



STUDENT QUICKSTART GUIDE AND USER MANUAL



QUICKSTART GUIDE

Logging In, Enrolling, and Payment

1. Click on the Rover course URL given to you by your instructor. This URL is the only way to access your course and log in to Rover.
2. Follow the prompts to create your student account. Be sure to use your student email address and create a strong password.
3. Rover requires a \$22 subscription fee, payable by credit card or PayPal. You will have a 14-day grace period.

Using Rover With Your Learning Management System (Canvas, Blackboard, Moodle, D2L)

1. If your instructor has set up LMS integration you will have the ability to enter Rover directly from your LMS.
2. To do so, you must FIRST register through Rover as described above.
3. The same policies and payment requirements apply.

Viewing and Completing Assignments

1. When you log in, Rover will display the Assignment Manager.
2. Any assignment will have the due date and time next to it.
3. Click on the assignment to expand it and begin working.
4. Once inside an assignment, the question list will appear across the top of the screen.
5. You can stop and return to an assignment any time before its due date.

Types of Problems

- StepWise: Tutorial problems that provide step-by-step feedback and enable multiple pathways through a problems.
- Standard problems: Require numerical response; partial credit may be awarded.
- Multiple Choice: Requires students to choose from a number of options.
- Graphing: Requires students to choose from a number of graphical options, and includes a link to GeoGebra to work the problem if needed.

Scores and Grades

1. Click on the Scores tab to view your scores for each assignment.
2. Click the name of your assignment to see your work for each problem.

Note: Rover scores only pertain to activity in Rover; they do not include other elements of your course grade.

Using Resources -- Textbook Videos, and Simulations



1. **Textbook:** Use the yellow button to access the textbook section corresponding to your assignment. From there, you can navigate to any other portion of the book.



2. **Videos:** Use the green arrow button to access videos describing the concepts or strategies pertaining to the topic at hand.



3. **Simulations:** Use the blue screen button to access a simulation that may help with the problem. Note only some problems contain simulation links.

STUDENT USER MANUAL

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Preface: Practice in A Learning System Can Make You More Successful

How Rover Helps You Learn

Rover is a math study, homework, and practice system that is designed to support your learning.

Rover contains assignments -- usually set by your instructor -- that consist of different types of questions to check your understanding. This approach not only prepares you for different testing scenarios, but will ensure that you thoroughly understand the material and can apply what you learn.

Most Rover questions ask you to insert numerical answers or choose from a number of options (multiple choice). Some Rover questions contain StepWise software; these unique problems allow you to enter the answers in steps, and Rover will provide feedback and guidance along the way. StepWise questions allow a degree of flexibility in your problem-solving, and can adjust to preferred pathways. Together with your classroom experience and your use of resources such as the textbook and videos, dedicated use of Rover should lead to greater success and a deep understanding of the math concepts.

Managing Your Time and Priorities

As you probably know already, college studies present a wide number of competing priorities. Balancing class attendance, study, homework, labs, work, family, and other activities can be a challenge, and unexpected difficulties may come up. Research indicates that college students face as much difficulty keeping up with their work as they do understanding the material itself.

Unlike in high school, time management in college left mostly up to the student. While there are assignment due dates and organized classroom activities, learning at the college level requires more than classwork. It involves decision making and the ability to evaluate information. This is best accomplished when you take full ownership of your learning activities.

Time and priority management requires focus and realism. It involves avoiding procrastination and distraction, as well as setting and maintaining a plan to accomplish your tasks. Your college and many other resources will provide a deeper coverage of time and priority management, but below are five items to keep in mind:

Consider All Your Responsibilities and Obligations

Your math assignments are only one aspect of your education and your life. Think about all of your priorities, and make sure the time you leave for your course work won't be overcome by other more pressing issues. For example, if you aren't certain about your work schedule the

night before an assignment is due, don't plan on doing your math homework in that slot; if you have to work, you may not get to do your homework.

Be realistic about time

Estimating the time it takes to do something is an important aspect of time management. When it comes to your math coursework, consider how many problems you may have to do, and how much additional reading or study might be required to complete them. Also allow time for getting help if needed. Don't underestimate the time needed for your other obligations -- work, family, household responsibilities, and other activities.

Be aware of procrastination

Procrastination -- or purposely delaying a task -- is something everyone does. But if you find yourself procrastinating often, consider the root cause. Are you easily distracted? Are you reluctant to do difficult work? Or do you have too many other responsibilities? Procrastination arises from many sources, including simple tiredness or more complex issues around self-confidence.

To specifically overcome chronic procrastination, try the following strategies:

- Organize your time. For example, schedule your math homework time.
- Do away with distraction while focusing on your work.
- Reward yourself -- *after* you finish your work.
- Get help and involve others. Sometimes, telling someone else your plans and asking them to check in on you can be a very helpful approach.

Use methods and tools to stay on track

All of the above self-checking and awareness are major parts of time and priority management. Considering them will help you be a successful student. Below are some other important strategies:

- Work in the correct environment -- as quiet and free of distraction as possible.
- Set times and deadlines for your work -- be certain to set your personal deadline before your actual deadline, in case something comes up.
- Use lists, goals, and scheduling resources to keep track of ALL of your responsibilities.
 - Doing so will help you organize overall, but will also help you avoid forgetting another project or deadline and needing to set aside your Math work to meet it.
- Use apps, online calendars, and reminder/tracking tools to provide you automated alerts, updates, and alarms.
 - For example, load your major responsibilities into a Google calendar.
- Seek advice and help from others.

