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VmathLive®

VmathLive® is a Web-based, online learning program that helps you enjoy math and apply math skills in a fun, interactive learning environment.



Welcome to the Student Center! In this User Guide, we'll show you how to get started in VmathLive, create your "Mathlete," and navigate the games and activities in VmathLive.

1. VmathLive "Mathletics"
2. Learning Activities
3. Accumulating Points and Earning Certificates

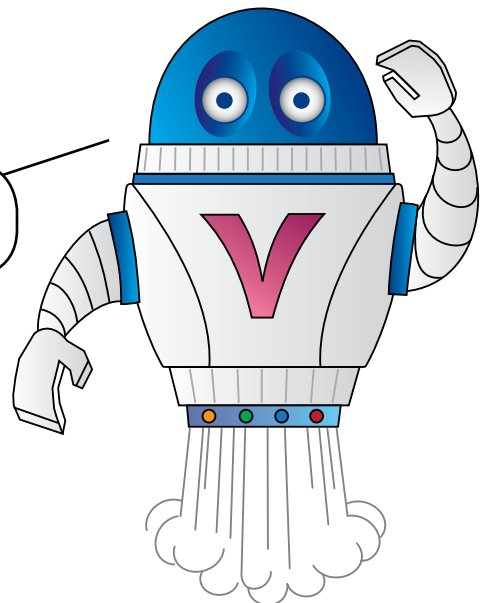
Meet your guides through the VmathLive journey . . .

(Note: Teachers, this guide will help you understand the program flow and each element of the student experience.)



*Hi!
We're here to give you
handy hints and tips.*

*Our tips will help
you to get the most
out of VmathLive.*



DISCLAIMER: VmathLive® is a dynamic program to which enhancements are continually made. Therefore, due to the static nature of print materials, occasionally, slight differences may appear between this print piece and the current VmathLive screens online. As enhancements are made, updated information will be posted in VPORT. If you have further questions, please contact Support Services at support@voyagerlearning.com.

VmathLive® Student User Guide

Getting Started

Logging In

Go to www.vmathlive.com and click the SIGN IN button.



Enter your USERNAME and PASSWORD in the sign-in box that appears. (Teachers log in as a student.)

After signing in, you'll reach your home page. (When signing in for the first time, however, VmathLive will automatically take you to your Mathlete Maker. See page 4.)



Mathlete Maker

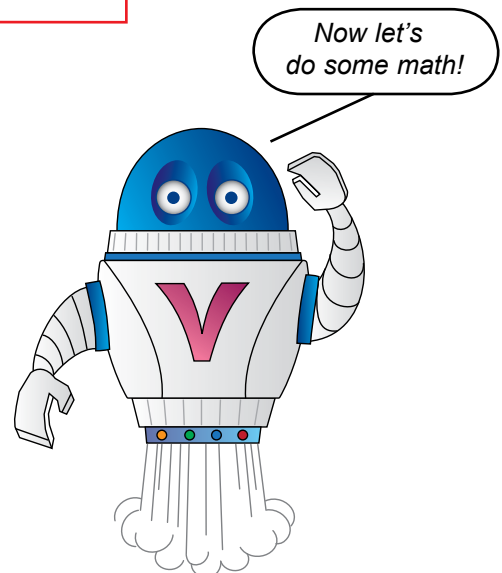
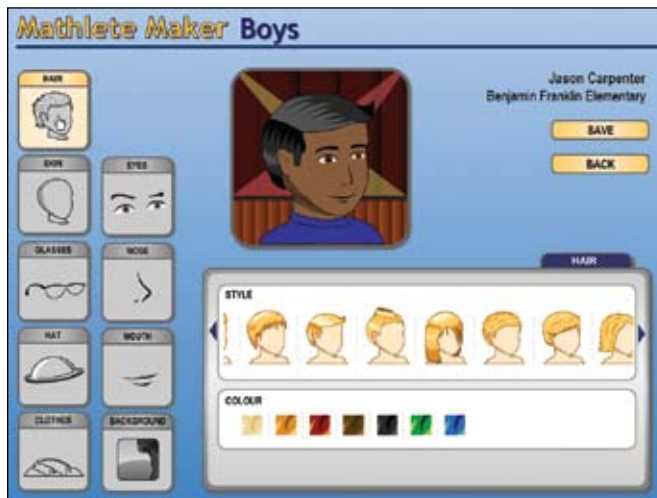
Once inside the Mathlete Maker, click the Mathlete Maker icon in the upper right corner of the screen.



