



Expanding Educational Horizons

Caenwood Centre, Grant Hall, 37 Arnold Road, Kingston 5
Tel: (876) 967-5192 or 922-0783

Introduction to Math Amigo



This project is a joint initiative between the Governments of Jamaica and the United States of America through their monitoring agencies -- the Ministry of Education and the United States Agency for International Development (USAID).



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Note to Teacher

Dear Teacher,

Installed on your school's laptop and desktop computers are Math Amigo Manager and Valiant MathAmigo Desktop applications. Math Amigo is designed to help teachers improve student math scores. It covers the math curriculum and provides supplementary and remedial activities. Many of our Expanding Educational Horizons Project (EEHP) teachers are using the Math Amigo to give students practice in basic to advanced levels of math problems.

This mini-guide is developed for classroom teachers in the EEHP schools. It is developed in response to classroom teachers' requests for procedural information to select and transfer math/numeracy activities from the Math Amigo Manager and to be able to access these activities in the Valiant Math Amigo Desktop application.

Objectives

At the end of this mini-guide you will be able to:

1. Use Math Amigo Manager to select activities for a selected group of students.
2. Access the Valiant MathAmigo desktop application of your computer to carry out the activities.

We hope that you will find this mini-guide quite helpful as you use educational technologies to support numeracy activities in your lessons.

Yours truly,

Educational Technology Specialists - EEH

A. The Math Amigo Manager Application: Selecting Activities

1. Getting Started: Changing Teacher Alert

Before you begin to select activities from the Math Amigo Manager, you may want to change what's known as the Teacher Alert. This occurs when the students are doing Math Amigo activities and a "come see me" comment suddenly appears. Many teachers complain about this feature and would like it to be removed. The steps outlined below will remove the Teacher Alert from the activities to be selected.

1. Start MathAmigo Manager (see Figure 1).
2. In the left menu, click on the **Activities** tab.

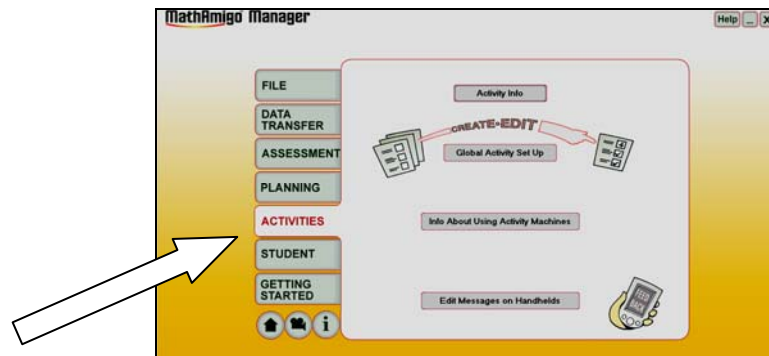


Figure 1: Math Amigo Manager Main Menu Screen

3. Click on **Global Activity Setup**.
4. Select the **Software Pack, Topic or Activity** by clicking in the box (see Figure 2).

Click in the box to Click on the software pack which contains several topics and activities that your students can try.
Click on the plus sign beside the box to see the topics and activities.

