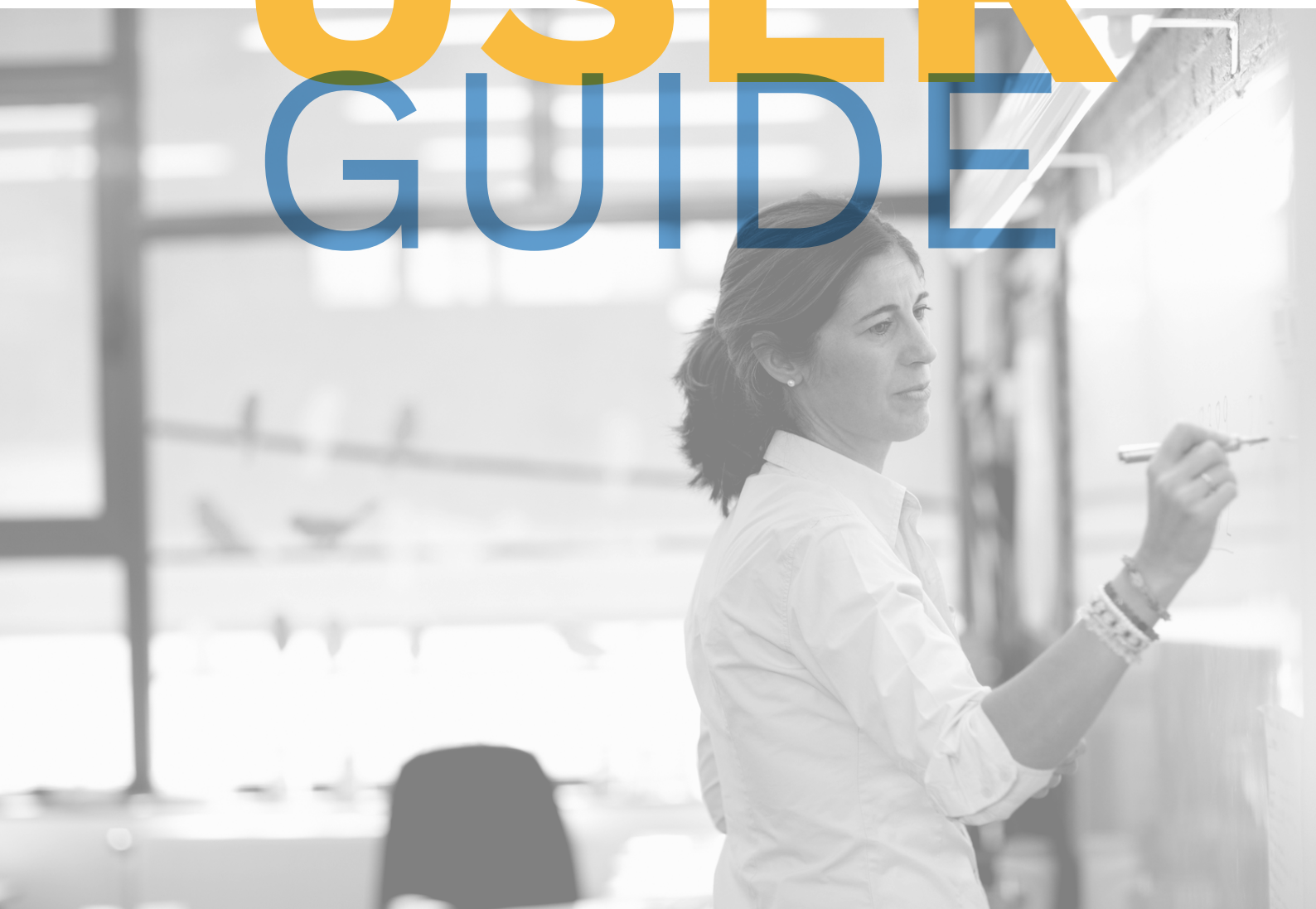


TEACHER USER GUIDE



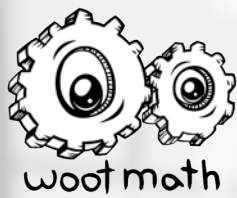


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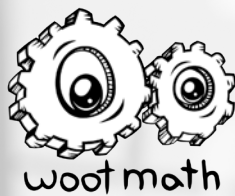
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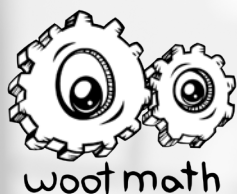
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WOOT MATH OVERVIEW!

Woot Math is a research-backed platform designed to help teachers deeply engage and delight students through teacher-led, self-paced and peer-to-peer activities tailored for the math class. We have a history of co-designing products with teachers to ensure that they meet the needs of the real classroom, build a sense of belonging and confidence for students, while amplifying best practices.



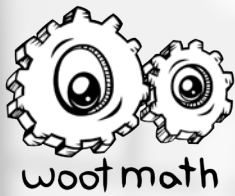
Self-Paced Learning

Students work independently using Woot Math's Adaptive Learning and a deep database of open educational resources (OER). The Adaptive Learning enables students to master key foundational topics like fractions, decimals and ratios by building conceptual understanding. It's adaptive engine combines short-form video instruction and practice problems to tailor the experience for each learner. A rich suite of interactive manipulates allow students to build models of concepts and deepen their conceptual understanding. With the OER database, you can quickly create or modify self-paced assignments tailored to your lessons.

Teacher-Led Instruction

The tools for teacher-led instruction makes it easy for students to capture their thinking and for teachers to access the resulting work in real-time. Together, it becomes possible for students to explore many ways to approach a problem, review common misunderstandings, and to see that making sense of mathematics is a journey. Directly use or customize the teacher-led assignments from a deep bank of tasks sorted by grade, topic, and type, or create your own using an easy drag and drop interface.





WOOT MATH OVERVIEW!

Peer-To-Peer Collaboration

We have three engaging peer-to-peer activities that are designed to get your students collaborating, discussing, and working together towards a common goal.

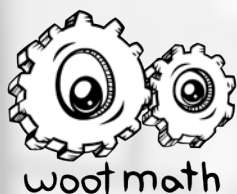
- (1) Team Mode lets you assign your students into teams, and they work together to solve tasks. Everyone on the team has to supply the correct answer for the team to get a point, so communication is key.
- 2) Math Jam gives you access to a collaborative white board for math. It has optional built-in AV conferencing, text chat, and white board tools and manipulatives that everyone can use at the same time. You can even load your instructional content into the whiteboard during a session.
- (3) Themed Escape Rooms are a terrific resource to have your students work together through a story filled with math-themed puzzles. As each puzzle is solved, a new challenge is unlocked.

At the heart of each activity is unlocking discourse – students justifying their reasoning, explaining their approach, and collaborating on their responses.



Open Educational Resources

Open Educational Resources (OER) are freely accessible, openly licensed problems and supporting material that are useful for teaching, learning, and assessing. Woot Math has a large bank of OER assignments and tasks that teachers can copy, modify, and use for their classroom. All OER assignments are reviewed for before being shared with the Woot Math community to ensure quality. The OER assignments can be used for self-paced, teacher-led, and peer-to-peer assignments.



SIGNING UP!

SIGNING UP

The first step in getting started with Woot Math is to sign up for a new teacher account at www.wootmath.com/signup

The signup screen is shown below:

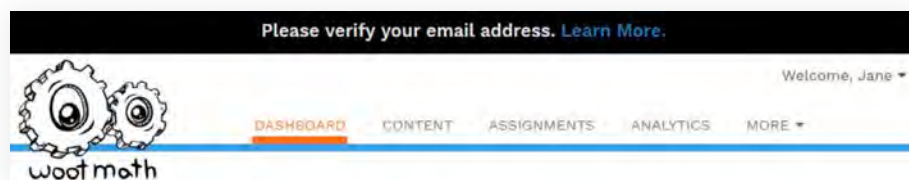
The screenshot shows a web form for signing up. It has four input fields: 'First Name', 'Last Name', 'Email', and 'Password'. Below these fields is a line of text: 'By signing up, I agree to the [Teacher Account Terms and Conditions](#)'. Underneath this is a 'Submit' button. Below the 'Submit' button is a horizontal line with the text 'Or sign up with' in the center. Below this line are three buttons: 'Google' (with the Google 'G' logo), 'Facebook' (with the Facebook 'f' logo), and 'Clever' (with the Clever 'C' logo).

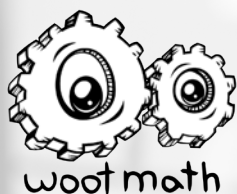
For email, using your school email address is preferred. Select a password, review, and agree to the Woot Math terms and conditions, and then press Submit. You can optionally sign up using your Google, Facebook, or Clever credentials as well.

VERIFYING YOUR EMAIL ADDRESS

Once you have created a teacher account, you will receive a verification email from team@wootmath.com

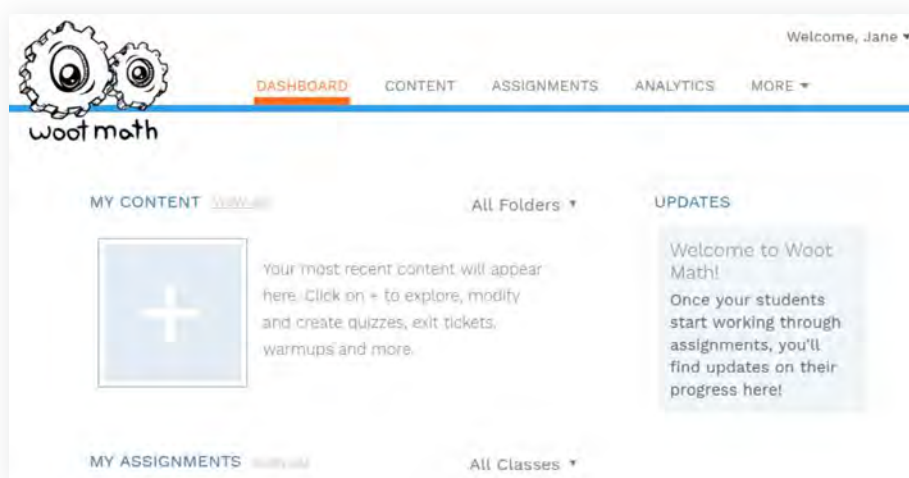
It is important that you open this email and then click the link to verify your email address. Until your email address is verified, you will see a reminder note at the top of your dashboard. If you do not receive the verification email, please check your spam folder. If you find the email in the spam folder, mark it as “Not Spam” and add @wootmath.com to your address book. This will help ensure our email messages get to you in the future.





TEACHER DASHBOARD!

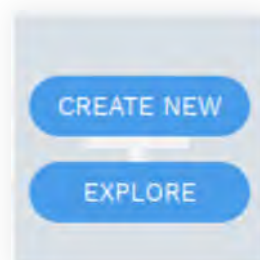
The dashboard provides access to your most recent content and assignments, as well as your most recent updates. As a new teacher, you won't yet have any content assigned to your students yet. To explore the content that is available, either click on the + or navigate over to Content to explore all of the content that is available to you.



MY CONTENT

My Content is all of the content that you have added to your account. This includes original content that you have created, as well as content that you want to use from others (both content from other teachers, as well as Woot Math provided content). To view your content, you can either select View from the teacher dashboard or go to Content and then My Content. You can also add content right from the Dashboard by selecting the + button as shown.

Create New will allow you to create new content, and the Explore button will take you to the existing content.

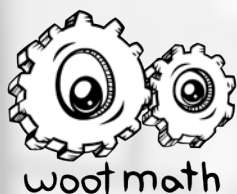


MY ASSIGNMENTS

My Assignments displays all of your recent assignments, which includes both active and completed assignments. From here you can view the current status of the assignment. For additional insight into assignments, refer to the [Assignments section](#).

UPDATES

Updates provides real-time updates about the usage of Woot Math. The updates might include the latest information about your students, your account, as well as helpful information on how to best utilize Woot Math for your classroom.



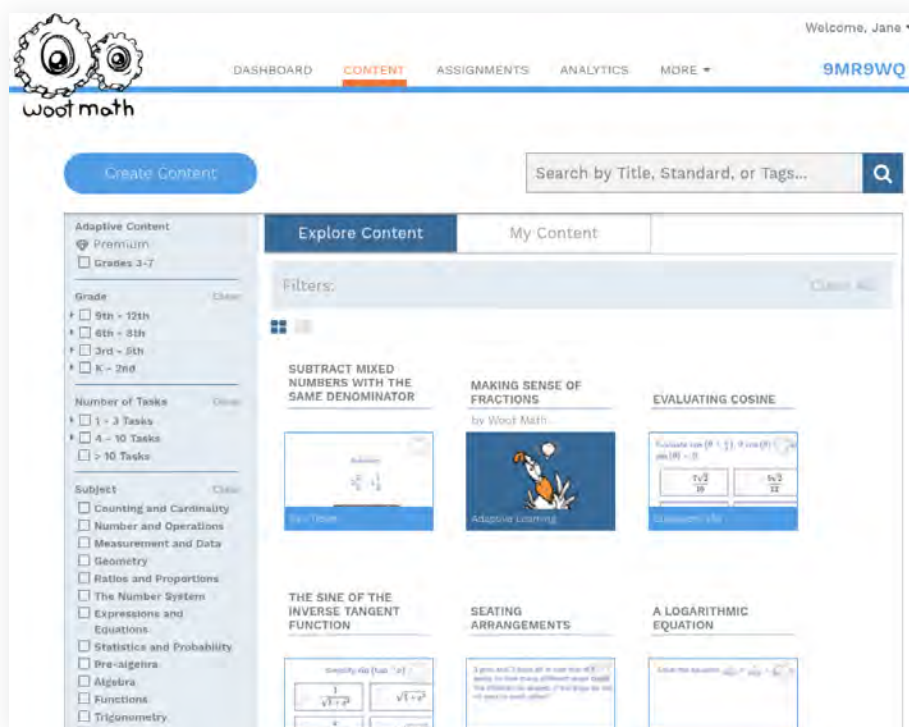
CONTENT!

