



## How to get your students started on Mathseeds

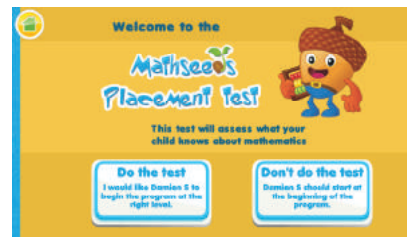
Our Quickstart Guide will help you successfully launch Mathseeds with your students in a few easy steps. The assumption is that each student has access to a computer, or at least one computer between two students. Students should wear headsets for audio support.

Students should start by going to [www.mathseeds.com](http://www.mathseeds.com) and click the Login button.

### Step 1: Placement Test

Once logged in the student should click on **Buddy**, the acorn character in the center of the screen.

The Mathseeds Placement Test will launch to test your students' knowledge and place them on the appropriate Mathseeds lesson.



### Step 2: Lessons

Students are now able to work at their own pace to complete Mathseeds lessons and journey their way through the maps.

Students are rewarded with acorns when a lesson is completed. A pet/critter is hatched at the end of each map.

Students will need to pass a quiz at the end of each map to move forward.

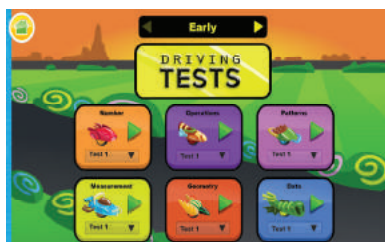
Quiz certificates can be printed from the Teacher Dashboard.



### Step 3: Driving Tests

Each Driving Test has 10 questions that check for students' knowledge of core concepts.

All students will start with Test 1 for each concept. Driving Tests are optional for students and their attempts and successes are reported in the Teacher Dashboard.



### Step 4: Engagement and Awards

Students can access the Play, Shop, Arcade and Treehouse sections for further activities, to personalize their Mathseeds experience, view certificates and spend awarded acorns.

No results are reported to teachers when students access these four areas.





## Quickstart Guide for Teachers

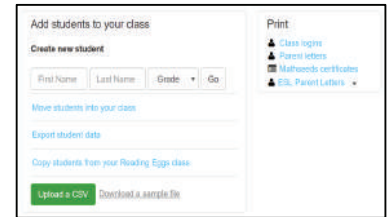
Our Quickstart Guide for teachers will help you set up your students on Mathseeds as well as report on their progress in a few easy steps.

Log into your Teacher Dashboard at [www.mathseeds.com](http://www.mathseeds.com) and click on the 'Math' tab in the upper left corner.

### Step 1: Generate Student Usernames and Passwords (U/P)

#### Select 'Manage Class'

Enter student names and grade levels individually or upload an Excel (CSV) file of your class roster to create their username and passwords.



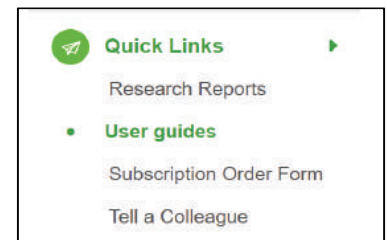
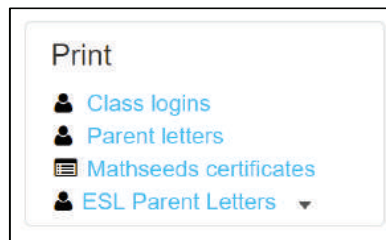
If you have a current Reading Eggs class, save time by clicking 'Copy students from your Reading Eggs class' to generate Mathseeds access with the same U/P as Reading Eggs.

### Step 2: Print Important Documents

Print class login details with students' U/P to distribute and parent letters in various languages to send home with your students.

#### Print technical requirements for your IT Coordinator.

Select **Quick Links** from the main menu and then **User Guides** to print technical requirements and troubleshooting guides.



### Step 3: Student Login

Students can log in at [www.mathseeds.com](http://www.mathseeds.com) using their U/P from their login cards.



Real learning, real math, really fun!



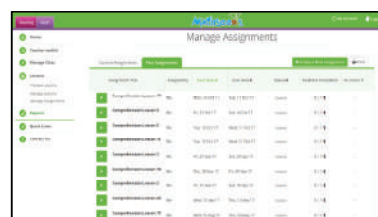
Alternatively for younger learners, sign in with your Teacher U/P on each computer, click 'Start Mathseeds' where students select their name to access their Student Dashboard.

Ensure to schedule time to access computers and/or tablets to launch Mathseeds with your students.

### Step 4: Lessons and Reporting

Click on 'Lessons' from the main menu and select 'Preview Lessons' to preview Mathseeds lessons and access resources such as student and teacher lesson plans and worksheets.

Select 'Manage Assignments' to create assignments for students.



Select 'Teacher Toolkit' from the main menu to find Curriculum Maps.

Select 'Reports' from the main menu to view student work and print student certificates.





# Navigating the Mathseeds Teacher Dashboard

## Teacher Toolkit

Contains state standard correlations and overview of the content of each lesson, posters to print, digital big books, worksheets, printable tests with answer keys, and suggested lessons and resources for further practice.