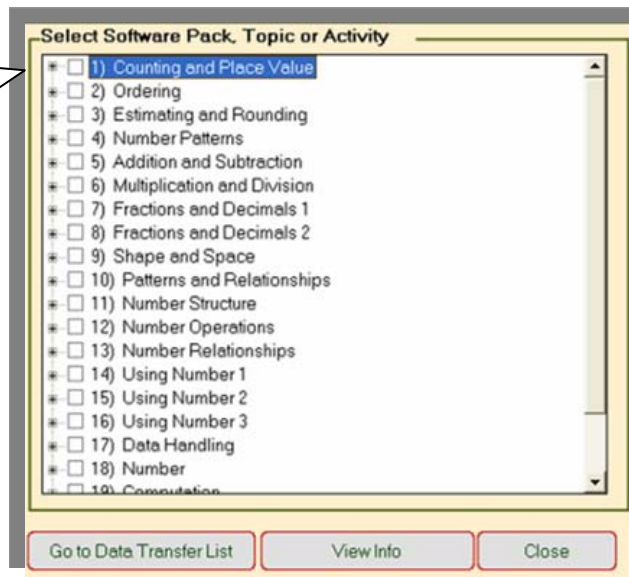


Figure 2: Select Software Pack, Topic or Activity Screen

5. Click on **Go to Global Set-Ups list** (see Figure 3).

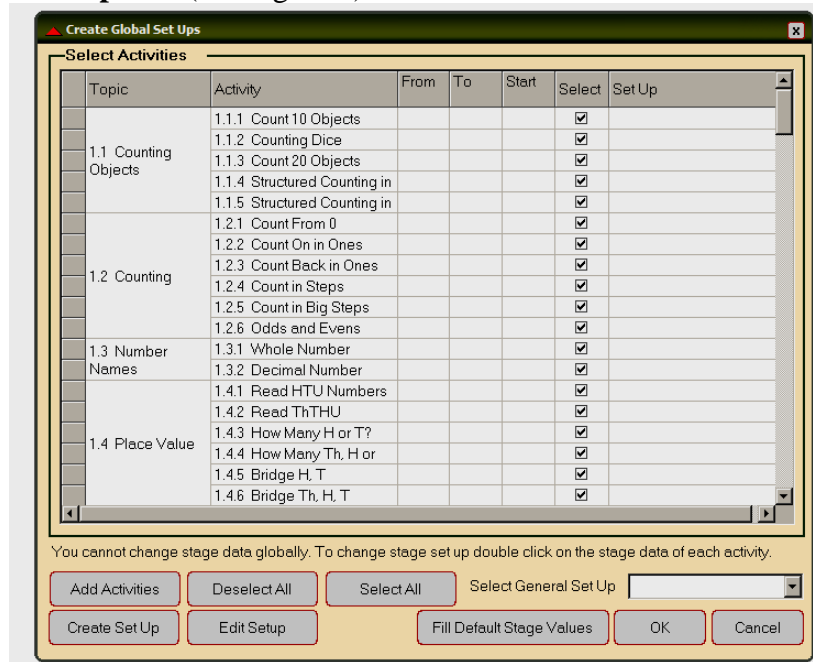


Figure 3: Create Global Set Ups Screen

6. Click on **Fill Default Stage Values**. The columns *From*, *To* and *Start* should now be filled (see Figure 4).
7. On the right, click the down arrow head of **Click on General Setup**
8. Click on *Easy*. The column *Set Up* should now be filled with the word “easy.”



Figure 4: Create Global Set Ups Screen with easy selected

9. Click on **Edit Setup**.
10. Click on the tab **Teacher Alert**.
11. Click in the box **Do not alert the teacher** to remove teacher alert feature such as “Come and see me” (see Figure 5).

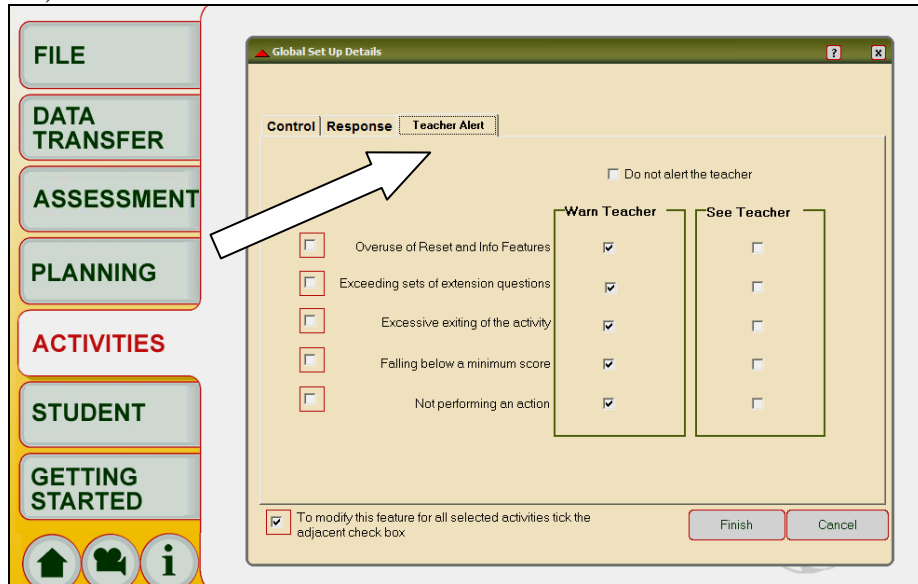


Figure 5: Global Set Up Details Screen

12. Click on **Finish**, then **OK**.
13. Click on **OK**.
14. On the **Select Activities for Global Setup**, click on **Close**.