Click the boy or girl icon to begin creating your Mathlete.



Create your own look by selecting your hair style, facial features, and even your outfit! Click the **Save** button when you have finished making your Mathlete.



Practice Learning Activities

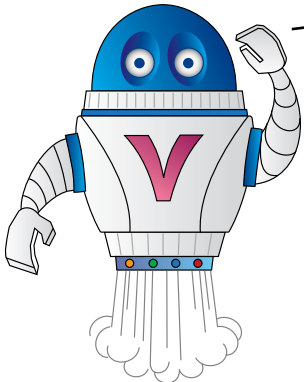
Modules and Activities

Select a Module and Activity

Select a module from the blue bars on the left.



The graph icons display your activity results.



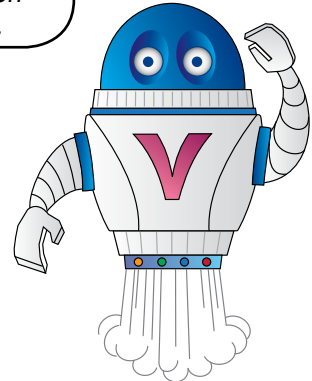
A red bar means you received a score of 80% on the activity.



Gold bar graphs show you received a 90% or better on activity quizzes.



Now select an activity.

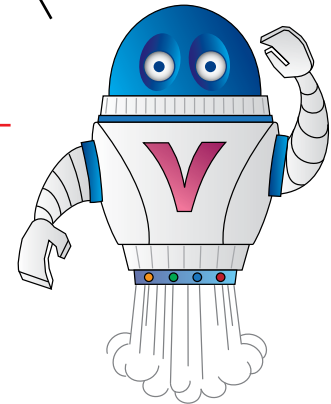


Begin the Activity

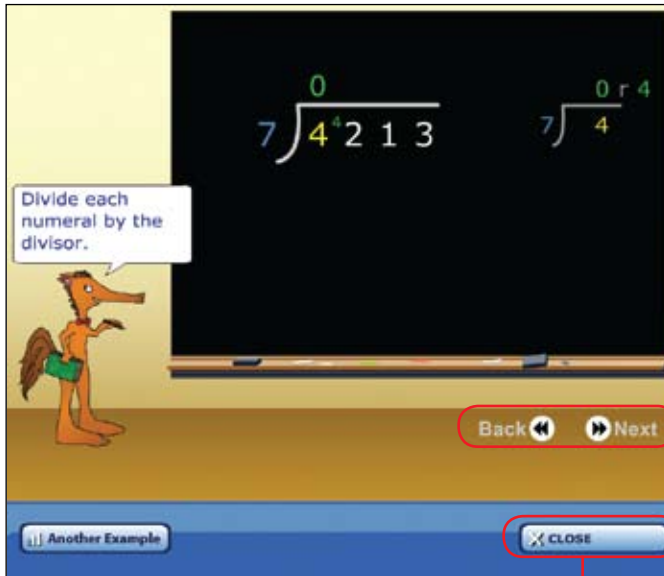
Each activity quiz has 10 questions. After clicking on the gold activity bar, click **Start Activity** to begin answering the questions.



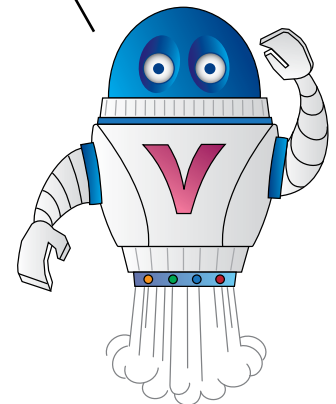
Or you could visit the Math Coach instead.



The **Math Coach** will go step by step through a typical question before you start.



