COURSE I

MATH 180

Course I

Software Manual

Including

mSkills

July 2020

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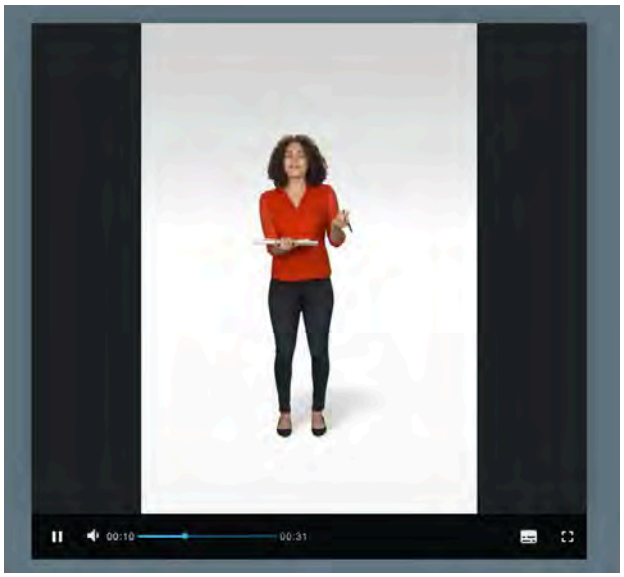
Overview

MATH 180 is a math intervention program that addresses the needs of struggling students and prepares them for success. *MATH 180* uses personalized instruction and adaptive technology to present a customized learning experience and motivate students to learn.

MATH 180 Course I student software consists of nine units, or Blocks, of instruction. Each Block contains Topics and lessons. *MATH 180* Course I also includes anchor videos, assessments, and the learning games of the Brain Arcade. Each element of the student software is designed to build students' fluency and flexibility with numbers and operations.



Students are guided through the software by Barrett, the host of *MATH 180*. Barrett helps students stay on task and provides guidance and encouragement.

For information on enrolling students in *MATH 180* and customizing the *MATH 180* Course I Program Settings for each student and class, see ***Using SAM Central with* MATH 180 *Course I*** at the *MATH 180* Product Support website (*page 39*).

Instructional Path and Terminology

The *MATH 180* path to mastery contains different elements:

- There are nine units, or Blocks, of instruction.
- Each Block contains three Topics.
- Students work through the Topics in three zones: Explore Zone, Learn Zone, and Success Zone.
- Students work through three lessons in each Topic in the Learn Zone, or may Fast Track through a lesson if they display mastery of the content.
- Each Block includes a Performance Task and an mSkills Assessment.

Student Accessibility

MATH 180 provides accessibility features that can enable some visually impaired students to use the application. The browser's contrast setting, for example, will help a student who has trouble reading black text on a white background.

MATH 180 requires students to view images and videos and use a pointer device. Students who have difficulty with these requirements will need assistance when using the program.

MATH 180 does not provide textual equivalence to bitmap-rendered content. Students who are dependent on a Braille or text-to-speech device will be unable to use the application. Also, the application does not provide a description of the video, nor does it provide the closed-caption text in text format (it is only available as a display).

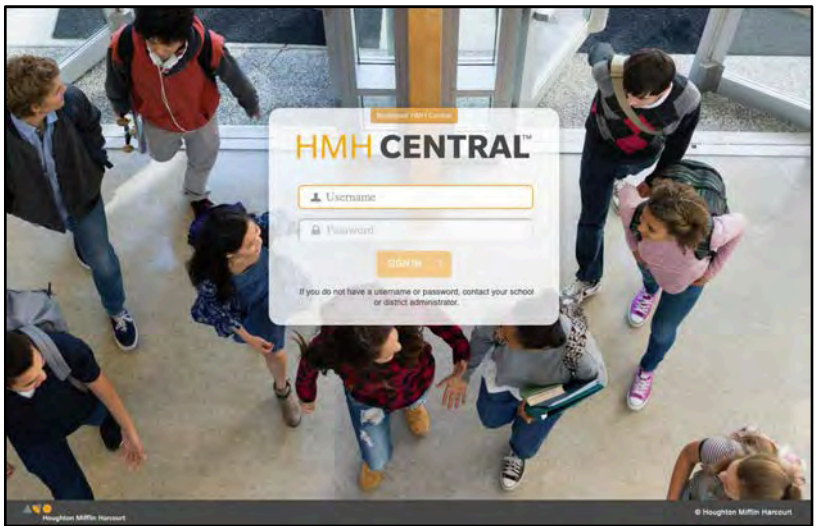
Browser-based accessibility features, such as screen and font magnifiers, are not tested by Houghton Mifflin Harcourt and may not be compatible with *MATH 180*. Even in cases when the features may work with the program, the input focus is not set to allow students using screen magnifiers to follow the onscreen changes. Similarly, changing display settings may render the program unusable. Students needing to see larger text should use an external screen magnifier rather than changing display settings or using a feature of the browser program.

Mac OS X and Windows operating systems, as well as Internet Explorer, Firefox, and Safari browsers, offer a range of accessibility features that may enable users with disabilities to, among other things, perform basic navigation with a keyboard instead of a mouse by using the Tab key.

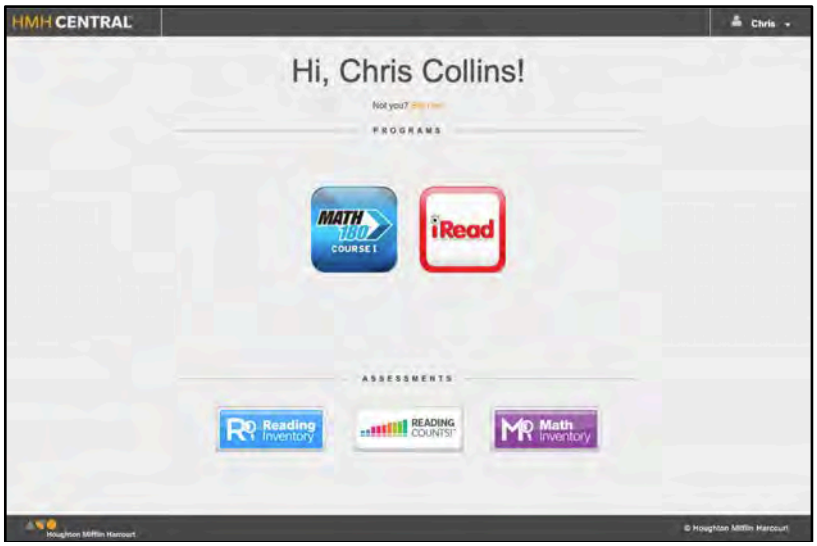
Logging In and Logging Out

Logging In

Students are enrolled in *MATH 180* through SAM Central or Student Achievement Manager (SAM). See ***Enrolling and Managing Students in Student Achievement Manager*** for detailed instructions on enrolling students in SAM and ***Using SAM Central With* MATH 180 *Course I*** for instructions on enrolling students in *MATH 180*.



Once students are enrolled in *MATH 180*, they may log in to the program through HMH Central. Students log in with their SAM username and password.



The Gateway screen displays buttons for all programs students are enrolled in. Click the *MATH 180* icon to open the *MATH 180* Gateway.

Click the *MATH 180* icon to launch *MATH 180*.

Log in with a SAM username and password and click the blue arrow to enter the program.

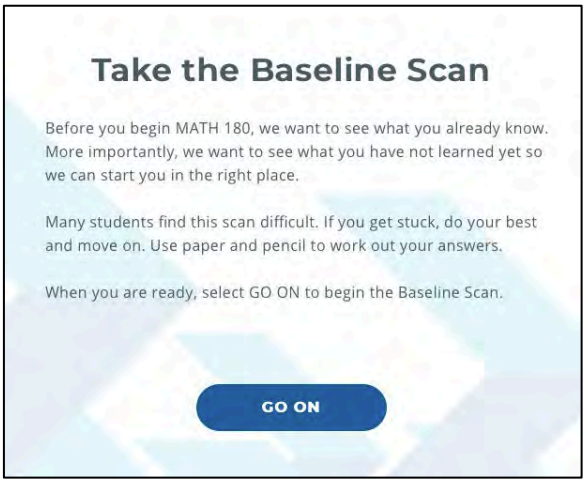
Logging Out

To log out of *MATH 180* at any point, click **Logout** at the top of the Student Dashboard (*page 8*). Students will resume their latest Topic and series when they next log in.

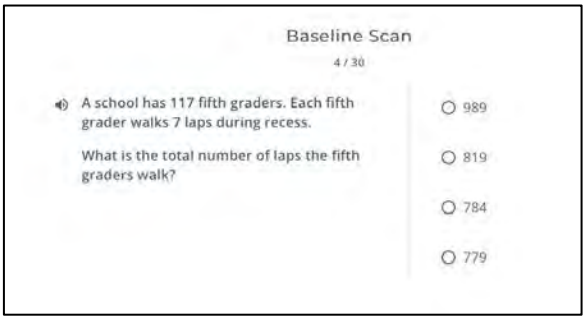
Baseline Scan

The Baseline Scan follows the Mindset Scan for all students after their first login. The Baseline Scan tests students' math knowledge to determine whether they should start Course I in Block 1 or Block 4.

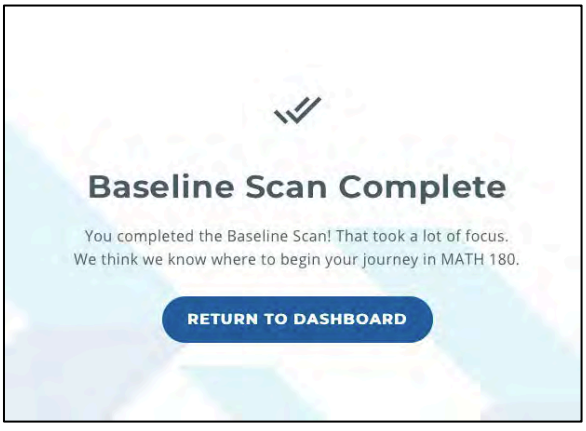
Click **Go On** to start the scan.



The scan consists of 30 multiple-choice questions. Click the choice of the correct answer, then click **Go On**.

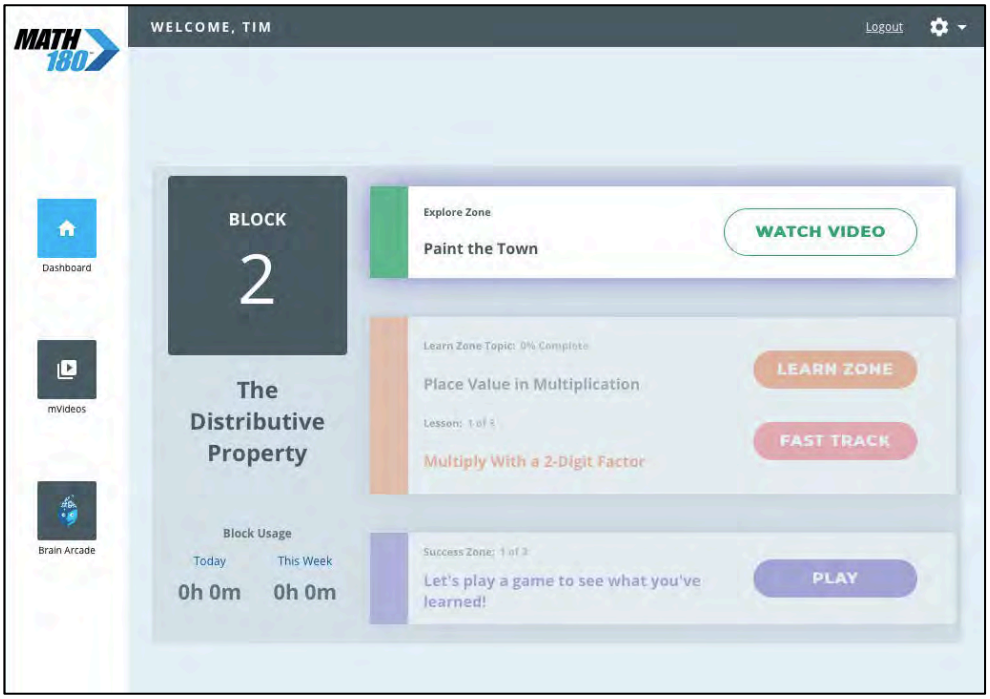


When the Baseline Scan is complete, students click **Go On** to move to their first block.



Teaches may decide which students see the Baseline Scan in the *MATH 180* Program Settings in SAM Central. See ***Using SAM Central with* MATH 180 *Course I*** at the *MATH 180* Product Support site (*page 39*).

The Student Dashboard



When students log in to *MATH 180* Course I, they go to their Student Dashboard.

