

# TRAINING 1

## Resource Guide

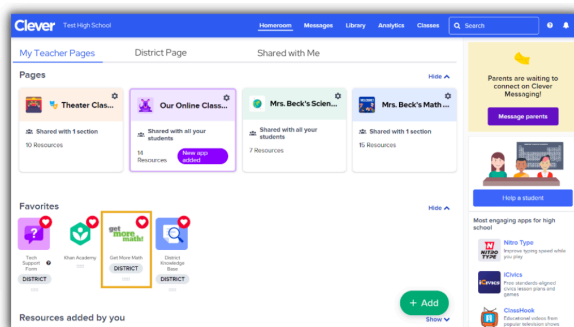
get  
more  
math!

Print this document to keep track of your progress.

# TASK 1 LOG IN & VERIFY CLASS ROSTERS

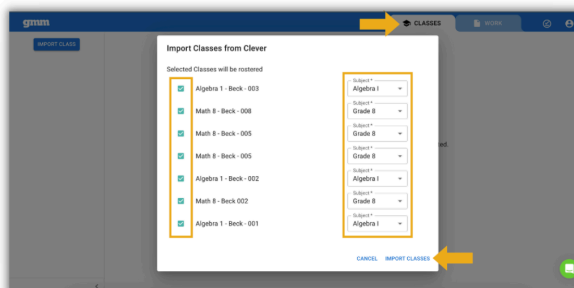
## 1 Launch the Get More Math App

- Log in to the Clever portal.
- Locate and open the Get More Math app.



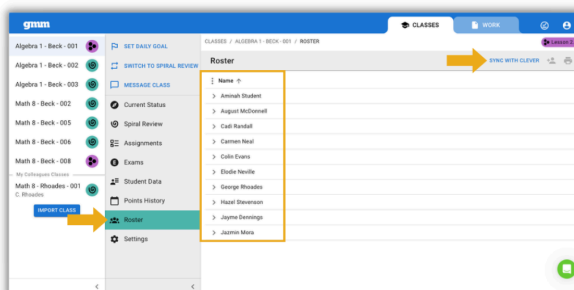
## 2 Import Your Classes

- Within the GMM app, click on CLASSES in the blue ribbon.
- Choose the classes you would like to import.
- Select a subject for each imported class and click IMPORT CLASSES.



## 3 Verify Your Class Rosters

- Select Roster from the center column and verify the students enrolled for each class.
- **Note:** After any changes have been made in Clever, click SYNC WITH CLEVER to update the GMM roster.



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## TASK 2 EXAMINE THE STUDENT APP

### Checklist: The Student Experience

#### Student Screen

- ☐ Log in to your Get More Math teacher account
- ☐ View the Student Guide: [tinyurl.com/student-guide-gmm](https://tinyurl.com/student-guide-gmm)

### Check for Understanding

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

- ☐ From Settings for each class
- ☐ From Roster for each class
- ☐ From Teacher Resources under the profile icon in the top blue ribbon
- ☐ From the 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

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## TASK 3 FIND SKILLS & MAKE AN ASSIGNMENT

### Checklist: Explore the Skills Bank

#### Teacher Screen

- ☐ Log in to your Get More Math teacher account
- ☐ From WORK, select your grade level/subject area in the center column
- ☐ Search for concepts in the skills bank
- ☐ Expand a skill & use the refresh arrow to preview several samples

### Checklist: Create an Assignment

#### Teacher Screen

- ☐ Create an assignment with three or fewer skills & save it
- ☐ Click PREVIEW to test out the assignment
- ☐ Expand a skill & click on the Full Screen button
- ☐ Click the printer icon to view worksheet options
- ☐ Click ASSIGN, select one of your classes, & click the blue oval
- ☐ Schedule the release date & time of the assignment or click IMMEDIATE
- ☐ Click ASSIGN & notice the message in the bottom left of the 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



**Search Feature** - find skills by key words/skill code



**Refresh 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
- ☐ Spiral Review
- ☐ No where - the student is done

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## TASK 4 MONITOR STUDENT PROGRESS

### Checklist: Monitor Current Status

#### Teacher Screen

- ☐ Have a student log into their Get More Math account
- ☐ Instruct the student to earn points & click on the virtual raised hand button
- ☐ Log into your Get More Math teacher account while the student is online
- ☐ From CLASSES, choose the student's class & select Current Status
- ☐ Click on the student's name to view their current problem & answer

### Checklist: Check Progress & Achievement

#### Teacher Screen

- ☐ Set a Daily Goal to greater than the points the active student has earned
- ☐ View the Assignments report
- ☐ View the three options of the Points History report

### Check for Understanding

1. The 'Time Since Correct' metric on Current Status turns red once it reaches 10 minutes.

- ☐ 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. The start and end date of the Points History report can be adjusted.

- ☐ True
- ☐ False

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## TASK 5 TIME TO LAUNCH

### Checklist: Prior to the First Day

#### Teacher Screen

- ☐ Create an assignment with easier review skills ( $\leq 3$  skills per assignment)
- ☐ Assign the assignment to your class(es)

### Checklist: On the First Day

#### Teacher Screen

- ☐ Have students watch the Getting Started Video: [youtu.be/kZW4hJg6XUE](https://youtu.be/kZW4hJg6XUE)
- ☐ Direct students to complete the video worksheet: [tinyurl.com/gmm-sheet](https://tinyurl.com/gmm-sheet)
- ☐ Review the answers with your students
- ☐ Provide time for students to work & earn points in Spiral Review

### Checklist: During the First Week

#### Teacher Screen

- ☐ Create & assign two more assignments
- ☐ Observe your students in real-time using Current Status
- ☐ Set a daily goal each day
- ☐ Check out Teacher Resources using the profile icon in the top blue ribbon

# TRAINING 1 IS DONE!

If you completed this training on paper, please scan all pages and email it to [support@getmoremath.com](mailto:support@getmoremath.com)