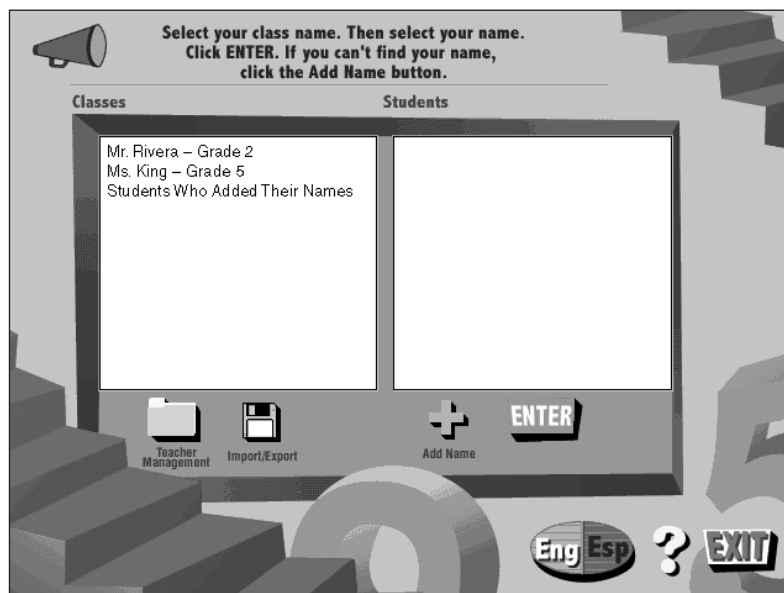


QUICK START: Student Sign In

FIGURE 2:
Sign In screen



Students begin at the Sign In screen. If you have created a class and added students to it, make sure your students know the name you gave their class. Students should select their class name, then find and select their own name, and click *Enter* to enter the program. Students who have passwords will be shown a dialog box in which to enter their password.

Make sure that two students do not enter the program using the same name at the same time. If they do, they will damage the shared database. One way to ensure that this does not happen is to give each student a password.

New students who are not in a class list must click on *Add Name*, type their name and select their grade level, then click *Add Name*. Those students will subsequently find their names in the class called “Students Who Added Their Names.” If a student’s name is already in a class list, do not let that student use *Add Name*.

When students with assignments sign in, they see the Main Menu screen shown on the next page.



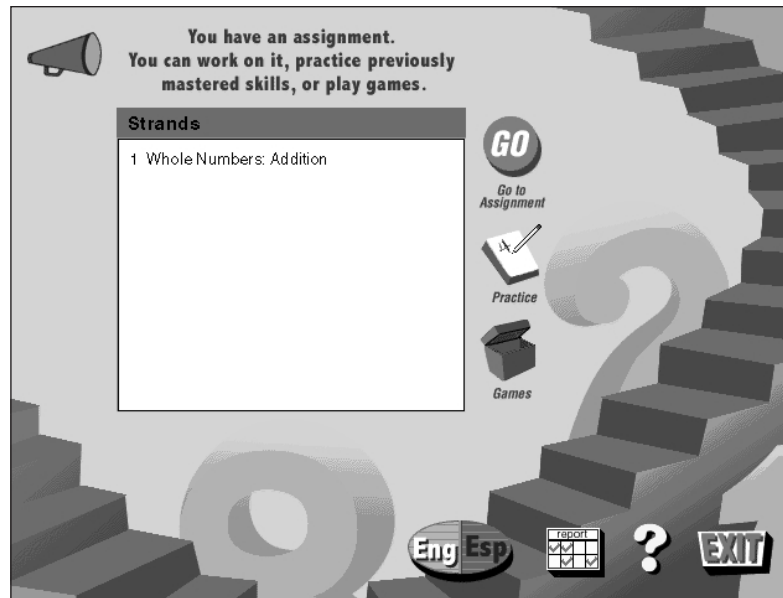
Students
Adding
Their Names



Main Menu



FIGURE 3:
Main Assigned
menu



The student has the following options. These options are explained on pages 37–45 and 49–58:

- ① Work on the assignment by selecting it and then clicking **GO**, or
- ② Practice previously mastered skills by clicking **Practice**, or
- ③ Play motivational math games (if that option has not been disabled by the teacher) by clicking **Games**.

If you have made an assignment, the student should select it and click **GO**. If you assigned a Skills Inventory, the student will be given a series of exercises to solve. The program will determine which skill in the strand that student is ready to learn. If instead you assigned one or more skills, the student will begin the assignment by viewing the animated, voiced teaching model for the first assigned skill. Next, the student is given a set of practice exercises. Each skill comprises three practice sets of increasing difficulty; a student must master each practice set in turn. When a practice set is mastered, a reward animation plays.

