

## S. A. Moffett Elementary School

8800 Burlcrest Drive · Huntington Beach, CA 92646

(714) 963-8985 · (714) 378-3602 Fax

Mr. Michael D. Andrzejewski, Principal

Dear Parent/Guardian(s):

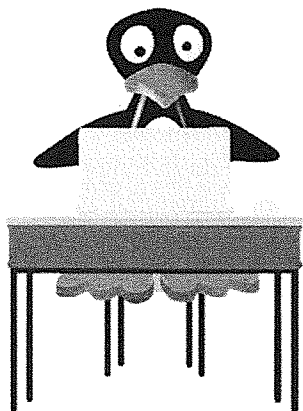
Moffett students have been using the ST Math software program (JiJi Math) for several months at school. In ST Math, students play visual math games designed to teach a deeper, conceptual understanding of math concepts. Thanks to the homework feature, they will now be able to play selected games at home.

In addition to assigned games from your student's teacher, your child will always have access to the games already passed. Encourage your child to play those games from home to review concepts and practice skills he or she has learned in ST Math. Your child will access the program just as he or she does at school. These games will not affect your child's progress in the program at school.

Please make sure only the student with the ST Math account plays the games. Your child is used to the ST Math method, which involves solving often complex puzzles. The games start at very simple levels which gradually get more difficult. Your child may get temporarily "stuck" at a level. This is normal, and the classroom teacher can monitor whether he or she is stuck for too long. When they reach a learning hurdle, he/she should try to reason his/her way to a solution.

The software gives constant instructive feedback to show why any answer is right or wrong. Your child should use this visual feedback to help figure out how to successfully solve the problems. Your child should not be given the 'right' answer just to pass a difficult level.

There are two ways your child can access ST Math - desktop and/or tablet. Please see the attached pages for instructions for accessing ST Math at home.



Please Note: This is the last year Moffett will be utilizing the IXL program. Next year we will be implementing the fluency component of ST Math.

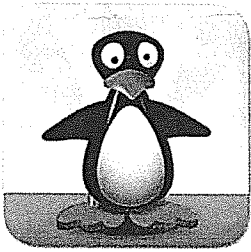
If you have any questions, please contact:

Mrs. Carlton at [mcarlton@hbcsd.us](mailto:mcarlton@hbcsd.us) or Mrs. Gutierrez at [mgutierrez@hbcsd.us](mailto:mgutierrez@hbcsd.us)

# ST Math for Tablets

HOMework ACCESS<sup>SM</sup> A MOFFETT ELEMENTARY SCHOOL

Now your child can access ST Math homework from home using their tablet. Follow these simple instructions to get started.



ST Math: School Version

**Requirements:**

- iPad 2 or newer running iOS 5.0 or later
- Kindle Fire
- 7" tablet or larger running Android 3.1 or later

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## 1 Get the app.

Search for "ST Math" in the App Store (for iPad), or on Google Play or the Amazon App Store (for Kindle Fire and other Android tablets). Or just use your tablet to scan one of the QR codes below:



## 2 Enter your School ID and homework password.

School ID:	SAM75C
Password:	HEZLXPB

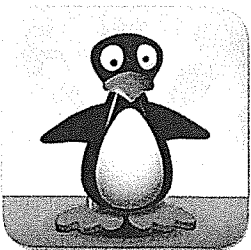
On Kindle Fire and Android, if asked for an "Activation Code", enter:

**SAM75C-HEZ-LX-LPB**

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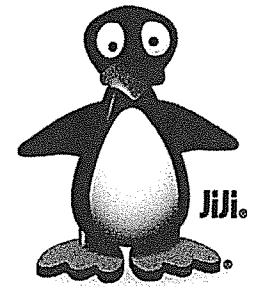
School ID:	SAM75C
Password:	HEZLXPB

On Kindle Fire and Android, if asked for an "Activation Code", enter:

**SAM75C-HEZ-LX-LPB**

# ST Math At Home

Instructions for Accessing ST Math Outside of School



Dear Parents or Guardians:

Your child is using the ST Math® software program at

S A MOFFETT ELEMENTARY SCHOOL

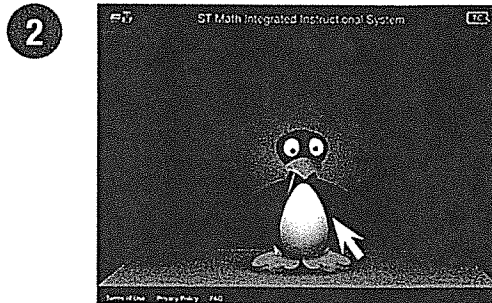
With ST Math, students play computer games designed to teach math. They can play the games at home or on computers other than those used at school. We encourage you to have your child play the games to review and practice the math skills learned in ST Math.