The Dashboard Home screen displays the student's progress through the nine *MATH 180* Blocks. It also has a link to the Brain Arcade (*page 30*) and mVideos with direct links to each block's videos.

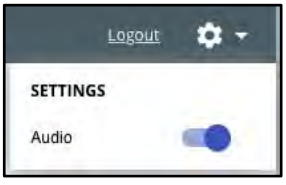
Home Screen

The Home screen on the Dashboard shows the student's current Block and Block usage for the day and the week. It also has links to mVideos and the Brain Arcade.

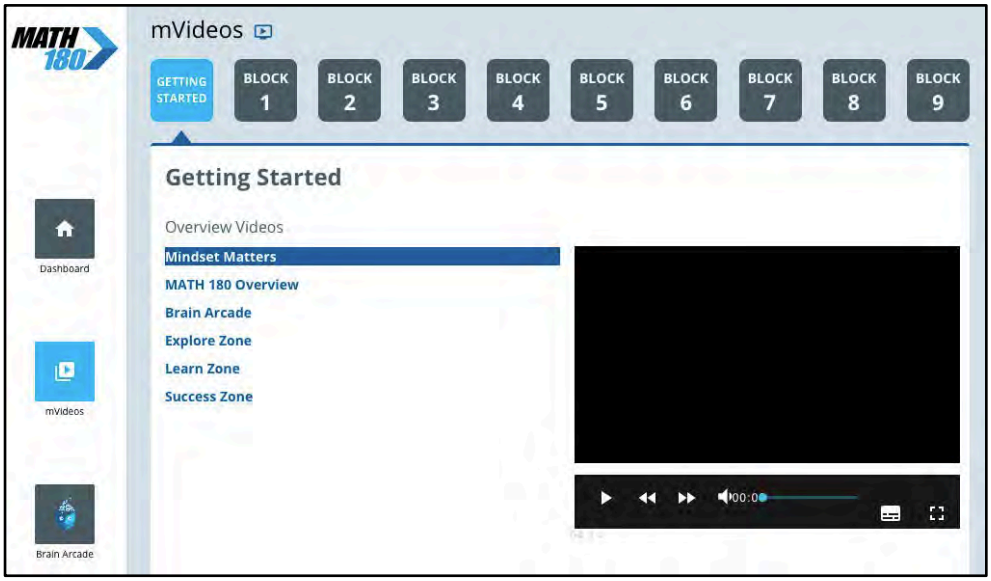
The Block displays the Zone Menu, which shows the zones of the current Topic. Click a zone link to move to that zone's activities.

Grayed-out zones are currently unavailable. Students must complete work in the Explore Zone (*page 10*) before they may move to work in the other zones.

Students may turn audio on or off by clicking the settings icon at the top right of the Home screen, then clicking the Audio switch to **Off**. Students may also log out of *MATH 180* from the Home screen by clicking the Logout link.

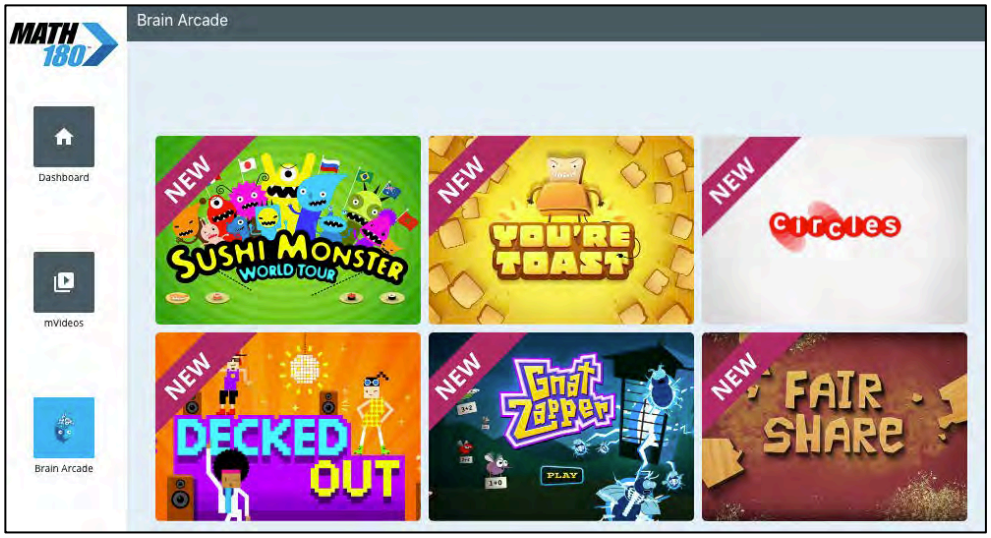


mVideos



Click **mVideos** to open the *MATH 180* video library. Students may look at any video in their current Block or any completed Block (others are grayed out). Click a video link to launch the video in the screen. Click the "**X**" icon at the bottom of the screen to close the mVideo screen.

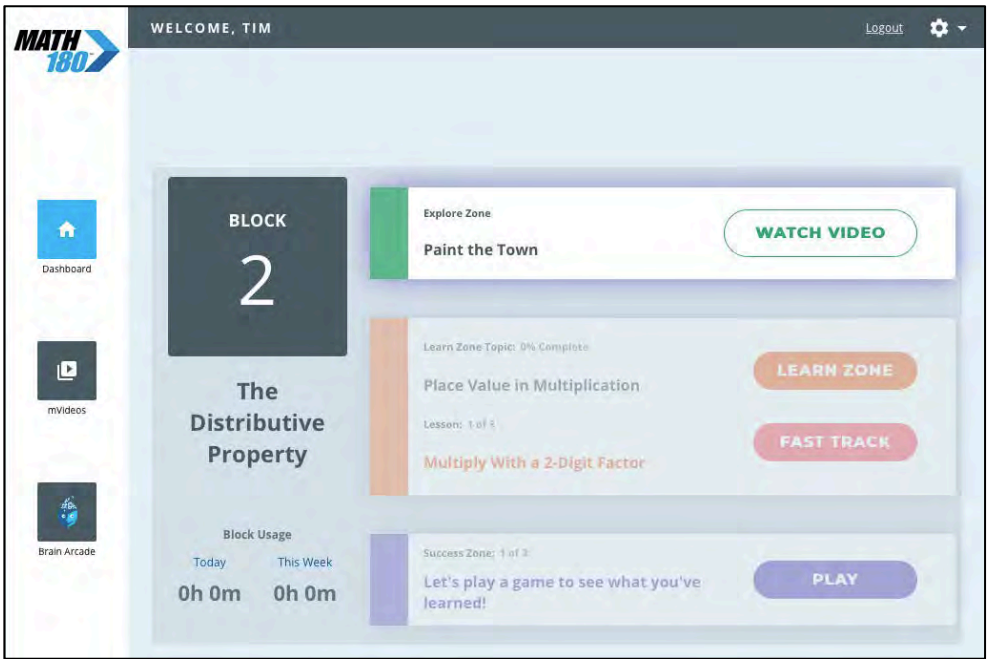
Brain Arcade



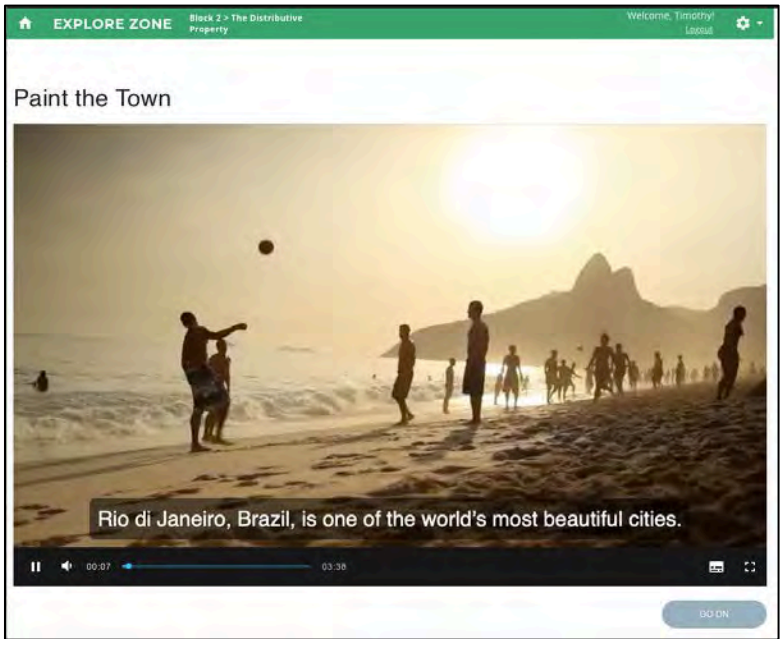
Click **Brain Arcade** or one of the Brain Arcade game icons to open the Brain Arcade screen (*page 30*). Click the **Home** link at the top of the scene to return to the Home screen.

Explore Zone

The Explore Zone is where students begin each new *MATH 180* Block. The Explore Zone consists of the Anchor Video.



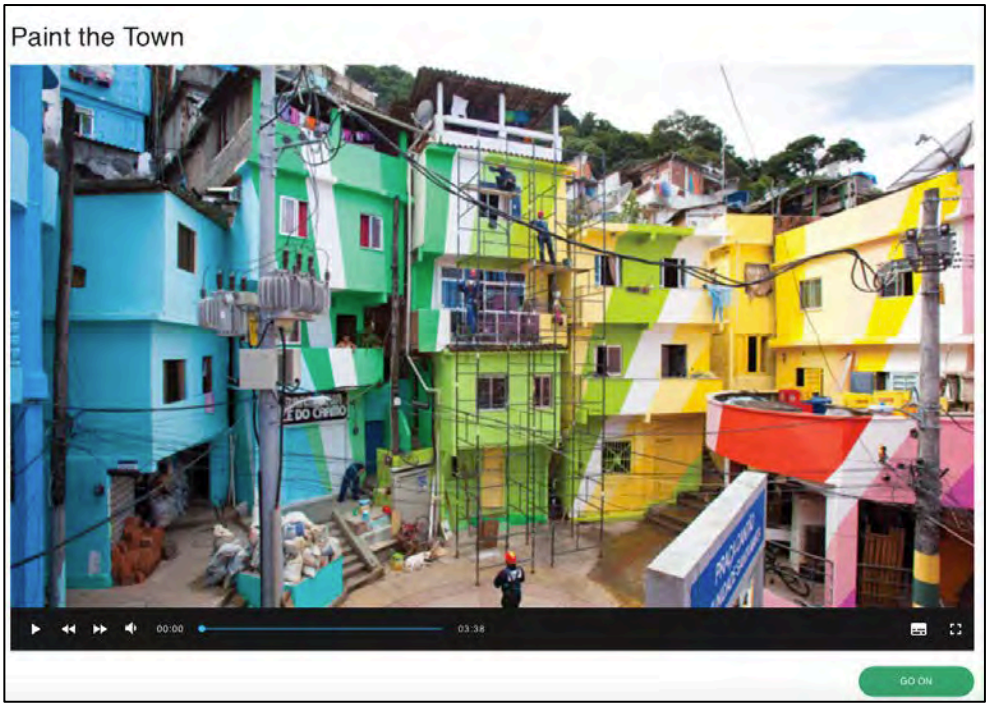
Enter the Explore Zone by clicking **Watch Video** on the Block on the Dashboard. This opens the Anchor Video.



Click the Play icon to start the video.

Anchor Video

The Anchor Video introduces the Block by emphasizing real-context applications and careers. These motivating stories provide a connecting theme across the Block.

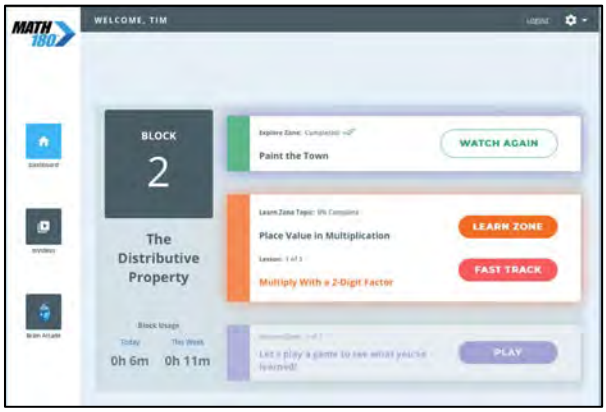


When the Anchor Video screen opens, a preview of the video begins. Use the Play/Pause button to start or pause the video. The button toggles between Pause and Play, so click the button a second time to continue the video. Use the speaker button to adjust the volume. Click the screen icon in the lower right to view the video full screen.

When the video is finished, click **Go On** to return to the Dashboard.

