

Glossary

Accuracy: The average percentage of time students in your class answer correctly on their first attempt.

Attempts: The number of unique \$ problem that were tried.

Colors:

Square Color	Meaning
	Beginner – few completed or low accuracy All new skills start Red
	Some progress – more completed, accuracy improving Highest color rating possible on first day
	Good – accuracy improving over multiple days 3 days minimum
	Excellent – many problems completed, high accuracy 5 days minimum
	Amazing – tons of problems completed, high accuracy 7 days minimum

Daily 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.

\$ Errors Fixed: Total number of mistakes on \$ problems that have been corrected.

Game Credits: Tokens earned by getting a set number of \$ problems answered correctly. The defaults are 1 game credit upon completing a practice set, and 1 game credit for every 10 points in Mixed Review. These defaults can be adjusted. This is a brain break which will immediately direct students back to GMM problems after 90 seconds.

Last Correct: The most recent date of a correct first attempt.

Last 5: Accuracy of the five most recent problems.

Mixed Review: The beating heart of GMM. The cumulative, individualized spiral review of all skills that the teacher has assigned to the class. Students should spend time working in Mixed Review during class, every day.

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 on the same skill on the first try before being eligible to earn a point on that skill.

- 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 firsthand. Warn them of the consequences for guessing and that it is better to slow down and work out the problem on paper before answering.

Points (Points Earned): A point is given when a student answers a \$ problem correctly on the first attempt. The student's dashboard will say “Worth One Point” if the selected problem fits the parameters.

Point Distribution: A comparison of points earned in Mixed Review and points earned in Practice Sets. We suggest points earned should be weighed in favor of Mixed Review.

Points from MR: Percentage of total points that were earned in Mixed Review.

Points per Skill: The number of points a student must earn for each skill in a Practice Set in order to automatically transition to Mixed Review. This number is determined by the Teacher creating the Practice Set.

Practice Set: A practice session focused on just a few skills. This is typically used to show understanding of new skills before moving to Mixed Review.

Practice Set Goal: The total number of points a student must earn in order to automatically transition to Mixed Review. This number is determined by multiplying the Points per Skill and the number of skills in the Practice Set.

Proficient Skills: Percentage of skills that are Green, Silver or Gold.

Proficient Students: Percentage of students who have achieved Green, Silver or Gold on a particular Skill.

Raised Hand: A feature allows students to indicate their need for assistance and allows the teacher to address them in order. This can be turned off by the teacher in the settings menu for each class.

Rotation Time:

- **Mixed Review Report:** The median number of days it takes for your students to correctly answer each of the Active Skills in Mixed Review.
- **Student Data Report (for an individual student):** The actual number of days it takes for that student to correctly answer each of the Active Skills in Mixed Review.

Skills: 2 Types

- **Dollar Sign (\$)** problems that are worth a point. This is GMM's way of individualizing for students, by determining where to place a dollar signs based on a students' practice history.
- **Non-Dollar Sign (\$)** problems that are not eligible for a point.

Skips: These are enabled when students are working in Mixed Review and the teacher is offline. This can be activated when the teacher is online too.

- 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 push (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.

Total \$ Attempts: Total number of \$ problems attempted.

Unfixed Errors: The number of Active Skills that are currently marked wrong. This is indicated by a red outline around the skill on the student screen.