



Study Island Reference Guide

2008-2009

Reference Table of Contents

Study Island Program	2
Working Through the Program.....	2
Study Modes	3
Test Mode.....	3
CPS Session.....	3
Game Mode.....	4
Swat Game.....	4
Slingshot Game.....	4
Space Game.....	4
Bouncing Game.....	4
Splat Game.....	5
Egg Hunt Game.....	5
Maze Game.....	5
Snake Game.....	5
Chase Game.....	5
Cannon Game.....	5
Skate Park Game.....	5
Ski Jump Game.....	5
Bowling Game.....	5
Printable Worksheet.....	6
Class Manager	6
Create Classes.....	6
Create a Class Page.....	7
Create Class Assignments.....	9
School Stats Page	10
E-mailed Report Manager.....	10
Printable User List.....	10
Adjust Difficulty Level.....	10
Class Gradebook Report.....	11
Blue Ribbon Report.....	12
Individual Student Report.....	12
Class Summary Report.....	12
Class Comparison Report.....	12
Assignment Report.....	12
Trend Report.....	12
Weekly Report.....	13
Login Report.....	13
Additional Features and Information	13
My High Scores.....	13
Message Center.....	13
Remedial Topics (Building Block Topics).....	14
Custom Material (Custom Tests).....	14
Browser Capability/Compatibility.....	15
Game Debugger.....	16
Frequently Asked Questions.....	16

Study Island Program

Study Island is an instructional and diagnostic tool that enables teachers to help students master the state standards and prepare for their state tests.

The more time students spend using the Study Island program, the better they will understand the material for their respective grade level. Students can access Study Island from any computer that is connected to the Internet.

Working Through the Program

The program is divided into sections based on subject (math, reading, etc.). Each subject is made up of approximately 15-30 topics. Each topic corresponds to a standard (or multiple related standards) from your state curriculum. Topics consist of a lesson and a bank of practice questions with explanations. It is helpful to view the lesson before answering the questions in the topic. Please note that the program is not designed to teach the material, but rather to reinforce what has already been taught.

Goal of the Program: The goal of the program is to “pass” every topic. If a student passes every topic, he or she has demonstrated proficiency in all areas tested and is well prepared for the state test. (See step 4 below to find the passing requirements.)

Follow the instructions below to complete the program:

1. Login at www.studyisland.com.
2. Click on the subject tab (math, reading, etc.).
3. Click "Pretest" to begin the pretest for the subject. Ignore this step if the subject you selected does not have a Pretest. The student must complete **at least** ten questions in the Pretest in order to go on to the topics that follow.
4. Once you complete the Pretest, you may work through the remainder of the topics in any order you like. You can also select more than one topic at a time. To do this, you can check the boxes next to the topics you wish to study, and then click on the “Start Studying” button located toward the top right of the screen. You must attempt all topics before taking the "Post Test".
 - To **pass** a topic, you must satisfy the topic's passing requirements which vary, but are based on a minimum number of questions answered (usually 10) and a minimum percentage correct (around 70%). You can find the passing parameters for a topic by clicking on the grade on the left side of the screen, then choosing the subject. Once the page loads, you will see a list of the topics available for that subject. Under the column titled

Passing Goal are the minimum requirements for getting a blue ribbon in that topic. The first number is the minimum number of questions that must be answered, and the second number is the minimum percentage that must be achieved. A Blue Ribbon icon 🏆 is displayed next to all passed topics. Your Study Island Administrator can alter the passing requirements for a student or group of students or allow teachers to use this function on the School Stats page by enabling it from the admin page.

5. Once you have attempted all of the topics in the subject, you have to pass the Post Test before the subject is complete. In order to unlock the Post Test, you must have completed every topic AND earned a Blue Ribbon in all but three topics. Teachers may also assign the Post Test at any time from the Class Manager page. Ignore this step if the section has no Post Test.
6. When you have passed all topics in all sections (math, reading, etc.), you have completed the program and will be well prepared to take the state test.

Study Modes

Once you have selected the topic(s) that you wish to study, you must then determine your mode of study. Your choice of study mode does not affect the academic content you will see, just the mode in which it is presented. **Please note: Playing the games WILL affect the students' scores just as if they were taking a regular test session.** You have the following four options: Test Mode, CPS Session, Game Mode, and Printable Worksheet.

