



Switched-On Schoolhouse 2014 User Guide

Student Schoolwork and Assignments

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Schoolwork

Your SOS **Schoolwork** button takes you to where learning begins. With just a click of your mouse, you can open lessons, watch videos, play games, do projects, take tests, see due dates, even view your grades. Let's go to a **Schoolwork** screen so you can see it and find out how everything works.

The screenshot shows a web browser window titled "SOS Student - [Schoolwork - Matthew]". At the top, there are three tabs: "Home", "Lesson Plan", and "Assignments". The "Assignments" tab is active, displaying a table of "Today's Schoolwork". Below this is a section for "Review Completed Assignments" showing a list of subjects and their scores.

Subject	Unit	Assignment Title	Type	Due Date
Health Quest (2014)	YOUR BODY	Experiment: Calcium	Project	10/22/2014
Language Arts 700 (2014)	NOUNS, PRONOUNS, AFFIXES, A	Spelling Quiz 2	Quiz	9/8/2014
Mathematics 700 (2014)	INTEGERS	Adding Integers with the Same Sign	Lesson	9/8/2014
General Science I (2014)	WHAT IS SCIENCE?	Methods of a Scientist 1	Lesson	9/9/2014
Health Quest (2014)	YOUR BODY	Experiment: Exercise	Project	10/22/2014
Bible 700 (2014)	WORSHIP	Essay: Feasts Fulfilled in Christ	Project	9/24/2014
History And Geography 700	WHAT IS HISTORY?	Characteristics of Historians	Lesson	9/12/2014
Health Quest (2014)	YOUR BODY	Circulatory and Respiratory Systems	Lesson	9/17/2014
Bible 700 (2014)	WORSHIP	Hypocritical Worship	Lesson	9/18/2014

Subject	Assignment Title	Type	Due Date	Score
Bible 700 (2014)	A:95%			
General Science I (2014)	B:92%			
Health Quest (2014)	B:93%			
History And Geography 700 (2014)	C:85%			
Language Arts 700 (2014)	A:96%			
Mathematics 700 (2014)	A:100%			

At the bottom of the "Review Completed Assignments" section, there is a button labeled "View Other Term".

On your **Home Page**, select **click to see your schoolwork** in the **Schoolwork** widget. Your **Schoolwork** screen opens, where you see three tabs at the top:

Home—Returns you to your **Home Page**.

Lesson Plan—Lets you open your assignments and activities through an easy-to-use calendar.

Assignments—Lets you see a daily list of things-to-do, view and open your assignments and grades.



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STUDENT ASSIGNMENT SCREEN

TODAY'S SCHOOLWORK SECTION

See all of your current SOS schoolwork in this section of the **Assignments** screen. **Today's Schoolwork** is the top part of the screen. You see a list of all assignment types, titles, and due dates for the assignments you must complete. Anything with a star (★) beside it is due today. Think of this part of the screen as your daily to-do list. You open all of your assignments from this part of the screen. Do this by double-clicking any assignment title.

NOTE: At times, you may see two other small pictures next to assignments, telling you more about their status. If you're behind on your schoolwork and have past-due assignments, for example, you see a red exclamation point (!) next to assignments you must still complete to catch up. Or, if your teacher doesn't want you to do an assignment until later, you see  next to it, telling you that you cannot yet begin work on it.

Home		Lesson Plan		Assignments		F1=Help	
Today's Schoolwork – Double-Click Assignment to Open							
Subject	Unit	Assignment Title		Type	Due Date		
★ Personal Financial Literacy (FINANCIAL RESPONSIBILITY AN	Self-Assessment		Lesson	1/6/2014		
★ Office Applications 1 (2014)	MICROSOFT® WORD® BEGINNI	Microsoft Word and the Documents it can Create		Lesson	1/6/2014		
★ High School Health (2014)	BODY ESSENTIALS	The Head and Crown of Creation		Lesson	1/6/2014		
★ High School Health (2014)	BODY ESSENTIALS	Anatomy and Physiology		Lesson	1/6/2014		
★ Office Applications 1 (2014)	MICROSOFT® WORD® BEGINNI	Navigating the Word Screen		Lesson	1/6/2014		
★ Personal Financial Literacy (FINANCIAL RESPONSIBILITY AN	Taking Responsibility		Lesson	1/6/2014		

Sorting Your Schoolwork

Sometimes, the list of assignments in your "Today's Schoolwork" is long and you need a way to organize it. You can sort the schoolwork in this section of your **Assignments** screen by any of the columns. If you have a number of projects to complete or you have past-due work, this might help organize your lists of assignments to more easily see what you still need to get done.

1. Click just to the right of the column heading you'd like sort by.
2. Each time you click your schoolwork is sorted by letter or number in ascending or descending order.

TIP: If you can't read the whole name of a unit or assignment, try making the columns wider. In the bar with the column headings, put your cursor just to the left of a column heading. When you see the cursor change the way it looks, click and hold your left mouse button down, dragging the cursor to the left or right. Make your columns wider or narrower any time you need to.



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What's the difference between Today's Schoolwork and Review Completed Assignments?

Today's Schoolwork—Current assignments you can open. All of your assignments that are due today have a star (★) next to them.

Review Completed Assignments—A list of all of the schoolwork assigned to you for an entire term, subjects, units and assignments. You can only open completed assignments (the ones in **blue** text) in this section of the screen, but you can also see a list of the assignment titles you have coming up!

Subject

See a list of all the subjects assigned to you in a term. You also see grades for any work you've done.

NOTE: You see an icon (small picture) next to your subjects, like a beaker for Science or a globe for History. Icons help you to associate an image with a subject.



Unit

To see a list of the units in a subject, click the subject name in the lower left section of the screen. Your score for the subject and unit for any work you've done shows here. Click the subject name again to hide the list of units.

Assignment Title

Click a unit title in the lower left section of the screen and the title of all of the assignments in that unit appear in the lower right section of the screen. The title of the unit you clicked is highlighted so you know which unit's assignments are displayed. You can open an assignment here by double-clicking the assignment title. (Remember, you can only open already-completed assignments. You can easily tell which ones are done because the title is **blue** and there is a score beside the title.)

Assignment Type

Shows you what type of assignment each one is. These can be lessons, quizzes, tests, or projects.

Assignment Due Date

Lists the due date for each assignment (if your teacher has given you due dates).

Assignment Scores

Shows you the grade you've received for each already-completed assignment.

NOTE: You can use the grades you see on the screen to help you keep track of how you're doing.



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Viewing Your Daily Schoolwork List

To see a daily to-do list of schoolwork:

1. On your **Home Page**, select **Click to see your schoolwork** in the **Schoolwork** widget. A **Schoolwork** screen opens showing you the **Assignments** tab. (We'll look at the **Lesson Plan** tab page starting on page 9.)
2. Look at the assignments displayed in the **Today's Schoolwork** section in the top half of the screen. All of the assignments with a star (★) are due today, so this is your Daily Schoolwork List!

The Assignments Screen

Let's take a look at the top section of a **Schoolwork Assignment** tab screen. The buttons and features always stay the same on this screen. Remember, this is where you open your assignments, in the **Today's Schoolwork** section. It includes all of the assignments you have due today, any overdue assignments, projects or other assignments you may have started, but are not finished with yet.

To open an assignment, select **Click to see your schoolwork** in the **Schoolwork** widget on your **Home Page** and then double-click the assignment you want in the **Today's Schoolwork** section at the top of the page. (If you see an assignment title that is not **blue text** in this section, you can't open it until you complete the assignment in the same subject that is in **blue** text first. In the example below you see the lesson "Nervous System and Circulatory System", in High School Health, in **gray** text at the bottom of the list. You must complete "Quiz 1: Building Blocks of the Body" before you can open the lesson, "Nervous System and Circulatory System".

Home		Lesson Plan		Assignments		F1=Help	
Today's Schoolwork – Double-Click Assignment to Open							
Subject	Unit	Assignment Title	Type	Due Date			
★ Personal Financial Literacy (FINANCIAL RESPONSIBILITY AN	Self-Assessment	Lesson	1/6/2014			
★ Office Applications 1 (2014)	MICROSOFT® WORD® BEGINNI	Microsoft Word and the Documents it can Create	Lesson	1/6/2014			
★ High School Health (2014)	BODY ESSENTIALS	The Head and Crown of Creation	Lesson	1/6/2014			
★ High School Health (2014)	BODY ESSENTIALS	Anatomy and Physiology	Lesson	1/6/2014			
★ Office Applications 1 (2014)	MICROSOFT® WORD® BEGINNI	Navigating the Word Screen	Lesson	1/6/2014			
★ Personal Financial Literacy (FINANCIAL RESPONSIBILITY AN	Taking Responsibility	Lesson	1/6/2014			

Opening an Assignment to be Done

To open an assignment:

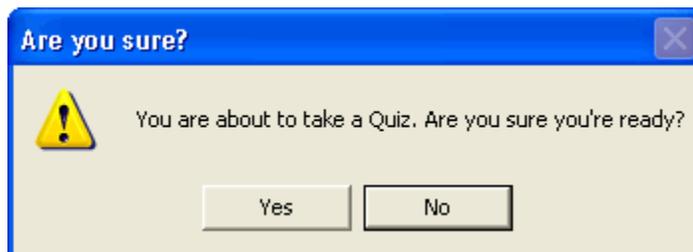
1. On your **Home Page**, select **Click to see your Schoolwork**. A **Schoolwork** screen opens.
2. In the **Today's Schoolwork** section at the top of the screen, double-click an **Assignment Title**. It should appear in **blue**, indicating that you can click it. The assignment opens so you can learn the material and work the problems.