2. Selecting the Software Pack, Topic and Activities

1. Start MathAmigo Manager if it is not open.
2. In the left menu, click on the **Data Transfer** tab (see Figure 6).
3. Click on **Using Activity Method**.

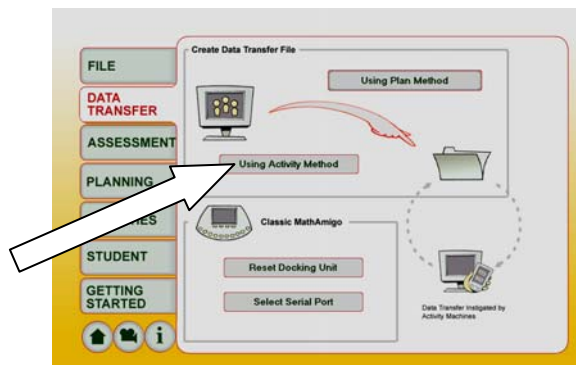


Figure 6: Data Transfer showing Using Activity Method Screen

4. Select the **Software Pack, Topic or Activity** by clicking in the box (see Figure 7).

Click in the box to select the software pack which contains several topics and activities that your students can try. Click on the plus sign beside the box to see the topics and activities.

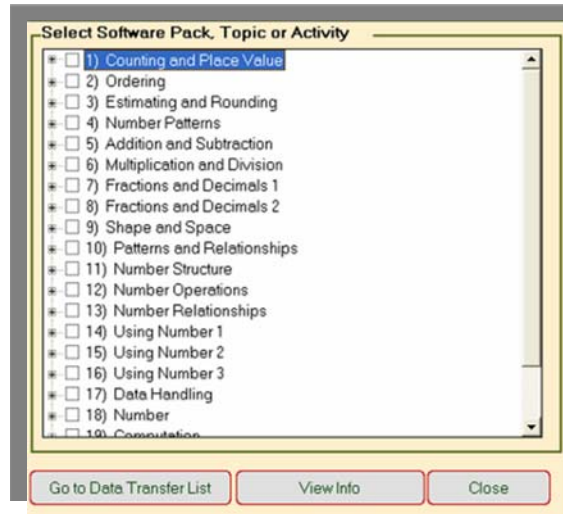


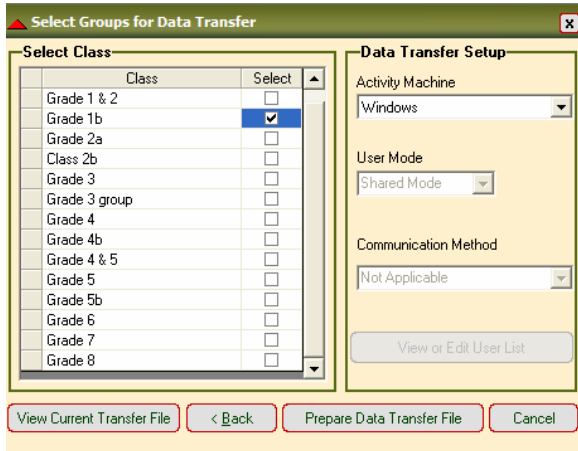
Figure 7: Select Software Pack, Topic or Activity Screen



Figure 8: Data Transfer Activity Set Up Selection Screen

5. Click on Go to Data Transfer List
6. Click on all the activities you wish the students to do
7. Go to **Click on General Setup** and click on down arrow
8. Click on level: Easy/Hard/Standard.
9. Click **Next**

10. Click in the box beside your class



Class	Select
Grade 1 & 2	<input type="checkbox"/>
Grade 1b	<input checked="" type="checkbox"/>
Grade 2a	<input type="checkbox"/>
Class 2b	<input type="checkbox"/>
Grade 3	<input type="checkbox"/>
Grade 3 group	<input type="checkbox"/>
Grade 4	<input type="checkbox"/>
Grade 4b	<input type="checkbox"/>
Grade 4 & 5	<input type="checkbox"/>
Grade 5	<input type="checkbox"/>
Grade 5b	<input type="checkbox"/>
Grade 6	<input type="checkbox"/>
Grade 7	<input type="checkbox"/>
Grade 8	<input type="checkbox"/>

Figure 9: Select Groups for Data Transfer Screen

11. Under **Activity Machine**, click on down arrow and Click on *Windows* (see Figure 9).
12. Click **Prepare Data Transfer File**
13. Click **OK** when you get the message that the file is ready for data transfer.

