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VmathLive®

VmathLive® is a Web-based, independent-learning component that helps students apply math skills in a fun, interactive learning environment. VmathLive presents students with engaging opportunities to improve their math skills in concert with (or independent of) Voyager's Vmath® and TransMath® mathematics intervention programs.



The VmathLive Training Guide addresses the following:

- Logging In
- Navigating through Learn and Play components
- Student Features
- Participation Options and Settings
- Class and Individual Results
- Awards and Student Reports

The guide is designed for use with Voyager's Vmath and TransMath mathematics intervention programs. It is updated regularly to reflect revisions in VmathLive. Images displayed in this guide may not be the most current versions. If you have further questions, additional VmathLive support is available at:

1-888-399-1995

8:30am–5:30pm CST

support@voyagerlearning.com

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DISCLAIMER: VmathLive® and VPORT® are dynamic programs 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 and VPORT 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® Training Guide

Introduction

Welcome to VmathLive, an online math learning environment that engages students while they learn and practice math concepts and skills. In the first part of this User Guide, you will learn how to log in and become acquainted with the features of the program.

In the second part of this User Guide, you will have the opportunity to explore the navigational path of the program. The section describes how to navigate through the Learn section to answer math questions, complete activities, and advance through each module. It also discusses how to participate in games in the Play section.

Logging In

There are two ways for teachers to log in to VmathLive.

1. Go to <http://vmathlive.voyagerlearning.com> and click the **Log In** button. (This is the only means for students to log in.) Enter your Username and Password in the Student Log In box.

The logo indicates what the student does in the program—Learn, Play, and Master.

Enrolled: 367 • Problems Solved: 53,727 • Online: 13

VERSION 2.0 Buy Now! • Free Trial • Learn More

VmathLive
LEARN · PLAY · MASTER

STUDENT LOG IN

USERNAME
PASSWORD

Log In!

Need help logging in to VmathLive®?

NATIONAL LEADER BOARD

Agelia
Patterson Junior High, LA

Rank	Name	Grade	School	ST	Points
1	Agelia V.	5th	Patterson Junior High	LA	13,010 pts.
2	Arly A.	6th	Mary Ellen Henderson Middle	VA	11,520 pts.
3	Quentel M.	2nd	Centerville School	LA	7,240 pts.
4	Kai K.	4th	Thomas Jefferson Elementary	VA	5,970 pts.
5	Ryan R.	2nd	Centerville School	LA	5,860 pts.
6	Sharon B.	3rd	Raintree Elementary	LA	5,790 pts.

The leader board resets in 4 days, 12h, 44m 39s.

Titus
Thomas Jefferson Elementary, VA

Kayston
Raintree Elementary, LA

Caroline
Thomas Jefferson Elementary, VA

Two
Richardson Middle School, TX

Ethan
Thomas Jefferson Elementary, VA

Brian
Mary Ellen Henderson Middle, VA

Students are represented throughout the program by an origami avatar. Each week, avatars are chosen at random as Students of the Week and displayed on the login page.

2. Teachers can also log in through VPORT by clicking on the Access VmathLive icon at the top of the page.

TRACK: Vmath SCHOOL: Voyager School 1 CLASS: Vmath Fifth Grade

My Results My Class Training Support Vmath

Summary Pacing Calendar Roster Enter Scores Schedule Online Assessments VmathLive Settings

Manage Roster for "Vmath Fifth Grade" • Vmath 2011-2012

Student User IDs and Passwords are used for entry into VmathLive.

+ Add Students Demographics Save Changes

Student (Last, First)	Student ID	Enrollment	Date Enrolled	User ID	Password
SS238741_DemoStudent	SS238741	Vmath and VmathLive	08/30/2011	s5238741	firstclass9
SS238745_DemoStudent	SS238745	Vmath and VmathLive	01/11/2011	s5238745	firstclass9
SS238746_DemoStudent	SS238746	Vmath and VmathLive	01/11/2011	s5238746	firstclass9

System Check

The bottom of the screen contains the **System Check**. If a green checkmark appears in the **System Check**, your computer is fully compatible with VmathLive and you may log in.

The screenshot shows the VmathLive website interface. At the top, it displays statistics: Enrolled: 517, Problems Solved: 103,291, Online: 0, and VERSION 2.0. Below the logo is a 'STUDENT LOG IN' section with fields for USERNAME and PASSWORD, and a 'Log In!' button. To the right is a 'NATIONAL LEADER BOARD' table. At the bottom, there is a 'System Check' button with a green checkmark icon, indicating compatibility. A red box highlights the 'System Check' button, and a red line points from it to a larger 'System Check' button with a red 'X' icon in the next section.

Rank	Name	Grade	School	ST	Points
1	Luke G.	2nd	Thomas Jefferson Elementary	VA	5,530 pts.
2	Jack B.	2nd	Thomas Jefferson Elementary	VA	4,120 pts.
3	Benjamin H.	2nd	Thomas Jefferson Elementary	VA	3,920 pts.
4	Agella V.	5th	Patterson Junior High	LA	3,500 pts.
5	Joshua R.	2nd	Thomas Jefferson Elementary	VA	3,300 pts.
6	GeorgeP S.	3rd	Thomas Jefferson Elementary	VA	3,135 pts.



If the  appears, click on it to see the results of the Browser Check.

This **System Check** lists component settings and the technology needed to access VmathLive. When a compatibility problem is detected, the  icon appears in the right-hand column.

With your mouse, move the cursor arrow over the item with the  to view the requirements or "Click here to learn more" to see the minimum requirements for your computer. Ensure that all computer problems are corrected before logging in. If additional assistance is needed, contact Support Services at 1-888-399-1995 or at support@voyagerlearning.com.

A screenshot of the 'System Check' results table. The table has two columns: the first column lists system components, and the second column shows a green checkmark for compatible components and a red 'X' for incompatible ones. A red line points from the 'System Check' button in the previous section to the 'System Check' row in this table.

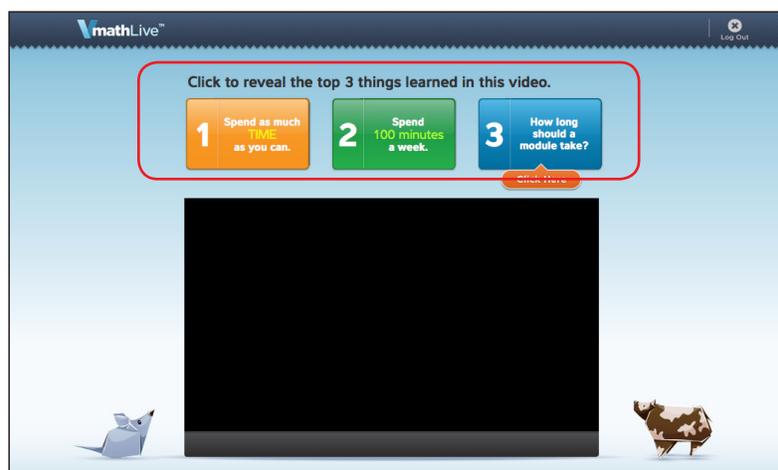
Click here to learn more	
Firefox 12.0	✓
Mac	✓
2560x1440	✓
Cookies Disabled	✗
Flash 10.2	✓
System Check	✗

First Login

After clicking the Log In button to log in for the first time, students click through a presentation that introduces the VmathLive program. This presentation discusses the program's structure, goals, and key concepts.

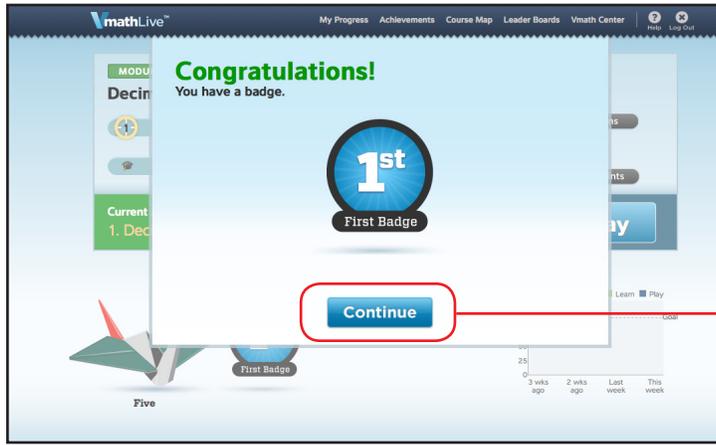


Once they have viewed the presentation, students click on each numbered, color box to reveal three important concepts that were learned about VmathLive by watching the video. After doing so, the program moves on to the Congratulations screen shown on the next page.



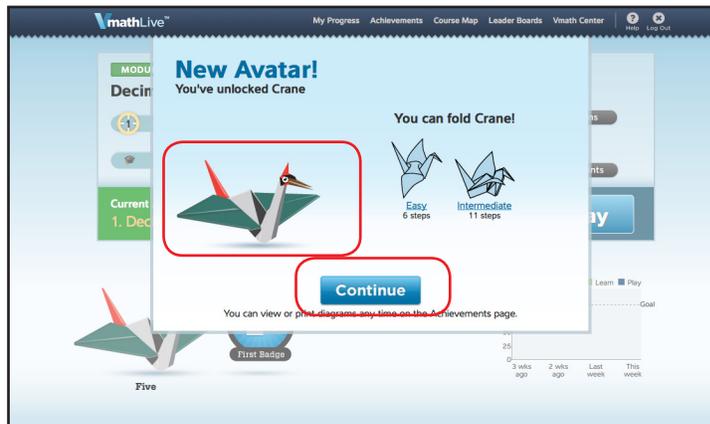
VmathLive® Training Guide

The Congratulations screen comes up after viewing the answers to each of the three questions. Students receive a token and a badge for watching the video. With the token, the student can play a game for the first time in Play.

