Accuracy:
- **Mixed Review Report**: On average how often, your students answer active skills correctly on their first attempt.
- **Student Data Report** (for an individual student): Accuracy per skill calculated by dividing the number of correct first attempts by total first attempts.

Active Skills: Skills currently available for students to work on.

Archive Class: Delete a class.

Assign: Makes an assignment available to students and adds those skills to Mixed Review.

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

Assignments (report): Reports on all assignments given to your class and their results. This is where you will manage available assignments and change the default assignment.

Assignment Points: The total points a student must earn in order to complete the assignment. This number is determined by multiplying the Points per Skill and the number of skills in the assignment.

Attempts: The number of unique $ problems that were tried. Only first attempts are counted in this number.

Auto Accept: In Exams, when toggled on allows students to take an exam without requiring individual approval.

Class Code: A unique code for each class that can be used by students to join that class. Found in the Roster report.

Colored Squares: The visual indication of progress for each skill. Colors are specific to each student and move from red towards gold as they improve, or back towards red unless they maintain accuracy over time.

Square Color		Meaning
🟥	$	Beginner – few completed or low accuracy All new skills start red
🟨	$	Progressing – 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

Type of Symbol	Meaning
$	Dollar Sign – the skill is worth a point if answered correctly on the first attempt. The dollar sign prioritizes skills for each student.
$	Blue Outline - currently selected skill
🟩	Red Outline - most recent attempt on this skill was incorrect and has not been fixed
$ $	Orange Corners – a skill has been avoided. Four orange corners force the student to answer the skill if the teacher is online.

Corrections: In Exams, when toggled on, places missed problems from an exam above a dotted line in Mixed Review for each student, requiring them to fix their mistakes before moving on to other practice.

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Current Status: A live dashboard to monitor student progress and questions.

Daily Goal: Total points a student must earn for the day. These points are a combination of Assignment Points and points earned in Mixed Review.

Default Assignment: The assignment that is presented to students upon logging in. The most recently assigned is the default unless you specify otherwise.

$ Errors Fixed (Dollar Errors Fixed): Total number of mistakes on $ problems that have been corrected.

Exams (report): Reports on all exams and follow-ups. This is where you adjust exam settings and grade results.

Follow-up Exam: In Exams, this is an exam based on incorrect answers from the original exam. Follow-ups are unique to each student.

Help Order: Indicates the order in which students have raised their digital hand.

Game Credits: Tokens earned by getting a set number of points that allow students to take a 90 second break to play a game found in the student menu. The defaults are set to one game credit upon completing an assignment, and one game credit for every 10 points in Mixed Review.

Last Correct: The date of the most recent correct first attempt for a particular skill.

Last 5: Accuracy of the five most recently attempted problems for a particular skill.

Mixed Review: The beating heart of GMM. The cumulative, individualized practice environment that includes all the active skills assigned by the teacher. Students should spend time working in Mixed Review daily.

Mixed Review (report): Reports on class level data and a list of all skills assigned, active or inactive. This is where you will modify the skills available to your class.

Penalties: Given when GMM determines the student is guessing and has answered incorrectly. Penalties are only possible on skills that are multiple choice (true/false, etc.). If penalized, students will have to an additional problem correctly on the first try per penalty before being eligible to earn a point on that skill.
  - It is important to know that students will not be immediately penalized when practicing a new skill. Penalties will only be applied once GMM believes the student "knows" the skill but suspects the student is guessing.
  - Students can accumulate up to 6 penalties per skill.

Point: Awarded when a student answers a $ problem correctly on their first attempt.

Points Distribution: A comparison of points earned in Mixed Review and Assignments. We suggest points earned should be weighed in favor of Mixed Review.

Points Earned: Total number of points a student has earned in a class.

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

Points History: Reports on points earned per calendar day.

Points per Skill: The number of points per skill a student must earn to complete an assignment.

Points Today: A column in Current Status indicating the total number of points a student has earned today.

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.

Publish: Saves and automatically adds exams to the list available to your class. Students must request permission to take the exam unless Auto-Accept is enabled.

Raised Hand: A button on the student dashboard that allows students to signal that they need 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.

Roster: Your class roster, and where you manage students' credentials and individual settings.

Rotation Time:
- **Mixed Review Report**: The median number of days it takes 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.

Settings: Class specific options and settings.

Show: In Exams, when toggled on, this will add an exam to the list available to your class. Students must request permission to take the exam unless Auto-Accept is enabled.

Skills: 2 Types
- $ problems are worth a point. This is GMM's way of individualizing for students, by determining where to place a $ based on a student's practice history.
- Non-$ problems are not eligible for a point.

Skill Code: Identification number specific to each skill. Located below the problem in the preview window or on the student screen.

Skill Accuracy: On student data, this is calculated by averaging the student's individual accuracy data for each skill attempted.

Skips: Allows students to remove (turns the square gray) a skill during a practice session (it will be available when they log back in). By default, the number of skips available is 3, and they are only available while the teacher is offline. Skips can only be used in Mixed Review.

Status: In Exams, a possible Exam or Follow-up status may be: In Progress, Turned In, Paused, Not Started, Graded, Not Generated

Student Data: Reports on Student level metrics.

Switch to Mixed Review: This button will push (force) the entire class into Mixed Review. Students will still have the freedom to switch to available assignments.

Time Since Correct: A column in Current Status indicating the time since the student has correctly answered a skill. The time will turn red at six minutes.

Total $ Attempts: Total number of $ problems attempted.

Working On: A column in Current Status indicating what each student is currently working on. This may be the name of an assignment, Mixed Review, or the name of an exam.

Unfixed Errors: The number of Active Skills that a student has answered incorrectly and has not yet fixed. Indicated by a red outline around the colored square on the student screen.