Academic Integrity

Academic integrity is a core principle in education. Students are required to honestly represent only their work as their own, and avoid taking credit for work that is not theirs. Most faculty, students, and administrations take academic integrity extremely seriously, and work diligently to ensure that they meet its requirements. Following the principles of academic integrity ensures that you learn on your own, and develop a personal and effective understanding of the material you need to progress.

Most colleges, universities, and other schools have very clear academic integrity policies, often outlined in student handbooks and course syllabi. Read these guidelines carefully, and learn the details. While every policies differ from school to school, violating them can have significant consequences, including failure on assignments and courses and other forms of academic discipline. Often, violations can be attached to a permanent record.

Be sure that you clearly understand your instructors' and the school's policies on sharing answers with another student, working on homework in groups, submitting others' work as your own, and using web sites to get solutions to problems. By understanding and following these principles, you will avoid academic discipline and develop a stronger understanding of the material.

Using Your Resources and Getting Help

Rover, your textbook, and even your class lectures are only part of the learning and support process. If you are having difficulty completing your assignments or understanding the material, seek help. There are many people and organizations that offer assistance to students. Below are some approaches you may take if you are having trouble:

1. Ask your instructor and/or attend office hours.
2. If the course has a teaching assistant, contact them.
3. Consult your college's office of academic counseling or academic success.
4. Check to see if your school has an integrated tutoring service or connections with reputable tutors. Note that you may need to pay for tutoring.
5. If English is not your first language, seek help from school offices or departments that seek to help with language learning and understanding.
6. If you have a disability, contact your college's office of disability services to discuss assistance, accommodations, and support.

If you do seek help from sources other than your instructor, feel free to share it with your instructor so she or he knows and can recommend additional approaches if appropriate. If you are unsure about a source of support, also ask your instructor to make sure it's approved and effective.

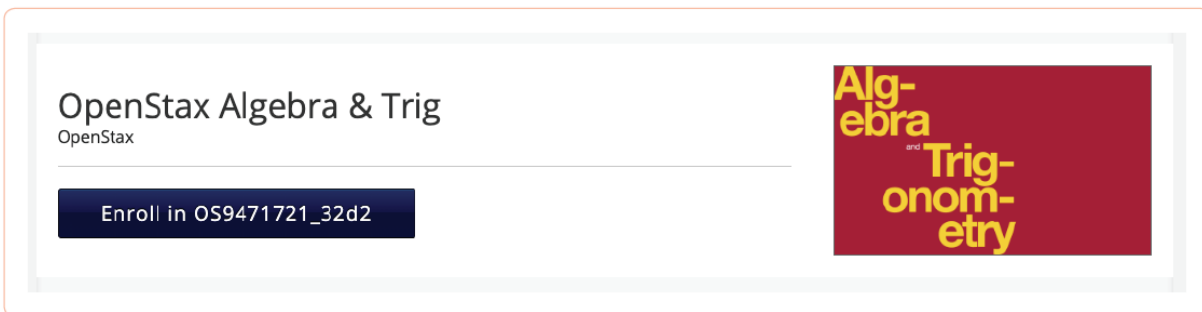
Part 1: Enrolling and Logging In

To log into Rover, click on the Rover course URL given to you by your instructor. This URL is the only way to access your course and log in to Rover.

https://tryroverbyopenstax.org/courses/course-v1:TestUniversity+OS9471720_0079+Fall2019_Vadgama_MW200-400/about

This is an example of a Rover URL for Log In. Use the one provided by your instructor.

1. When you click on the Rover course URL, you will be taken to the course page in your default web browser. Click “Enroll in [course number]” to add this course.



2. After you click on the enrollment link, follow the prompts to create your student account. Be sure to use your student email address and create a strong password.

3. If this is your first time in Rover, our Page Tips will give you a quick guided tour of your course and how to access your assignments. You don't have to view all of the Page Tips to get started, but we highly recommend it! We also have a step-by-step video to walk you through your course, your assignments, and how to view your grades. To view that video now, click here (openstax.org/general/rover-onboarding).

Accessing your course in Rover

Once you've logged in and enrolled in your course, you'll land on the student dashboard where you can see all of the Rover courses you are enrolled in.

My Courses



Part 2: The Rover Student Interface

Assignments

Rover assignments are created by instructors and include exercises and problems through which you can practice mathematics concepts and skills. Assignments have due dates and grading policies set by your instructor.

- 5 Polynomial and Rational Functions
 - Chapter 5 Section 1 Quadratic Functions All Questions
 - Chapter 5 Section 1 Quadratic Functions Sample Homework
 - Chapter 5 Section 2 Power Functions and Polynomial Functions All Questions
 - Chapter 5 Section 2 Power Functions and Polynomial Functions Sample Homework
 - Chapter 5 Section 3 Graphs of Polynomial Functions All Questions
 - Chapter 5 Section 3 Graphs of Polynomial Functions Sample Homework
 - Chapter 5 Section 4 Dividing Polynomials All Questions

The Rover assignment manager will contain a list of your assignments with helpful information.

Scores

The Scores tab contains your progress and results. Rover records your work on individual exercises and assignments, and applies scoring parameters set by your instructor.