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Note: If you are opening a quiz or test, the first thing you see is a reminder. This gives you another chance to review and study before you take the quiz or test. Click **Yes** to continue with the quiz or test, if you are ready. Click **No** if you want to review or study more before taking the quiz or test.



Opening a Completed Assignment from the Assignment Screen

Ready to open an assignment you've completed?

1. On your **Home Page**, select **click to see your Schoolwork** in the **Schoolwork** widget.
2. Click the subject you want to review in the **Review Completed Assignments** section at the bottom of the **Assignments** screen. You see all the units in that subject.
3. Click the unit with the assignments you want to open. All of the assignments in that unit open on the right-hand side of the screen.
4. If an assignment is completed and graded, you see a grade next to it. The assignment title appears in **blue**. Double-click the assignment to open it. You can see the work done, but you can't change any answers. Remember, you can only open completed, graded assignments!

NOTE: See page 12 for information about printing an assignment or a list of your assignments.

NOTE: You can also open a completed assignment from the **Lesson Plan** screen if your teacher assigned you schoolwork with due dates. We'll look at how to do that on Page 11.

Assignments in Other School Terms

The **View Other Term** button at the bottom of the **Assignment** screen lets you look at the subjects, units, and assignment titles assigned to you in a different term. Just like assignments in your current term, you can only open completed assignments to review them. You cannot work on assignments in another term until your teacher changes your active term though. You can only work on assignments in ONE term at a time and only your teacher can change your active term.



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To view schoolwork assigned to you in other school terms:

1. Click the **View Other Term** button. A small **View Other Term** window appears.
2. Use the **Select Term** drop-down menu to see a list of all your school terms, click the one you want and click **OK**.
3. Click the subject you want in the **Review Completed Assignments** section at the bottom of the screen.
4. Click the unit you want to see all the assignments within that unit. Remember, you cannot open the assignment. You can only see the assignment titles in the unit.
5. Repeat steps 1 and 2 to return to the **Assignments** screen for your current term.

Remember: To work on assignments in another term ask your teacher to change your active term.

The Lesson Plan Screen

If your assignments have due dates, you can see how they fit into your schedule in calendar-form. Click the **Lesson Plan** tab on your Schoolwork page to see your calendar. You can see your schoolwork a month, week, or day at a time. You can also print a list of assignments from any day in your term.

NOTE: If you do not have due dates for your assignments, you only see your events on your calendar.

NOTE: The **Lesson Plan** calendar screen always opens to the current week.

The area on the left side of the screen (See the example on next page.) lets you look at any three or more consecutive months in your school term. (The number of months you can see depends on your screen settings.) Click the left-facing arrow () to see previous months or the right-facing arrow () to see future months. You can also click and hold your cursor over the name of any month to see a list of months appear. Click a month in the list to go directly to that month.

Every day in white is a school day, and every day in gray is a non-school day.

Click the bar between the one-month and multi-month calendar views to make the calendar on the right fill the entire screen and the calendar on the left disappear. When you click this bar again the multi-month calendar on the left reappears.

The day and date range displayed in the main body of the calendar are shown on the top of the calendar. You can click the left-facing arrow on the bar with that information to display previous weeks/days, and click the right-facing arrow to display future weeks/days.



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Student Schoolwork and Assignments

The screenshot shows the 'SOS Student - [Schoolwork - Matthew]' window. It features a navigation bar with 'Home', 'Lesson Plan', and 'Assignments' tabs. A multi-month calendar on the left shows the current week (September 22-28, 2014) highlighted. The main area displays a list of assignments for each day of the week, including quizzes, experiments, essays, and projects. At the bottom, there are 'Today' and 'Print' buttons, and a status bar showing the user's name 'Matt' and the school year '2014-2015'.

You can view any week or any single day of a school term. To see a single day, double-click the date in either the multi-month calendar on the left of the screen or the weekly calendar on the right. Click **Back to Week View** above the buttons on the bottom of the screen to switch back the one-day view.

The one week view—lists the assignments you must do for the week

The one day view—lists the assignments you must do for the day

Tip: Click a **blue**-colored assignment title on this screen to open that assignment. (Remember you can only open completed assignments from the **Lesson Plan**.)

Today

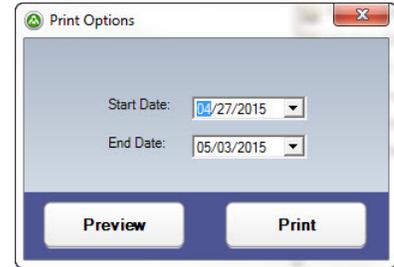
Click this button to go to today's date on any calendar you see on this screen.



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Print

Click this button to print a list of assignments due on different days. Choose the start and end dates for the range of days you want to print. Use the **Preview** button to see what your printed page will look like. Click the **Print** button when you're ready to start printing.



Viewing Your Schoolwork in Calendar Form

Have due dates for your assignments? Want to see your assignments on a calendar?

NOTE: If your teacher hasn't assigned you schoolwork with due dates, view your schoolwork on the **Assignments** screen instead.

1. Select **Click to see your Schoolwork** in the **Schoolwork** widget on your **Home Page**.
2. Click the **Lesson Plan** tab at the top of the screen.
3. You can see all the schoolwork assigned to you for this term.

Notice the icons (small pictures) next to each assignment. There is one for each assignment type:

-  Indicates a Lesson
-  Tells you this is a Quiz
-  Alerts you to a Test
-  Lets you know this is a Project



Opening a Completed Assignment from the Lesson Plan Screen

If you completed an assignment and received a grade for it, you can review the assignment:

1. On your **Home Page**, select **click to see your Schoolwork**.
2. Click the **Lesson Plan** tab

NOTE: You may only get to an assignment from the **Lesson Plan** screen if your teacher assigned you schoolwork with due dates.

3. Use the buttons and features on the screen to find the completed assignment. The assignment title must be in **blue**. (Titles in gray are still to be completed and cannot be opened.)
4. Double-click the assignment title. You can view the work you did, but you cannot change any of the answers.



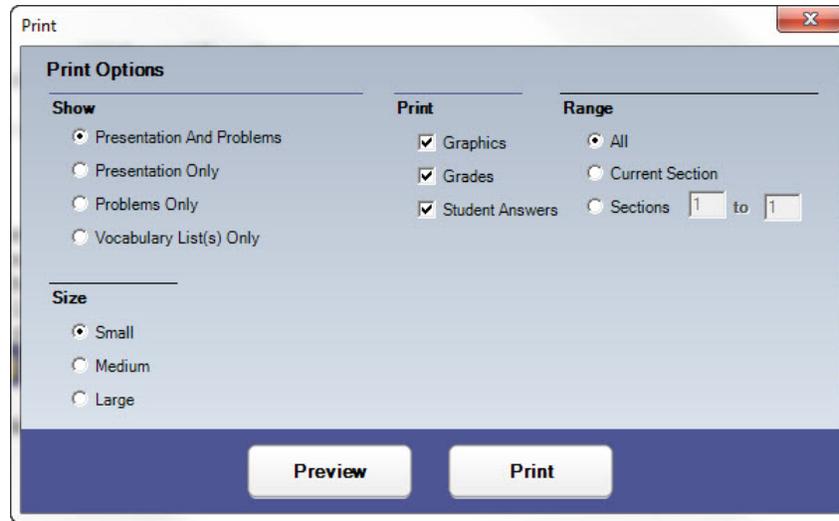
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Printing an Assignment

Follow these steps to print an assignment:

1. From inside a completed assignment, click **Print**.
2. Click the circle or click the box beside the part of the assignment you want to print. You can print the one item in the **Show** column and one or more items in the **Print** column.

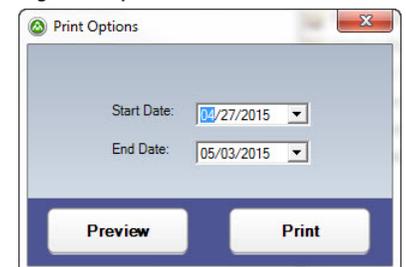


3. To see what the page looks like before you print it, click **Preview**.
4. When you're ready to print the completed assignment, click **Print**. Print as you normally would from your computer.

