

Assigning Students to a Level

The MathsFacts in a Flash program includes 58 sequential levels. Students can begin working right away at the default starting place of level 1. However, it is a good idea to set starting levels according to the ability of each student.

Set levels for all students by beginning in the Assignment Book and checking the **Student** box at the top of the column (or click the box by each individual student for whom you want to set a level); then, click **Set Level** under Activities. Find the level you want to assign to each student by clicking **Next >>** or **<< Previous**. Hover your mouse over a level number to display the level name. You can set all of the selected students to the same level by clicking the level number circle at the top of the column, or you can set a different level for each student by clicking the circle in the intersection of the level's column and the student's row. When finished, click **Save**.

As you set MathsFacts in a Flash levels, keep in mind to start students at:

- Levels at which they can experience success immediately.
- Levels for which they have already received instruction.

When the MathsFacts in a Flash software is installed, the levels are ordered according to increasing difficulty. However, you may want to change the order of the levels to match your teaching. If you decide to reorder the levels, do this before assigning levels to students.

The program automatically advances students through higher levels as they master each level. You can set a new level at any time for any student – the student does not have to master lower levels first. For experienced or older students, consider starting them at review levels such as Multiplication Review or Division Review to build their automaticity. Or challenge them to achieve shorter time targets at all levels.

If your students will access MathsFacts in a Flash from home using Renaissance Home Connect[™], they may practise or test at any level regardless of their assigned level in class.