When you enter the Scores tab, you will see a graphical representation of your progress. Below that illustration, you will see a listing of each assignment and your results on each question. You will be able to click the assignment name to return to it for reference or further practice.

TIP: The Scores section shows where you may need help. If you are attending office hours, tutoring sessions, or studying, the Scores section is a great resource.

The Textbook

Rover was created by OpenStax, a provider of open and free textbooks. In general, the exercises and assignments within Rover are aligned to an OpenStax textbook.

In most assignments, the textbook will be accessible by clicking the yellow textbook icon at the top right of the assignment or question. The link will take you directly to the textbook section that covers the material in the assignment.



Once in the textbook, you can navigate through its entire contents, and even download a PDF version. The textbook is not restricted in any way, and you will have access to it even after you're done using Rover. To access the textbook directly, point your browser to www.openstax.org/subjects/math and choose the book you're using.


Help and Support

Rover Help is always available through the Help link at the top of the screen. The link will bring you to a searchable database of questions and answers.

First, enter your question or topic. We may already have an article for it. If we don't (or even if we do), feel free to connect with us through the links on the right of the screen. Our support desk is staffed by professionals working right in our Houston office. Instructors and students can get support for Rover Monday through Friday, 8 am - 7 pm Central Time via phone or email.

 Chat

 Email

 713-348-5012

Communicating with your instructor and other support

Rover does not have a built-in instructor communication tool or interface. Consult your syllabus or another course policy document to learn the best ways to reach your instructor.

Account

You can view and manage information about your account by clicking the down arrow at the top right of the screen. When you click the arrow, you'll see several options, including the Dashboard, Profile, and Account.

Dashboard

The dashboard includes all of your available courses. Most students will only have one course available.

Profile

The profile page allows you to control your visibility and other information in Rover.

Account

The Account screen includes important information and controls, including:

- Username (cannot be changed)
- Full Name (can be changed)
- Password Reset Button

- Email address associated with Rover. Note this is also your login.
- Time zone
- Language
- And other optional information.
- Account deletion.

System Requirements

To use Rover, you will need a recent version of one of the following web browsers:

- Google Chrome
- Safari
- Firefox
- Edge

Mobile Usage: Note that Rover does not support usage on a mobile device. You should not rely on a phone or tablet to complete your assignments, even if you have one of the above browsers installed











Part 3: Assignment Basics

Finding and Accessing Assignments

When you enter your course, the first screen you will see the assignment screen, which includes all of the chapters and sections available for that course, which are determined by your instructor. You can expand and collapse each chapter listing by clicking on the small blue arrow to the left of the chapter name.

OpenStax Algebra & Trig

5 Polynomial and Rational Functions




-  Chapter 5 Section 1 Quadratic Functions All Questions Due Sep 20, 2019 07:00 CDT
-  Chapter 5 Section 1 Quadratic Functions Sample Homework
-  Chapter 5 Section 2 Power Functions and Polynomial Functions All Questions
-  Chapter 5 Section 2 Power Functions and Polynomial Functions Sample Homework
-  Chapter 5 Section 3 Graphs of Polynomial Functions All Questions
-  Chapter 5 Section 3 Graphs of Polynomial Functions Sample Homework
-  Chapter 5 Section 4 Dividing Polynomials All Questions
-  Chapter 5 Section 4 Dividing Polynomials Sample Homework
-  Chapter 5 Section 5 Zeros of Polynomial Functions All Questions
-  Chapter 5 Section 5 Zeros of Polynomial Functions Sample Homework

6 Exponential and Logarithmic Functions

To access an assignment, click on one of the listed sections. You will then see all of the questions for that section's assignment. To start working on a problem, click on the text of the problem. To move between problems, click the circled problem numbers at the top.

Chapter 5 Section 1 Quadratic Functions All Questions

< 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 >

Rewrite the quadratic function in standard form.

$$f(x) = x^2 - 12x + 32$$

Assignments may contain different types of problems. These include StepWise problems, multiple choice problems, graphing problems, and others. Each problem type has its own purpose and method. They are described in detail below.


Due Dates

The due date is listed next to the assignment name/section. Note that the due date includes the day *and the time*. While policies on due dates may vary by instructor, you should aim to always complete the assignment before the due date, and leave yourself enough time for unexpected events and issues.

Part 4: StepWise Questions


What is a StepWise Question?

StepWise questions allow students to solve problems with various solution paths. As a student works through each problem, Rover analyzes each step for correctness and logic. The system awards credit for mathematically valid paths, and offers hints and feedback if the students need guidance. Instructors can determine how much credit is awarded for correct paths, partially correct paths, and correct answers.

3 **NOTE:** We'll use the 'elimination method' a.k.a. the 'addition method' to solve these. Show Solution 

Solve by any method. $5x + 9y = 16$
 $x + 2y = 4$

STEP 1	$-4.5x - 9y = -18$	Multiply the second equation by -4.5 on both sides so we can eliminate 'y'.
STEP 2	$-4.5x + 5x - 9y + 9y = 16 - 18$	Add the results of Step 1 to the first equation above.
STEP 3	$0.5x = -2$	Combine terms and the 'y' terms cancel out.
STEP 4	$x = -4$	Simplify to get the value for 'x'.
STEP 5	$-4 + 2y = 4$	Substitute 'x' back into the second equation to solve for 'y'.
STEP 6	$2y = 4 + 4$	Add 4 to both sides to simplify.
STEP 7	$y = 4$	Simplify to get the value for 'y'.

