

getmoremath!

GETTING STARTED TRAINING GUIDE



Scan or click here to listen to
CEO, Josh Britton, talk about how
& why he created Get More Math.



<https://tinyurl.com/GMM-why>

"Get More Math has generated more math
conversations in my classroom than any other
resource I've used. The adaptability of the
program makes it perfect for ALL learners!"

- Rik Appleby, Pennsylvania

getmoremath!

GETTING STARTED TRAINING GUIDE








TABLE OF CONTENTS

Welcome to the Get More Math Family!

Get More Math provides cumulative practice sessions uniquely tailored to each student's needs, supporting mastery of new skills and long-term retention. GMM is a hyper-intelligent teacher's aid that creates daily personalized assignments as an individual retention path.

This training guide is designed to help you get started with the program and break the forgetting cycle!

-  TASK 1 | CREATE A CLASS & ADD STUDENTS | p. 3
-  TASK 2 | EXPERIENCE THE STUDENT APP | p. 4
-  TASK 3 | FIND SKILLS & MAKE AN ASSIGNMENT | p. 5 & 6
-  TASK 4 | MONITOR STUDENT PROGRESS | p. 7
-  TASK 5 | TIME TO LAUNCH | p. 8

Need an account?

SCAN OR CLICK HERE



<https://tinyurl.com/GMM-create>

CREATE A CLASS & ADD STUDENTS

TASK 1

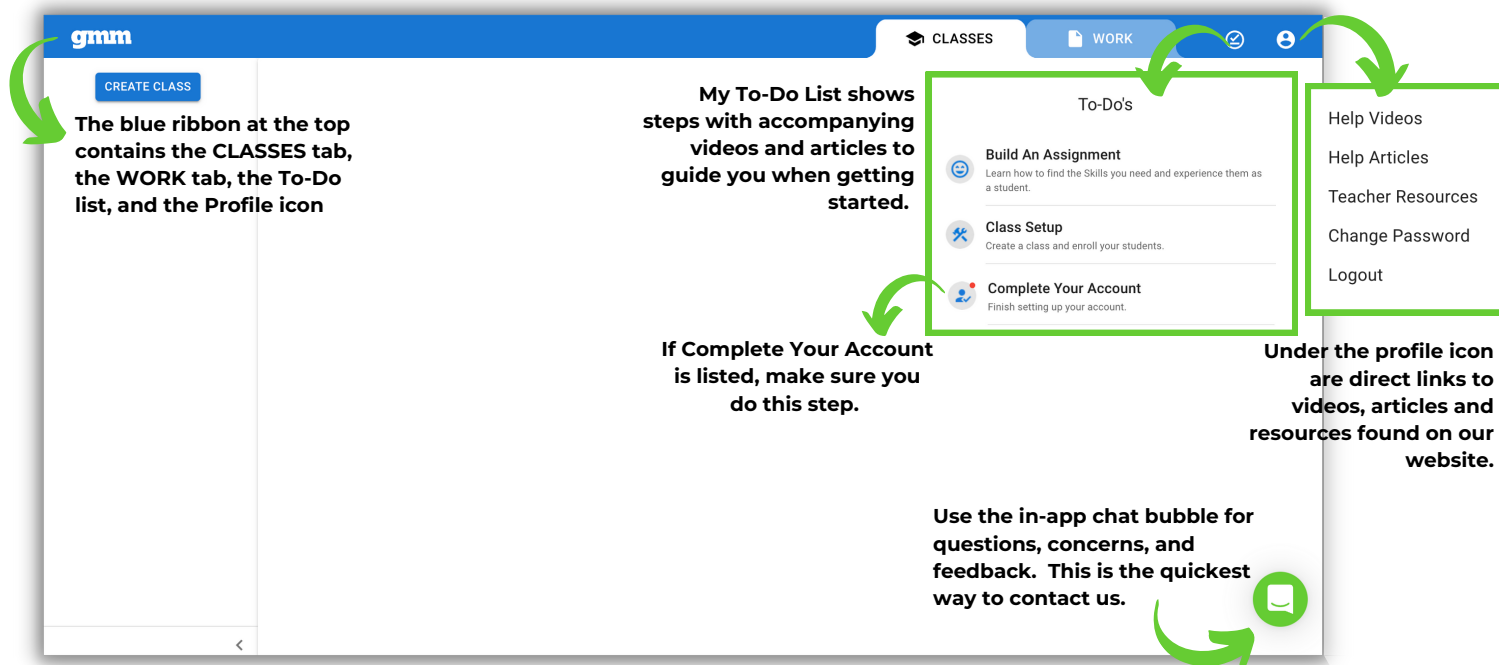


<https://tinyurl.com/GMM-task1>



Scan or click here to view the TASK 1 video

You have a variety of resources within the app. Take a look at the image below to learn more!



