

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.

Colors

WHITE		<ul style="list-style-type: none"> Insufficient data Untried or few attempts
RED		<ul style="list-style-type: none"> Not proficient Struggling
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"> Proficient Level up after a minimum of 3 days
SILVER		<ul style="list-style-type: none"> Advanced Level up after a minimum of 5 days
GOLD		<ul style="list-style-type: none"> Expert Level up after a minimum of 6 days

Symbols

\$	<ul style="list-style-type: none"> Indicates prioritized problems worth a point when solved correctly on the first try
!	<ul style="list-style-type: none"> Indicates an unfixed error May also indicate at least one penalty
	<ul style="list-style-type: none"> Cut corners indicate each time a skill is avoided Maximum of 4 avoidances
	<ul style="list-style-type: none"> 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 a 'Student Menu' overlay. The menu includes options: Play Game, Settings, Statistics, Your Info, Calendar, **Work History** (highlighted), and App Video Tutorials. The background shows a lesson page for Lesson 2.6 with a 'Work History' pop-up window listing assignments and completion status.

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 a 'Student Menu' overlay. The menu includes options: Play Game, Settings, Statistics, Your Info, **Calendar** (highlighted), Work History, and App Video Tutorials. The background shows a lesson page with a 'Calendar' pop-up window displaying a monthly performance summary for September 2024.

	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		