Test Mode

A test mode session is in standard multiple choice or short answer format.

During the session, use the mouse to click the letter corresponding to the correct answer. If answered incorrectly, you must keep answering until you get the question correct. After clicking the correct answer, click "Explanation" to view an explanation for this question, or click "Next Question" to move to the next question.

When the session is complete, you will be shown the Session Results. You can press "End Study Session" at the bottom of the session window at any time to end the session and be shown the Session Results. All session results will be accounted for in your statistics. Do not click the "X" in the upper right corner of the screen or the back button as data may be lost.

CPS Session

Teachers can use their CPS classroom clickers with the Study Island program. Please note that your school will need to have already purchased the CPS

program from eInstruction. To use CPS with our program, click on the grade level on the left side of the screen, then choose the subject. Once the page loads, check off the topic(s) you want to study, then click Start Studying in the upper right corner. On the next page, from the dropdown box by Session Type, choose CPS Session (beta), then choose the number of questions and click Next. Choose the Class and match up the students with clickers, then click Next. You can also go to the Help page (click on Features once in Help) to find detailed instructions as well as system requirements to run CPS.

Game Mode

There are a number of different games that your students can play within the Study Island program. These games draw questions from the same question bank as the test mode. Updated versions of Java and Flash are required to play the games. These are available online as free downloads. The difficulty level selected for game mode does not pertain to the difficulty level of the questions, but rather to the level at which it is played. Also, the student's percentage correct for the session is **not** affected by their skill level of the game.

Below are brief explanations of our current games. **Note: If you need detailed instructions on how to play a specific game, you can click on the "Instructions" link in the top left corner of the screen while in the game mode. The Cannon Game, Bowling Game, and Skate Park Game instructions are located within the game window.**

Swat Game – The object of the Swat Game is to swat the bugs that appear on the screen by using the mouse to move the swatter.

Sling Shot Game – The object of the Sling Shot Game is to fly as far as possible. Use the mouse to choose the correct answer choice, then use the spacebar to operate the sling shot.

Space Game - The object of the Space Game is to shoot the space ship that has the letter corresponding to the correct answer. You must also defend your space ship from the "bombs" of the other ships. Having your ship hit by a "bomb" causes you to lose that ship, but does not constitute a wrong answer. You can still answer the question correctly if you have a remaining ship. To play, use the arrow keys to move the ship, and the spacebar to fire.

Bouncing Game - The object of the Bouncing Game is to catch the ball that has the letter corresponding to the correct answer using the arrow keys. You must avoid the balls with the letters of the wrong answers. Having your bucket hit by a ball bearing a wrong answer causes you to get a pop up window asking if you meant to catch that ball. If you choose "Yes", that constitutes a wrong answer, and the bucket will be lost.

Splat Game - The object of the Splat Game is to move your ladybug across the road using the arrow keys and touch the letter corresponding to the correct answer. You must avoid getting hit by one of the moving vehicles. Having your ladybug hit by a car causes you to lose that ladybug, but does not constitute a wrong answer. You can still answer the question correctly if you have a remaining ladybug.

Egg Hunt Game - The object of the Egg Hunt Game is to retrieve the egg with the letter of the correct answer using the arrow keys. You must retrieve the egg and return it to the base without being touched by the pterodactyl.

Maze Game - The object of the Maze Game is to move your mouse through the maze using the arrow keys and touch the correct answer.

Snake Game - The object of the Snake Game is to move the snake to touch the letter corresponding to the correct answer using the arrow keys. You must avoid hitting the walls. Having the snake hit a wall or its own tail causes you to lose that snake, but does not constitute a wrong answer. You can still answer the question correctly if you have a remaining snake.

Chase Game - The object of the Chase Game is to drive over the letter of the correct answer using the arrow keys without driving into any rocks.

Cannon Game - The object of the Cannon Game is to click and drag the letter of the correct answer into the cannon. Once the letter of the correct answer is placed in the cannon, use the arrow keys to aim and the spacebar to shoot the cannonball at the bulls-eye.

