Matherator Extreme

Pretty Princess Edition

Teacher's Guide

The Matherator Extreme is a production of **the Feckless Ellipses…** which consists of Talus Baddley, Taz Chapman, Tanner Floisand, and Aprille Hanley.

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Contents

Setting Up the Teacher App **4**

Installing *4*

Getting Started *5*

Teacher App Administration **6**

Changing a Teacher Passphrase *6*

Creating a New Class *7*

Creating a New Student *7*

Un-enrolling a Student from a Class *7*

Managing Teachers of a Class *8*

Managing Available Levels for a Class *9*

Checking Students' Progress *10*

Logging Out *10*

Setting Up the Student App **12**

Installing *12*

Using the Student App **13**

Logging In *13*

Selecting a Game *14*

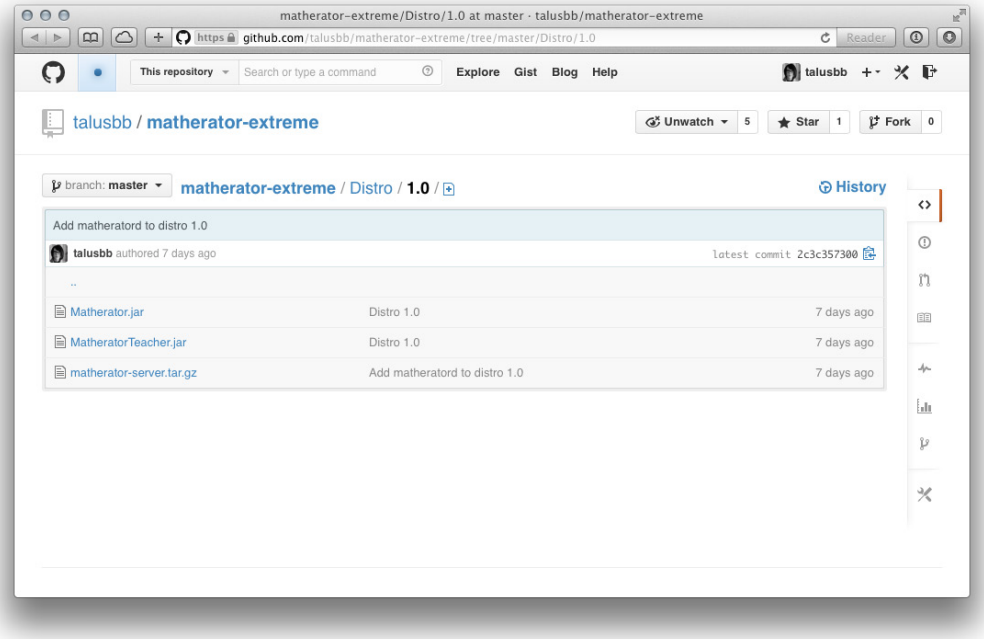
Playing Kitten X **15**

Setting Up the Teacher App

Installing

First, download the Matherator Teacher application. This app, called simply **MatheratorTeacher.jar**, can be found at:

