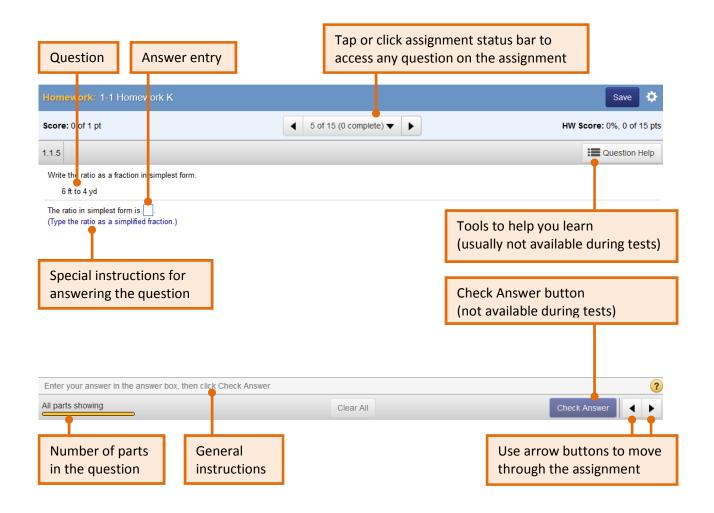
Working with Questions in MathXL for School

The pages below provide best practices for entering answers into the MathXL question player to ensure students get proper credit for their answers.

When viewing questions in the MathXL question player, you will use different areas of the screen for viewing the question, entering your answer, checking your answer, and accessing tools to help you learn.



Question Types

There are a variety of question types used in the program. The most common question types are:

- 1) Multiple choice Select one answer among several options provided.
- 2) **Fill-in-the-blank** Select one answer from a drop down menu.
- 3) **Free response** Enter your own answer using the math palette and the keyboard.

Answering Multiple Choice Questions

For multiple choice questions, select your answer from the options provided.

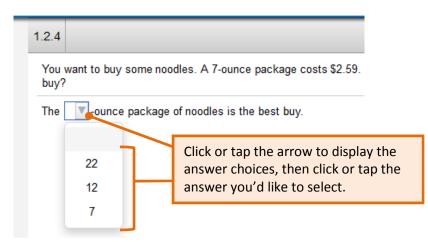
Homework: 1-1 Homework K		Save 🌣
Score: 0 of 1 pt	✓ 7 of 15 (0 complete) ▼ ▶	HW Score: 0%, 0 of 15 pts
1.1.7		E Question Help
	tore sold 27 buckets of basic house paint and 17 buckets of ultima et of basic house paint, write the ratio of cans of color paint to cans rth way.	
Choose the correct answer below.		
• A. 27 to 2, 27:2, and $\frac{27}{2}$ • C. 5 to 2, 5:2, and $\frac{5}{2}$ • E. 17 to 5, 17:5, and $\frac{17}{5}$	O B. 5 to 17, 5: 17, and $\frac{5}{17}$ O D. 2 to 27, 2: 27, and $\frac{2}{27}$ O F. 2 to 5, 2: 5, and $\frac{2}{5}$	
Click to select your answer, then click Check Answer.		3
All parts showing Select	one correct answer.	Check Answer

Answering Fill-in-the-Blank Questions

Homework: 1-1 Homework K Save					
Score: 0 of 1 pt		 ▲ 14 of 15 (0 complete) ▼ 	HW Score: 0%, 0 of 15 pts		
1.1.14			Cuestion Help		
Think About the Proce	ss What is the first step in writing a ratio ec	uvialent to $\frac{8}{14}$ with lower terms? Find such an ec	uivalent ratio.		
The first step is to find	▼ of8 and 14.				
	Fill-in-the-blank answe selection	r			
Click to select your ans	wer(s), then click Check Answer.		?		
1 part remaining	5	Clear All	Check Answer		

Fill-in-the-blank questions have an answer box with an arrow pointing down.

- 1) Click or tap on the arrow to display the answer choices.
- 2) Click or tap your answer selection to make it appear in the answer box.

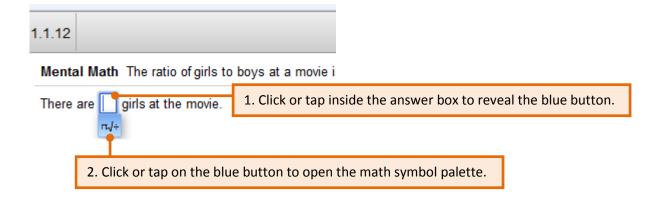


Answering Free-Response Questions

Homework: 1-1 Homework K				Save 🔅		
Score: 0 of 1 pt		15 (0 complete) 🔻		HW Score: 0%, 0 of 15 pts		
1.1.12				E Question Help		
Intra Image: Constraint of the provided set of the provided						
Enter your answer in the answer box, then click Check An	swer.			?		
All parts showing		Clear All		Check Answer		

In order to answer a free-response question, follow these steps:

- 1) Click or tap inside the answer box to reveal the blue button.
- 2) Start typing the answer using your keyboard to enter numbers and/or variables (x or y, for example). If you need to enter a math symbol, click or tap on the blue button that appears under the answer box:



