

TESTING STUDENTS

Taking the Test on a Computer

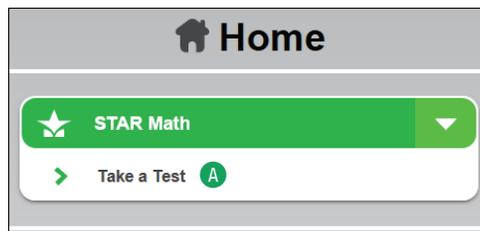


Because test results cannot be deleted, urge students to use care when logging in—make sure they are using the correct user name and password.

1. The student logs in (see page 21).

If the Audio Preference is set to **On** for a student (see page 196), the student should have a set of headphones on, plugged into the computer, with the volume adjusted so the student can hear the audio clearly without disturbing other students. See page 197 for instructions on how students use audio controls during a test.

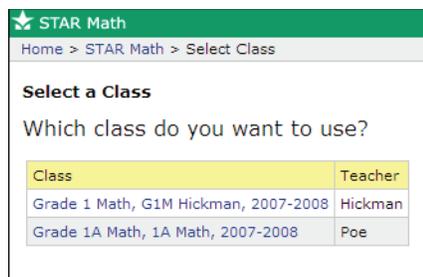
2. On the Home page, below STAR Math, the student clicks **Take a Test** **A**.



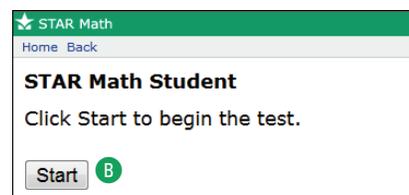
3. STAR Math will check for the Adobe Flash Player on the computer. If the computer doesn't have the player, the test will not start and the student should ask the teacher or test monitor for assistance (see "Testing Students" on page 34).
4. If STAR Math asks the student to choose a class, the student should click the class name. This happens when the student is enrolled in more than one STAR Math class.



Some students may not be allowed to test if registration is required or if you've reached the student capacity limit. For more on registration, see page 192; for more on student capacity limits, see page 25.



5. The student clicks **Start** to begin taking the test **B**.



6. If STAR Math asks for a monitor password (determined by the Testing Password Preference; see page 188), the teacher or test monitor enters it and clicks **OK** **C**. If no password is required, the student goes ahead to step 7.

- You cannot substitute your Renaissance Place password for the monitor password.
- If you forget to enter a password before clicking **OK**, you will be reminded to enter it, and you can try again.
- If you enter the wrong password, you can try again.

However, if you enter the wrong password three times in a row, you will not be able to start the student's test. Check the Testing Password preference (see page 188) to make sure you are using the correct monitor password.



You can help students choose answers during the practice, but *do not* help them during the test.

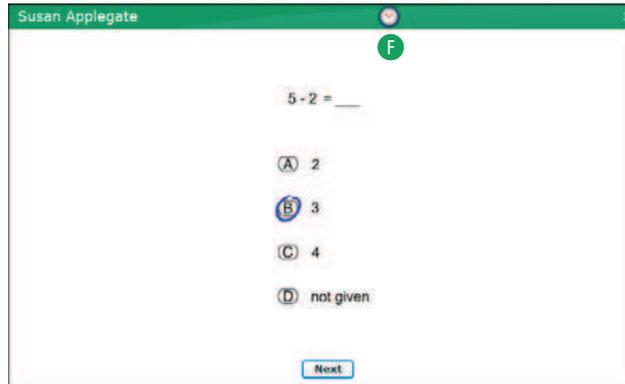
7. If the student has not taken a STAR Math test in the past 180 days, or if this is the first test in a new school year, the student will be presented with three practice questions:
- The student can choose an answer either by pressing the corresponding key on the keyboard (**A**, **B**, **C**, or **D**), or by clicking an answer with the mouse. STAR Math circles the chosen answer **D**. The student can choose a different answer, but only *before* entering it—once the answer has been entered, it cannot be changed.



See "Setting the Extended Question Time Limit Preference" on page 195.