NOTE: Math Amigo will check to see whether there are students in each group and if there are no students a message will appear “The following class groups cannot be included since there are no students allocated to these class groups”.

B. Valiant Math Amigo Desktop Application: Carrying Out the Activities

1. Transferring the activities to Valiant MathAmigo Desktop Application

Step 1

1. Open the Valiant Math Amigo desktop icon (blue V). See Figure 10.



2. Click on **Data Transfer** and follow on screen instructions. Click on **Yes** to proceed.

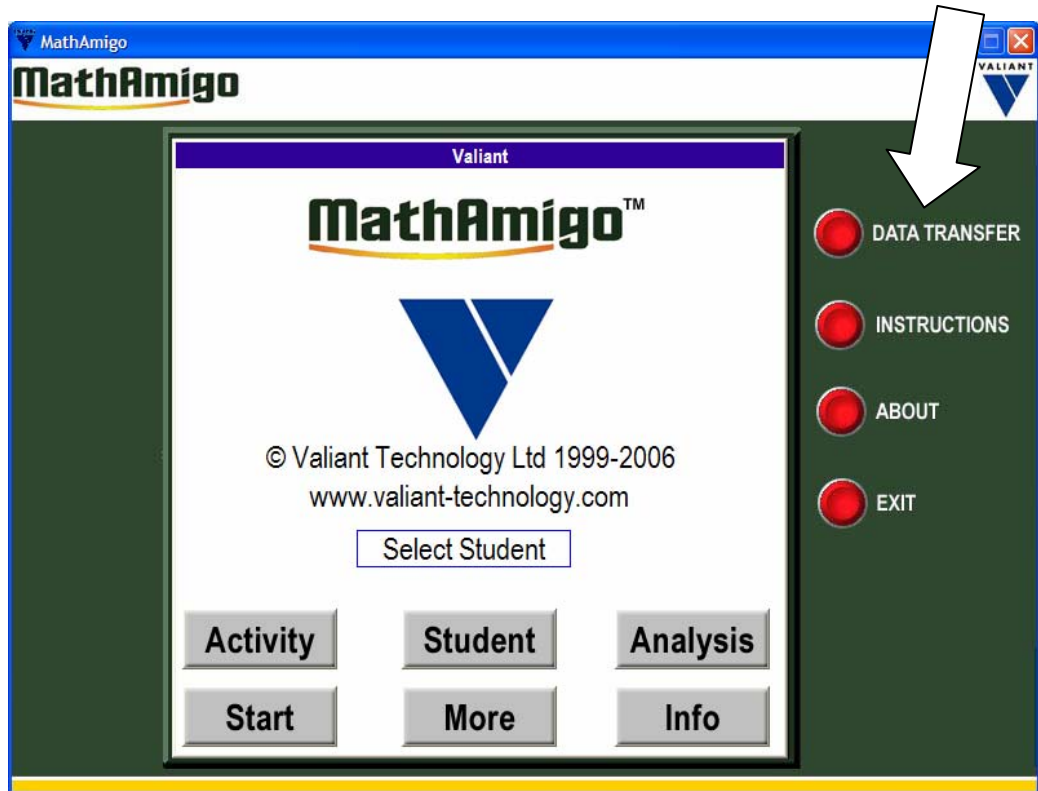


Figure 10: Valiant MathAmigo Desktop Start-up Screen

3. **NOTE:** If a grey window (see Figure 11) entitled “MathAmigo Manager Score Upload Information – DBID Mismatch,” appears, click on **Continue** else continue to step 4.