Printing a List of Assignments by Calendar Due Date

To print a list of assignments for a single date:

1. On your **Home Page**, select **click to see your Schoolwork**.
2. Click the **Lesson Plan** tab at the top of the screen.
3. Click **Print** at the bottom of the screen. The **Print Options** window opens, so you can choose the start and end dates for the range of days to print.
4. Type in the dates you want, or click the arrow to find the date you want and click to select it.
5. After you set start and end dates, click **Preview** if you want to see what your printed page will look like.
6. When you're ready to print, click the **Print** button.



Assignments

Think of an assignment as a bit of schoolwork assigned to you. It offers you something new to learn or review and gives you a way to put your knowledge into practice.



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Assignment Types

There are four different assignment types in SOS:

- lessons—the instructional material that teaches you new information and gives you problems to do as practice
- quizzes—a set of questions to answer after every few lessons, letting you show how much you've learned
- tests—questions covering all of the lessons in the unit to show that you've mastered the material taught
- projects—practical ways to help you use information you've learned in lessons

To receive a grade, you must do the assignments.

Let's take a few minutes and walk through each type of assignment you will encounter as you work in SOS.

Lessons

To begin working on a lesson, double-click the lesson in the **Today's Schoolwork** section at the top of the screen.

Remember: If you click an assignment in the **Review Completed Assignments** section at the bottom of the screen, you cannot work on it. You can only view an already completed assignment. (Double-click an assignment title that is **blue** to review that completed assignment.)

Let's see how an assignment screen works and learn what a typical lesson assignment looks like.

When you open an assignment, you see a screen similar to the one on the next page.



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SOS Student - [Work Assignment - Matthew]

Section ◀ ▶ Highlight Note

MATH

Math 7 – Unit 1: Integers

Adding Integers with the Same Sign

Take a moment to review some information about integers, opposite numbers, and comparing integers.

Integers Opposites Comparing Integers

In this lesson, you'll be solving problems by adding integers.

OBJECTIVES

- Add integers with the same sign.
- Use addition to solve word problems.

Problems Answers Print Close Lesson

Matt 2014-2015 2

There are usually two parts to each assignment:

Presentation—"teaching" part of a lesson, with instructional material to learn or review.

Problems—this is where you show what you've learned (this area shows after you click the **Show Problems** button at the bottom of the screen)

First, let's take a look at the Presentation section of a **Work Assignment** screen, starting with the bar right below your name.

Sometimes, when there's a lot of information to cover, it's easier to see instructional material if it's broken up into smaller, bite-sized pieces. The numbers top of the screen tells you how many sections are in the presentation. Click a section number to see that section. The arrows beside the section numbers let you move to the next or previous section. Click the left arrow to see the previous presentation section and the right arrow to see the next presentation section.

NOTE: The highlighted number is the section displayed.



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There are some additional items on the bar with the section numbers. Let's look at those now.

Highlighters

When you are studying, sometimes it's helpful to highlight parts of your lesson. You can select the text you want to highlight and then click one of the colored circles on this bar () . The text you selected is then highlighted with that color. To erase the highlighting, click the white circle with the red line through it () .

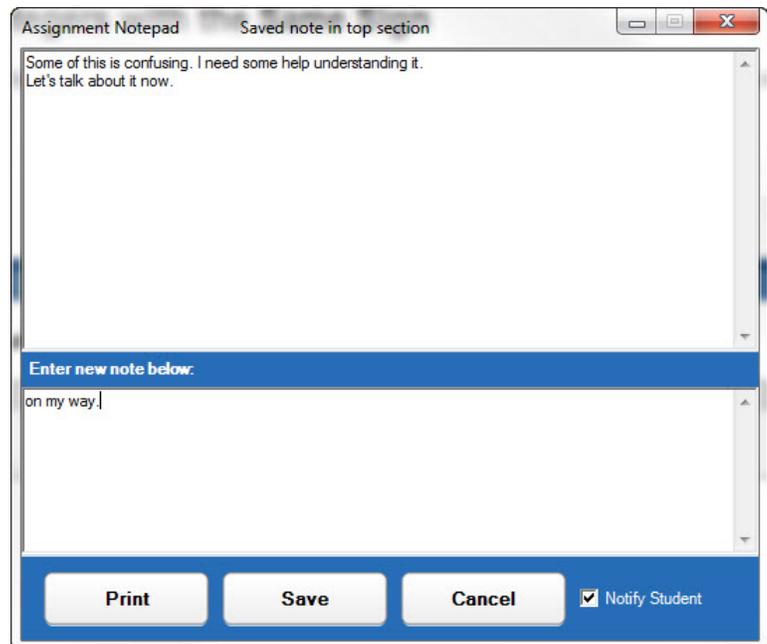
NOTE: If there is a part of the lesson your teacher wants you to pay special attention to, he/she can highlight it as well.

Assignment Notepad

There is one more item beside the highlighters. It is a handy notepad you can use to jot down your thoughts about an assignment. You can also ask questions and click a box to ask your teacher to read the note.

The notepad is split into two parts. The bottom part is where you type your note. The top part is a record of what you already typed, or what your teacher typed. Once you click the **Save** button, whatever was typed in the bottom section moves to the top part.

To use the notepad, click the yellow note picture () beside the highlighters and the **Assignment Notepad** window opens. Type your note in the bottom section. Remove the checkmark beside **Notify Teacher** if you don't want your teacher to receive a message to come read it. Click **Save** to keep your note or **Cancel** to delete it without saving it. Once you have a note in the **Assignment Notepad** for this assignment, the picture changes and looks like this  . Click it to open the notepad, where you can type more notes, read your teacher's comments, or delete text.





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The instructional material for an assignment always appears at the top of the screen. You click on text, look at the pictures, watch videos and play the games in this area.

Once you finish all of the presentation sections there are problems to answer that go with it. These problems are one way to show you understand the lesson material.

You can't see the problem section of the assignment until you click the **Show Problems** button on the bottom of the screen. Once you do this, the problems section expands, so you can see more of it.

Here's what an assignment looks like after you click the **Show Problems** button.

SOS Student - [Work Assignment - Matthew]

Section ◀ ▶ Highlight Note

Presentation Section

MATH

Math 7 – Unit 1: Integers

Adding Integers with the Same Sign

Take a moment to review some information about integers, opposite numbers, and comparing integers.

Integers Opposites Comparing Integers

Problem 1-10 11 12 13 F2=Grade and Continue F11=Back F12=Fwd ?

Problem Section

How would the following problem be represented using colored tiles?

$-7 + (-3)$

- seven red tiles plus three blue tiles
- seven red tiles plus three red tiles
- seven blue tiles plus three red tiles
- seven blue tiles plus three blue tiles

Grade Continue Answers Print Close Lesson

Matt 2014-2015 2

Notice there is a bar between the **Presentation** section on the top of your screen and the **Problem** section on the bottom. Here you can see how many total problems the assignment has. They are shown in batches of 10. You can click any problem number to show that problem below the bar. Click to see either the previous problem or the next problem.



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NOTE: Can't remember the answer to the problem? You can look back in the **Presentation** section. If the assignment has more than one section, the correct **Presentation** section for the problem appears in the top part of the screen, so you can always look to it for help with a problem.

Once you answer a problem, the problem number changes color on the problems toolbar.

gray—problems not yet answered

green—problems answered correctly

red—problems answered incorrectly or problems you got part right

blue with a line through it—problems your teacher decided to have you skip

black—problems your teacher must grade or possibly quiz/test problems

Problem Notepad

The **Problem Notepad** works just like the **Assignment Notepad**. (See page 15.) Use it to jot down your thoughts or ask questions about a single problem. To create a note in your **Problem Notepad**, click it and a **Problem Notepad** opens. Type your note and leave the checkmark beside **Notify Teacher** if you want your teacher to read it. Click the **Save** button to keep your note or **Cancel** to cancel it. Click the notepad to open it and type more, read a teacher's comments, or delete it.

If you are not sure how you are to do a certain problem type, click the red question mark (?). A small window opens explaining how to work that type of problem.

On the far right-hand side of the problem bar is a small upward-facing arrow (⬆). Click this arrow to hide the **Presentation** section and have the **Problems** section fill the screen. The arrow changes into a down-facing arrow. You can click it when you want to see the **Presentation** section of the lesson again.

Can't see the whole problem? Put your cursor on the bar between the top and bottom windows and it changes the way it looks, you can click and drag the cursor up or down, making the window bigger or smaller.

Want to see your score on a problem? Click any problem you've already completed to see what grade you received for it on the bar just above the buttons on the bottom of the window. If you haven't completed the problem, this line is blank.

When you complete a problem, SOS tells you:

- How many points you earned out of the total available (you may receive some credit if you did part but not all of the problem correctly)
- Your score out of 100%
- The number of times you attempted the problem (2 in the example below)
- The number of attempts you still have left to answer the problem (3 in the example below)

Way to go!

Points: 15/15

Score: A:100%

Attempts: 2/3



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Buttons

NOTE: At times, you can click some, but not all of the buttons on the bottom of the window. When you can't, it's because you're not allowed to perform the task the button requires at that point in the lesson or your teacher does not allow you to do that task.