https://github.com/talusbb/matherator-extreme/tree/master/Distro/1.0

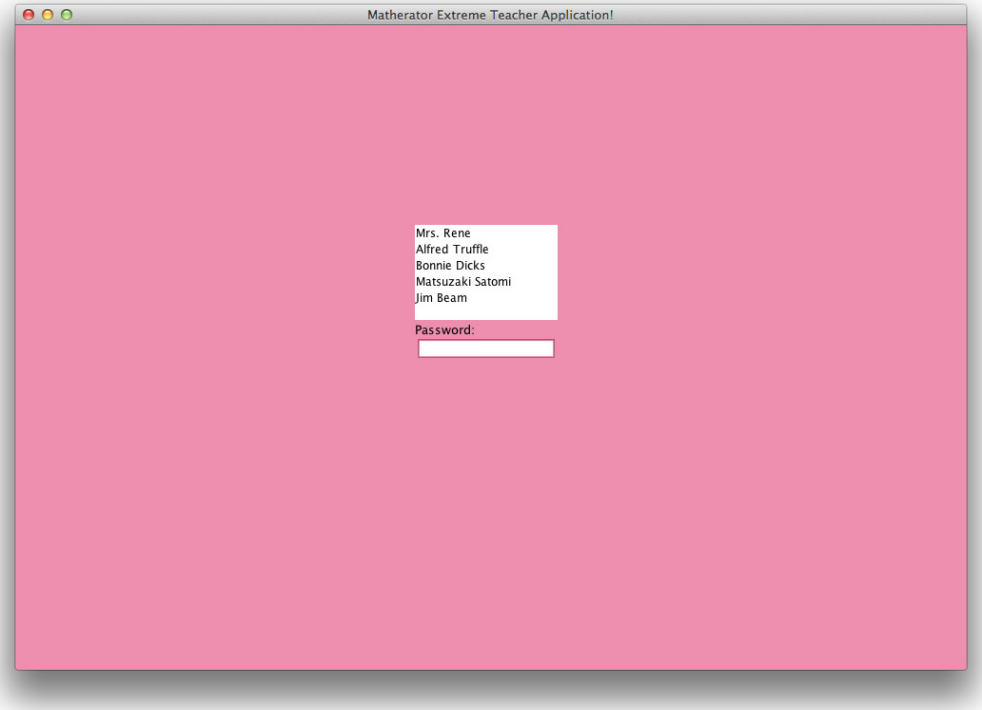


You can save **MatheratorTeacher.jar** anywhere it's convenient; however, we recommend putting it in your system's Applications folder.

Getting Started

Going forward, we assume that the server-side component of the Matherator has already been set up. If it hasn't been, contact your network administrator.

To launch the teacher app, double-click on it. You'll be greeted by a screen similar to the following:



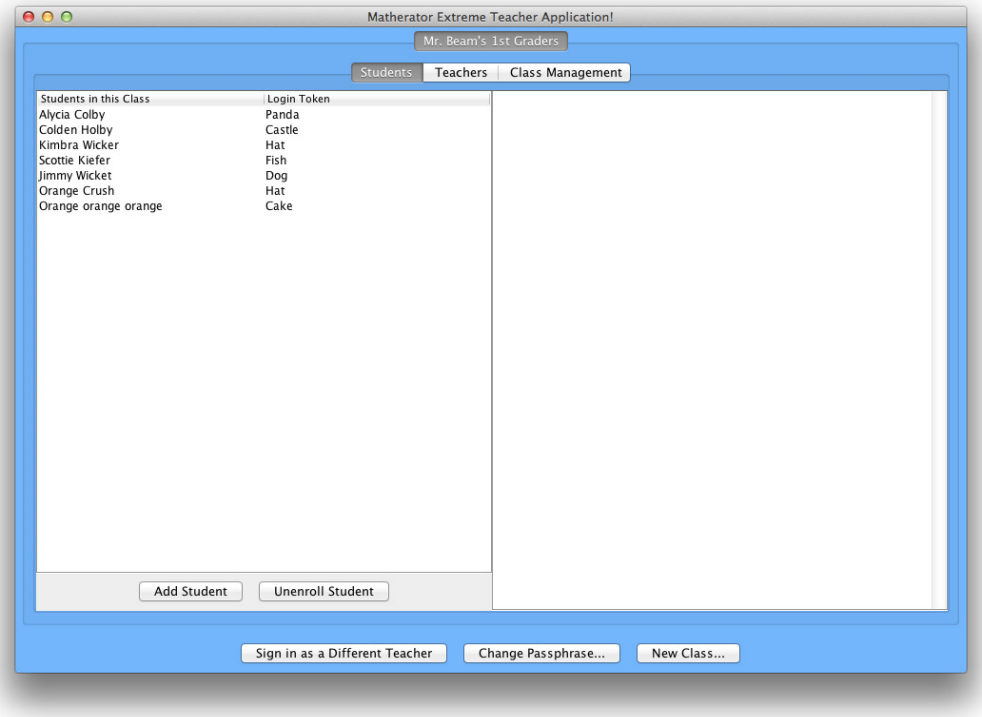
At first, there is one default teacher, the "root teacher." The default passphrase is **hamburger**. Log in as the root teacher by selecting the name from the list, and entering the password.

