

# QUICK START GUIDE



[WWW.VMATHLIVE.COM](http://WWW.VMATHLIVE.COM)

Dear Teacher,

Thank you for registering your students for the **2009 Math Mania Challenge**.

This exciting challenge will involve students answering questions correctly online over the duration of the Math Mania Challenge at school and at home. The students gain points by playing the *VmathLive* online game (1 point for every correct answer) and answering interactive maths questions (10 points for every correct answer). Students may gain points in the practice week prior to the event and the Hall of Fame will be refreshed for the start of Math Mania Challenge.

## Quick Start Guide

This guide is designed as an easy reference for you in navigating around the *VmathLive* website and getting the most out of the interactive program during the challenge:



### Student Center

- 1A Students signing in to [www.VmathLive.com](http://www.VmathLive.com)
- 1B Competing with PLAY *VmathLive*
- 1C Working on *VmathLive* PRACTICE activities



### Teacher Center

- 2A Teachers signing in to [www.VmathLive.com](http://www.VmathLive.com)
- 2B Setting curriculum tasks and reviewing results

## Support

The Voyager support team is available Monday to Friday from 8:00am until 6:30pm Central Daylight Time to answer questions and provide assistance with using the program. Just give us a call on **800 956 2860** or email us at [mathmania@voyagerlearning.com](mailto:mathmania@voyagerlearning.com)

Best of luck with the Math Mania Challenge!

Your *VmathLive* Team

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## The Launch Lesson

Be prepared for an exciting lesson! It is best to introduce *VmathLive* in a computer lab where each student will have access and there is a projection system or interactive white board available (demonstration computer). Please check that the computers have the **minimum technical requirements**. Visit our main website [www.vmathlive.com](http://www.vmathlive.com) and look the Technical Help tab at the bottom of the home page.

Go to [www.vmathlive.com](http://www.vmathlive.com) on the demonstration computer. Explain to the students that they are about to compete against students from around the United States and the world.



## STUDENT CENTER

### 1A Students signing in to [www.vmathlive.com](http://www.vmathlive.com)

→ Direct students to sign into [www.vmathlive.com](http://www.vmathlive.com) with their usernames and passwords.

To print user details, please see **Step 2A** below. If students forget their passwords, you can always access them from the Teacher Center or VPORT, Voyager's data management system.

Sign In

Username

Password

Sign In

Click [here](#) if you have forgotten your Sign In details.

→ The first time your students sign in, they will be asked to create their Mathlete using the Face Maker. This is the character that will represent them. Ensure that your students save any changes before returning to the main Student Center.



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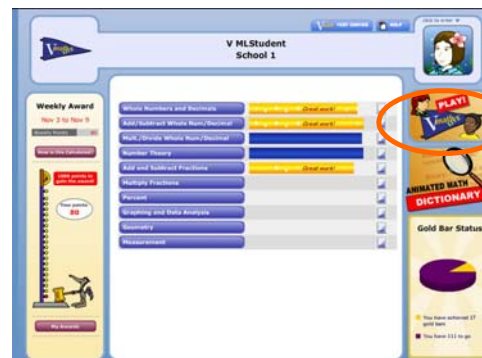
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- Inform the students that they can earn credits for by improving their results. The credits are used to purchase new items for their Mathlete (the virtual shop is accessed by clicking on the money bag in the Face Maker).



## 1B PLAY Live on VmathLive

- The *VmathLive* PLAY section is a great place to start! Ask students to click on the **PLAY VmathLive button** on the Student Center screen.



- Students can select the level they want to play at by clicking on the appropriate icon (details of what is involved in each level are displayed as students slide the mouse over each icon). Then ask them to click on **Find Me a Game**.

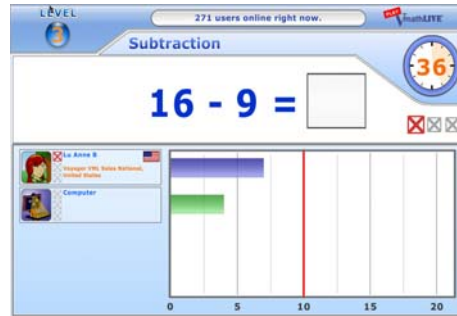


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- The idea of the game is to correctly answer as many questions as possible in 60 seconds. Tell your students to be careful, 3 strikes and they're out of the game!

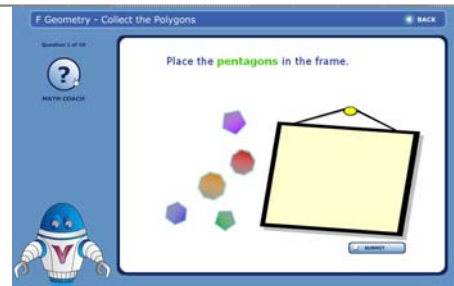


## 1C Working on the PRACTICE activities in VmathLive

- Return to the main Student Center and select a topic of work aligned to your current teaching program.



- The activities are organised into sets of 10 questions, drawn from an unlimited bank of questions. As the questions are answered, students will receive immediate feedback on their response.



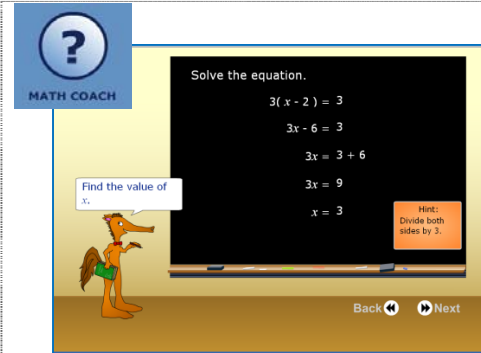
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→ Visual **Support** is always available for students to see how a similar question can be solved.