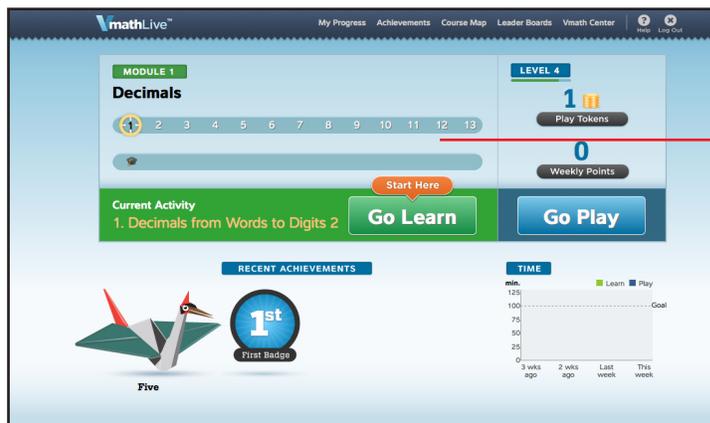


Click the Continue button to move on.

Once you click on the Continue button, the program opens the New Avatar screen to display the first avatar in the program. Origami avatars are the characters that represent the student in the program. Students can personalize the avatars by changing their color and design. Then click Continue to begin using the program. VmathLive takes you to the student's home page. Note: After the very first login, students are taken to the Welcome Page before beginning activities in the program. See the next page.

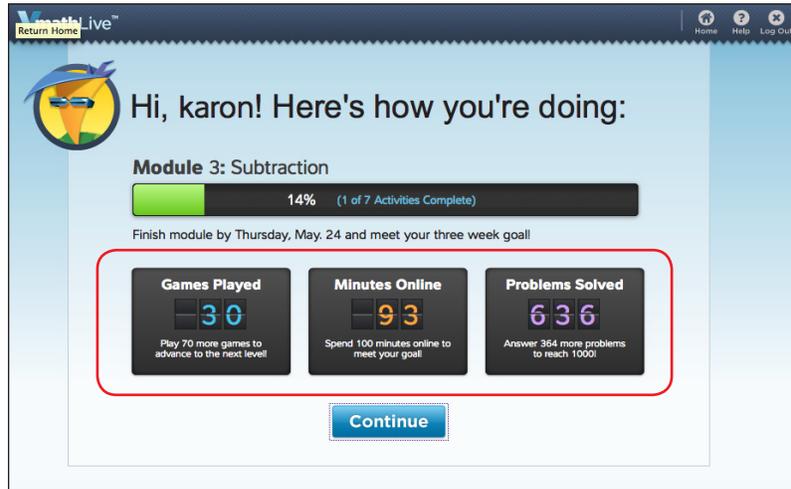


This is how the student home page looks on the first login after watching the video. More information on the student home page is on the next page.



Welcome Page

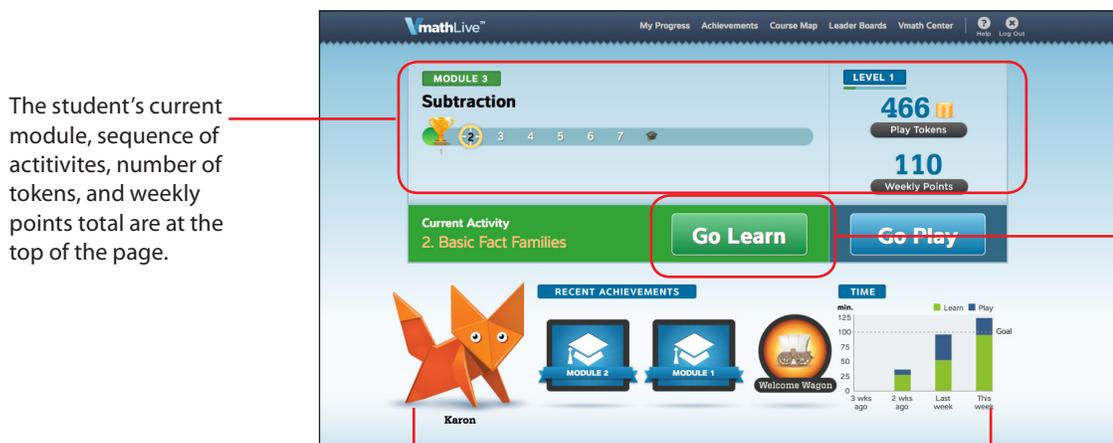
After the first-time login activities are complete, the student will come to their own Welcome Page at each login. The student's Welcome Page shows their progress in the current Module, the number of games played, minutes spent online, and the number of problems solved. Students click on Continue go to the home page where they can access Learn and Play.



VmathLive Student Home Page

From the program home page, students access Learn and Play. The top of the page shows the Module with the number of activities to complete the Module. It also displays students' trophies and achievements. Throughout the year, students work through a series of modules, representing a year's worth of math via a structured learning path. Each Module is composed of a series of activities that are "unlocked" one at a time as students complete them at a passing level, followed by a problem-solving activity, and a module test to master the module.

Click Go Learn to begin answering questions for the first activity in the Module.



The student's home page shows the current avatar.

The Progress Graph gives students a snapshot of the number of minutes they have spent in Learn and Play for the last three weeks.

Instructional Path

Learn

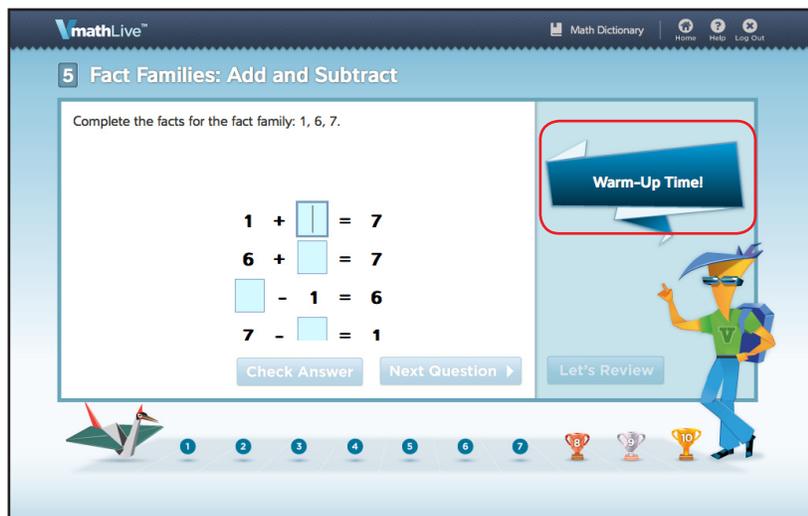
Click on Go Learn to enter the Learn section of the program where students complete the module's activities. As students complete Learn activities, they earn tokens. Tokens are awarded for attempting questions—1 token is given for every 10 questions attempted in Learn. Points are earned for correctly answering activity questions in Learn, for taking the Module Test, and for mastering an entire module.



The character, Max, guides students. He also provides the hints for students in the program.

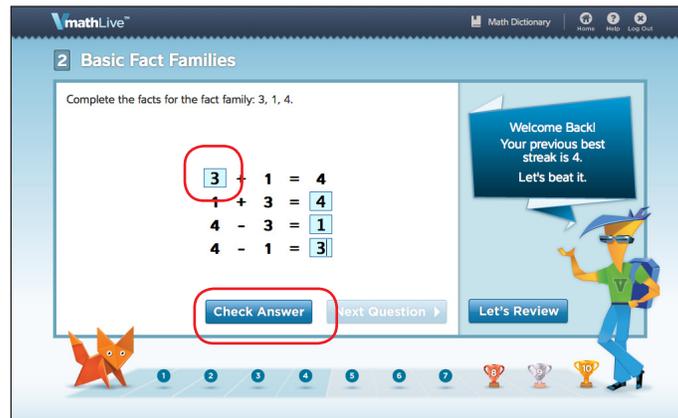
Module Activities

After clicking on Go Learn, the student answers two Warm-Up questions (or Pre-Test questions) that test the student's prior knowledge of the math skills presented in the activity. When all the Warm-Up questions are combined from the module, these questions make up the Pre-Test of the module.



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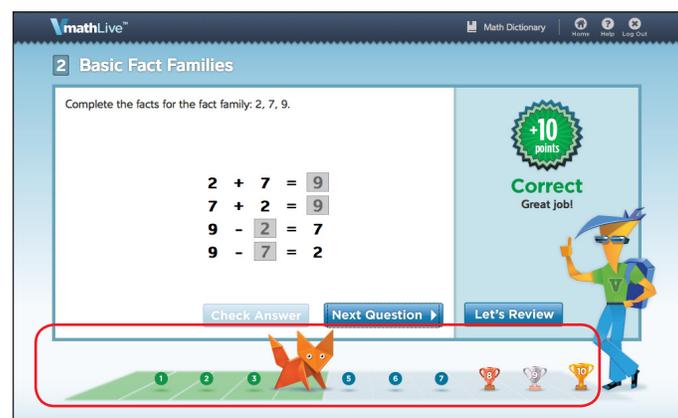
Click in each box to type in the answer. Then click on the Check Answer button to confirm if the answer is correct.



After clicking Check Answer, the program displays whether the student got the question correct or incorrect. If the student answers correctly, Correct appears and the student receives 10 points. Then, choose the Next Question button to move on in the program to the next question in the activity. If incorrect, the student may try the question again.