Skate Park - The object of the Skate Park Game is to select the skateboard with the correct answer choice on it and use the skateboard to do tricks on the skate ramp. You earn points within the Skate Park Game by doing tricks on the ramp; however, these points go towards your overall game score, not your content score. The content score is derived from selecting the correct answer choice skateboard. To do tricks, use the arrow and spacebar keys.

Ski Jump - The object of the Ski Jump Game is to select the correct answer choice snowball in order to unlock the jump portion of the game. The player then works to earn score points by doing tricks while jumping off the ski jump. You earn points within the Skate Park game by doing tricks off the jump; however, these points go toward your overall game score, not your content score. The content score is derived from selecting the correct answer choice snowball. To do tricks, use the arrow and spacebar keys.

Bowling - The object of the Bowling Game is to select the correct answer choice bowling ball and use the bowling ball to knock down the pins at the end of the lane. When using the bowling ball to knock the pins down, beware of throwing a gutter ball. While this will affect the scoring of the game, it will not change the content score. To bowl, use the arrow and spacebar keys.

Printable Worksheet

You can use printouts to study when you are away from a computer. If you would like to edit the order of the questions or add page breaks to customize your worksheets, click on the link at the top of the worksheet window titled "Open in Microsoft Word (add page breaks and/or edit questions)." You must have Microsoft Word installed on your computer to use this feature.

Note: Only the printouts made by teachers and the administrator will have the answers included at the bottom.

Class Manager

Coming Soon: Advanced Teacher Features!

Note: The "Class Page" and creation of classes is an optional feature and IS NOT required to use the Study Island program.

Creating Classes

Study Island enables teachers to group their students into specific classes.

- Why would you want to do this?
 - It makes viewing student progress easier
 - It allows teachers to see class averages
 - It allows teachers to send messages to all students in their class
 - It allows teachers to make a class page and class assignments
- How do you group students into classes?
 - Click on "Class Manager" on the left side of the screen.
 - Type the name of the class in the "Class Title" box, and click "Next."
 - If the admin is creating classes for the teachers under the admin login, they will need to designate the owner of the class in order for the teacher to view the class page from his or her teacher login. If a teacher is creating the class under his or her teacher login, that teacher will be automatically be set as the owner of the class.
 - "Preferences" allows a teacher to override some of the school preferences, if this option has been enabled on the Admin page by the Study Island Administrator. Preferences that teachers can override include game settings, remedial topics, and the timer. The settings can be made at the assignment and class level.
 - Click on the dropdown box next to "Add Users In Grade Level:" and select the grade level of the students you wish to add to the class. Although you can only add students from one grade level at time, you can repeat this step to add students from other grade levels to the same class.
 - Check off the students you wish to add to the class.
 - Scroll to the top or bottom of the screen and click "Save and Exit".

Save & Exit
Exit Without Saving

Title:

Owner:
(The owner account, along with the administrator account, will be able to edit this class and add assignments and class notes.)

Preferences:
(Allows teachers to set the games on/off preferences, timer on/off preferences, etc. for their class.)

Add Users In Grade Level:

Save & Exit
Exit Without Saving

- Additional students may be added to or removed from an existing class. From the main Class Manager screen, find the title of the class to which you wish to make changes. Then, click on the "Properties" link to the right of the class title. Click on the dropdown box by Add Users in Grade Level and select the grade level of the students you wish to add to the class. Check off the students and click Save and Exit.

Creating a Class Page

Once a class is created, a Class Page can be made for that class. **Only the owner of the class or the admin of the school has the ability to make a Class Page for that class.**

- From the Class Manager main page, click on the link titled "Class Page and Assignments" to the right of the class name. This will only be available if the class has been assigned to a particular owner. (Hint: Use the tab at the top of the page to easily access the Class Properties page.)

All Existing Classes			View Class Roster
<u>Class Title</u>	<u>Owner</u>	<u>Class Page</u>	
1. AW Practice	NO OWNER		Properties , Remove
2. Inservice class	McClellan, Glenda	Yes (default)	Class Page & Assignments Properties , Remove
3. Kevin's test	Webber, Kevin	Yes (default)	Class Page & Assignments Properties , Remove

Clicking on the "Class Page and Assignments" link will take you to the Class Page Edit screen. (See next page.)