Encourage students to stop and think why they might have made a particular mistake and how to solve it correctly next time. If the students are at all unsure as to how to solve the problem they should visit the Support Center by clicking on the Math Coach button.



Set a goal for each of your students of earning a Participation Certificate by gaining 1,000 points during the practice week. Students gain 1 point for each correct answer in PLAY *VmathLive* (2 points for their bonus level) and 10 points per correct answer in the PRACTICE activities! These points determine the rankings on the Hall of Fame.

## STEP 2 TEACHER CENTER

### 2A Teachers signing in to [www.nzmathsweek.co.nz](http://www.nzmathsweek.co.nz)

→ Sign into [www.vmathlive.com](http://www.vmathlive.com) using your teacher username and password.

Sign In

Username

Password

Sign In

Click [here](#) if you have forgotten your Sign In details.

→ Once you sign in you will be in your Teacher Center. To print the user details for each of your classes, simply click on the **Print** link under **Sign In Cards** that corresponds with the class you need the details for.

Teacher Center

Teacher: Lu Anne Bourland2

VmathLive™ Classes

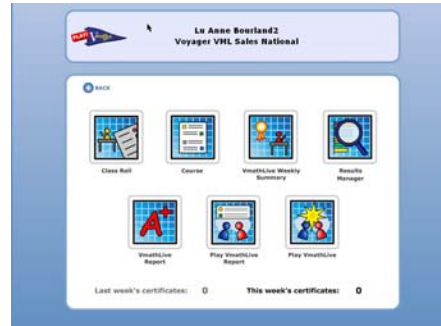
Class	Course	Class Admin	Course Preview	Sign In Cards
Bourland Eighth Grade	Vmath Texas Level 1	Class Admin	View	Print
Bourland Eighth Grade	Vmath Second Edition Level 1	Class Admin	View	Print
Bourland Fifth Grade	Vmath Texas Level F	Class Admin	View	Print
Bourland Fifth Grade	Vmath 2nd Edition F	Class Admin	View	Print

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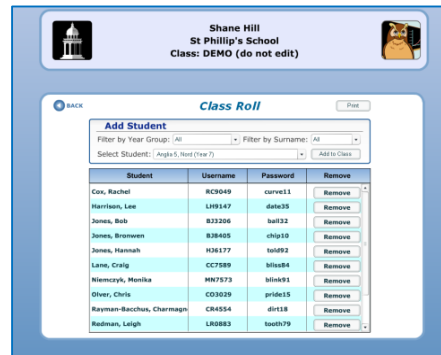


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→ On the same page as above, click on **Class Admin** to see everything you will need to track your students' progress.



→ Click on **Class Roll** to see your class list. From here you can also print your sign in cards for your class.



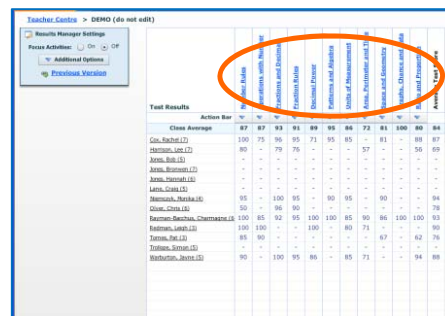
## 2B Setting PRACTICE tasks and reviewing results

→ Click on **Results Manager** to access the interactive mark book. From here you will be able to set tasks and monitor class results.



**RESULTS  
MANAGER**

→ The first page you see will display test results for each topic, to view a particular activity you can click on the blue hyperlinks at the top of the page. To navigate backwards, use the menu in the top left corner.



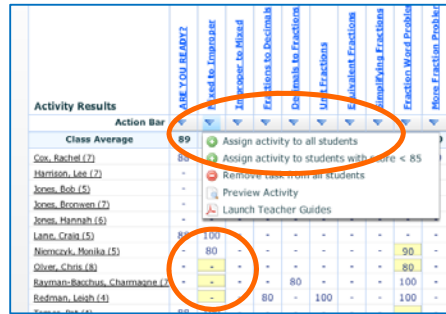
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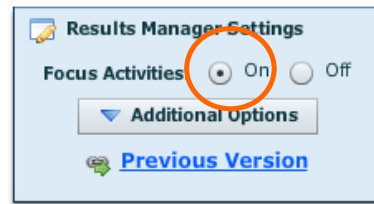
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→ Setting a task is easy! Use the blue arrow below the activity you want to set; this will display the **Focus Activity** menu. You can use this to set a task for the whole class.

You can also set tasks for individual students by clicking on the cell that corresponds with their name and the activity. Cells will turn yellow once a task is set.



→ It is important to remember to turn the **Focus Activities On**. Once you have done this, students will not be able to access anything else in *VmathLive* until they have completed the work you set!



## 2C Reviewing student reports in *VmathLive* Teacher Center

→ In the Teacher Center you can review the results of your students through the *VmathLive* reports. The *VmathLive* Weekly Summary icon will generate reports showing a complete list of the students' activity in during the one week.



VmathLive Weekly Summary

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→ Choose the A+ *VmathLive* report to generate individual student reports showing test, and PLAY results. This report also provides a list of the student's strengths and weaknesses based on his or her results.



VmathLive  
Report

Now you are ready to go!

Your students can practice as much as they like before the challenge starts and will be able to access the website from home or school.

REMEMBER you will need to sign in to the following website to participate in the event:

[www.vmathlive.com](http://www.vmathlive.com)

Please do not hesitate to contact Voyager's *VmathLive* Support Team at  
**800 956 2860** or [mathmania@voyagerlearning.com](mailto:mathmania@voyagerlearning.com)