As the student continues through the activity, the avatar moves across the bottom of the screen indicating the number of correct answers given in a row or a streak of correct answers. When the student answers a question incorrectly, the streak is reset, meaning the avatar goes back to start. To master an activity, the student must complete 8, 9, or 10 questions correctly in a row depending on the level.

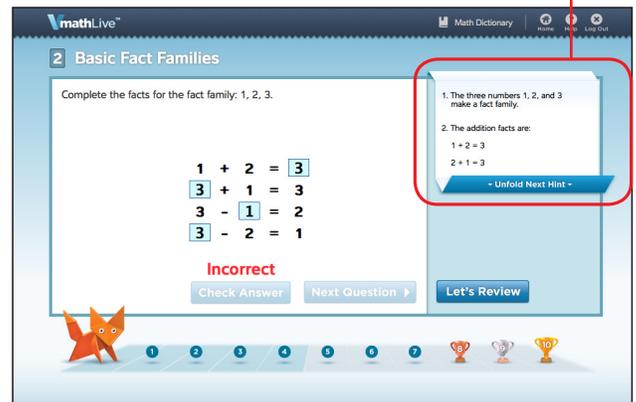
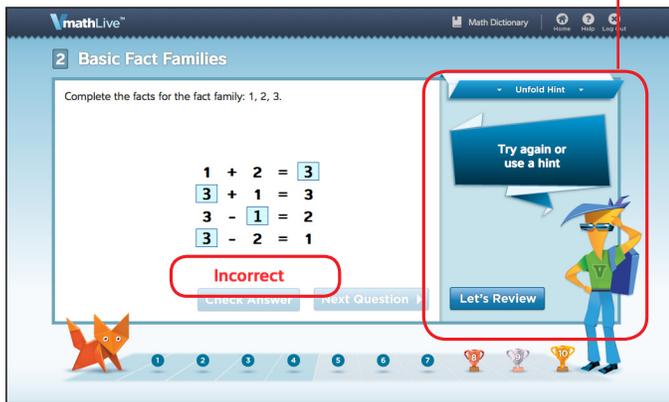


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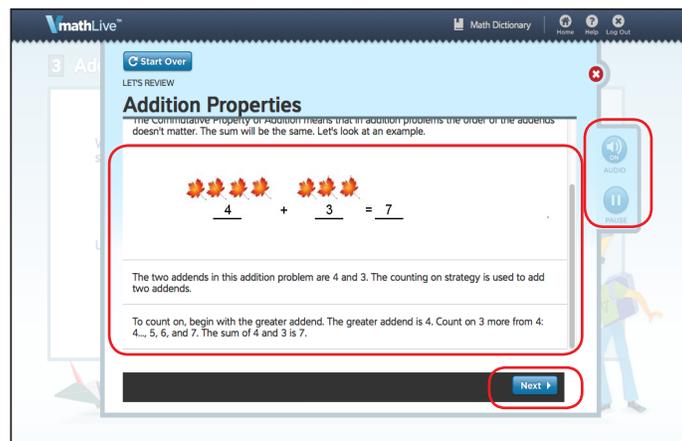
The program provides support for when a student answers incorrectly. The student may try again and use the Hints to enter the correct answer. However, the students' correct answer streak will still be reset in order to encourage the student not to become dependent on hints (see previous page).

Students should "use a hint" if they get an answer incorrect. Click on Unfold Hints.

Hints unfold on the screen. Students may also use hints at any time for help.



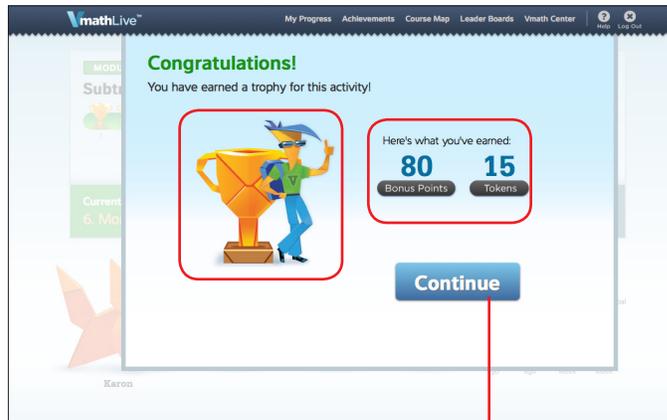
The student may also click on the Let's Review button. The program offers guided instruction on a related problem through background concept development and built-in error analysis via visual representations and audio in either English or Spanish. When asked questions, students will fill in answers in the blank box at the bottom of the screen and click Next. The program takes students back to the activity once the Let's Review is complete.



After using the Hints and Let's Review, if the student continues to answer incorrectly, then the program provides one or two prerequisite skill activities. Once the student completes the Pre-Skill activities, the student is returned to the original activity that they were had been struggling with.

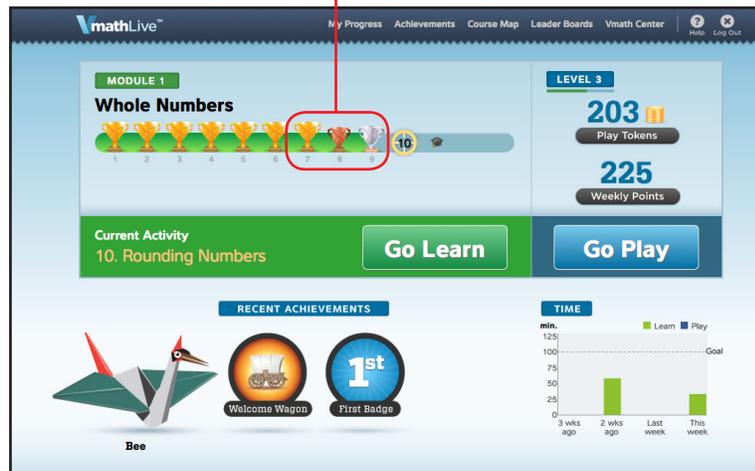
VmathLive® Training Guide

When a student successfully completes an activity (8 to 10 questions answered correctly), the program brings up the Congratulations screen with the student's trophy, points earned, and tokens earned.



After viewing their trophy, points, and tokens, students click Continue to return to their home page.

On the student's home page, the student can view all of the trophies earned on each activity completed. A bronze trophy is awarded for answering 8 questions correctly. A silver trophy is awarded for answering 9 questions correctly. A student earns a gold trophy for answering all 10 questions correctly.



Module Test

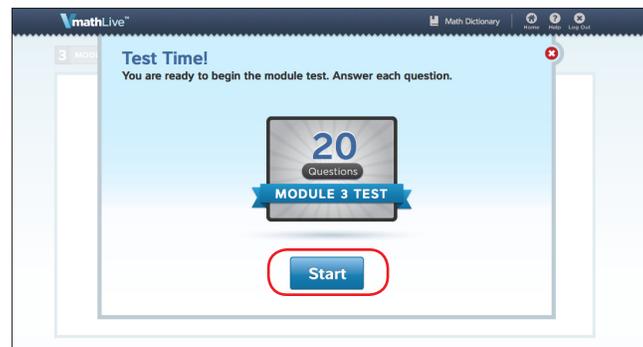
After a student masters all of the activities in a module, the student must pass the Module Test to advance to the next module and master the current module. The student clicks on the Graduation Cap on their home page to access the test.

As each activity is mastered the trophy earned for the activity is displayed above the activity number.



The graduation cap appears to indicate to the student that the Module Test is available.

When the Test screen appears, the student clicks on Start to begin the Module Test.

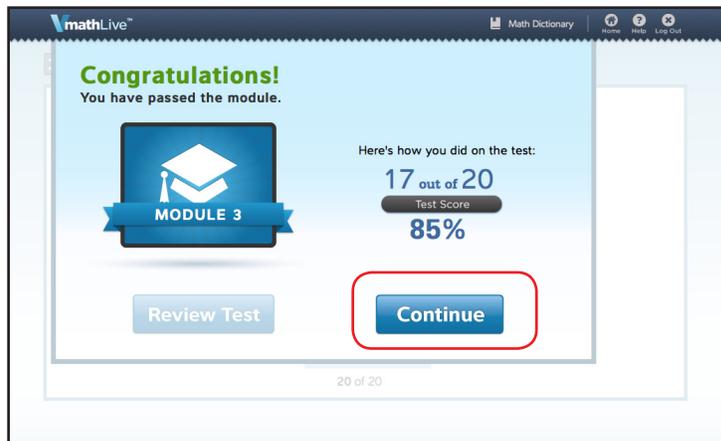


The test is untimed, but the student will not have the scaffolded support (Hints or Let's Review) while taking the test. Each Module Test has 20 questions that are similar to questions in the module's activities.

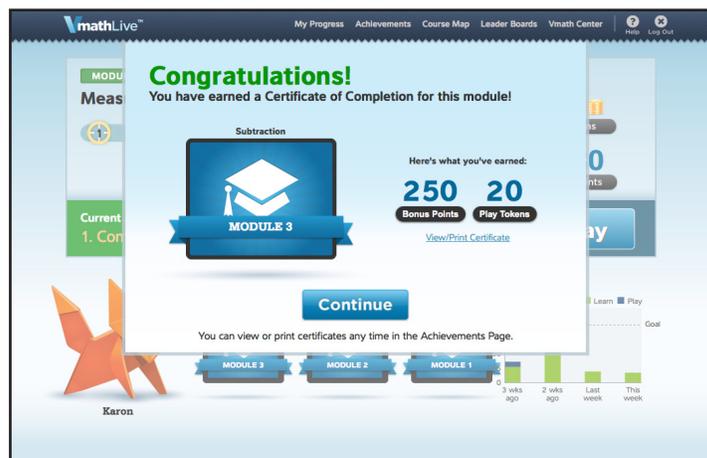


VmathLive® Training Guide

Once the student has answered each question, the program displays the test results page. Students pass the Module Test by scoring an 80% or greater. The student can click on Review Test to see each test question and review the question, the student's answer, and the correct answer.