Class Properties | **Class Page & Assignments**

Class Title: **Test Class**

Class Page Activated: Yes (When the class page is **activated**, students in the class will be able to view the class page.)

Default For Students: Yes (When the class page is the **default for students**, students will see the class page first when they login. If it is not the default, they will have to navigate to it by clicking the 'My Class' link on the left.)

Block Other Material: Yes (When other material is **blocked**, students will only be able to use Study Island topics assigned on the class page(s). They won't be able to navigate to other topics by using the navigation bar on the left.)

Class Page Header:

Class Assignments

Date Due	Assignment Title	
Sun, Aug 7, 2005 (end of day)	New Test Assignment - details	Deactivate , Results Edit , Delete
Wed, Jul 12, 2006 (end of day)	custom - details	Deactivate , Results Edit , Delete

Class Notes

Date Added	Note	
Jul 14, 2006	Remember our field trip to the zoo is next Thursday. Remember that lunch is NOT provided, so make sure you bring it! Thanks	Edit , Delete

Class Schedule

Event Date	Event Title	
Thu, Jul 7, 2005 at 2:00 PM	Pizza Party - details	Edit , Delete

Class pages have the following **optional** components which teachers can add:

- **Class Assignments** – teachers can instruct students to use a specific Study Island topic or topics
- **Class Schedule** – teachers can post class events
- **Class Notes** – teachers can post class notes
- **Class Links** – teachers can post class links to other websites (not shown above)

In order for students in a class to be able to view a class page, the teacher has to mark the class page as “Activated.” When you activate the Class Page, more options appear:

- **Class Page Activated** - Choosing “Yes” will allow a teacher’s students to view the class page. “No” means the class page will not appear. Note: A class page must be activated in order for students to access assignments created on Class Manager.
- **Default for Students**– When the class page is listed as the **default for students**, students will see the class page first when they login. If it is not the default, they will have to navigate to it by clicking the “My Class” link on the left.
- **Block Other Material** - When other material is **blocked**, students will only be able to use Study Island topics assigned on the class page(s). They won't be able to navigate to other topics by using the navigation bar on the left. **Caution:** if you share students with another teacher, be sure to discuss whether this feature will work for you. When you select “Block Other Material”, the navigation bar will be blocked for ALL subjects. Other teachers working with the same students would have to create assignments as well in order for the students to access their material.

Creating Class Assignments: The “Class Assignments” feature allows teachers to assign specific topics to students. This enables teachers to direct students on the order in which they take the topics. Please note that you can now create assignments for individual students within the class, as well as for the entire class. Instructions:

1. Click on the “Class Manager” link on the left side of the screen.
2. Find the class name for which you need to create the assignment on the “Class Manager” screen, and click on the link to the far right titled “Class Page and Assignments.” If a new class needs to be created, refer to “Creating Classes” on page 6.
3. Click on the “Add Assignment” link.
4. On the next screen, select a start date and an end date for the assignment, and enter a title for the assignment.
5. If you would like to create an assignment for more than one class at a time, click the “Add Classes” link. You can check off the names of classes you own to create an assignment for all of the selected classes at once.
6. Then click on “Add Topics.”
7. On the following screen, select the grade level and subject from which you’d like to draw topics and click on the “Next” link.
8. Check off the boxes to the left of the topics you would like to include in the assignment. There must be at least one box checked. When finished selecting, click on “Select Checked Topics” at the bottom of the screen.
9. On the next page, click on “Update Assignment” at the bottom of the screen if everything looks correct.
10. The page after that will have the assignment you created under the “Class Assignments” section. The assignment will be grayed out. Click on the “Activate” link to the right of the assignment to activate it and make it viewable to students. This feature allows you to create multiple assignments at one time and then activate them when you are ready for students to take them.
11. At the top of the same page, next to “Class Page Activated”, make sure “Yes” is selected. That way, the students will be able to see the assignment.

School Stats Page

The "School Stats" page can be used by the Administrator and teachers to view the progress of their students as the students work through the program. **Only teachers and the Administrator have access to the "School Stats" page.** Class reports listing results for each student, as well as more general class summary reports can be viewed on this page. Also, a variety of graphs can be generated that show student activity.