Content contains two areas, Explore Content and My Content. Explore Content is content that has been created by others, or by Woot Math. My Content is content that you have added (either by creating from scratch or by copying/modifying existing content).

EXPLORE CONTENT

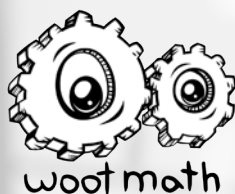
Woot Math's evidence based content is designed with the support of the National Science Foundation and the Department of Education (IES). All content can be used for self-paced, teacher-led, and peer-to-peer activities. Whether you need a warm-up, quiz, exit ticket or series of open-ended questions, "draw it" style questions, there are tasks to support that activity. A digital scratchpad for mathematics let's your students capture their work and gives you instant visibility into their thinking.

You can explore Woot Math's content by grade, subject, number of tasks, search, and more. Below illustrates an example of the Explore Content.



From the Explore Content, you can run, preview, share, favorite, or copy content into My Content.

Note that there are currently two main content types: Adaptive Learning and OER for formative assessments, quizzes, warm-ups, exit tickets, and more.



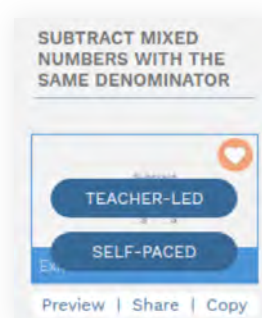
Adaptive Learning

Adaptive Learning assignments are for self-paced learning, and provide hands-on interactive lessons that are deeply engaging for students and have been proven to build conceptual understanding by adapting to meet each student's personal needs. Grade-aligned content is available for grades 3-6, and intervention and remediation support is provided for grades 6-8.

Woot Math's free tier includes two Adaptive Learning units, and the premium tier unlocks access to all of them. For more information on the premium tier offerings, please see the [Woot Math pricing page](#).

Open Educational Resources (OER) - Quizzes, Exit Tickets, Warmup, and more

The library of tasks and assignments can be used to support formative assessments, teacher-led or self-paced quizzes, exit tickets, warmups, and more. All Woot Math OER content can be used in your classroom in self-paced, teacher-led, and peer-to-peer modes. You can also easily tailor this content or create your own. For more information on the premium tier offerings, please see the [Woot Math pricing page](#).

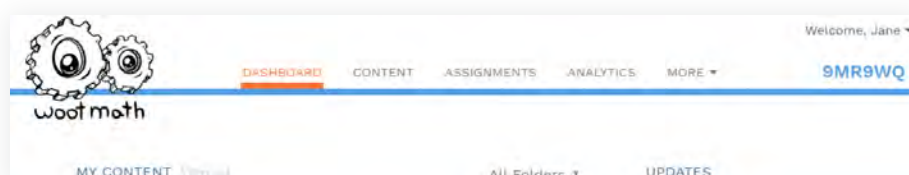


MY CONTENT

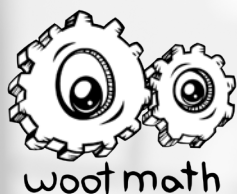
The My Content section is where all of your content resides. This can be content that you have created, or content that you have copied from others (which can be either Woot Math created or teacher created). Note that all teacher created content is reviewed and approved prior to being included in the Explore Content section.

TEACHER CODE

When you sign up for a Woot Math account, you are assigned a unique teacher code. Your teacher code is available in the top hand corner of the teacher dashboard, as shown here (9MR9WQ in this case). Your students will need the teacher code when logging into their dashboard (both on the web or on the iPad). See [How Students Access Woot Math](#) for additional information on this process.



If your students are using Google Classroom or Clever to access Woot Math, the teacher code may not be necessary.



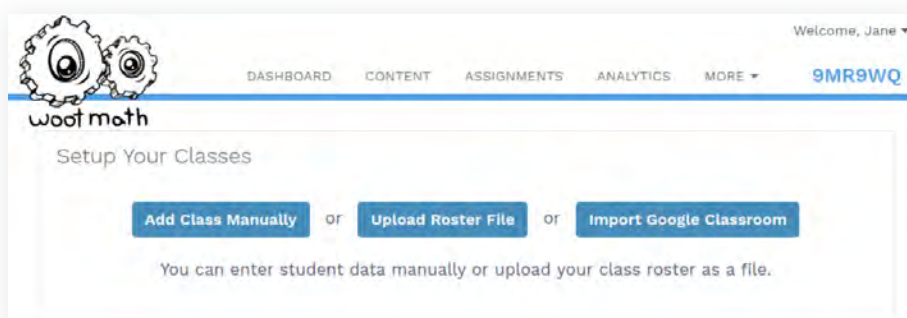
YOUR CLASSROOM ROSTER!

You can set up one or more classroom rosters by uploading a roster file, manually entering your roster, or connecting to another LMS such as Google Classroom or Clever. To add a roster, select More from the drop-down menu, then select Manage Classes & Roster.

While you can run OER assignments such as quizzes, polls, and exit tickets without a classroom roster, the Adaptive Learning assignments requires a classroom roster. A classroom roster also has the added benefit of storing your students progress over time, allowing them to access their student dashboard, reports, and more. To get started with a classroom roster, the first step is to create a class.

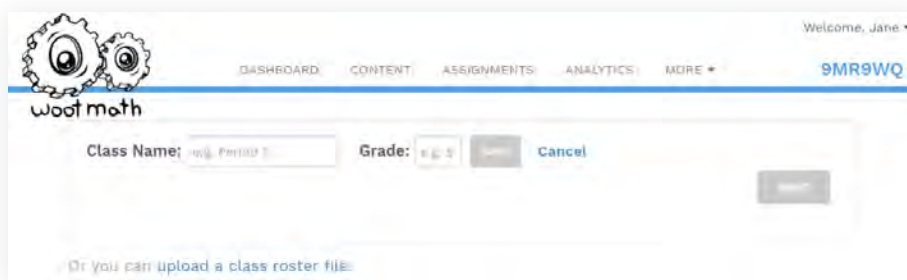
CREATING A CLASS

You can create a new class in one of three ways. You can manually set up your class and add your students, upload a class roster file, or connect via an LMS such as Google Classroom or Clever.



Adding Classes and Students Manually

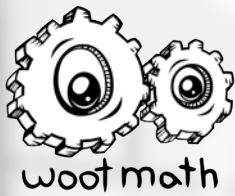
To manually set up your class, you will first need to enter your class name and grade level.



After you enter your class name and grade level, select Next.



There are no limits on the number of classes or the number of students you can create.



Once you have created a class, you will next enroll your students.

- ▶ Each student requires a username and password. First name and last name are optional and used for reporting and administrative functions. Click Save to add the current student to the roster.

When you are done, select Done. You can add additional students later in the Manage Classes & Roster section by selecting the Edit button for that class.

Adding Classes and Students with a Roster File (CSV Upload)

To use a class roster file, select Upload Roster File. If your class roster is stored as a spreadsheet, you can export it as a comma-separated values (CSV) file and then import your class roster into Woot Math.

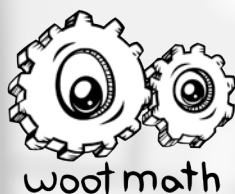
The CSV file requires this format:

class name | first name | last initial | username | password | grade

Note that first name and last initial fields are optional, and you may leave them blank. More details of the format and usage of the CSV file, including sample files, are available on the class upload page: www.wootmath.com/auth/teacher/#/roster/upload

Google Classroom

When you sign up using a Google Classroom account, or later link your Google Classroom account to an existing Woot Math account, all of your classes and student rosters can be shared with Woot Math. When you do this, then you do not need to add classes or students manually, they will be synced from your Google Classroom account to your Woot Math account. If you have already created classes in Woot Math, they can coexist alongside the Google classes. For more details on integrating Woot Math with Google Classroom, [learn more here](#).

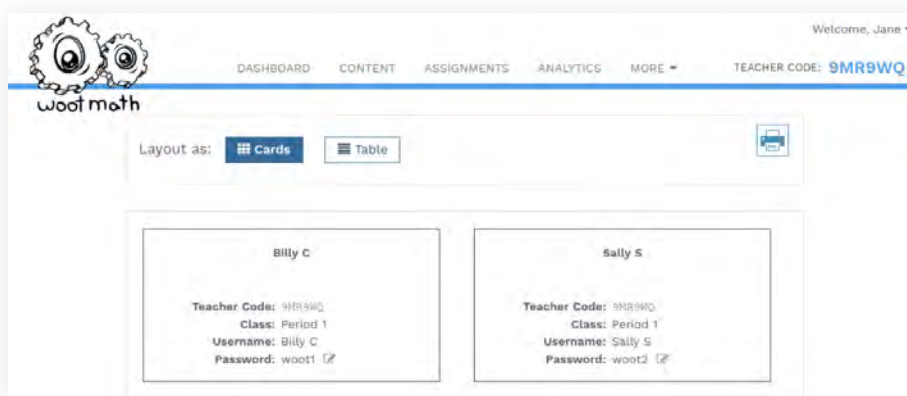


Student Passwords

You do not need to use high quality passwords for your students and you should not use passwords that are used on other sites since we keep these visible for you to easily retrieve for students. We also allow you to print login cards that include the student passwords. Student passwords are intended to prevent students in your class from logging in as other students. Please keep your teacher code and student passwords safe and only give them out as needed. If you would prefer that we hash your student passwords (which means they can't be printed or recovered) please contact us and we can do that for you.

PRINT LOGIN CARDS

Once you have class(es) setup, you can print login cards for your students. Click on the Print Login Cards button to print them either as cards or in table format. Printing login cards is shown below. Student username and passwords should be protected (see the section about [student passwords](#) for Woot Math).



MANAGING PASSWORDS

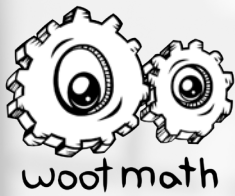
To change a student's password, first find the appropriate class from [Manage Classes & Roster](#). Click on the Edit button next to this class. Then click the Edit button next to the student to bring up the edit student dialog.



Then type in the new password, and click Save when complete.



- Here you can also change the student's name or username. Be sure to click the Save button to the right of the student's name after any changes are made.



UPDATING A ROSTER

You can add and remove students at any time. First click on the Edit class button on the [Manage Classes & Roster](#).

ADDING STUDENTS TO A ROSTER

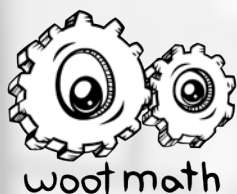
To add a student to a roster, enter their Username and Password (and optionally First Name and Last Initial) and then press Save.

REMOVING STUDENTS FROM A ROSTER

To remove a student from a roster, first click Edit next to the student's name to remove.

Then click More and from the drop-down menu select Delete Student.

You will then be prompted to confirm the removal of your student. Click Delete Student to remove them from your class.

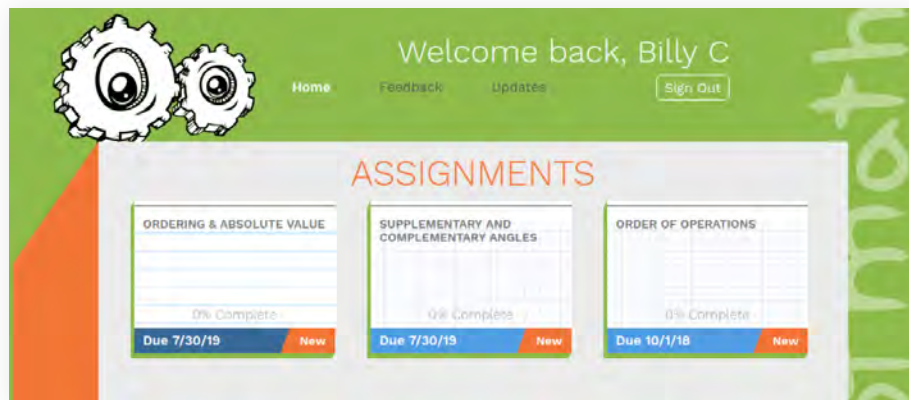


HOW STUDENTS ACCESS WOOT MATH!

After you have set up your class(es), you are ready to use Woot Math with your students. The student dashboard is available from the Woot Math homepage, or at <https://www.wootmath.com/student>. To log in your students will need your [teacher code](#) or access through an LMS such as Google Classroom or Clever.

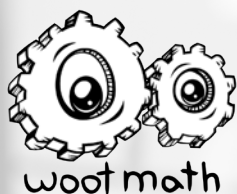
- ▶ In order for students to login to the student dashboard, you must first setup a classroom roster. Additionally, all Adaptive Learning assignments also require a classroom roster. You can run quizzes, exit tickets, and formative assessments in a rosterless mode, although a classroom roster is recommended.

After your students log in, their active assignments are displayed, as well as access to feedback on their work and real-time updates.



Students select the desired assignment to start working. Data is reported back to the teacher dashboard in real-time, so you can observe student progress and provide additional support for your students as needed. The Feedback section is where students can view the results of their completed assignments. They can view their submitted answers, grades, badges earned, progress made, and much more.

Similar to the updates provided on your teacher dashboard, students also receive real-time updates as they make progress on their assignments. These updates include upcoming or completed assignments, problems solved, badges earned, and other helpful information on their progress.

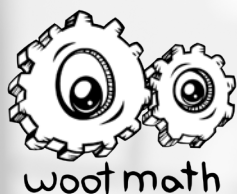


ASSIGNMENTS!