If the student passes the Module Test, they will click Continue from the results page to view the Certificate of Completion. Then, the student moves on to the next module in Learn. The avatar that represents the student will also change when moving to the next module. Students may also retake the Module Test to improve their scores. Note: If a student gets stuck on the Module Test and has trouble passing it, teachers may move the student to the next module by using the settings in VPORT. (See page 22.)



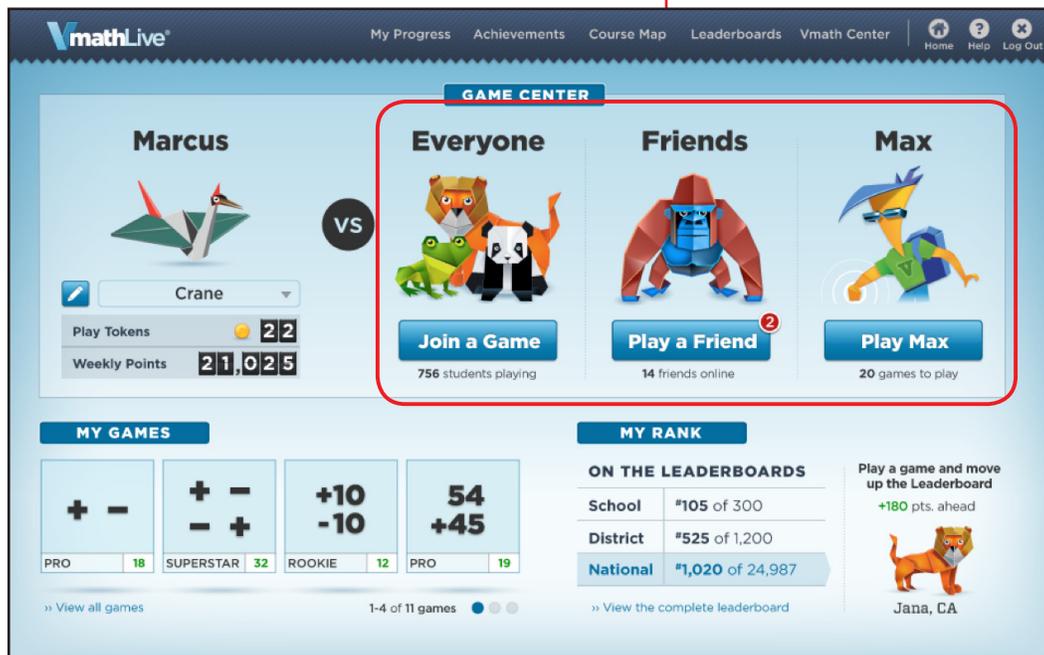
Play

After a student completes several activities in Learn to earn tokens and points and practice skills, the student can click on Go Play from their home page to play games. In Play, students are challenged at appropriate skill levels as they compete in games of math fact fluency and mental math skills.



Students can choose from three different game modes in Play—Play vs. Everyone, Play vs. Friends, and Play vs. Max. Students play new games and unlock games by playing in Play vs. Max first. This will also make the game available in the other sections of Play. Click on Play vs. Max.

Click on Play vs. Max (computer) to start in the Play section.



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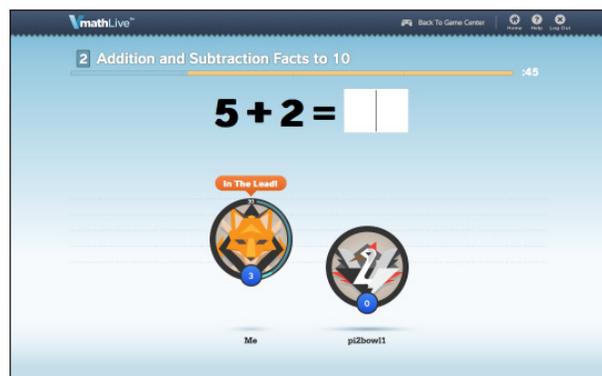
Choose a game to play or click the Max Picks option to have Max pick a game at random. Click on the game. (Note: Some games require a certain number of tokens to play them.)



The student's avatar character "prepares" by changing into its battle-ready mode before the game begins.

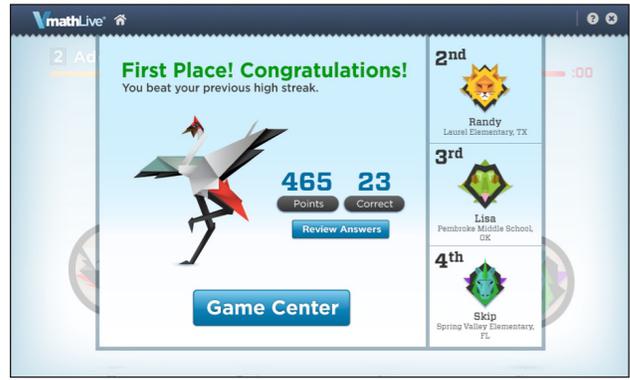
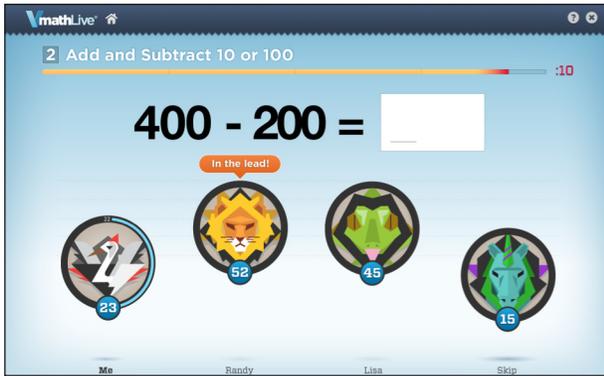


Then the game will come up. The student fills in the blank to answer the math problem or question as quickly as possible. The program provides the games at random, and each game lasts 60 seconds. The object of the games is for the student to answer as many math problems correctly as they can in that time to beat the opponent.

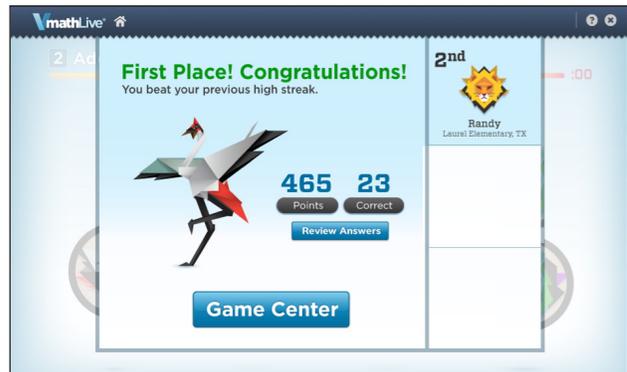
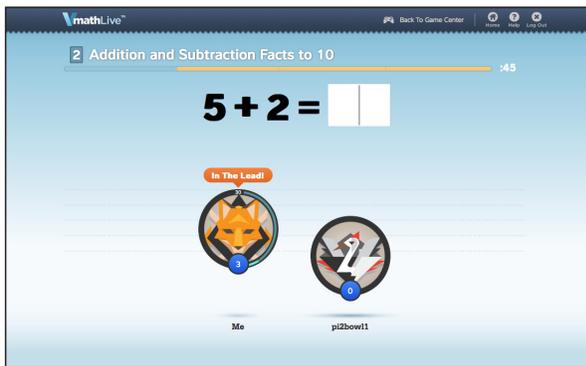


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In Play vs. Everyone, students are matched against one, two, or three students from anywhere in the country of the same ability level. Click on Join a Game to Play vs. Everyone. The student enters the answers as quickly as possible into the blank. The player with the most correct answers at the end of the game wins. At the end of the game, students see a Congratulations screen with their rank, points, and number of correct answers.



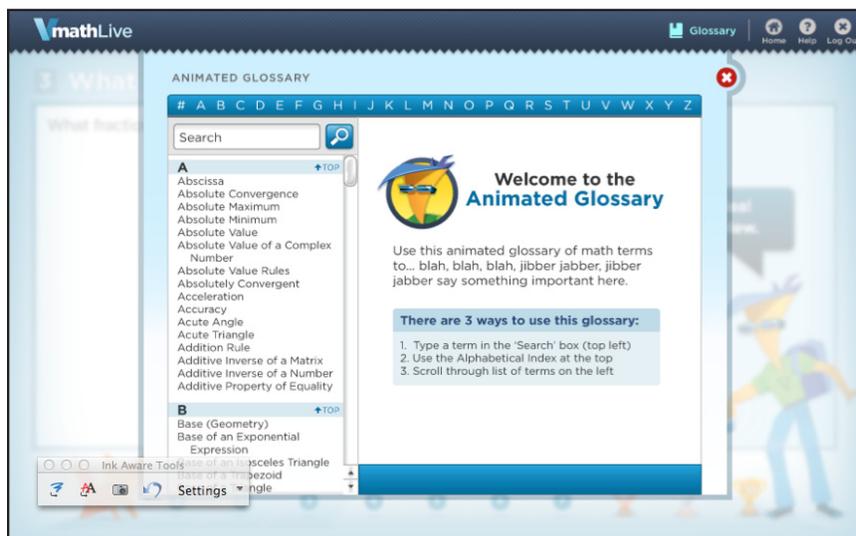
For Play vs. Friend, follow the same steps after clicking on Play a Friend. In this game mode, students play one other classmate at a time.