Below you will find explanations of the different functions and reports found on the "School Stats" page. To access this page, you will need to login with your username and password. When you login as a teacher, the first screen you will see is the "School Stats" page.

E-mailed Report Manager

Every Sunday morning a Weekly Report of your school's usage for the last week is generated and emailed to the admin for your school. The admin can alter that list by adding or removing email addresses.

On the bottom half of the screen, a list of other emailed reports will appear that are specific for the teacher logged in. Teachers will only see the reports that are set to be emailed to them, and will not be able to see a list of reports sent to other teachers. The Administrator will have a list of all custom reports created.

To set up an Automatic Email, go to the School Stats page and pull the report you want to see each week. For a class report, choose Class Summary or Class Gradebook. Once the report generates, click on the blue link at the top titled 'Automatically Email Report'. A new window will pop up and you can type in your email address and select when/how often you'd like that report sent.

Printable User List

The Printable User List feature gives you a printer friendly version of the login information for all users in your school. You can view the entire school roster or view the roster by class by clicking on the dropdown box in the upper right corner. This is an easy way to look up students' or teachers' passwords if they forget. Please note that teachers do not have access to other teachers' passwords.

Adjust Difficulty Level

If your program administrator has given permission for this feature, you will be able to adjust the passing parameters for your classes and/or individual students (Option 1). You will also be able to limit students to working on lower or higher grade level material (Option 2). You have the option of hiding the grade level to which students are restricted from the students as well. This is a great feature to use with **special needs students**.

The “Adjust Passing Parameters” feature (Option 1 on the Adjust Difficulty Level screen) enables you to adjust the percentage that a student needs to pass the topics. You can adjust the passing parameters for a student based on the student’s proficiency level and your expectations for that student. Adjusting the passing parameters does not affect the difficulty level of the questions; it only affects how well a student has to do to pass a topic. The passing level for each topic varies. You can find directions for finding the default passing parameters on page 2 of this manual.

Passing parameters also include a “start date” which you can adjust. A situation may arise where one of your students is performing poorly and you want him or her to start over. This feature allows you to clear all stats without permanently erasing all of his/her previous scores simply by adjusting his/her start date. The reports only include statistics from sessions performed after the start date. To see stats from before the start date, you can filter the reports by date. Please note that when you reset the start date, it resets all stats in ALL subjects. To reset the start date, check off the students you want to reset, then choose the appropriate date from the dropdown boxes and click “Reset Start Date”.

Option 2 under “Adjust Difficulty Level” is “Restrict Students to a Grade Level”. Under this option, you can limit students to working on lower or higher grade level material. Once restricted to a grade level, students will only be able to work on that level of material unless assignments have been made on Class Manager. Another feature under this option is to hide the grade level from the students. This allows you to restrict and adjust the grade level for students without them knowing on which level they are working.

Class Gradebook Report

- This report lists scores for each student in the class or grade level selected.
- The **Class Gradebook Report** has seven formats from which to choose, depending on the information you wish to find:
 - By program broken down by subject – lists each student’s score by the subjects included in the program selected
 - By subject broken down by topic – lists scores for each student in the class or grade level by each topic included in the subject selected
 - By subject broken down by reporting category – lists student scores broken down by the state assessment standards
 - By topic – lists scores for each student by a specified topic
 - By subject – lists the average score attained by each student for the entire subject

- By program – lists the average score attained by each student for all subjects included in the specified program (grade level)
- All activity – lists the average score attained by each student for all content areas available (all grade level programs and topics in those programs)

Blue Ribbon Report

- This report lists the total number of blue ribbons achieved and the percentage of the program that has been completed for each subject selected.

Individual Student Report

- This report allows you to view a report for one specific student. You are able to choose to see the results for one or all subjects in which they are working.

Class Summary Report

- This report lists a summary of activity by the subjects selected for a group of students (class or grade level).

Class Comparison Report

- This report allows teachers and administrators to compare class and grade level data together in the same report.
- To select multiple classes, use the class dropdown box and click on the grade levels and/or classes you would like to compare.

Assignment Report

- This report gives the statistics on all class assignments. The teacher is able to look at the data derived from the assignments they created for their own class. To create assignments, refer to the “Creating Class Assignments” section on page 9.