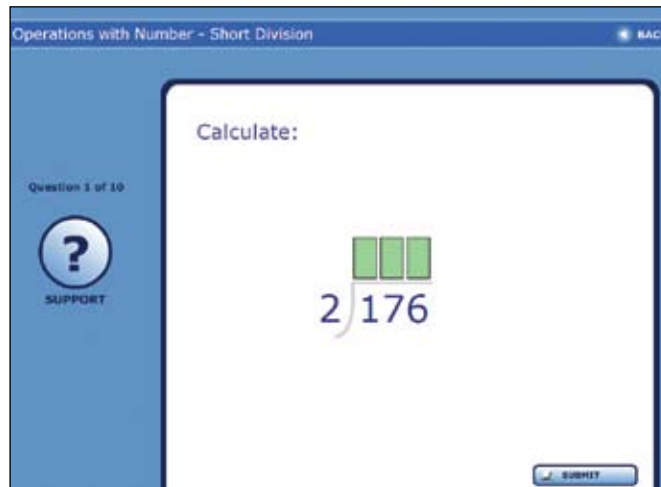
You can review the example as many times as you like by clicking **Back** or **Next**.



Click on the **Close** button when you're ready to return to the **Start Activity** screen.

VmathLive® Student User Guide

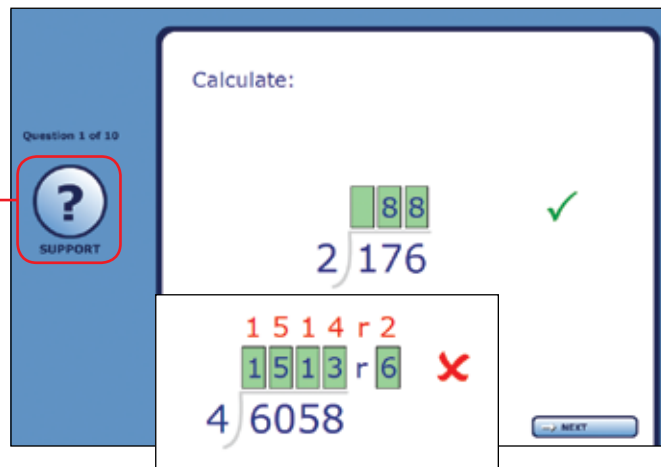
After clicking **Start Activity**, read each question carefully. Click in the green boxes to enter your answer.



You can also click on the question mark to go back to the **Math Coach**. Try to work out the answer on your own before clicking on the question mark.



Click **Submit** to check your answer. VmathLive will respond immediately with a green check or a red x and the correct answer.



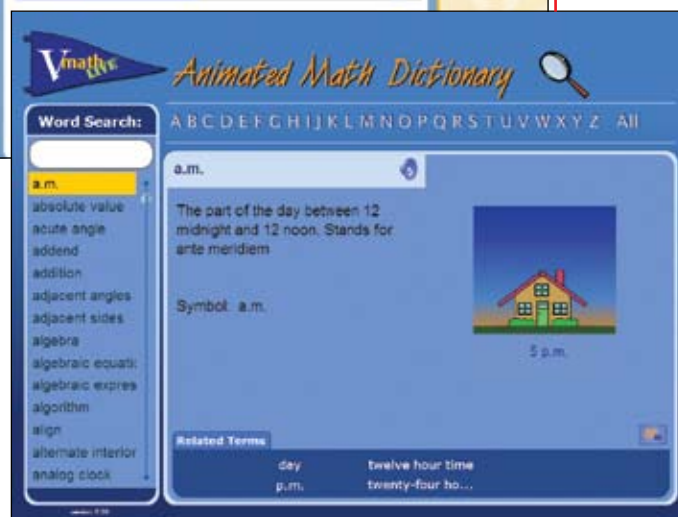
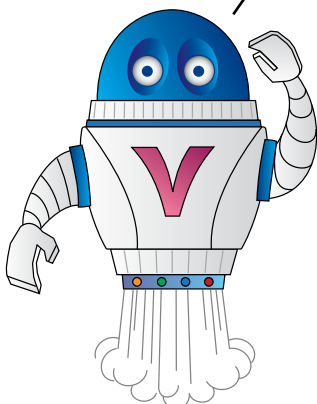
Click **Next** to move to the next question. Follow this pattern for all 10 questions.

If you leave the activity with questions unanswered, VmathLive will remember where you were. When you log in again, you can continue from the last point.

Animated Math Dictionary

This is a great resource to use when you need to know what a math word means. You can access it just before you choose a unit or activity from your home page or at any time.