The Assignments section shows you all of the active and completed assignments for your classes. Active assignments are indicated with an Active flag on the assignment. To end an active assignment, select the End button. You can use the Status controls to filter your assignments by active, archived, and completed. To view any of the reports of the assignments, click on the View Report or Open for a given assignment.

Status <input checked="" type="checkbox"/> Active <input checked="" type="checkbox"/> Ended <input type="checkbox"/> Archived					
Classes Clear <input type="checkbox"/> Period 1 <input type="checkbox"/> Period 2					
Assignment Type Clear <input type="checkbox"/> Adaptive Learning <input type="checkbox"/> Warmup <input type="checkbox"/> Homework <input type="checkbox"/> Quiz <input type="checkbox"/> Exit Ticket					
		ADAPTIVE LEARNING Active	REASONING WITH RATIOS & RATES ▾	9/18/20 12:46 pm	View Report ▶ End ⏻
		WARMUP Active	INVERSE VARIATION ▾	9/8/20 2:45 pm	Open ▶ ⬇️ End ⏻
		MATH JAM Active	MATH JAM ▾	9/3/20 4:38 pm	Open ▶ ⬇️ End ⏻
		HOMEWORK	MULTIPLYING BINOMIALS AND POLYNOMIALS	8/28/20 10:55 am	View Report ▶ ⬇️ Options ▾

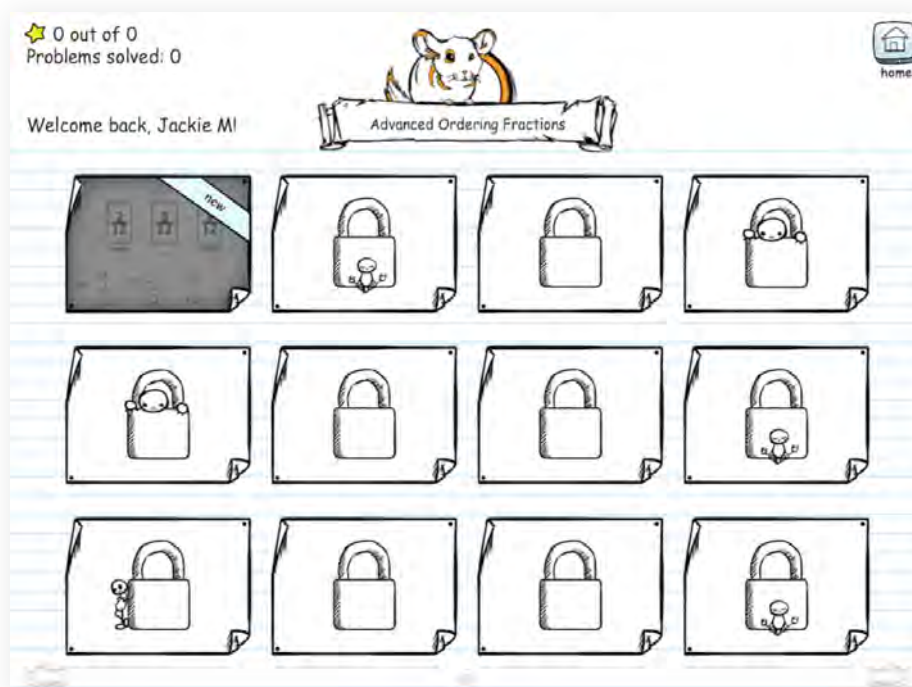
Assignments can be given as self-paced or teacher-led. Self-paced assignments allow students to work independently on either Adaptive Learning or open educational resources (OER) activities. The Adaptive Learning assignments give students the agency to develop, practice, and demonstrate conceptual fluency on critical topics in rational numbers. Teacher-led assignments allow the teacher to facilitate the assignment, and can be used with any OER activities, including peer-to-peer activities. The OER tasks can be assigned as classroom formative assessments, warm-ups or exit tickets, quizzes, homework, etc. You can create your own, or utilize shared lessons from other teachers. Both self-paced and teacher-led activities are available in the free tier and the premium tier, please see the [Woot Math pricing page](#) for details.



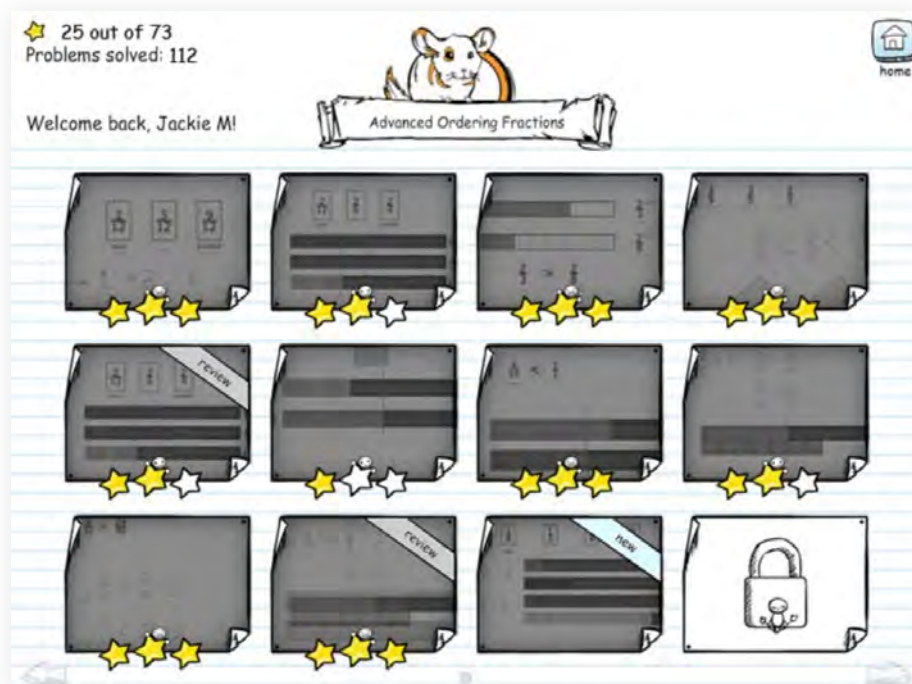
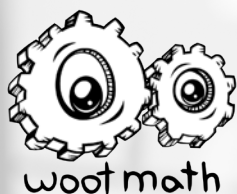
ADAPTIVE LEARNING!

Woot Math's Adaptive Learning content is designed for your students to work independently through a personalized sequence of levels that unlock as they complete the presented material. Students can earn stars for mastery of a concept and they can revisit a level to earn all three stars and increase their mastery.

STUDENT VIEW



Shown above is the student view of an Adaptive Learning assignment. Each tile represents a level that they should complete. As they work through levels, new levels are unlocked. The new levels are adaptively chosen for each student. A screenshot for a student who has completed 10 levels is shown below.

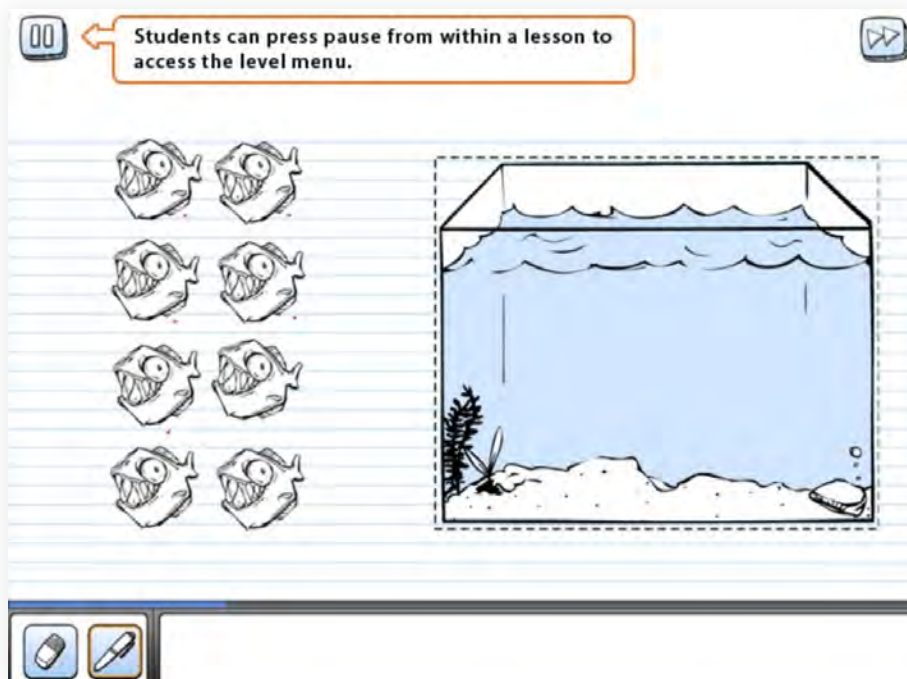


The sequence of levels that students work are likely to be different from each other. Depending on how well they are doing, some students may move through the content more quickly than others. That said, for each topic, all students will cover the same fundamental concepts and materials.

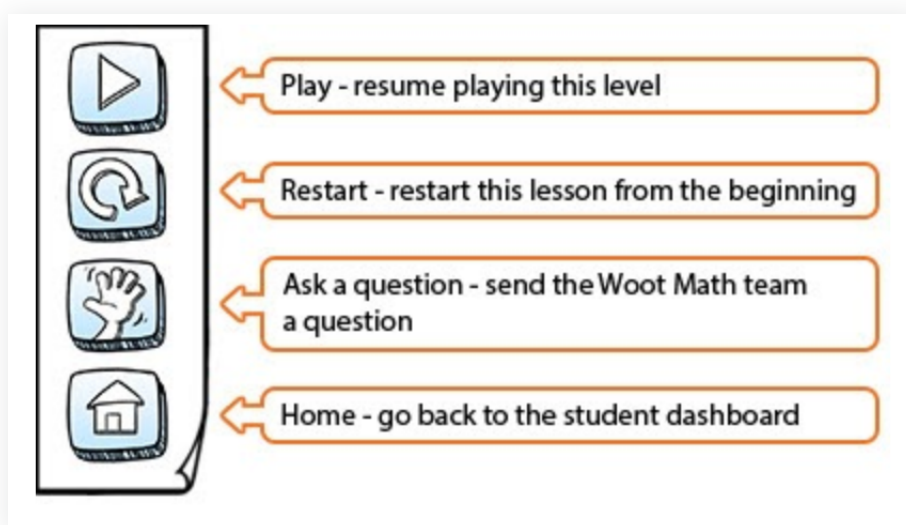
For students who are doing well, Woot Math will unlock bonus problems to further challenge them and build on their success. For students who are struggling, Woot Math will provide additional support and remediation to help these students build confidence, skills, and build on their success.

LEVEL MENU

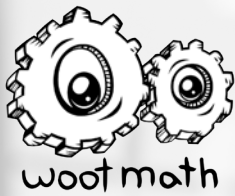
While students are working through a level, they can access the level menu at any time by selecting the pause button in the top-left corner of the screen.



The level menu, which appears when the level is paused, has four buttons:



The menu allows students to resume what they are working on, restart the level from the beginning (often to re-watch videos or earn more stars), send the Woot Math team feedback on a particular problem or video, and return to their student dashboard.



STARS

Students earn between one and three stars for each level that they complete. If they fail to earn at least one star, they will need to try that level again before they can move on. Depending on their progress, supplemental levels may appear to help enable the student to succeed at a given level. In order to earn three stars, students must answer all the problems correctly. Students can retry a level to earn additional stars.

TROPHIES

Once all levels within a notebook are complete, a trophy is earned for completion of that unit. The trophy has:

- One star when the student has earned at least 1 star for each level
- Two stars when the student has earned at least 2 stars for each level
- Three stars when the student has earned all 3 stars for each level



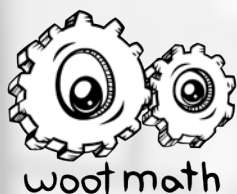
Completing a unit is a significant achievement, especially with 2 or 3 stars. We recommend celebrating these milestones!

ASSIGNMENTS

You can assign an Adaptive Learning unit for your students to work on. When they log in, they will automatically be placed into the unit you assign to them. Once they complete the assigned unit, by default additional units will be unlocked so they can continue working through the content. You can assign a unit for your entire class at once, or you can assign a book to each student individually.

