

**Goal:** To familiarize students with Get More Math's (GMM) student application including colors, symbols, and other features of the program.

**Materials:**

- Devices (Chromebooks/iPads/computers)
- Link to student video: <https://sites.google.com/frontporch.com/gmm-student-tutorials/how-does-get-more-math-work>
- Student Video Activity Handout (2 options)
  - Version 1 (True/False questions only): page 2
  - Version 2 (True/False & open-ended questions): page 3
- Student Video Activity Answer Key (pages 4 & 5)
- (Optional) Link to Student Video Activity Electronic Fillable Form: [Version 1](#) or [Version 2](#)

**Lesson:**

1. Print and distribute your desired version of the Student Video Activity handout.
  - a. As an alternate virtual option, instead share the link for an electronic fillable PDF with your students: [Version 1](#) or [Version 2](#)
2. Explain that GMM provides practice for students to help them remember what they have learned. The purpose of this activity is for them to understand the basics of GMM.
3. Allow your students approximately 15 minutes to watch the video and answer the questions on the handout.
  - a. As an alternative, watch the video and answer the questions as a class.
4. Monitor and assist as needed.
5. When students have completed the worksheet, review the answers using the Answer Key (pages 4 & 5). The timestamp is provided so you can show the correct answers from the video.
6. Now you are ready! Once the students have completed this activity, have them work through the Spiral Review Starter Bundle problems you chose when you created your class.

Name \_\_\_\_\_

Understand Get More Math's symbols and features by completing this handout.









- Watch the video from your account, or use this link: <https://sites.google.com/frontporch.com/gmm-student-tutorials/how-does-get-more-math-work>
- As you watch, read each statement and circle True or False.

<b>Squares</b> 	1. The squares within each section represent different students in your class.	True or False
<b>Assignment</b> 	2. The total of an assignment is made up of points from the Targeted Skills and from Spiral Review.	True or False
<b>White Squares</b> 	3. All skills that were answered incorrectly are represented by white squares.	True or False
<b>Dollar Sign</b> 	4. Dollar-sign skills are problems that GMM has determined are best for you to practice right now.	True or False
<b>Points</b> 	5. You will earn a point when you get an answer correct on any attempt.	True or False
<b>Show Answer</b> 	6. When used, the 'Show Answer' button will also replace your current problem.	True or False
<b>Colors</b> 	7. On the first day of practicing new skills, you may see white squares switch to either red or yellow.	True or False
<b>Games</b> 	8. You earn a game credit for every 10 minutes you work in the program.	True or False

Name \_\_\_\_\_

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- As you watch, read each statement and circle True or False.
- Then, answer each follow-up question.

<b>Squares</b> 	1. The squares within each section represent different students in your class.	True or False
What are Targeted Skills?		
<b>Assignment</b> 	2. The total of an assignment is made up of points from the Targeted Skills and from Spiral Review.	True or False
Who sets the points for each section?		
<b>White Squares</b> 	3. All skills that were answered incorrectly are represented by white squares.	True or False
What appears around a square that is currently selected?		
<b>Dollar Sign</b> 	4. Dollar-sign skills are problems that GMM has determined are best for you to practice right now.	True or False
List one reason why a skill may have a dollar sign on it.		
<b>Points</b> 	5. You will earn a point when you get an answer correct on any attempt.	True or False
What appears inside the square when you answer incorrectly?		
<b>Show Answer</b> 	6. When used, the 'Show Answer' button will also replace your current problem.	True or False
When do the number of problem replacements refresh?		
<b>Colors</b> 	7. On the first day of practicing new skills, you may see white squares switch to either red or yellow.	True or False
What three color levels can be achieved after yellow?		
<b>Games</b> 	8. You earn a game credit for every 10 minutes you work in the program.	True or False
What is the time limit of each game?		