Use the math dictionary to see definitions of terms you may find in a math problem!



Prepare for Testing

When you have completed practice in all activities for the module, you can take a module test that covers everything you've practiced. This test will let you "show what you know!"

On the Activity screen (the one after you select the module from your home page), click on **Show What You Know**.



The **Prepare for Success** activity is designed to simulate the types of standardized tests your state may require you to pass.

Play VmathLive

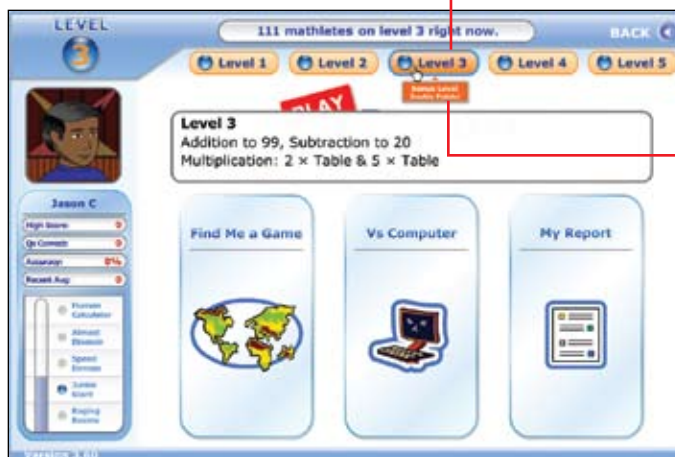
Playing VmathLive is a fantastic way to improve your speed and accuracy by competing against other players from the VmathLive community who are online at the same time. Click the **Play VmathLive** icon to get started.



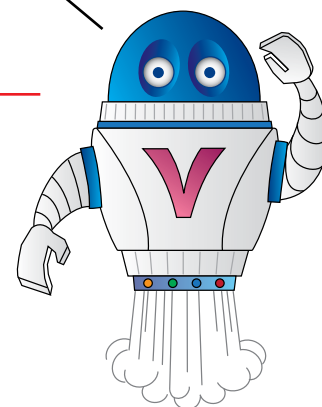
Choose a Level and Competitor

Next, choose a challenge level and competitor from the Play VmathLive screen. You can play against another person (Find Me a Game) or against the computer (vs Computer). There are five levels. Level 5 is the most challenging. You should try to choose the level that is right for you.

When you drag your cursor over a level, you can see the types of questions asked at that level.



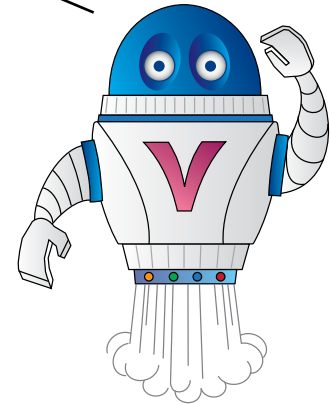
Look out for bonus points. Your score could double if you challenge yourself.



VmathLive® Student User Guide

After you have chosen your level, VmathLive will find other Mathletes for you to compete against. If you choose the computer, the computer will compete as an average competitor at the level you've chosen.

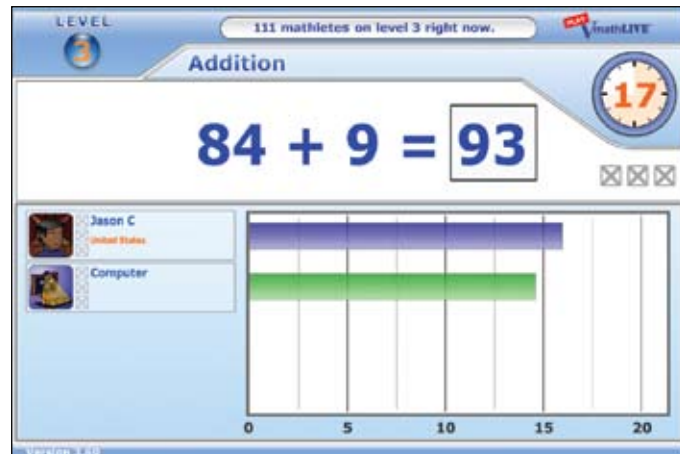
Other Mathletes could be anywhere in the world!