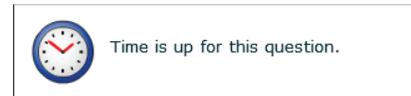
Once the student is satisfied that he or she has chosen the correct answer, the student enters the answer, either with the keyboard (by pressing **Enter** or **return**) or with the mouse (by clicking **Next** **E**).

- A clock **F** appears on the screen when the student has 15 or fewer seconds left to answer the question.

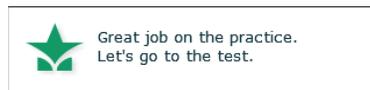


Before time runs out, if the student has chosen an answer, but has not entered it, STAR Math counts the chosen answer as the student's answer to the question. If the student has not chosen an answer, STAR Math considers it an incorrect answer.

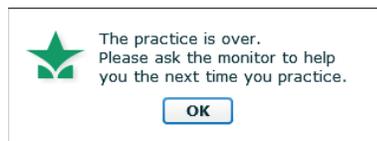
The student will be notified if time runs out on a question; the test will move on to the next question.



8. Once the student answers two of the three practice questions correctly, a message tells the student that the test is about to start.



If the student does *not* answer two of the three practice questions correctly, the student will be given another set of three practice questions. Once the student answers two of *those* three practice questions correctly, the test will begin. If the student does not answer two of those three practice questions correctly, STAR Math ends the practice and the test will not start. The student is told to ask for help.



ENTERPRISE
The STAR Math Enterprise test has 34 questions; the STAR Math test has 24.

The student answers the test questions, which are similar to the practice questions. The methods used for choosing and entering answers are the same as those used for the practice questions.

For students in grades 7 and above, certain algebra and geometry test questions will include an on-screen calculator **G** and/or an on-screen formula reference sheet **H** for the students to use.

- When the test is over, have the student click **OK** **I**. The program will log the student out so the next student can log in.

Taking the Test on an iPad®



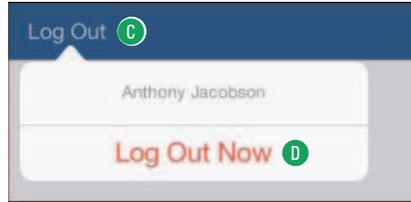
Because test results cannot be deleted, urge students to use care when logging in—make sure they are using the correct user name and password.

- The student logs in (see page 21).

If the Audio Preference is set to **On** for a student (see page 196), the student should have a set of headphones on, plugged into the iPad®, with the volume adjusted so the student can hear the audio clearly without disturbing other students. See page 197 for instructions on how students use audio controls during a test.

- The student taps **STAR Math** **A**, then taps **Next** **B**.

Note: If the student has *mistakenly* logged in (as the wrong student, or at the wrong time), the student should tap **Log Out** in the upper-left corner of the Choose a Test page **C**, then tap **Log Out Now** **D**.

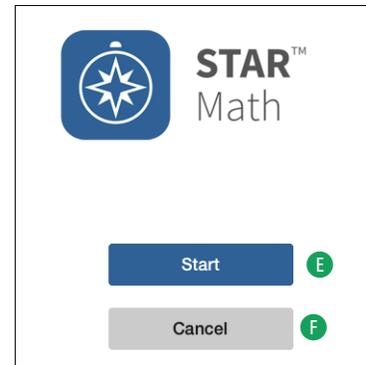


Some students may not be allowed to test if registration is required or if you've reached the student capacity limit. For more on registration, see page 192; for more on student capacity limits, see page 25.

- If STAR Math asks the student to choose a class, the student should tap the class name, then tap **Next**. This happens when the student is enrolled in more than one STAR Math class.

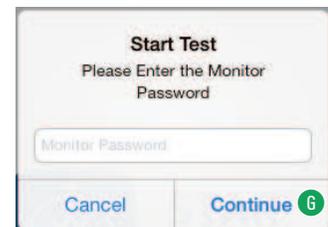


- The student taps **Start** to begin taking the test **E**.
If the student chose the wrong program to take a test in (for example, STAR Reading), the student should tap **Cancel** **F**. This will return the student to the Choose a Test page.

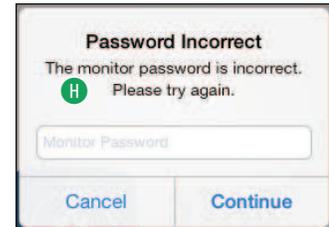


- If STAR Math asks for a monitor password (determined by the Testing Password preference; see page 188), the teacher or test monitor enters it and taps **Continue** **G**.