Name Answer Key

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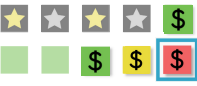
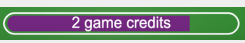
- Watch the video from your account, or use this link: <https://sites.google.com/frontporch.com/gmm-student-tutorials/how-does-get-more-math-work>
- As you watch, read each statement and circle True or False.

<b>Squares</b> 	1. The squares within each section represent different students in your class. (~0:34) The squares represent different types of <u>math problems</u> .	True or <u>False</u>
<b>Assignment</b> Lesson 1.2 ▾ 0 of 6	2. The total of an assignment is made up of points from the Targeted Skills and from Spiral Review. (~1:18)	<u>True</u> or False
<b>White Squares</b> 	3. All skills that were answered incorrectly are represented by white squares. (~1:36) All <u>brand-new skills</u> start out as white squares.	True or <u>False</u>
<b>Dollar Sign</b> 	4. Dollar-sign skills are problems that GMM has determined are best for you to practice right now. (~1:51)	<u>True</u> or False
<b>Points</b> Points Today 2	5. You will earn a point when you get an answer correct on any attempt. (~2:59) To earn points in GMM, you must answer \$-sign problems correctly on the first try.	True or <u>False</u>
<b>Show Answer</b> Show Answer	6. When used, the 'Show Answer' button will also replace your current problem. (~3:58)	<u>True</u> or False
<b>Colors</b> 	7. On the first day of practicing new skills, you may see white squares switch to either red or yellow. (~4:35)	<u>True</u> or False
<b>Games</b> 2 game credits	8. You earn a game credit for every 10 minutes you work in the program. (~5:55) Game credits are awarded to students as they earn <u>points</u> .	True or <u>False</u>

Name Answer Key

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- As you watch, read each statement and circle True or False.
- Then, answer each follow-up question.

<b>Squares</b> 	<p>1. The squares within each section represent different students in your class. (~0:34)  The squares represent different types of <u>math problems</u>.</p>	True or <b>False</b>
<b>Assignment</b> 	<p>2. The total of an assignment is made up of points from the Targeted Skills and from Spiral Review. (~1:18)</p> <p>Who sets the points for each section? <b>the teacher</b>  (~1:25)</p>	<b>True</b> or False
<b>White Squares</b> 	<p>3. All skills that were answered incorrectly are represented by white squares. (~1:36)  All <u>brand-new</u> skills start out as white squares.</p> <p>What appears around a square that is currently selected? <b>a blue outline</b>  (~1:40)</p>	True or <b>False</b>
<b>Dollar Sign</b> 	<p>4. Dollar-sign skills are problems that GMM has determined are best for you to practice right now. (~1:51)</p> <p>List one reason why a skill may have a dollar sign on it. <b>it's new; it's been a while; often make mistakes</b>  (~2:00)</p>	<b>True</b> or False
<b>Points</b> 	<p>5. You will earn a point when you get an answer correct on any attempt. (~2:59)  To earn points in GMM, you must answer \$-sign problems correctly <u>on the first try</u>.</p> <p>What appears inside the square when you answer incorrectly? <b>an exclamation point (!)</b>  (~3:05)</p>	True or <b>False</b>
<b>Show Answer</b> 	<p>6. When used, the 'Show Answer' button will also replace your current problem. (~3:58)</p> <p>When do the number of problem replacements refresh? <b>the next day</b>  (~4:15)</p>	<b>True</b> or False
<b>Colors</b> 	<p>7. On the first day of practicing new skills, you may see white squares switch to either red or yellow. (~4:35)</p> <p>What three color levels can be achieved after yellow? <b>green, silver, &amp; gold</b>  (~5:19)</p>	<b>True</b> or False
<b>Games</b> 	<p>8. You earn a game credit for every 10 minutes you work in the program. (~5:55)  Game credits are awarded to students as they earn <u>points</u>.</p> <p>What is the time limit of each game? <b>90 seconds</b>  (~6:05)</p>	True or <b>False</b>