Answering Questions

Your goal is to answer as many questions as you can correctly within 60 seconds. You are competing against the clock, your recent average, and other Mathletes or the computer. The other Mathletes (or the computer) will be ranked the same as you.

You should always try your best to be fast and accurate.



VmathLive® Student User Guide

The game ends when the time is up. Your results are shown to you immediately afterward.

LEVEL 3 111 mathletes on level 3 right now. VmathLIVE

Subtraction

RESULT

1) $18 - 8 = 10$	✓
2) $15 - 1 = 14$	✓
3) $13 - 8 = 5$	✓
4) $17 - 5 = 12$	✓
5) $17 - 3 = 14$	✓
6) $19 - 9 = 10$	✓
7) $19 - 1 = 18$	✓
8) $15 - 6 = 9$	✓

Play Again?
Yes No

Position: 1st Final Score: 38

Opponent Results

Computer 18

Version 3.60

Click **Yes** to return to the Play VmathLive screen and play again. Click **No** to return to your VmathLive home page.

Be careful because three mistakes lead to a strike out! If you strike out, it will change your average and you may go down a level. It takes three strikes to strike out and get taken down a level.

LEVEL 3 111 mathletes on level 3 right now. VmathLIVE

Multiplication

RESULT

1) $2 \times 9 = 18$	✓
2) $2 \times 10 = 20$	✓
3) $2 \times 3 = 6$	✓
4) $2 \times 4 = 6$	✗ 8
5) $2 \times 9 = 11$	✗ 18
6) $2 \times 4 = 8$	✓
7) $2 \times 3 = 5$	✗ 6

Play Again?
Yes No

Position: Strike Out Final Score: 4

Opponent Results

Computer 4

Version 3.60

VmathLive® Student User Guide

When you play VmathLive, your goal is to increase your ranking. Your ranking is based on your recent average.



VmathLive Report

You can also view your VmathLive Report to see whether or not you are improving. To view this, click on My Report at the Play VmathLive screen. A new browser window will open up—Play VmathLive Report.



Click on a math symbol to see how you're doing for games of that arithmetic operation. For example, click the $-$ sign to see how you're doing in subtraction games.

Play VmathLive Report	
Jason Carpenter	
VmathLive Level = 3	
See Report For Level: 1 2 3 4 5	
Subtraction	
$+$ Games Played:	4
$-$ Questions Correctly Answered:	74
\times Accuracy:	94.9%
Early Game High Score:	38
Current High Score:	38
% Improvement:	No Change

To exit the Play VmathLive Report, close the new browser window. From the Play VmathLive screen, you can either play again or go back to the activities to practice and further improve your math skills. Click the **Back** button at the top right corner of the screen. Select a new module and activity from your home page.

Points and Certificates

Accumulating Points

As you go through the activities and participate in VmathLive, you will earn points that go toward certificates. You may view your points for the week (at the left of the screen) on your VmathLive home page. Click on **How is this Calculated?** at the top to see the points system.

Your goal is to earn a certificate every week.

Points System close X

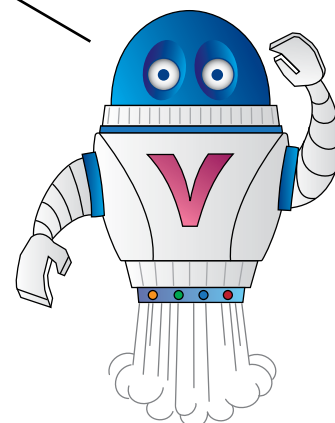
Play VmathLive: 1 Correct Answer = 1 Point

Bonus Level: 1 Correct Answer = 2 Points

Practice Questions: 1 Correct Answer = 10 Points

Prepare Questions: 1 Correct Answer = 20 Points
(maximum 300 points per practice)