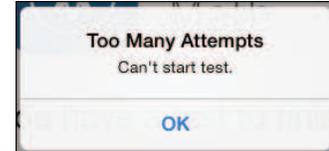
If STAR Math *doesn't* ask for a monitor password, go on to step 6.



- You cannot substitute your Renaissance Place password for the monitor password.
- If you forget to enter a password before tapping **Continue**, or if you enter the wrong password, you can try again **H**.



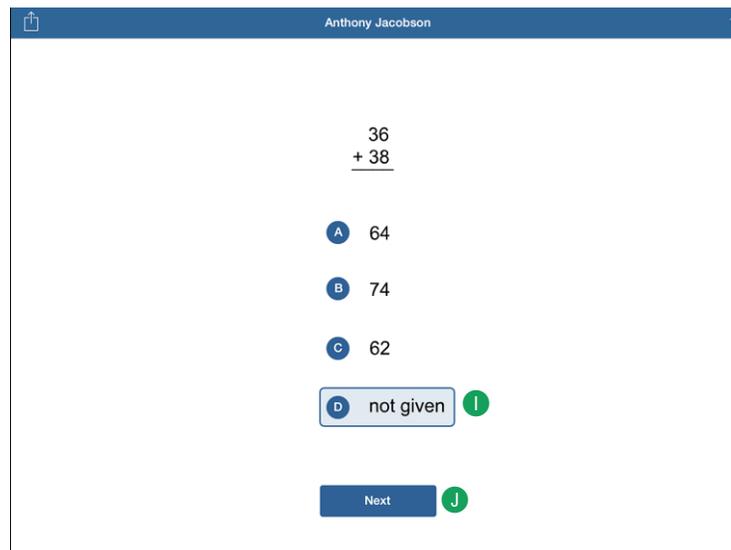
However, if you enter the wrong password three times in a row, you will not be able to start the student's test. Check the Testing Password preference (see page 188) to make sure you are using the correct monitor password.



You can help students choose answers during the practice, but *do not* help them during the test.

6. If the student has not taken a STAR Math test in the past 180 days, or if this is the first test in a new school year, the student will be presented with three practice questions:

- The student can choose an answer by tapping it. STAR Math highlights the chosen answer **I**. The student can choose a different answer, but only *before* entering it—once the answer is entered, it cannot be changed.

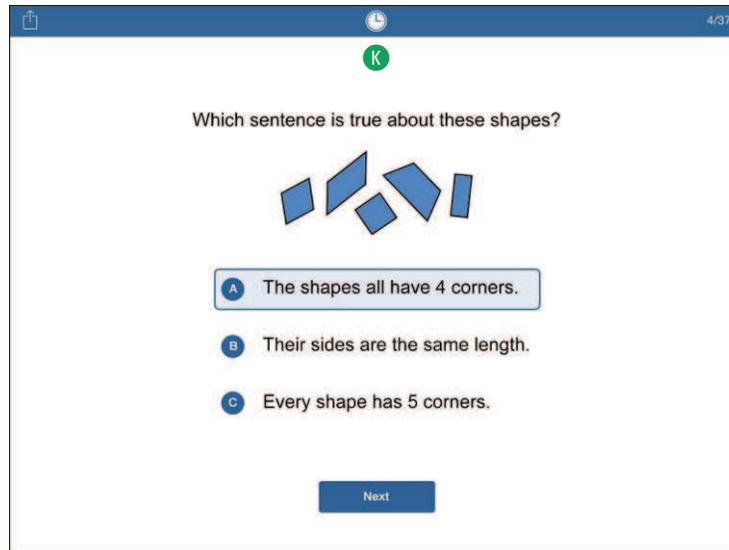


Once the student is satisfied that he or she has chosen the correct answer, the student enters the answer by tapping **Next** **J**.



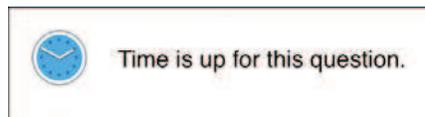
See "Setting the
Extended Question
Time Limit
Preference" on page 195.

