



Study Island Reference

2005-2006

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State Test 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 section is made up of approximately 25 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.

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 very well prepared for the state test.

Follow the instructions below, in order to complete the program:

1. Login at www.studyisland.com.
2. Click on the section tab (math, reading, etc.) that you wish to work on.
3. Click the "Pretest" in order to begin the pretest for the section. Ignore this step if the section you selected does not have a "Pretest."
 - The student must complete **at least** ten pretest questions in order to go on to the topics that follow.
4. Once the student completes the "Pretest", they may work through the remainder of the topics in any order they like. They can also select more than one topic at a time. To do this, they can just check the boxes next to the topics they wish to study, and then click on the "Start Studying" button located towards the top right of the screen. They must **"pass"** all topics before taking the "Post Test."
 - To **pass** a topic, the student must satisfy the topic's passing requirements which are based on a minimum number of questions answered (usually 10) and a minimum percentage correct (around 70%). 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.
5. Once the student has passed all of the topics in the subject, they have to pass the "Post Test" for the subject before the section is complete. Ignore this step if the section has no "Post Test."
6. When they have passed all topics in all sections (math, reading, etc.), they have completed the program and will be well prepared to take the state test.

Study Modes

When you have selected the topic(s) that you wish to study, you then must determine your mode of study. Your choice of 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 nine options: Test Mode, Space Game, Bouncing Game, Splat Game, Egg Hunt Game, Maze Game, Snake Game, Chase Game, and Worksheet View.

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 "Done" 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 hit the X in the corner of the screen as no data will be registered for that session.

Space Game

- The **object** of the Space Game is to shoot the space ship that has the letter corresponding to the correct answer.
- You can play with up to 3 players.
- Use the arrow keys on your keyboard to control your ship. The following table shows the **control keys** for the multi-player game:

Player #	Color	Move Left	Move Right	Stop	Fire Gun
1	Red	Left Arrow	Right Arrow	Down Arrow	Up Arrow
2	Yellow	A	D	S	W
3	Green	J	L	K	I

- 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.
- You can press "Done" at the bottom of the game session window at any time to end the game and be shown the Game Session Results. Otherwise, the game ends when all of your ships are destroyed. Do not use your browser's "back" button or the X in the corner of the screen to leave a session.
- Some Notes on the Space Game:

- All single-player Space Game session results will be accounted for in the statistics. The Study Island Administrator can determine whether or not the user who is logged in will have the statistics count when playing multi-player game sessions. They are also able to disable the statistics and turn off the multi-player games altogether.
- The scoring system takes into account the speed with which you answer a question. You will receive more points the faster you answer a question correctly.
- You will receive a “bonus” ship for every 500 points you accumulate.

Bouncing Game

- The **object** of the Bouncing Game is to catch the ball that has the letter corresponding to the correct answer.
- You can play with up to 3 players.
- Use the arrow keys on your keyboard to control your bucket. The following table shows the **control keys** for the multi-player game:

Player #	Color	Move Left	Move Right	Stop
1	Red	Left Arrow	Right Arrow	Down Arrow
2	Yellow	A	D	S
3	Green	J	L	K

- 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 lose that bucket and constitutes a wrong answer.
- You can press "Done" at the bottom of the game session window at any time to end the game and be shown the Game Session Results. Otherwise, the game is over when all your buckets are destroyed. Do not use your browser's "back" button or the X in the corner of the screen to leave a session.
- Some Notes on the Bouncing Game:
 - All single-player Bouncing Game session results will be accounted for in the statistics. The Study Island Administrator can determine whether or not the user who is logged in will have the statistics count when playing multi-player game sessions. They are also able to disable the statistics and turn off the multi-player games altogether.
 - The scoring system takes into account the speed with which you answer a question. You will receive more points the faster you answer a question correctly.
 - You will receive a “bonus” bucket for every 500 points you accumulate.