Weekly Certificate = 1000 Points

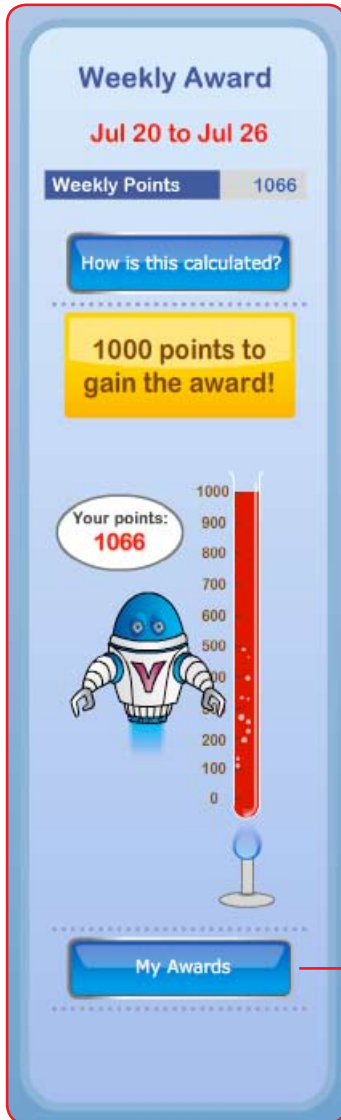


You need to earn 1000 points in a week to earn a bronze certificate. It is possible to do this in one hour! You cannot earn more than 300 points on one activity.

This is to encourage you to work on different areas of math, not just the ones that you are really good at!

Earning Certificates

Click on **My Awards** to enter the **Award Center**.



Weekly Award
Jul 20 to Jul 26

Weekly Points **1066**

How is this calculated?

1000 points to gain the award!

Your points: **1066**

My Awards

This screen shows a progress bar for the weekly award. The bar is a thermometer-like scale from 0 to 1000. A blue robot character is standing next to the bar, which is currently at 1066. A button labeled 'My Awards' is at the bottom.



VSDemo 538752
Voyager School 1

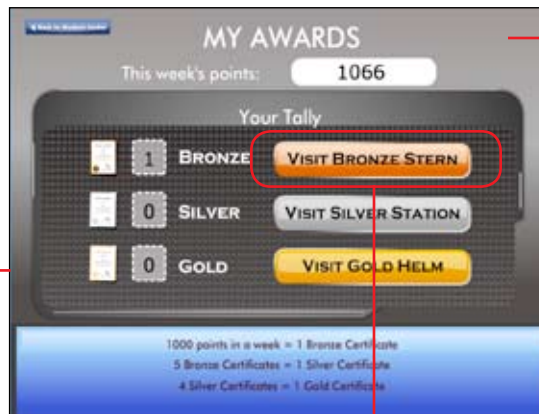
Grade: F Whole Numbers and Decimals

Practice list:
Addition Properties
Place Value to Billions
Numbers from Words to Digits 1
Comparing Numbers
Put in Order 2
Rounding Numbers
Decimals from Words to Digits 2
Comparing Decimals 2
Decimal Order 2
Rounding Decimals 1
Rearrange Whole Number

Prepare:
Show What You Know
Prepare for Assessment

Gold Bar Status

This is the main interface of the VmathLive program. It shows the user's name, school, and current grade. There is a list of practice topics and a 'Prepare' section. A 'Gold Bar Status' section is also visible.



MY AWARDS

This week's points: **1066**

Your Tally

1	BRONZE	VISIT BRONZE STERN
0	SILVER	VISIT SILVER STATION
0	GOLD	VISIT GOLD HELM

1000 points in a week = 1 Bronze Certificate
5 Bronze Certificates = 1 Silver Certificate
4 Silver Certificates = 1 Gold Certificate

The 'MY AWARDS' screen displays the user's current point total and a tally of certificates earned. It includes buttons to visit the 'BRONZE STERN', 'SILVER STATION', and 'GOLD HELM' rooms. A legend at the bottom explains the certificate requirements.

The **Award Center** shows the point totals you need for the certificates. Also, you can see your certificate tally and links to visit the rooms where they are displayed.



