



Getting Started with Methodmaths

Pupils

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Pupil User Guide

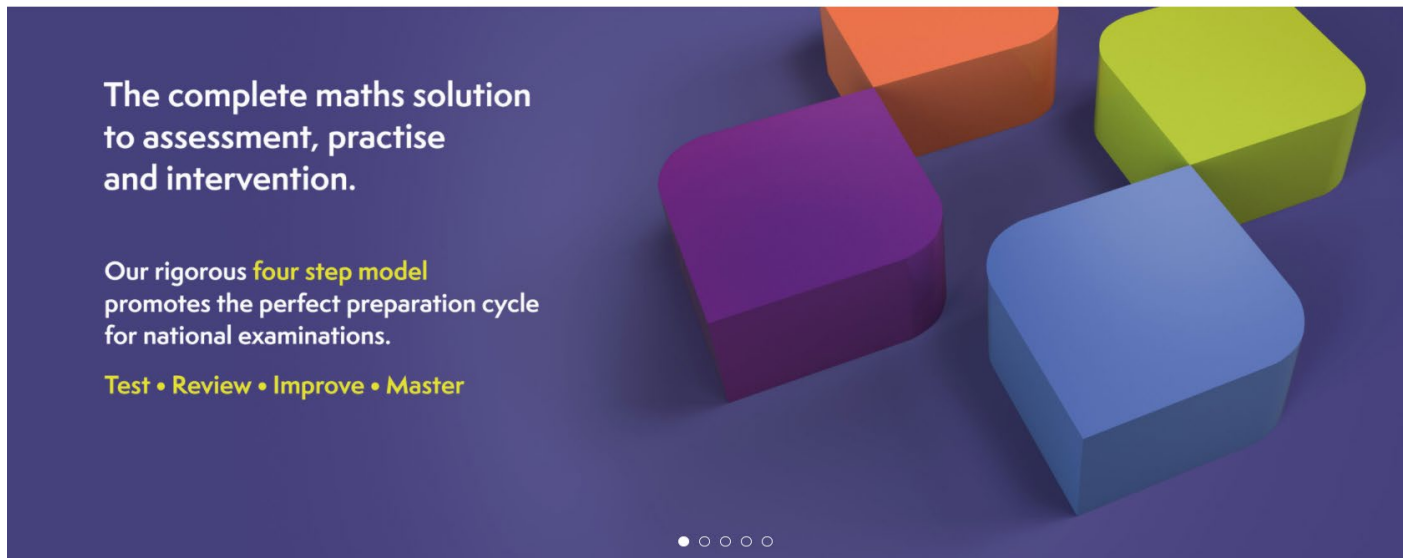
1 Login Page

To access Methodmaths for the first time you can visit our external website at www.methodmaths.info

You will see a login button in the top right hand corner.



Login to New Application



Your login screen will look like this.

A white login form with a grey border. At the top left is the Methodmaths logo. Below it are three input fields: 'Centre ID', 'Username', and 'Password', each with a green label. Below the fields is a green 'Login' button. At the bottom, there is a link 'Report an issue' and a link 'Using shortcut buttons on our new site', both circled in red.

3 pieces of information are required for you to successfully login to our system. You will need a centre ID, username and password. These will be provided by your school. They are **case sensitive** so make sure you input your details exactly as they are provided. If you receive an invalid login message, this means that your details do not match what your school have created. If you are having any other issues, you can send us a message by clicking on the **Report an issue** link. There is also a quick guide to **shortcut keys** which you will need on some of the more complex questions e.g. powers and square roots.

2 Basic Navigation

Once logged into Methodmaths you will be greeted by your personal dashboard. This displays all the questions in the system laid out as tests across the page and summarises all of your hard work.

There are four resource zones that increase in difficulty. 1 is the easiest. 3 and 4 are aimed at GCSE Foundation and Higher. To see more tests, use the arrow at the bottom of the page. To enter a test, simply click on a question number.

Once you have started a question you can type an answer in the box provided. To move on to a new question, either use the arrow button in the top right hand corner or click on the desired question number that runs across the top of the screen. Each time you move to a new question your previous work will be saved. To return to your dashboard, click the cross in the top right hand corner.



These are your annotation tools that can be used to leave working out.