Trend Report

- The trend report allows you to choose between three different graphs:
 - Usage Graph - shows the weekly usage for each subject. It is useful to view how much time your students are spending on Study Island as the year goes by.
 - Cumulative Performance Graph - shows the total percentage correct since the start of the school year for each subject. It is useful to see how your yearly percentage correct is changing as the school year goes by.

- Performance Graph - shows the **weekly** percentage correct for each subject. It includes statistics for all students in your school who used the program during the time period specified.

Note: You do not need to select a group of students for these reports. These reports are for all students in your school.

Weekly Report

- This report lists the activity for all grade level programs during a specific week.
- This report is emailed every Saturday night to each email address listed on the top portion of the Emailed Report Manager screen.

Login Report


- The login report tracks student logins for the last 3 months (or for a lesser period of time by utilizing the filter function). This report also provides data regarding the IP addresses and browsers used during each login.

Additional Features and Information

My High Scores


On the left hand sidebar is a link called "My High Scores." Here a user will be able to see the highest scores that they have received while playing the games. The information is listed by date, topic, what game they played, and what position they ranked. To view a student's high scores, you will need to log into their specific account and click on the "My High Scores" link.

Message Center

The Message Center enables students and teachers to communicate with each other. The sending and receiving of Study Island messages can be done from the Message Center, which is accessible by clicking the "Message Center" link on the left side of the page once you are logged into the program. Once inside the Message Center you have the ability to read and send messages to individual users or classes. On the Admin Page and in several of the reports, there are envelope icons  next to the usernames that can be clicked if you desire to send users a Study Island message. The admin for your school can turn the Message Center off if desired.

Remedial Topics (Building Block Topics)

If a student is having difficulty passing in a topic, a hazard symbol (⚠) will appear next to the topic, and often an additional topic will show up below (see below).

c. ⚠ Fractional Parts of Objects - lesson	10 : 40.0%	10 : 75%	D	Expectation
↳ Fractions - lesson	0 : -	10 : 75%	-	

The topic that comes up is a remedial topic, also referred to as a **Building Block Topic**. It has a lower difficulty level than the topic in which the student was having trouble. The student can no longer attempt the original topic until he or she has passed Building Block Topic. Passing the Building Block Topic is represented by a white ribbon (🎗). Once the building block topic is passed, the student will need to go back and pass (get a blue ribbon) the on-grade-level topic as well.

Custom Material (Custom Tests)

Teachers have the ability to create custom topics in the Study Island program which can include a lesson along with assessment questions and explanations. Once a teacher creates a custom topic, students can login to Study Island and attempt the topics the same way they attempt the other Study Island topics. Students will click on the "Custom Material" link to access topics created by teachers.

To get started creating a custom topic, login as a teacher and click the "Create New Topic" link on the left side of the page. Follow the instructions on the screen to fill in the topic details including your custom questions and answers. Detailed instructions for creating custom material can be found online in the help section of the site. Just click on the "Help" link in the top right hand corner of the screen while logged into the program.

Browser Capability/Compatibility

For the program to work properly, your browser must be set to accept JavaScript and style sheets. If you wish to enable game mode, you also need to enable Java Applets (which is the default for most browsers).

Although we support most browsers for the test mode of our program, some are not supported in the gaming portion. The chart below lists the browsers supported by the Study Island program in both the test and game modes. If you have any further questions about this information, please call our support line at 1.800.419.3191.

MS Windows	Features		
Browser	Test Mode	Games	Creating Custom Tests
Internet Explorer 4.0 and up	Y	Y	Y
Netscape 4.0 and above	Y	Y	Y
Firefox 1.0 and up	Y	Y	Y

Mac OS X	Features		
Browser	Test Mode	Games	Creating Custom Tests
Safari 1.2 and up*	Y	Y	Y
Safari 1.0 - 1.1	Y	N	N
Netscape 7.02	Y	Y	Y
Netscape 7.1 - 7.2	Y	N**	Y
Firefox 1.5 and up	Y	Y	Y
Firefox 1.0 - 1.1	Y	N**	Y
Internet Explorer 4.0 and up	Y	N	Y
*Requires OS X 10.3 and up			
**Java games will function if the Java Embedding Plugin (JEP) is installed			

Mac OS 9.2 and below	Features		
Browser	Test Mode	Games	Creating Custom Tests
Netscape 4.0 - 4.8***	Y	Y	N
Netscape 7.02	Y	Y	Y
Internet Explorer 4.0 and up	Y	N	N
*** <i>suggested for student computers, as it is pre-installed on mac 9.x only suggest 7.02 if it is for a teacher computer</i>			

Game Debugger

If you are having difficulty using or viewing the games, go to <http://www.studyisland.com/gametest.cfm> to help diagnose the problem.

