

PARENT GUIDE FOR MECHANICS ONLINE

Purpose of the Program

Mechanics is a basic skills program for reteaching essential foundation skills in Math and Language Arts to students who are two or more grade levels behind their peers. It spans grade levels 1 through 8. Struggling learners, who start low, find success and work their way up. They gain confidence and self-esteem. Mechanics helps students master foundation skills from prior grades. 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.

Mechanics has 3 levels: Level 1 (Grades 1-3), Level 2 (Grades 3-5), and Level 3 (Grades 6-8).

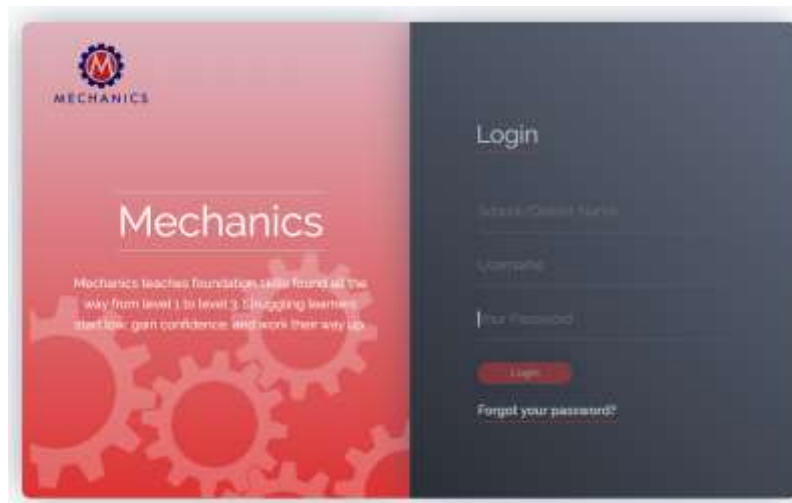
How Parents Can Help

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 Mechanics to helping them learn concepts by viewing multimedia instruction and practice questions together.

Log in from anywhere!

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

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



Personal Learning Plan		
Add-Subtract Whole Numbers	Pre Test	Post Test
Add with Regrouping	20%	90%
Addition Fact Families	30%	80%
Addition to 20	20%	70%
Subtract with Regrouping	40%	80%
Subtraction Under 20	50%	100%
Basic Fractions	Pre Test	Post Test
Add Like Denominators	--	--
Add Unlike Denominators	--	--
Equivalent Fractions	--	--
Represent Fractions	--	--
Measurement & Geometry	Pre Test	Post Test
2-Dimensional Figures	--	--

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

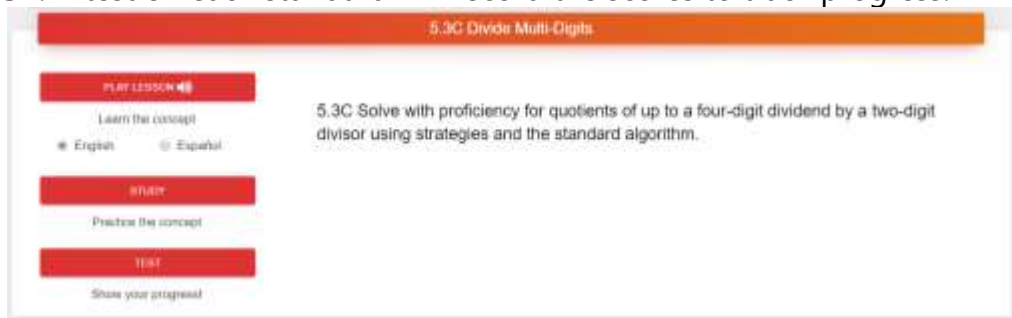
Your goal is to master all the lessons. First, choose a lesson. If you get a ✓, you can try another lesson.

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.