

TRAINING 1

Resource Guide



Print this document to keep track of your progress.

TASK 1 CREATE A CLASS & ADD STUDENTS

CHECKLIST: CLASS SETUP TEACHER SCREEN

- ☐ From CLASSES, click the CREATE CLASS button
- ☐ Name your demo class, choose a grade level/subject area, and click NEXT
- ☐ Preview each of the Mixed Review Starter Bundle skills and click DONE
- ☐ Navigate to Roster and add a demo student using the Class Enrollment Link
- ☐ Add a second demo student manually using the Add Students button
- ☐ Edit one student's username and password
- ☐ Click on the printer icon to view the class roster

CHECK FOR UNDERSTANDING

1. Each new class can be preloaded with five skills so that students can learn how GMM works and increase their confidence.

- ☐ True
- ☐ False

2. What option(s) do you have to add students to a class? Choose all the apply

- ☐ Share the Class Enrollment Link with the students
- ☐ Upload a csv or excel file
- ☐ Manually enter each student's first and last name
- ☐ Student's will be added by the school's tech administrator

3. The slider for the Class Enrollment Link should always be turned on for active classes.

- ☐ True
- ☐ False

4. What student information is displayed on the printed class roster? Choose all the apply

- ☐ Student name
- ☐ Student ID number
- ☐ Student username
- ☐ Student password or alternate password

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TASK 2 EXPERIENCE THE STUDENT APP

CHECKLIST: THE STUDENT EXPERIENCE

STUDENT SCREEN

- ☐ Login as one of your demo students: <https://gmm.getmoremath.com/student.html>
- ☐ Watch the Student Getting Started Video (9 minutes): <https://youtu.be/5OJIEbFVFzo>
- ☐ View the Student Guide: <https://tinyurl.com/sn58pdyn>
- ☐ Answer some problems correctly and incorrectly
- ☐ Notice the dollar signs and points earned
- ☐ Earn at least 12 points

CHECK FOR UNDERSTANDING

1. From the teacher app, how can you locate the Student Video Worksheet?

- ☐ By clicking on the green in-app chat bubble
- ☐ From Roster for each class
- ☐ Under the profile icon by choosing Teacher Resources and then Interactive Handouts
- ☐ Clicking on My To-Do List in the top blue ribbon

2. On the first day of practicing a new skill, the highest color level a student can achieve is_____

- | | |
|---------------------------------|--------------------------------------|
| <input type="checkbox"/> Red | <input type="checkbox"/> Silver Star |
| <input type="checkbox"/> Yellow | <input type="checkbox"/> Gold Star |
| <input type="checkbox"/> Green | |

3. Students earn points in Get More Math any time they correctly answer a problem.

- ☐ True
- ☐ False

4. What happens when a student clicks on the virtual raised hand button?

- ☐ A hint will appear on the student's screen
- ☐ Students will get access to a video that explains the problem
- ☐ A tutorial of an example problem will be available to the student
- ☐ The teacher will be notified that the student needs help

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TASK 3 FIND SKILLS & MAKE AN ASSIGNMENT

CHECKLIST: EXPLORE THE SKILLS BANK

TEACHER SCREEN

- ☐ Navigate to WORK and select your grade level/subject area in the center column
- ☐ Search for skills using the various collections listed on the top right side
- ☐ Use the cycle button to preview several samples of a skill

CHECKLIST: CREATE AN ASSIGNMENT

TEACHER SCREEN

- ☐ Create an assignment with three or fewer skills and save it
- ☐ Click PREVIEW, the full screen button, and printer icon to see their functionality
- ☐ Assign this assignment to your demo class and notice the message in the bottom left.

CHECKLIST: COMPLETE AN ASSIGNMENT

STUDENT SCREEN

- ☐ Login as one of your demo students and answer the problems in the assignment
- ☐ Watch your points, track your progress, and notice the color of your squares
- ☐ Complete the assignment and earn at least three more points in Mixed Review

CHECK FOR UNDERSTANDING

1. Connect each symbol with its meaning



Colleagues & My Work - collaborate with other teachers



Full Screen - display examples to model for students



Printer - print assignments



Search Feature - find skills by key words/skill code



Cycle Arrow - preview different problems within a skill

2. What is the recommended number of points per skill for an assignment?

- ☐ 1
- ☐ 3
- ☐ 5
- ☐ Any number you choose

3. When an assignment is completed by a student, GMM automatically transitions the student to _____

- ☐ Another available assignment
- ☐ Mixed Review
- ☐ No where - the student is done

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TASK 4 MONITOR STUDENT PROGRESS

CHECKLIST: WORK IN MIXED REVIEW

STUDENT SCREEN

- ☐ Login as one of your demo students and earn 10 points
- ☐ Click the virtual raised hand button

CHECKLIST: MONITOR CURRENT STATUS, CHECK PROGRESS, & ACHIEVEMENT

TEACHER SCREEN

- ☐ Login to your GMM teacher account. Navigate to CLASSES, choose your class on the left, and Current Status in the second column
- ☐ Examine the three vertical dots by name and the columns listed. (Name, Help Order, Working On, Points Today, and Time Since Correct)
- ☐ Click on the demo student's name and view their current problem and answer
- ☐ Set a Daily Goal to greater than the points your demo student has earned
- ☐ View the Assignment Report and the Points History Report

CHECKLIST: ACCOUNTABILITY

STUDENT SCREEN

- ☐ On the demo student's screen, take note of the points remaining in the dashboard
- ☐ Earn points until the Daily Goal is completed

CHECK FOR UNDERSTANDING

1. Use Current Status to immediately identify students that need assistance.

- ☐ True
- ☐ False

2. What criteria should be used to set the daily goal?

- ☐ Make it less than the assignment points
- ☐ Make it equal to the assignment points
- ☐ Make it more than the assignment points

3. What is the default assignment?

- ☐ The assignment a student will see when the first login
- ☐ The assignment that is not worth any points
- ☐ The assignment students can ONLY work on for the class period
- ☐ The assignment that is not available to students

4. How can you determine if a student met the daily goal after the day it was set?

- ☐ Look at the Current Status report
- ☐ Look at the Assignments report
- ☐ Look at the Points History report

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TASK 5 TIME TO LAUNCH

CHECKLIST: PRIOR TO THE FIRST DAY

TEACHER SCREEN

- ☐ Create your Classes
- ☐ Add your students manually or provide the Class Enrollment Link to your students

CHECKLIST: ON THE FIRST DAY

TEACHER SCREEN

- ☐ Direct your students to watch the Getting Started Video: <https://youtu.be/5OJIEbFVFzo>
- ☐ Instruct your students to complete the video worksheet: <https://tinyurl.com/pch62bej>
- ☐ Review the worksheet answers with your students
- ☐ Provide time for your students to work in their account, change colors, and earn points in Mixed Review

CHECKLIST: DURING THE FIRST WEEK

TEACHER SCREEN

- ☐ Create and assign two assignments
- ☐ Observe your students in real-time using the Current Status Screen
- ☐ Set a daily goal each day
- ☐ Click on the profile icon in the upper right corner to access Teacher Resources

TRAINING 1 IS DONE!

If you completed this training on paper, please scan all pages and email it to support@getmoremath.com

You will be entered in to our monthly \$100 Amazon gift card drawing.