Press the **enter** key to continue.

Once logged in, you'll want to change the root teacher's passphrase, and add teachers, classes, and students, as described in the next section.

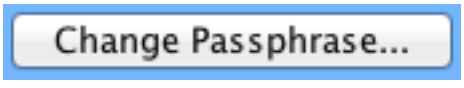
Teacher App Administration

After logging in, you'll be taken to the main teacher application panes. From here, you can both check student progress (see later section), and take administrative action (described here).



Changing a Teacher Passphrase

To change your password, first make sure you're logged in to the teacher app. At the bottom of the window, click the **Change Passphrase…** button.



Then the following pop-up window will prompt you for your old passphrase, and for a new passphrase, entered twice to ensure the accuracy of your typing.

Click **OK** to save the new passphrase; otherwise you can **Cancel**.

Creating a New Class

Click on the **New Class…** button located at the bottom of the application. A pop-up will prompt you for the class's name. (Note that this is the name students will use to select their class when they log in.) A tab will be added to your teacher view, indicating that the class has been successfully created, and that you are in charge of it.

You can now switch to this tab to manage the teachers and students associated with it.

Creating a New Student

To create a student, first make sure that you have selected the tab for the class to which the student is to be added. From there, select the **Students** sub-tab. (Refer to the picture at the beginning of the Teacher App Administration section.)

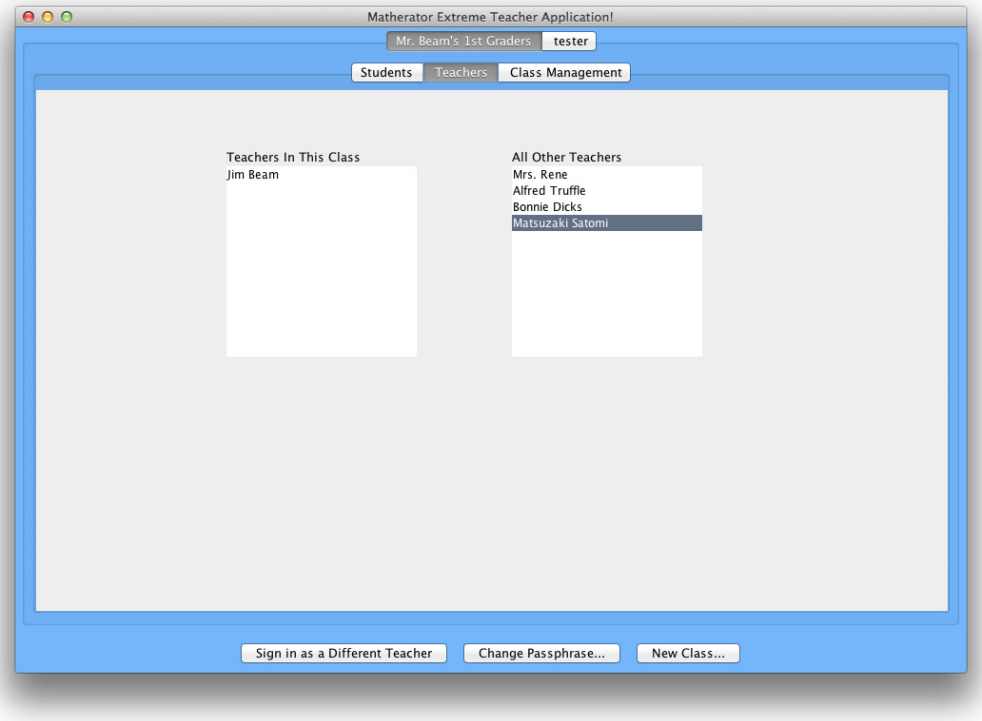
In the lower-left, click the **Add Student** button, and enter their name.