- A clock **K** appears on the screen when the student has 15 or fewer seconds left to answer the question.

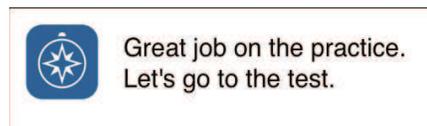


Before time runs out, if the student has chosen an answer, but has not entered it, STAR Math counts the chosen answer as the student's answer to the question. If the student has not chosen an answer, STAR Math considers it an incorrect answer.

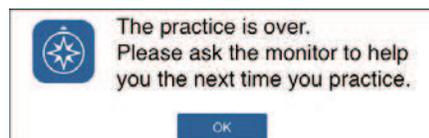
The student will be notified if time runs out on a question; the test will move on to the next question.



7. Once the student answers two of the three practice questions correctly, a message tells the student that the test is about to start.



If the student does *not* answer two of the three practice questions correctly, the student will be given another set of three practice questions. Once the student answers two of *those* three practice questions correctly, the test will begin. If the student does not answer two of those three practice questions correctly, STAR Math ends the practice and the test will not start. The student is told to ask for help.



ENTERPRISE
The STAR Math
Enterprise test has
34 questions; the STAR Math
test has 24.

8. The student answers the test questions, which are similar to the practice questions. The methods used for choosing and entering answers are the same as those used for the practice questions.

For students in grades 7 and above, certain algebra and geometry test questions will include an on-screen calculator (L) and/or an on-screen formula reference sheet (M) for the students to use.

Walter Miller 4/34

What is the area of the rectangle?

2 cm

3 cm

A 6 cm²

B 23 cm²

C 17 cm²

D 31 cm²

Calculator (L):

Formula Reference Sheet (M):

Rectangle:

$$P = 2(l + w)$$

$$A = lw$$

Circle:

$$C = 2\pi r$$

$$A = \pi r^2$$

9. When the test is over, have the student tap **OK** (N). The App will log the student out so the next student can log in.

Congratulations!
You've finished the test.

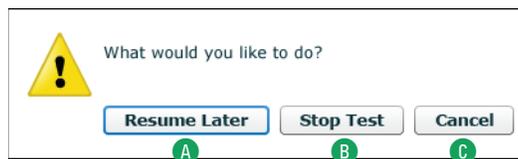
OK (N)

Stopping a Test

Situations may arise in the classroom which interrupt a test (for example, a surprise fire drill). If this happens, the teacher or test monitor can stop the test, either pausing it so the student can return to it later, or stopping it entirely so the student can start over on a new test.

Stopping a Test on a Computer

1. Press and release **Ctrl+A** (Windows) or **control+A** (Macintosh).
2. Click one of the following options:

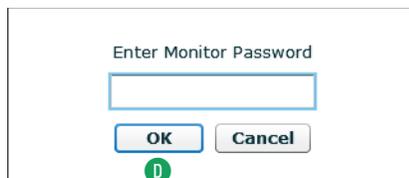


Option	Choose When...	Notes
A Resume Later	You want to stop the test, but plan to come back to it later.	<ul style="list-style-type: none"> • Test score will be recorded after test is resumed and completed. • Test will resume on the same question number, but the problem presented will be different (see page 44). • Resume Later can only be used during the actual test, not during the practice session. (Stop Test and Cancel are the only options available at that time.)
B Stop Test	You want to stop the test; you have finished with it and have no plans to come back to it.	<ul style="list-style-type: none"> • Test score will not be recorded. • The next time the student logs in to take a test, the student will begin a new test.
C Cancel	You want to continue taking the test now instead of pausing or stopping it.	<ul style="list-style-type: none"> • Test continues as usual.

3. Enter the monitor password and click **OK** **D**.

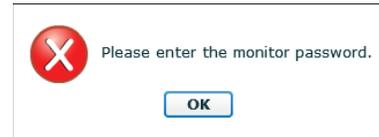


To find the monitor password, see the Testing Password preference (page 188). You may not need to use the monitor password to start a test, but you always need to use it to stop, pause, or resume a test.

