 'helping: Sergio Paulus', and a 'See Problem' button. Below this is a table with columns: Name, On, Assignment, Score, Time Wrong, Total Today, Stuck/Skip/WrongTries, and Help. The table lists three students: Lysias, Paulus, and Philus. Philus has a score of 1 and a time wrong of 29:26. A red arrow points to the 'See Problem' button.

Name ^	On	Assignment	Score	Time Wrong	Total Today	Stuck/Skip/WrongTries	Help
Lysias, ...	✓	Graphing	0	2:35	0	0/0/0	2
Paulus, ...	✓	Graphing	0	5:08	0	0/0/0	1
Philus, T...	✓	Graphing	1	29:26	0	0/0/0	
Average					0		

5. Clicking on **See Problem** generates a window with the student's current problem. View the answer by clicking on the question mark button on the left margin.

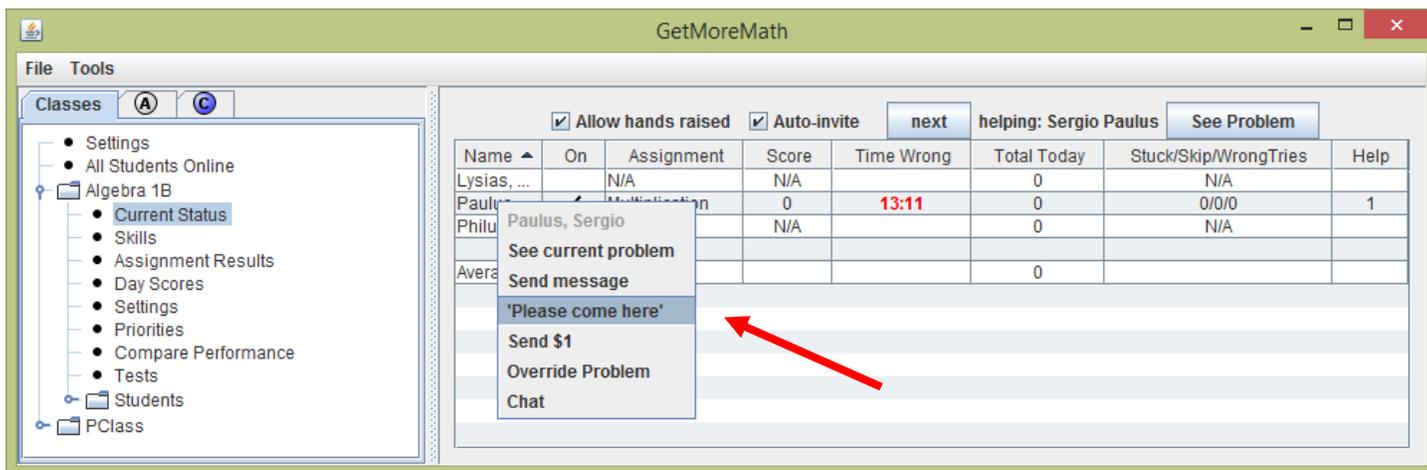


The screenshot shows a window titled 'Sergio Paulus's Problem'. The main content area displays the equation $4 * -1$ above a large empty box for the answer. Below the box is a toolbar with various icons and a 'Submit' button. On the left side of the window, there is a vertical toolbar with a question mark icon. A red arrow points to this question mark icon with the text 'Click here to see answer.'

6. After a student has been helped, click **Next** at the top of your **Current Status** window to move on to the next student. Clicking **Next** means the previous student's hand is no longer raised.

Note: Students can choose "**Put hand down**" as an option before receiving help.

7. If you did not activate the **Auto-invite** feature for raised hands, you can send an invitation message manually. In your **Current Status** window, right-click on the student's name and choose '**Please come here.**'



8. The teacher may also choose to put a student's hand down. Notice the **Help** column in the **Current Status** window, which shows the numerical order of students with hands raised:

Allow hands raised
 Auto-invite
 next
 helping: Sergio Paulus
 See Problem

Name ^	On	Assignment	Score	Time Wrong	Total Today	Stuck/Skip/WrongTries	Help
Lysias, ...		N/A	N/A		0	N/A	
Paulus, ...	<input checked="" type="checkbox"/>	Graphing	0	7:24	0	0/0/0	1
Philus, T...		N/A	N/A		0	N/A	
Average					0		

Right-click on the student's **Help** number and choose **Put hand down**.



****END****