Un-enrolling a Student from a Class

To un-enroll a student from a class, visit the **Students** tab for the class. Click the **Unenroll Student** button, next to the **Add Student** button. You will be presented with a dialog of the students in the class; select the student to un-enroll, and click **OK** to remove the student.

Managing Teachers of a Class

A class may be associated with any number of teachers, and a teacher may preside over any number of classes. By default, a class is associated with the teacher who created it. To manage these relationships, use the **Teachers** tab of a class:



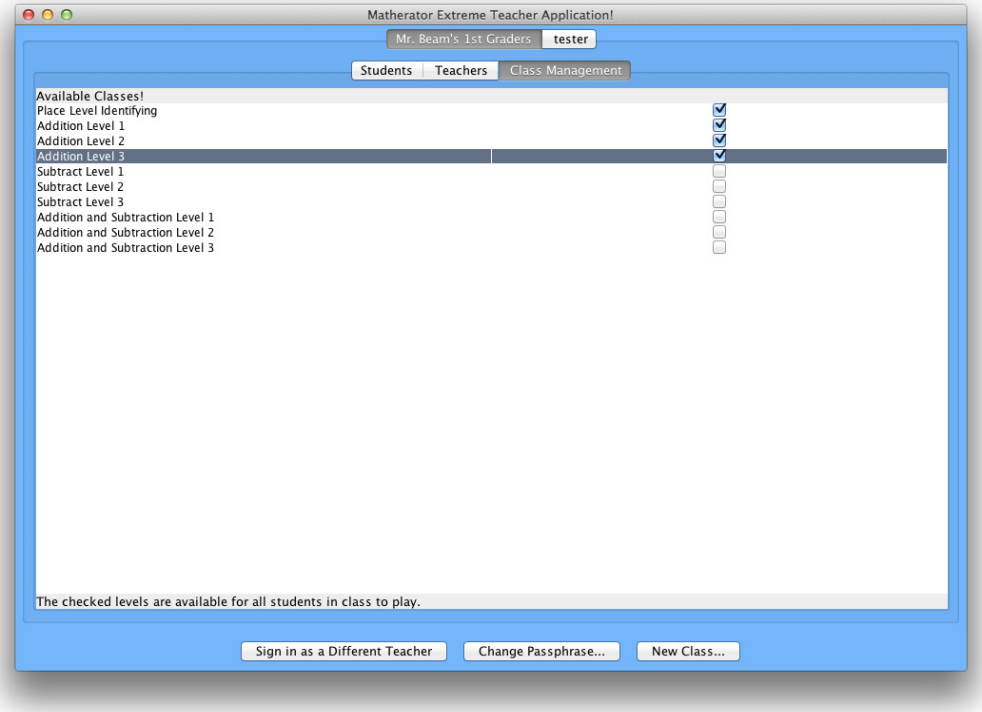
To add another teacher to the current class, drag that teacher's name from the list on the right (the list of unassociated teachers) to the list on the left (the list of teachers associated with this class).

To remove yourself from the current class, drag your name from the list of teachers associated with this class, back to the list of all other teachers.

Be careful: You cannot remove other teachers from a class once they've been added. You can only recuse yourself. Likewise, once you've been removed from a class, you no longer have permission to re-add yourself to it.