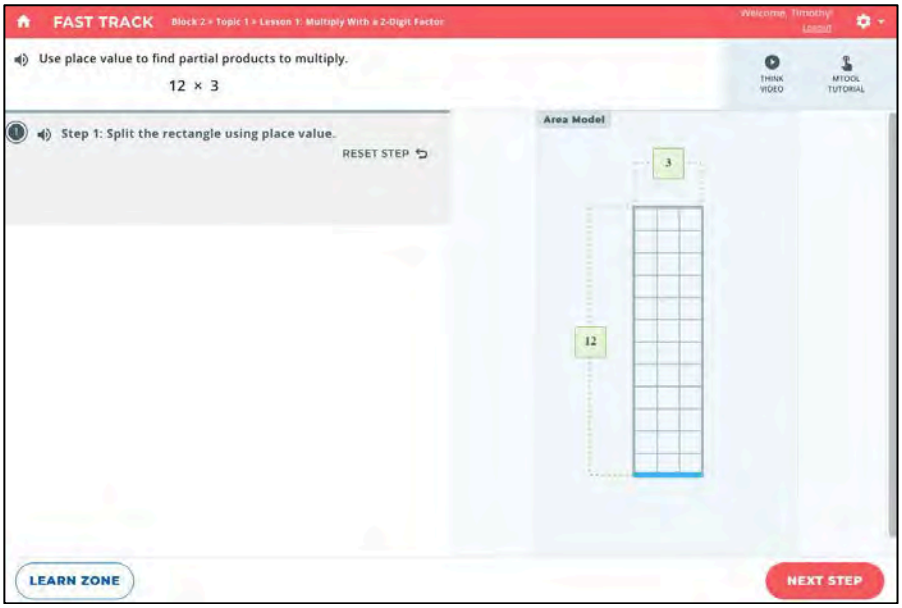
Students must view the Anchor Video at the beginning of their work in the Block. The video is available to be viewed again at any time in the same Block.

Fast Track



After finishing work in the Explore Zone, students move to the three Topics in the Block. When students start working on a Topic, the Fast Track and Learn Zone buttons are enabled. Students have the option of moving to the Learn Zone or choosing to Fast Track through the lesson.

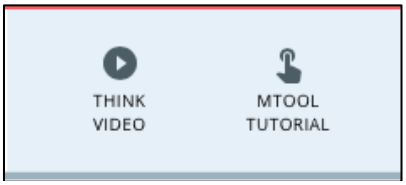
Fast Track allows students to demonstrate mastery of a lesson or parts of the lesson. Click **Fast Track** on the Block to open the Fast Track assessment. Students see up to three questions on the lesson's objective. Students who complete three problems correctly advance to the next Learn Zone lesson. Students who complete two problems correctly advance to the Master portion of the Learn Zone (*page 14*), accelerating through the Think, Try, and Practice portions. Students who complete one problem correctly advance to Practice. Students with no correct answers start the lesson at the beginning with Think and Try.



Begin Fast Track by filling in the required fields in the expression.

When all the fields in the step are filled, click **Next Step**. To go back and correct a field, click the field. The steps will reverse to that point, and the answers may be changed. After finishing the last step, click **Check It** for feedback.

Some activities use an mTool, such as the Array Model. Activities that use an mTool have a link to the mTool Tutorial. Click the **mTool Tutorial** icon for instructions on using the mTool.

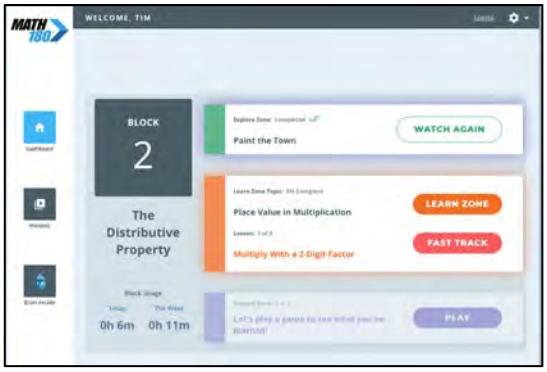


To view an instructional video on the math concept of the lesson, click **Think Video**. Click **Learn Zone** to leave Fast Track at any point and move to the Learn Zone.

At the end of the Fast Track assessment, students see their time and the number of correct answers. This data is also recorded on their Dashboard. Click **Go On** to continue with the lesson in Learn Zone or return to the Dashboard.

Students who do not successfully finish Fast Track go to the beginning of the lesson or return to the last work completed in the Learn Zone if they started the lesson before going to Fast Track.

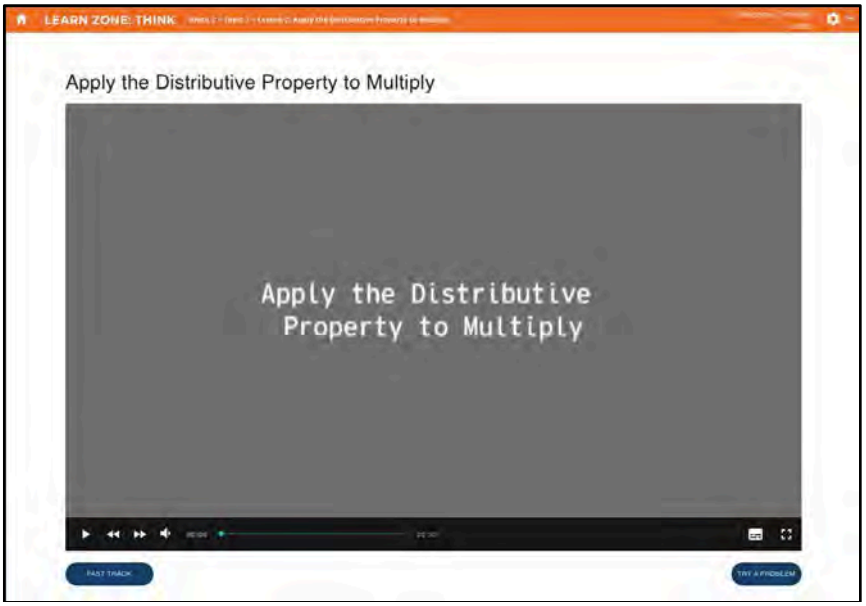
Learn Zone



In the Learn Zone, students work through the three lessons of the Topic. Students may go through all three lessons in the Learn Zone, or they may choose to Fast Track (*page 12*) through a lesson. Students must complete all the lessons in a Topic to move to the Success Zone. The Learn Zone button on the Block on the Dashboard shows which lesson students are currently working on. Learn Zone activities adapt to meet individual student needs.

There are four steps in the Learn Zone: Think, Try, Practice, and Master.

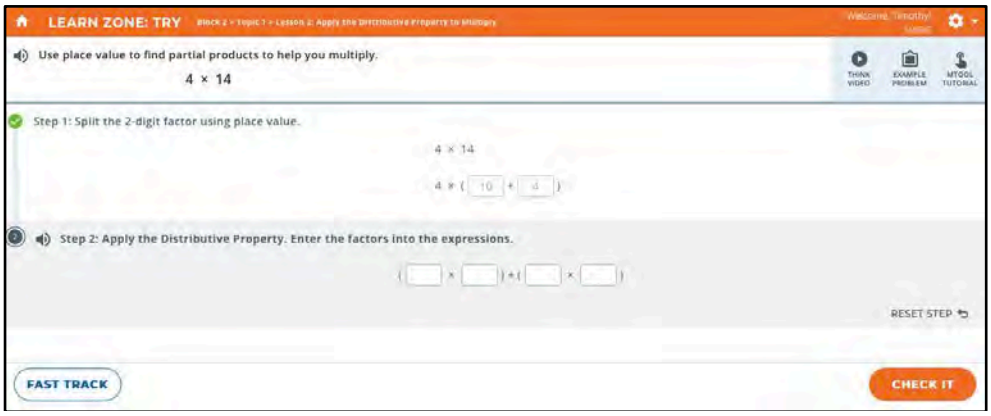
Think



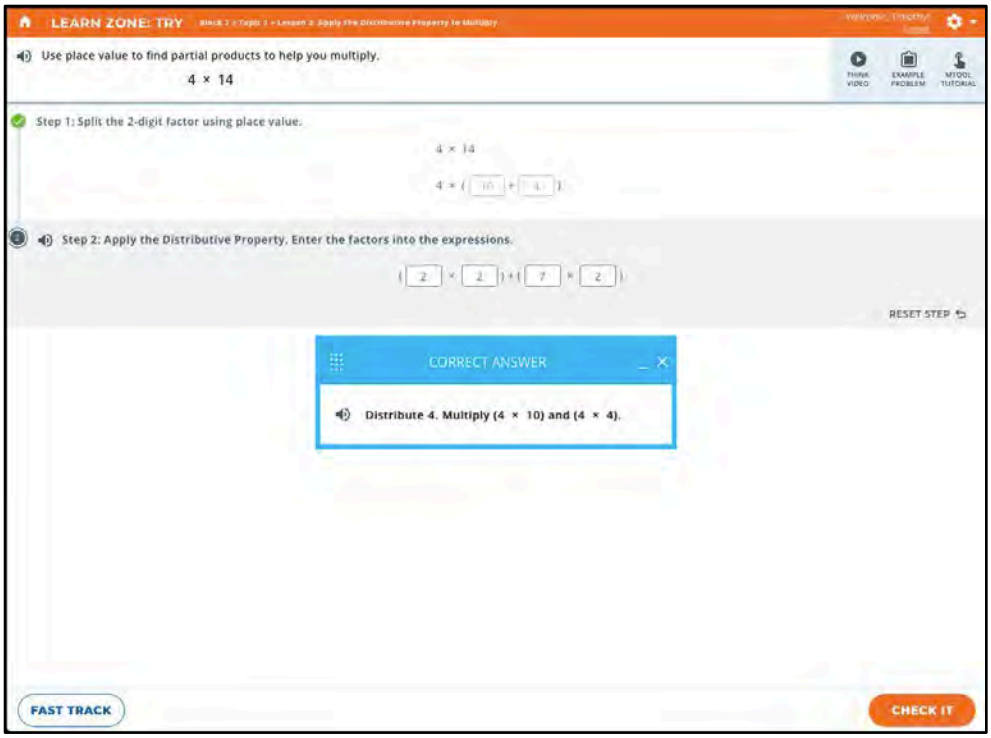
The Think step shows a two- to three-minute animated instructional video that introduces the lesson in a real context. Play the video by clicking the Play/Pause button. The button toggles between Play and Pause, so click the button a second time to pause the video. Use the speaker button to adjust the volume. Click the screen icon in the lower right to view the video full screen. Click the keyboard icon to turn captioning on or off. To switch to Fast Track, click **Fast Track**. When the video is finished, click **Go On** to move to the next part of the lesson. Students may opt out of viewing the video at the beginning of the Learn Zone and watch at a later time by clicking **Try a Problem**.

Try

In the Try step, students complete multiple problems using the lesson's procedures and the model introduced in Think.



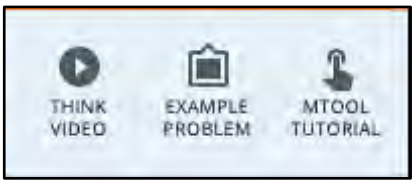
Begin the problem by completing the first step. To enter a numerical answer, scroll over and click the field, then type the numerical answer in the field. Click **Check It** to check the answer, or **Reset** to clear the fields and try again.



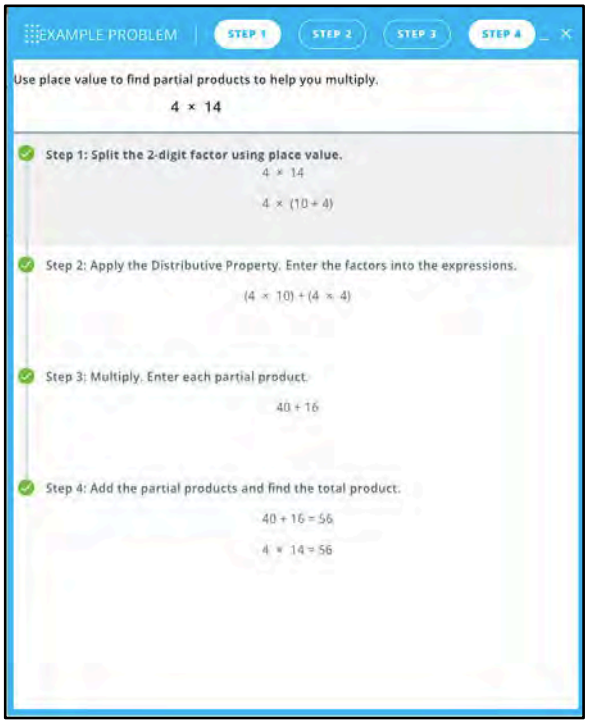
Students that click **Check It** and have an incorrect response see and hear corrective feedback. To hear instructions read aloud, click the speaker icon.