 You're doing fine.

Get Hint Enter the final answer. Enter Step

Entering Answers in StepWise Questions

StepWise questions present students with a "blank slate" -- an empty textbook -- to initially answer the questions. To enter mathematical notation such as exponents or algebraic expressions, students can either type or utilize palettes/keypads.

Typing responses

To open up a StepWise problem, click on the question text. An onscreen keypad and answer field should appear. All questions should be able to be answered entirely by using only the onscreen keypad, but not necessarily for your computer's keyboard. Some answers will require symbols that cannot be directly typed in and will require the use of the onscreen keypad.

Formatting answers

Your answer should be in the format required by the question, using the variables that the question has specified. Plain text will be italicized, while mathematical symbols will be in normal script. Rover will not accept your answer if it has extraneous symbols or spaces in it. Rover also accepts mathematically equivalent answers, so long as they are correct. If the question asks for a function, make sure that your answer begins with " $f(x) =$ ", " $f =$ ", or another equivalent form that your question specified.

Entering formulas, symbols, and algebraic expressions

Formulas, symbols, and algebraic expressions can be entered using your keyboard or by using the on-screen keypad. You can also copy and paste text into the answer field, and Rover will accept your answer so long as it is formatted properly.

Reminder: Significant Figures and Units

The Rover system will score your answers for Significant Figure Accuracy, and will also consider the appropriate units. Just as you would need to consider significant figures and units on a test, you will need to consider them in Rover practice and homework.

Get Hint

The Get Hint button will provide a brief clue or suggestion that should help you approach the problem.

Showing Solution

StepWise problems contain an option to show the solution without attempting or completing the problem. The solution will contain the necessary steps and baseline information on the problem-solving approach.

NOTE: Showing the solution may help you learn the material. However, it will typically result in a reduction in your overall possible assignment score.

What if I don't know where to start?

Homework and practice problems present an opportunity to not only answer questions, but to also learn the material. The problems in Rover were derived from the associated OpenStax textbook. If you do not recognize a problem or its concepts even after clicking the hint button, use the textbook link or the video link.

Stepwise Feedback

Rover's StepWise problems analyze the student answers and return immediate feedback and guidance. The feedback is designed to respond to specific student responses, and can accommodate multiple methods and pathways to solve the problem. If your submitted response doesn't fit one of the valid pathways, the feedback may be more general, and you may need to review the concepts before trying again.

<p>STEP 1 $x = \frac{12}{2}$</p> <p>✓ Yup. That's a good one.</p>	<p>✗ Not quite. Stay chill and try again.</p> <hr/> <p>$f(x) - 32 = x^2 - 12x$</p> <hr/> <p><input type="text"/> <input type="text"/></p>
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Two examples of StepWise feedback.

Completing or Skipping Problem Steps

StepWise will permit you to input as many steps as is reasonable to solve the problem. The system will also allow you to skip to the final step and insert the final answer, without going through the preceding steps.

Each approach has pros and cons. Following the steps helps to ensure you are on the right path, but does take a bit more time. Following the steps is similar to showing your work, which is usually important in math courses.

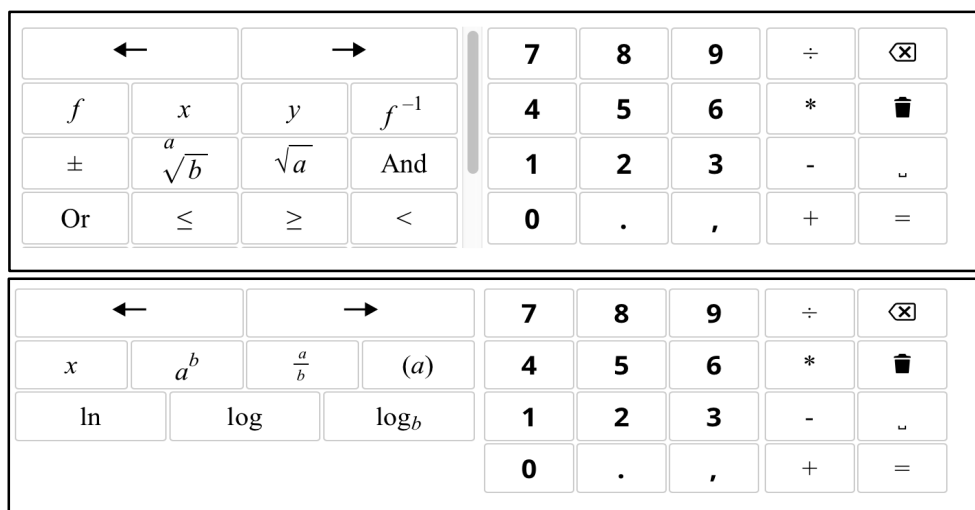
Changing Your Approach

StepWise questions are designed to help you learn. We advise that if you realize that the problem-solving strategy you are attempting is not the correct one, you try to start on a different path.

Using the Math Palette

Rover provides two palettes (similar to calculator keypads) to assist you with entering answers. The Symbolic Notation keypad (on the left-hand side of the screen) contains components of expressions, algebraic tools, symbols, and other mathematical function structures; it will change according to the problem. The Numerical keypad (on the right-hand side) contains digits, the four basic operations and other basic items; it will remain the same for each problem.