Splat Game

- The **object** of the Splat Game is to move your Lady Bug across the road and touch the letter corresponding to the correct answer.
- You can play with up to 3 players.
- Use the arrow keys on your keyboard to control your Lady Bug. The following table shows the **control keys** for the multi-player game:

Player #	Color	Move Forward	Move Backward	Move Left	Move Right
1	Red	Up Arrow	Down Arrow	Left Arrow	Right Arrow
2	Yellow	W	S	A	D
3	Green	I	K	J	L

- You must avoid getting hit by one of the moving vehicles. Having your Lady Bug hit by a car causes you to lose that Lady Bug, but does not constitute a wrong answer. You can still answer the question correctly if you have a remaining Lady Bug.
- You can press "Done" at the bottom of the game session window at any time to end the game and be shown the Game Session Results. Otherwise, the game is over when all your Lady Bugs are run over. Do not use your browser's "back" button or the X in the corner of the screen to leave a session.
- Some Notes on the Splat Game:
 - All single-player Splat Game session results will be accounted for in the statistics. The Study Island Administrator can determine whether or not the user who is logged in will have the statistics count when playing multi-player game sessions. They are also able to disable the statistics and turn off the multi-player games altogether.
 - The scoring system takes into account the speed with which you answer a question. You will receive more points the faster you answer a question correctly.
 - You will receive a "bonus" Lady Bug for every 500 points you accumulate.

Egg Hunt Game

- The **object** of the Egg Hunt Game is to retrieve the egg with the letter of the correct answer on it. You must retrieve the egg and return it to the base without being touched by the pterodactyl.
- You can play with up to 3 players.
- The following table shows the **control keys** for the multi-player game:

Player #	Color	Move Forward	Move Backward	Move Left	Move Right
1	Red	Up Arrow	Down Arrow	Left Arrow	Right Arrow
2	Yellow	W	S	A	D
3	Green	I	K	J	L

- You can press "Done" at the bottom of the game session window at any time to end the game and be shown the Game Session Results. Otherwise, the game is over when you lose all of your "Health." "Health" is lost when you are touched by the pterodactyl. Do not use your browser's "back" button or the X in the corner of the screen to leave a session.
- Some Notes on the Egg Hunt Game:
 - The best way to avoid the pterodactyl is to "head fake," or get him going in the wrong direction, then quickly change direction on him.
 - Each time the pterodactyl touches you, your egg (if you are carrying one) is returned to the field, and you lose some "health." When all of your "health" is gone, the game is over.
 - The Study Island Administrator can determine whether or not the user who is logged in will have the statistics count when playing multi-player game sessions. They are also able to disable the statistics and turn off the multi-player games altogether.
 - The scoring system takes into account the speed with which you answer a question. You will receive more points the faster you answer a question correctly by returning the correct egg to the base.

Maze Game

- The **object** of the Maze Game is to move your mouse through the maze and hit the correct answer.
- You can play with up to 3 players.
- The following table shows the **control keys** for the multi-player game:

Player #	Color	Move Forward	Move Backward	Move Left	Move Right
1	Red	Up Arrow	Down Arrow	Left Arrow	Right Arrow
2	Yellow	W	S	A	D
3	Green	I	K	J	L

- You can press "Done" at the bottom of the game session window at any time to end the game and be shown the Game Session Results. Otherwise, the game is over when you run out of mice. Do not use your browser's "back" button or the X in the corner of the screen to leave a session.
- Some Notes on the Maze Game:
 - All single-player Maze Game session results will be accounted for in the statistics. The Study Island Administrator can determine whether or not the user who is logged in will have the statistics count when playing multi-player game sessions. They are also able to disable the statistics and turn off the multi-player games altogether.

- The scoring system takes into account the speed with which you answer a question. You will receive more points the faster you answer a question correctly.

Snake Game

- The **object** of the Snake Game is to move the Snake to touch the letter corresponding to the correct answer.
- Use the arrow keys on your keyboard to control your Snake.

Player #	Color	Move Forward	Move Backward	Move Left	Move Right
1	Red	Up Arrow	Down Arrow	Left Arrow	Right Arrow

- 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.
- You can press "Done" at the bottom of the game session window at any time to end the game and be shown the Game Session Results. Otherwise, the game is over when all your Snakes are used. Do not use your browser's "back" button or the X in the corner of the screen to leave a session.
- Some Notes on the Snake Game:
 - The scoring system takes into account the speed with which you answer a question. You will receive more points the faster you answer a question correctly.