To switch to Fast Track for this lesson, click **Fast Track**. To see an example of the concept, click When the question is finished, click **Go On** to move to the next part of the lesson.

Students may view the Think Video at any time by clicking the **Think Video** icon in the top left of every screen in the Learn Zone



Students may also see an example problem showing the mathematical procedure of the topic by clicking the **Example Problem** icon (this button is enabled when students finish the first problem in the Try section).

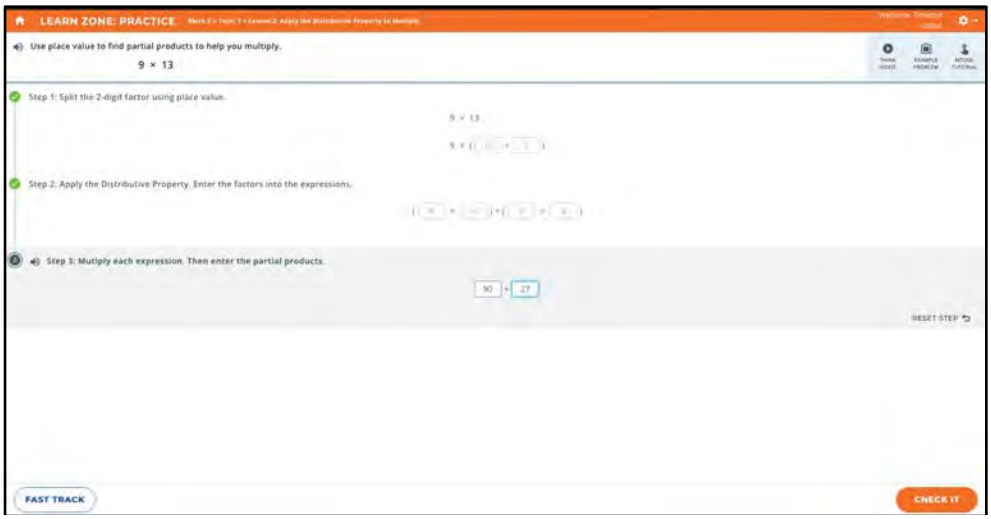


Some activities use an mTool, such as the Array Model. Activities that use an mTool have a link to the mTool Instructional Video. Click the **mTool Tutorial** icon (such as **Array Model**) to view a tutorial on how to use the mTool.

When students finish the multi-step activities in the Try section of the lesson, they go on to Practice. Click **Go On** to move on.

Practice

In the Practice step, students practice the concepts and skills taught in the lesson with scaffolded support and corrective feedback. Students practice and develop flexibility with the math concept by working on an adaptive set of between three and 10 scaffolded problems. Students solve these guided problems using the strategy taught in this lesson. Students must correctly answer three consecutive questions or four out of five questions to move on to the Master step of the lesson (*page 18*). Students who do not correctly answer the required number of questions see more Practice questions until they correctly answer the required number of questions.



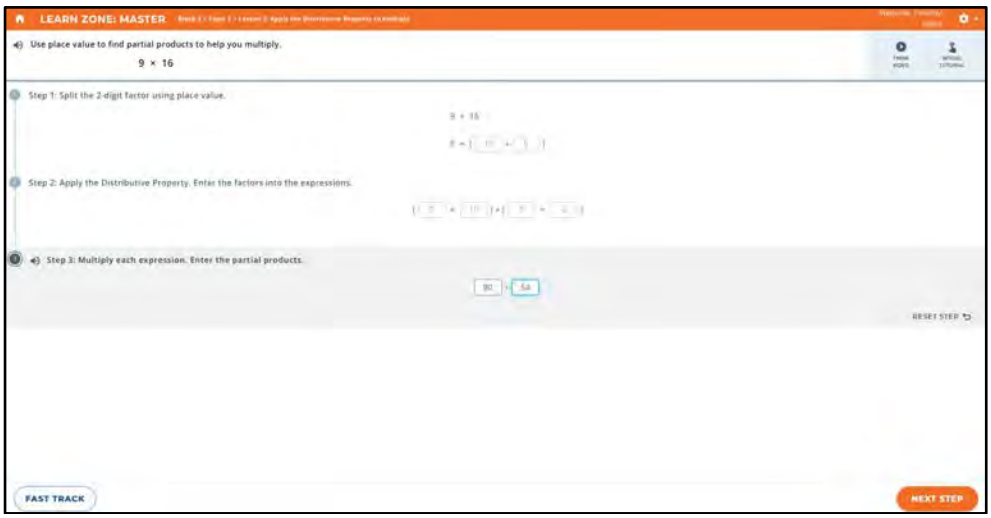
Practice questions contain four to five steps. Click **Check It** after finishing a step to see if the responses are correct. Correct responses move students to the next step; incorrect responses prompt feedback on the step, allowing students to try again. To switch to Fast Track for this lesson, click **Fast Track**. To view the Instructional Video again, click the **Think Video** icon. To see an example of the concept, click **Example Problem**.

Begin a problem by completing the first step. To enter a numerical answer, scroll over and click the field, then type the answer in the field. Click **Check It** to check the answer, or **Reset** to clear the fields and try again.

At the end of each problem, click **Go On** to continue to the next Practice problem or to move on to the next section.

Master

Every student must complete Master to finish the lesson. In Master, students are presented with an adaptive set of math problems to solve and prove they have mastered the concepts and strategies. Students may also see problems from previous lessons based on related objectives to ensure ongoing understanding.



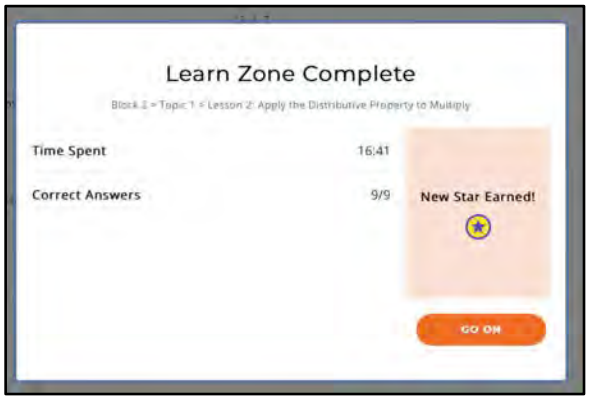
Master questions contain 25 steps. Click **Next Step** after finishing a step to go on to the next step.

To view the Instructional Video again, click the **Think Video** icon.

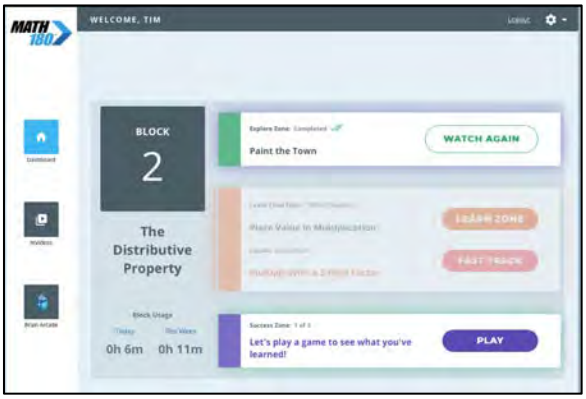
At the end of the problem, click **Check It** to see if the problem is correct and to move to the next problem in the set.

Students who correctly answer the required number of questions finish the lesson and see their lesson results as well as any stars earned. This data is also recorded on their Dashboards.

Click **Go On** to continue to the next lesson or to the Success Zone if all three lessons in the topic are completed.



Success Zone



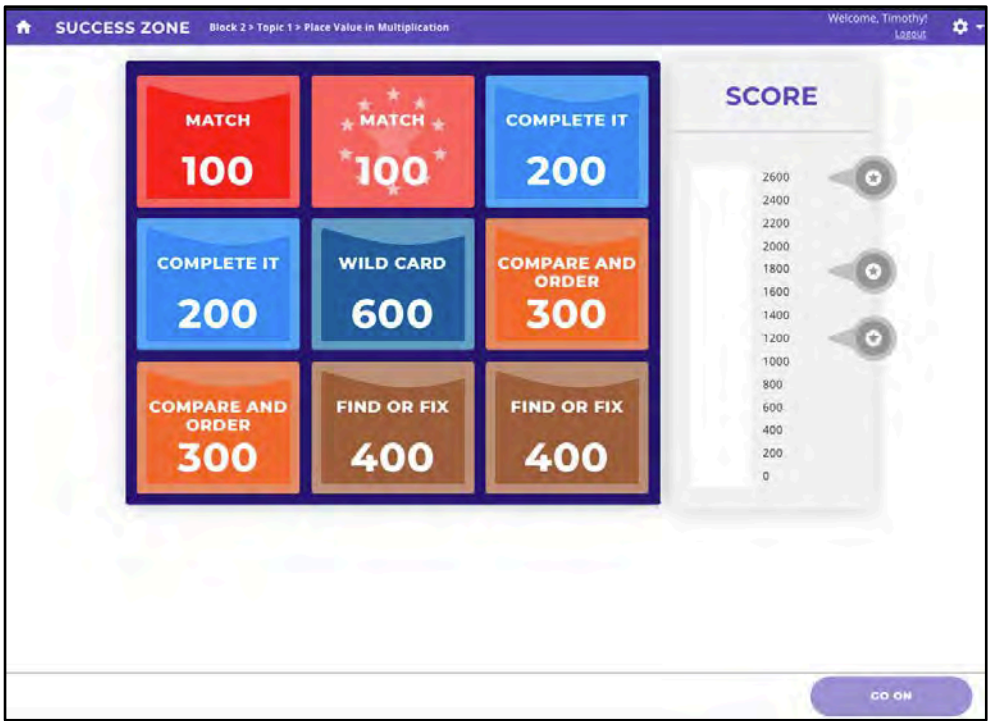
Students move to the Success Zone after completing the three lessons in the Topic. The Success Zone is the last step to completing the Topic.

Students begin their work in the Success Zone by clicking the Success Zone button on the Block on the Dashboard. Clicking the link spins the Block to the Success Zone Video. Click the video to bring up the video screen.

G.K., the Success Zone host, congratulates students on their hard work reaching the end of the Topic and introduces them to the different games they will see in the Success Zone.

Use the Play/Pause button to pause the video. The button toggles between Pause and Play, so click the button a second time to continue the video. Use the speaker button to adjust the volume. Click the arrow button to view the video full screen.

When the video is finished, students return to the Block. Click **Go On** to enter the Success Zone.



The Success Zone board shows nine games. Students may earn up to three stars in the Success Zone work at the end of the Topic, depending on how many games they choose to play and how well they do in each game.

Students decide which games they want to play and when to exit the Success Zone. Each game lists its point value on the Success Zone board. The more games they play, the more points they will earn. The more difficult games have the higher point values.

Students choose a game by clicking the game button to launch the game.

The Wild Card is the most difficult game on the board. Clicking **Wild Card** launches a game of the software's choosing.

After playing one game, students may click **Go On** at any time to leave the Success Zone.

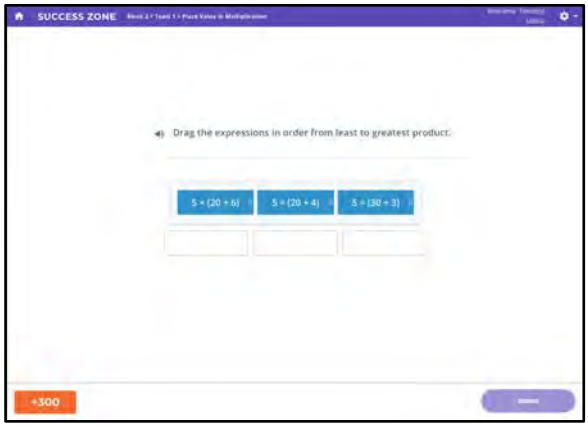
There are seven different types of Success Zone games.

Students may log out before finishing in the Success Zone and resume at their next login.

Compare and Order

In Compare and Order, students see tiles representing different expressions. Drag the tiles to order them from lowest to highest value. To hear the instructions read aloud, click the speaker button.

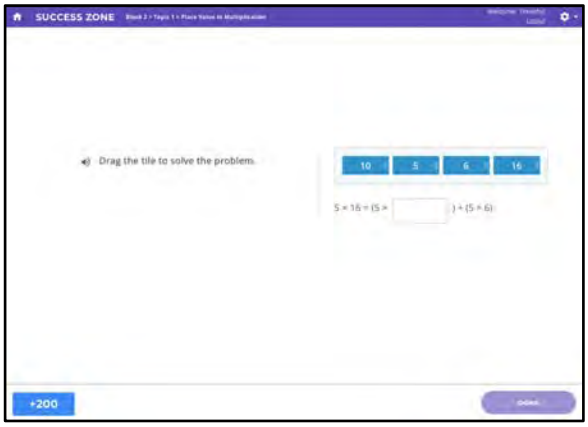
When finished, click **Done**. G.K. will announce the score and provide corrective feedback, if necessary. Students will then return to the Success Zone board.



