

## What is Get More Math?

Get More Math is a program that provides your child with an individualized, cumulative review session based on their specific needs. GMM shows what skills your child has studied this year and where their strengths and weaknesses lie. Below are some tips on how you can better understand your child's progress.

The screenshot shows the GMM interface for Lesson 2.6, problem 9 of 14. It features a 'Spiral Review' calendar on the left with colored squares representing skill levels. The main area shows a math problem about treasury values for Sweden, Denmark, and Brazil. A 'SHOW ANSWER' button is visible, and a green checkmark indicates a correct answer.

### Colors

- WHITE**
  - Insufficient data
  - Untried or few attempts

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- RED**
  - Not proficient
  - Struggling

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- YELLOW**
  - Initial understanding/accuracy improving
  - Highest possible color rating on day 1

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- GREEN**
  - Proficient
  - Level up after a minimum of 3 days

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- SILVER**
  - Advanced
  - Level up after a minimum of 5 days

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- GOLD**
  - Expert
  - Level up after a minimum of 7 days

### Symbols

- \$**
  - Indicates prioritized problems worth a point when solved correctly on the first try

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- !**
  - Indicates an unfixed error
  - May also indicate at least one penalty

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- Cut corners indicate each time a skill is avoided
  - Maximum of 4 avoidances

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- Virtual hand raise
  - Informs the teacher help is needed

## The Dollar Sign

Only problems marked with a \$ are eligible for a point. To earn a point, students must solve a problem with a \$ correctly on their first attempt. If they get it wrong, they must correct it, but it is no longer worth a point. Once they fix the mistake, the problem will once again be eligible for a point on the next attempt. Once your child has completed a problem, GMM will automatically choose the next colored square (question) based on your child's area of greatest need.

## Two Ways to Track Student Progress

**Work History:** View a list of complete and incomplete assignments, along with progress of completion.

The screenshot shows the gmm interface with the Student Menu open. The 'Work History' option is highlighted. The background shows a lesson page with a text passage about national banks and a multiple-choice question.

Date	Lesson	Progress
11/12	Lesson 2.6	3/6
11/09	Lesson 2.4	1/6
10/16	Lesson 2.3	0/6
9/29	Lesson 2.2	6/6
9/12	Lesson 2.1	6/6
9/05	Lesson 1.7	6/6
8/21	Lesson 1.5	6/6

**Calendar:** View daily and weekly points earned and errors fixed for any month throughout the school year.

The screenshot shows the gmm interface with the Student Menu open. The 'Calendar' option is highlighted. The background shows the same lesson page as above.

	MON	TUE	WED	THU	FRI	SAT	SUN
Week 1	1	2	3	4	5	6	7
Goal Total: 105 points	Goal: 22 points	Goal: 25 points	Goal: 20 points	Goal: 16 points	Goal: 22 points		
Total Points Earned: 119 points	Earned: 14 poi...	Earned: 41 poi...	Earned: 9 points	Earned: 27 poi...	Earned: 28 poi...		
Total Errors Fixed: 7	Errors Fixed: 1	Errors Fixed: 3	Errors Fixed: 1	Errors Fixed: 2	Errors Fixed: 0		
Week 2	8	9	10	11	12	13	14
Goal Total: 119 points	Goal: 25 points	Goal: 24 points	Goal: 22 points	Goal: 22 points	Goal: 26 points		
Total Points Earned: 118 points	Earned: 35 poi...	Earned: 24 poi...	Earned: 36 poi...	Earned: 23 poi...	Earned: 0 points		
Total Errors Fixed: 5	Errors Fixed: 3	Errors Fixed: 2	Errors Fixed: 0	Errors Fixed: 0	Errors Fixed: 0		