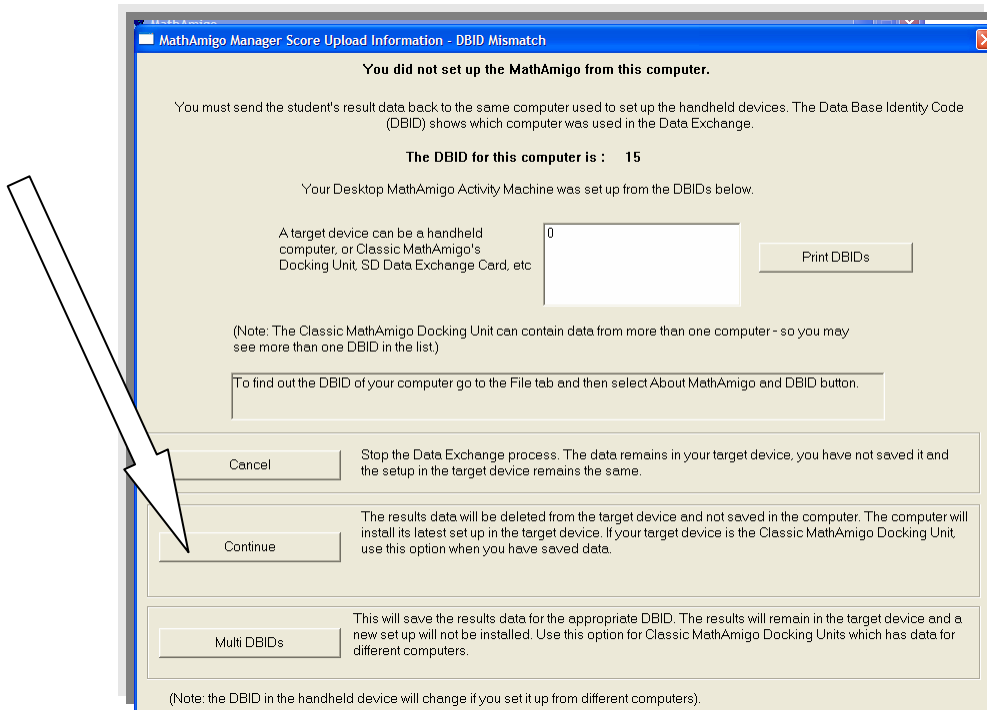


Figure 11: MathAmigo Manager Score Upload Information Screen

4. When you see **Data Transfer completed successfully**, click **OK**.

2. Selecting the student and the activities

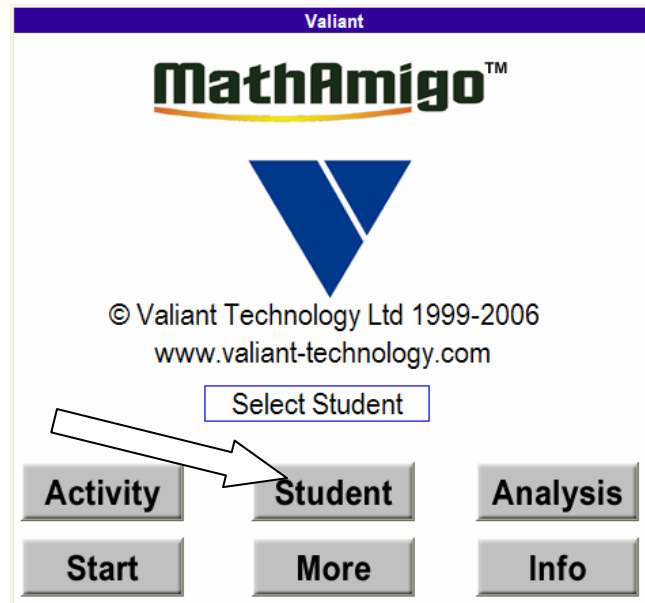


Figure 12: Valiant MathAmigo Desktop Start-Up Screen

1. Click on the **student** button on the Valiant MathAmigo Desktop Start-Up screen..
2. Point on grade and click on your class (see Figure 13).

