ST Math Tip Sheet

New Students

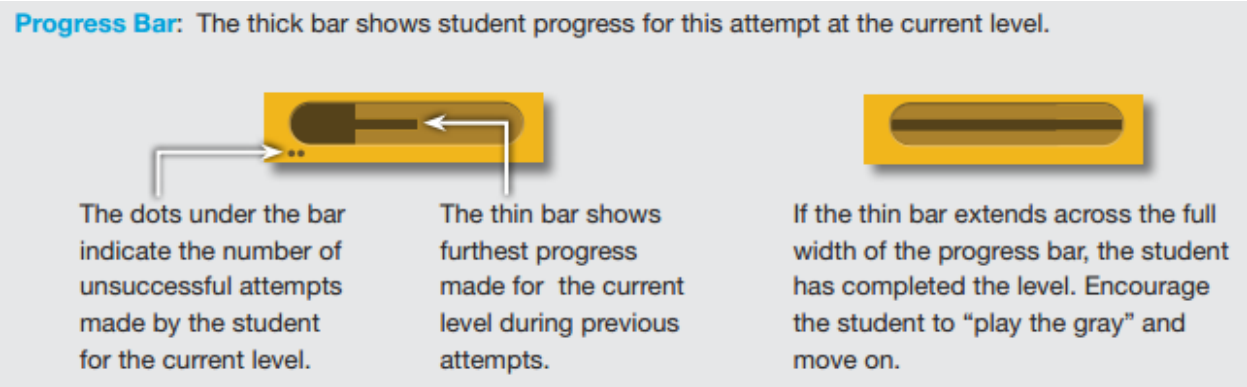
- New students take 3 days to get into the ST Math system. The first 2 days they are in class have them login as a new student.
- On the 3rd day have them click the icon in the bottom, right corner.
- Have them enter their "library" login information. The system will log them in and start them on password training.

Forgotten Passwords

- If a student forgets their password, have them click the icon in the bottom, right corner.
- Have them enter their "library" login information. The system will log them in and start them on password refresher training.

Class Monitoring

- While you are monitoring your students, be on the lookout for the following things:
  - Status Frames – These are colored frames that surround the screen.
    - **Blue** – Student is not linked to a class. Triple click in the bottom, right corner of their screen, login with your credentials and add them to your class.
    - **Green** – New student. If they have this frame and they should already be in the system have them log out and log in again.
    - **Yellow** – Student may be sharing a password with someone else. Triple click the bottom right corner, login with your credentials and add see who is logged in.
    - **Orange** – Student is stuck and needs help. Triple click the bottom right corner, login with your credentials and use teacher mode to help or try to walk the student through their issue. This shows up after 10 unsuccessful tries.
    - **NOTE: YES, you can help students!**
  - Progress Bar – The progress bar is at the bottom of the screen.



Teacher Console

- To log in go to www.stmath.com and click teacher login in the top, right corner. There is also a link on the Duncan Teachers site: http://duncanlink.weebly.com/teacher-links.html
- If you cannot remember your login info, click Forgot Your Login?
- Once you are in, click the class card.
- Click the Reports tab.
    - Here you can see how the students are progressing.
    - Circles located in the 2nd to last column mean the student is having an issue. Either click the circle or the Alert tab.
    - The larger the circle, the bigger the issue.
    - **Alerts**
        - **High Number of Tries** – Shows how many times a student has tried a particular game.
        - **Level Cancelling** – Student exits before passing or losing.
        - **Low Attendance** – Logged in less than once a week.
        - **Low Post Quiz Score** – Student scored less than 75% on quiz.
        - **Low Progress** – Student is making less than 1% progress per session.
        - **Low Time on Task** – Student is logged in but not playing.
        - **Extra Plays** – Student is playing games they have already completed.
        - **Decreased Quiz Score** – Student's score went down from the pre-quiz.

Test Drive

- You can play the games on your own to preview and see what your students are doing.
- On the main menu click Test Drive in the bottom, left corner or click the Curriculum tab in the class.
- Choose an objective and click test Drive.
    - As a student will lock you into doing the games in order
    - Open Access will let you switch between the game levels at will