Chase Game

- The **object** of the Chase Game is to drive over the letter of the correct answer without driving into any rocks.
- The following table shows the **control keys** for the game:

Move Forward	Move Backward	Move Left	Move Right
Up Arrow	Down Arrow	Left Arrow	Right Arrow

- You can press "Done" at the bottom of the test window at any time to end the game and be shown the Game Session Results. Otherwise the game is over when you crash all of your dune-buggies. Dune buggies crash when you drive over a wrong answer or you drive into rocks. Do not use your browser's "back" button or the X in the corner of the screen to leave a session.

Printable Worksheet

The Printable Worksheet allows you to create a custom, printable worksheet of test material. You can use the printouts to study when you are away from a computer.

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

Class Manager

Creating Classes

Study Island enables the teachers to group their students into a specific class.

- 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” in the upper-left of the screen
 - Type the name of the class in the “Class Title” box, and click “Next”
 - The teacher will default to the person who is adding the class. If the teacher is not entering the information for themselves, they will need to be changed to the owner of the class in order to view the class page
 - “Preferences” allows teachers to override the choices, if this option has been chosen on the Admin page, made by their school for games, 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.
 - 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”

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:

Creating a Class Page

Note: The “Class Page” is an optional feature and IS NOT required in order to use the Study Island program.

Once a class is created, a “Class Page” can be made for that class (see “Creating Classes”). Only the owner of the class has the permission to make a “Class Page” for that class.

- From the "Class Manager" 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
Class Title	Owner	Class Page
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

This will take you to the Class Page Edit screen. (See below.)

[Class Properties](#) **[Class Page & Assignments](#)**

Class Title: Mr. Quiggle's 4th Grade Classroom

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.)

Class Page Header: [Update Header](#)

Class Assignments [Add Assignment](#)

Date Due	Assignment Title	
Fri, Jul 22, 2005 (end of day)	Math Assignments For This Week - details	Deactivate , Edit , Delete
Wed, Jan 18, 2006 (end of day)	math assign - details	Deactivate , Edit , Delete
Thu, Jan 26, 2006 (end of day)	- details	Activate , Edit , Delete

Class Notes [Add Note](#) [Move Up](#)

Date Added	Note	
Jul 18, 2005	Remember our field trip to the North Carolina Zoo next Thursday. Remember that lunch is NOT provided, so make sure you bring it! Thanks.	Delete

Class Schedule [Add Event](#) [Move Up](#)

Event Date	Event Title	
Tue, Aug 30, 2005 at 7:00 PM	OPEN HOUSE - details	Edit , Delete

Class pages have the following components which teachers can add. These components are all optional:

- **Class Assignments** – teachers can instruct students to use specific a Study Island topic
- **Class Schedule** – teachers post class events
- **Class Notes** – teachers post class notes
- **Class Links** – teachers post class links (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." There are two enabled options:

- **“Class Page Activated:”** - Choosing “Yes” will allow a teacher’s students to view the class page. “No” means the class page will not appear.
- **“Default for Students”**– 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.

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.

Instructions:

1. Class assignments are added to a “Class Page”, so the first step is to add a “Class Page” (see “Creating a Class Page”).
2. On the “Class Page” edit screen, click the “Add Assignments” button.
3. Fill out the assignment form which includes the following components:
 - Assignment Title
 - Date Assigned
 - Due Date - (Date assigned and due date are displayed for student information only. If the assignment is activated, nothing will stop students from attempting it even before the start date or after the due date.)
 - A list of topics you wish to assign the students
4. Once an assignment is created, you need to click the “Activate” link on the Class Page edit screen to activate the assignment, which makes it visible to your students.
5. Students in the class will now see the assignment the next time they login. You can view students’ progress on the assignment by going to the “School Stats” and looking under the “Assignment Reports.”

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.** Individual student reports as well as class and school reports can be viewed. Also, a variety of graphs can be generated that show student activity.