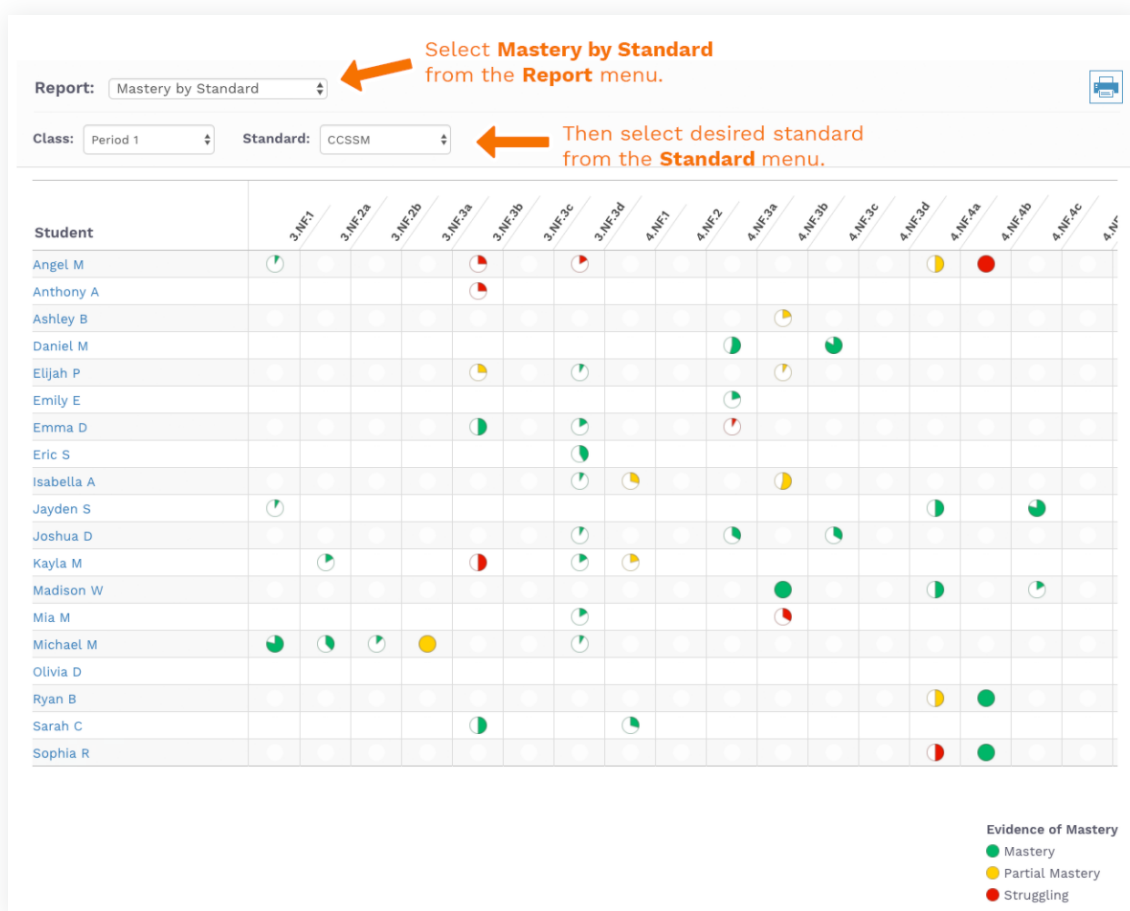
For your Adaptive Learning assignments, you can view the reports to gain additional insight into your students' progress. The following reports are available:

1. Mastery by Standard
2. Mastery by Book
3. Mastery by Topic
4. Student Detail Report



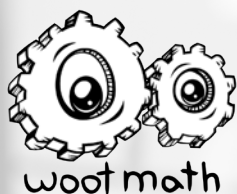
Mastery by Standard

The mastery by standard report shows a snapshot of each of your students work relative to the selected standard. The progress indicates proficiency of each standard based upon the work they have completed. To access the mastery by standard report, select Mastery by Standard from the report drop-down menu, then select your Class and Standard.



Mastery by Book or Topic

Similar to Mastery by Standard, Mastery by Book and Mastery by Topic provide snapshots into your students' performance relative to the units or topics (books) shown. To access these reports, select Mastery by Book or Mastery by Topic from the report drop-down menu, then select your Class.



Teacher Dashboard - Detailed View

To access a detailed history of each student's work in Woot Math, simply click on their name from one of the reports described above. This will take you to a detailed view where you can review the student's history of every level they've worked.

Elijah P's History
Currently Working on The Meaning of Equivalence.
Time spent with Woot Math: none in the last seven days.
Most Recent Achievement:
• Elijah P earned 2 stars on The Meaning of Equivalence.

Lesson: The Meaning of Equivalence
Sep 17, 2015 – 3:35pm 3 minutes new → ★★☆☆ Problems: 6 ✓ 1 ✗

A summary of the student's progress is provided, including the current level they are working on, time spent on Woot Math, and any recent achievements that the student has earned. A summary of each worked level is also provided, including the title, date, time spent, stars earned, as well as problems correct and incorrect. Click on the level summary to see the full details of the work, including screenshots of their actual work.

Lesson: Mixed Numbers and Improper Fractions on a Number Line - Part 2
Sep 10, 2015 – 3:35pm 2 minutes ★☆☆ → ★★☆☆ Problems: 4 ✓ 1 ✗
Lesson Description: In this lesson, students learn how to represent a distance on a number line as mixed numbers and improper fractions.
Earned 2 stars

Video watched (and skipped)

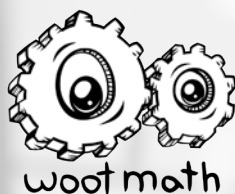
Problem solved

Screenshot of student work

Correct Answer: (after 12 seconds)
Enter the distance the beetle traveled along the number line.
Answer: 6/4

Lesson: Mixed Numbers and Improper Fractions on a Number Line - Part 1
Sep 10, 2015 – 3:30pm 105 seconds Didn't finish. Problems: 1 ✗

Lesson: Modeling Mixed and Improper Fractions
Sep 10, 2015 – 3:30pm 3 seconds Didn't finish. Problems: 1 ✗

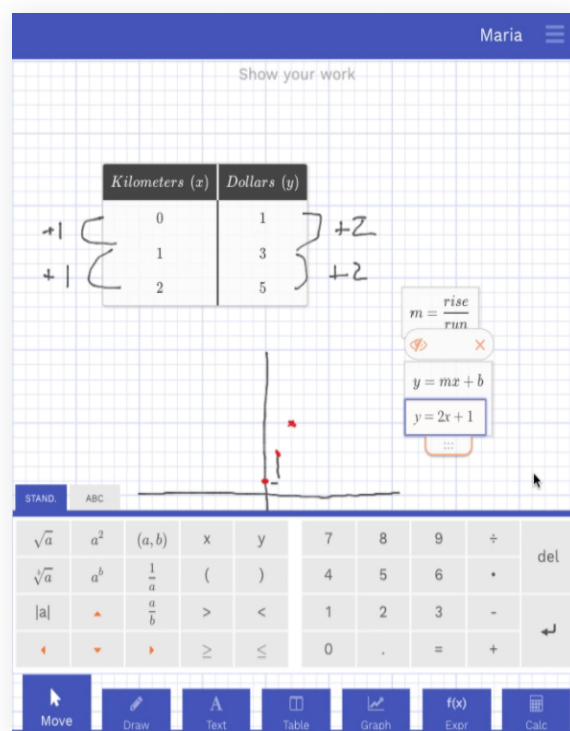


OPEN EDUCATION RESOURCES! (OER)

Woot Math's OER platform is a powerful STEM-focused interactive assessment tool to facilitate real-time decision-making in the classroom.

It includes:

- **Digital Scratch Pad** – Interactive canvas that makes it fun and easy for students to show their work, and for you to display and leverage the work for rich classroom discussions.
- **Math Editor** – Enter math expressions, exponents, integrals, functions, fractions, and more.
- **Student Grouping** – Automatically group students for peer to peer discussions. Configure how your students are grouped with a variety of options.
- **Custom Filtering** – Novel method for sorting student responses that go beyond right/wrong summative assessments by leveraging student responses.



LAUNCHING AN OER ASSIGNMENT

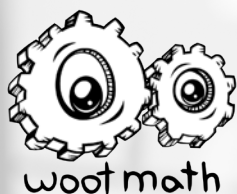
When you launch a real-time quiz, poll, warmup, exit ticket, you can choose how to run it with your students by choosing either teacher-led, self-paced, or peer-to-peer.

Teacher-Led

Teacher-led activities are designed to be run interactively with you students. You control the pacing, and you can project the problems on a white board as your students work through them individually. This method lets you see a real-time summary of their results and it let's you display their work.

Self-Paced

Self-paced activities are designed for students to work at their own pace. You can monitor their progress and results in real time.



Peer-to-Peer

Peer-to-peer activities are designed for you and your students to work collaboratively together. There are three peer-to-peer options supported by Woot Math: Math Jam, Team Mode, and Escape Rooms.

Student Sign In

You can also control how your students login to Woot Math, either by typing their names, or using a roster. Generally speaking, using a roster is recommended so that you each formative assessment ran is tied to a specific student's results.

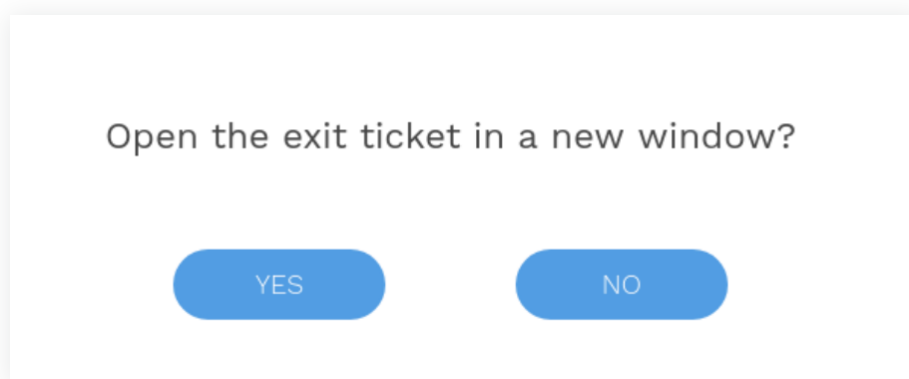
Typing Their Names: Your students can sign in by typing their names when they are prompted.

Using a Roster: If you set up a class roster (from the [Manage Classes & Roster](#) drop-down), your students choose their name from the roster.

Once you have configured the Poll settings, select the Assign Now button.

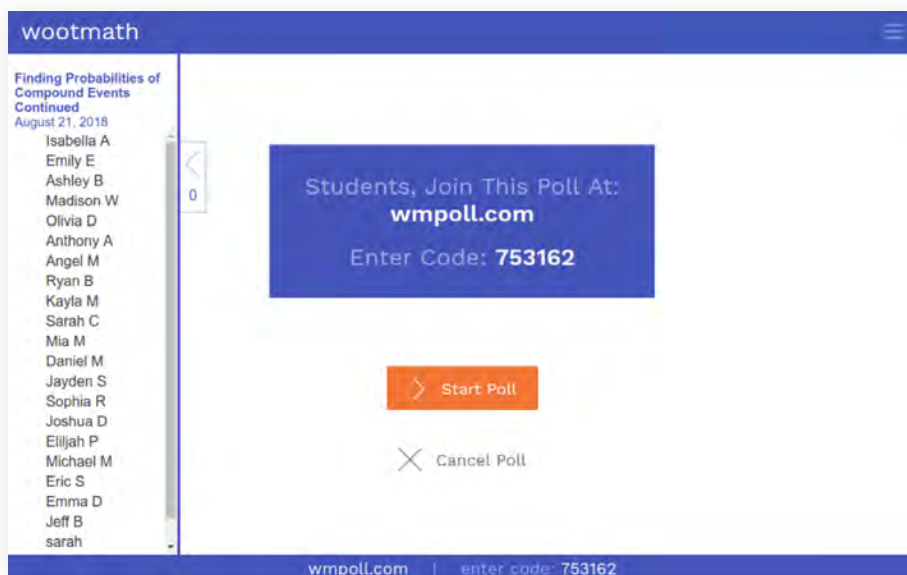
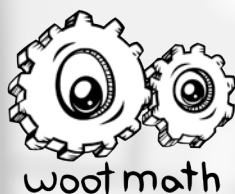
LAUNCHING IN TEACHER-LED MODE

When you launch in teacher-led mode, you first have the option to open the quiz, exit ticket, warmup, or classwork/HW in a new browser window or the existing browser window. Selecting yes will open in a new browser window, so you can toggle between the dashboard and the teacher-led mode in real-time, while selecting no will open it in the same browser window.



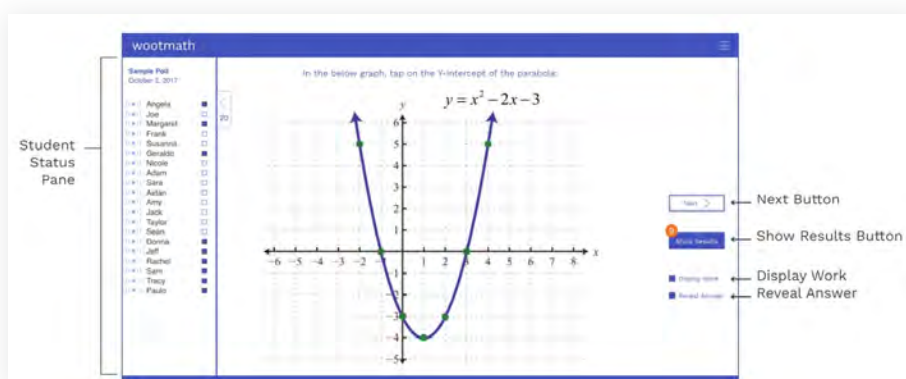
The launch screen displays the URL for the students to use to log in, along with the unique code to access the poll. The panel on the left edge of the screen shows each student's name as they sign in and a status icon that indicates that they have an active connection. If students arrive late, they can always join a poll that is in progress. If you're using a roster, the students' names will automatically appear and the radio icon will appear next to their name as they login.

Once all your students are signed in, select Start Poll to begin.



After starting the formative assessment, the first task is displayed. The task is also concurrently displayed on all student devices. Students can use the Digital Scratchpad to solve the task. Once they are ready, they can enter their answer and press the Submit button.

While your students are working on the task, you will see navigation and status options as illustrated in the example below. These options are described in detail below and include Next, Show Results, Display Work and Reveal Answer.



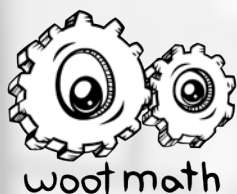
Navigation Options

There are three navigation options: Next, Show Results, and Back.

Next - This button moves forward to the next task.

Show Results - This button selects if you want to reveal the results of the current task. What will be displayed is controlled by the two boxes below (Display Work and Reveal Answer).

Back - Once you are past the first task, there is a Back button that moves you backward to the previous task. If this button is not visible, close the student status pane to access it.



Status Options

Student Status Pane - The pane on the left edge of the screen has two levels of information. The radio icon to the left of the student name shows the connection status. A missing icon indicates that there is a connection problem or that the student has navigated away from the poll. The square to the right of the student name turns to a solid blue square after a student has submitted their response.