Grade

After you complete work on a problem, click the **Grade** button to tell SOS you're done. This grades the problem immediately, so you can see your score. If the problem is one that must be graded by your teacher, you won't see the score for it until after your teacher grades it.

NOTE: If you click the **Continue** button or another problem number before you click the **Grade** button after you do a problem, SOS asks you if you want to grade the problem. If you click **No**, it is not submitted to SOS and your answer is lost.

Hint: You can use your mouse to right-click in the problem area, and SOS will grade the problem and display the next question for you.

Your teacher can change the grades on any computer-graded problems. Remember, your grades are not final until your teacher, not the computer, says they are final.

Continue

After a problem is graded, click this button to go to the next problem.

Answers

After you have used all of your attempts to correctly answer a problem, you might be able to click this button to see the correct answer.



Messages

Click this button to send messages to or see messages from your teacher while working in an assignment.



Resource Center

Click this button to access the dictionary, periodic table, calculator, your journal, or Bible Lookup while you are working in an assignment.



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Sometimes you may not be able to answer a problem. There are a few things you can do.

- Go back to the presentation part of the lesson and review the information
- Ask your teacher for help
- If your teacher is not available right away, use the **Problem Notepad** to leave a message for your teacher
- Use the **Helps** button to temporarily skip a problem

Note: Do you sometimes find yourself in a lesson you already finished? Once you complete an assignment, your teacher reviews and grades your work, as well as replies to your messages. There may be something in the assignment your teacher wants you to pay particular attention to or there might be some work you need to redo in the assignment.

When you click the **Help** button, you see several options. These are if your teacher is sitting with you.

Print

If your teacher permits, click this button to print your assignment.

Close Lesson

Click this button to close and leave the lesson.

Projects

Projects are creative ways to use the information you learn in lessons. They may include extra reading or writing activities, hands-on experiments, library research, interviews, artwork, or other activities. Your teacher can also make up other projects to go along with your lessons.

Sometimes a project already has a file for you to use as a starting point, other times you must create a document, spreadsheet, presentation, or other file and upload it into the SOS database. When you click the **Problems** button you see either one link, **Upload Essay File**, or two links; **Download source file** and **Upload Essay File**. Let's take a look at what these project assignment screens looks like. (See the next several pages.)

Note: Projects are limited to a maximum of 10 MB. If your project is larger, a message displays telling you the file is too large to upload.



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Student Schoolwork and Assignments

Projects with Two Links

SOS Student - [Work Assignment - Matthew]

Section Highlight

HealthQuest

UNIT 1: YOUR BODY

EXPERIMENT: CALCIUM

The bones in your body are made of a chemical mixture of inorganic salts and organic materials. A high concentration of calcium helps keep your bones hard. When your daily diet lacks calcium, your bones may be affected.

Here is your goal for this lesson:

- Explain how calcium is vital to bones

Try this experiment:

Supplies needed:

1. Two clean, dry, chicken leg bones.
2. Household vinegar and a cola soft drink.
3. Two bowls large enough to lay the bone flat in the bottom of the container.

Procedure:

Problem 1

F2=Grade and Continue F11=Back F12=Fwd ?

Calcium

[Download source file L1e1.rtf](#)

[Upload Essay File](#)

Grade Continue Answers Print Close Lesson

Matt 2014-2015 3

The presentation section has the instructions and background information you need to do a project. It may be graphics, videos, or web links as well as text.

If a file is already there for you to use, you see two links, either **Download source file** or **Open Essay AND Upload Essay file**.

Download source file link:

1. Click the **Download source file** link in the problems section of the screen to begin working on a project. (If the link says **Open Essay** instead of **Download source file**, go to the next series of instructions now.)
2. Choose the program to open the file and click the **OK** button.
3. Click the **OK** button on the **Browse For Folder** window to open the source file.
4. Click the **Save** command.
5. Click the **Grade** button when you are ready to have your teacher grade your project.



Switched-On Schoolhouse® 2014 Student Schoolwork and Assignments

Open Essay link:

1. Click the **Open Essay** link in the problems section of the screen to work on a project.
2. A window opens telling you where to find your file. Click **No** to work on the file you already started, Click **Yes** to create a new file and save it to a different location.
3. Click the **Save** command when you are done working.
4. Click the **Grade** button when you are ready to have your teacher grade your project.

Projects with One Link

The screenshot shows a web browser window titled "SOS Student - [Work Assignment - Andrea]". The main content area displays a project assignment for "The Civil War - Unit 1: The Pre-War Years". The project title is "Project: The Art of Compromise". Below the title, there is a paragraph of text: "You are a United States senator from the state of Kentucky in 1860. America is on the brink of civil war unless someone can come up with a compromise that makes the North and South happy. Before you is a map (1820) of the United States with the Missouri Compromise line of 1820 on it. There is also a list of compromises that have been tried as well as those that have failed." Below the text is a map of the United States c. 1820, showing the Missouri Compromise line. The map is color-coded: orange for the North, yellow for the South, and grey for the West. The text "United States c. 1820" is written above the map. At the bottom of the browser window, there is a navigation bar with buttons for "Grade", "Continue", "Answers", "Print", and "Close Lesson".

1. Open the program (like Microsoft® Word, Excel, PowerPoint, Wordpad, etc.) on your computer you are to use. (See the list of file types you can use on the next page.)
2. Create the file following the instructions in the **Presentation** section of the Project assignment.
3. Save the file to your computer.



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Student Schoolwork and Assignments

HINT: SAVE your file often as you work on your project. Do not go to **Step 4** until you are ready to have your project graded by your teacher.

4. When you are ready to have your teacher grade your project, return to your assignment in SOS and click the **Upload Project** button.
5. Click the **Grade** button.

Note: If you are using Microsoft Word to do your project, you might need to have all other instances of Word (WINWORD) closed. This also means you must have MS Outlook closed, if you have it open. It uses Word. You will get a message reminding you to close all instances of WINWORD, if you have any open.

Note: Once you submit a project for grading, you can't make changes to it, unless your teacher sends it back to you to rework.

Once you save your project and upload it, you see the **Open Essay** link appear. When you click the **Open Essay** link, it reminds you that if you open the project, any changes you make will write over the work you have already done.

- Click the **Yes** button to save your changes to another file.
- Click the **No** button to write over what you have already saved.

Acceptable File Types:

- Adobe Reader - .pdf
- Image File - .jpg or .jpeg
- Microsoft Access - .mdb or .accdb
- Microsoft Excel - .xls or .xlsx
- Microsoft PowerPoint - .ppt or .pptx
- Microsoft Publisher - .pub
- Microsoft Word - .doc, .docx, or .rtf
- Open Office - .odf, .odt, .ods, or .odp
- Text file - .csv or .txt



Switched-On Schoolhouse® 2014

Student Schoolwork and Assignments

Quizzes

Usually, after every few lessons, you take a quiz to show that you understand the material presented in those lessons. It's a good idea to review for quizzes by going back through each of the lessons, reading through the information, and walking through the problems.

Quiz assignment screens look and work much like lesson assignment screens do, with most of the same buttons and features, but since quizzes test you on information you learned, you usually won't find a lot of material in the presentation section and some of the buttons may not be available for you to use (for example, the **Resource Center** button).

Most of the time, you just click **Show Problems** at the bottom of the screen to begin doing the quiz problems.

The screenshot shows a web browser window titled "SOS Student - [Work Assignment - Matthew]". The page header includes "Section" and "Highlight" options. The main content area features a banner for "LANGUAGE ARTS" with a red notebook and a pen. Below the banner, the text reads "LANGUAGE ARTS 701: NOUNS, PRONOUNS, AFFIXES, AND USING WORDS CORRECTLY" and "QUIZ 1: USING NOUNS".

The quiz interface includes a "Problem" navigation bar with buttons for "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", and "11-19". On the right side of the navigation bar, there are keyboard shortcuts: "F2=Grade and Continue", "F11=Back", and "F12=Fwd".

The main question text is: "Select the name that does not belong in this list. Refer to the list of categories in the second part of this question for help." Below this, a list of animal names is provided: "dog", "cat", "cow", and "hamster". A text input field labeled "name:" is positioned below the list.

The second part of the question is: "Select the category in which all of the other names above belong." Below this, a list of categories is provided: "wild animals", "house pets", "cartoons", and "Australian wildlife". A text input field labeled "category:" is positioned below the list.

At the bottom of the interface, there is a yellow bar containing several buttons: "Grade", "Continue", "Answers", "Print", and "Close Lesson". There are also three circular icons: a speech bubble, a crossed-out 'X', and a question mark. The bottom status bar shows the user's name "Matt", the school year "2014-2015", and the current quiz title "Quiz 1: Using Nouns".

Exit button—Click this button to exit a quiz. You'll be asked if you're sure you want to leave the quiz. Most of the time you may receive a score of zero for any problems you haven't done yet.