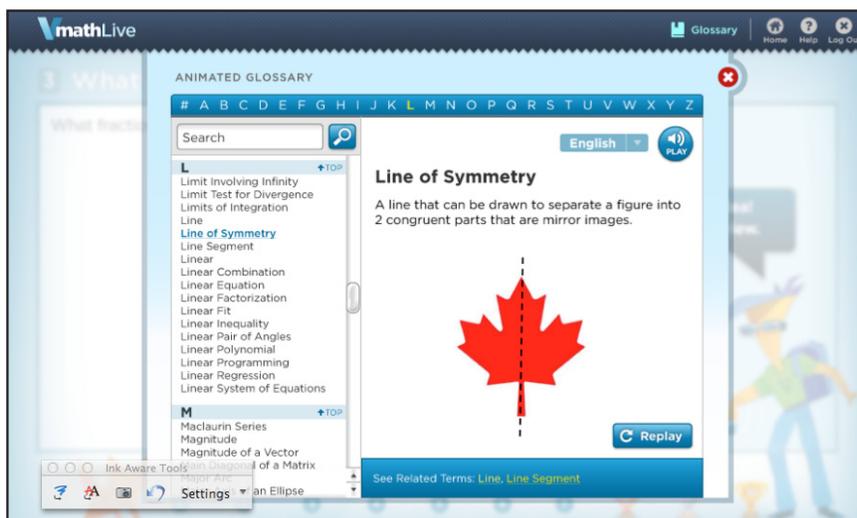
Other Features

Animated Glossary

From the Learn section, students may access the Animated Glossary at any time from the link at the top of the screen. The math dictionary consists of approximately 400 common math vocabulary terms. Students can select a term from the alphabetical list or type it in.

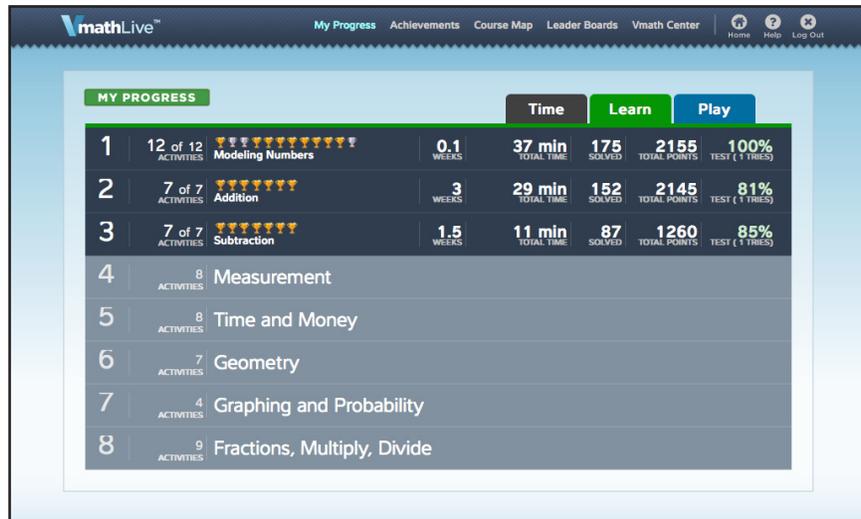


Then, the student will hear the term with its definition while watching an animated representation of the term. The program also provides a list of related terms linked to the definitions, and students may read and hear the terms in English or Spanish.



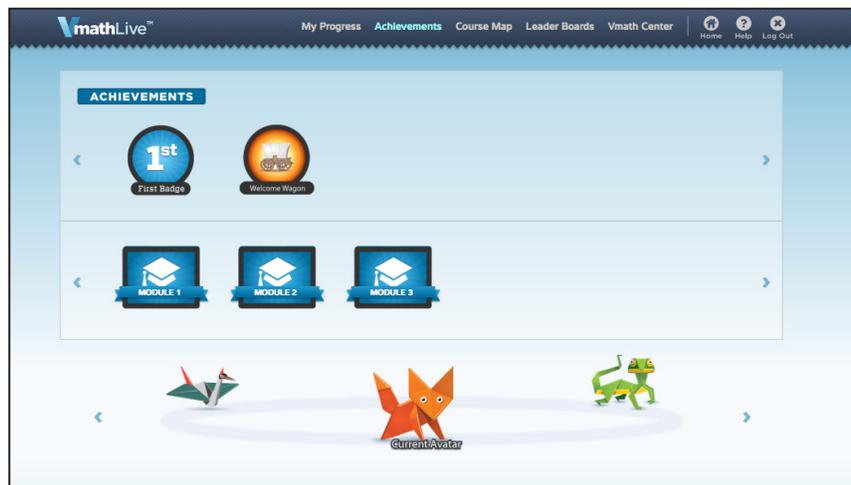
My Progress

The My Progress page provides a detailed snapshot of how the student is doing in the program for the Learn and Play sections and then for Time via the three tabs. On the Learn tab, each module has a row that shows the student's trophies, the number of weeks it took to complete the module, the total time spent on the module, the number of problems solved, total points, and the student's score on the Module Test. The Play tab shows the student's achievements in Play. The Time tab offers details on the time the student spent on different activities.



Achievements

The Achievements page allows the student to view all of their VmathLive accomplishments on one page. The student can view a display of his or her trophies and badges earned, certificates awarded, and the avatars collected by mastering modules.



Enrolling Students

Log In to VPORT®

To log in to the VPORT online data management system, go to www.voyagerlearning.com. Click the VPORT Login button in the top right corner of the screen. The next screen is the VPORT Customer Login page. See page 6 to review the Browser Check.



Enroll Students and Obtain User IDs and Passwords

Follow these steps to enroll students in VmathLive and to generate their USER IDs and PASSWORDS.

When you first enter VPORT, you will see the **Key Measures** for your class in the **MY RESULTS** section of VPORT.



Select the **MY CLASS** tab to display the ROSTER subtab.

The MY CLASS tab defaults to the ROSTER. The roster lists your students, their individual Student IDs, Enrollment status, Date Enrolled, and their USER IDs and PASSWORDS. To ensure that students are enrolled in the correct program, refer to the Enrollment column. If the drop-down reads “Not Participating,” choose the correct category: “Vmath and VmathLive” or “TransMath and VmathLive” if the student is enrolled in both or “VmathLive Only” if they are only enrolled in this program. Be sure to click **Save Changes** after changing items.

Student (Last, First)	Student ID	Enrollment	Date Enrolled	User ID	Password
S5238741_DemoStudent	S5238741	Vmath and VmathLive	08/30/2011	s5238741	firstclass9
S5238745_DemoStudent	S5238745	Vmath and VmathLive	01/11/2011	s5238745	firstclass9
S5238746_DemoStudent	S5238746	Vmath and VmathLive	01/11/2011	s5238746	firstclass9
S5238747_DemoStudent	S5238747	Vmath and VmathLive	01/11/2011	s5238747	firstclass9
S5238749_DemoStudent	S5238749	Vmath and VmathLive	01/11/2011	s5238749	firstclass9
S5238750_DemoStudent	S5238750	Vmath and VmathLive	01/11/2011	s5238750	firstclass9
S5238751_DemoStudent	S5238751	Vmath and VmathLive	01/11/2011	s5238751	firstclass9
S5238752_DemoStudent	S5238752	Vmath and VmathLive	01/11/2011	s5238752	firstclass9

Assigning and Unassigning Activities

From the My Class tab, click the Roster subtab. The roster either will be populated with student names provided by the district or it will be blank.

The screenshot shows the 'Manage Roster' page for 'Vmath Fifth Grade' in the VmathLive system. The page has a navigation bar with tabs for 'My Results', 'My Class', 'Training', 'Support', and 'Vmath'. Under 'My Class', there are sub-tabs for 'Summary', 'Pacing Calendar', 'Roster', 'Enter Scores', 'Schedule Online Assessments', and 'VmathLive Settings'. The 'Roster' sub-tab is selected. The main heading is 'Manage Roster for *Vmath Fifth Grade* > Vmath 2011-2012'. Below this, there are buttons for '+ Add Students', 'Demographics', and 'Save Changes'. A note states: 'Student User ID's and Passwords are used for entry into VmathLive.' The roster table has the following columns: Student (Last, First), Student ID, Enrollment, Date Enrolled, User ID, and Password. The table contains four rows of student data, each with a red 'X' icon in the first column.

