

USING THE MATHFACTS IN A FLASH™ OFFLINE SMARTAPPLET™

The MathFacts in a Flash Offline SmartApplet for NEO 2™ makes it easy for students to practice math facts on their own. These instructions explain how to use the SmartApplet.

Differences Between the MathFacts in a Flash Offline SmartApplet and the MathFacts in a Flash RP SmartApplet on NEO 2

	MathFacts in a Flash Offline SmartApplet	MathFacts in a Flash RP SmartApplet
Need to be in range of a Renaissance Receiver™ while working?	No, only when printing and sending the history.	Yes
Can students practice and take tests?	Yes	Yes
Can students master levels?	No	Yes
Do changes to mastery time and preferences in MathFacts in a Flash RP affect this SmartApplet?	No	Yes
How are the results of work shown on reports?	They can be included on the Class Progress and Student Record Reports by including the practice summary (similar to work done in Renaissance Home Connect™ or on a Renaissance Responder™).	Work done in this SmartApplet is reported the same as work done when students log in to Renaissance Place using a computer.
What problem format is used?	Assisted-response.	Depends on the setting of MathFacts in a Flash preferences.

Opening the SmartApplet

1. With the NEO 2 on, press the **applets** key.
2. Use the arrow keys to highlight **MathFacts in a Flash (offline)**; then, press **enter**.

Practicing MathFacts in a Flash Levels

Students follow these steps to practice a MathFacts in a Flash level in the MathFacts in a Flash Offline SmartApplet. Practices include 20–40 problems.

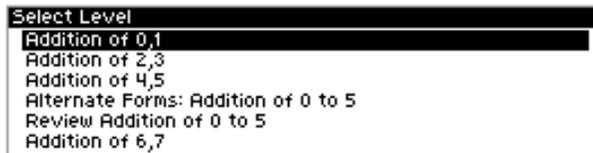
1. Open the MathFacts in a Flash Offline SmartApplet.
2. Leave **Practice/Test** highlighted and press **enter**.
3. Use the arrow keys to highlight the type of math facts you want to practice as shown below. Then, press **enter**.



Levels that you have already worked on are marked with *.

Clearing the history clears the asterisks. The history is automatically cleared when you send it to Renaissance Place (see page 6). You can also choose to clear the history when you print it (see page 6) or select the **Clear** option in the History menu (see page 7).

4. Next, use the arrow keys to highlight the level you want to practice. Then, press **enter**.



5. **Practice** should be highlighted on the Option screen. Press **enter**.



6. For each problem, press the arrow key for the answer that you want to choose; then, press **enter**. For example, to choose the answer “10” in the problem shown below, you would press ↓ on the NEO because that is the arrow shown below “10” on the screen.



If you choose the correct answer, a square will appear around the answer, and then the next problem will appear.



If you have tested on this level and the test is still in the history, the practice will include any problems you missed on the test plus questions deemed difficult for the level.

If you choose the wrong answer, an X will appear over the answer you chose; then, a dotted square will appear around the correct answer. When the square disappears, choose the correct answer and press **enter**.

If time is almost up for a problem, a clock icon will flash in the black bar at the top of the screen; choose an answer as soon as you can and press **enter**. If time runs out before you answer the problem, the next problem will appear.

- After you answer the last question, the screen will show you how many problems you answered correctly out of the total number you saw. It will also show you which problems you answered incorrectly and their correct answers. You can use the arrow keys to scroll through the results.

When you are done, press **enter** to go back to the Select a Level screen.

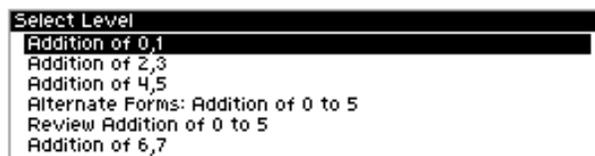
Taking Tests

Students follow these steps to take a test for a MathFacts in a Flash level. Tests always include 40 problems.

