Printing Student Stats For My Math Academy

Our Educator Center's **Dashboards** provide a wealth of insightful and actionable data. You will most likely view this data periodically to check in on the status of your class or individual students, but occasionally you'll want to print or download the reports for further review or to share with others.

- Experience

 Experience
- 1. Log in to your <u>Educator Center</u> account.

2. Click **Dashboards** at the top of your screen, then **Usage**.

My Math Academy 💙	Dashboards - Usage	ब्री Accounts - 🚊	Resources	
		Usage (CF23)		
∓ Filters				
	🕮 Usage Tracker	á O	verall Progress	
	с	lick to get the latest	Download C	CSV 🖶 Print
	This Week	< Overall		
	Student E	Engagement This Wee	ek	
	Rostered	Active (% Active)	On Track for 45 Minutes (% Actives On Track)	
	11	10 91%	0%	

3. Scroll down to find the **Student Usage** section. These graphs show how many minutes individual students in your class have used the program you have selected and whether

they are not on track, on track, or have already met their goal. Click on any one of the student names to access printable details and data.

	Student Usage	9			
	Not On Track • On-Track	• Met Goal			
Measu	rements below are in minutes, trackir	ng against a 45 minute goal.			
Student Usage table					
[↑] ↓ Student Name	Progress in Minutes	Legend Key: Sun Mon Tue Wed Thu	J Fri Sat		
C Student ubbu					
C Student uaq9	14	14			
C Student uas7	15	15			
C Student u83i	15	15			
C Student u8k5	15	15			
C Student u9vq	16	16			
C Student ubiw	16	16			
🔓 Student u9fa	18	18			
C Student u9zk	18	18			
C Student u88c	25	25			
C Student u9w2	26	26			

 The Student Stats page will open. You'll have the opportunity to change the timeframes of the Student Engagement charts in the top section by clicking the This Week, By Week, By Month, or Overall tabs before you click the Print icon in the upper-right.

Student Stats			X Student u9w2
Click to get the latest			Print
Congrat	ulations! Student u9w2	met this week's 45-minutes go	al.
	Student u9w2 has 0 minutes to	reach this week's 45-minute goal. On-Track 🥥 Met Goal	
			55 minutes
	15mins.	30mins.	45mins.
	Student u9w2 Thursday, 03/07/20	2's Engagement 124 at 06:15 p.m. (PST)	
Time(mins.): S At School	(H) At Home	Skills Completed	
0 0 15 0 15	40 0 0 40		
SM TW	TFS	1	1
This Week By Week	By Month Overall	S M T W	T F S
		This Week By Week By M	onth Overall

Other learning data on the Student Stat page that you will be able to print include **What Your Student Is Working on This Week**, **What Your Student Has Completed This Week**, and **Overall Progress (Skills Completed)**.

	What Student u9w2 I	s Working on This V	Veek
Action Items			
Student u9w2 Needs Sup use a check-in.	pport on a skill and could	Student u9w week! Give \$	v2 reached the 45 minute target this Student u9w2 a high five!
	Needs Support	ort • In Progress	
Count backwards from 20 to 11, starting	g from any number		
Count backwards from 20 to 11, starting Grade: Kindergarten	g from any number		
Count backwards from 20 to 11, starting Grade: Kindergarten	g from any number Game Description		
Count backwards from 20 to 11, starting Grade: Kindergarten	g from any number Game Description The student counts back to bein a Sharey perfor	sward in the range of 20 to 11	
Count backwards from 20 to 11, starting Grade: Kindergarten	g from any number Game Description The student counts back to help a Shapey perform	oward in the range of 20 to 11 n a circus act.	
Count backwards from 20 to 11, starting Grade: Kindergarten	g from any number Game Description The student counts back to help a Shapey perforr Why It's Important Counting backward supp	oward in the range of 20 to 11 n a circus act. ports students in comparing	
Count backwards from 20 to 11, starting Grade: Kindergarten	g from any number Game Description The student counts back to help a Shapey perforr Why it's Important Counting backward supp numbers and understanc	oward in the range of 20 to 11 m a circus act. ports students in comparing ding the concept of	
Count backwards from 20 to 11, starting Grade: Kindergarten	g from any number Game Description The student counts back to help a Shapey perfor Why it's Important Counting backward supp numbers and understand subtraction.	ward in the range of 20 to 11 n a circus act. ports students in comparing ding the concept of	
Count backwards from 20 to 11, starting Grade: Kindergarten	g from any number Game Description The student counts back to help a Shapey perforr Why It's Important Counting backward supp numbers and understand subtraction.	oward in the range of 20 to 11 n a circus act. ports students in comparing ding the concept of	