Student Response Bubble - As students submit responses, an orange dot will appear above the Show Results button. As the students responses are entered, the number in the dot will increase. Once the number is equal to the number of students in the poll, you will know that everyone has responded to the task.

Control Buttons

The Display Work and Reveal Answer buttons control how the results are shown to your classroom.

Display Work - Students have access to a Digital Scratchpad on their devices, which can be useful for working through and solving a task. They have a variety of tools, including drawing, text, a math expression editor, a table and a calculator. If Display Work is selected, you can quickly and anonymously access and share individual student work as a basis for class discussion. If Display Work is not selected, then an anonymous aggregate view of the class responses is displayed.

Reveal Answer - When Reveal Answer is selected, then the results view will show a color-coded view with a breakdown of correct (green) and incorrect (red) responses.

Results View

Click on the Show Results button to view the class results.

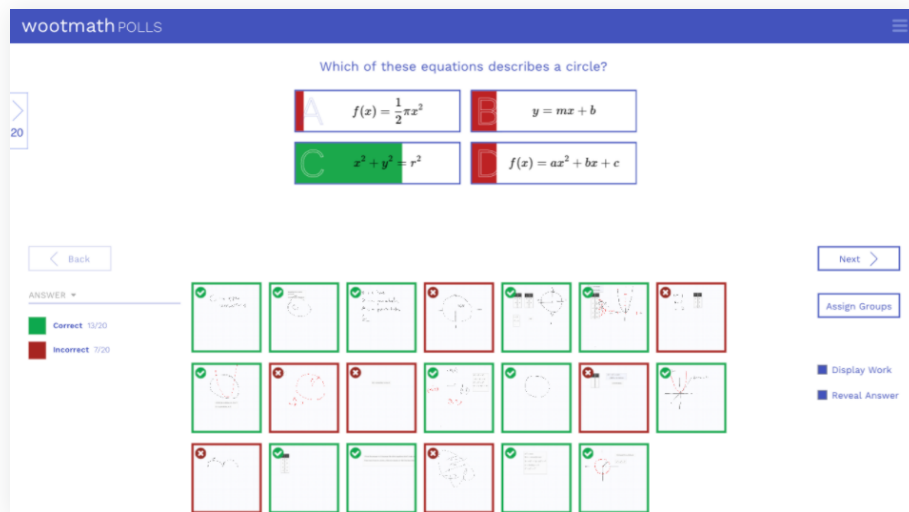
Aggregate View - When Display Work is not selected, the results view shows the aggregate class response. Below is a Multiple Choice task (note that the aggregate view varies by task type).

The screenshot shows the Wootmath Polls interface. At the top, a blue header bar contains the text "wootmathPOLLS" and a menu icon. Below the header, the question "Which of these equations describes a circle?" is displayed. There are four answer options, each in a box with a letter and a red border:

- A $f(x) = \frac{1}{2}\pi x^2$
- B $y = mx + b$
- C $x^2 + y^2 = r^2$ (This option is highlighted with a green background)
- D $f(x) = ax^2 + bx + c$

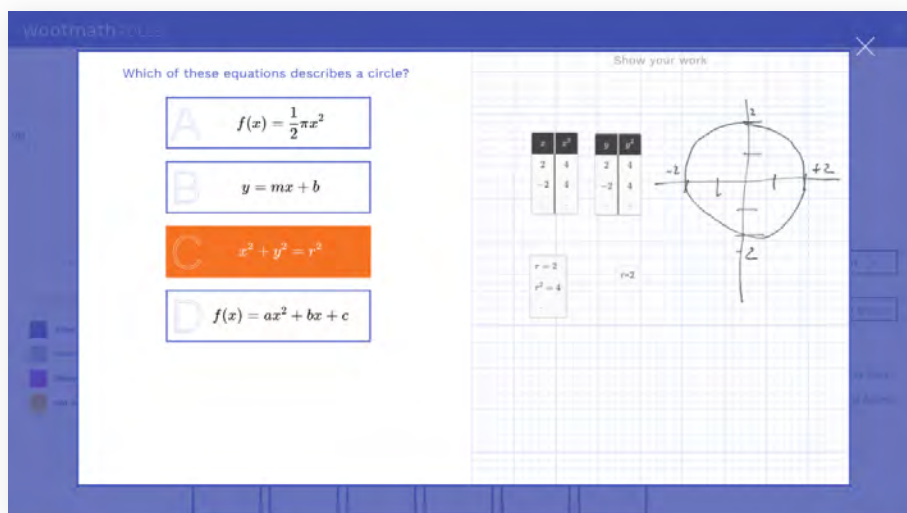
At the bottom left, there is a "Back" button. At the bottom right, there are three buttons: "Next", "Assign Groups", and a toggle switch for "Display Work" (which is currently turned off) and "Reveal Answer" (which is currently turned on).

Display Student Work - The Display Work button reveals student answers with their work from the Digital Scratchpad. Below is a screenshot of the Display Work view for the same multiple choice task above.

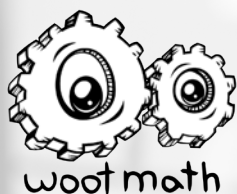


The screenshot shows the Wootmath interface for a poll. The question is "Which of these equations describes a circle?". There are four options: A: $f(x) = \frac{1}{2}\pi x^2$, B: $y = mx + b$, C: $x^2 + y^2 = r^2$, and D: $f(x) = ax^2 + bx + c$. Option C is highlighted in green, indicating it is the correct answer. Below the question, there is a grid of 12 thumbnails showing student work. Each thumbnail has a green checkmark or a red X in the top left corner, indicating whether the student's answer was correct or incorrect. On the right side, there are buttons for "Next", "Assign Groups", "Display Work", and "Reveal Answer".

When you click on a particular thumbnail it will expand that thumbnail so you can project it to the class for class discussion.



The screenshot shows the Wootmath interface for a poll. The question is "Which of these equations describes a circle?". There are four options: A: $f(x) = \frac{1}{2}\pi x^2$, B: $y = mx + b$, C: $x^2 + y^2 = r^2$, and D: $f(x) = ax^2 + bx + c$. Option C is highlighted in orange, indicating it is the correct answer. On the right side, there is a "Show your work" section. This section shows a student's work, including a coordinate plane with a circle centered at the origin (0,0) with radius 2. The equation $x^2 + y^2 = 4$ is written next to the circle. The student has also written $r = 2$ and $r^2 = 4$. The work is shown on a grid background.



Response Legend

The student work can be arranged and displayed in a variety of ways. Use the legend (on the left side of the screen) as shown below. The options for the legend include Answer, Work Shown and Custom Legend (shown as Common Responses).

ANSWER ▾	WORK SHOWN ▾	COMMON RESPONSES ▾
<div>Correct 6/7</div>	<div>Answered & showed work 0/7</div>	<div>Correct answer 6/22</div>
<div>Incorrect 1/7</div>	<div>Answered 1/7</div>	<div>Good work 3/22</div>
<div>Not Attempted 6/7</div>	<div>Showed work 0/7</div>	<div>Swapped Num and Den 5/22</div>
	<div>Not attempted 6/7</div>	<div>Multiplied 2/22</div>
		<div>Subtracted 1/22</div>
		<div>Other 5/22</div>

Custom Legend - The custom legend is a powerful tool for real-time formative assessment. With a little bit of pre-planning, you can anticipate common ways in which your students will respond. When they respond in one of the expected ways, the software will automatically highlight these as different colored tiles. To create your own custom legend, you can enable it when you create or modify a task. Enable the option Add a Custom Legend for Student Work, and then specify any anticipated student results. You can investigate student responses not only from the answers they enter, but also from the work they show on the scratchpad.

OPTIONS

☒ Add a Custom Legend for Student Work

TitleCOMMON APPROACHES

Correct answer

1st Blank is 1/2

Swap num and den

1st Blank is 2

Subtract

1st Blank is 4

Good work

Scratchpad contains 8x

More Categories

Fewer Categories

The custom legend is evaluated from top to bottom. For example, in this case if a student responded with the correct answer ($\frac{1}{2}$) but also typed 8x on the scratchpad, their response (colored tile) would be color-coded as the correct answer (purple).

To display the results of the custom legend, simply select the title of the custom legend from the drop-down in the response legend. The student work is color-coded based on their results, as shown below.

Back

Next

Assign Groups

Display Work

Reveal Answer

COMMON RESPONSES ▾

STUDENT WORK

COMMON RESPONSES

Correct answer 6/22

Good work 3/22

Swapped Num and Den 5/22

Multiplied 2/22

Subtracted 1/22

Other 5/22

✓

✗

✗

✗

✗

✗

✗

✗

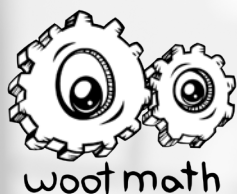
✗

✗

✗

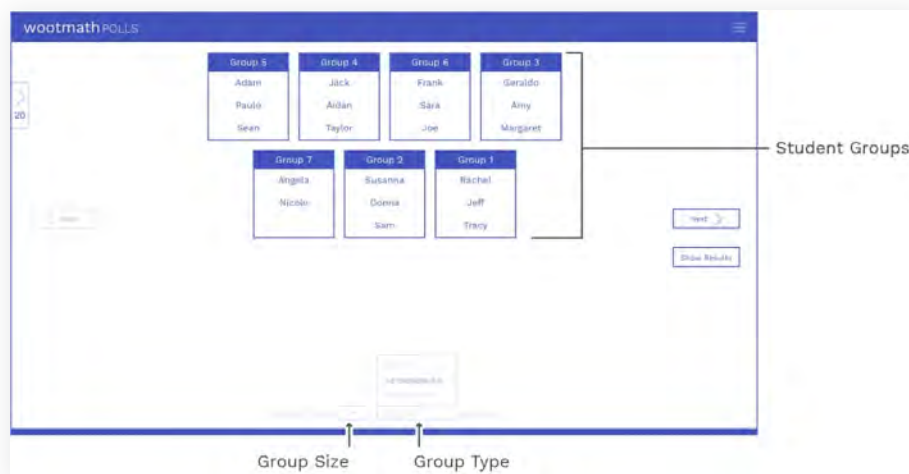
✗

28



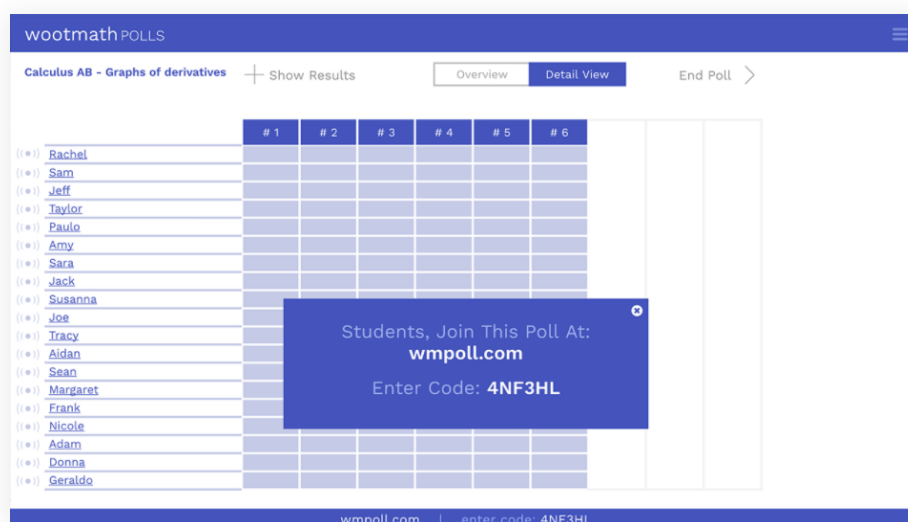
Automatic Grouping

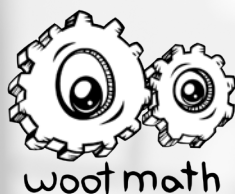
By selecting Assign Groups, Woot Math will automatically generate student groups using the response data from the current task. At the bottom of the screen are controls settings for the group size and formation (random, homogeneous, heterogeneous or custom legend if available).



LAUNCHING IN SELF-PACED MODE

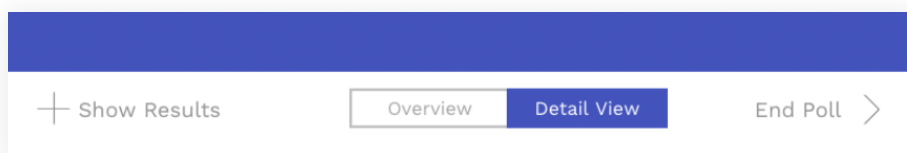
Self-Paced mode is a digital version of a traditional quiz, warmup or exit ticket where the student progresses through the tasks at their own speed. When you launch in self-paced mode, you see a real-time view with your student names and performance. The default state is to hide the results for projection in a classroom. To enable results, simply press Show Results. As students select their responses, the results are populated in real time into the corresponding cell in the report.





Real-Time Reporting

Show Results - Select the Show Results button to display the graded responses.



Detail View - The Detail View report shows the current status of each student's responses.

