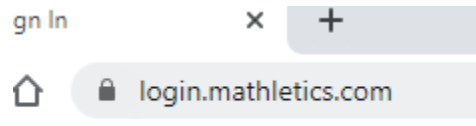
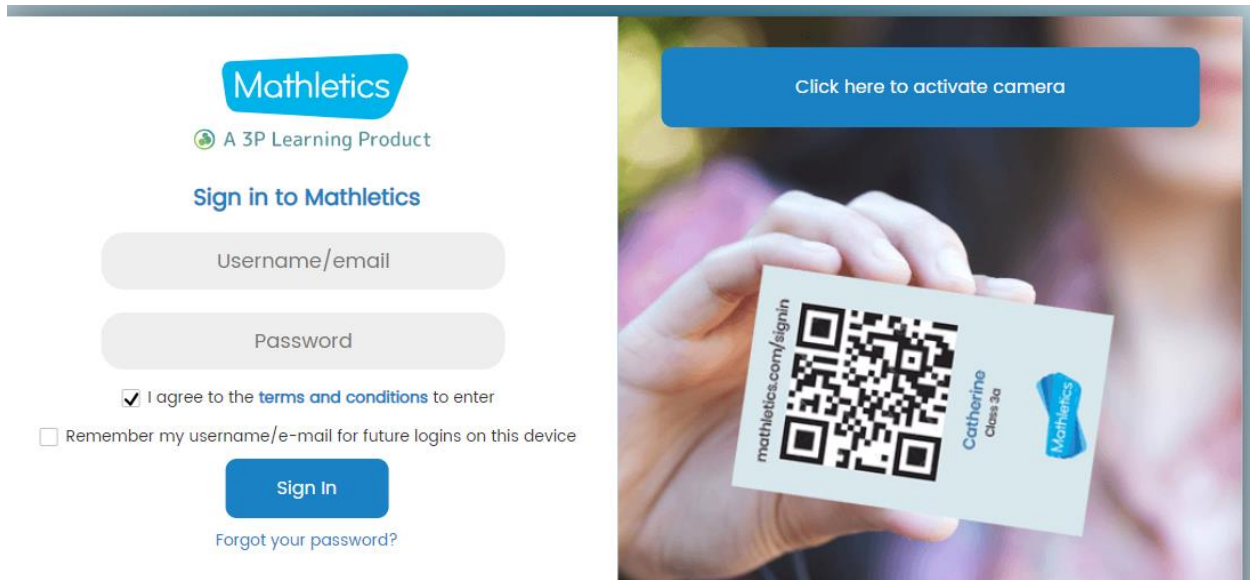


Accessing Mathletics

1. Open the browser of your choice (Chrome, Firefox, Safari).
2. In the address bar, write <https://login.mathletics.com>



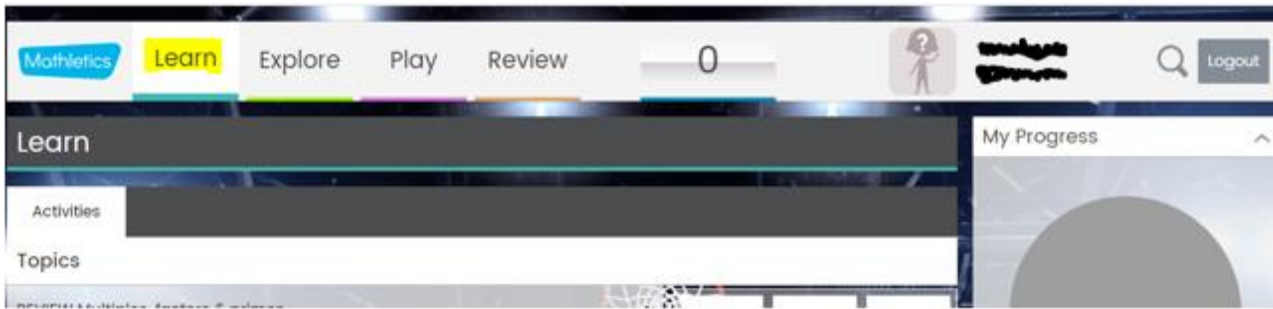
3. You are on the correct site if you see this page:



4. Sign in using the Username and Password given to you by the school. Please be careful as both the username and password are CASE SENSITIVE. This means if it is a capital, you must put it as a capital.

A screenshot of the Mathletics login form. The 'Username/email' and 'Password' input fields are highlighted in yellow. Below the fields are checkboxes for 'I agree to the terms and conditions to enter' (checked) and 'Remember my username/e-mail for future logins on this device' (unchecked), and a blue 'Sign In' button.

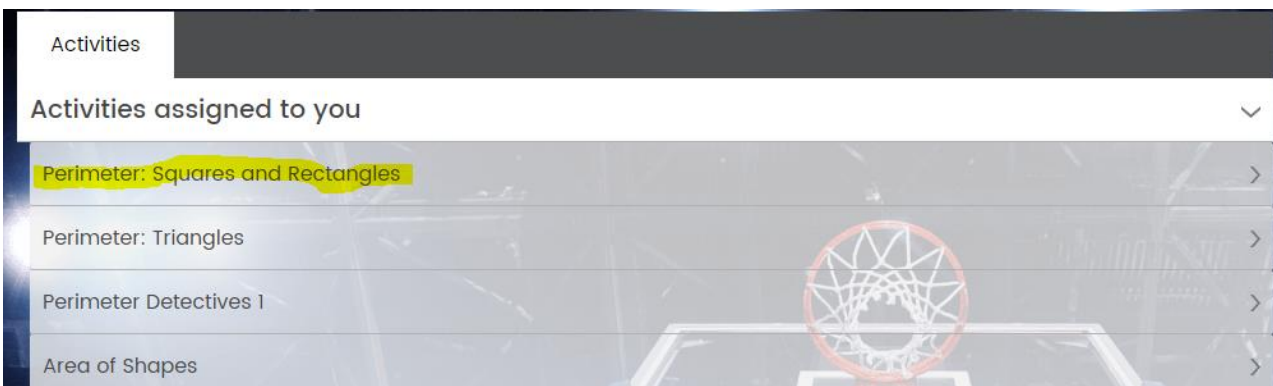
5. Once you have signed in you should be in the Learn Tab.



6. Below you will see Activities and Topics. Click on the first Topic.
Remember that these may not be your topics!!! Everyone different!



7. Click on the first topic and it will bring you to your questions.



8. Here is the layout to most of what the questions will look like:

The screenshot shows a digital learning interface for a math problem. On the left, a vertical sidebar contains numbers 1 through 10. The main content area features a title bar at the top with '1 of 10 REVIEW Perimeter & area - Perimeter: Squares and Rectangles' and navigation options like 'leave' and 'Help'. The problem text is 'Calculate the perimeter.' with a 'Listen' button and 'Instructions' link. A green rectangle is shown with a top side of '2 m' and a left side of '8 m', with a note 'Not to Scale.' below it. The question asks for the perimeter in meters, with a text input field and a 'Submit' button. Handwritten annotations include 'Number you are on.' pointing to the sidebar, 'Answer' above the input field, and 'Keypad' pointing to a numeric keypad on the right.

1 of 10 REVIEW Perimeter & area - Perimeter: Squares and Rectangles

Calculate the perimeter. [Instructions](#)

Listen

2 m

8 m

Not to Scale.

Perimeter = m

Show animation

Submit

Keypad

1	2
3	4

9. It automatically saves your progress. Have Fun!