dent Stats		Student u9w2
Count forward by ones from 21 to 60		
Grade: Kindergarten		
0:00	Game Description The student uses patterns in the tens and ones places when counting to put the Shapeys in order on a parade float in the range of 21 to 60. Why It's Important Counting in order supports students in counting quantities and eventually more complex skills like adding. Emphasizing repeating number patterns supports students in developing foundational place value knowledge.	
Floridas B.E.S.T. Strand: Number Sense and Op	erations	
MA1.NSO.1.1 MA.K.NSO.2.1	MA1.NSO.1.2	MA.1.NSO.1.4
Florida Early Learning and Developmental Stan	dards Component: Number Sense	
VA.2		
Count forward by ones from 61 to 100		

lent Stats		Student u9v
Count forward by ones from 61 to 10	00	
Grade: Kindergarten		
0:00	Game Description The student uses patterns in the tens and ones places when counting to put the Shapeys in order on a parade float in the range of 61 to 100. Why It's Important Counting in order supports students in counting quantities and eventually more complex skills like adding. Emphasizing repeating number patterns supports students in developing foundational place value knowledge.	
Floridas B.E.S.T. Strand: Number Sense an	d Operations	
MA.1.NSO.1.4	MA.1.NSO.1.2	MA.K.NSO.2.1
MA.1.NSO.1.1		
Recognize the numerals 16-20		
Grade: Kindergarten, 1st Grade		
	Game Description he student hears a number word between 16 and 20	

tudent Stats		Student u9w2
	What Student u9w2 Completed This Week	
Count out a specified quantity betwee	en 1-5	
Grade: Kindergarten, Pre-K		
Horidas B.E.S.T. Strand: Number Sense and C	Game Description The student counts out between 1 and 5 Shapeys by dragging them to board a boat ride. Why It's Important Counting out a target number of objects supports students in understanding the relationship between numbers and quantities.	
MA.K.NSO1.2	MA.K.NSO.1.1	
lorida Early Learning and Developmental St	andards Component: Number Sense	
V.A.5	V.A.3	V.A.4

Student St	ats				Student u9w	×
		Over	all Progress			
	 Prior K 	Student u9w2	Has Completed 8 Skills This Year!	Skills		
	<u>Kindergarten</u>	Floridas B.E.S.T.	<u>Ist Grade</u>		2nd Grade	
	Search for a Skill or Standard Code	٩	Select a Status	Select a Grace	le 🗸	
		Re	set All Filters			
Skills: 16/1 > Kind > 1st G	142 Learned Iergarten Skills: 13/59 Learned Grade Skills: 3/63 Learned					
> 2nd	Grade Skills: 0/20 Learned					

Student Stats	Student u9w2	×
Reset All Filters		
Skills: 16/142 Learned		
V Kindergarten Skills: 13/59 Learned Click on a skill to learn more.		
> Skills - Prior Knowledge: 8		
✓ Skills - ● Completed: 5		
Count up to 1-5 objects using one-to-one correspondences and cardinality		>
Demonstrate one-to-one correspondence and cardinality when counting 11-15 objects		>
Demonstrate one-to-one correspondence and cardinality when counting 16-20 objects		>
Count out a specified quantity between 1-5		>
Count out a specified quantity between 6-10		>
> Skills - • In Progress: 2		
> Skills - • Needs Support/In Progress: 3		