

GETTING STARTED IN ELM

Navigate to the Tool

1) Login to the LTK+.

The first time you sign in, you will have to confirm the level. Select “Level 1”.

2) Click on ELM.



You will be taken to the tool, but before you can access its features, you will have to indicate if you are at school or not.

If it is the first time you're accessing ELM, the *Welcome to ELM!* animation will play automatically.

3) Determine which feature you want to view.



This is the HOME page. From here you can:

- Replay the welcome animation
- Meet ELM's hosts
- View the friend's you've collected (badges and trading cards)
- Access the Ideas
- Change your profile (account's icon)

4) Click on the *Welcome to ELM* button.

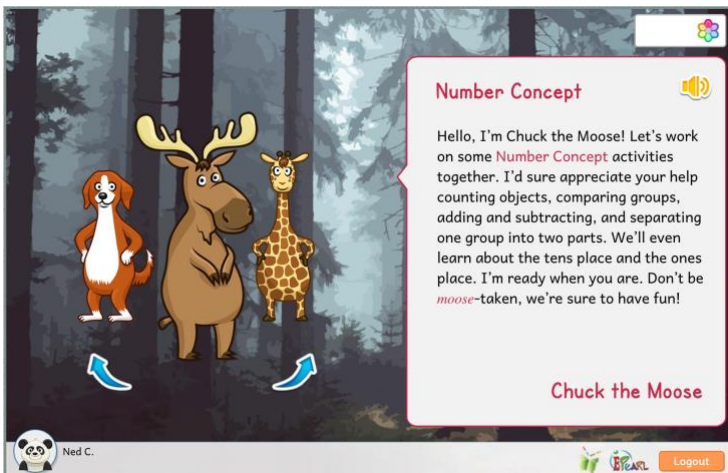


Welcome to ELM!



ELM's introduction is played automatically but you can repeat it at any time by clicking on this button.

5) Click on the *Meet the Hosts* button.



Meet the Hosts

Each host will introduce themselves and what skills the learners will learn and practice through ELM's activities.

6) Click on the *My Profile* button.



My Profile

This will allow you to change your account's avatar that appears at the bottom-left of the screen.

7) Click on the *See All* button or use the wheel to select which Idea you want to explore.

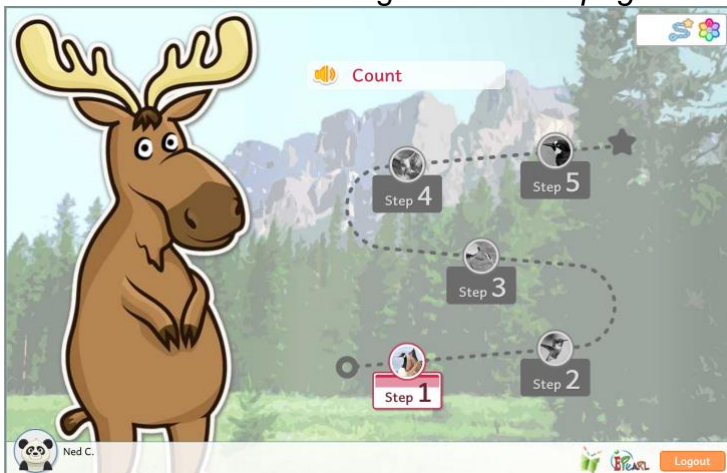


See All

ELM is organized in terms of *Themes* (overarching branch of mathematics), which are further divided into different *Ideas* (mathematical concepts). These are accessed through the wheel or in the *See All* button.



- 8) Select one of the Ideas to go to the *Idea page*.

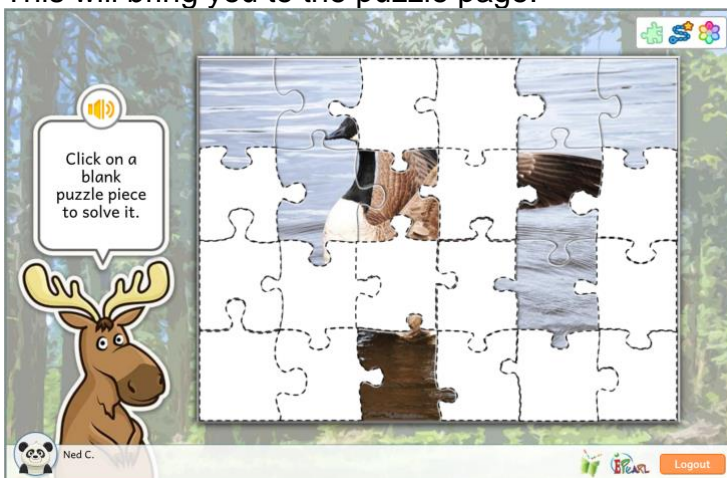


Learners may select any Idea from the homepage.

However, the steps within an Idea must be completed sequentially. Therefore, student accounts will restrict access to steps until the prior step has been successfully completed.

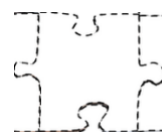
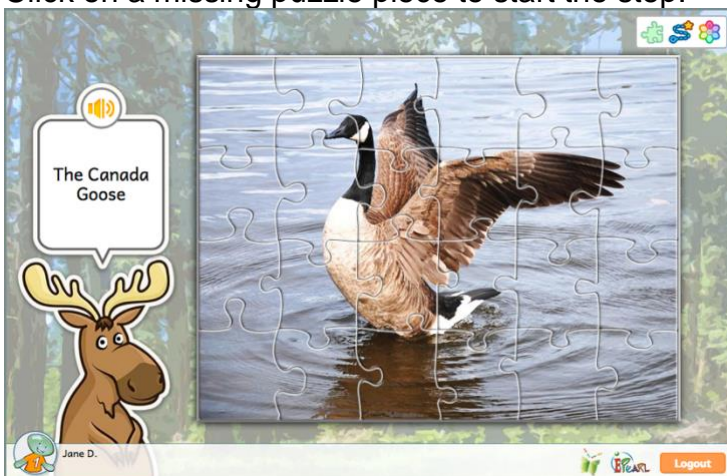
In the teacher accounts all steps will be accessible at any time.