✓ Checklist

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

EXPERIENCE THE STUDENT APP

The Get More Math student screen has many important components. This Student Guide is a great resource to share with your students or consider making it a poster to display in your classroom.

TASK 2



<https://tinyurl.com/GMM-task2>



Scan or click here to view the TASK 2 video

getmoremath!
Student Guide

Colors

Red		<ul style="list-style-type: none"> Beginning level Few problems complete/Low accuracy
Yellow		<ul style="list-style-type: none"> Initial understanding/accuracy improving Highest possible color rating on day 1
Green		<ul style="list-style-type: none"> Good/Initial level of proficiency Level up after a minimum of 3 days
Silver		<ul style="list-style-type: none"> Great/Improving proficiency Level up after a minimum of 5 days
Gold		<ul style="list-style-type: none"> Excellent/High level of proficiency Level up after a minimum of 7 days

Symbols

Dollar Sign		<ul style="list-style-type: none"> Points earned by answering questions correctly on the first try
Cut Corners		<ul style="list-style-type: none"> Appears each time a skill is avoided
Red Outline		<ul style="list-style-type: none"> Skill is incorrect and has not fixed or the skill has a penalty
Penalties		<ul style="list-style-type: none"> Given when multiple choice problems are answered incorrectly
Skips		<ul style="list-style-type: none"> Can only be used in Mixed Review; Skills will be grayed out

Hot Keys

	<ul style="list-style-type: none"> Provides a shortcut for symbols by pressing Ctrl and another key f fraction, p exponent, r radical, b repeating bar, q parenthesis, < less than or equal too
--	--

✓ Checklist

- Examine the student screen:
 - ☐ Log in as one of your demo students (<https://gmm.getmoremath.com/student.html>)
- Check out the student resources:
 - ☐ Watch the Student Getting Started Video (<https://youtu.be/5OJIEbFVFzo>)
 - ☐ View the Student Guide (<https://tinyurl.com/GMM-student-guide>)
- Explore the student app:
 - ☐ Answer some problems correctly & incorrectly
 - ☐ Notice the dollar signs & points earned
 - ☐ Earn at least 12 points

FIND SKILLS & MAKE AN ASSIGNMENT

TASK 3



<https://tinyurl.com/GMM-task3>



Scan or click here to view the TASK 3 video

In this task, you will explore the Work tab. Here, you will find the Skills Bank with over 3500 skills!

You will also be able to create assignments for your students to complete.

THE SKILLS BANK

Choose different collections to examine skills

Search for skills using the search feature

Teachers have access to every grade level and course to allow for differentiation when needed

Collaborate with colleagues by copying assignments

The blue hexagon represents a skill

Cycle through several samples of a skill

Choose different collections to examine skills

The screenshot shows the GMM interface with the 'WORK' tab selected. A search bar is at the top left. A sidebar on the left lists various topics and grades. The main area displays a skill titled 'Given tenths model, identify decimal' with a sample question and a blue hexagon icon. A 'Cycle through several samples of a skill' button is visible.

CREATING AN ASSIGNMENT

Print a customized worksheet for any assignment

Keep assignments small

Use the PREVIEW button to view & model the student screen

Add skills from the Skills Bank to any assignment

The Full Screen button contains unlimited samples for guided practice.

Print a customized worksheet for any assignment

The screenshot shows the GMM interface for creating an assignment. It includes a 'My Work' section with a 'Demo' assignment. A 'PREVIEW' button is highlighted. The assignment details show '3 Skills X 3 Points per Skill = 9 Assignment Points'. A skill titled 'Given various models, determine fraction, denominators 2, 3, 4, 6, 8' is added. The skill preview shows a question about a birthday cake with sprinkles and a pie chart. A 'Full Screen' button is visible.

