getMOREmath!

Lesson Plan

Goal:

To expose students to the Get More Math student application and to familiarize them with vocabulary and application details.

Materials:

- Devices (Chromebooks/iPads/computers)
- Student Scavenger Hunt Worksheet (attached) or electronic fillable version

Lesson:

<u>Before Class:</u>

1. First, we must build our mixed review. To do this, create an assignment and call it "Mixed Review Demo Skills." Choose 7 skills that are **very easy** for your students (consider a grade level or two below their current grade level). Choose at least one multiple choice skill. The assignment goal will be 21.

2. Click ASSIGN to release these skills to your students. They are now part of their mixed review.

3. Now we will create the ACTUAL Assignment that we want our students to practice. Let's call this "Practice Day 1." Include 3 SIMPLE skills that your students will easily answer in this assignment (**don't repeat the skills you've already used in Step 1**). Your assignment goal will be 9.

4. ASSIGN the assignment, Practice Day 1, for the same class that you chose in Step 1.

<u>During Class:</u>

5. Pass out the Student Scavenger Hunt Handout or use the electronic fillable version.

6. Explain that GMM will be used frequently this year following your instruction to provide high quality practice for the students and will give both you and your students immediate feedback on how they're doing. Explain that the purpose of this activity is for them to understand the basics on how the application works!

7. Students can then log into their GMM accounts and begin the worksheet. Emphasize **that students need to work SLOWLY and complete the task column in order!** Your students should see "Practice Day 1" on their screens. When they make it to mixed review, they should see 10 skills.

8. Allow your students 15-20 minutes to play in the app and answer the questions on the worksheet. Monitor and assist as needed.

9. Once most of your students have worked through the worksheet, go over the answers and discuss the important points of GMM (use attached Answer Key).

10. Tomorrow, you can start with a real lesson, instruction, and assignment. Be sure to go into mixed review for that class and delete all the skills that you added in order to implement this lesson.

Task	Question(s)
Look at the Assignment.	What is the name of this Assignment? How many skill types are there? How many points do you need to earn?
Click on **Change Assignment**	What options are listed? (DO NOT CLICK ANY OF THESE)
Get the first 3 questions correct and **WATCH** $ signs.	What happened to the $ signs? Why do you think it works that way?
Get the next question wrong and then right. **WATCH THE POINTS**	What happened to your points? Why do you think it works this way?
Think about the $.	What do you think the $ means?
Finish the Assignment.	Where are you now? How many skills are on your screen? How many skills are eligible for a point?
Hide your colored squares.	How did you do that?
Get a "blue" outline on a skill.	What does that mean?
Get a "red" outline on a skill.	What does that mean?
Get a corner "cut" on a skill.	What caused that? What happens once you get all 4 corners cut?
Press ctrl/f	What do you see on the screen?
Play a game.	How did you get there?
Look at the different colors on your squares.	How many colors do you see? *Ask your teacher about the color ratings!*
Change the color of your title bar.	How many color choices do you have?
Find the top scorer in your class.	Who is the top scorer in your class right now?
Find your Calendar.	What is the difference between the green, purple and blue metrics?
Find a multiple-choice question and try to earn a penalty.	What do you think this means?

Task	Question(s)
Look at the Assignment.	What is the name of this Assignment? PRACTICE DAY 1 How many skill types are there? Three (3). How many points do you need to earn? Nine (9)
Click on **Change Assignment**	What options are listed? (DO NOT CLICK ON THESE) Mixed Review Demo Skills and Mixed Review
Get the first 3 questions correct and **WATCH** $ signs.	What happened to the $ signs? Why do you think it works that way? Once a square was answered correctly, the $ disappeared and only remained on the unattempted squares. Once all three skills were answered correctly, the $ reappeared on all three boxes.
Get the next question wrong and then right. **WATCH THE POINTS**	What happened to your points? I didn't get a point. Why do you think it works this way? I didn't get a point because I got it wrong on the first attempt.
Think about the $.	What do you think the $ means? The $ means that I will get a point if I answer it right on the first try.
Finish the Assignment.	Where are you now? Mixed Review How many skills are on your screen? 10 How many skills are eligible for a point? Answers may vary depending on how many $ are on the screen.
Hide your colored squares.	How did you do that? Click the green ^ symbol in the upper right side of the screen.
Get a "blue" outline on a skill.	What does that mean? This is the skill that is currently chosen and displayed on my screen.
Get a "red" outline on a skill.	What does that mean? The last attempt was wrong. I have a wrong answer. I got it wrong.
Get a corner "cut" on a skill.	What caused that? I had a square selected and then I clicked away from that square. What happens once you get all 4 corners cut? I get a message that I must complete the problem, and it will not allow me to choose another skill until I answer it.
Press ctrl/f.	What do you see on the screen? It creates a Fraction Bar
Play a game.	How did you get there? From my student Menu, I chose "Play Game."
Look at the different colors on your squares.	How many colors do you see? Two (2) – on the first day students can only advance to Yellow. Ask your teacher how many color ratings you can achieve! Color Ratings increase over time. You must correctly answer the skills on the first try over several days before GMM will level you up! Red ->Yellow -> Green -> Silver Star -> Gold Star
Change the color of your title bar.	How many color choices do you have? 7
Find the top scorer in your class.	Who is the top scorer in your class right now? Answers will Vary. This is found in the student menu, under Settings, Show Top Scorers.
Find your Calendar.	What is the difference between the green, purple and blue metrics? Green is the Daily goal set by the teacher, the weekly value is the sum of the daily goals. Purple is the number of points earned reported by day and week. Blue is the number of errors fixed reported by day and week.
Find a multiple-choice question. Try to Earn a Penalty	What do you think this means? A penalty is given on multiple-choice questions when the program thinks you are guessing. Once you earn a penalty, it is like debt – you must earn a point just to remove the penalty before you will be allowed to increase your daily points. Warning: Never get too many penalties before alerting your teacher for help!