- 9) Click on the step you want to work on.
This will bring you to the puzzle page.



Each puzzle piece represents a repetition of the task that needs to be successfully done to complete the step.

- 10) Click on a missing puzzle piece to start the step.



Completing all of the assigned repetitions will result in completing the puzzle and gaining that animal friend.

The *My Friends* page will list all of the animal friends that the learner collected.



Within a Step



If a learner is stuck on a step, you will see this icon on the bottom of his/her screen.

A learner gets 3 tries to answer a problem. After their third error, they are given a new problem at the same level of difficulty. If the learner is again unable to answer, this icon will appear at the bottom to let you know the learner is stuck somewhere.



When you notice this icon on a learner's screen, ask him/her to go back to the Ideas page by clicking on the wheel icon.







The steps that learners are having difficulty with are marked with a red circle.



Alternatively, if you go to the Idea page, the Ideas that the learner is having problems with will be marked with an upturned corner, like this:



CLICK ON

	To REPEAT the instructions
	To Validate your answer
	To provide technical HELP on the step
	To plays a DEMO of the step
	To navigate to the LTK+ LOBBY page
	To LOGOUT of your account



Navigation Menu



Will take you back to the current step's puzzle page →

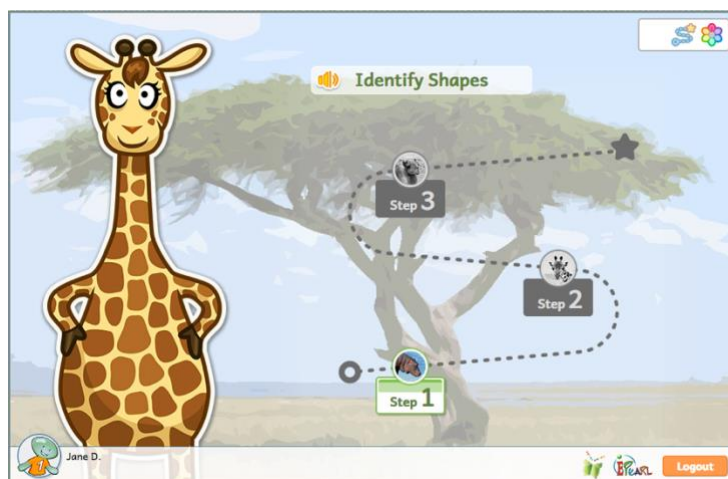
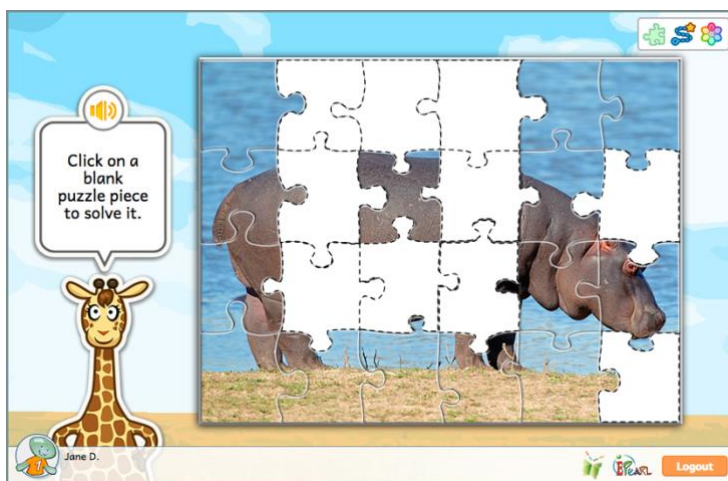


Will take you back to the current Idea puzzle page →

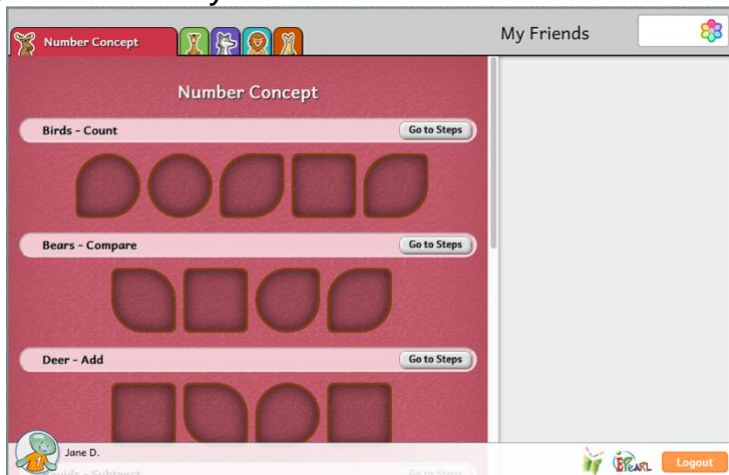


Will take you to ELM's homepage →

At any time, in any step, you can use the top navigation menu:



11) Click on the *My Friends* button to see the animal friends you have gained.



My Friends



Only the animal friends that were gained will be visible on this page. If learners gained the friend, they will have a badge of the animal and be able to access the associated trading card(s).



In the teacher accounts all friends will be accessible at any time.