The keypads can be clicked with a mouse or touched on a touch screen.



The keypads for two different problems. Notice how the symbolic portion on the left changes according to the problem, while the numerical portion remains the same. Also, note the small gray scrollbar in the middle of the palette; if the required functions are not displayed on the screen, use the scrollbar to find the one you need.

Symbolic Notation Portion (Left-Hand Side)

For many buttons on the symbolic notation side, pressing them will result in gray fields appearing in your answer field. These indicate areas that can be filled in or are empty. To shift between fields, you can click on the fields themselves or use the left and right arrow keys.



Left and right arrow buttons

These will shift the position of your cursor one position to the left/right.

$$x$$

Variable symbol

This is the variable to be used in your answer. There may be more than one variable button depending on your question, such as f , y , or others.

$$a^b$$

Exponent symbol

This symbol will allow you to type in superscript. To exit out of superscript mode, move your cursor to the right. You can also type in superscript by typing “^” into the answer field.

$$\frac{a}{b}$$

Fraction symbol

This symbol will allow you to type in a fraction. There is a numerator and denominator field. You can also type a fraction by pressing “/” into the answer field.

$$(a)$$

Parentheses symbol

This symbol will allow you to type in parentheses. It will place everything to the right of your cursor in the parenthesis.

$$\ln$$

Natural log symbol

This can be typed in directly with your keyboard, but no grey field will appear.

$$\log$$

Log symbol

This can be typed in directly with your keyboard, but no grey field will appear.

$$\log_b$$

Log with variable base symbol

This cannot be typed in directly with your keyboard.

$$\text{NoSol}$$

No solution symbol

$$]$$

End bracket symbol

e

e symbol

AllReals

All Reals symbol

And

And symbol

This cannot be typed directly into the answer field.

Or

Or symbol

This cannot be typed directly into the answer field.

\neq

Not equal to symbol

\leq

Less than or equal to symbol

$<$

Less than symbol

\geq

Greater than or equal to symbol

$>$

Greater than symbol

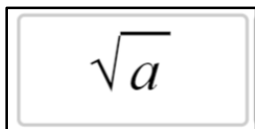
\pm

Plus/minus symbol

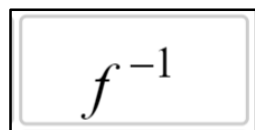
$\sqrt[a]{b}$

Root symbol

This cannot be typed directly into the answer field.

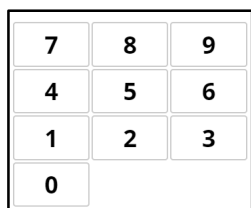
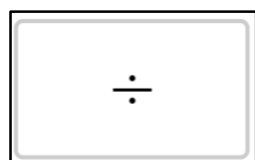
**Square root symbol**

This cannot be typed directly into the answer field.

**Inverse function symbol**

This can also be typed directly into the answer field.

Calculator Portion (Right-Hand Side)

**Basic digits (0-9)****Decimal symbol****Comma symbol****Divide symbol****Multiply symbol****Subtract symbol**

This can also be used to make numbers negative.



Add symbol



Backspace symbol

This will delete the character to the left of the cursor.

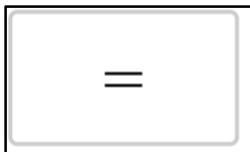


Trash symbol

This will clear your answer field entirely and erase anything you have currently written.



Space symbol



Equals symbol

Part 5: Standard Questions

What is a Standard Question?

A standard question is an exercise that does not include analysis or hints at each step. Standard questions may have multiple parts, but they are each graded for correctness in order to produce a final score for that question. Although your assignments will vary based on your instructors' course design, you should expect to see more standard questions than StepWise questions.

Randomized Numbers / Why Are My Numbers Different From Others'?

Standard questions may contain randomized quantities in order to give each student unique experiences. If these are present, the system will score the problem according to the values present in the individual student instance. The question and the concept being addressed are the same no matter what values are included.

Entering Answers to Standard Questions

Standard questions can be answered by typing in your answer directly into the answer field. If the question has units, they will be displayed to the right of the answer field. You do not need to enter in units as part of your answer. If there are instructions given in the question about how to format your answer, make sure to follow them in order to receive credit. There is a gray field below each free-response answer box that will automatically show you the formatting of your answer.

Multi-part questions

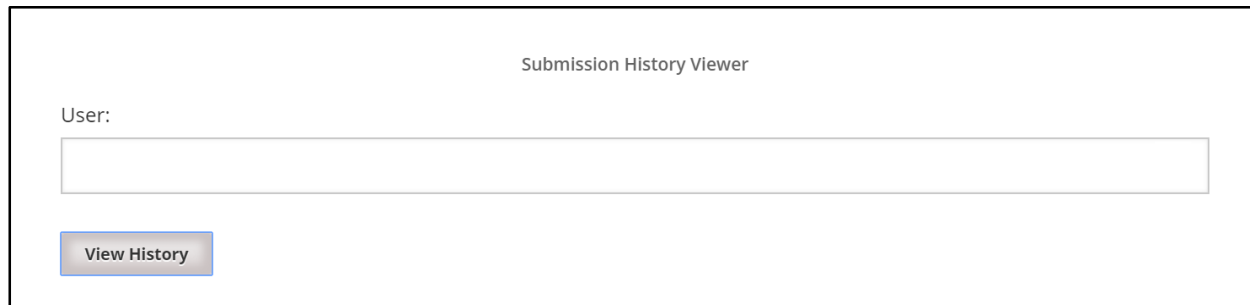
Some questions may contain multiple parts. These can be free-response, multiple choice, or select all that apply. You will not be allowed to submit your answer until all parts have been filled out. In order to receive full credit for this question, all parts must be answered correctly. Partial credit will be awarded for each question component answered correctly.