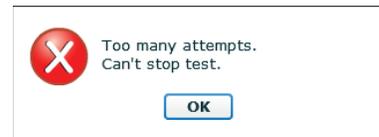


- You cannot substitute your Renaissance Place password for the monitor password.

- If you forget to enter a password before clicking **OK**, you will be reminded to enter it, and you can try again.
- If you enter the wrong password, you can try again.



However, if you enter the wrong password three times in a row, you will not be able to stop the student's test. Check the Testing Password preference (see page 188) to make sure you are using the correct monitor password.



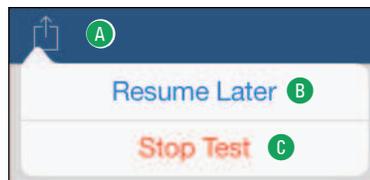
Once the correct monitor password is entered, the test is stopped or paused.



STAR Math doesn't record scores for incomplete tests (stopped and unfinished), but it does note the total number of incomplete tests for each student in the Test Activity Report (see page 170).

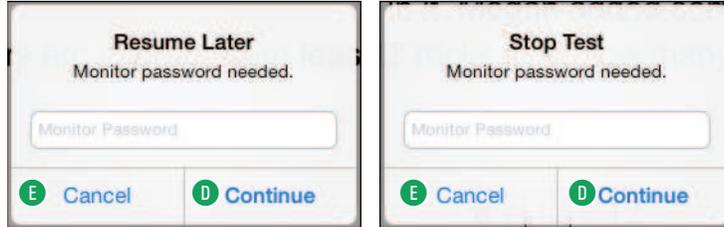
Stopping a Test on an iPad®

1. Tap the **Share** button in the upper-left corner of the screen **A**.
2. Tap one of the following options (or tap the main screen to close this menu and return to the test):



Option	Choose When...	Notes
B Resume Later	You want to stop the test, but plan to come back to it later.	<ul style="list-style-type: none"> • Test score will be recorded after test is resumed and completed. • Test will resume on the same question number, but the problem presented will be different (see page 44). • Resume Later can only be used during the actual test, not during the practice session. (Stop Test is the only option available at that time.)
C Stop Test	You want to stop the test; you have finished with it and have no plans to come back to it.	<ul style="list-style-type: none"> • Test score will not be recorded. • The next time the student logs in to take a test, the student will begin a new test.

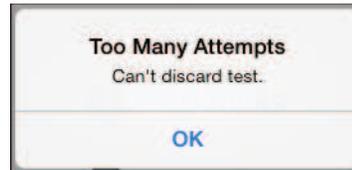
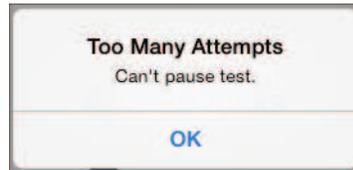
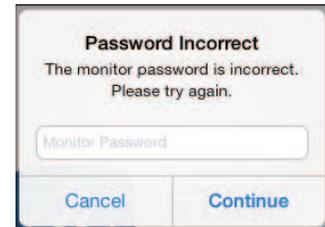
3. Whether you choose **Resume Later** or **Stop Test**, you will need to enter the monitor password; type the monitor password and tap **Continue** **D** to stop or pause the test, or tap **Cancel** **E** to go back to the test.



To find the monitor password, see the *Testing Password preference (page 188)*. You may not need to use the monitor password to start a test, but you always need to use it to stop, pause, or resume a test.

- You cannot substitute your Renaissance Place password for the monitor password.
- If you forget to enter a password before tapping **Continue**, or if you enter the wrong password, you can try again.

However, if you enter the wrong password three times in a row, you will not be able to pause or stop the student's test. Check the Testing Password preference (see page 188) to make sure you are using the correct monitor password.



Once the correct monitor password is entered, the test is paused or stopped



The test is paused.



The test is over.

STAR Math doesn't record scores for incomplete tests (stopped and unfinished), but it does note the total number of incomplete tests for each student in the Test Activity Report (see page 170).

Resuming an Unfinished Test

An unfinished test can be resumed if the test was interrupted in one of the following ways:

- If the test was intentionally paused by the teacher or test monitor (see pages 42 and 43).
- If the student lost connection to the server or accidentally closed the browser or App during the test.