

**Goal:**

To familiarize students with Get More Math's (GMM) student application including colors, symbols, and other features of the program.

**Materials:**

- Devices (Chromebooks/iPads/computers)
- Link to student video: <https://youtu.be/5OJIEbFVFzo>
- Student Video Activity Handout (page 2)
- Student Video Activity Answer Key (page 3)
- (Optional) Link to Student Video Activity Electronic Fillable Form: <https://tinyurl.com/2pp2zh3r>

**Lesson:**

1. Print and distribute the Student Video Activity handout (page 2). If remote, share the link for an electronic fillable PDF with your students: <https://tinyurl.com/2pp2zh3r>
2. Explain that GMM provides practice for students to help them remember what they have learned. The purpose of this activity is for them to understand the basics of GMM.
3. Allow your students 15-20 minutes to watch the video and answer the questions on the worksheet.
  - a. Optional modification for younger grade levels or Special Education students: Have the students answer the True or False section and fix any false statements. Go over the follow up questions together as a class.
4. Monitor and assist as needed.
5. When students have completed the worksheet, review the answers using the Answer Key (page 3). The timestamp is provided so you can show the correct answer from the video.
6. Now you are ready! Once the students have completed this activity, have them work through the Mixed Review Starter Bundle problems you chose when you created your class.

Name \_\_\_\_\_

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

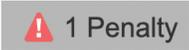
- Go to <https://youtu.be/5OJIEbFVFzo> and view the **Student Introduction to GMM** video.
- Read the statement and circle **True or False**. If false, **correct** the definition. Answer the **follow-up question**.

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

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.
- Read the statement and circle **True** or **False**. If false, **correct** the definition. Answer the **follow-up question**.

<b>EXAMPLE</b> <b>Squares</b> 	True or <b>False</b>	The <b>Squares</b> at the top of the screen represent different <del>students in the class.</del> <b>math problems or skills (0:25)</b>
	Who adds the squares at the top of the screen? <b>my teacher (0:31)</b>	
<b>Points</b> 	True or <b>False</b>	<b>Points</b> are earned on dollar sign problems when answered correctly on <del>any attempt.</del> <b>the first try (1:07)</b>
	What happens after you answer a problem correctly? <b>Smiley faces fall. (1:03)</b>	
<b>Red Outline</b> 	<b>True</b> or False	The <b>Red Outline</b> indicates that your answer is incorrect. <b>(1:35)</b>
	Name something else that appears when your answer is incorrect. <b>A gray ribbon above the problem; A purple dot inside of the answer box (1:35)</b>	
<b>Colors</b> 	<b>True</b> or False	The <b>Colors</b> of the squares show different levels of mastery. <b>(3:03)</b>
	On the first day of practicing a skill, you could see red squares level up to what color? <b>Yellow (3:10)</b> <b>Bonus:</b> The order of the levels are: red, yellow, green, silver star, and gold star. <b>(3:20)</b>	
<b>Dollar Sign</b> 	True or <b>False</b>	A <b>Dollar Sign</b> appears on the colored squares that GMM thinks <del>will be on a test.</del> <b>is best for you to work on right now. (3:29)</b>
	Give one reason a square may have a dollar sign on it. <b>Brand new; Haven't seen them in a while; Often make mistakes on them (3:33)</b>	
<b>Penalty</b> 	True or <b>False</b>	A <b>Penalty</b> can be given when you get <del>any type of</del> problem wrong. <b>a multiple-choice (4:26)</b>
	How do you earn points if you've earned any penalties? <b>Clear all penalties and answer a fresh problem correct on the first try. (5:03)</b>	
<b>Four Lines</b> 	<b>True</b> or False	The <b>Four Lines</b> open the student menu. <b>(7:21)</b>
	How many game credits are saved when you log out? <b>2 (8:04)</b>	
<b>Raised Hand</b> 	True or <b>False</b>	The <b>Raised Hand</b> can be used <del>anytime you need help from your teacher.</del> <b>if your teacher is online at the same time you are (8:27)</b>
	Can you send a message back to your teacher? <b>No. (8:36)</b>	
<b>Skips</b> 	True or <b>False</b>	<b>Skips</b> can be used <del>in an Assignment and</del> in Mixed Review. <b>when working (8:51)</b>
	What happens to the color of the square when you click the skip button? <b>It turns gray. (8:58)</b>	