



Virtual Math Teams: Within-class Teams



As a first phase, your students might want to form local teams and solve math problems online at a time of your choosing, using our chat system. Teams can work on any math problems and ask us for feedback. This can be a great opportunity to get your students familiarized with collaborative problem solving online and prepare for participating with students from other schools.

More info about VMT: mathforum.org/vmt/teachers/orientation.html

3 steps to start your local Virtual Math Teams

- 1 Create your Account & Login
- 2 Create team rooms
- 3 Have students register & login

1 If you don't have a VMT password already, **create an account** for yourself using the teacher registration form at: mathforum.org/vmt/teachers/
(Note: VMT will send your password via e-mail.)

2 **Log into** the system using this URL to download and run the java-based* VMT Chat: mathforum.org/vmt/login.html Next, in the "**My Rooms**" tab find a problem that you would like your students to work on. You can read about each problem by clicking on the "**View Topic**" links. Using the section labeled "**Your Own Topic**" (at the bottom) you can have your kids work on a problem that you provide.

(* If you don't have the latest version of Java installed you can download it from: www.java.com/en/download/

To **create a room** for each of your teams, click on the link "**Create a new room for this topic.**" We suggest that you name the rooms with a title that will make it easy for your students to recognize them (e.g. something like: "*Drexel Geo3 Team 1*"). Initially, you can simply create these rooms as "**open**" rooms so that anybody can enter them. Later on you may want to create fully "**private**" or "**limited access**" rooms.

3 Have your students **register** as VMT users by going to mathforum.org/vmt/ then following the "Students" link and clicking on "Registration." They will need to enter their name, a valid e-mail address, and select a user name (or "screen name"). Please ask your students to pick a user name that is easy for them to remember but that is not the same as their first name or last name, for privacy reasons. The system will send the students their password via e-mail, so it is very important that they type a valid e-mail address that they can access easily to retrieve their password.

(Note: This is a one-time process that will not need to be repeated. However, make sure that there is enough time for students to register and read their e-mail to get their passwords in advance.)

Once all students have their passwords, they are ready to **log into** the VMT chat environment at any time. Whenever you want them to do their team work, ask them to use this URL to download and run the java-based VMT Chat:

mathforum.org/vmt/login.html

When your students log in, they will get to the VMT lobby. They will find the rooms you created for them under the "**Open Rooms**" tab. Clicking on the name of the appropriate team room will take them to the chat room where they will do their math work. At any point, students can explore the VMT environment by using the Sandbox room in the "**Welcome**" tab.

If you have questions about **VMT**, please contact Johann Sarmiento at jsarmi@drexel.edu