

COGNITIVE TUTOR SCAVENGER HUNT

USERNAME: firstname.lastname

PASSWORD: (You will have to create this below.)

1. **LOG ON** to the software...

- Go to **online.carnegielearning.com**.
- Click "Launch the software as a student."
- Enter the school ID: CERRITOS HS-90703
- Enter your username (example: cindy.carlson) and click "I need a password."
- Create a password -- **Please use your initials followed by your 6-digit ID** (type it in twice and write it down above). For example, my password would be "cc123456)
- Now log in with your username and password.

NOTE: The first time you log in it will take a little while for the software to load. Be patient!

2. Explore the **DASHBOARD**...

- Take a look at the calendar (click on the month to expand it).
- Click on a date to get more details.
- Click on "Messages" to read through all of the messages. You can sort messages by selecting "Teacher," "Brain Fact," or "Support."
- Click "Profiles" at the right of the dashboard to customize your experience.
- Select your Crew Members and Teacher by dragging them down.
- Click "Themes" to customize your doodle theme.
- Have you earned any badges yet? Click on "Badges" to check out your badges.
- Plan to return to the "Math Wonders" LATER when you have earned one to view.

NOTE: Click "Home" on the left end to return to the math content. You can always return!

3. Explore the self-help features...

- Click on "Glossary" in the upper right corner.
- Click on a term and notice the different representations that are presented.
- Use the search feature—try "triangle" or "parallel."
- ¿Hables Español? Pulse para traducir en español.
- Click on "Help" and explore the help topics.

COGNITIVE TUTOR SCAVENGER HUNT CONT'D

4. Look over the **TABLE OF CONTENTS...**

- Use the plus/minus sign to expand/collapse modules.
- Notice that some of your units are locked. They will unlock as you finish others.
- Expand the first module to see the content included.
- Note the number of sections in the first unit.
- You may notice FLUENCY TASKS in a module. Be sure to give one a try!

5. Look inside a **UNIT** and begin working problems...

- While inside a Module, you will have to complete the units in order. Click on "Start" to begin the first unit.
- Read through the lesson.
- Complete the Check for Understanding at the bottom.
- Click on "Start Problems" at the top or bottom of the page to begin working.
- Use the "Step-by-Step" to guide you through the first problem. This is automatically presented when a student launches into a section for the first time.
- Use the "Hint" if you need one.
- Watch your Skillometers grow and turn green as you work.
- Click "I'm done" when the problem is complete and correct.

THINGS I like:

QUESTIONS I have as I explore: