

The Physics Classroom – Physics Interactives with Concept Checkers

Student Manual

Student Registration:

Before a student can begin using Physics Interactives with Concept Checkers with our new Task Tracker system, they must first register for a teacher's class using a **Class Sign Up Code**. The procedure is as follows.

1. Go to the **Account** page. There is a link to **Account** near the bottom of the left-side navigation panel on every page and just below The Physics Classroom title at the top of every page.
2. On the right side of the **Account** page, there is a link titled **Register as Student**.
3. Students should create an account by filling out the form and tapping on **Register**. Students need to use a teacher's **Class Sign Up Code** (i.e., Course Code) when they fill out the form. Students must also enter a password twice and an accurate security code (in the grey box).
4. Once an account is created and linked to a teacher's course, students will see their main account page. By tapping on the **Tasks and Courses** link, they will navigate to the teacher's Course page where assignment information is listed.

Selecting and Starting Assignments

Once a student is added to a class, they can begin doing Physics Interactives with Concept Checkers (and any other purchased Task Tracker feature) using Task Tracker to track their progress through each assigned task. The procedure is very easy.

1. Tap on the **Account** link found near the bottom of the left-side navigation panel on every page and just below The Physics Classroom title at the top of every page. If not logged in, then log in using the email address and password used at registration.
2. Tap on the **Tasks and Courses** link to navigate to the Course page where assigned tasks are shown. Students will see all assignments organized by topic. If there is more than one topic, then a student can tap on the topic to view assignments for that topic.
3. Due dates and scoring information are available for each assigned task. A color coding and number system is used to indicate the urgency of an assigned task relative to the due date. **Green** indicates that the assigned task has been completed. **Blue** indicates that an incomplete task is approaching the due date (7 days away). **Yellow** indicates that the due date is very soon (48 hours away). And **Grey** indicates its more than a week away. **Red** indicates that the task is not complete and past the due date but can still be completed for late credit. **Black** indicates that the task is overdue and no longer creditable. The numbers inside of each oval indicate the number of assignments with that urgency level.
4. To start an assigned Concept Checker (referred to as a "task"), tap on the **Start This Task** link. This takes you to the Launch page for the Concept Checker activity. You can read a description of the activity outcomes and view a link to the corresponding simulation (which should be explored in advance of the Concept Checker). Tap on the **Start** link. When you tap the **Start** button, the Concept Checker will pull your username (email) and any previous progress from Task Tracker. Make sure that your email displays in the username field. If it does, then tap on the **Start Sudden Death** button. If it still does not, then return to the **My Account** page and log in. (Note: we do not track when Marathon Mode is used.)
5. Once you tap on the **Start Sudden Death** button, you will view a Health Bar and a Progress Bar. The goal is to answer questions correctly in order to increase your Progress Bar to 100% before your Health Bar decreases to 0%. If your Health Bar reaches 0% first, you'll have to spawn a new life. Bummer! If you start having troubles, be sure to use the **Help Me!** button. This page provides a little help but mainly takes you back to the simulation. Let the simulation be your helper. Tap the **Close** button to exit the Help page. Your Concept Checker question will still be there for you to answer.
6. When you finish, you will earn a Trophy and a record of completion gets stored in Task Tracker.