BRONZE STERN

My Awards To SILVER STATION

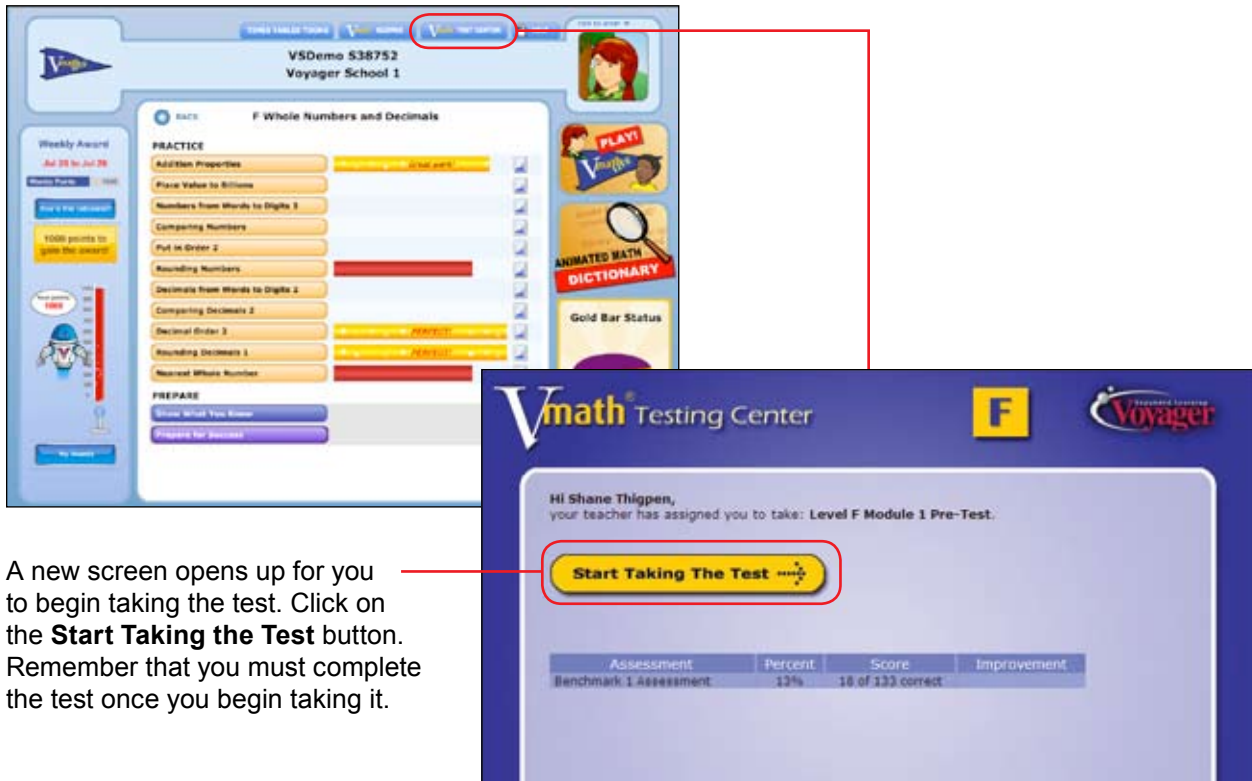
The 'BRONZE STERN' room is a virtual space with a blue robot character in the center. There are various objects like a clock, a fan, and a table with items. A button labeled 'To SILVER STATION' is at the bottom.

For example, to get a silver certificate, you need to get four bronze certificates and four silver certificates to get a gold.

Vmath Tabs

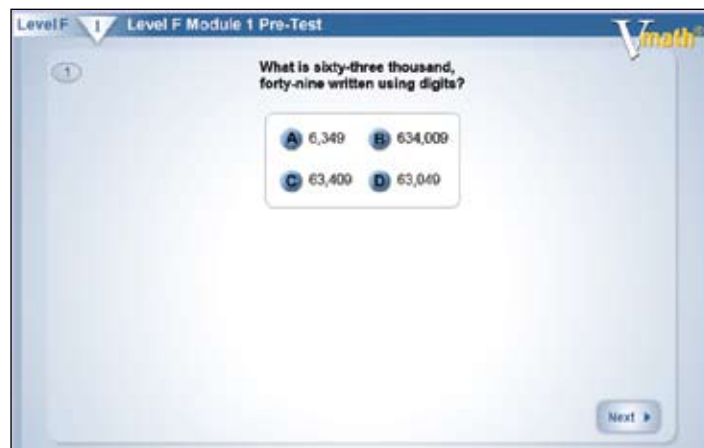
Vmath Test Center

Vmath students notice that you have several tabs at the top of your home page. For example, when directed by your teacher, choose the Vmath Test Center tab. VmathLive will also direct you to take the test.