Partial Credit

You can receive partial credit for correct answers to individual steps/parts in multi-part questions.

Viewing Your Submission History

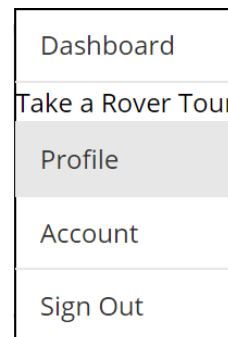
At the bottom of the screen, there is a “Submission History” button. Pressing this button will open a popup prompting you to enter your unique 6-digit User ID.

A screenshot of a web form titled "Submission History Viewer". It features a label "User:" followed by a long, empty text input field. Below the input field is a button labeled "View History" with a light blue background and a thin black border.

The screen you should see after pressing “Submission History”.

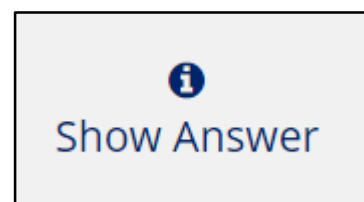
Your unique student ID can be found by going to the down button in the upper right corner, clicking it, and selecting “Profile” from the dropdown list. There you should see your unique 6-digit student ID in the form `_#####_`.

Once your User ID has been entered, you can view your previous submissions on this question, including the number of points you earned and the answers you submitted.



Viewing the Answer

The “Show Answer” button is at the bottom of the screen. Once this button is pressed, the correct answers will appear next to the corresponding answer field. Explanations for the answers will appear at the very end of the question. Your original answers will still remain in the field so you can compare your response to the correct answer.



Part 6: Multiple Choice Questions

Entering Answers

All multiple choice questions have 4 answer choices to choose from. Some questions are mark all that apply, which are indicated by the square checkbox next to the answer. Hovering over an answer choice should change the outline of the choice to blue. To select an answer, simply click on it. For mark all that apply questions, multiple answers can be selected, but answers cannot be submitted until at least one choice is selected. For mark all that apply questions, click the checkbox again to deselect the answers.

Multi-part Questions

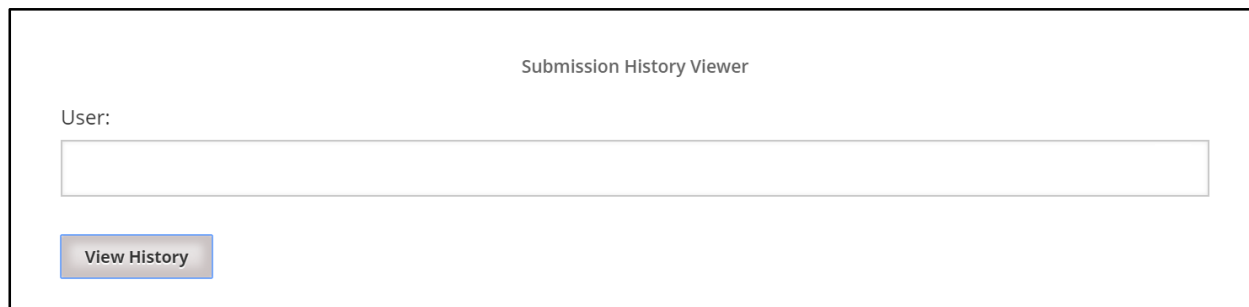
Some multiple choice questions have more than one part to them. These questions are usually related in some form. Answers cannot be submitted until both questions have at least one answer selected. Partial credit is awarded for each question that is correctly answered. Multiple choice questions can also be seen in multipart questions with other question formats, such as standard question.

$\frac{3x^3 + 2x - 5}{x - 1}$
What is the quotient?
<input type="radio"/> $3x^2 + 3x + 5$
<input type="radio"/> $3x^2 + 3x - 5$
<input type="radio"/> $3x^2 - 2x + 5$
<input type="radio"/> $3x^2 + 2x + 5$
What is the remainder?
<input type="radio"/> 0
<input type="radio"/> 1
<input type="radio"/> -1
<input type="radio"/> 3

An example of a multipart multiple choice question.

Submission History

At the bottom of the screen, there is a “Submission History” button. Pressing this button will open a popup prompting you to enter your unique 6-digit User ID.

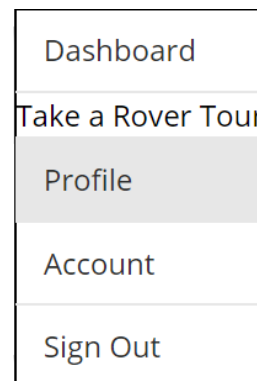


The screenshot shows a form titled "Submission History Viewer". It contains a label "User:" followed by a text input field. Below the input field is a button labeled "View History".

The screen you should see after pressing “Submission History”.