Student (Last, First)	Student ID	Enrollment	Date Enrolled	User ID	Password
S5238741, DemoStudent	S5238741	Vmath and VmathLive	08/30/2011	s5238741	firstclass9
S5238745, DemoStudent	S5238745	Vmath and VmathLive	01/11/2011	s5238745	firstclass9
S5238746, DemoStudent	S5238746	Vmath and VmathLive	01/11/2011	s5238746	firstclass9
S5238747, DemoStudent	S5238747	Vmath and VmathLive	01/11/2011	s5238747	firstclass9

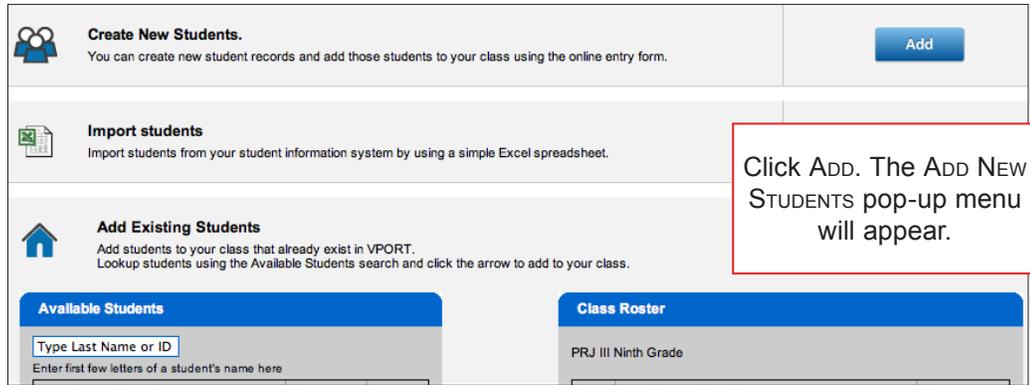
To Add Students

To populate a blank roster with student names or to add additional students, click Add Students or navigate to the My Class, Summary page. There are three methods to add students to the class roster:

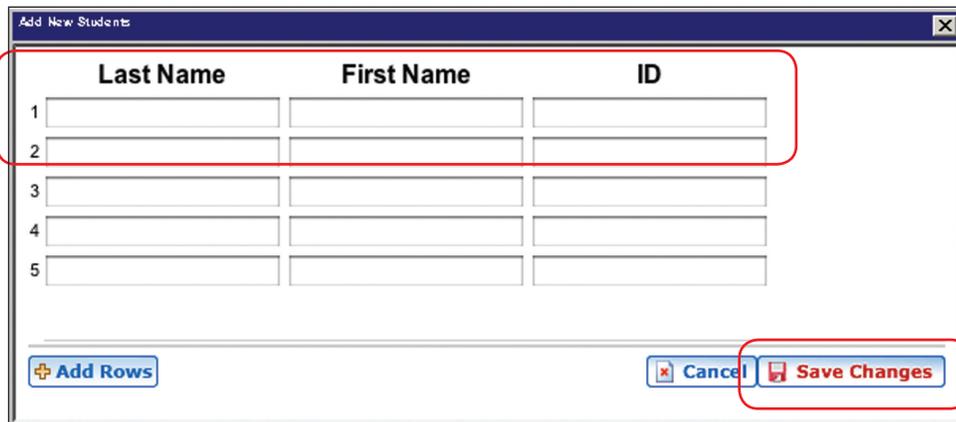
Option 1: Select students from the Available Students list. In the blank field, type the first few letters of the student's last name (in the example below, zim) or the student's ID. If the student's name appears, click the Add arrow. VPORT will automatically populate the Class Roster with the student information.

The screenshot shows the 'Add Existing Students' dialog box. It has a title bar with a home icon and the text 'Add Existing Students'. Below the title bar, it says 'Add students to your class that already exist in VPORT. Lookup students using the Available Students search and click the arrow to add to your class.' There are two main panels: 'Available Students' and 'Class Roster'. In the 'Available Students' panel, there is a search field with 'zim' entered. Below the search field, there is a table with columns 'Last Name, First Name' and 'ID'. The first row is 'Zimmerman, John' with ID '044154'. To the right of this row is an 'Add' button with a right-pointing arrow. In the 'Class Roster' panel, there is a table with columns 'Drop', 'Last Name, First Name', and 'ID'. The table is titled 'Vmath Fifth Grade' and contains a list of students with their names and IDs. A red box highlights the search field and the 'Add' button in the 'Available Students' panel. A red arrow points from the 'Add' button to the 'Class Roster' panel. A text box with an arrow pointing to the 'Add' button says 'A drop-down menu would indicate multiple classes are available.'

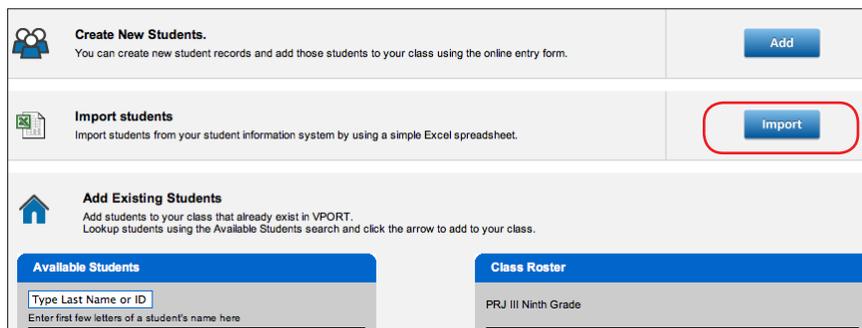
Option 2: Add students not found in the list of Available Students by clicking on the Add button in the Create New Students section.



Enter the new student information. Add additional students, as needed, by clicking Add Rows. Click Save Changes when you have finished, then click Save Changes on the My Class tab and Roster subtab to save your roster additions.



Option 3: Import student information from a spreadsheet by clicking on Import in the Import Students section and follow the directions.

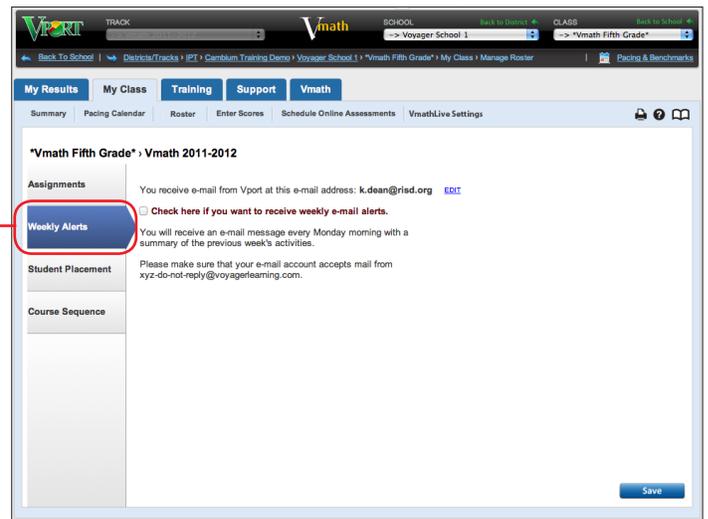


Participation Options and Settings

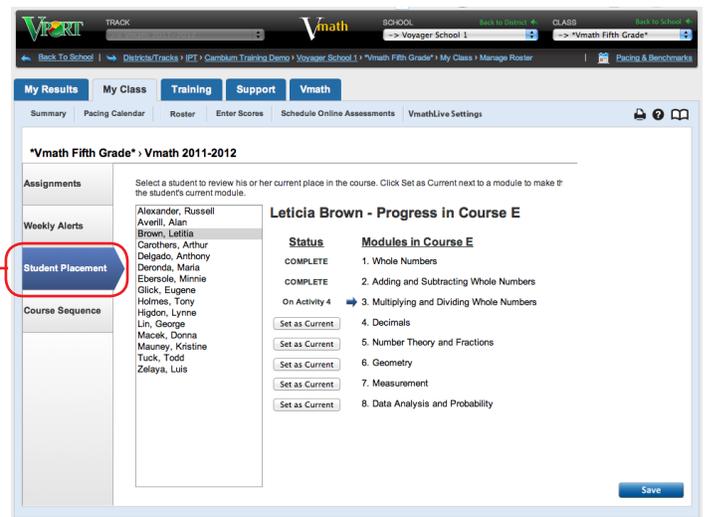
There are several options a teacher can control relating to the student's participation in VmathLive. Go to the MY CLASS tab and VmathLive Settings subtab. This page allows you to move a student to a different module in the course, subscribe to a weekly class summary, modify the course by changing module order or removing modules from the course sequence, and assign students specific activities.

Note: At the time of print, the page for VmathLive Settings, Assignments was unavailable. The Assignments section will allow you to assign certain activities in specific modules and/or modules to individual students or the whole class. You click on the student's name and then click on the name of the assignment you would like to require the student to complete.

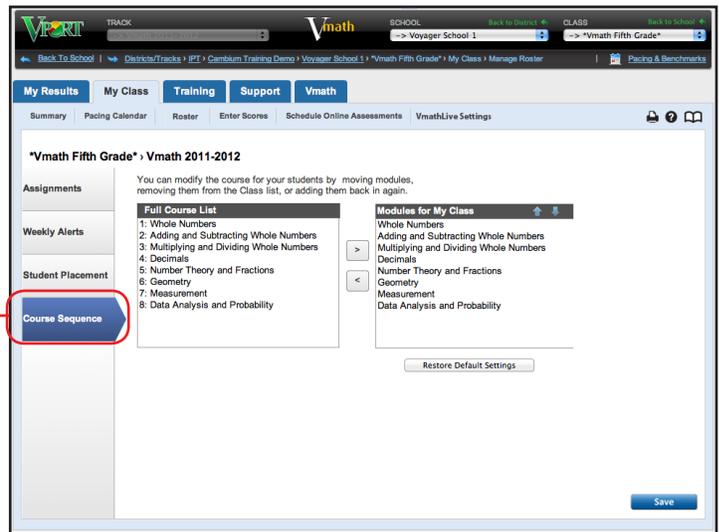
In Weekly Alerts, teachers may choose to receive a weekly summary email that details their students' progress from the week. It also provides details on students who are having trouble passing activities or the Module Test. Click on the checkbox next to "Check here if you want to receive weekly e-mail alerts" to receive the emails.



For Student Placement, teachers can modify the course by changing the activity order or moving a student to a different module in the course. Click on the student's name then click on the module or Set as Current the activity you would like the student to move to.



For Course Sequence, teachers can change the order of the course for students. Teachers can drag and move the module titles around on the right-hand side to change the order, delete them to remove them from the list, or add them back into the list.