Your child's teacher may assign ST Math games for homework. Please make sure only the child with the ST Math account plays the games. Your child will access the program just as he or she does at school.

In ST Math, the game puzzles start off simple and then get more challenging as the student progresses. When they reach a challenging problem, your child should attempt the problem and use the visual feedback provided to help them figure out why their answer did or did not work. The feedback provided with each puzzle will help students figure out how to solve the problems.

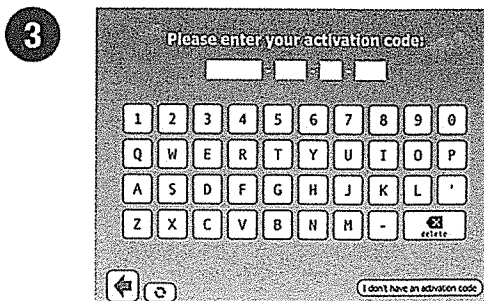
**If your child is struggling, help them by asking them questions about what they see happening on the screen. You should not give your child the correct answer to get them past the game with which they are struggling. The goal of ST Math is to promote problem solving.**

- 1 Enter **www.stmath.com** in the address line of your web browser and hit enter.



- 2

Click on Jiji the penguin.

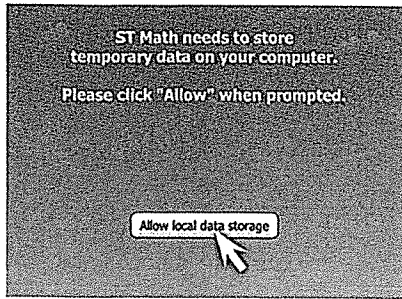


- 3

The first time logging in at home or at another computer outside of school, you will be asked to enter this **homework activation code**:

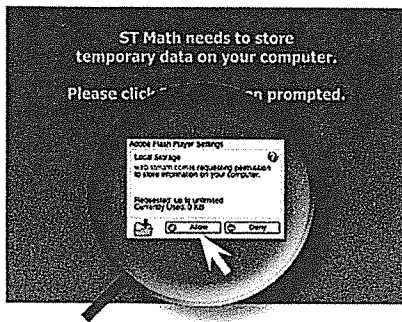
SAM75C-HEZ-LX-LPB

4



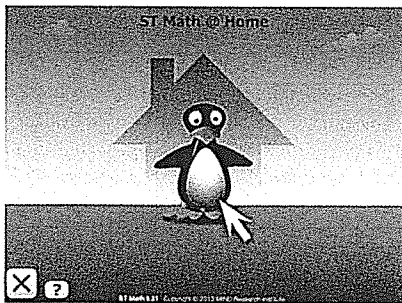
After entering the code, click on the "Allow Local Data Storage" button.

5



If "Adobe Flash Player Settings" pops up, click on the green "Allow" button.

6



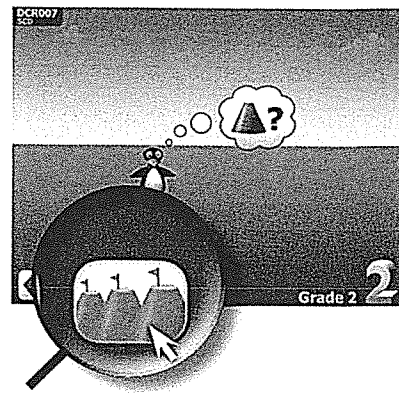
Click on JiJi the penguin.

7



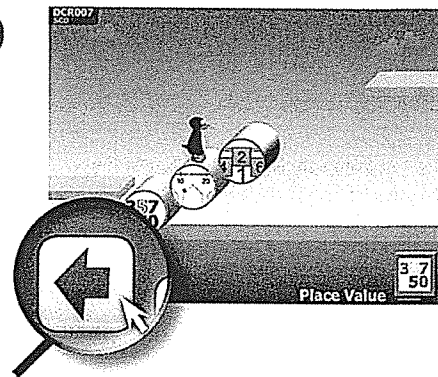
Have your child enter his/her password exactly as they do in school.

8



If all games assigned for homework have been played (items in gray indicate that the child has not played a game/level yet), click on the button at the bottom of the screen with the green cones to review games.

9



After playing, your child should always use the back arrow button at the bottom left corner of the screen (just like at school) to exit the program. Using the back arrow button will save your child's progress and indicate to the teacher that the homework was completed.

**Questions? Please ask your child's classroom teacher.**

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[www.mindresearch.net](http://www.mindresearch.net)