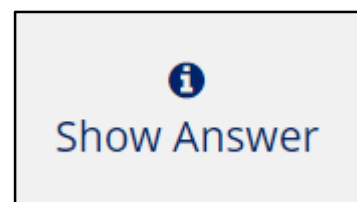
Your unique student ID can be found by going to the drop down list in the upper right corner and selecting “Profile”. There you should see your unique 6-digit student ID in the form `_#####_`.

Make sure to enter the underscores as well as the six digits. Once your User ID has been entered, you can view your previous submissions on this question. You should also be able to see the number of points earned, the time of submission, and number of attempts.



Viewing the Answer

The “Show Answer” button is at the bottom of the screen. Once this button is pressed, the correct answers will appear next to the corresponding answer field. Explanations for the answers will appear at the very end of the question. Your original answers will still remain so you can compare your response. The correct answer will be outlined in green with a checkmark next to it. Incorrect answers will be outlined in red with an “X” mark next to it.



Part 7: Graphing Questions

What is a Graphing Question?

Graphing questions are those that measure your understanding of graphing calculations and representations. In Rover, these are formatted as multiple choice questions that ask you to choose the graph that best represents the question.

Using GeoGebra with Rover Graphing Questions

Graphing Questions contain links to an online graphing calculator named GeoGebra. Geogebra will allow you to enter the equation and perform the necessary steps to generate the graph. You can compare the graph you produced with the multiple choice options in the question, and choose the best answer.

GeoGebra will provide the most similar graphs to the ones in the question, but you can also use a graphing calculator.

Additional GeoGebra Help

What is GeoGebra?

GeoGebra is dynamic mathematics software for all levels of education that brings together geometry, algebra, spreadsheets, graphing, statistics and calculus in one easy-to-use package.

Accessing GeoGebra

If you would like to use Geogebra to practice or produce graphs or other mathematical functions, go to <https://www.geogebra.org/graphing>

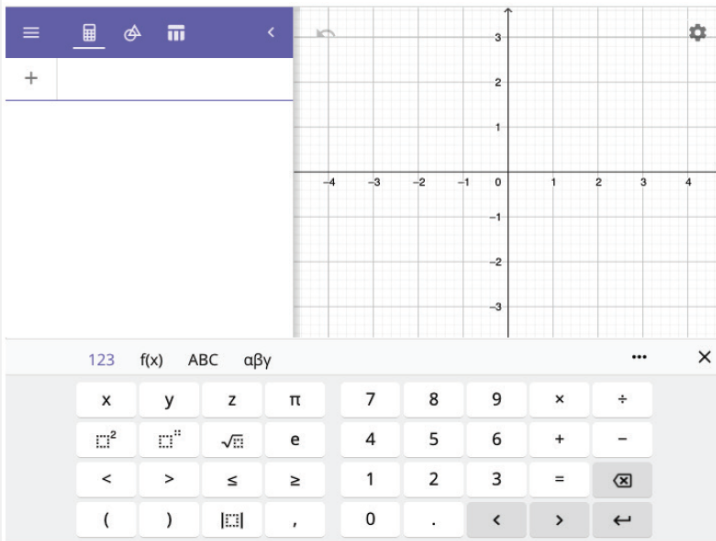
Creating Graphs

The onscreen help in GeoGebra will be your best source of support. Below are some tips to get started.

Once you enter the GeoGebra graphing environment at <https://www.geogebra.org/graphing>, you will see three main sections: (1) The tools options on the left, the graphing space on the right, and the math palette/keypad at the bottom. The open field/box at the top left shows the equation being graphed.

Instructions

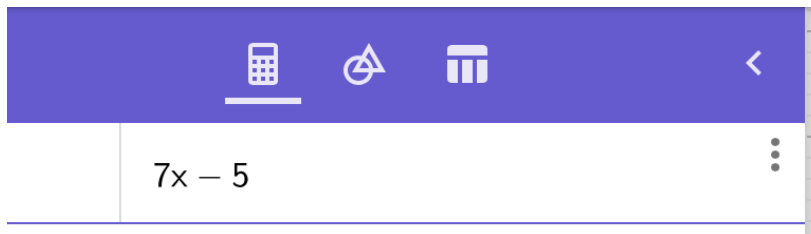
Use the GeoGebra graphing calculator on this page to answer the multiple-choice question that appears below the graphing calculator. Click the green video icon to the right to watch a (silent) tutorial video about GeoGebra.