Methodmaths does not mark your rough working but it will be saved on the question.



The pencil icon is a freehand writing tool. The mouse icon allows you to drag and drop numbers and symbols if you do not like drawing with a mouse.

Each will turn green when activated and you can toggle them on and off at any time.

3 Feedback

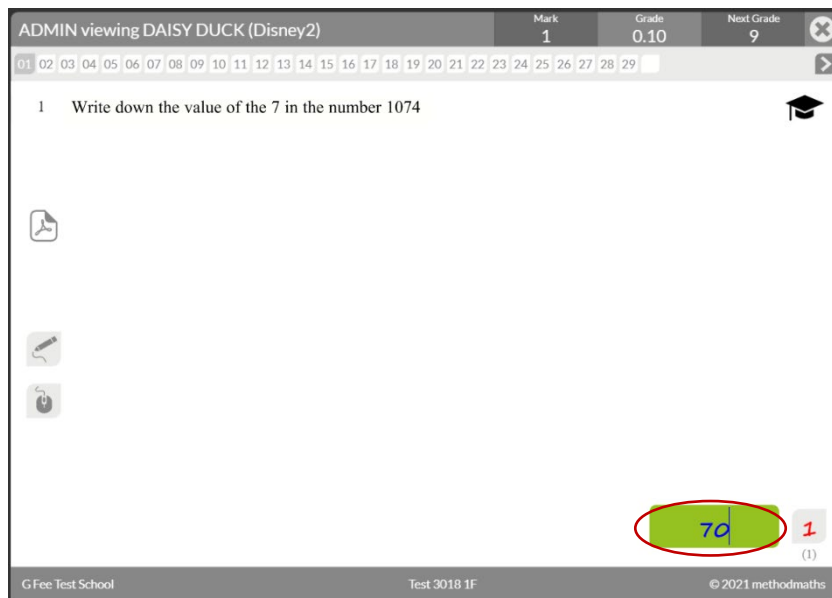
Depending on the level of feedback chosen by your teacher, Methodmaths can offer greater support.

| | | | | |
|--------------|---|---|---|---|
| Test 3018 1F | R | ✓ | ? | 🔒 |
| Test 3017 2F | R | ✓ | ? | 🔒 |
| Test 3016 3F | R | ✓ | ? | 🔒 |

If the **padlock** is green, you can access the test content.

If the **tick** is green, answers will be marked as you enter them.

If the **?** is green, you can access extra support on each question.



When marking is activated, your answer will turn green when correct and you will be awarded a mark in red according to the mark scheme. The question number also changes colour once complete and the gradeometer starts to grow giving you an indicator of what grade you are working at and how many more marks you require to reach the next grade. On this test, the pupil has achieved 43 marks and a grade 6. They are 80% of the way towards a grade 7 and require two more raw marks to achieve this.



When the scaffolding is activated you will have access to a number of support features.

3 Work out 31.7×100



$$\begin{array}{r}
 31.7 \\
 \times 10 \\
 \hline
 317.0 \\
 \times 100 \\
 \hline
 3170.0
 \end{array}$$