3. Once you click or tap on the blue button, the symbol palette will appear.

4. Click or tap "More" to see more symbols and operators.

1.1.12									
Mental Mat	th The ratio of girls	to boy	s at a	mov	ie is 5	5: 3 . I	fthere	e are 1	12 b
There are	girls at the movie Sym ∽ ↑ ← 🚦	bols	V		×				
	∝ ↓ → ⊫								
	 Tap or click a syn on the symbol pale 				•			re to s l oper	see ators.
	to enter it in the answer box.								
		D.	_						
			Sym	bols	& O	pera	tors	×	
		5	2	1	Ŧ	+	→		
		+	-	-	÷	×			
		<	≤	>	2	≠	=		
		Ľ.	4	-					
			V	-			(1,1)		
		Fev	ver		<u>v</u>				

Using Templates from the Symbol Palette

If your answer requires special formats (for example, fractions or square roots), use the symbol palette to help you insert your answer.

1. For example, if you want to enter $2 \frac{1}{3}$ as your answer, you would click or tap this template on the symbol palette:



2. Blue boxes are then inserted into the answer box. Click or tap inside the blue boxes. (You can also use the tab or the arrow buttons/keys to move into and out of the blue boxes.)

-

3. Enter the correct number in each box, using the arrow keys or buttons to move between boxes.



4. Once you have entered a number into a blue box and then moved outside of that box, the blue background disappears in that box.



5. In some cases, when you have finished entering numbers in the blue boxes, you will need to use the arrow buttons (or keys) to move outside the template to continue entering your answer.

For example, if you are entering $7\frac{1}{2} + 5$, make sure you move

the cursor to the right of the fraction template before starting to type "+ 5."

INCORRECT: $7\frac{1}{2+5}$ **CORRECT:** $7\frac{1}{2+5}$

Other templates available on the symbol palette include:



Square roots



Exponents



Absolute Value

Each template works the same way:

- 1) Click or tap the template on the math palette to move it into the answer box.
- 2) Click, tap, or tab into the blue box.
- 3) Enter the correct number(s) into each blue box.
- 4) After entering numbers into the template, use your arrow buttons to enter any information that belongs outside the template.

Entering Math Symbols from the Keyboard

Here are the symbols and shortcuts that will be accepted as correct from your keyboard.

To use this symbol	Enter this shortcut	For example
+ (plus)	Plus sign on keyboard	2 + 3
- (minus)	Dash on keyboard	2 - 3
= (equal)	Equal sign on keyboard	$2^2 = 4$
• (multiplication dot)	* (asterisk)	2 · 3
	(For example: 2 * 3)	
× (times sign)	\times	2 × 3
	(For example: 2 \times 3)	
÷ (divided by)	\divide	2 ÷ 3
< (less than)	Left angle sign on keyboard	2 < 3
	(For example: 2 < 3)	
≤ (less than or equal to)	< = (left angle sign and an equal sign)	$2 \leq 3$
	(For example: 2 <= 3)	
< (greater than)	Right angle sign on keyboard	3 > 2
	(For example: 3 > 2)	
≥ (greater than or equal to)	> = (right angle sign and an equal sign)	3 ≥ 2
	(For example: 3 >= 2)	
≠ (not equal)	<> (left and right angle signs)	3 ≠ 2
	(For example: 3 <> 2)	

Common operation symbols

Important Tips for Entering Answers

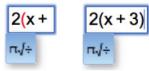
1. When entering math symbols, it is best to use the symbol palette provided, otherwise your answer may not be marked "correct."

Multiplication symbol: When you need to enter a multiplication symbol, do not use the letter "x" from the keyboard, a "bullet," or small dot. Even though these entries may look correct, they will not be recognized as correct.

Use the multiplication symbol on the symbol palette or type an * (asterisk) from your keyboard. (See acceptable keyboard entries on page 8 above.)

Negative sign: When you need to enter a negative sign, do not use the _ (underscore). You may use the minus sign or hyphen from your keyboard.

Parentheses: Don't forget to enter parentheses in your answer where needed. The opening parentheses will display in red until you have entered the closing parentheses:



You can also use the following template for entering *x* and *y* coordinates with parentheses:

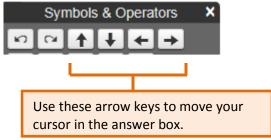


2. **Spaces:** When entering numbers, it's important not to enter spaces between the digits. For example, when entering the number twelve (12), do not enter a space between the one and the two (1 2). The extra space will make your answer incorrect.

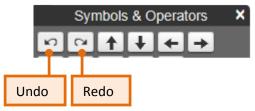
If you enter a space between a number and a symbol, however, the spaces will be ignored by the program:

2 + 3 (with spaces) will be scored the same as 2+3 (without spaces) 2 < 3 (with spaces) will be scored the same as 2<3 (without spaces)

- 3. Do not copy and paste answers or symbols from other programs or locations on your computer. Copying and pasting symbols or answers from other programs can sometimes introduce hidden symbols that will cause your answer to be scored incorrectly. The symbol palette and the keyboard provide everything you need.
- 4. Do not use letters (such as a lower case L or an upper case i) for the number one.
- 5. You can use the tab key or the arrow keys on the palette or on the keyboard to move your cursor in the answer box.



6. Use the "un-do" and "re-do" arrows to remove your entry and then put it back.



7. Use the "Clear All" button at the bottom of the player window to delete everything you have entered in the answer box.