- Open the MathFacts Offline SmartApplet (see page 2).
- Leave **Practice/Test** highlighted and press **enter**.
- Use the arrow keys to highlight the type of math facts you want to take a test for as shown below. Then, press **enter**.



- Next, use the arrow keys to highlight the level you want to take a test for. Then, press **enter**.



- Use the arrow keys to highlight **Test**; then, press **enter**.



Levels that you have already worked on are marked with *.

Clearing the history clears the asterisks. The history is automatically cleared when you send it to Renaissance Place (see page 6). You can also choose to clear the history when you print it (see page 6) or select the **Clear** option in the History menu (see page 7).

- For each problem, press the arrow key for the answer that you want to choose; then, press **enter**. For example, to choose the answer “10” in the problem shown below, you would press ↓ on the NEO because that is the arrow shown below “10” on the screen.



If time is almost up for a problem, a clock icon will flash in the black bar at the top of the screen; choose an answer as soon as you can and press **enter**. If time runs out before you answer the problem, the next problem will appear.

If you need to go back one question to change your answer, press **esc** or **backspace**. You can only go back one problem.

- After you answer the last question, the screen will show you how many problems you answered correctly out of the total number you saw. It will also show you which problems you answered incorrectly and their correct answers. You can use the arrow keys to scroll through the results.

When you are done, press **enter** to go back to the Select a Level screen.

Viewing the History

Students can view the history for one level or for all the work they’ve done in the MathFacts in a Flash Offline SmartApplet.

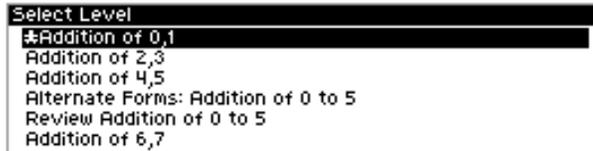
Viewing the History for One Level

Students follow these steps to see a detailed history for one level.

- Open the MathFacts Offline SmartApplet (see page 2).
- Leave **Practice/Test** highlighted and press **enter**.
- Use the arrow keys to highlight the type of math facts you want to see the history for as shown below. Then, press **enter**.



- Next, use the arrow keys to highlight the level you want to see the history for. Only levels marked with an asterisk have history available since they are the only ones that you have worked on since the history was last cleared. Press **enter** after choosing a level.



- Use the arrow keys to highlight **History**; then, press **enter**.



- You will see the history of your work for this level. When you have finished reading the history, press **enter** to go back to the options for the level you selected.

Viewing the History for All Practices and Tests

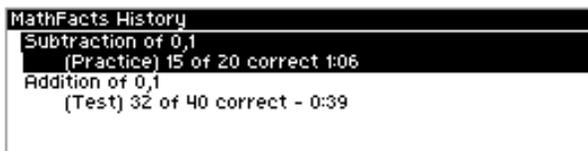
Students follow these steps to view the history of their practices and tests in the MathFacts in a Flash Offline SmartApplet.

- Open the MathFacts Offline SmartApplet (see page 2).
- Use the arrow keys to highlight **History**; then, press **enter**.
- Leave **View** highlighted and press **enter**.



- The next screen lists the activities you've done so far, including the level name, whether it was a practice or test, the number of problems you answered correctly, and the time you took.

To see the full results for an activity (including a list of problems you answered incorrectly), use the arrow keys to highlight the activity; then, press **enter**.



- When you have finished viewing full results for an activity, press **enter** or **esc** to go back.

Printing the History

Students follow these steps to print the history of their practices and tests in the MathFacts in a Flash Offline SmartApplet.

1. Open the MathFacts Offline SmartApplet (see page 2).
2. Use the arrow keys to highlight **History**; then, press **enter**.
3. Use the arrow keys to highlight **Print**; then, press **enter**.