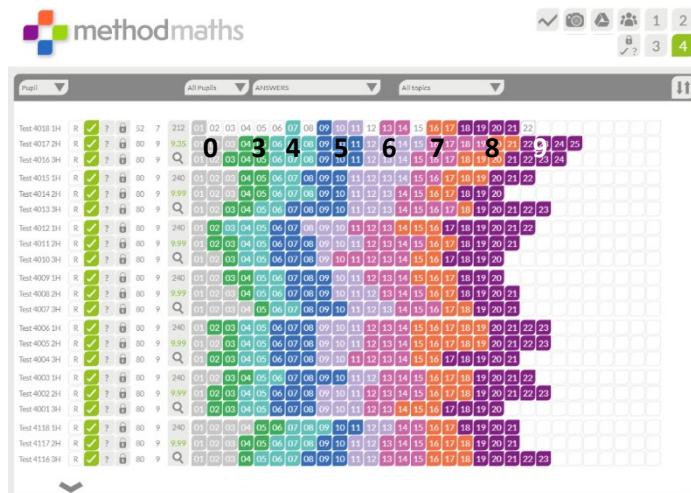
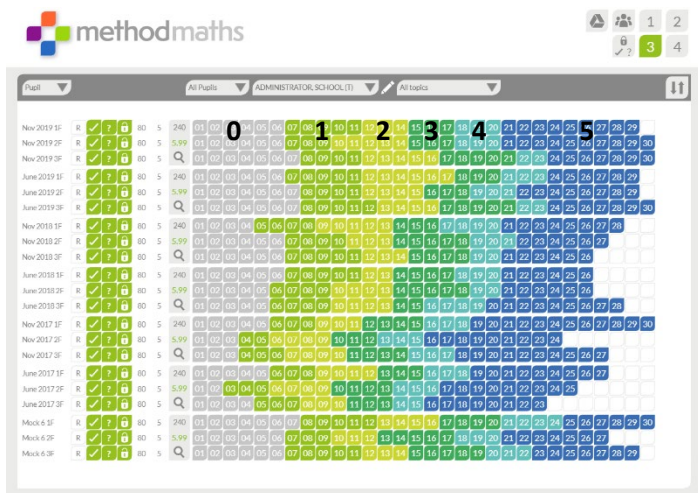
The question mark icon will give you extra hints on how to tackle the question. You will pick up extra method marks if you interact correctly with our clues and your inputs will also turn green.

The teacher hat icon provides a short tutorial or some key facts. (You will need to click to move through the animation or select the cross to close it).

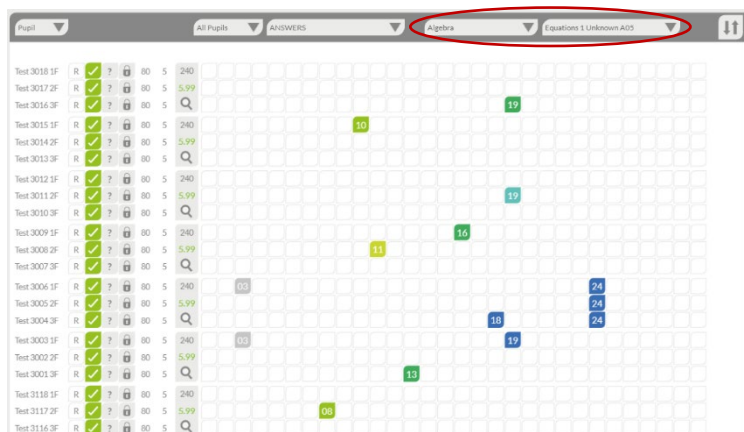
When you achieve full marks on a question you will notice the question number change colour. If it is partially correct, you will see a black border around it. Each colour represents roughly where the question sits within a grade boundary. Ungraded questions are grey. This colour coding is present on the gradeometer and is also collected on your dashboard.

The six colours in zone 3 represent GCSE grades 0 – 5.

The eight colours in zone 4 represent GCSE grades 0 and 3 – 9.




4 Topic Focus



If you feel you need additional practice on a specific topic, there are two ways to explore it in more depth. If you want to stay online, you can use the filters at the top of your dashboard to find questions from other tests on the same topic. If these have been released by your teacher, you can click on them, have a go, and then return to the dashboard to find another question.

10 (a) Solve $t + t + t = 12$

 (b) Solve $x - 2 = 6$

(c) Solve $6w + 2 = 20$

$t = 4$ (1)

$x = 8$ (1)

$w = 3$ (2)


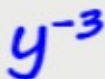
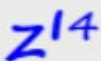





$6w + 2 = 20$
 $6w = 18$

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If you want to do some work on paper, you can download the pdf document that is linked to each question. This contains a whole booklet of examples to give you further practice on that skill. They increase in difficulty as you work through them and you will find a set of solutions at the end to check your answers.

5 Shortcut Keys

On some questions you might be expected to enter more complex mathematical symbols. We have created some simple shortcut keys to allow you to do this.

| | Keyboard | | Ipad |
|---|----------|------------------|-------|
|  | x#2 | or | x@2 |
|  | y#-#3 | or | y@-@3 |
|  | z#1#4 | or | z@1@4 |
|  | #r | or | @r |
|  | #p | or | @p |
|  | | use to replace ÷ | |
|  | | >= | |
|  | #c | or | @c |