




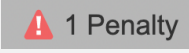





Name _____

Understand **Get More Math's** symbols and features by completing this activity.

- Go to <https://youtu.be/5OJIEbFVfzo> and view the **Student Introduction to GMM** video.
- Identify each as **True or False** using the dropdown menu. If false, **correct** the definition. Answer the **follow-up question**.

<p>EXAMPLE</p> <p>Squares</p> 		<p>The Squares at the top of the screen represent different students in the class. <i>The Squares at the top of the screen represent different math problems or skills.</i></p>
	<p>Who adds the squares at the top of the screen? <i>my teacher</i></p>	
<p>Points</p> 		<p>Points are earned on dollar sign problems when answered correctly on any attempt.</p>
	<p>What happens after you answer a problem correctly?</p>	
<p>Red Outline</p> 		<p>The Red Outline indicates that your answer is incorrect.</p>
	<p>Name something else that appears when your answer is incorrect.</p>	
<p>Colors</p> 		<p>The Colors of the squares show different levels of mastery.</p>
	<p>On the first day of practicing a skill, you could see red squares level up to what color?</p>	
<p>Dollar Sign</p> 		<p>A Dollar Sign appears on the colored squares that GMM thinks will be on a test.</p>
	<p>Give one reason a square may have a dollar sign on it.</p>	
<p>Penalty</p> 		<p>A Penalty can be given when you get any type of problem wrong.</p>
	<p>How do you earn points if you've earned any penalties?</p>	
<p>Four Lines</p> 		<p>The Four Lines open the student menu.</p>
	<p>How many game credits are saved when you log out?</p>	
<p>Raised Hand</p> 		<p>The Raised Hand can be used anytime you need help from your teacher.</p>
	<p>Can you send a message back to your teacher?</p>	
<p>Skips</p> 		<p>Skips can be used in an Assignment and in Mixed Review.</p>
	<p>What happens to the color of the square when you click the skip button?</p>	