

TRAINING 1

Resource Guide

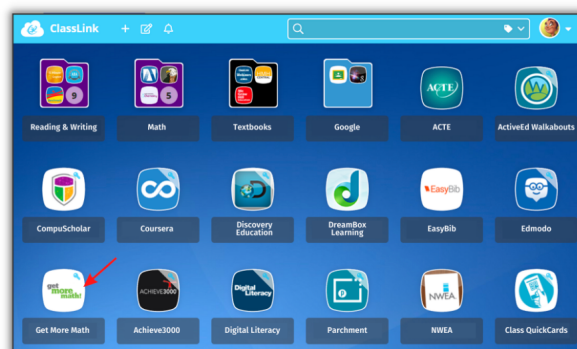
get
more
math!

Print this document to keep track of your progress.

TASK 1 LOG IN & VERIFY CLASS ROSTERS

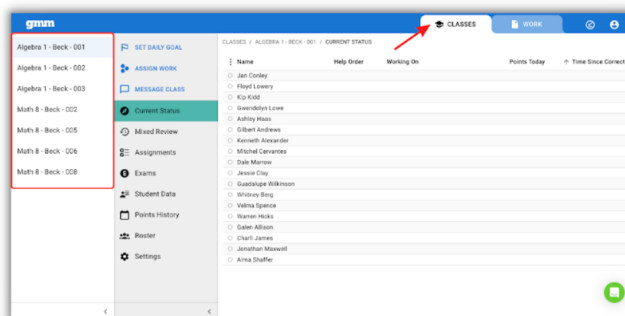
1 Launch the Get More Math App

- ▶ Log in to ClassLink.
- ▶ Locate and open the Get More Math app.



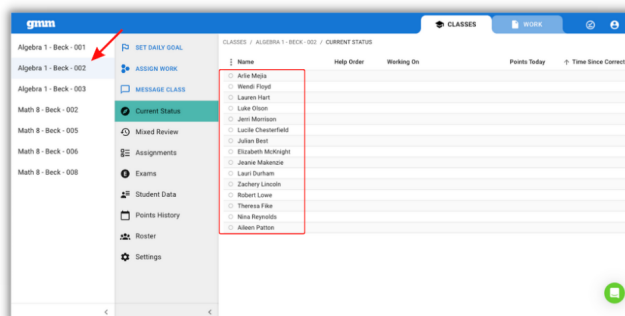
2 View Your List of Classes

- ▶ Within the GMM app, click on CLASSES in the blue ribbon.
- ▶ View your list of classes on the left side of the screen.



3 Verify Your Class Rosters

- ▶ Click on each class to view and verify the students enrolled.
- ▶ **Note:** To make any changes to classes or rosters, you must contact your ClassLink administrator.



TRAINING 1

Resource Guide



TASK 2 EXAMINE THE STUDENT APP

CHECKLIST: THE STUDENT EXPERIENCE

- ☐ Watch the Student Getting Started Video (9 minutes): <https://youtu.be/5OJIEbFVFzo>
- ☐ View the Student Guide: <https://tinyurl.com/sn58pdyn>
- ☐ Check out the Student Video Lesson Plan: <https://tinyurl.com/288vcyan>

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

TRAINING 1

Resource Guide



TASK 3 FIND SKILLS & MAKE AN ASSIGNMENT

CHECKLIST: EXPLORE THE SKILLS BANK

- ☐ 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

- ☐ Create an assignment with three or fewer skills & save it
- ☐ Click PREVIEW, the Full Screen button, & the printer icon to see their functionality
- ☐ Assign this assignment to your class(es) & notice the message at the bottom of your screen

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 using key words



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, Get More Math automatically transitions the student to _____.

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

TRAINING 1

Resource Guide



TASK 4 MONITOR STUDENT PROGRESS

CHECKLIST: MONITOR CURRENT STATUS

- ☐ Have a student log into their Get More Math account
- ☐ Log in to your Get More Math teacher account while the student is online
- ☐ Navigate to CLASSES and choose your class on the left
- ☐ Click on Current Status in the second column
- ☐ Examine the three vertical dots by Name and the columns listed (Name, Help Order, Working On, Points Today, Time Since Correct)
- ☐ Click on the active student's name and view their current problem and answer

CHECKLIST: CHECK PROGRESS & ACHIEVEMENT

- ☐ Set a daily goal higher than the assignment points
- ☐ View the Assignment report
- ☐ View the Points History report and adjust the calendar

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

3. What is the default assignment?

- ☐ The assignment students will see when they first log in
- ☐ 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 their daily goal after the day it was set?

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

TRAINING 1

Resource Guide



TASK 5 TIME TO LAUNCH

CHECKLIST: PRIOR TO THE FIRST DAY

- ☐ Create an assignment with some easier review skills for each class (≤ 3 skills)
- ☐ Assign the assignment(s) to your class(es)

CHECKLIST: ON THE FIRST DAY

- ☐ 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 answers with your students
- ☐ Provide time for your students to work in their account, change colors, & earn points in Mixed Review

CHECKLIST: DURING THE FIRST WEEK

- ☐ Create & assign two more assignments
- ☐ Observe your students in real-time using Current Status
- ☐ 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.