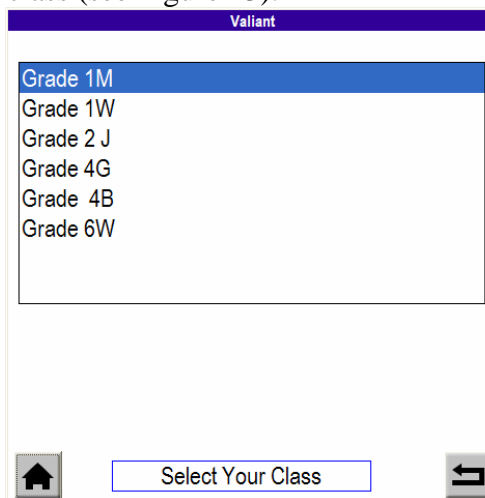


Figure 13: Valiant MathAmigo Desktop Grade Screen

3. Point on group and click on the group that the student is in (see Figure 14).

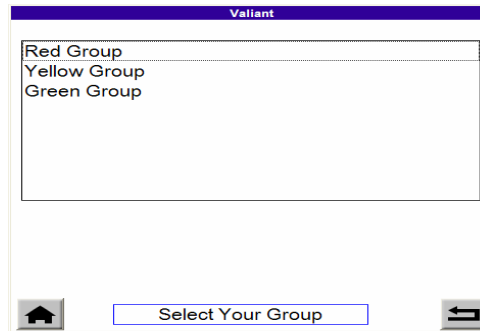


Figure 14: Valiant MathAmigo Desktop Group Screen

4. Point on name and click on the student's name (see Figure 15).

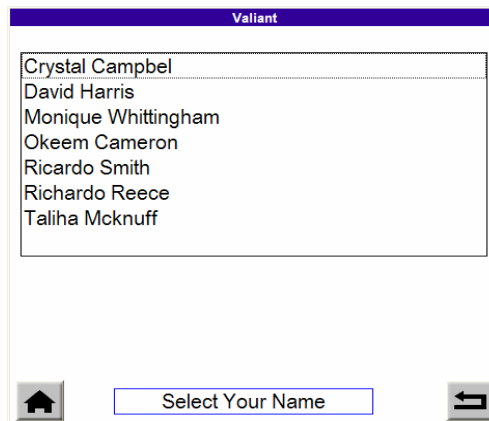


Figure 15: Valiant MathAmigo Desktop Name Screen

5. Click on **Activity** by pointing and clicking on the Activity button (see Figure 16)

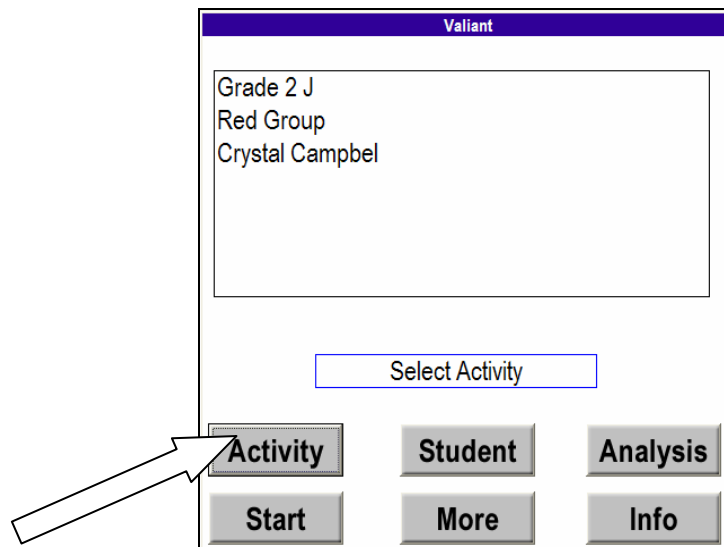


Figure 16: Valiant MathAmigo Desktop Activity Screen

6. Point and click on title of the software pack you want to use (see Figure 17).

Please note: The buttons at the bottom of the screen are designed for student use and will be discussed later.