The point value for the game is at the top right corner of the screen.

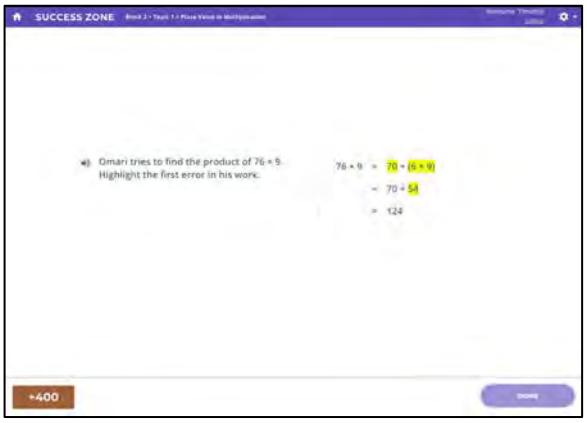
Complete It

In Complete It, students drag tiles to spaces in the mathematical expression to successfully complete it. To hear the instructions read aloud, click the speaker button. When finished, click **Done**. After hearing from G.K. how they did in the game, students return to the Success Zone board.



Find or Fix

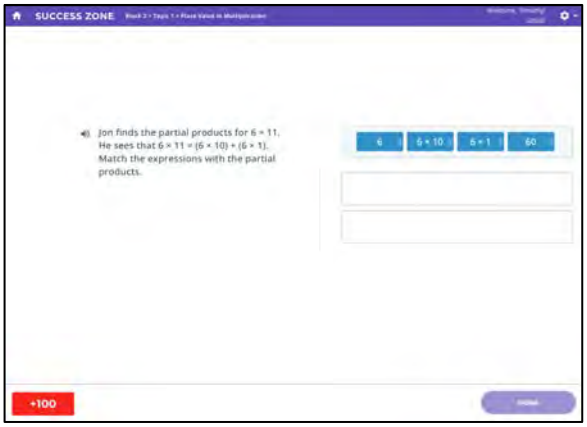
In Find or Fix, students are presented with an expression that contains an error. Highlight the error by scrolling over and clicking it, then completing the expression to arrive at the correct answer. Click **Done** when finished and hear from G.K. if the error was correctly identified and fixed.



Match

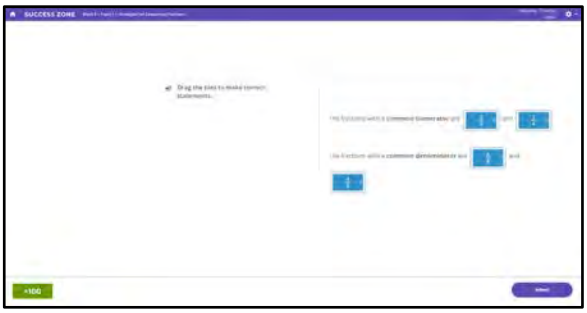
In Match, students are asked to match two expressions with the same value. Click a color, then click the two expressions with the same value. Click a different color to select two different expressions. To clear all selections, click **Clear**.

Click **Done** when finished to hear results and return to the Success Zone board.



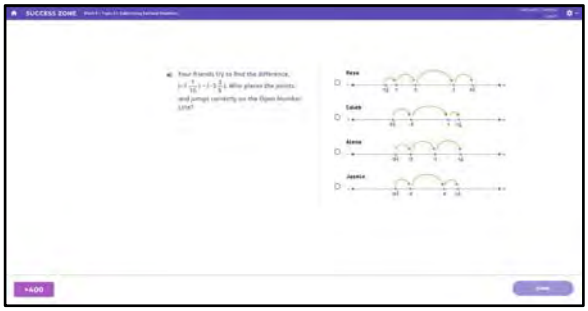
Math Talk

In Math Talk, students select the best term for a process or number to effectively communicate math reasoning. Click **Done** when finished to hear results and return to the Success Zone board.



Who's Right?

In Who's Right?, students see a real-world math question and are presented with four possible solutions. Click the checkboxes to select which possible solutions are correct. To hear the problem read aloud, click the speaker button.



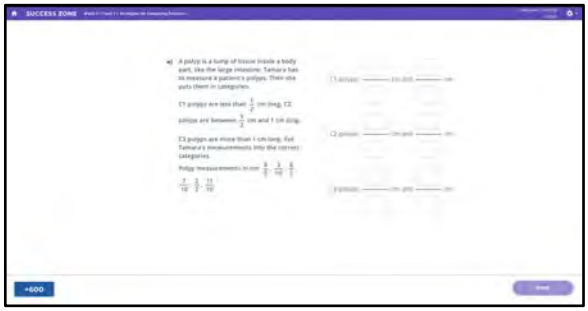
Click **Done** when finished to hear G.K. read out results and return to the Success Zone board.

Word Play

In Word Play, students apply math skills to contextual problems with various levels of scaffolding.

To hear the problem read aloud, click the speaker button.

Click **Done** when finished to hear G.K. read out results and return to the Success Zone board.



Topic and Block Completion

Finishing a Topic

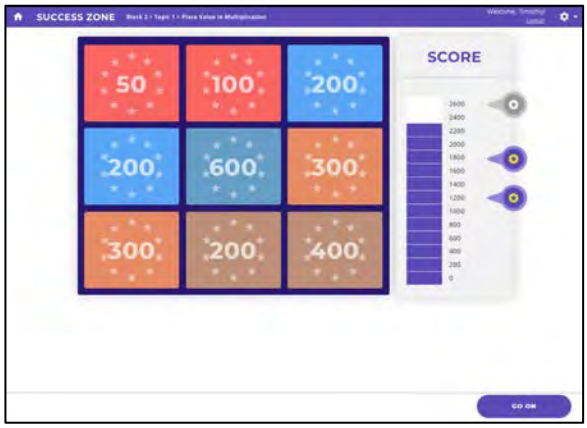
Students finish a Topic when their work in the Success Zone is completed.

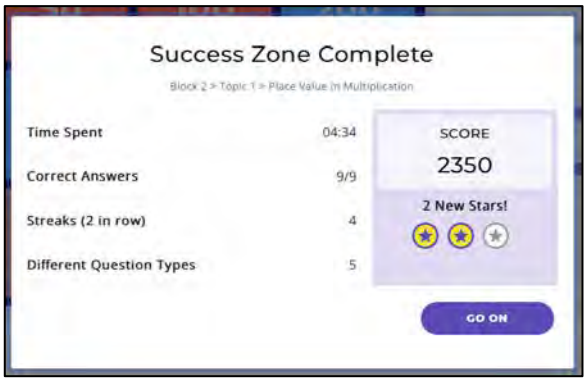
Depending on the amount of work done in the Success Zone, students collect their Success Zone points and stars, then click **Go On** to see their results and badges.

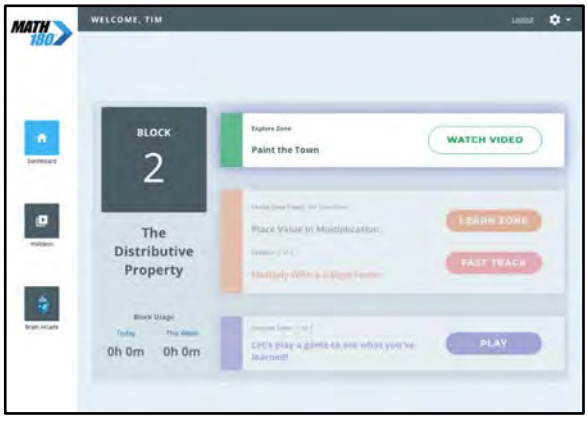
Students see their Success Zone Complete screen with the number of points recorded and other data. This data is also recorded on their Dashboards.

Click **Go On** to return to the Dashboard.

When students return to the Dashboard, the Block now shows the links for the next Topic in the Block.







Finishing a Block

Students finish a Block when they complete all three Topics (including all the lessons in the Topic and the Topic's Success Zone).

After finishing in the Success Zone for the last Topic and viewing all their accumulated stars and badges, students see the Block filled on their Dashboards.

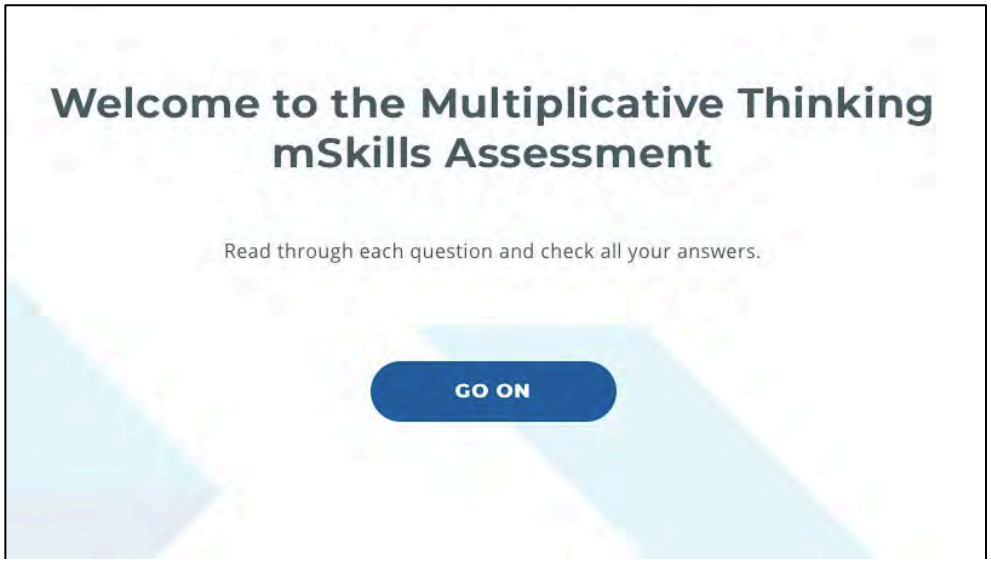
Click **Go On** to move to the next Block. Barrett introduces the subject of the next Block in a video, followed by the welcome screen.

Click **Go On** to begin work in the next Block.

mSkills

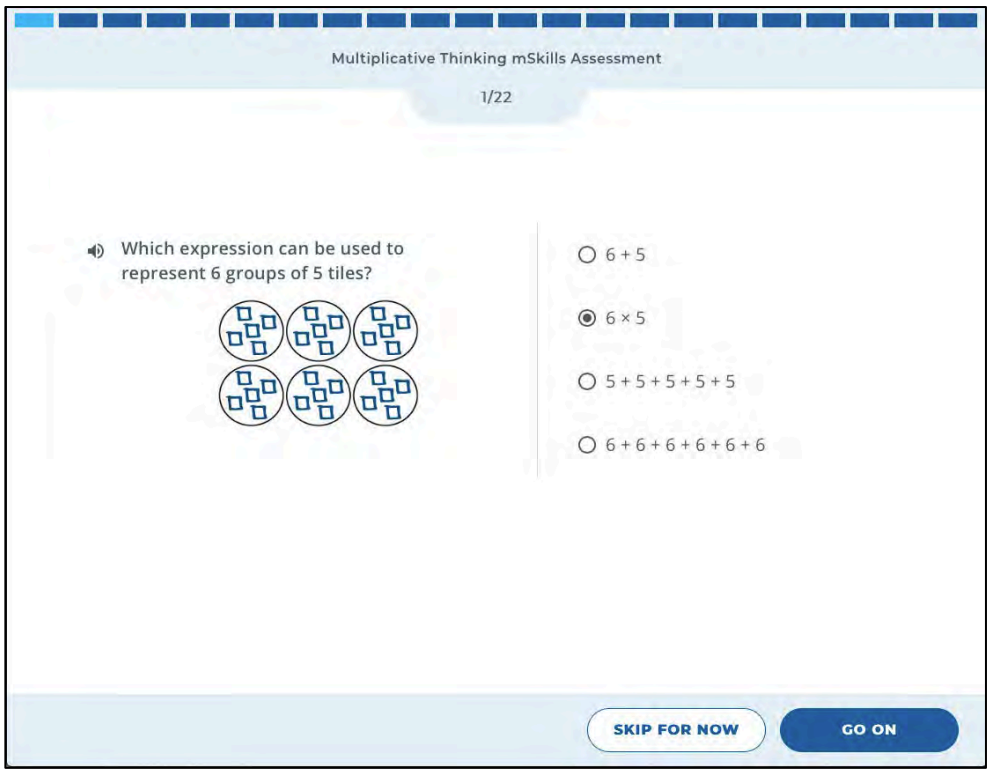
mSkills is the assessment program of *MATH 180*. Teachers assign mSkills Assessments to classes, students, or groups through SAM Central. When students are assigned an assessment, they see the mSkills Assessment Welcome screen when they first log in.