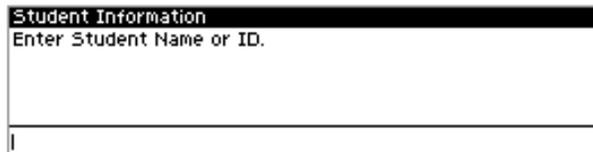
To find out how to name the Renaissance

Receiver (network), see the NEO 2 Quick Guide or the NEO User Manual.

4. The first time you print the history (or send it to Renaissance Place), your NEO will search for the networks that are within range. (Networks are Renaissance Receivers connected to computers.) Then, it will show you a list. Use the arrow keys to highlight the one you want to connect to; then, press **enter**.

If you have connected to a Renaissance Receiver before, you will be asked whether you want to stay connected to the Receiver you chose. To continue with this Receiver, press **Y** for yes and press **enter**. (If you need to choose a different Receiver, press **N** for no, then **enter**.)

5. Next, your name or ID. (This information will be printed on the history.) Then, press **enter**.



6. After your history has been sent to the computer's default printer, you will be asked if you want to clear the history—that is, erase the history of the practice you've done so far in this SmartApplet.

If you want to clear (erase) the history, press **Y** for yes. Then, press **enter**.

If you do not want to clear the history, press **N** for no. Then, press **enter**.

Sending the History to Renaissance Place

Students or teachers follow these steps to send the practice and test history to MathFacts in a Flash Renaissance Place. The history is automatically cleared when you send it to Renaissance Place.

Before you follow these steps, print the MathFacts in a Flash Student Information Report in Renaissance Place to get the PIN for each student.

The history will be sent to the Renaissance Place address that you set in the Renaissance Wireless Server Utility. For instructions, see the *NEO User Manual* or the *NEO 2 Quick Guide*.

In MathFacts in a Flash RP, you can see the practice data in the Class Progress and Student Record Reports if you choose to include the practice summary.

1. In Renaissance Place, the teacher should print the MathFacts in a Flash Student Information Report to get the PIN for each student. Then, given student their PINs. Each student will need his or her PIN to send the history to Renaissance Place.
2. Open the MathFacts Offline SmartApplet (see page 2).
3. Use the arrow keys to highlight **History**; then, press **enter**.
4. Use the arrow keys to highlight **Send to Renaissance Place**; then, press **enter**.



To find out how to name the Renaissance

Receiver (network), see the NEO 2 Quick Guide or the NEO User Manual.

5. The first time you send the history to Renaissance Place (or print it), your NEO will search for the networks that are within range. (Networks are Renaissance Receivers connected to computers.) Then, it will show you a list. Use the arrow keys to highlight the one you want to connect to; then, press **enter**.

If you have connected to a Renaissance Receiver before, you will be asked whether you want to stay connected to the Receiver you chose. To continue with this Receiver, press **Y** for yes and press **enter**. (If you need to choose a different Receiver, press **N** for no, then **enter**.)

6. The next screen will remind you that the history is cleared from this NEO when you send it to Renaissance Place.

If you want to continue, press **Y** for yes. Then, press **enter**.

If you don't want to go on, press **N** for no. Then, press **enter**.

7. Next, enter your MathFacts in a Flash PIN from the Student Information Report. (Teachers who are following these steps enter the PIN for the appropriate student.) Then, press **enter**.
8. The NEO will notify you when the history has been sent and cleared. Press **enter**.

Clearing the History



If students are sharing NEOs, clear the history after each session.

Students follow these steps to clear (delete) the MathFacts in a Flash practice and test history. **Note:** The history can also be cleared after you print it, and it is automatically cleared whenever you send it to Renaissance Place.

1. Open the MathFacts Offline SmartApplet (see page 2).
2. Use the arrow keys to highlight **History**; then, press **enter**.
3. Use the arrow keys to highlight **Clear**; then, press **enter**.





4. The next screen will ask if you are sure that you want to clear the history. (If you have not printed the history or sent it to Renaissance Place, the screen will also remind you of that.)

To continue clearing the history, press **Y** for yes, then **enter**.

If you don't want to clear the history, press **N** for no, then **enter**.