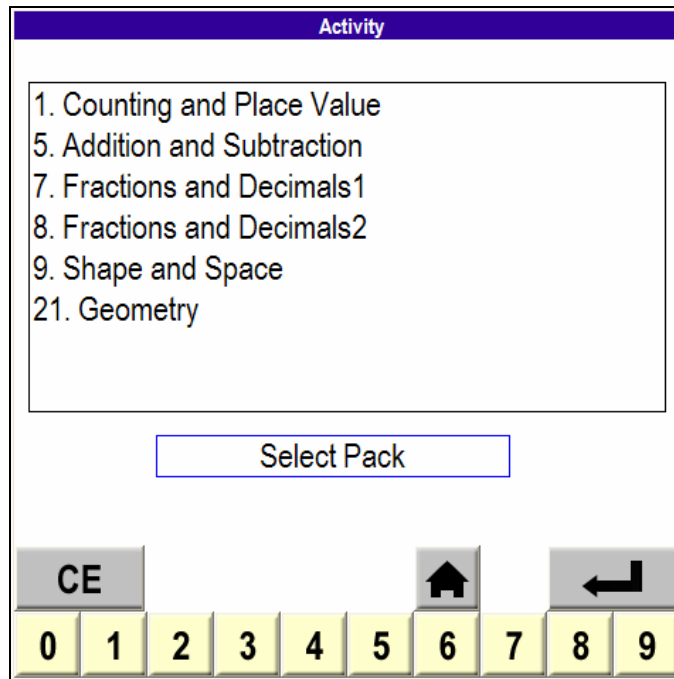


Figure 17: Valiant MathAmigo Desktop Software Pack Screen

7. Point and click on title of the topic of your choice within the software pack (see Figure 18).

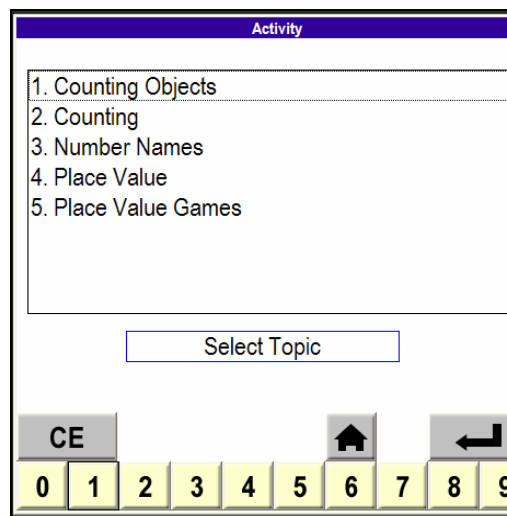


Figure 18: Valiant MathAmigo Desktop Topic Screen

8. You will see a list of activities for the topic you selected. Point and click on the appropriate activity.

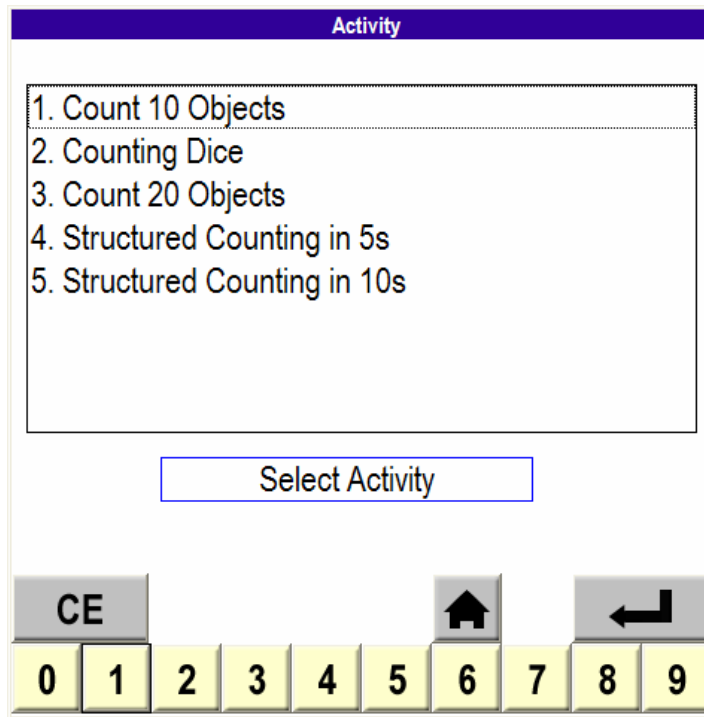


Figure 19: Valiant MathAmigo Desktop Topic –Activity Screen

12. Point and click on the **Start** button.