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Student Schoolwork and Assignments

Tests

Tests require you to show what you've learned after completing all of the lessons and quizzes within a unit. It's a good idea to review for tests by going back through each of the lessons and quizzes, reading through the information and walking through the problems.

Test assignment screens look and work like quiz assignment screens do, with most of the same buttons and features. Let's take a look at an example.

SOS Student - [Work Assignment - Matthew]

Section Highlight

BIBLE

BIBLE 701: WORSHIP

TEST: WORSHIP

Problem 1-10 11 12 13 14 15 16 17 18 19 20 21-30 31-32 F2=Grade and Continue F11=Back F12=Fwd ?

Match the following. Match the items in the left column to the items in the right column.

Click the item in the left column. Use the plus sign to move it up or the minus sign to move it down until it matches the correct entry in the right column. Lock your answer in place by clicking the square beside the item. (A checkmark means it is locked.)

<input type="checkbox"/> petition	thanking God for His help
<input type="checkbox"/> Passover	praying for others
<input type="checkbox"/> sacrilege	worship
<input type="checkbox"/> worship	telling God you have sinned
<input type="checkbox"/> hypocrisy	recognizing God's deliverance
<input type="checkbox"/> intercession	asking God to help you
<input type="checkbox"/> testimony	telling God He is great
<input type="checkbox"/> commitment	telling what God has done
<input type="checkbox"/> formalism	burnt offering
<input type="checkbox"/> thanksgiving	mixing sacred with nonsacred
<input type="checkbox"/> confession	sin offering
<input type="checkbox"/> substitution	following forms of worship without faith
<input type="checkbox"/> adoration	claiming to be what you are not

Grade Continue Answers Print Close Lesson

Matt 2014-2015 Test 3

Since tests ask you to recall information already learned, you usually won't find any material in the presentation section. Most of the time, you just click the **Show Problems** button at the bottom of the screen to begin working the problems.

Exit button—Click this button to exit a test. You'll be asked if you're sure you want to leave the test. Most of the time you may receive a score of zero for any problems you haven't done yet.



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Student Schoolwork and Assignments

Kinds Of Quizzes and Tests

SOS has three different ways to give quizzes and tests. Your teacher decides which is best for you.

Standard Quiz/Test—You have only one chance to answer a problem correctly.

Read the problem and answer it the best you can.

Once you submit a problem, you cannot loop back and change it.

Make sure you pick the best answer **BEFORE** you click **Grade**. If you do not click the **Grade** button, your answer is not graded or counted as part of your quiz or test grade.

When you leave the quiz or test, you cannot go back in, and all your unanswered problems are graded as zero.

Open Page Quiz/Test—Read the questions and answer the problems.

When you are done you can loop back through the quiz or test, changing answers as many times as you want until you decide to exit the quiz or test.

Once you leave the quiz or test, you any unanswered problems get a score of zero.

Open Book Quiz/Test—Exit and re-enter a quiz or test as many times as you want until you say you are done.

Each time you exit, you are asked if you plan to return at a later time. Your quiz or test is not scored until you say you are not returning. At that time, unanswered problems get a score of zero.

NOTE: Your teacher decides if you can see your score after you do each problem or whether you must wait until you finish the entire quiz or test.

Remember: Your teacher may change the grade on any computer-graded problems and your grades are not final until your teacher, not the computer, says they are final.



Switched-On Schoolhouse® 2014 Student Schoolwork and Assignments

Multimedia in Assignments

Working in assignments day-in and day-out requires you to learn new material mostly by reading. Switched-On Schoolhouse® was designed to offer other ways to support your learning experience, letting you interact with the material in many ways. This is why Science experiments are demonstrated on video. It's why Math has three-dimensional geometrical objects rotating in space. It's why you can listen to thousands of new vocabulary words. Additional media features include:

Tiny Tutors

Tiny Tutors are small in size but big in ideas. These videos offer tips, instruction and explanation, or general information to help you with important ideas in your subjects. When you see a **Tiny Tutor** icon, click to watch the video.

The controls for stopping, playing, or pausing are directly below it after you click the video.



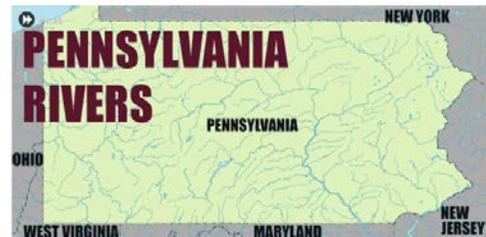
Videos

Videos are throughout the curriculum. They were designed to reinforce ideas, show events, and enhance your learning experience. To watch a video, click it, sit back, and enjoy. The controls for stopping, playing, or pausing a video are directly below after you click it.



Slide Shows

Slide shows ask you to click frames to move from one "slide" to the next. Some have sound, others do not. They offer another way to learn more about a topic.



Spelling and Vocabulary Lists

Many lessons include spelling words and vocabulary terms highlighted in blue. Click each to hear their proper pronunciation.

Audio Supplements

Look for pictures or text links you can click to hear audio.

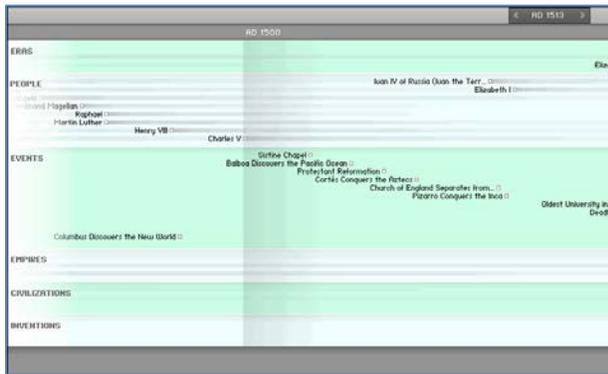




Switched-On Schoolhouse® 2014 Student Schoolwork and Assignments

Time Line

Switched-On Schoolhouse® lessons come with built-in timeline feature. This lets you understand how events fit together in a larger context. Whenever you see a date in **blue**, anywhere in the curriculum you can click it to open a timeline screen. On this screen you can see other events that happened around the same time. You can also click different events to learn more about them.



Games

There are several games throughout the curriculum. Spelling Bee, Vocabulocity , and Farmer Frank's, for example, give you fun ways to practice your spelling and vocabulary words. All Right and Quiz Bowl let you practice and review a lesson or a complete unit. You get points for the games you play, five points each time you successfully complete Spelling Bee or Vocabulocity; and one point for each word you correctly identify in Full Speed, Word Hike, Balancing Act, and Moon Match/Pick a Pail.

Farmer Frank, All Right and Quiz Bowl are inside your lessons or in a separate review lesson. Click these games when you see them in assignments. To play most of the vocabulary and spelling practice games, click **Arcade** below the vocabulary words in each lesson. To open the vocabulary **Flash Cards**, click **Flash Cards** below the **Arcade** link.



There are more Flash Cards your teacher may have put on your **Home Page**. Look to see if you have the **Geography Drill** and / or the **Math Drill** widgets on your **Home Page**. If so, you can practice your Math facts, State Capitals, or World Capitals using those Flash Cards. We'll take a look at them starting on page 30.

The **Math Drill** widget has two more games, **Operatics** and **Jeremiah Jones: Fact Quest**.



Switched-On Schoolhouse® 2014

Student Schoolwork and Assignments

When you click the **Arcade** link, you see a game board where you can pick the game you want to play. It looks a bit different depending on the number of vocabulary words in the lesson.

Arcade Games	
Pick a Pail (grades 3-5) Moon Match (grades 6-12)	
Vocabulocity	
Spelling Bee	
Full Speed	
Word Hike	
Balancing Act	

Arcade – Grades 3-5





Switched-On Schoolhouse® 2014 Student Schoolwork and Assignments

Arcade – Grades 7-12



Flash Cards

Flash Cards

Vocabulary

Welcome to Flash Cards: Vocabulary!

Click on the draw pile to select a card. Try to remember the definition for the word. Then click on the card to flip to its definition.

If you know the word and its definition, click the "Discard" arrow. If you need more practice, click the "Return" arrow to put the card back in the draw pile. Click "Shuffle" to mix the cards in the draw pile, and select "Reset" to return all the cards to the draw pile.