For more information on assigning mSkills Assessments, see ***Using SAM Central With* MATH 180 *Course I*** at the MATH 180 Product Support website (*page 39*).



Students may skip questions in mSkills, but all questions must be answered before the Assessment is submitted, and students can view their results and return to their Dashboards.

Click **Go On** to begin the assessment.

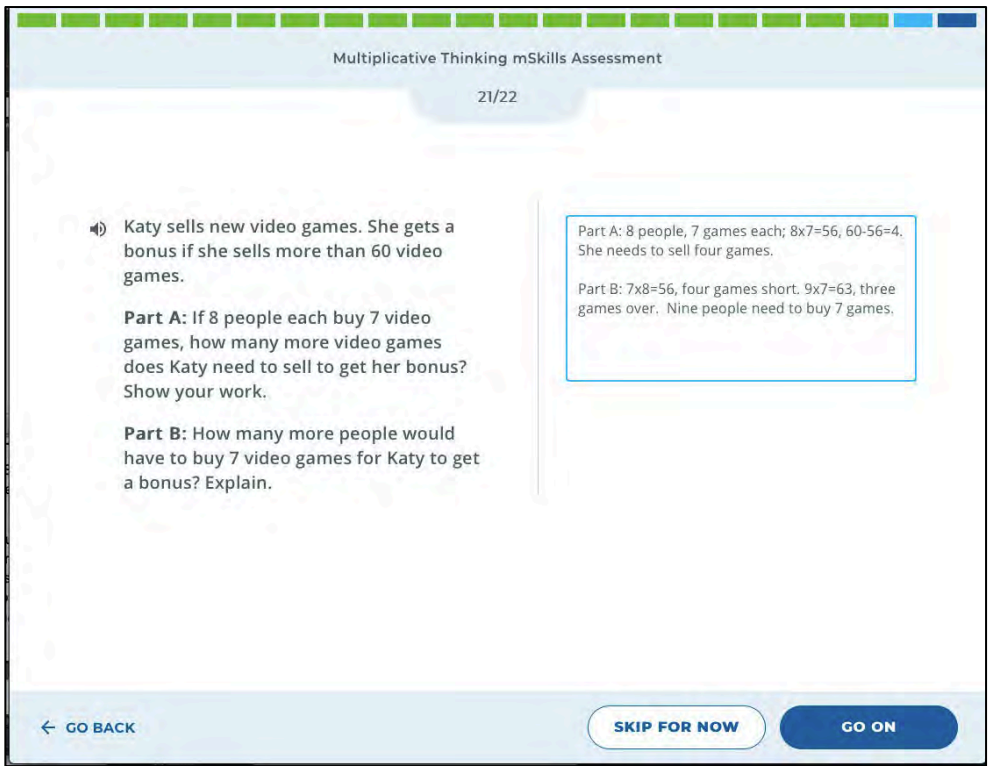


When the question appears, students hear the instructions read aloud. To turn the audio instructions off, click the speaker icon.

Follow the directors to answer the question correctly and then click **Go On** to move to the next unanswered question. For multi-answer questions, students must provide all correct answers to have the answer count as correct; there is no partial credit in mSkills Assessments.

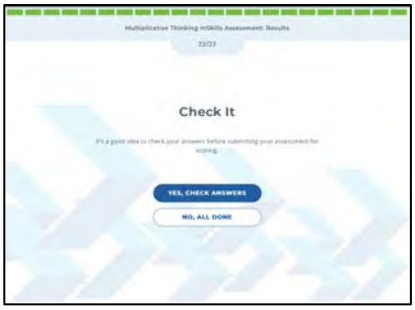
At the top of the screen is a Progress Bar. The Progress Bar shows answered questions in blue and skipped questions in yellow. Questions not answered yet are grayed out. Students may move through the questions by clicking the question number or skip the question by clicking **Skip**, but may not move ahead to questions that are grayed out in the Progress Bar. Clicking Skip takes students to the next unanswered question.

Students must answer all questions before submitting the Assessment.



The first 20 questions on an mSkills Assessment are Computer-Scored Questions; they are scored by the software, and those scores are recorded in SAM Central.

The last two questions are Constructed Response Questions. Students read the question and type out answers in the field provided. These answers are sent to the Student Digital Portfolio in SAM Central for teacher assessment using a rubric. For more information on the Student Digital Portfolio, see ***Using SAM Central With* MATH 180 *Course I*** at the *MATH 180* Product Support website (*page 39*).

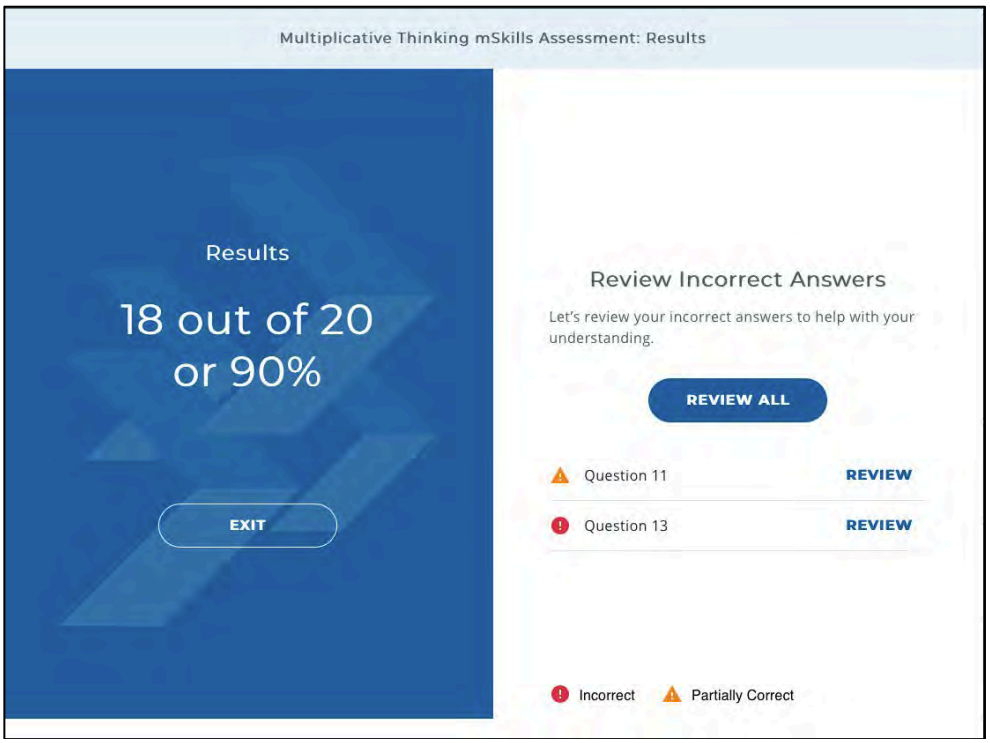


When all questions are answered, the **Done** button appears. Click it to move to the last steps of the Assessment.

After clicking **Done**, the Check It screen appears. Students may go back through the Assessment and check their answers by clicking the blue numbered buttons in the Progress Bar. Students may check, and if necessary change, their answers or click Submit to send their Assessment to their teacher. Once the Assessment is submitted, answers cannot be changed.

After checking answers, click **Submit**. A confirmation window opens. Click **Yes** to submit the Assessment for scoring, or **No** to return to the Assessment to further check answers.

When the Assessment is submitted, the Results screen appears with the results. Results are displayed on a bar graph that tracks student progress on Assessments by Block. Correct answers appear green in the Progress Bar, incorrect responses appear in gray. Click the buttons to review responses.



Click the buttons at the top right of the screen to toggle between student answers and correct answers. Only the Computer-Scored Questions are scored in the Results screen. Constructed-Response Questions are scored by the teacher in the Student Digital Portfolio.

Click **Exit** to leave mSkills and return to the Dashboard. To review incorrect or partial credit questions, click **Review All**.

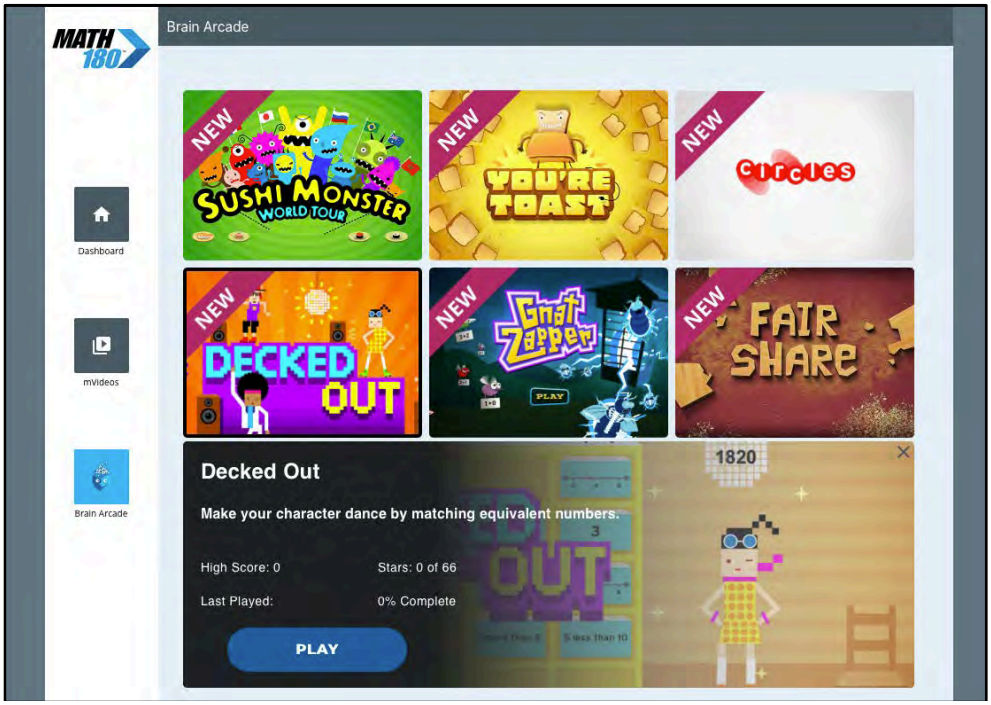
Brain Arcade

The Brain Arcade is a personalized playlist of games that build computational and strategic fluency.

When students first log in to *MATH 180*, they have five minutes to use in the Brain Arcade before they have to move on to their work for the day. After completing this work, they have unlimited time in the Brain Arcade. They may also log in to the Brain Arcade from their home computer.

Accessing the Brain Arcade

Access the Brain Arcade from the Dashboard by clicking **Brain Arcade**. This opens the Brain Arcade screen.



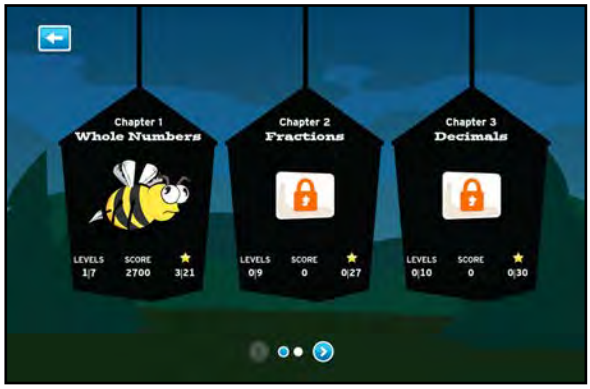
The Brain Arcade screen shows the six Brain Arcade games. These games are recommended for students based on their current and just-completed work in the program.

Click the game icon to see information and stats for that game. Click **Play** from the game to launch it.

District administrators may use the District Profile settings in SAM to control access to the Brain Arcade. See Editing a District Profile in ***Getting Started with SAM Achievement Manager*** on the *MATH 180* Product Support website (*page 39*) for more information.

Playing the Games

Games are arranged by chapters, which students unlock as they move through the software. Each chapter has different levels, which students attain as they play the game.



Students also earn stars, which measure their progress to the next level of the game. Stars are recorded on their Brain Arcade screens and on their Dashboards.