Managing Available Levels for a Class

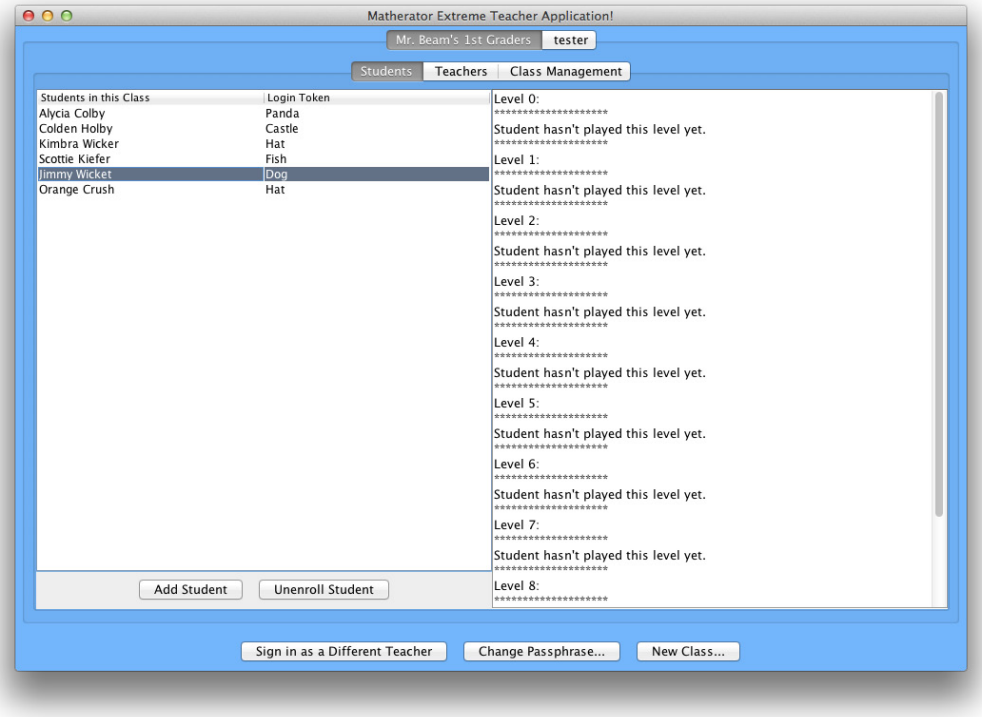
You can manage what levels are available to be played in a certain class. To do so, visit the class's **Class Management** tab.



Next to each level is a checkbox. Leave it checked to keep the level available to the students in the class. Uncheck it to hide it from the students. You can change the level availability any time.

Checking Students' Progress

Visit the **Students** section of a class. Selecting a student, you can view what games the student has played in each level, and what their score was. (100% generally means that they answered every question correctly on the first try.) Students can re-play games, and their improved score is reflected in this view.



Logging Out

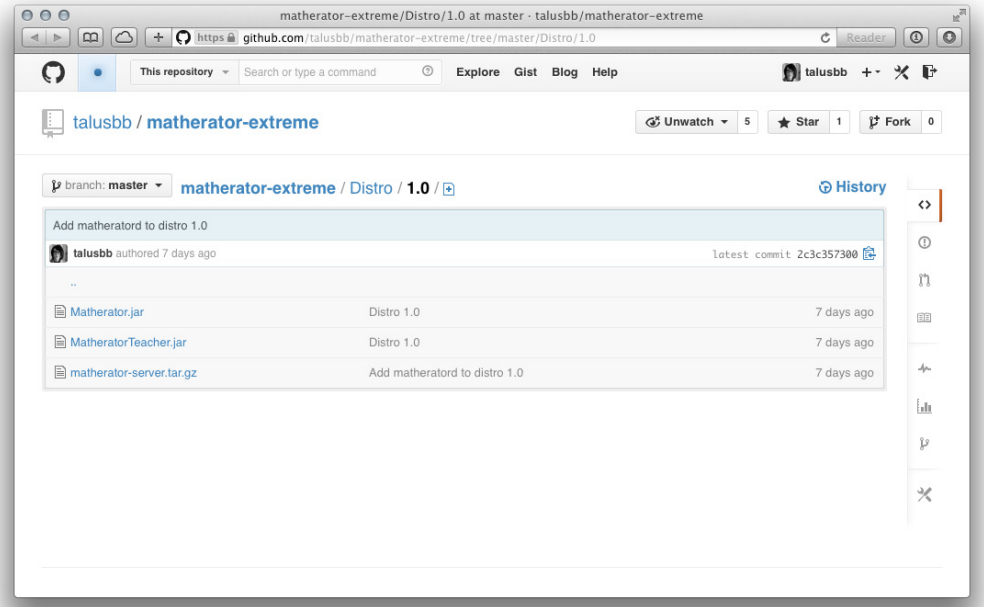
To log out, just quit the teacher application or close the main window.