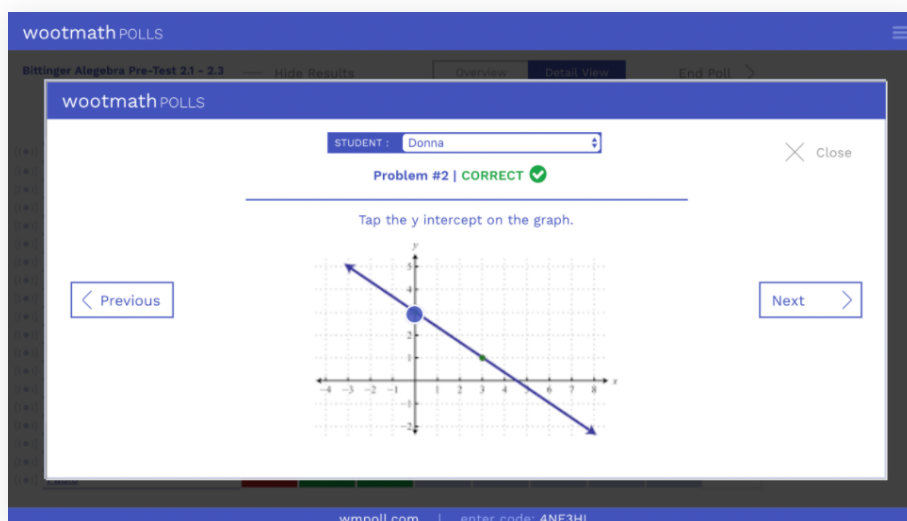
wootmath POLLS

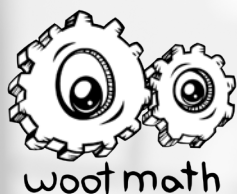
Bittinger Algebra Pre-Test 2.1 - 2.3 — Hide Results Overview Detail View End Poll >

	#1	#2	#3	#4	#5	#6	#7	#8
(*) Aidan	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Jeff	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Susanna	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Frank	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Joe	Incorrect	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Margaret	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Gerald	Incorrect	Incorrect	Correct	Correct	Correct	Correct	Correct	Correct
(*) Nicole	Incorrect	Incorrect	Correct	Correct	Correct	Correct	Correct	Correct
(*) Adam	Incorrect	Incorrect	Correct	Correct	Correct	Correct	Correct	Correct
(*) Sara	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Amy	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Jack	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Taylor	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Sean	Incorrect	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Donna	Incorrect	Incorrect	Correct	Correct	Correct	Correct	Correct	Correct
(*) Rachel	Incorrect	Incorrect	Correct	Correct	Correct	Correct	Correct	Correct
(*) Sam	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Tracy	Correct	Correct	Correct	Correct	Correct	Correct	Correct	Correct
(*) Paulo	Incorrect	Correct	Correct	Correct	Correct	Correct	Correct	Correct

wmpoll.com | enter code: 4NF3HL

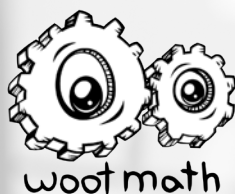
You can view the responses of a particular question by clicking on the question number (to view all students) or an specific cell (to view an individual's response to a particular question).





Overview - The Overview report displays aggregate class data. Similar to the Detail View report, you can optionally show or hide results, and view specific results by selecting the appropriate column.





PEER-TO-PEER ACTIVITIES: TEAM MODE!

Team Mode peer-to-peer activities are designed to facilitate students working together towards a common goal. Any Teacher-Led activity can be easily turned into a Team Mode activity, and follows these steps. Team Mode groups students into teams, where each team are competing for the highest score. Points are awarded when every team member gets the correct answer. The team with the highest score, wins. To run a Team Mode, follow these steps:

Step 1: Launch Team Mode

You can launch Team Mode activities from the assignment dialog, from the start dialog, or in real-time from the hamburger menu during any teacher-led activity. Students join Team Mode assignments like all other Woot Math assignments through their Student Dashboard.

PROPORTION REVIEW

Students sign in

Period 1

Launch Now

☒ Team Mode

[Assign by Student](#)

Launch Team Mode from the Assignment Dialog.

Students, Join This Poll At:
wmpoll.com

Enter Code: **631555**

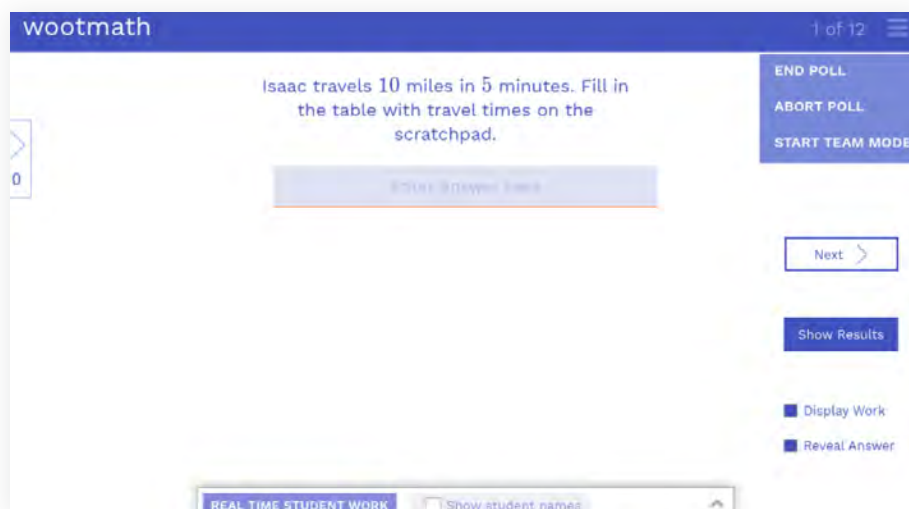
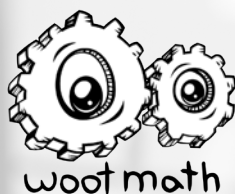
Start Poll

Team Mode

Cancel Poll

Team Mode

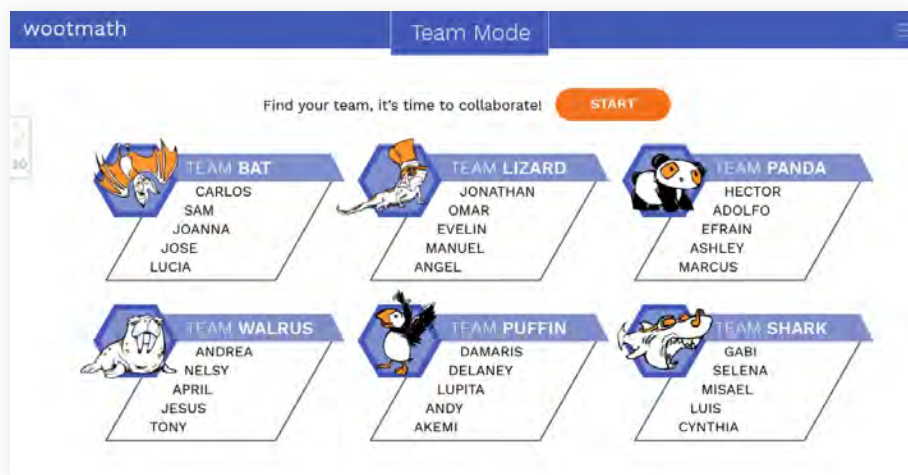
Launch Team Mode from the Start Dialog.



Launch Team Mode in Real-Time from the Hamburger Menu.

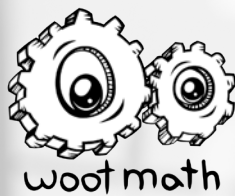
Step 2: Create Teams

Teams can be created in real-time, or ahead of time. Teams can randomly be assigned, you can manually assign or adjust teams, or you can allow your students to select teams themselves.



Step 3: Run Team Mode

Each question in Team Mode starts with a solo work, which allows your students to work independently prior to the group work. You can adjust the default solo time using the timer at the top of the page. Students cannot submit their answer until solo time expires, and team mode begins.



SOLO TIME

- 0:15 +

Use the f(x) editor in the scratchpad to write $0.25 \cdot 100 = 75$

A

Got it, that was easy

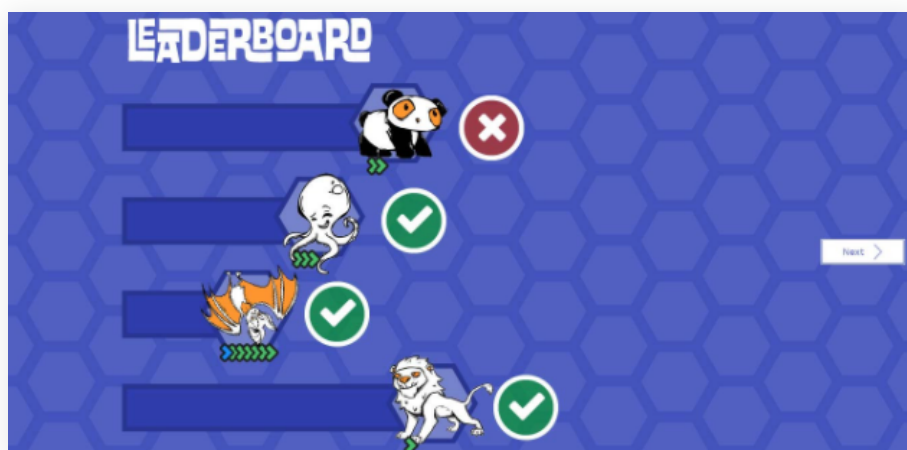
B

Got it but may need help in the future

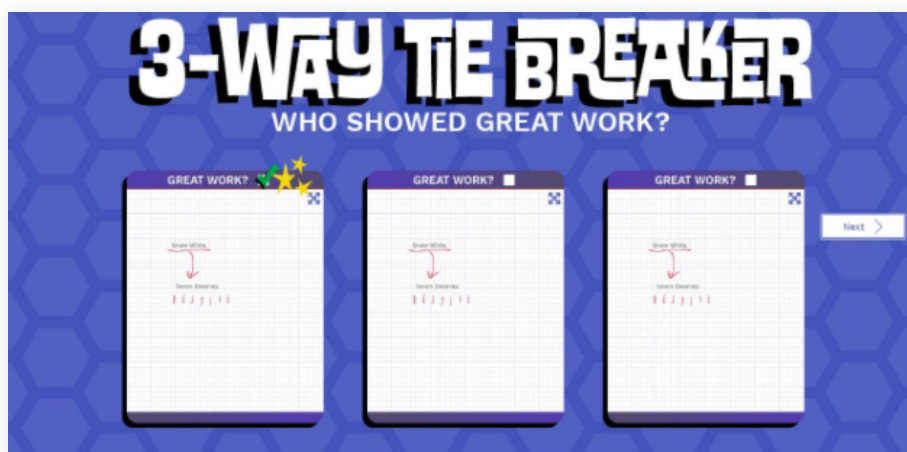
C

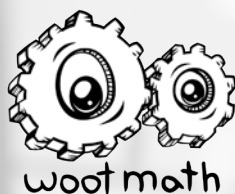
HELP!

During team mode, your students can view each other's scratchpads for collaboration. After all teams submit their answer, and you reveal the results, the teams with the correct response are awarded points on the Team Mode leaderboard.



When ties occur, you can award extra points based on great work (the work is randomly selected among the team, so it is always a good idea to show your work).





PEER-TO-PEER ACTIVITIES: MATH JAM!

Math Jam peer-to-peer activities are designed for collaborative mathematical work. It combines a shared whiteboard with online tools for the math class, such as manipulatives, calculator, expression editor, and much more. It also contains chat and optional video and audio. To run a Math Jam, follow these steps:

Step 1: Launch Math Jam

Launch Math Jam from the banner on the teacher dashboard.



The launch dialog will appear, where you will set some options for your Math Jam.

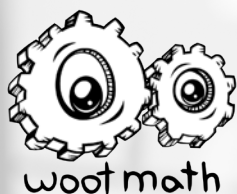
LAUNCH YOUR MATH JAM!

Choose content: [blank page](#)

Jam password: ?

☐ Video conferencing ?

LAUNCH JAM



Step 2: Choose Content

You can launch Math Jam with the following content options.

- Blank Page - Math Jam will not have any content pre-loaded. You can work on a blank page, or you can upload content during the Math Jam.
- Explore Content - Any of the OER are available to run from Math Jam
- My Content - Any of your content can be used for running a Math Jam

Step 3: Enter a Math Jam Password

Each Math Jam needs a password, so enter a password that will be used by students to join the Math Jam. Note that if your students are joining the Math Jam from their Student Dashboard (or via Clever or Google Classroom), they will not need to use the password. The password will only be used if you invite students that are not included in your roster.

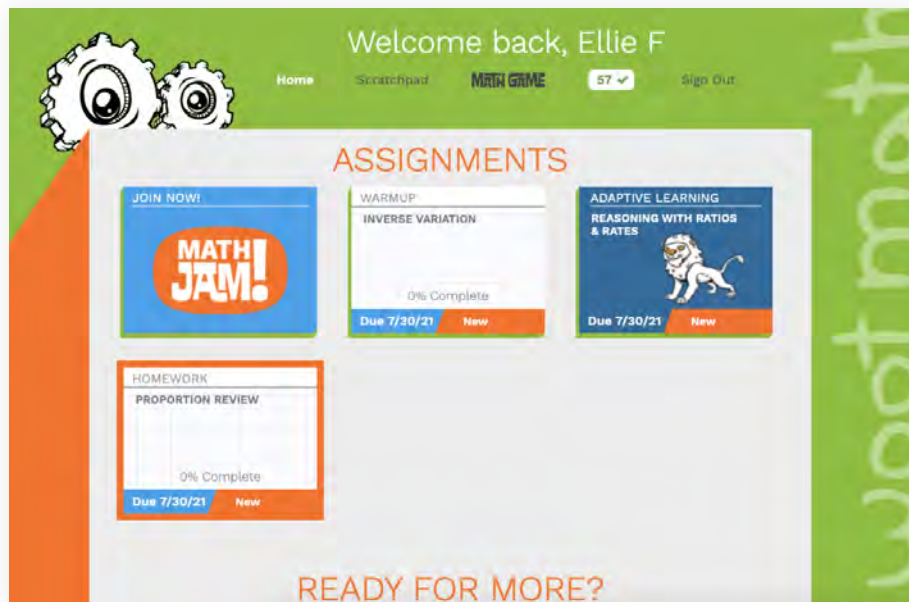
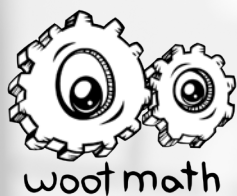
Step 4: Launch Jam

When you launch your Math Jam, you will assign it to one of your classroom rosters.