Click to Continue

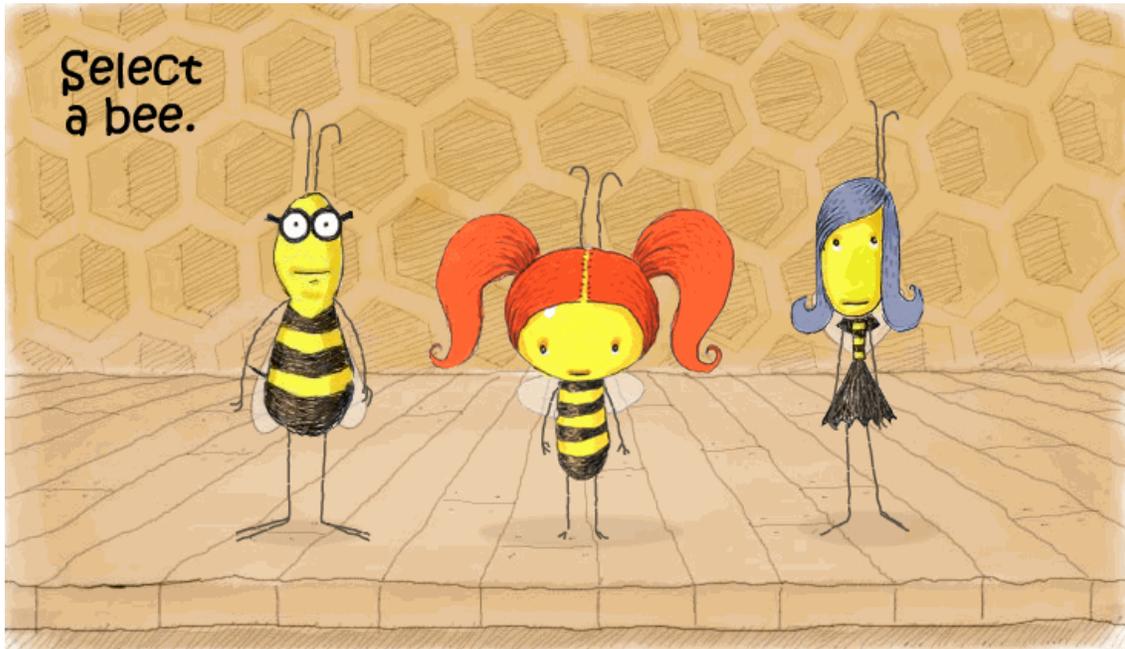


Switched-On Schoolhouse® 2014 Student Schoolwork and Assignments

Spelling Bee

When the game begins, wait to start typing the word until you see your bee. Press the **Enter** key when you are done typing the word. Press the **Click to Exit** button when you have finished the game. You are returned to the Arcade game board.

NOTE: Only use  to close if you need to end the game without finishing.



Vocabulocity

Be sure you click the **Exit** key when you arrive at your destination! Only use  if you need to exit the game without completing it.





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Student Schoolwork and Assignments

Farmer Frank's



All Right





Quiz Bowl



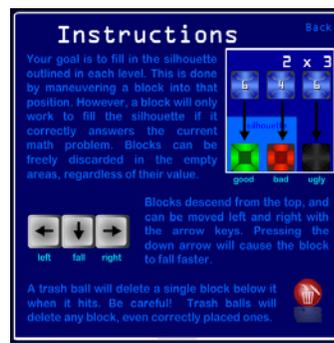
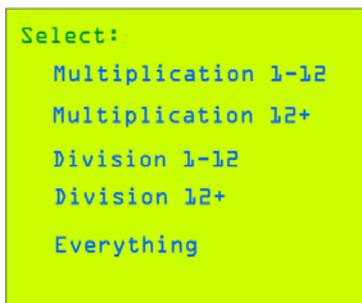
Math Drill and Geography Drill Widget Games

Flash Cards

The math and geography **Flash Cards** work just like the vocabulary **Flash Cards**. A math fact, state, or country is on one side and the answer, (fact or capital) is on the other.

Operantics

Start by choosing the type of facts you want to practice. Click your selection from the list displayed. Next you can either read the instructions or play the game. Click  when you are finished.





Switched-On Schoolhouse® 2014

Student Schoolwork and Assignments

Jeremiah Jones: Fact Quest

Let Jeremiah Jones take you on a math adventure. Select the level of difficulty you want to challenge and head out for fun. Once you pick the level of difficulty, you can learn how to play the game by clicking the **Help** button or just click **Play Game** to get on with your adventure. Click  when you are finished.



Hint:
Find multiples of 11.



Level 1
Clues Found:
0/4

32	61	96	117	68	44
	118	56	90	121	133
63	127	60	86	27	
30	75	117	129	90	59
96	38	136	40	110	151
113	28	117	51	40	57







Switched-On Schoolhouse® 2014

Student Schoolwork and Assignments

Doing an Assignment

Let's see how to start work on an assignment or continue working on one you've already started.

1. On your **Home Page**, select **click to see your schoolwork** in the **Schoolwork** widget.

NOTE: You can only open an assignment from the **Lesson Plan** screen if your teacher has assigned due dates to your schoolwork.

2. Open the assignment you need to do:

Assignments screen—In the **Today's Schoolwork** section at the top of the screen, click an assignment title. It should appear in **blue**, meaning you can click it to open it.

Lesson Plan screen—Click the assignment title. (It must be in **blue** text.) Upcoming assignments appear in grey text.

3. Read and learn the material in the **Presentation** section of the assignment (the top part of the assignment screen as shown in the red box below).

The screenshot shows a lesson page with a blue header and a white background. At the top, there is a banner that says "HIGH SCHOOL Health" with a red heart rate line. Below the banner, the text reads "UNIT 1: BODY ESSENTIALS" and "RESPIRATORY, SKELETAL, AND MUSCULAR SYSTEM". A red heart icon is next to a paragraph of text about the respiratory system. Below the text, there is a section titled "Here are your goals for this lesson:" followed by a bulleted list of five goals. At the bottom, there is a section titled "VO·CAB·U·LAR·Y" with two definitions: "involuntary Not controlled by will." and "voluntary Controlled by will." The page has a blue footer with buttons for "Problems", "Answers", "Print", and "Close Lesson".

HIGH SCHOOL Health

UNIT 1: BODY ESSENTIALS

RESPIRATORY, SKELETAL, AND MUSCULAR SYSTEM

The respiratory system works with the circulatory system to add oxygen to the blood and to remove carbon dioxide from the body. The respiratory system consists of the mouth and nose, pharynx, larynx, trachea, and lungs. Breathing can be controlled voluntarily. However, breathing usually takes place without our conscious knowledge. Breathing occurs when the diaphragm contracts and the lungs expand, pulling air into the nose or mouth. The nasal passages function to warm, filter, and moisten the air. This helps prevent serious damage to the lungs by warming and moistening cold and/or dry air.

Here are your goals for this lesson:

- Identify the functions and the structures of the respiratory system.
- Explain the functions of the skeletal system.
- Distinguish between the axial and appendicular skeleton.
- Explain the function of the muscular system.
- Describe the different types of muscles in the body.

VO·CAB·U·LAR·Y

involuntary Not controlled by will.
voluntary Controlled by will.

Problems Answers Print Close Lesson



Switched-On Schoolhouse® 2014 Student Schoolwork and Assignments

4. Click **Problems** at the bottom of the screen when you are ready. A problems window opens on the bottom-half of the screen.
5. Work through each of the problems, making sure to click **Grade** before you move on to the next problem.

Shortcuts: You can also grade the problem and go to the next one by pressing **F2** on the keyboard or by right-clicking your mouse in the problems area and selecting **Grade**.

6. SOS tells when you have completed an assignment. A window opens with your assignment grade. Click **OK** to return to either your **Assignments** or **Lesson Plan** screen. You can see your score on your student **Assignments** screen.

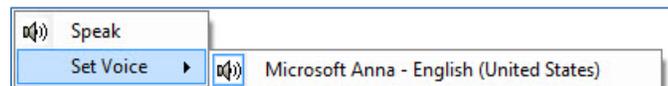
Listen to the Text

Sometimes it helps to hear the words while you read the presentation material. To listen to the text on the screen:

1. Use your mouse to highlight the text you want to hear.
2. Right-click to select one of the choices.

Speak - to hear the highlighted text

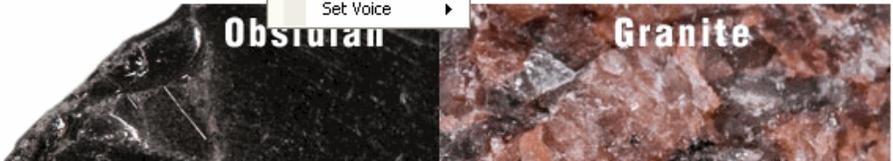
Set Voice - to select one of the choices offered



Note: Your choice of voices depends on your computer's operating system.

Igneous rocks come in a wide variety of colors, chemical compositions, and textures. The chemical composition of magma influences the temperature at which it solidifies. Rocks that solidify at lower temperatures usually have high levels of silicon (Si), potassium (K), and aluminum (Al). Rocks that solidify at higher temperatures have high levels of calcium (Ca), sodium (Na), iron (Fe), and magnesium (Mg).

The speed with which it cools determines the texture of igneous rock. When magma cools quickly, crystals don't have much time to form. Igneous rocks with small or microscopic crystals form from quickly cooling magma. Obsidian forms when magma cools extremely quickly. Its crystals are so small you can't see them without a microscope. Larger crystals have time to form when magma cools slowly. Granite is an example of an igneous rock with large crystals.



NOTE: This only works in the presentation portion of your assignments. It does not work in the problem section.