Setting Up the Student App

Installing

First, download the Matherator Student application. This app, called simply **Matherator.jar**, can be found in the same place as the teacher app:

https://github.com/talusbb/matherator-extreme/tree/master/Distro/1.0

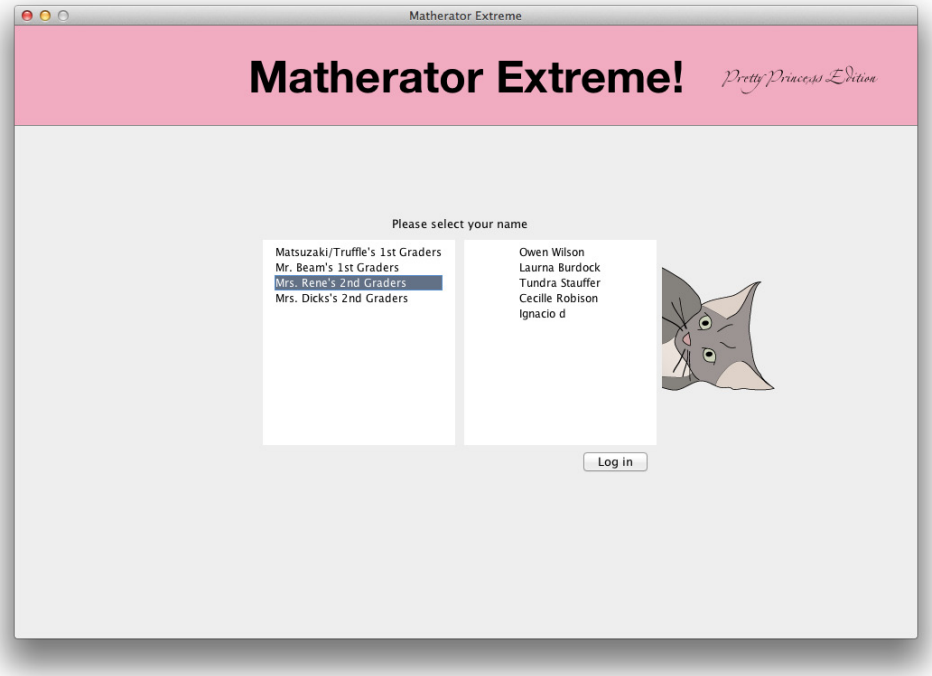


Please save **Matherator.jar** in a place where all the students using the computer can open it. We recommend putting it in your system's Applications folder.

Using the Student App

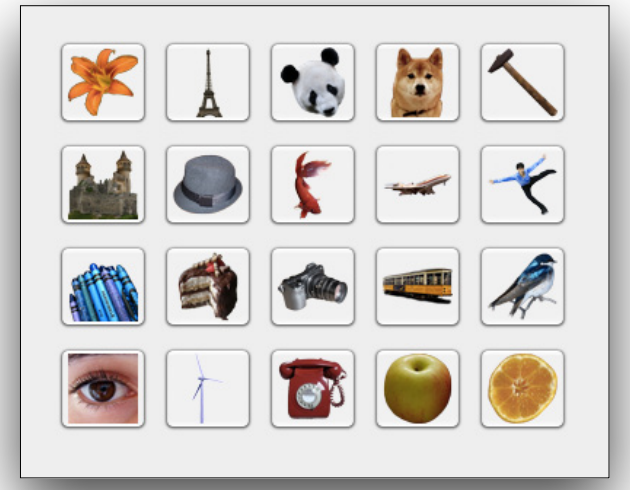
The student will double-click on the **Matherator.jar** icon to launch it.

