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**Attempts:** These are the number of problems worth a point (\$) that a student first tried on a given day.

## Colors:

Square Color	Meaning
	Beginner – few completed or low percentage
	Some progress – more completed, percentage climbing
	Good – reliably accurate over several different practice sessions
	Excellent – lots of problems completed, almost all correct
	Amazing – almost never incorrect, with tons completed

**Game Credits:** Tokens are earned by students when a set number of \$ problems are answered correctly. The teacher can set the number of problems to earn a Game Credit in Practice Sets and in Mixed Review. This is a brain break which will immediately direct students back to GMM problems after 90 seconds.

**Mixed Review:** This is **the beating heart of GMM**. It is a cumulative, individualized spiral review of all skills students have learned. Students should spend time working in Mixed Review every single day during class.

**Penalties:** These are given on wrong answers where students could simply guess (multiple choice, bimodal, true/false, parallel/perpendicular, greater/less/equal to, shading, open/closed circle, etc.). If penalized, students will have to correctly answer additional problems over the same skill on the first try before being eligible to earn a point on that skill.

## Penalties (continued)

- It is important to know that students will not be immediately penalized when first learning a new problem type. Penalties will only be applied once GMM believes the student “knows” the skill but suspects the student is guessing.
- Explain penalties to your students before they experience them first hand. Warn them of the consequences for guessing and that it is better to slow down and work out the problem on paper before answering.

**Point:** Points are earned when a student answers \$ problems correctly on the first try. These will be shown at the top of the student screen.

**Point Distribution:** This is a comparison of points earned in Mixed Review and points earned in Practice Sets.

**Points per Skill:** This is the number of problems students need to complete per skill in a Practice Set before they are automatically moved to Mixed Review. Teachers set required points per skill when creating a Practice Set.

**Practice Set:** These are the practice problems students will complete related to today’s focus lesson. It’s a collection of Skills given to students created by the teacher.

**Practice Set Goal:** This goal is the number of points students need to earn on a Practice Set before they move to Mixed Review.

## **Problems:** 2 Types

- Dollar Sign (\$) problems are assigned for students to answer and earn a point. This is GMM's way of individualizing for students. This symbol (\$) is placed on problems students need to practice based on their history.
- Non-Dollar Sign (\$) problems are not eligible for a point.

**Raised Hand:** This feature allows students to tap on the hand in the upper right corner of the screen and alert the teacher that they need help without their peers knowing.

**Ratio:** Total points earned divided by total problems attempted.

**Skips:** These are enabled when students are working in Mixed Review and the teacher is offline.

- This feature is necessary to help students if they get stuck on a certain skill.
- Skip is a feature that allows a student to set aside this difficult problem until they are able to receive teacher help.
- The number of skips is defaulted to 3 but can be changed by the teacher.

**Switch to Mixed Review:** This button will move (force) the entire class into Mixed Review. This switch should happen during class, so students have ample time to work on those individualized skills in the teacher's presence.

**Today's Goal:** Daily points set by the teacher. These points are a combination of the Practice Set Goal and a desired number of points earned in Mixed Review. Setting this goal will ensure students will spend time in Mixed Review.