Below you will find snapshots found on the School Stats page followed by an explanation of the different functions and reports. To access this page, you will need to login with your username and password. When you login, it will default directly to the School Stats page. (If you cannot view the School Stats page, you may need to speak with your Administrator to receive access.)

[Weekly Stats](#)

[Printable User List](#)

Weekly Stats

Every Saturday night a summary report of your school's usage for the last week is generated and e-mailed to everyone on your school's e-mail list. **You can add or remove yourself from this mailing list from the weekly stats screen.** Here, you will be able to alter that list by adding or removing e-mail addresses. Not only will you be able to see the most current report, you can also go back and view previous reports by selecting the report date and clicking on the "View Report" button.

Printable User List

You will be able to print a user list using this link. You can view the entire school roster or view the roster by class. This is an easy way to look up a student's or a teacher's password if they forget.

Individual & Class Summary Reports

- Reports show progress through the program for a single student, a class, or an entire grade or school.
- Reports show percentage of program correct for a single student, single class, or an entire grade or school.

To view this report, you will need to choose the following:

Washington Elementary User Statistics

Report Type: Individual & Class Summary Reports

Summary Statistic: Individual & Class Summary Reports

Select a Program: Complete

Select a Class: class

[View Stats](#)

- **Summary Statistic:** Progress Through Program (Percentage Complete) or Achievement Level (Percentage Correct)
- **Select a Program:** State Test and Grade (e.g. 6th Grade)

- **Select a Class:** Individual Teacher Classes or Grade Levels (Mr. Smith’s Class, or Users of Level 6)

After choosing your selection, click “View Stats”. A report similar to the following will appear.

Sort User	Sort Math
Users of Level [6] Average - ☒	3%
Danielm - ☒	86%
Andrews - ☒	82%
Heatherw - ☒	75%
chelseaj - ☒	14%
dustinm - ☒	11%
billyh - ☒	4%

To view individual student statistics, click the number beside the student’s name, under the desired subject.

Andrews - ☒	82%	15%
Heatherw - ☒	75%	0%

This will display the student’s individual report, which will include the number of sessions they have attempted, how much time was spent on each topic, the number of correct questions answered, the percentage of correct questions answered, and the grade per topic. You will also be able to change the report period.

Report Period: Mar 1, 01 through Jun 24, 03

Remove Checked Records

Product: **Ohio 6th Grade Proficiency Test Preparation**
 Section: **Math Section**
 User: **Andrews**
 Passing Level: **Meet Standards**
 Starting Date: **Mar 1, 2001**
 Report Period: **Mar 1, 2001 through Jun 24, 2003**

Question Group	Sessions	Time Spent	Correct / Total	% Correct	Grade
<input type="checkbox"/> 1. Pretest - Math	2	11:27	25 / 30	83.3%	-
2. Fractions					
<input type="checkbox"/> a. Fraction Simplification - Outcome	4	12:37	38 / 49	77.6%	S
<input type="checkbox"/> b. Convert Fractions & Decimals - Outcome	2	7:26	28 / 35	80.0%	G
<input type="checkbox"/> c. Ordering Numbers - Outcome	1	8:01	19 / 22	86.4%	E

Two other options on this page are “Compare with others” and “Suggested Topics.” “Compare with others” allows you to view a bar graph with the individual student’s score vs. their school vs. their state. “Suggested Topics” report shows topics that the student or class needs to work on most.

Class List Reports

- Shows how a list of students in a certain class or an entire grade level performed on a particular section or topic
- Allows you to view all students at one time

After selecting from the scroll down menus, click “View Stats.” When the report loads, you will see a list at the top of the page that displays all of the different subjects and topics.

1. Browse through the subjects by clicking the subjects located next to the “**Change Subject**” label.
2. Select either the subject or single topic by clicking on it.
3. A report will pop up that will show a list of students and how they did in the selected topic.
4. You can view a histogram or box-whisker plot that shows the spread of the data by clicking the links above the report.

Assignment Reports

- 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.