Logging In



The student will first select the class which they're in. Once they do, they should see their name in the second list, on the right. They will select their name, and click the **Log In** button.

Students do not have pass-phrases, as teachers do. Instead, they have a graphical "login token," that's randomly assigned when a student is added to a class. You can check a student's token through the **Students** tab of the teacher app.



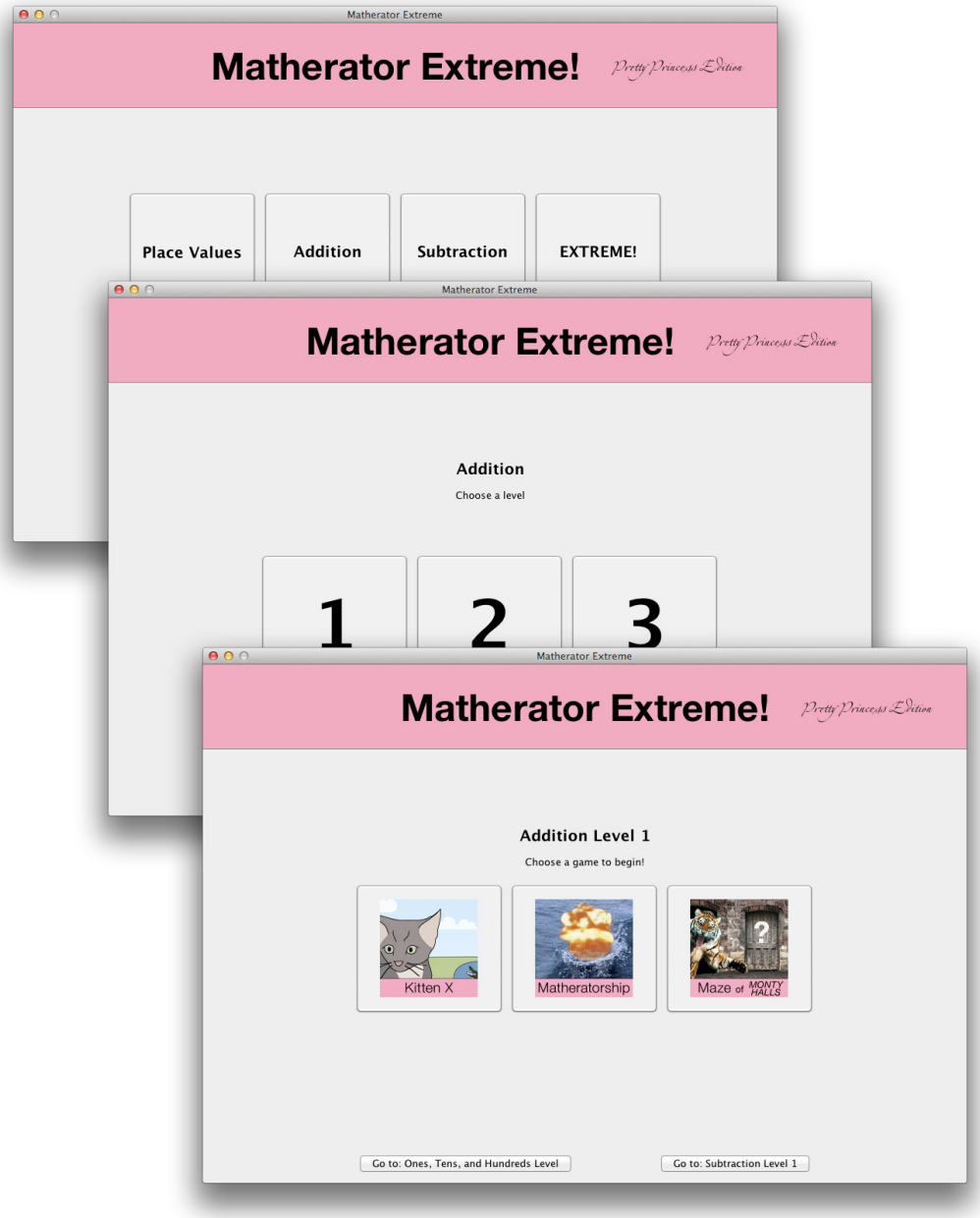
After selecting their name, a student will click on their login token, and will be logged in.