Viewing Reports

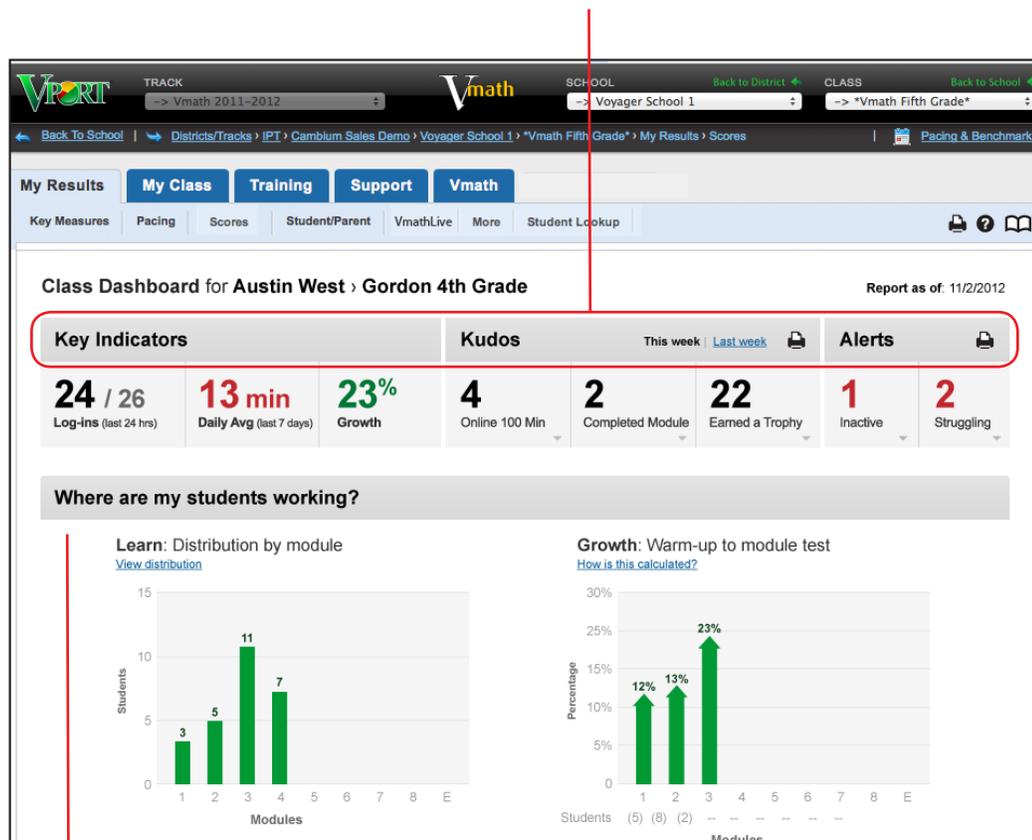
Log in to your VPORT account.



Class Summary Report

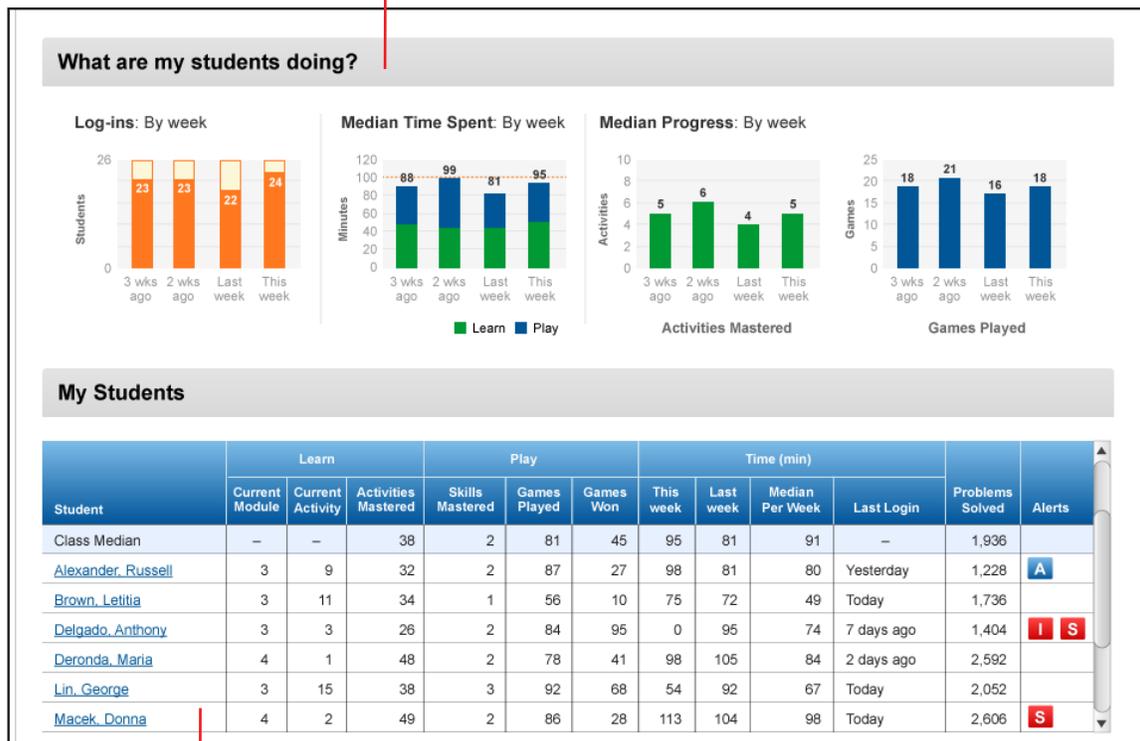
Click on the **MY RESULTS** tab and choose the **VMATHLIVE** subtab. Your entire roster of students enrolled in VmathLive will appear on this report.

There are several sections to the class-level report. The Key Indicators section shows the number of logins in the past week, the daily average number of minutes students spent in the program, and percentage of growth. In the Kudos section, it shows the number of students online for more than 100 minutes for the week and how many students completed a module and earned a trophy. The Alerts section indicates the number of inactive or struggling students.



The report shows where students are in the program by displaying the number of students in the modules and how many students have made it to a module's warm-up for the module test.

Below the “Where are my students working?” section is information that compares the number of logins for the current week and the last three weeks, the amount of time spent by week, the number of activities mastered, and the number of games played.



Student Progress Report

To view an individual student's progress from the VmathLive class report screen, found under My Results, VmathLive subtab, select a student by clicking on their name at the bottom of the report under My Students.

The top section displays the number of times the student has logged in over the last seven days, the module and activity the student is working on, how many days spent in the current module, and the student's progress as compared to the rest of the class.

The middle section displays the Time Spent on activities and games over the last several weeks.

Under the Learn heading, teachers can see how many activities the student completed in each module, the student's trophies, time it took the student to complete the module, how many math problems the student attempted, and the percentage they answered correctly.

The Play heading displays the mental math skills the student has encountered and opened in Play along with the student's best score for each with the target score for that skill. It also shows if the student mastered the skill, how many games the student played, and the number of math problems they solved in Play.

Student Dashboard for Austin West Gordon 4th Grade Report as of: 11/2/2012

Anthony Delgado

Key Indicators | **What is Anthony working on?**

Inactive 10/26 Last Log-in 7 days ago | **2 min** Daily Avg (last 7 days) | **Struggling** | **Module 3** Multiplying and Dividing Whole Numbers | **10** Days in Module | **10/23** start date | Student Class 3 3 11 vs Class Course Progress

How is Anthony doing?

Time Spent Goal: 100 minutes per week

3 weeks ago: Total 93 min. 2 weeks ago: Total 108 min. Last week: 95 min. This week: 0 min.

Week	M	T	W	Th	F	S	S	Total
3 weeks ago	1	2	1	0	1			93 min
2 weeks ago	1	1	1	2	0			108 min
Last week	1	1	1	0	0			95 min
This week								0 min

Learn

Module	Time	Performance
1 11 of 11 Activities Whole Numbers	18 Days 2 hr 24 min Total Time	323 Problems 90% Test (3 Tries) 8% Growth Certificate
2 13 of 13 Activities Adding and Subtracting Whole Numbers	21 Days 3 hr 47 min Total Time	436 Problems 85% Test (5 Tries) 11% Growth Certificate
3 2 of 24 Activities Multiplying and Dividing Whole Numbers	10 Days 24 min Total Time	47 Problems -- Test -- Growth Certificate

Play Scores based on number of correct answers in 1 minute

Open	Mental Math Skill	Best Score	Target Score	Mastered	Games Played	Problems Solved
Y	Addition and Subtraction Facts to 10	22	20	Y	10	126
Y	All About 10	19	20		9	103
Y	Add and Subtract Tens	12	18		8	78
Y	Addition and Subtraction Facts to 20	23	15	Y	7	101
Y	Multiplication Facts	9	20		8	36
Y	Multiplication Facts 2	11	20		7	23
Y	Multiply Tens	16	20		6	52
Y	Division Facts	7	18		7	18

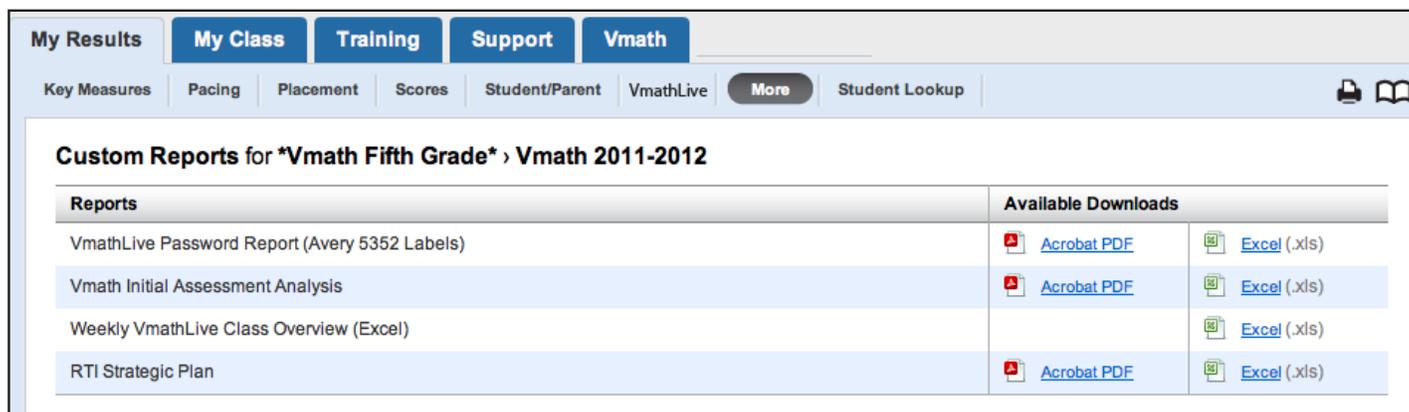
More Subtab Reports

There are additional reports you can generate and print for VmathLive. Go to the My Results tab and then click on the More subtab.