Switched-On Schoolhouse® 2014 Student Schoolwork and Assignments

Problem Types

There are a number of different types of problem you see in SOS. A description of each one is on the next few pages. In case you forget, you can click the  on the bar with the question numbers in each assignment.

If you want to practice with the different problem types, look for the demonstration lesson in your current schoolwork. Not there? Ask your teacher about assigning it to you.

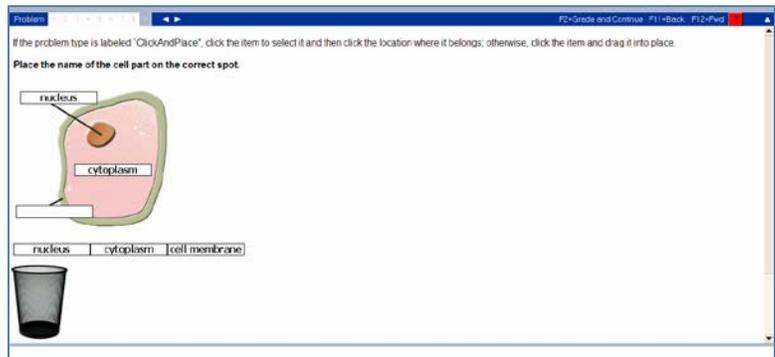
Drag and Drop

These problem ask you to click something— a picture, a word, a phrase, a character—and drag it to its correct location. Sometimes, you might drag an item onto a picture. For example, you might drag the name of a city onto a map. Other times, you might drag an item over a word or phrase to label the part of speech of a word. No matter what you're dragging or where you're dragging to, you can always do these problems the same way. Here's an example of how a drag and drop problem works:

1. Select the picture or word you want to drag. Click and hold it with your mouse.
2. Still holding your mouse button down, drag the picture to its correct location. When the picture is over its correct location, release the mouse button to "drop" it there.
3. Repeat this process until all the images have been placed in their correct locations.

NOTE: Be careful not to "stack" one item over another, or your problem may be graded as incorrect. If you drag an item to the wrong place, double-click it to pick it up and continue dragging it to its correct location. Also, you can drag any item the "trashcan" if you want to start over again.

Grading: You usually receive one point for each correctly-dragged item. The total points you receive for a problem may depend on how many items you have to drag. It's possible to receive partial credit on Drag and Drop problems.





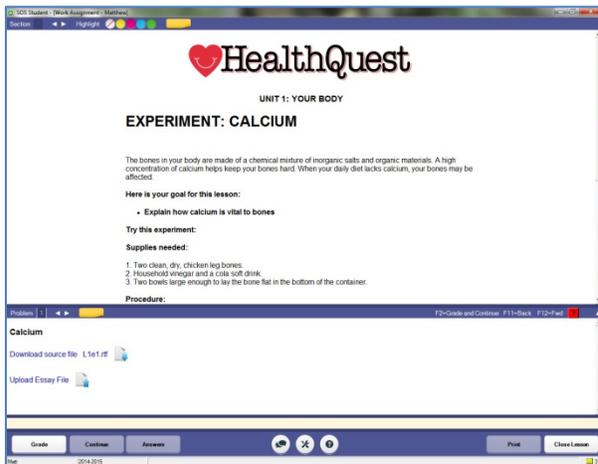
Switched-On Schoolhouse® 2014

Student Schoolwork and Assignments

Essays/Projects

Most essays and projects come with links to open a word processing program.

1. Read the instructions for your assignment.
2. Click the **Problems** button at the bottom of the screen.
3. If you see the **Download source file** or **Open Essay** link, click it to open the file you need. If there is only an **Upload Essay File** link, open the application (Word, Excel, PowerPoint, etc.) you want to use to create your own file.
4. If you clicked the **Download source file** link, select the word processor to use.
5. Click **OK**.
6. Click the **Save** icon () or press the **Ctrl** and **s** keys at the same time to save your work.
7. Click the **Close** button () when you are done (or want to stop working on this assignment for now.)



8. Click the **Grade** button at the bottom of the assignment screen, and exit the assignment.

Grading: Your essays and projects are graded by your teacher, not SOS.

(See pages 20-23 for more help on Projects.)



Switched-On Schoolhouse® 2014

Student Schoolwork and Assignments

Fill-in-the-Blank

Fill-in-the-Blank problems are just what they sound like. Click the empty box and type in your answer. Depending on how your teacher set up SOS for you, you may be penalized for misspelled words, so make sure to check your work before you click the **Grade** button.

Sometimes, these problems appear on top of special backgrounds or other graphics. Don't worry, though—you do them the same way.

Grading: Fill-in-the-Blank problems are usually one point per answer.

People should obey God because they Him.

Listen/Record

Listen/Record problems help you practice your pronunciation in Spanish assignments. Click **Escuchar** to hear a word or phrase spoken aloud. Then, click **GRABAR** to record your own pronunciation of the word or phrase and **Comparar** to hear what you recorded.

Make sure you have speakers and a microphone plugged into your computer.

Grading: Listen/Record problems are usually worth 1 point each.

Hola. ¿Cómo se llama usted?

Matching

Click each item in the first column and using the plus and minus signs, "click" them into the correct spots so they line up with the correct item in the second column.

<input type="checkbox"/>	Columbus	America (San Salvador)
<input type="checkbox"/>	Ferdinand Magellan	Pacific Ocean
<input type="checkbox"/>	Ponce de Leon	Vinland
<input type="checkbox"/>	Vikings	Florida
<input type="checkbox"/>	Vasco Nunez de Balboa	Panama

1. If you can't see all the items, drag the colored line upward to make the problem area bigger.
2. Click the first item in the left column.
3. Use the plus sign to the left of the box to move the item up or the minus sign below it to move the item down until it is in the same row as the item in the right column that it goes with.
4. Click the checkbox to the left of the item to "lock" your answer in place.
5. Go to the second item and repeat steps 3-4 until you complete all the problems.
6. Click to remove the checkmark and use the plus or minus signs to change any of your answers. (Don't forget to "lock" your answer again!)

Note: Locking your answers is important because when you move items up and down, unlocked items move!

Grading: You usually receive one point for each correct match.



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Student Schoolwork and Assignments

Multiple Choice

Multiple Choice problems ask you to choose between two or more possible answers in a list. You'll be able to choose only one correct answer from the choices. To answer, simply click the circle button next to the answer you think is correct.

A peninsula is:

- a harbor
- land extending in water
- an island

Grading: Multiple Choice problems are normally worth one point each.

Multiple Select

Multiple Select problems ask you to pick all the possible correct answers in a list. You can click none, some, or all of the answers. Click the checkbox next to each answer you think is correct, placing a checkmark in those boxes. To change your mind, click an existing checkmark and it clears the box.

Which three characteristics describe Abraham?

- selfishness
- obedience
- prayerful
- faith
- fearful
- foolish

Grading: Multiple Select problems are normally worth one point each. In some cases, if there are many correct answers in the bunch, you may receive one point for each correct answer.

Paragraphs

These problems need you to type your response in a box on the screen. Your response might be one or two sentences or even one or two paragraphs long, depending on what the problem is asking. Sometimes, the problem tells you how long the answer should be. Click anywhere in the paragraph box and type your answer.

Grading: Although you can see how many points each paragraph problem is worth, these problems are teacher-graded and are not figured into your grade until the teacher has completed grading.

Preloaded Problems

In preloaded problems, you see an answer (usually a word, phrase, sentence, or paragraph) already in a box. If you think the answer is correct, leave it and click the **Grade** button. If what is currently in the box is not correct, type your change in the box, making sure the answer reads exactly the way you want, before you click the **Grade** button.

Sometimes, preloaded problems appear on top of special backgrounds or other graphics — you still do them in exactly the same way.

Grading: Preloaded problems are usually one point per answer.



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Student Schoolwork and Assignments

Sorting

Sorting problems are much like matching problems. You click the possible answers, and using the plus and minus signs, “click” them into their correct place in the sequence. A sorting problem is shown below. To solve it:

1. Click the item you think should be first in the series (the first event to happen, the first word to appear in alphabetical order, etc.)
2. Use the plus sign to the left of the box and move the word up to the top of the list.
3. Select the item you think goes next in the series and continue until you are finished sorting each entry and are happy with your answers.
4. To change any of your answers, use the plus or minus sign to rearrange items.

Arrange these digits in order from smallest to greatest.

	35,283	Smallest
	39	
+	93	
-	4,826	
	35,823	
	582	Greatest

Grading: You receive either one point for the entire problem or one point for each correctly-sorted answer. It is possible to receive partial credit on sorting problems.

True/False

True/False problems usually have a statement that is correct or not. If you believe the statement is correct, click the circle beside **True**. If you think the statement is incorrect, click the circle beside **False**.

The differences between large and small schools is always dramatic.

- True
 False

Grading: True/False questions are worth one point each.

Unordered Answer

Unordered Answer problems ask you to type a series of answers into the answer boxes in any order you want. You receive credit as long as all the correct answers appear in the boxes.