A new screen opens up for you to begin taking the test. Click on the **Start Taking the Test** button. Remember that you must complete the test once you begin taking it.

Here is a sample image of a test. It is set up in a similar way to the other activity and test screens in VmathLive. When you finish taking the test, you will see your results such as the percentage and the number you got correct.



Times Table Toons™

Click on the Times Table Toons tab to access a feature that will help you learn the multiplication tables.



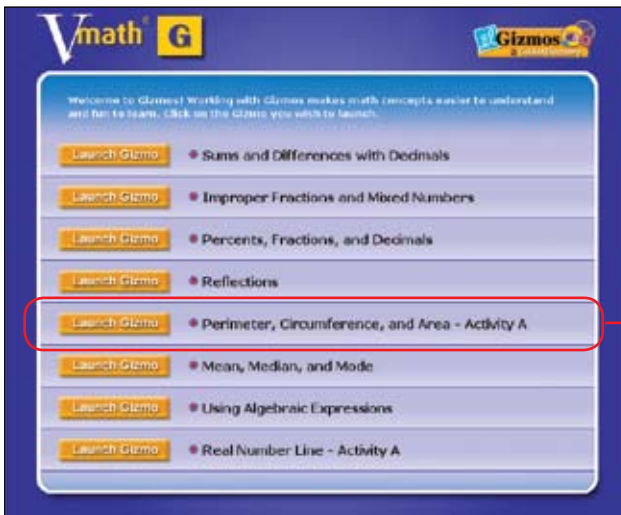
You can sing along with or listen to the characters listed on the left sing to learn the multiplication tables from multiplying by 2 through multiplying by 12. Click on any of the icons and a video will start.



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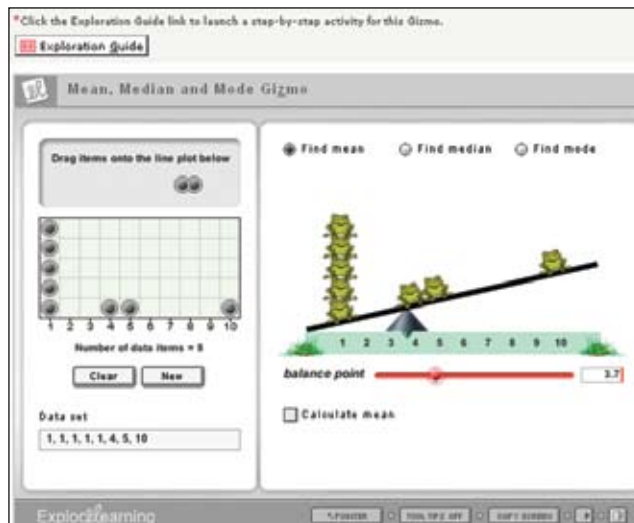
Vmath Gizmos™

Choose the Vmath Gizmos tab to complete the Gizmos activities assigned to you in the Gizmos lesson in class.



Click the **Launch Gizmos** button next to the Gizmos lesson assigned.

A new screen will pop up. Complete the activity by following the step-by-step directions.

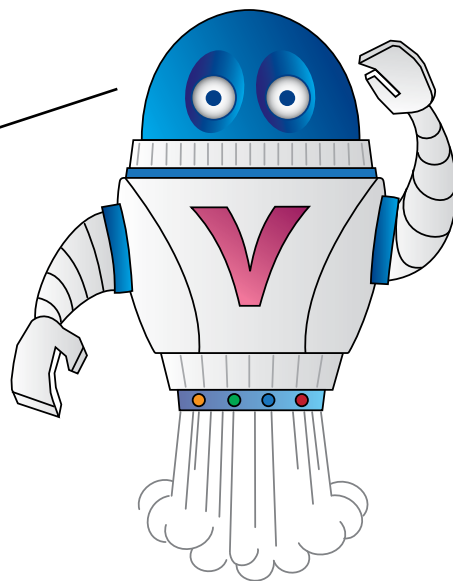


And before you get started, remember . . .



VmathLive is fun and easy to use. It can really help you to improve your math skills.

But you must use VmathLive regularly and always try your best. You can go as far as you want—the sky's the limit!





VmathLive® Student User Guide

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