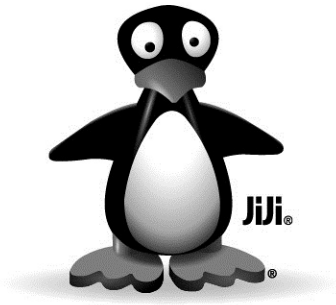
ST Math At Home

Instructions for Accessing ST Math Outside of School



Dear Parents or Guardians:

Your child is using the ST Math® software program at

OLD TOWN ACADEMY CHTR SCH

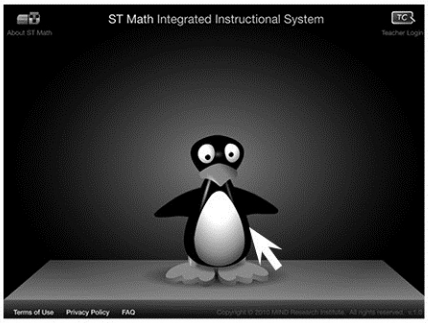
With ST Math, students play computer games designed to teach math. They can play the games at home or on computers other than those used at school. We encourage you to have your child play the games to review and practice the math skills learned in ST Math.

Your child's teacher may assign ST Math games for homework. Please make sure only the child with the ST Math account plays the games. Your child will access the program just as he or she does at school.

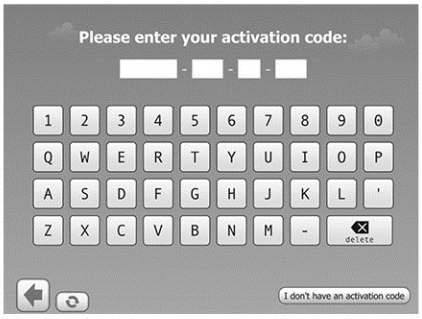
In ST Math, the game puzzles start off simple and then get more challenging as the student progresses. When they reach a challenging problem, your child should attempt the problem and use the visual feedback provided to help them figure out why their answer did or did not work. The feedback provided with each puzzle will help students figure out how to solve the problems.

If your child is struggling, help them by asking them questions about what they see happening on the screen. You should not give your child the correct answer to get them past the game with which they are struggling. The goal of ST Math is to promote problem solving.

1. Enter **www.stmath.com** in the address line of your web browser and hit enter.

2. 

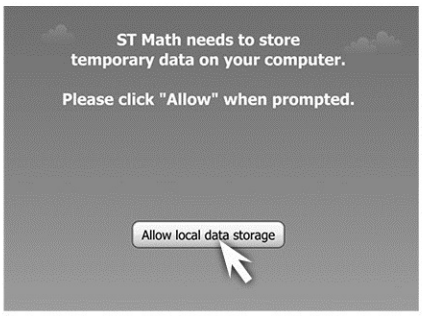
Click on JiJi the penguin.

3. 

The first time logging in at home or at another computer outside of school, you will be asked to enter this **homework activation code:**

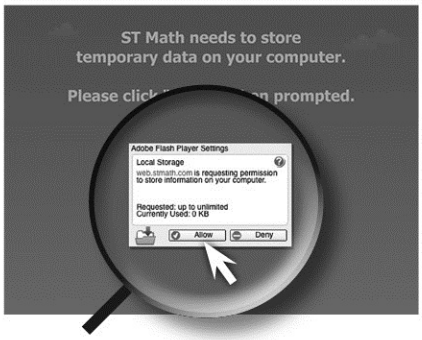
OLD73V-HXU-HW-QT2

4



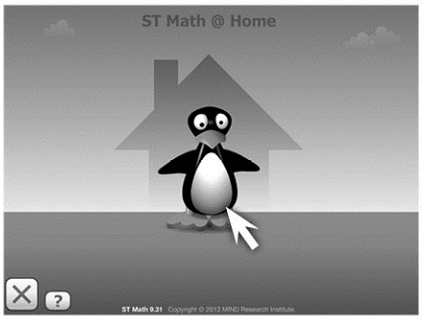
After entering the code, click on the “Allow Local Data Storage” button.

5



If “Adobe Flash Player Settings” pops up, click on the green “Allow” button.

6



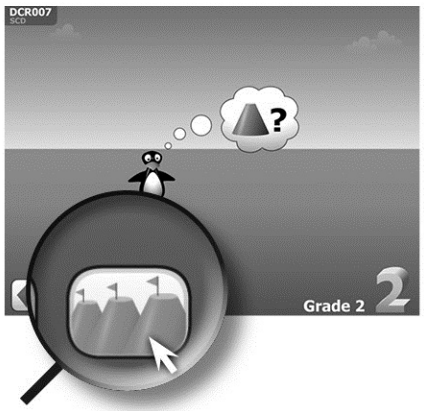
Click on JiJi the penguin.

7



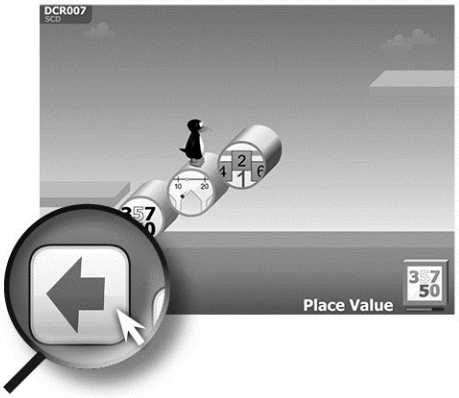
Have your child enter his/her password exactly as they do in school.

8



If all games assigned for homework have been played (items in gray indicate that the child has not played a game/level yet), click on the button at the bottom of the screen with the green cones to review games.

9



After playing, your child should always use the back arrow button at the bottom left corner of the screen (just like at school) to exit the program. Using the back arrow button will save your child’s progress and indicate to the teacher that the homework was completed.

Questions? Please ask your child’s classroom teacher.

MIND Research Institute

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