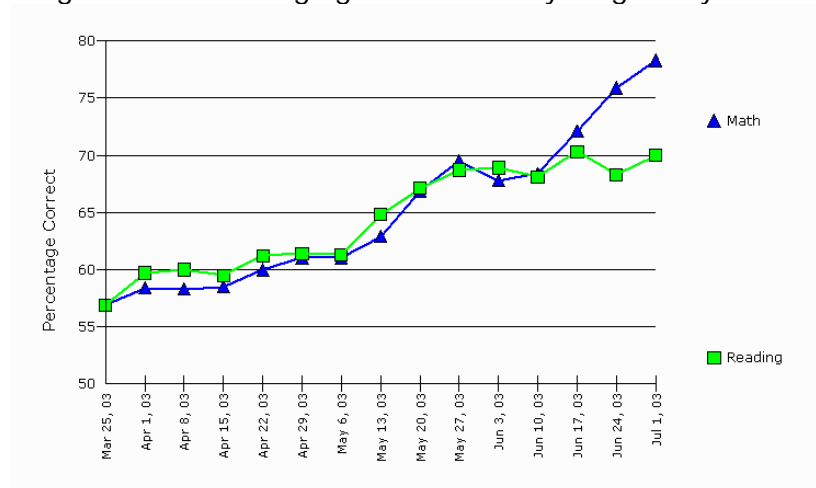
Performance Trend Graph

- 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 this report. You can only view this report for all students in your school.

Cumulative Performance Trend Graph

- The cumulative performance trend 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.



Note: You do not need to select a group of students for this report. You can only view this report for all students in your school.

Usage Trend Graph

- The usage trend 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.


Note: You do not need to select a group of students for this report. You can only view this report for all students in your school.

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.


Study Island Message Center

Study Island messaging enables students and teachers to communicate with each other. 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 messages and send messages to individual users or classes. On the "Admin Page" there are envelope icons  next to the usernames that can be clicked if you desire to send them a Study Island message.

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 diagram).

c.	 Fractional Parts of Objects - lesson	25 : 60.0%	10 : 72%	D	Expectation
	  Fractions - lesson	0 : -	10 : 75%	-	About

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 the student was having trouble in. 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 (.

Creating Custom Topics (Custom Tests)

Teachers have the ability to create custom topics in the Study Island program which can include a lesson along with assessment questions with 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.

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 topics can be found online in the help section of the site.

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 New 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

** Java, which is free and normally installed by default, is required for the games.*

Mac OS 9.2 and below	Features		
Browser	Test Mode	Games	Creating New Tests
Internet Explorer 4.0 and up	Y	N	N
Netscape 4.0 - 4.8	Y	Y	N
Netscape 7.02	Y	Y	Y

** suggested browser Netscape 4.7*

Mac OS X	Features		
Browser	Test Mode	Games	Creating New Tests
Safari 1.0 - 1.1	Y	N	N
Safari 1.2 *	Y	Y	Y
Internet Explorer 4.0 and up	Y	N	N
Netscape 7.02	Y	Y	Y
Netscape 7.1 and up	Y	N**	N**
Firefox 1.0 and up	Y	N**	N**

** suggested browser: Safari 1.2 requires Mac OS X 10.3 to be installed and Java 1.4.2 or later for the games.*

*** The games will function with Netscape 7.1 and up and Firefox 1.0 and up, if the Java Embedded Plugin version 0.9 or higher is installed correctly with Java 1.4.2 or later. Since the Java Embedded Plugin for Mac OS X is still in beta, we strongly recommend using Safari 1.2 with the games.*

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, they are assigned a username and password so they can log onto the website. Schools will receive an e-mail upon receipt of their purchase order, along with an instruction manual 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 your correct username and password. The program 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, contact us at support@studyisland.com, or 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 receive a blue ribbon next to each topic before they can have access to the post test.

- Q) A student got a 0% the first time they took a test, then they took it over and got 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 test, 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) 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, if it ever happens 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 am the school administrator, and turned the student messaging option off, yet the teachers are still receiving messages from students. Is something wrong with the program?

Even though the messaging is turned off, students can still send messages to teachers and the administrator. They are only unable to send messages to other students.

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 where the time is taken for each session. By doing this, our content editors will know exactly which question to look at, and they can make any changes, if necessary.