Selecting a Game

After a successful login, a student will be shown a selector for the type of math they would like to work on. They will select from these "clusters" of levels, and, after doing so, will select the level within the cluster: 1, 2, or 3. Only levels enabled by the teacher will be available to choose from.

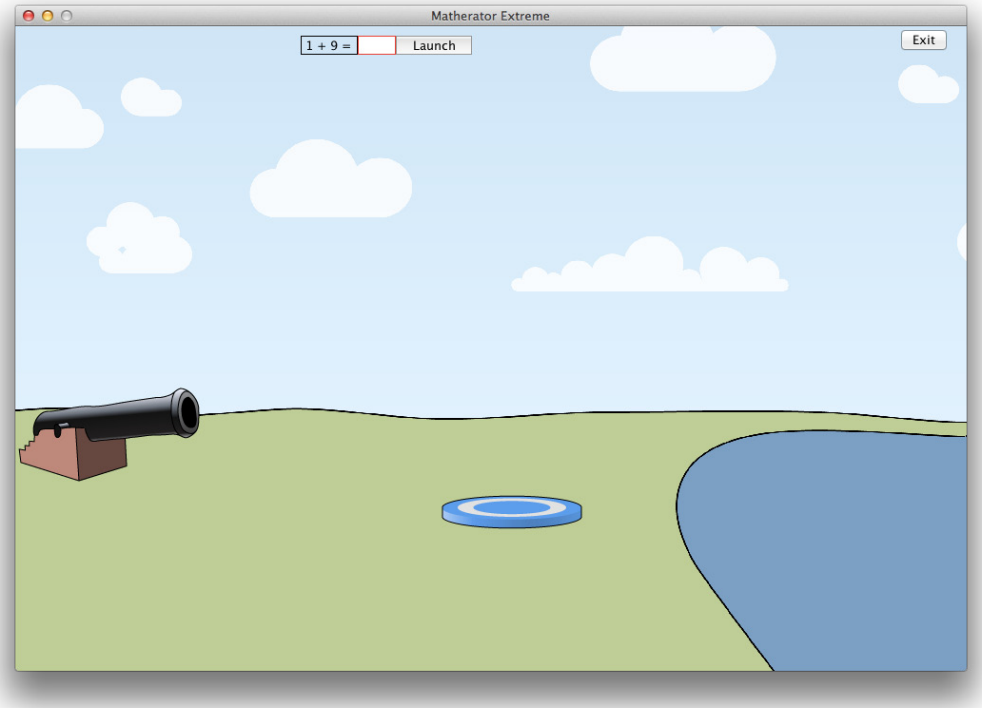
After selecting a level, the student can choose from one of the handful of games in the level: They simply click the picture button corresponding to the game they wish to play.

(Note that Blackjack is only available on select levels.)



Playing Kitten X

The student must launch a kitten a precise distance, so that it lands on the target. That distance is given as a math problem.



The student is to enter the answer to the given math question in the red-outlined box, and click **Launch**.

If the answer is too small, the kitten will fall short, and land on a landmine. If the answer is too great, the kitten will launch over into the pond, and be eaten by an alligator. If the kitten lands on the target, then it's happy days and fireworks.

The student must answer ten questions correctly to complete the game. Once they do, they can choose another game, or another level.

As with all games in the Matherator, if the student plays a game more than once in the same level, their highest score will be kept.

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