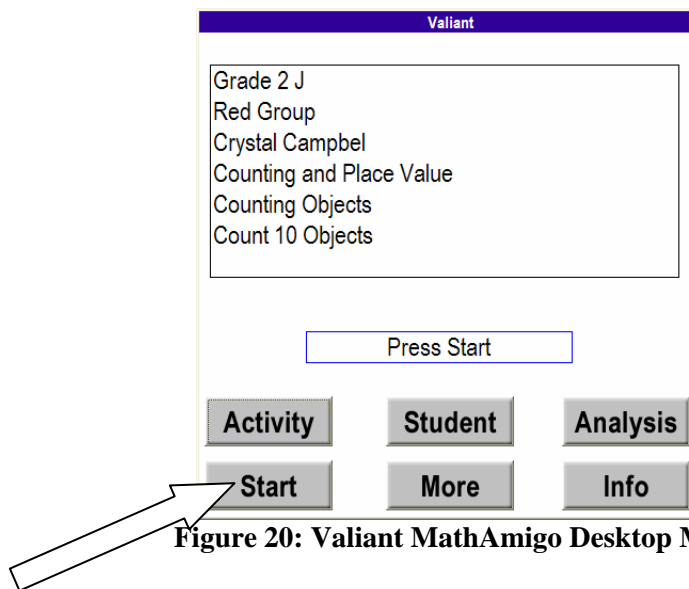


Figure 20: Valiant MathAmigo Desktop Main Screen

You should see an item screen like the one in Figure 21

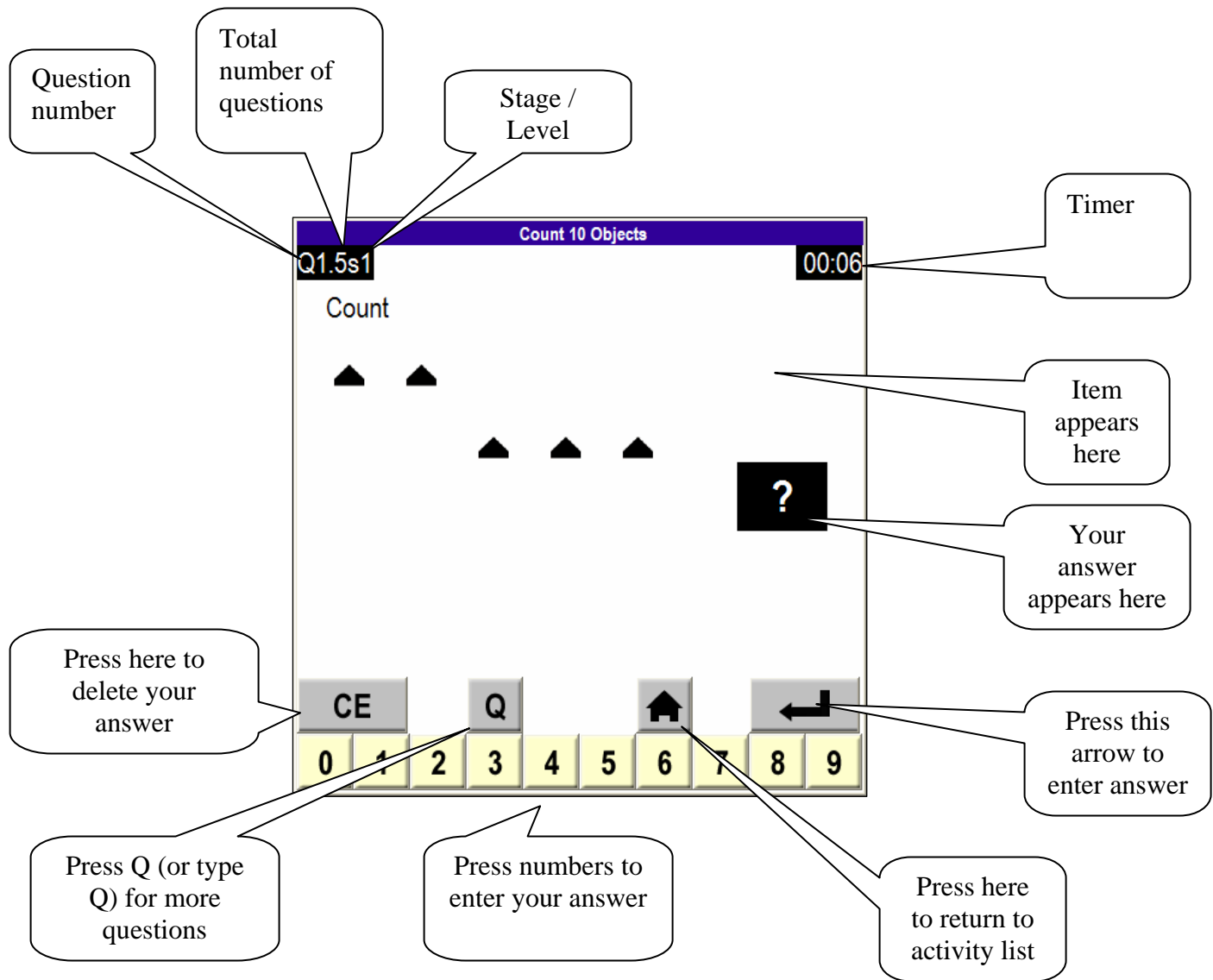


Figure 21: Image of a Typical Math Activity

This math activity is now set up for the students to complete. It can be presented in two ways:

1. As a small group activity in which the student(s) sit at the computer and do the activities;
2. As a large group activity by attaching the computer to the multimedia project and projecting the activities onto a screen to have the students take turns doing it.