

**Goal:**

To expose students to the Get More Math student application and to familiarize them with vocabulary and app details.

**Materials:**

- Devices (Chromebooks/iPads/computers)
- Student Scavenger Hunt Worksheet (attached)

**Lesson:****Before Class....**




1. First, we must build our Mixed Review. To do this, create a Practice Set and call it “Mixed Review Demo Skills.” Choose 7 skills that are very easy for your students (consider a grade level or two below their current grade level). Set the points per skill to 1. This should make a Practice Set Goal of 7. Click START to release these skills to your students. They are now part of their Mixed Review.
2. Now we will create the ACTUAL Practice Set that we want our students to practice. Let’s call this “Practice Day 1.” Include 3 SIMPLE skills that your students will easily answer in this practice set (don’t repeat the skills you’ve already used in Step 1). Your points per skill is defaulted to 3, so that means your Practice Set Goal is 9.
3. START the Practice Set for the same class that you chose in Step 1.

**During Class....**

4. Pass out the Student Scavenger Hunt Lesson Plan.
5. Explain that GMM will be used frequently this year following your instruction to provide high quality practice for the students and will give both you and your students immediate feedback on how they’re doing. Explain that the purpose of this activity is for them to understand the basics on how the application works!
6. Students can then log into their GMM accounts and begin the worksheet. Emphasize **that students need to complete the tasks in order!** Your students should see “Practice Day 1” on their screens. When they make it to Mixed Review, they should see the 3 simple skills in addition to the other 7 skills you added in step 1.
7. Allow your students 15-20 minutes to play in the app and answer the questions on the worksheet.
8. Monitor and assist as needed.
9. Once most of your students have worked through the worksheet, collect your students to go over the answers and discuss the important points of GMM (use attached Answer Key).
10. Please consult the short video linked to this lesson plan to make sure that YOU understand all the features you are asking your students to explore. Video:  
<https://www.youtube.com/watch?v=S2RLPTNvhTc&feature=youtu.be>
11. Tomorrow, you can start with a real lesson, instruction, and practice set. Be sure to go into Mixed Review for that class and delete all the skills that you added in order to implement this lesson.
12. This is a great video for your students watch before or after the scavenger hunt.  
<https://youtu.be/ATrmfjiOURE>

Read the tasks in order and do as directed.

Task	✓	Question(s)
Look at the Practice Set.		What is the name of this Practice Set? How many skill types are in this Practice Set? How many points do you need to earn?
Get the first 3 questions correct and <b>WATCH</b> \$ signs.		What happened to the \$ signs? Why do you think it works that way?
Get the next question wrong and then right. <b>WATCH THE POINTS</b>		What happened to your points? Why do you think it works this way?
Think about the \$.		What do you think the \$ means?
Finish the Practice Set.		Where are you now? How many skills are on your screen? How many skills are eligible for a point?
Hide your colored squares.		How did you do that?
Get a "red" outline on a skill. 		What does that mean?
Get a "blue" outline on a skill. 		What does that mean?
Get a corner "cut" on a skill. 		What caused that? What happens once you get all 4 corners cut?
Press ctrl/f		What do you see on the screen?
Play a game.		How did you get there?
Look at the different colors on your squares.		How many colors do you see? Ask your teacher how many color ratings you can achieve!
Change the color of your title bar.		How many color choices do you have?
Find the top scorer in your class.		Who is the top scorer in your class right now?
Find your Calendar.		What is the difference between the gray, black, and blue metrics?
Find a multiple-choice question. Try to Earn a Penalty.		What do you think this means?

Task	✓	Question(s)
Look at the Practice Set.		What is the name of this Practice Set? <b>PRACTICE DAY 1</b> How many skill types are in this Practice Set? <b>THREE (3)</b> How many points do you need to earn? <b>NINE (9)</b>
Get the first 3 questions correct and <b>WATCH \$</b> signs.		What happened to the \$ signs? Why do you think it works that way? <b>Once a square was answered correctly, the \$ disappeared and only remained on the unattempted squares. Once all three skills were answered correctly, the \$ reappeared on all three boxes.</b>
Get the next question wrong and then right. <b>WATCH THE POINTS</b>		What happened to your points? <b>I didn't get a point.</b> Why do you think it works this way? <b>I didn't get a point because I got it wrong on the first attempt.</b>
Think about the \$.		What do you think the \$ means? <b>The \$ means that I will get a point if I answer it right on the first try.</b>
Finish the Practice Set.		Where are you now? <b>Mixed Review</b> How many skills are on your screen? <b>10</b> How many skills are eligible for a point? <b>Answers may vary depending on how many \$ are on the screen.</b>
Hide your colored squares.		How did you do that? <b>Click the green ^ symbol in the upper right side of the screen.</b>
Get a "red" outline on a skill. 		What does that mean? <b>The last attempt was wrong. I have a wrong answer. I got it wrong.</b>
Get a "blue" outline on a skill. 		What does that mean? <b>This is the skill that is currently chosen and displayed on my screen.</b>
Get a corner "cut" on a skill. 		What caused that? <b>I had a square selected and then I clicked away from that square.</b> What happens once you get all 4 corners cut? <b>I get a message that I must complete the problem, and it will not allow me to choose another skill until I answer it.</b>
Press ctrl/f.		What do you see on the screen? <b>It creates a Fraction Bar</b>
Play a game.		How did you get there? <b>From my student Menu, I chose "Play Game."</b>
Look at the different colors on your squares.		How many colors do you see? <b>Two (2) – on the first day students can only advance to Yellow.</b> Ask your teacher how many color ratings you can achieve! <b>Color Ratings increase over time. You must correctly answer the skills on the first try over several days before GMM will level you up! Red -&gt;Yellow -&gt; Green -&gt; Silver Star -&gt; Gold Star</b>
Change the color of your title bar.		How many color choices do you have? <b>7</b>

Find the top scorer in your class.		Who is the top scorer in your class right now? <b>Answers will Vary. This is found in the student menu, under Settings, Show Top Scorers.</b>
Find your Calendar.		What is the difference between the gray, black, and blue metrics? <b>Gray is Week, Black is Month, and Blue is Day. It will give you a ratio x/y. X is the number of points earned that day. Y is the total number of new attempts made that day.</b>
Find a multiple-choice question. Try to Earn a Penalty		What do you think this means? <b>A penalty is given on multiple-choice questions when the program thinks you are guessing. Once you earn a penalty, it is like debt – you must earn a point just to remove the penalty before you will be allowed to increase your daily points. Warning: Never get too many penalties before alerting your teacher for help!</b>