FIND SKILLS & MAKE AN ASSIGNMENT

TASK 3



<https://tinyurl.com/GMM-task3>



Scan or click here to view the TASK 3 video

✓ Checklist

- ▶ Explore the Skills Bank:
 - ☐ Navigate to WORK & 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 samples of a skill
- ▶ Create an assignment:
 - ☐ Create an assignment with three or fewer skills & save it
 - ☐ Click PREVIEW, the full screen button, and printer icon to see their functionality
 - ☐ Assign this assignment to your demo class & notice the message in the bottom left
- ▶ Work as a student:
 - ☐ Log in as one of your demo students & answer the problems in the assignment
 - ☐ Watch your points, track your progress, & notice the color of your squares
 - ☐ Complete the assignment & earn at least three more points in Mixed Review



TEACHER TIPS

for successful assignments

1. Cycle through problems before adding skills to an assignment

Check for variations in the problems & answers

SAMPLE	ANSWER	ADD SKILL	
Solve for w: $w + 16 = 21$			

2. Keep assignments small - 3 skills or less & 3 points per skill

Give students brief, focused practice to show initial understanding on new skills

3 Skills X	Points per Skill 3	= 9 Assignment Points
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3. Model skills before students begin practicing on their own

Use the PREVIEW button, Full Screen button, or print a worksheet for guided notes

PREVIEW



MONITOR STUDENT PROGRESS

TASK 4



<https://tinyurl.com/GMM-task4>



Scan or click here to view the TASK 4 video

In this task, you will examine the Current Status screen. This screen provides real-time data on your students.

Having this open during class daily allows teachers to identify who needs help and take immediate action.

CURRENT STATUS

Notification that a student raised their electronic hand

Name	Help Order	Working On	Points Today	Time Since Correct
Anderson, Sealeah	2	Compare Positive Integers 2/3	3	3m 11s
Barbosa, Rosana		Mixed Review	9	3m 4s
Karev, Alex	1	Adding Integers Day 2 4/6	4	2m 47s
Singh, Omar		Adding Integers Day 2 4/6	4	11m 36s
Yang, Cristina		Mixed Review	10	2m 37s
Stevens, DeShawn				

Metrics to watch to provide immediate assistance

When a student is logged in, click on their name to see their current problem & answer.

Used to send suggestions or hints

✓ Checklist

- ▶ Work as a student in Mixed Review:
 - ☐ Log in as one of your demo students & earn 10 points
 - ☐ Click the virtual raised hand button
- ▶ Monitor Current Status, check progress, & achievement:
 - ☐ Log in to your GMM teacher account. Navigate to CLASSES, choose your class on the left, & Current Status from the second column
 - ☐ Examine the three vertical dots by Name & the columns listed (Name, Help Order, Working On, Points Today, & Time Since Correct)
 - ☐ Click on the demo student's name & view their current problem & answer
 - ☐ Set a daily goal to greater than the points your demo student has earned
 - ☐ View the Assignment Report & the Points History Report
- ▶ Hold students accountable:
 - ☐ On the demo student's screen, take note of the points remaining on the dashboard
 - ☐ Earn points until the daily goal is completed

TIME TO LAUNCH

TASK 5



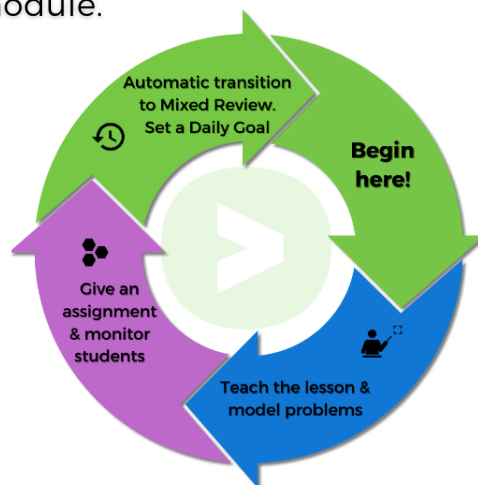
<https://tinyurl.com/GMMtask5>



Scan or click here to view the TASK 5 video

You are officially ready to launch with your students!

In this task you will implement what you've learned throughout this training module.



✓ Checklist

- Prior to the first day of implementing Get More Math:
 - ☐ Create your Classes
 - ☐ Add your students manually or provide the Class Enrollment link to your students
- 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/GMM-student-worksheet>)
 - ☐ Review the worksheet answers with your students
 - ☐ Provide time for your students to work in their account, change colors, & earn points in Mixed Review
- During the first week:
 - ☐ Create & 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

SCAN OR
CLICK HERE TO
COMPLETE
THE TRAINING



<https://tinyurl.com/GMM-complete-TI>



Resources



Help Articles



Videos



Teacher Group