Frequently Asked Questions

Q) I signed up for Study Island, but I haven't received any software to install on my computer. Why is that?

Since Study Island is completely Internet based, there is no software to install on your computer. Once a school signs up for this service, the admin is assigned a username and password so that he or she can log onto the website. Schools will receive an e-mail upon receipt of their purchase order, along with an instruction manual with directions on how to start using the program.

Q) I tried to log on with my username and password, and it says that my information is invalid. What should I do?

This usually means that you are not entering in the correct username and password. The login information is not case sensitive, but please make sure you are entering in the EXACT username and password that you were given. If you still are having problems, call our support line at 1-800-419-3191.

Q) When I log in and attempt to start studying a particular topic, nothing happens when I click on that topic. What should I do?

All students MUST take a pretest of at least ten questions before they are allowed access to the other topics in each subject. It does not matter how well a student does on the pretest, just as long as they attempt and finish ten questions. Also, they must have attempted all topics and received a blue ribbon next to all topics but three before they can have access to the post test.

Q) A student received a 0% in their first practice session. On their second attempt they received a 100%, but their score says 75%. Is something wrong with the Study Island scoring?

The 75% is the final cumulative score. The system takes the total number of correct answers and divides that by the total number of attempted questions.

- Q) Why is it that a student received a score of 100% on their last session, but they did not receive a blue ribbon for that particular topic?

Since Study Island uses cumulative scores to measure each student's progress, they must receive a cumulative score that is equal to or greater than the percentage listed in the "percentage needed" column of the main page for the subject the student is studying. So if the percentage needed is 70%, they must have a cumulative score of at least 70% to receive a blue ribbon for that topic.

- Q) Since all scores are cumulative, can a teacher clear test sessions that are holding the average down?

Yes. First, access the "School Stats" page under your teacher login. Simply run an Individual Student Report for a specific subject. When the report loads, either check the box to the left of the topic you'd like to clear out and then hit the button that says "Removed Checked Records" or click on the number of sessions to the right of the topic to get to the screen where you can select specific sessions to delete. Several of our other reports allow you to access this session screen to delete sessions as well. Anytime you see a clickable link in an items column or score column, you will be able to get to this screen.

- Q) As I was working with a student today, I noticed that he was struggling to pass a topic. Is there a way I can delete sessions from my student's login screen instead of having to login as a teacher?

Yes. When students are logged in and view their own session stats for a topic either by clicking the cumulative stats for a topic on the topic selection page or clicking the cumulative stats for a topic on a student subject report, there are check boxes next to each session and a "Remove Checked Sessions" button at the top. When a user tries to remove sessions from a student login, it asks for a teacher username and password to remove the sessions and sends a message to that teacher's message center.

Q) Sometimes the graphics do not appear on my screen. Instead there is a red 'X' in the corner of where the image should be. What's wrong with the graphics?

The reason there is an X instead of those images is because the image failed to load either due to a configuration error or network latency somewhere between the school's computers and our servers. First, students may get the images to load by right-clicking (or hold the button down if using a Mac) where the image should be and then selecting "Show Image" on the popup menu. Second, you may decrease the likelihood of the image failing to load by changing the following setting:

1. In Internet Explorer, under the 'Tools' menu select "Internet Options".
2. A window will pop-up in the middle of the screen. Click the button that says, "Settings..."
3. Under "Check for newer versions of stored pages:" select "Every visit to the page".
4. Click "OK", and then click "OK" again.

Q) I think something is wrong with the question I am on. Should I let anyone know about this?

Yes, please let us know if you think that something is incorrect on a particular question. All you have to do is click on the "Comment on this Question" link, located right underneath the time for each session. By doing this, our content editors will know exactly which question to look at, and they can make changes, if necessary.