Assign this Math Jam to which roster:

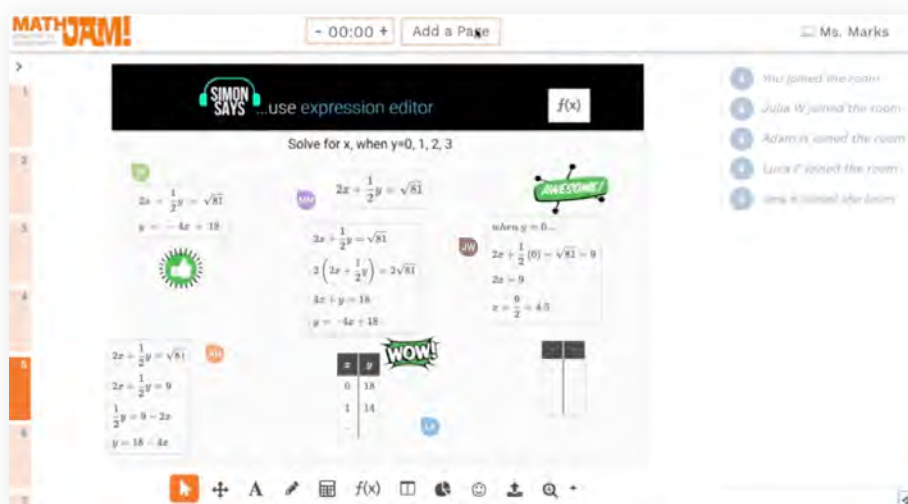
Period 1
Period 2

Once you do this, then it will appear on your students' dashboards as "Math Jam".



HOW TO USE MATH JAM

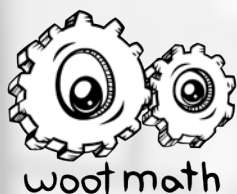
Math Jam will look very similar to the controls that are available with all of the OER assignments, with a few important differences. Here is an example of what a Math Jam might look like.



Audio, Video, Chat Controls

Video and audio (both optional) and chat controls are embedded within Math Jam. If video conferencing is enabled, as you join, you and your students will be prompted for access to the video camera and microphone controls. The chat panel allows for all participants in the conference to chat.

The teacher has additional controls, such as muting participants to disabling their video, or removing them completely from the Math Jam session.

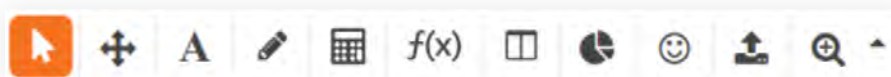


Left Toolbar

The left hand side is used for navigating through the Math Jam content. By default, the teacher and students can independently change pages. The teacher can optionally lock this to require students to view only the page selected by the teacher.

Bottom Toolbar

The toolbar provides you with tools to work within the interactive scratchpad.



Cursor - the cursor enables you to select one or more items on the interactive scratchpad, simply by dragging a rectangle around the desired objects.

Pan - the pan tool enables the teacher and students to move around on the page.

Text - the text tool allows you to write text, and the options bar at the top of the interactive scratchpad allows you to change font size, color, weight, write special characters, and much more.

Pen - the pen tool provides access to different writing and drawing tools, including:

- Free-hand drawing
- Eraser
- Line tool (including number line, arrows, etc)
- Shapes tool
- Highlighter - the highlighter is useful to highlight, but not write on top of, existing content. Click on the highlighter tip (highlighted in orange below) and select your color to highlight.



Calculator - the calculator tool brings up a calculator. Pressing the scissor icon next to the answer box will place the computed results onto the interactive scratchpad.



Equation Editor - the equation editor tool allows you to write equations using the built-in math editor. The equation editor is one of the more useful tools for typing math, as it is a quick way for students and teachers enter mathematical expressions.

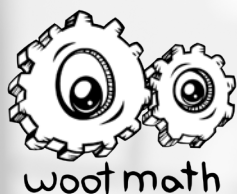
Table - the table tool allows you to create a table with any types of variables and information. The table will auto-compute the results if the headers use a single variable (for example, x and x^2+3).

Manipulatives - the fraction circle tool allows you to add manipulatives to the workspace. These include fraction circles or fraction bars to the interactive scratchpad for modeling, as well as probability manipulatives such as dice and coins.



Stickers - stickers are a fun way for both teachers and students to interact with each other and the shared workspace.

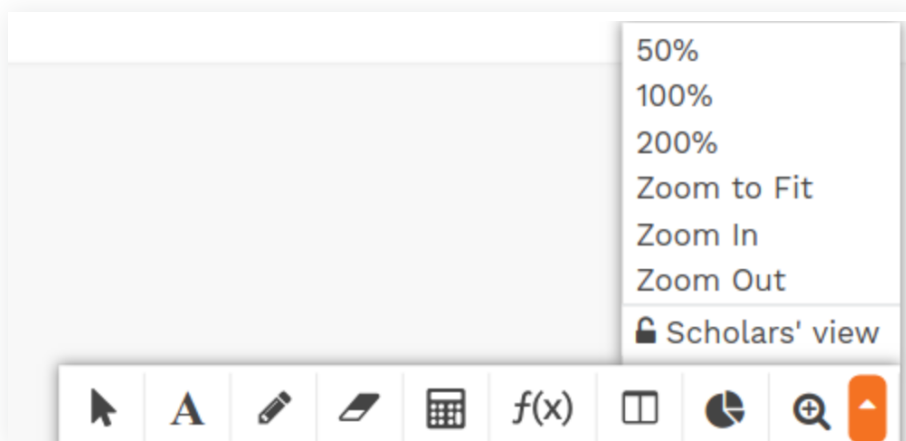


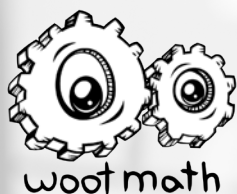


Upload - the upload icon allows pictures (.jpeg, .png, etc.) or PDF files to be added to a lesson. For PDF files, each page of the PDF will be added as a new page to the Math Jam.

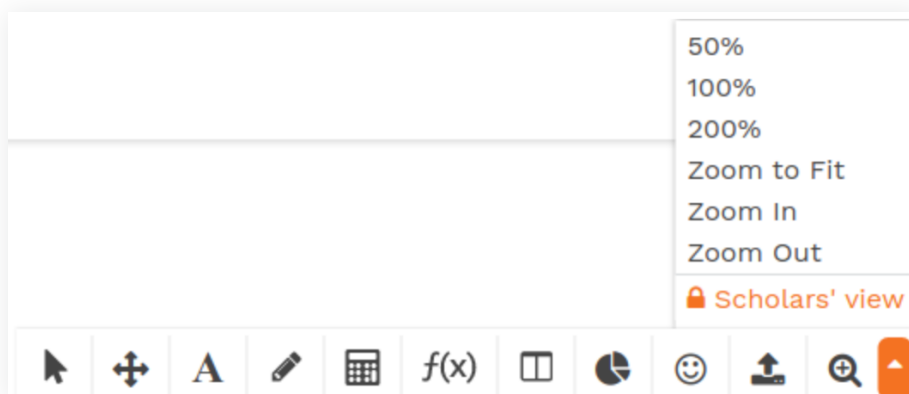


Zoom Controls - the zoom tool allows the teacher to control not only their view but optionally, the student's view. The default behavior is that each user (teacher and students) have independent control over what they are viewing on their screen.





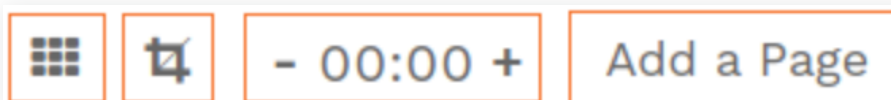
Zoom Locking - the teacher can lock the student's view to their own view by pressing the "Scholars' view button.



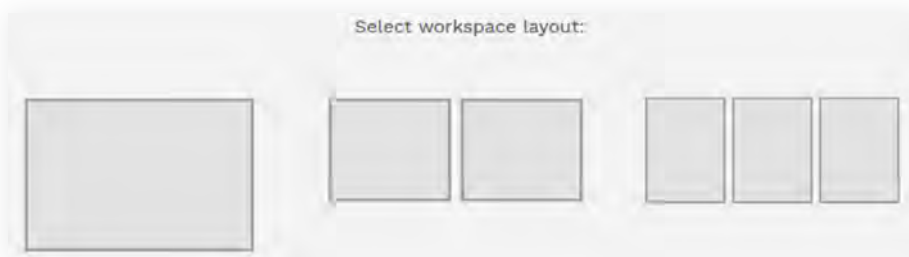
The students' screen lock is indicated with the orange lock icon, and it will lock the students' view to what the teacher is seeing. For example, if a teacher locked the scholar's view, then zoomed into a part of a page, the students' view would be locked to the teacher's view. To unlock the students' view, the teacher should press the Scholars' view button again, which will remove the lock icon.

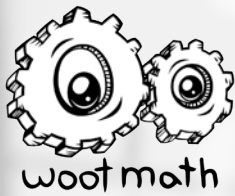
Top Controls

The controls on the top of the page allows the teacher to control the page layout, access to a timer, and the ability to add a blank page. Students do not have these options.



The first button will bring up the option to change the layout to a 1x1, 1x2, or 1x3 grid. This allows for multiple students to work together in a single workspace, each with their own content.





The crop tool allows you to add or remove whitespace to the Math Jam, copy/cut/crop the PDF, etc.

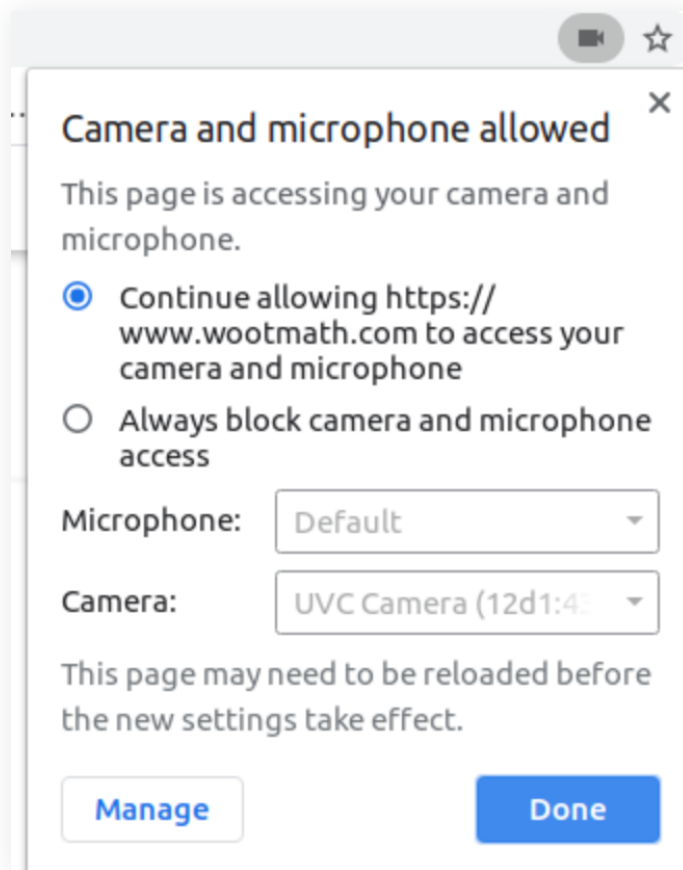
The timer allows you to set a time, and the student will be prompted when that timer expires.

The “Add a Page” allows you to add an additional blank page at the end of the content. You can then upload images, add text/drawings, etc to the new page.

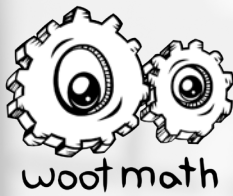
Troubleshooting Video Conferencing Issues

If you or your students are experiencing video conferencing issues, the most common issues are:

- Another video conferencing program already has access to the microphone and/or webcam. Is another program such as Google Meets, Zoom, Discord, etc running?
- Access was not given to Woot Math. Click on the video camera icon inside the URL bar and ensure access is allowed.



If this does not help, you can try the Audio / Video test platform.
<https://www.wootmath.com/avtest>

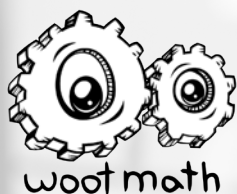


CREATE CONTENT!

You can create your own content for the real-time formative assessment platform. When you create your own content, the first selection you will make is the type of content (currently supported are quiz, exit tickets, warmups and classwork/HW). These tags allow you to better find existing content, and organize your own content, based on your intended use in the classroom. However, you can always change the selected tag (if a tag isn't specified, it will default to quiz). When you create content, it is recommended to give it a Title, Description, and the Standards associated with it. That way you can more easily find the content later, and if you decide to publish it (or share it with others), then they can also more easily find the content.

When creating new content you can either add a new task or import an existing task (either from others or from your own). Pressing Add a Task brings up the various task types that are available for your use.

Multiple Choice 	Short Answer 	Fill in the Blank
True / False 	Tap an Image 	Linear Graphing
Parabolic Graphing 	Number Line Graphing 	



The following steps can be used to generate each of the various task types. For more information, please see the [Support site](#).

MULTIPLE CHOICE

Step 1 - Type your question.

Step 2 - Type the choices in the answer boxes, and check the correct one(s).