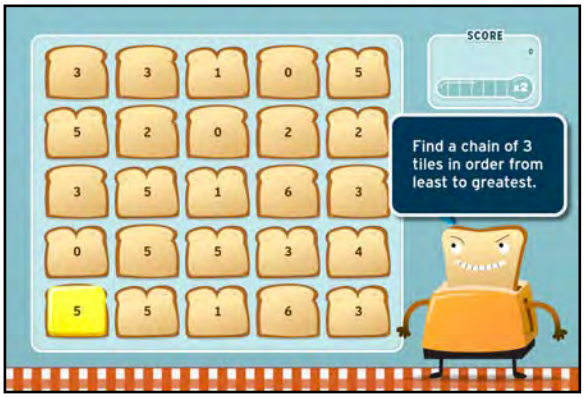
When students first log in to *MATH 180*, they have five minutes to play games in the Brain Arcade. This time limit is seen at the top of the Brain Arcade screen when they first log in. At the end of the five minutes, Barrett tells students that their time in the Brain Arcade is up until they finish the day's lesson.

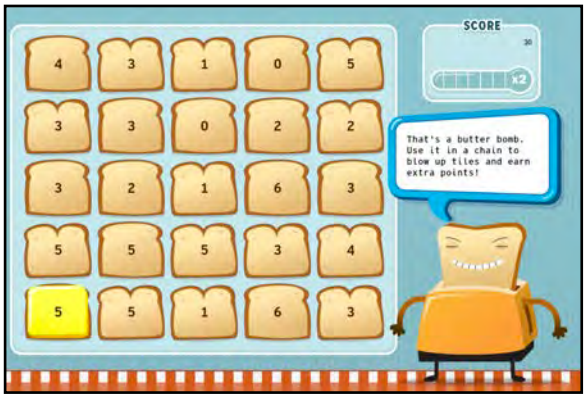
Students who spend 15 minutes in the zone activities in a day may move to the Brain Arcade with no time limit for the rest of that day.

Tutorials

Each Brain Arcade game features an interactive tutorial to help students learn to play the game. Access the tutorial from the game's level screen by clicking **Tutorial**.

In each tutorial, students are shown the first screen of the game, along with instructions for starting and playing the game. After completing the first steps of the game, students are shown additional steps. They may play the tutorial for as long as they wish; however their time in the tutorial is not recorded.

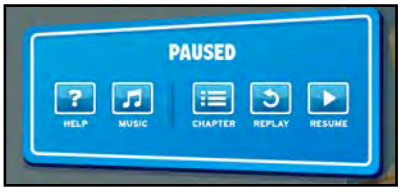




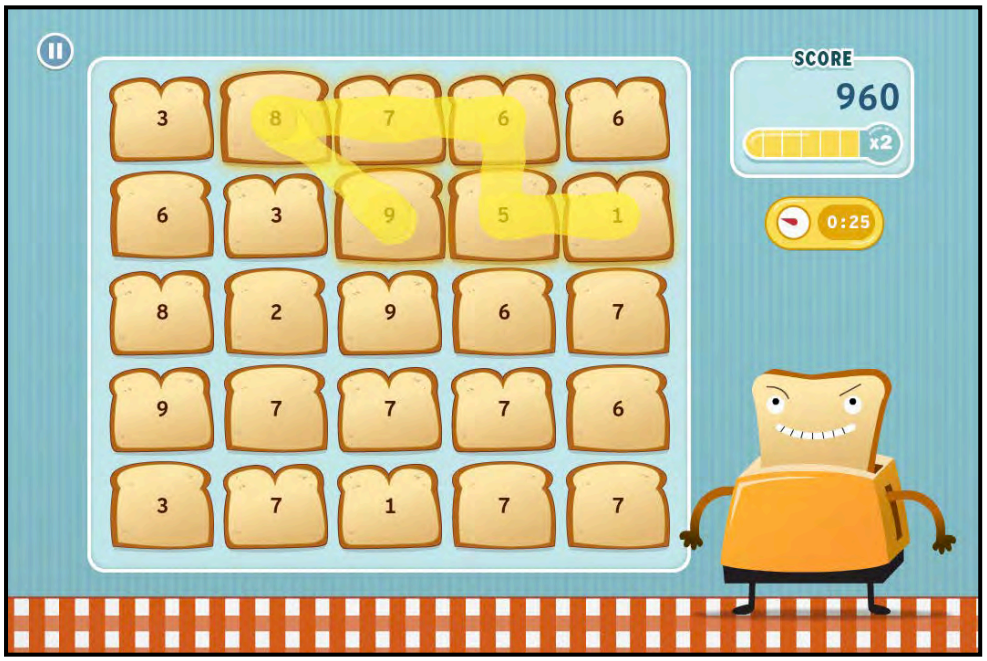
As students move through the tutorial, they will also see tips and strategies for playing.

Pausing the Games

Each game has a Pause button. Clicking the Pause button displays a menu of functions. Click **Help** for help with the game. Click **Music** to toggle the game's music on or off. Click **Chapter** to see the Chapter screen to check progress. Click **Replay** to play the game from the beginning, or click **Resume** to resume the game.



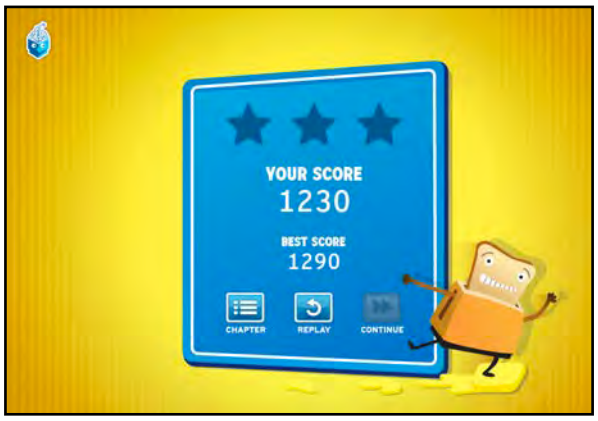
You're Toast!



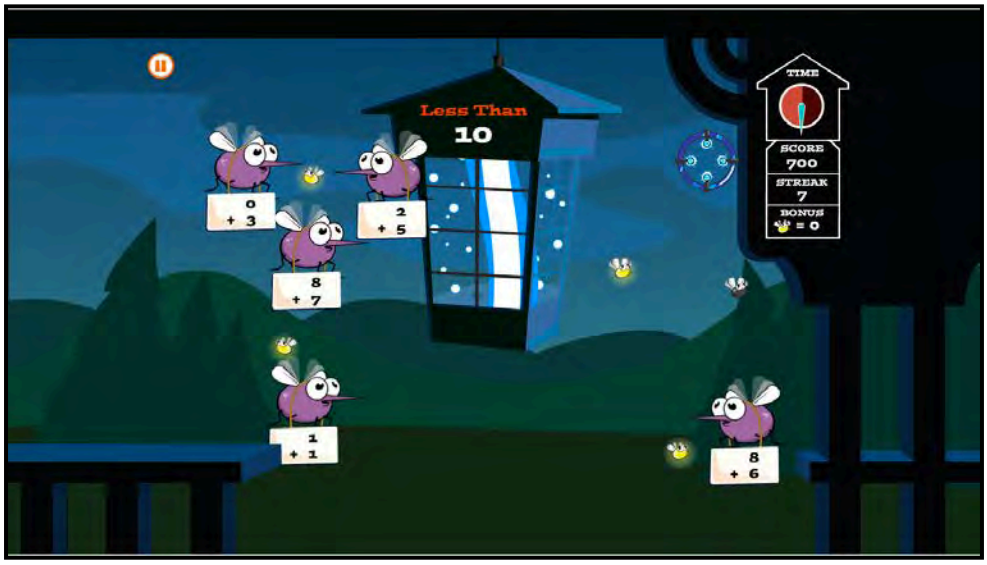
In You're Toast!, students scroll over the toast slices (as the butter spreader) to connect the numbers in ascending order. Release the cursor, and the toast slices fall and are replaced by new slices with new numbers. The timer at the right shows how much time is left in the game.

At the end of the game, students see their scores. Click **Chapter** to return to the Chapter screen. Click **Replay** to play the game again at the same level, or click **Continue** to play the game at the next level (if that level is unlocked).

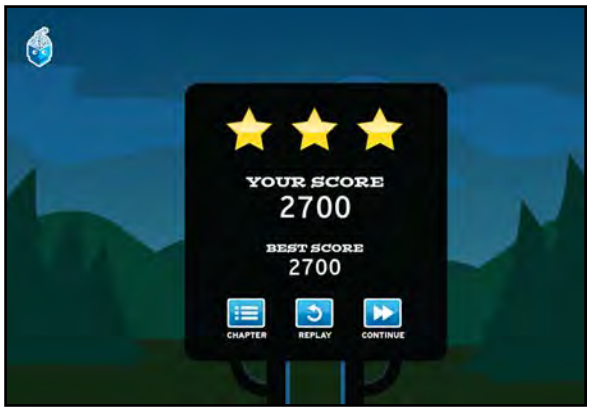
Click the Brain Arcade logo to move back to the Brain Arcade screen.



Gnat Zapper



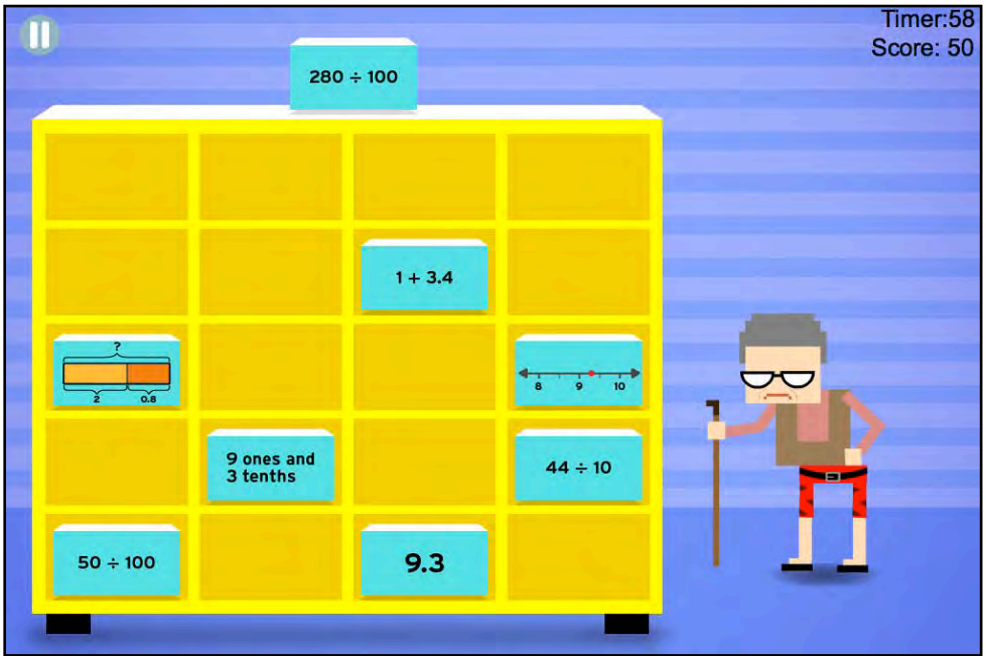
In Gnat Zapper, students see a number category on the zapper. Gnats all carry expressions. Use the target, and scroll over to the gnats whose expressions fit the category, and click the bug. Correct clicks make the gnat disappear. Incorrect clicks turn the gnat red and make it fly off. There are also smaller bugs that can be clicked for extra points.



At the end of the game, students see their scores. Click **Chapter** to return to the Chapter screen. Click **Replay** to play the game again at the same level, or click **Continue** to play the game at the next level (if that level is unlocked).

Click the Brain Arcade logo to move back to the Brain Arcade screen.

Decked Out

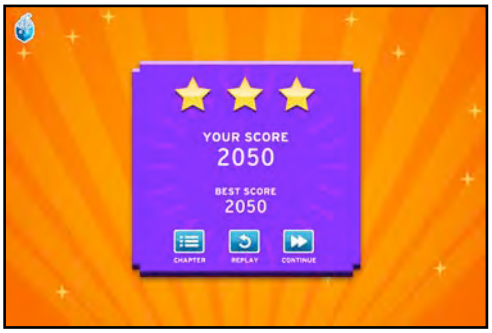


In Decked Out, students identify different representations of the same value.

