

PARENT GUIDE FOR ACHIEVER ONLINE

Purpose of the Program

Achiever! provides you with a checklist of standards mandated by your state that your child is expected to master by the time the state test is given. If your child can master the skills in this program, he/she will feel confident and ready for the state's exam. The purpose of this program is to find student strengths and weaknesses, as well as provide instruction that is tailored to each student's needs.

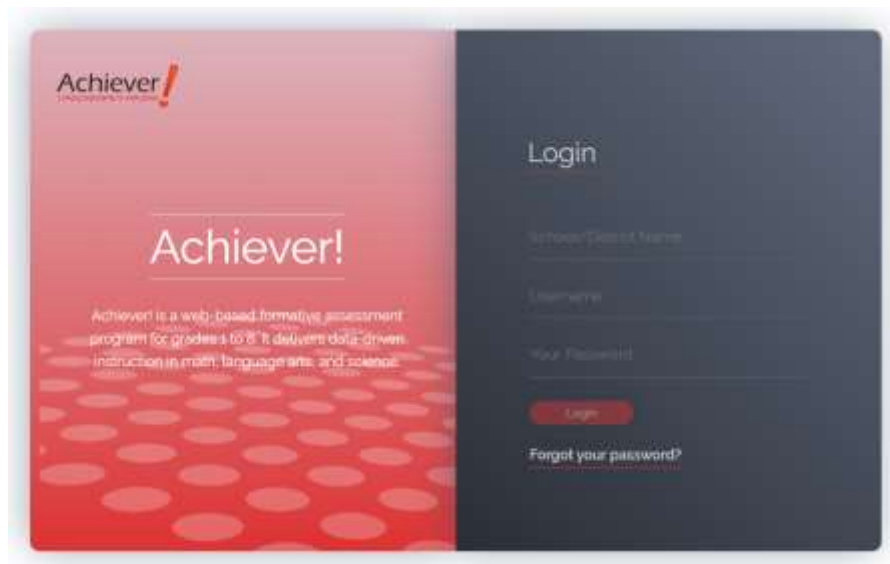
How Parents Can Help

The major purpose of parental involvement is to give you tools and empower you to assist your child in learning and mastering educational concepts. Your involvement can range from simply providing praise when your student scores high on one of the lessons in *Achiever!* to helping them learn concepts by viewing multimedia instruction and practice questions together.

Log in from anywhere!

Achiever! may be used from any computer or tablet or that has Internet access.

1. Go to Achiever.Brainchild.com/
2. Login in with the School Name, Student Username, and Student Password.



Personal Learning Plan		
Numerical Representations	Pre Test	Post Test
5.2A Place Value	30 %	90 %
5.2B Compare Decimals	10 %	90 %
5.4A Primes and Composites	30 %	70 %
5.4E Parentheses & Brackets	30 %	40 %
5.4F Order of Operations	20 %	40 %
Computations & Algebra	Pre Test	Post Test
5.3A Estimation	10 %	40 %
5.3B Multiply Multi-Digits	40 %	70 %
5.3C Divide Multi-Digits	40 %	70 %
5.3E Multiply Decimals	10 %	30 %
5.3G Divide Decimals	20 %	—
5.3H Add-Subtract Fractions	30 %	—

✓ Mastery (excellent performance)
● Proficient (good performance)
● Not completed or not proficient

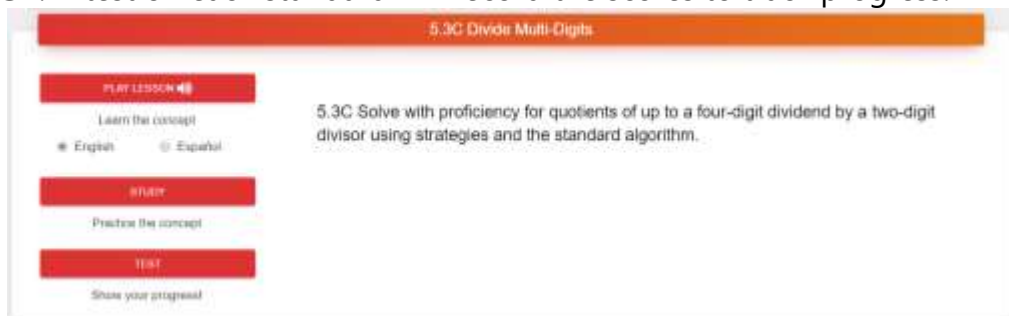
Your goal is to master all the lessons. First, choose a lesson. If you get a ✓, you can try another lesson.

If your score needs improvement:

1. Use **PLAY LESSON** to learn the concept.
2. Use **STUDY** to practice with feedback. You will not be scored.
3. When ready, use **TEST** to record a higher score.

Students master each standard with a 3-step process:

1. **PLAY LESSON:** A short video lesson teaches the standard.
2. **STUDY:** Students answer questions and receive immediate feedback.
3. **TEST:** A test on each standard will record the scores to track progress.



Suggestions for Parents

Think of ways to reward your child for each green checkmark. Rewards can range from simple praise to granting an award or a privilege for a certain number of checkmarks earned.

If your child scores low on a lesson:

- Watch the Play Lesson animations in a lesson and discuss the concept with your child. The computer must have speakers for audio.
- Work with your child in the Study mode, reading and discussing the solutions. Scores are not recorded in the Study mode.

Do not take a test for your child or help them answer questions in the **Test** mode!
If they earn a score on their own, they build confidence and self-esteem.