SHORT ANSWER

Step 1 - Type your question.

Step 1.1 - If there is no “correct” answer, just leave the answer box blank. If there is a correct answer, type it in the answer box. Separate multiple correct answers with semicolons.

Note: No correct answer is required. You can control how the student’s response is graded by adjusting the settings. The available options are Match Case and Typos Allowed. Select settings to change the default behavior.

FILL IN THE BLANK

Step 1 - Type your sentence in the box and indicate where you want blanks with underscores “_”

Step 2 - Enter the correct answer in the box below. If you enter more than one underscore “_” in step 1, then one answer can be set per question.

TRUE/FALSE

Step 1 - Type your true/false statement.

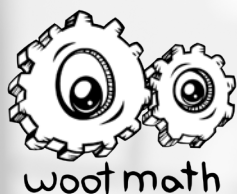
Step 2 - Check either the true or false box to indicate the correct answer.

TAP AN IMAGE

Step 1 - Upload your image.

Step 2 - Use the pen to highlight the area(s) of the image that you want to have counted as “correct” when a student taps on that area.

If you make a mistake, just use the eraser to fix your highlighted area.



LINEAR GRAPHING

Your students will be asked to draw the line you define.

Step 1 - Choose one of the linear graphing tasks.

Step 2 - Enter the parameters for the specific line, which are indicated by an orange question mark.

For example: If you want your students to draw a line with a specific slope and y-intercept, you will enter the rise, run and y-intercept.

PARABOLIC GRAPHING

Your students will be asked to draw the parabola you define.

Step 1 - Choose one of the parabolic graphing tasks.

Step 2 - Enter the parameters for the specific parabola, which are indicated by an orange question mark.

For example: If you want your students to draw a parabola given a quadratic equation, you will enter the constants a, b, and c (where $y = ax^2 + bx + c$).

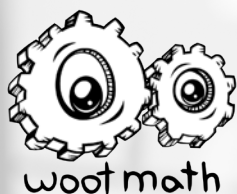
PUBLISHING

Once you have completed your content, you can optionally decide to publish it. To do so, press Finish. It will then prompt you to do so as public or private. If you select public, it will be sent to the Woot Math team where we'll approve it for the rest of the Woot Math community to use!

☒ Public, share with the community

☐ Private, only for my use

OK



ANALYTICS!

Analytics provide additional insights into student performance, as well as classroom activity in real time. Detailed Analytics are coming soon. To access the available reports, view the [Assignments](#) section.

PROBLEM BANK!

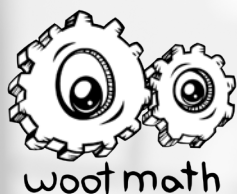
The Problem Bank allows you to quickly share thousands of hands-on, model-rich problems using a projector or interactive whiteboard. With the Problem Bank, you can facilitate engaging discussions for classroom or small group instruction.

GETTING STARTED

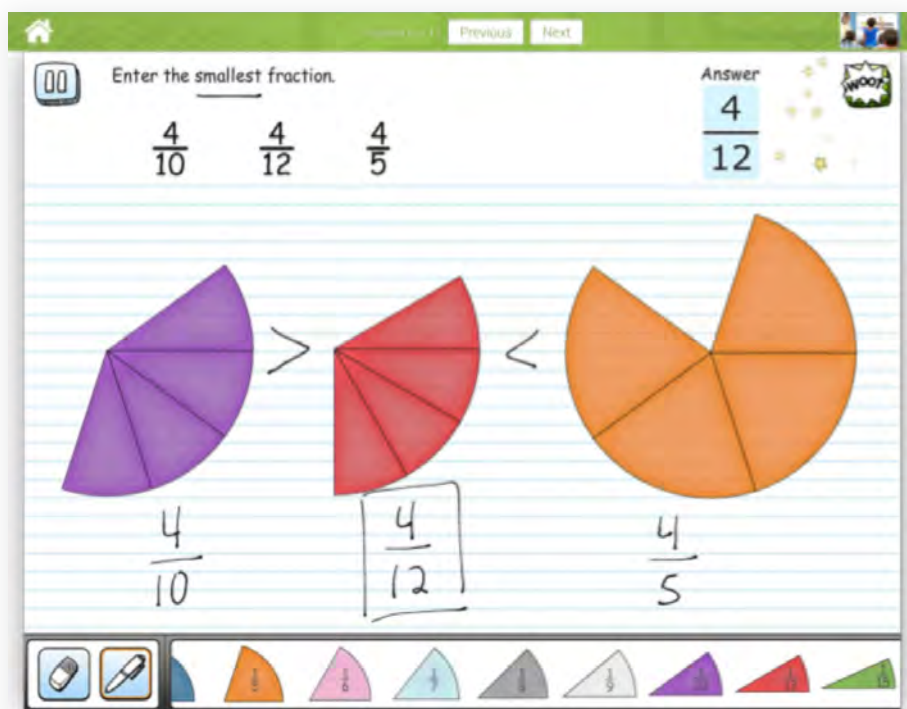
Select the Problem Bank from your dashboard to get started, which will take you here: www.wootmath.com/interactive

The Problem Bank provides a select set of problems for you to share with your classroom. You can select problems by either topic or state standard. A sample set of problems for division of fractions is shown below.



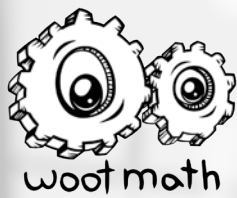


To work a problem set, click on the desired tile. This will display a set of problems in a full-screen mode that is designed for use with a projector or interactive whiteboard. An example of a selected problem set is shown below.



This image illustrates an example problem that you can share with your students. In this problem, fraction circles are available for optional modeling. Once you enter the answer, you can press the right arrow to check your work. If correct, you will receive a Woot! If you miss the problem, you will get another opportunity to solve the same problem (indicated with a red X).

The Previous and Next buttons allow you to navigate through the available problems within each lesson. Pressing the home button will return you to the Problem Bank homepage.



SUPPORT!

Under the drop-down menu is where you can find a list of frequently asked questions (FAQ) as well as additional resources to help you successfully implement Woot Math in your classroom. You can also learn more here: ed.wootmath.com/support

USER GUIDE

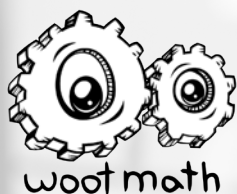
The following user guides are available to help get you started with Woot Math.

Teacher User Guide

The teacher user guide is this document.

iPad Sharing Guide

The iPad Sharing Guide provides detailed information on how you can share iPads between multiple teachers within a school.



TECHNOLOGY CONSIDERATIONS!

GENERAL HARDWARE REQUIREMENTS

Computer requirements:

- Windows v7+, Mac OS v10.6+ or Chromebook with the latest ChromeOS
- Any smartphone with an up-to-date browser (excludes Adaptive Learning)
- An up-to-date version of Chrome, Firefox, Safari, or Internet Explorer
- Resolution of 1024x768 or better
- Sound card and speakers or headphones (for assignments that require audio)

iPAD REQUIREMENTS

The teacher user guide is this document.



iPad Sharing Guide

The iPad Sharing Guide provides detailed information on how you can share iPads between multiple teachers within a school.

- Woot Math supports sharing iPads among many teachers. Contact us if you need to load multiple teachers' rosters onto your iPads.

NETWORK REQUIREMENTS

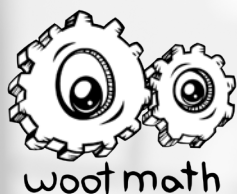
Woot Math requires a broadband connection or high-speed Internet connection (minimum of 2 Mbps).

iPad Users: Check Wi-Fi

Woot Math has been designed to work even with unreliable or intermittent Wi-Fi.

Connect to Wi-Fi to save work: When your student is done, they should make sure they are connected to the Internet so Woot Math can save their progress to the cloud.

Can't connect: If they can't connect to the Internet, the student's work will be saved on that specific iPad, until they can connect to the Internet. It is critical that the device be connected to the Internet prior to the student using Woot Math again.



ABOUT WOOT MATH!

HOW DOES WOOT MATH ADAPT TO MEET INDIVIDUAL STUDENT NEEDS?

Woot Math has an adaptive engine that is able to assess the needs of individual students and then tailor both the problems and the instruction to meet those needs. To do this, Woot Math automatically generates and assesses thousands of standards-aligned problems. The application interleaves these problems with short, tailored instruction that provides genuinely differentiated instruction that has been co-authored with leading math education researchers and master teachers.

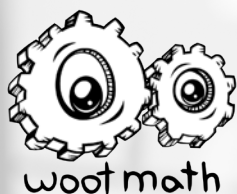
Woot Math monitors each student's progress and makes the following adaptations in real time:

- Reviews the student's actual work and detects common errors and misunderstandings. Then in real-time, Woot Math provides the student with tailored quick tip or supplemental lessons to address the misunderstanding.
- Detects when a student's work indicates inadequate foundational skills for the current topic, and automatically inserts that foundational material. When the student has completed this material, they're returned to the current topic with the confidence and skills for success and deeper understanding.
- Identifies students that demonstrate high success with the content over a series of levels and moves them through the content more quickly. This is on-going and in real-time so if that student's level of success starts to decline the content adjusts automatically.

REAL-TIME FEEDBACK IMPROVES ENGAGEMENT

Research shows that students receiving specific and timely feedback are more engaged and experience greater understanding. Woot Math strives to not only provide instant, ongoing feedback, but to do so in a way that feels personal - that feels like they have a tutor by their side. Woot Math not only lets students know if they are getting problems right or wrong, but goes deeper, detecting the specific misunderstanding and providing instruction tailored to each student.

Students using Woot Math receive real time feedback for each problem they work by seeing a "WOOT" celebration when entering the correct answer, or "SKIP?" to let them know their answer was incorrect but that they can try again. When a student finishes a level, they are awarded stars based on performance. And they can redo a level to earn all three stars. This has proven extremely motivating for students. Even though Woot Math is not a game, students view it as a game. This has profound benefits in increased student confidence and motivation.



RIGOR

Woot Math intentionally requires students to think at higher levels to build deeper conceptual understanding and number sense. It provides this uncommon level of rigor through most levels:

- Requiring students to make connections by comparing and reasoning with a variety of available models.
- Requiring students to apply their understanding of a concept in order to solve a variety of authentic, real-world situations.
- Requiring students to deepen their understanding of relationships and equivalencies between concepts and expressions. This includes requiring students to estimate solutions based on reasoning about the magnitude of the answer for each of the major topics.

DIFFERENTIATING WITH WOOT MATH

Woot Math is a flexible tool that supports students with differing needs in the following ways:

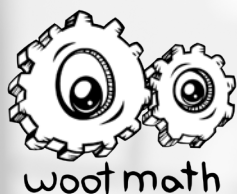
- Providing an adaptive, individualized experience for a whole class in order to deepen their conceptual understanding of a grade-level topic.
- Solidifying a foundational topic for an upcoming unit based on pre-assessment results.
- Providing targeted intervention or gap-filling on specific topics chosen by the teacher.
- Homework for any of the above purposes for students with Internet access at home.

CIRRICULUM DESIGN

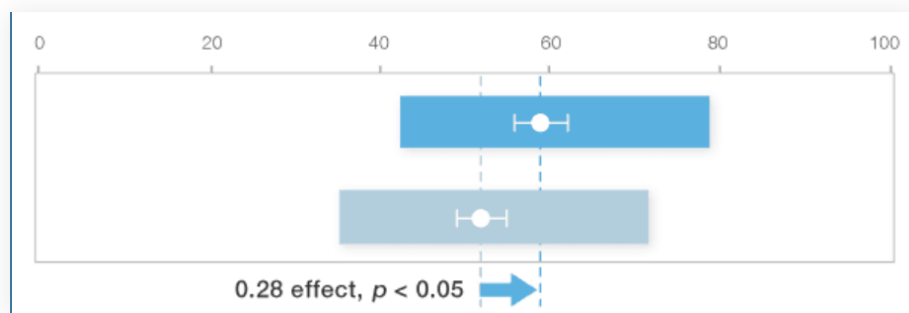
The Woot Math curriculum is designed around leading research on how students learn mathematics. It is co-developed with on-staff math intervention specialists, math education researchers, and a teacher advisory board. The curriculum was also developed to be in alignment with the standards in use in the United States. We currently focus on full coverage of fractions – one of the greatest barriers to algebra success. We will soon also support decimals, ratios, percents, and integers.

EFFICACY

In the Spring of 2014, we received a grant from the National Science Foundation (NSF) to measure the efficacy of Woot Math's adaptivity. Working with Dr. David Webb at The University of Colorado Boulder, we ran a multi-site, randomized controlled trial with 350 students grades 3-6. In this study, we measured the difference between Woot Math with adaptivity versus Woot Math without adaptivity. The students all used Woot Math to work through the same material and the same kinds of problems. The only difference was that in the experimental group the software adjusted the pacing, the problem difficulties, and the selection of help videos in an adaptive way for each student.



The graph below shows the average scores (out of 100) for both the adaptive group and the control group. It also shows the range of scores from the 25th to the 75th percentiles. The adaptive group did considerably better by all measures.



Effect of Woot Math with Adaptive Learning vs. Without

Woot Math's adaptivity made a significant difference!

The differences were statistically significant, with an effect size of 0.28. To put that in perspective, an effect size of 0.29 is what has been associated with the benefit of students doing homework (for a year) vs. not having homework. Homework for any of the above purposes for students with Internet access at home.

CONTACT US!

We would love to hear from you with any questions, comments, concerns, special requests, or other feedback that you might have.

You can reach us at:

- support@wootmath.com
- 1-855-WOOT-MATH (1-855-966-8628)
- On twitter at @wootmath

For additional help, please refer to ed.wootmath.com/support