## Manage Class

Add new students or copy students from your existing Reading Eggs class. In this section you can also print student login cards, make changes to student details, and print or download parent letters to send home.

## Lessons

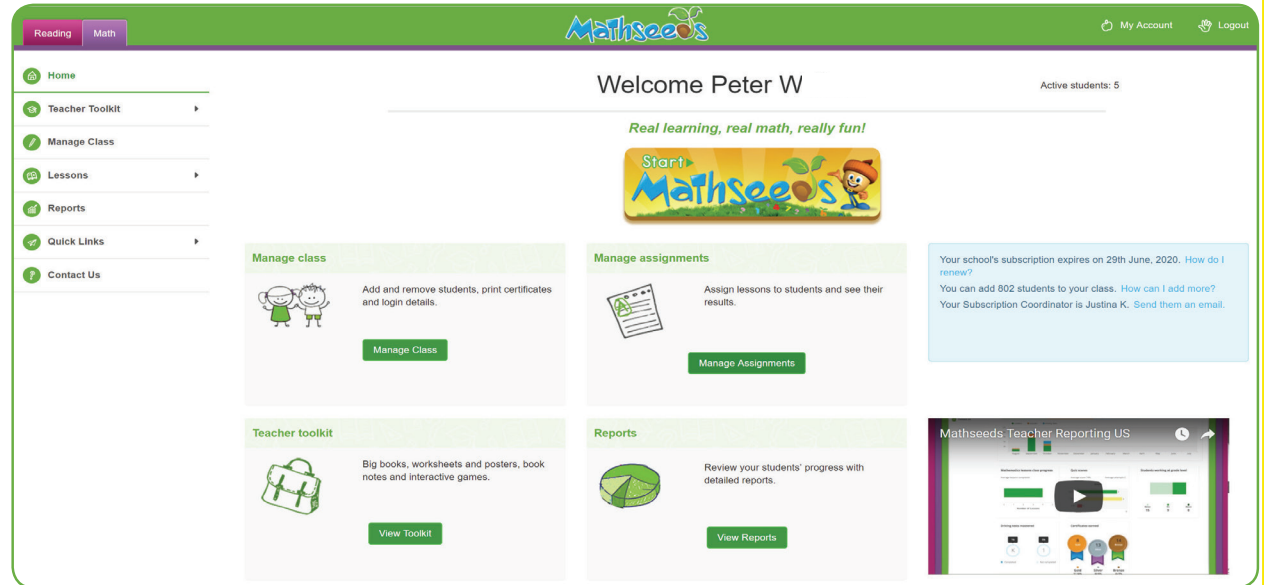
Preview each Mathseeds lesson and print corresponding lesson plans and worksheets to reinforce learning. Reset the placement test or change lesson position for individual students. Use the Manage Assignments function to assign lessons to students and see their results.

## Reports

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## Quick Links

Access user guides, troubleshooting documents and technical requirements.



## Our tips for using Mathseeds

- For the best results, your students should complete three 15-minute sessions of Mathseeds per week.
- Celebrate your students' successes: Printable gold, silver and bronze certificates from the Reports section are a great way to reward progress in the classroom.
- Remember, your school has an assigned Mathseeds Subscription Coordinator who can make changes to the entire student roster and teacher list. They can add, edit, delete or move students into a class, as well as add, edit or delete teachers. Plus they can also kick off the rollover feature at the beginning of the school year to remove students from their old classes and move them to the next grade level.
- Find the name of your school's Subscription Coordinator in the blue box on the right side of your dashboard.



# Navigating the Mathseeds Student Dashboard

## Lessons

Students complete lessons at their own pace and journey their way through the Mathseeds maps. Each map contains five lessons and a quiz. A collectible pet is hatched at the end of each lesson. Within this section you will find:

## Placement Test

The Placement test will launch after clicking on Buddy the acorn character in the center of the screen for the first time. It will test your students' knowledge and match them to the appropriate starting lesson.

## Quizzes

Students will need to pass a quiz at the end of each map to move forward. Quiz certificates can be printed from the Teacher Dashboard.

## Awards

Students will receive either a gold, silver or bronze certificate after successfully completing the quiz at the end of every map.



## Golden Acorns

Students earn golden acorns as a reward while completing lessons. These can be used to add items to their treehouse or avatar.

## Driving Tests

Each Driving Test has 10 questions and checks for students' knowledge of core concepts.

All students will start with Test 1 for each concept and proceed sequentially. Driving Tests are optional for students and their attempts and successes are reported in the Teacher Dashboard.

## Treehouse

The students' avatar has its very own treehouse where students can store their awarded certificates, pets and items purchased from the shop.

## Play

The Play area offers over 70 different learning activities that support what your students have learned in the lessons.

## Shop

Students can spend their golden acorns in the shop to buy furniture, decorations and accessories for their treehouse and avatar.

## Arcade

The Arcade consists of nine learning activities designed for advanced learners that reinforce concepts covered in the lessons.

