

# Quick Reference for Teachers

This Quick Reference guide is designed to help teachers maximize the use of VmathLive®. After reviewing this document, teachers will be able to:

1. Locate Usernames and Passwords for students
2. Get students started in VmathLive
3. Navigate the VmathLive program
4. Generate reports
5. Communicate with parents

## System requirements:

- Monitor resolution 1024 X 768
- Windows XP/Vista/7 and Mac OS 10.5.8+
- Internet Explorer 8.0+, FireFox 5.0+, Safari 5.0+
- Adobe Flash Player 10.3+
- Adobe Acrobat Reader 9.0+
- Cookies, Javascript, and Pop-ups enabled
- Internet connection (broadband preferred)

## 1 Locate Usernames and Passwords for Students

1. Go to [www.voyagersopris.com](http://www.voyagersopris.com) and click the **Login** link.



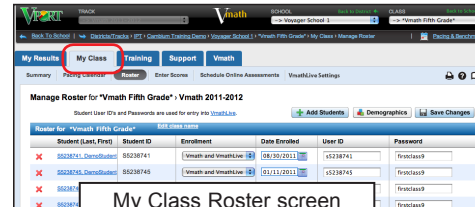
Voyager Sopris home page

2. Enter your VPORT USER ID and PASSWORD (acquired from your campus coordinator or principal). Click **Login**.



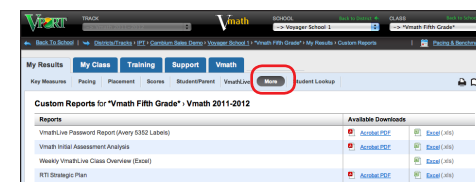
Customer Login page

3. Click the **MY CLASS** tab and **Roster** subtab. Print your class login information.



My Class Roster screen

User IDs are generated on the **MY CLASS** page, **Roster** subtab, in VPORT. To generate the login information, set the enrollment status for each student by clicking the drop-down menu in the Enrollment column.

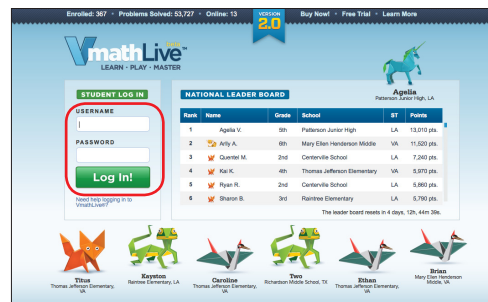


Print student login information from the **MY RESULTS** tab, **More** subtab, or the **MY CLASS** tab.

## 2 Get Students Started in VmathLive

Provide each student with his or her login. Direct students to write down their Username and Password, or you can print labels by going to the VPORT **MY RESULTS** tab, **More** subtab.

1. Go to <http://www.vmathlive.com>.

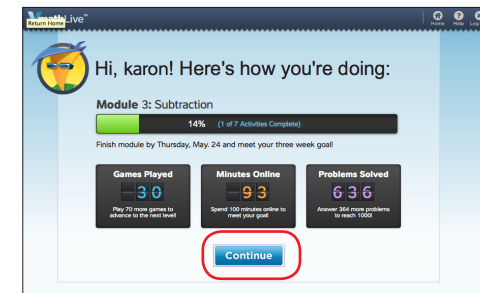


2. Enter the student Username and Password and click **Log In**. (Advise students not to share their login information with other students.)

3. On the first login, the student will see a short presentation about the program and answers 3 questions.



4. The program takes them to their Welcome Page that they will see on each subsequent login. Click "Continue" to access the program home page.



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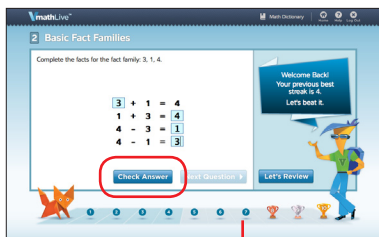
## Getting Started in VmathLive®

### 3 Navigate the VmathLive Program

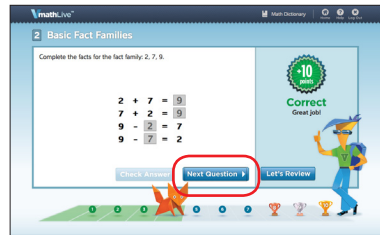
VmathLive is an online, independent learning component that helps students apply math skills 24/7 from any browser and on the iPad® or other tablets. The program has two main sections—**Learn** and **Play**. The Learn section provides activities to practice math vocabulary and skills and earn rewards. The Play section gives students the opportunity to compete against other students or against Max, the program mascot, in math games of their choosing.

