Quick Reference for Parents
Using VmathLive®

Introducing VmathLive®

By using VmathLive®, the online, interactive math component, your child will build math vocabulary and math skills and master math concepts. Your child will be rewarded points, tokens, badges, and trophies. In **Learn**, your child will learn and practice math skills through numerous activities. In **Play**, your child will compete with other children in the program to practice math facts. By logging in regularly, you'll be able to review your child's progress.
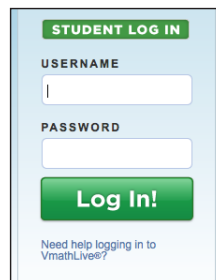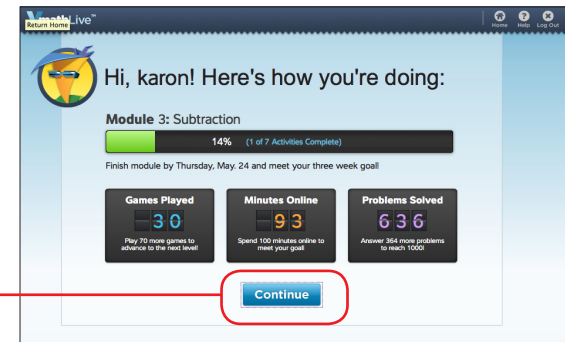
1 Go to
http://www.vmathlive.com

2 Enter your child's USERNAME and PASSWORD. Click **Log In**.

3 After logging in, review your child's Welcome Page that displays their progress in the current module, the number of games played, minutes spent online, and number of problems solved.
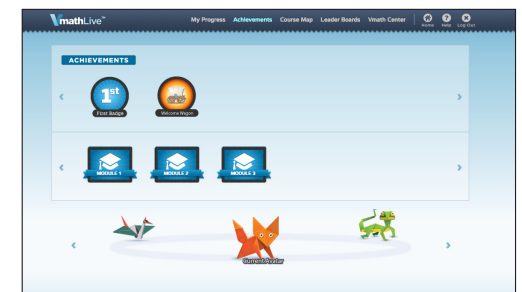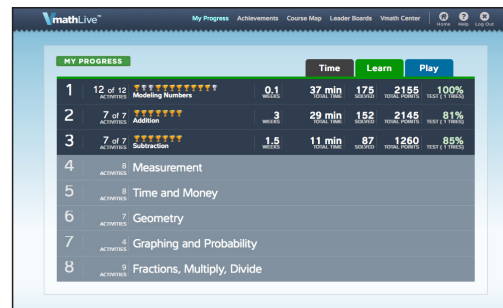
Click "Continue" to move to the program's home page.

4 On the home page, you can check your child's progress in the current module. Review the activities completed and the types of trophies received. Review the bottom of the page to see which modules have been recently completed and what awards your child has received. The graph at the bottom of the page provides a view of how much time your child has spent in the program for the previous three weeks. See the number of tokens and points your child has earned as well.
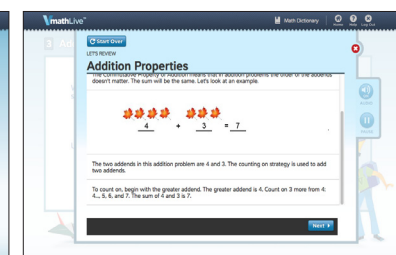
5 Click on "My Progress," "Achievements," or "Leader Boards" to view other aspects of your child's progress. In My Progress, view the number of trophies your child has earned in each module, the number of activities completed per module, time spent in the program, points earned, module test score, and the number of problems solved. Achievements displays the badges earned and modules mastered. The Leader Board shows your child's rank among other students throughout the country.
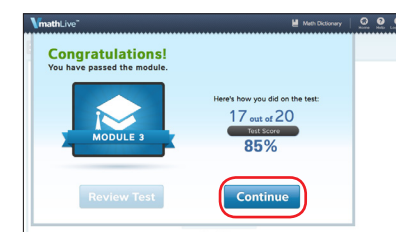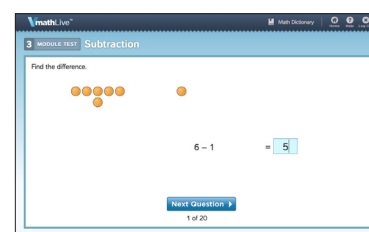
Navigating the Program

Children should work in the **Learn** section first. There they complete several math activities in a module. After finishing the module activities or on the date set by the teacher, children take a module test. For **Play**, children refine their math skills by playing math games. They earn tokens and can also compete against their classmates and children from around the country.

1. **Learn**: Click "Go Learn" to begin the first question in the activity.

2. Answer questions by filling in the blanks. Click "Check Answer." Correct answers receive points.

3. For help, click on "Hints" on the right and then the "Let's Review" button for a more detailed tutorial and practice.
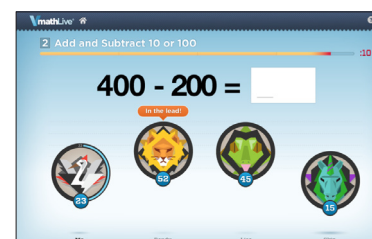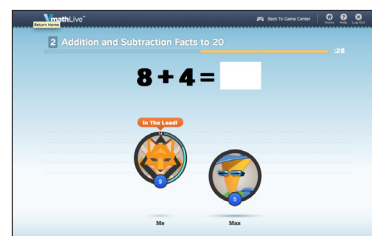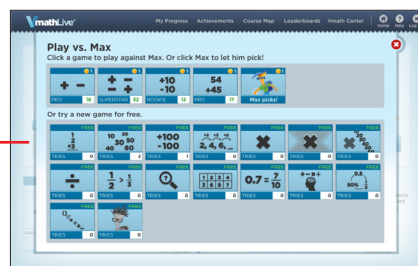
4. After completing all module activities, children will take the Module Test. Click the graduation cap on the home page. Click "Start." Fill in the blank for each question. A child passes the module with a score of 80% or better to move on to the next module.

Play:

1. After practicing math skills and collecting tokens and points in Learn, children can click "Go Play" to play math games.

2. Click "Play Max" (computer) first to click on a Free game to play, which will in turn unlock other games. Tokens earned from Learn and Play allow children 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 child plays versus another children in the country or against other children in the class.

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)