The Weekly VmathLive Class Overview can be used every week to generate data and maintain a class history. You can view each student's current VmathLive module and activities, the last time each student logged in, the total time spent in the program and the daily average amount of time, and the trophies and number of activities and games completed that week.

Click on the VmathLive Password Report to generate a PDF of organized labels with each student's login information.

Note: New reports are continuously added.



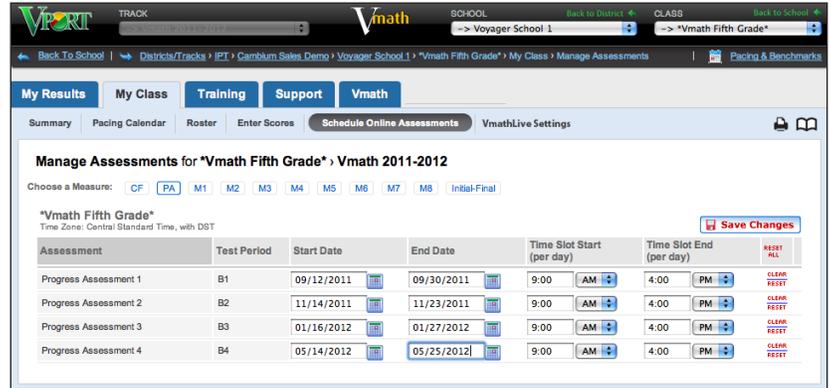
The screenshot shows the VmathLive interface. At the top, there are navigation tabs: 'My Results', 'My Class', 'Training', 'Support', and 'Vmath'. Below these, there are subtabs: 'Key Measures', 'Pacing', 'Placement', 'Scores', 'Student/Parent', 'VmathLive', 'More', and 'Student Lookup'. The 'More' subtab is selected. The main content area is titled 'Custom Reports for *Vmath Fifth Grade* > Vmath 2011-2012'. It contains a table with two columns: 'Reports' and 'Available Downloads'.

Reports	Available Downloads
VmathLive Password Report (Avery 5352 Labels)	 Acrobat PDF  Excel (.xls)
Vmath Initial Assessment Analysis	 Acrobat PDF  Excel (.xls)
Weekly VmathLive Class Overview (Excel)	 Excel (.xls)
RTI Strategic Plan	 Acrobat PDF  Excel (.xls)

Vmath Testing Center

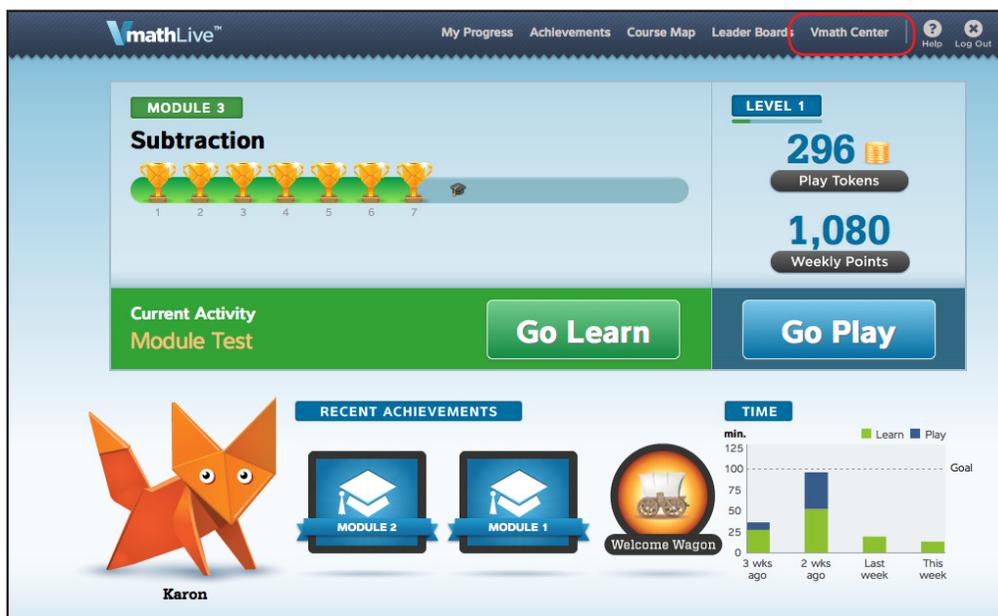
Scheduling

Vmath students may take Vmath assessments online by logging in to VmathLive. You may use the Vmath Testing Center to administer assessments to each student or the whole class. Before students can take an assessment online, you must schedule the assessment in VPORT. Go to the MY CLASS, Schedule Online Assessments subtab and choose the correct assessment. (TransMath students may also take assessments online, but they do so through the TransMath Testing Center site.)



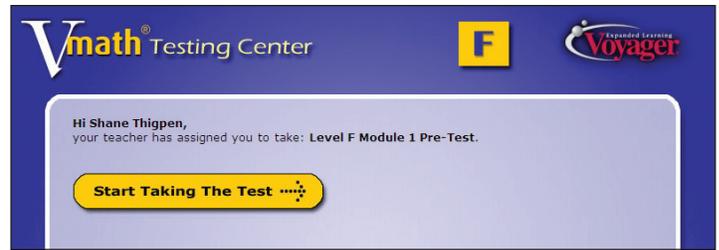
Taking Tests Online

After you have scheduled the assessment, have students go to <http://vmathlive.voyagerlearning.com> within the dates and times that you input in VPORT. Students enter their individual User ID and Password to enter their personalized home page. Once they are logged in, students click on the Vmath Test Center tab at the top of the page.

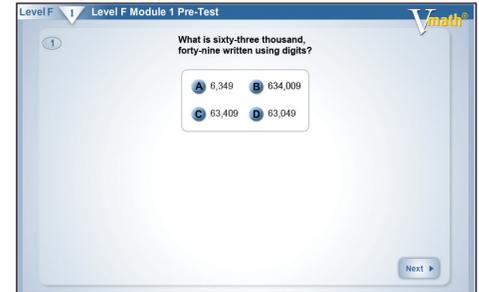


VmathLive® Training Guide

For Vmath, a new screen comes up for students to begin taking the test. They click on the Start Taking the Test button. Note: Students must complete the assessment once they have begun taking it.



Students see their results immediately upon completing the assessment. The screen shows students the assessment they completed, their score as a percentage, and the number they got correct out of the total questions if they need improvement.



Viewing Test Results

Once students complete the assessment, you can view the class results in VPORT in the MY CLASS, Enter Scores subtab. Choose the assessment results that you wish to review to view the entire class results. You can also view student test results by going to MY RESULTS, Student/Parent and choose a student's name to see a Student Chart of the student's performance on each assessment for each benchmark period. A list of the entire class's scores by student is also found in MY RESULTS tab, Scores subtab.

Student (Last, First)	Student ID	CF Score (0-200)	PA Score (0-30)
Bermudez, Presley	S38742		8
Gaebler, Donna	S38745	22	12
Guidry, Tyraniasha	S38746	33	19
Jones, Jaden	S38747	22	7

Student	RTI Group	Enrollment Type	PA Score	CF Score	Overall
rogers, John	Unknown	VmathLive Only			
S5239515, DemoStudent	Group 3	Vmath Testing Center	13	385	B
S5239516, DemoStudent	Group 3	VmathLive Only	15	450	B
S5238736, DemoStudent	Group 3	VmathLive Only	11	325	B
S5238737, DemoStudent	Group 3	VmathLive Only	12	355	B
S5238738, DemoStudent	Group 3	VmathLive Only	11	325	B

Student Report

Class: Training Only - Grade 3
 Student: S38672, Vtdemo (ID: S38672)
 Teacher: Ttdemo T2562

Year: 2010-2011 Academic Year
 3rd Grade
 Product: Vmath®

M8: Percent Correct
 Bar chart showing 70.0% correct for M8.

PA: Quantile
 Line graph showing performance across benchmarks B1, B2, B3, and B4. Values: 145.0, 235.0, 295.0, 317.0.

CF: Score
 Stacked area chart showing scores for benchmarks B1, B2, and B3. Values: 50.0, 65.0, 80.0.

Modules: Percent Correct
 Bar chart showing performance across modules M1 through M8. Values range from 38.0 to 72.0.

Student Historical Data
 Vtdemo S38672 Page 1 Mon Feb 14 2011



VmathLive® Training Guide

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