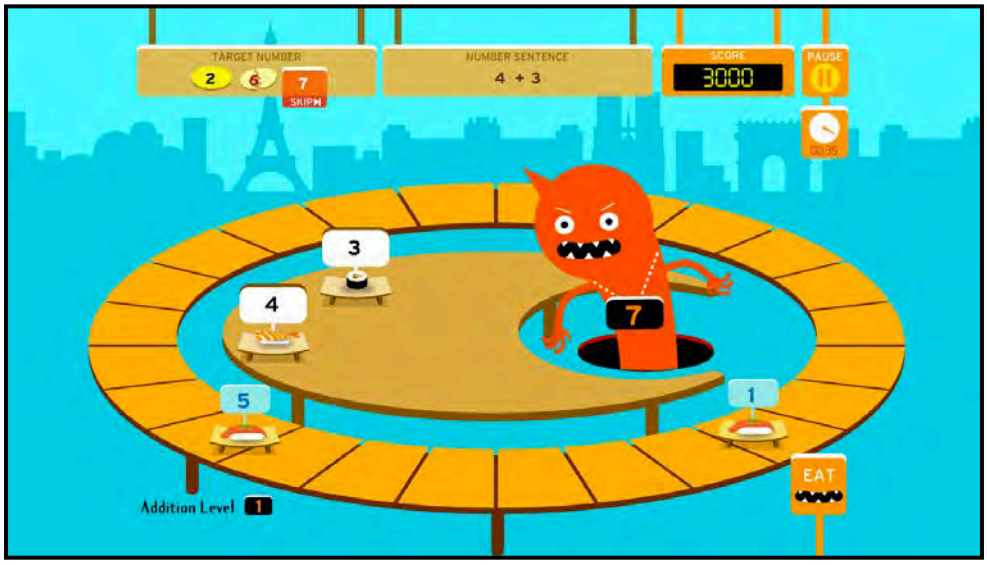
Values appear on the tiles in different forms (visual models, equations, words). Click and drag the tiles to place the ones with matching values next to each other on the grid. When three matching tiles are next to each other, they disappear, and the onscreen character gets something new to wear. Students win the game by changing the character's entire outfit before time runs out. The timer at right shows how much time remains in the game.

At the end of the game, students see their scores. Click **Chapter** to return to the Chapter screen. Click **Replay** to play the game again at the same level, or click **Continue** to play the game at the next level (if that level is unlocked).

Click the Brain Arcade logo to move back to the Brain Arcade screen.

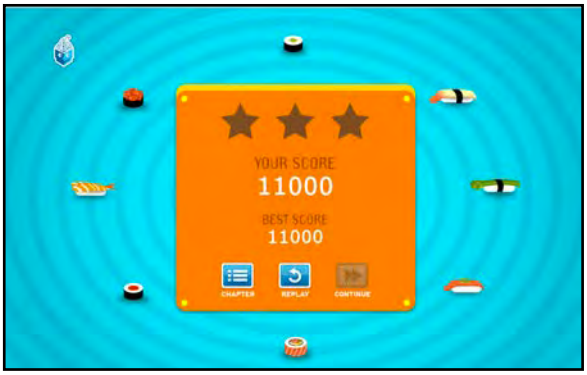


Sushi Monster World Tour



In Sushi Monster World Tour, the player clicks sushi pieces to make the number shown on Sushi Monster's neck. There are five boards on every round. Pick the correct numbers and the Sushi Monster eats the sushi. Pick the incorrect numbers and he swipes the sushi off the table.

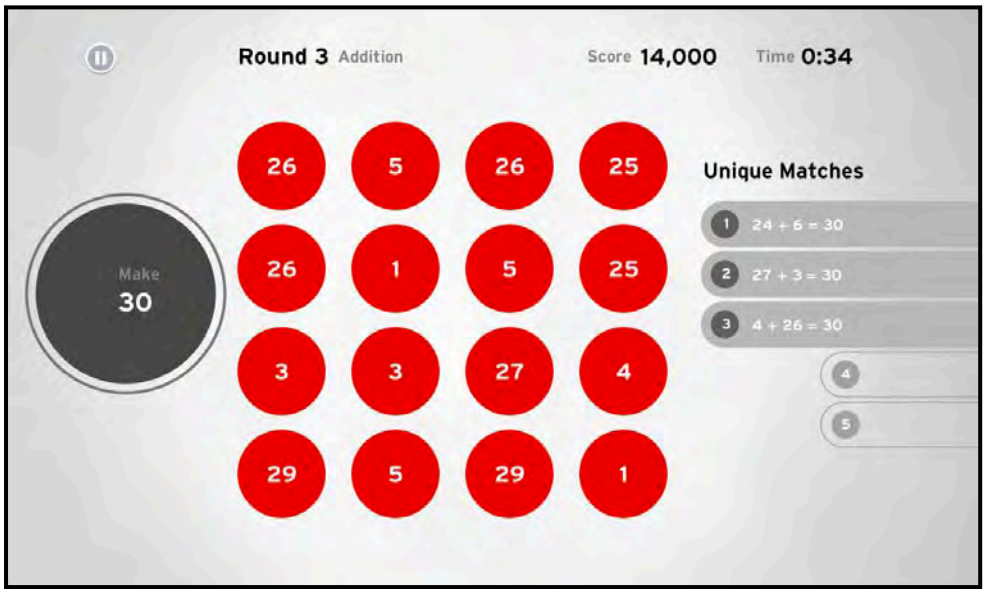
Correct responses are seen in the yellow circle at the top; incorrect responses are seen as a broken number. The timer at the right shows how much time is left in the game.



At the end of the game, students see their scores. Click **Chapter** to return to the Chapter screen. Click **Replay** to play the game again at the same level, or click **Continue** to play the game at the next level (if that level is unlocked).

Click the Brain Arcade logo to move back to the Brain Arcade screen.

Circles

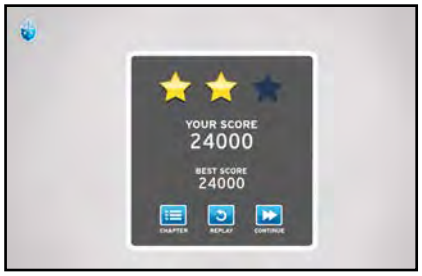


In Circles, students see a circle with a command ("Make 30") and different number circles. Click the two colored number circles that will create the sum shown in the large circle. This expression is seen at right.

To move red number circles around, click two circles that do not add up to the sum. This causes the red circles to switch positions. Switch the positions of the colored circles until two numbers that add up to the sum are adjacent.

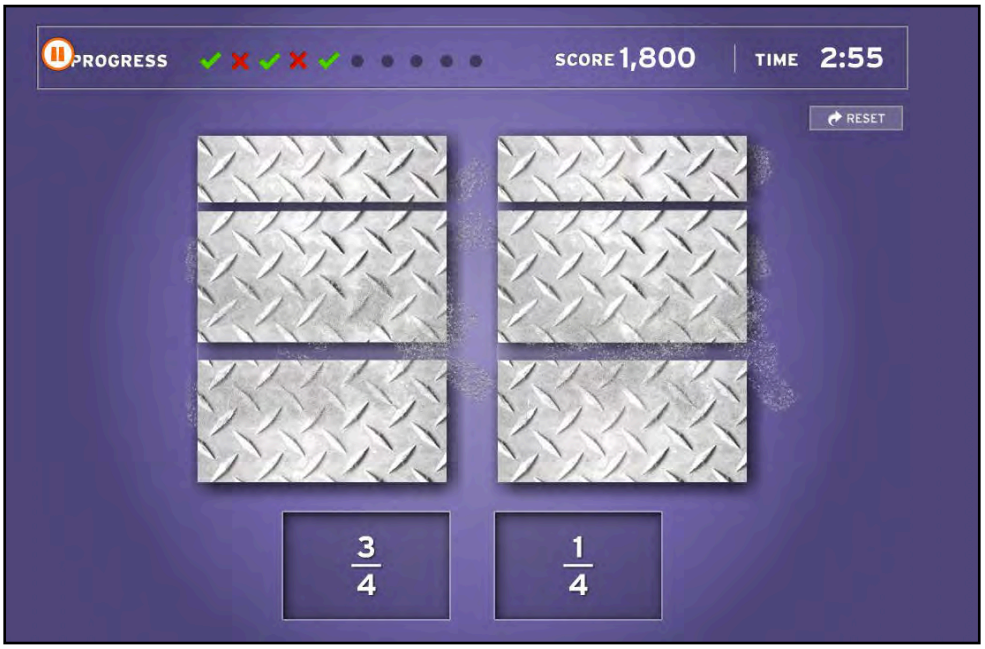
The timer at the top right shows how much time remains in the game.

At the end of the game, students see their scores. Click **Chapter** to return to the Chapter screen. Click **Replay** to play the game again at the same level, or click **Continue** to play the game at the next level (if that level is unlocked).



Click the Brain Arcade logo to move back to the Brain Arcade screen.

Fair Share

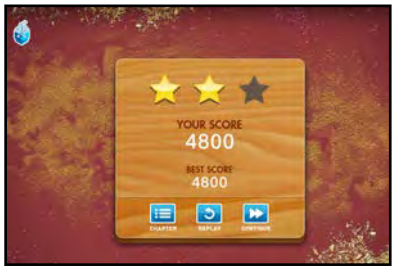


In Fair Share, students are presented with shapes that represent fractions. Students cut the shapes and reassemble them to illustrate the fractions.

The shapes represent parts of a whole. At the bottom of the screen are the fractions to represent. Cut the shapes into smaller shapes by clicking and dragging the pointer across the shapes. Then click and drag the pieces to the fraction spaces to show that fraction (for example, cut the two halves into four pieces, then drag three of the pieces to the ¾ space, then drag the last piece to the ¼ space). Students may cut pieces as many times as they wish, but they must use all the cut pieces.

To pause the game, click the Pause button, which toggles between pause and play. Click it again to resume the game. To reset the pieces, click **Reset**.

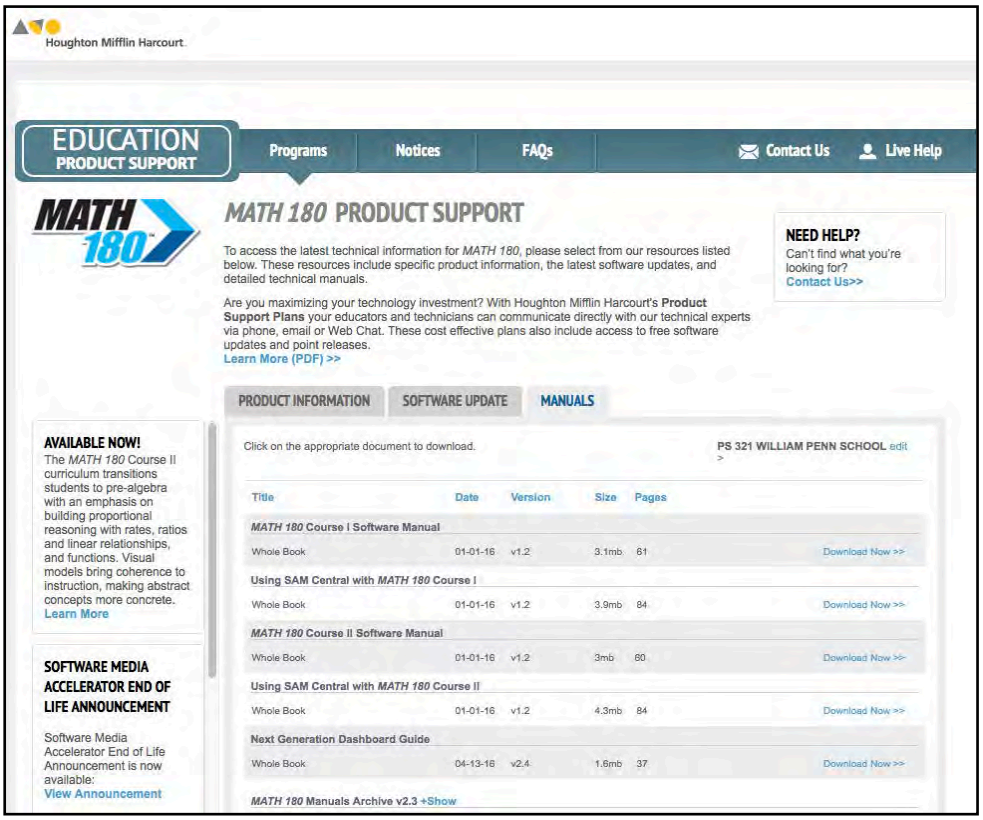
At the end of the game, students see their scores. Click **Chapter** to return to the Chapter screen. Click **Replay** to play the game again at the same level, or click **Continue** to play the game at the next level (if that level is unlocked).



Click the Brain Arcade logo to move back to the Brain Arcade screen.

Technical Support

For questions or other support needs, visit the *MATH 180* Product Support website at: hmhco.com/math180/productsupport.



At the site, users will find program documentation, manuals, and guides, as well as Frequently Asked Questions and live chat support.

For specific questions regarding the *MATH 180*, contact technical support at 1-800-283-5974 or visit the *MATH 180* Help Center at: downloads.hmlt.hmco.com/Help/Math180/.

For specific questions about using SAM and SAM Central with *MATH 180* programs, click **Help** in the Quick Links along the top of any screen in SAM or SAM Central.