Write all the words with **ou** diphthongs:

Grading: Unordered Answers are normally worth one point per answer.



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Text Multiple Choice

Text Multiple Choice problems have a blue box. Click the blue box to see a possible answer. Click again to see another possible answer. Keep clicking until you have seen all the possible answers (you can keep clicking through as many times as you want). When you think the correct answer is the one displayed in the box, click the **Grade** button.

NOTE: SOS also has *Graphic Multiple Choice* problems. They work in the same way as Text Multiple Choice problems, except you click through a series of pictures or graphics instead of words. Click through all of the possible answers. Click the **Grade** button when you see the correct answer displayed.

Grading: The number of points you receive often depends on how many textboxes or graphics appear in the problem. You usually receive one point for each answer.

Click in the box to choose the correct word to complete the Bible verse.

"In all thy ways him, and he shall direct thy paths" (Proverbs 3:6).

Problems with Audio/Visual Elements

Some problems contain buttons or other multimedia you click to answer. In Language Arts Spelling tests, for example, you click the Spelling Word button to hear words spoken out loud before you can type them in the answer boxes. Other problems may contain a Tiny Tutor giving you verbal instructions or useful tips.

Grading: These problems are graded according to problem type.

Listen to the spelling word and fill in the blank.

 **HEAR THE WORD**

He cooked the meat in the .



The emperor of China who entrusted Marco Polo to carry out his business was .



Switched-On Schoolhouse® 2014 Student Schoolwork and Assignments

How Problems are Scored

Problems are scored based on their point value. Each problem score and assignment score is a percentage based on the total number of points received divided by the total number of points possible.

Point values vary from problem to problem, depending on the number and type of answers required. Here are a couple of examples of how lesson scores are calculated:

- If you have 10 problems, you can receive a total of 10 points. If you miss 1, then you have a total of 9 points out of a possible 10, and your percentage grade is 90%.
- If you have 10 problems, but one of those problems is worth 2 points, then you can receive a total of 11 points. If you miss 1, then you have a total of 10 points out of a possible 11, and your percentage grade is 91%.
- If you have 10 problems, but one of these is a 9-point sort problem, then you can receive a total of 18 points. If you sort 3 of the items in the sort problem incorrectly, but get all the other problems in the assignment right, you will receive a total of 15 points with a percentage grade of 83%.

Reviewing Assignments

After you complete an assignment, you can (and should) review the work you did. You can go back to review your assignments to read through it again, or see how you worked a certain kind of problem, study for a quiz or test, and gather information for projects.

When you are reviewing an assignment, you cannot change any of your previous answers or change the grade you received.

1. On your **Home Page**, select **click to see your schoolwork** in the **Schoolwork** widget.

The steps are different from here, depending on if you start from the **Assignments** screen or the **Lesson Plan** calendar.



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... from the Assignments Screen

2. Click any subject with a grade next to it in the **Review Completed Assignments** section at the bottom of the screen. This displays all the units within that subject.
3. Click any unit with a grade next to it to display all the assignments within that unit.
4. If the assignment title is in **blue**, you can click it. Click the assignment title you want to review. That assignment opens.
5. When you're finished, click **Exit** to exit the assignment.

Review Completed Assignments					
Subject	Grade	Assignment Title	Type	Due Date	Score
Bible 700 (2014)	A: 97%	Course Overview	Reference		
General Science I (2014)	B: 92%	The Definition of History	Lesson	09/02/2014	B: 91%
Health Quest (2014)	B: 93%	Significance: Contributions	Lesson	09/04/2014	A: 98%
History And Geography 700 (2014)	C: 85%	Significance: Unity and Continuity	Lesson	09/05/2014	A: 100%
WHAT IS HISTORY?	C: 85%	Significance: Conflicts	Lesson	09/09/2014	A: 98%
WHAT IS GEOGRAPHY?		Quiz 1	Quiz	09/10/2014	C: 83%
THE UNITED STATES		Characteristics of Historians	Lesson	09/12/2014	A: 100%
ANTHROPOLOGY - THE STUDY OF MANKIND		The Historical Method	Lesson	09/15/2014	
SOCIOLOGY - MAN IN GROUPS		Quiz 2	Quiz	09/17/2014	
ANTHROPOLOGY AND SOCIOLOGY OF THE UNITED STATES		Two Views of History	Lesson	09/18/2014	
ECONOMICS - RESOURCES AND NEEDS		Quiz 3	Quiz	09/22/2014	
POLITICAL SCIENCE		Test	Test	09/23/2014	
ECONOMICS AND POLITICS OF A STATE		Reference	Reference		
SOCIAL SCIENCES REVIEW					
Language Arts 700 (2014)	A: 96%				
Mathematics 700 (2014)	A: 100%				

View Other Term

Matt 2014-2015 2

... from the Lesson Plan Screen

2. Click the **Lesson Plan** tab at the top of your **Schoolwork** screen.
3. On your **Lesson Plan** screen, click the assignment title you want, but remember it must be in **blue** text to open it.
4. Review the assignment.
5. When you're finished, click **Exit** to exit the assignment.

Remember: Even if you see ellipses (...) in the answer key, do NOT use them in any of your answers. This is a reserved symbol. SOS uses them for a specific purpose in the programming.

Be Aware: If you use ellipses in any of your answers, they are marked as incorrect.



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Student Schoolwork and Assignments

The screenshot displays the SOS Student interface for a student named Matthew. The interface is divided into several sections:

- Calendar:** A vertical calendar on the left side shows the months from June to November 2014. The current date is Monday, September 8, 2014.
- Navigation:** At the top, there are tabs for "Home", "Lesson Plan", and "Assignments".
- Assignment List:** The main area displays a list of assignments and quizzes, including:
 - Quiz 1: Tools of a Scientist
 - Quiz 1: Using Nouns
 - Spelling Quiz 2
 - Adding Integers with the Same Sign
 - Experiment: Calcium - (Due - 10/22/2014)
 - Report: The Meaning of Names - (Due - 9/24/2014)
 - Methods of a Scientist 2
 - Using Mnemonic Devices for Homonyms
 - Subtracting Integers
 - Essay: Feasts Fulfilled in Christ - (Due - 9/24/2014)
 - Report: The Meaning of Names - (Due - 9/24/2014)
 - Quiz 1
 - Methods of a Scientist 1
 - Significance: Conflicts
 - Using the Right Prefix
 - Adding Integers with Different Signs
 - Report: The Meaning of Names - (Due - 9/24/2014)
 - Quiz 1
 - Worship in Old Testament Times
 - Suffixes Change Spelling/Part of Speech
 - Experiment: Calcium - (Due - 10/22/2014)
 - Experiment: Exercise - (Due - 10/22/2014)
 - Report: The Meaning of Names - (Due - 9/24/2014)
- Buttons:** At the bottom, there are "Today" and "Print" buttons.
- Footer:** The bottom left corner shows the name "Matt" and the year "2014-2015".

Whether you open the assignment from the **Assignments** screen or the **Lesson Plan**, you see the **Review Assignment** screen, which looks almost exactly like your regular **Work Assignment** screen. The biggest difference is that you immediately see the **Problems** section displayed with each problem graded.

Remember the color of the problem number quickly lets you know which questions you got right.

green—problems answered correctly

red—problems answered incorrectly or problems you got part right

blue—problems that were skipped



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Student Schoolwork and Assignments

The screenshot shows a web browser window titled "SOS Student - [Review Assignment - Matthew]". The page content includes a header with "HISTORY & GEOGRAPHY" and a 5-cent coin. The main title is "HISTORY AND GEOGRAPHY 701: WHAT IS HISTORY? THE DEFINITION OF HISTORY". A quote from William Shakespeare is displayed: "All the world's a stage, And all the men and women merely players: They have their exits and entrances; And one man in his time plays many parts . . ." "As You Like It", Act II, Scene 7 --William Shakespeare. Below the quote is a cartoon character named Davy & Gravy with a speech bubble saying "I'll have to think about that." and another saying "Davy, if we are studying history, what is it exactly?". A problem question asks: "Which of the following are ways people are to relate to others according to Exodus 20:12-17?". A list of ten items follows, with checkboxes: Honor your mother and father (checked), Do not make any idols (unchecked), Do not kill (checked), Do not steal (checked), Do not work evil (checked), Do not commit adultery (checked), Do not gossip (checked), Do not covet what others have (checked), Do not move an ancient boundary stone (unchecked), and Do not tell a lie about someone (checked). The interface also shows a progress bar (Problem 1-8), a score of 8/10 (C:80%), and 3/3 attempts. Navigation buttons for Back, Next, Answers, Print, and Close Lesson are visible at the bottom.

Assignment and Problem Notepad

You can use your assignment and problem notepads as you review, click  to open them. They work just like they did when you completed the assignment.

Buttons

The rest of the buttons and tools on the **Review Assignment** screen work just as if you were in the assignment originally. The only difference is you cannot change your answers or grade.