#### Learn:

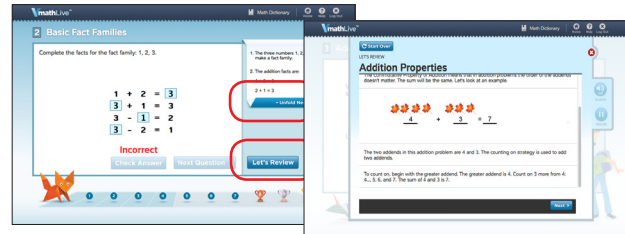
1. Students complete several math activities in a module. Click “Go Learn” and VmathLive takes the student to the first question. Answer questions by filling in the blanks. Click “Check Answer.”



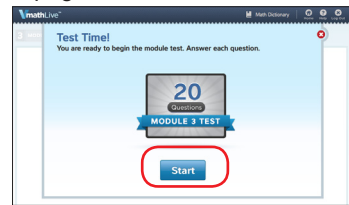
2. Correct answers receive points. Click “Next Question.” Students must answer at least 8 questions in a row correctly or they must start over. Students receive a trophy for 8 correct in a row (bronze), 9 correct in a row (silver), and 10 correct in a row (gold).



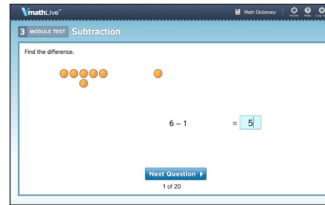
3. For incorrect answers, the student can click on “Hints” on the right and then the “Let’s Review” button for a more detailed tutorial and practice.



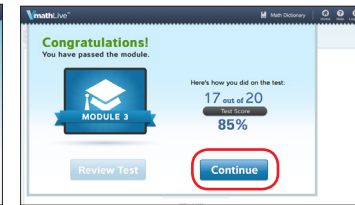
4. After completing all module activities, the student takes the Module Test. Click the graduation cap on the home page. Click “Start.”



5. Provide an answer in the blank for each question and click “Next Question.”

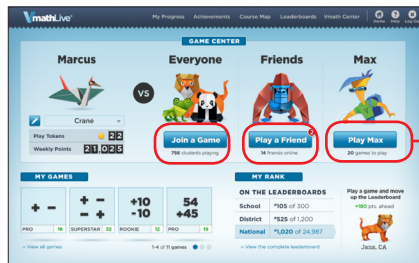


6. Students pass the module with a score of 80% or better and move on to the next module.

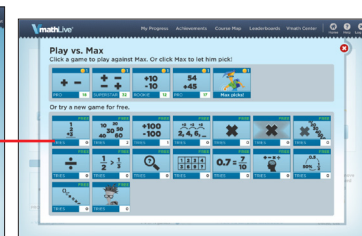


#### Play:

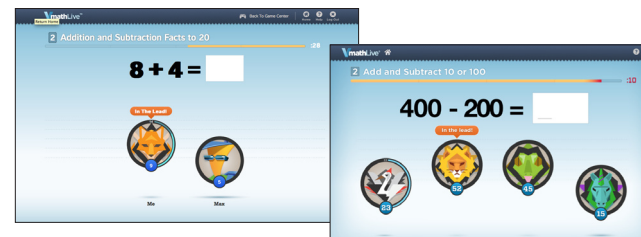
1. After students collect tokens and points in Learn, they can click “Go Play” to strengthen their math skills by playing math games.



2. Click “Play vs. Max” (computer) first to click on a Free game to play which will unlock several other games to try. Tokens earned from Learn and Play allow students to unlock other games.

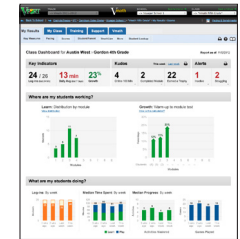


3. After playing a game versus Max, the game will be available in Play vs. Everyone and Play vs. Friends where the student plays versus another student in the country or against other students in the class. With each win, the student moves up on the Leaderboard and can play more.

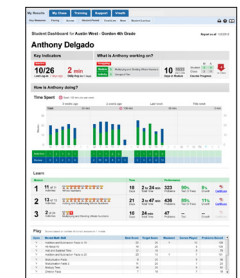


### 4 Generate Reports

Log in to VPORT. Click on **MY RESULTS, VmathLive**. On the Class Report, view items such as time spent in the program, growth percentage, number of students completing modules, activities mastered, and games played.



Click on a student’s name at the bottom of the Class Report to see an individual report for each student.



### 5 Communicate with Parents

- Send home the Parent Letter and Quick Reference for Parents with login information.
- Share the student’s individual VmathLive Report.
- Ask parents to log in to the program to view their child’s progress and to encourage their child to participate.