

TRAINING 1

Resource Guide

get
more
math!

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, & click NEXT
- Preview each of the Spiral Review Starter Bundle skills & click DONE
- From Roster, 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 teachers have to add students to a class? Choose all that apply.
 - Share the Class Enrollment Link with the students
 - Upload a .csv or .xlsx file
 - Manually enter each student's first and last name
 - Student's will be added by each 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 that apply.
 - Student name
 - Student ID number
 - Student username
 - Student password or alternate password

TRAINING 1

Resource Guide



TASK 2 EXPERIENCE THE STUDENT APP

Checklist: The Student Experience

Student Screen

- Log in to your Get More Math teacher account: tinyurl.com/gmm-teacher
- View the Student Guide: tinyurl.com/student-guide-gmm
- Log in as one of your demo students: tinyurl.com/gmm-student
- Answer some problems correctly & incorrectly
- Notice the dollar signs & points earned
- Earn at least 12 points

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_____

- Red
- Silver Star
- Yellow
- Gold Star
- Green

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

- True
- False

TRAINING 1

Resource Guide



TASK 3 FIND SKILLS & MAKE AN ASSIGNMENT

Checklist: Explore the Skills Bank

Teacher Screen

- Log in to your Get More Math teacher account: tinyurl.com/gmm-teacher
- 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 your demo class, & click the blue oval
- Schedule the release date and time of the assignment or click IMMEDIATE
- Click ASSIGN & notice the message in the bottom left of the screen

Checklist: Complete an Assignment

Student Screen

- Log in as one of your demo students: tinyurl.com/gmm-student
- Answer the problems in the assignment
- Watch your points, track your progress, & notice the color of your squares
- Complete the assignment & earn three more points in Spiral 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

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

TRAINING 1

Resource Guide



TASK 4 MONITOR STUDENT PROGRESS

Checklist: Work as a Student

Student Screen

- Log in as one of your demo students: tinyurl.com/gmm-student
- Earn a few points then answer a problem incorrectly
- Click the virtual raised hand button

Checklist: Monitor Progress & Achievement

Teacher Screen

- Log in to your Get More Math teacher account: tinyurl.com/gmm-teacher
- From CLASSES, choose your demo class & select Current Status
- Click on the demo student's name to view their current problem & answer
- Set a Daily Goal to greater than the points your demo student has earned
- View the Assignments report
- View the three options of the Points History report

Checklist: Accountability

Student Screen

- Take note of the points remaining on the demo student's dashboard
- Earn points until the daily goal is completed

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

TRAINING 1

Resource Guide



TASK 5 TIME TO LAUNCH

Checklist: Prior to the First Day

Teacher Screen

- Create your class(es)
- Share the Class Enrollment Link with your students or add them manually

Checklist: On the First Day

Teacher Screen

- Have students watch the Getting Started Video: youtu.be/kZW4hjg6XUE
- Direct students to complete the video worksheet: tinyurl.com/gmm-sheet
- Review the worksheet 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 assignments
- Observe your students in real-time using the Current Status screen
- Set a daily goal each day
- Turn off the slider for the Class Enrollment Link
- 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