DETAILS

DETAILS

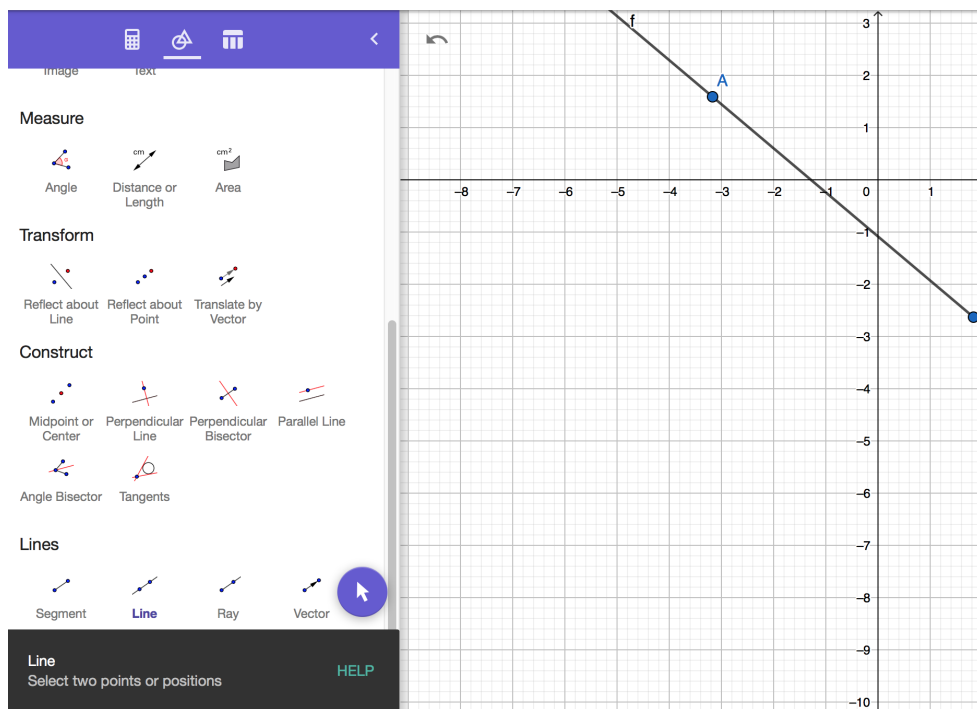
To enter a formula mathematically, use your keyboard or the math palette to enter numbers and variables. They will appear in the field at the top left.



To use tools to draw, click the center icon at the top left (which looks like a superimposed circle and triangle). A set of drawing tools will appear.



Click the tools to plot points, lines, curves, and so on. When you click a tool -- such as point, line, tangent, or measure -- a brief explanation will pop up on the bottom-left of the screen, which provides basic instructions on how to use the tool. You may need to experiment a bit to learn how to use the various functions.



Once the graphing tools are selected, a small box will pop up on the bottom left, indicating the basic approach to the tool. You can click the help link for more information.

Additional GeoGebra Support

The GeoGebra user manual is located at <https://wiki.geogebra.org/en/Manual>

Part 8: Using Videos and Simulations

Videos

Videos can be accessed by clicking the green arrow button on the top right of every question. A link will open in another tab to a YouTube video that corresponds to the topic that you are on.



Simulations

Simulations can be accessed by clicking the light blue screen button on the top right of every question. A link will open in another tab to an interactive simulation that will allow you to graph, visualize, or practice the topic that you are on.



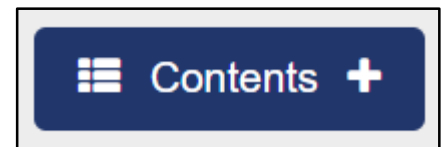
Part 9: The Textbook

Accessing the Textbook

All Rover questions and material are designed to align with the corresponding OpenStax textbook. These textbooks are free of charge and can be accessed online or downloaded in PDF format and are yours to keep, even after your course ends. To access the textbook online, you can click the yellow textbook button in the top right of every question. For more information about accessing the textbook through Rover, click [here](#).

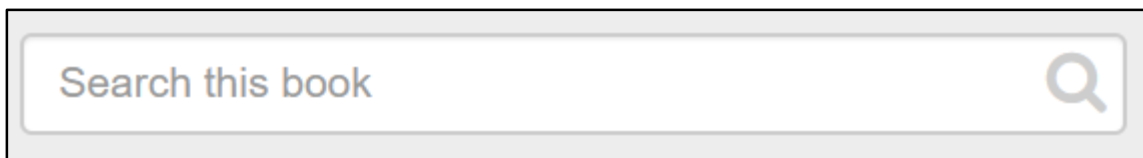
Online view

OpenStax textbooks can be read online through cnx.org. Online versions contain the same material that the PDF versions do. There is a table of contents that can be accessed by pressing the blue “Contents” button in the upper right corner or by scrolling to the bottom of every page, which will allow you to skip to different sections of the book. At the top right of every page, there is a green progress bar that shows where you are in the book.



Reading and Search

The search bar in the upper left corner allows you to search for a specific phrase. To navigate through and read the book, you can click the “Back” and “Next” buttons located at the top and bottom of every page. Additionally, the table of contents will allow you to quickly navigate to your desired section.

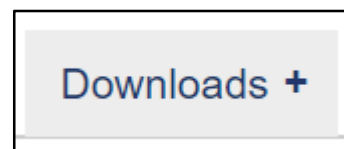
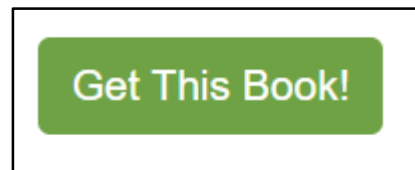


The search bar for the online format of the textbook.

Downloadable Version

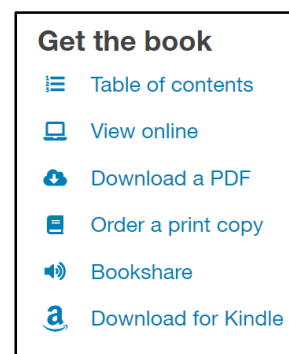
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3. Navigate to <https://openstax.org/subjects> and choose your desired textbook. At the left hand side of the page, there should be a list titled “Get the book”. Click the “Download a PDF” link to get a PDF version of the book. Note that you can also access the online version of each book through this method, as well as a free Kindle version.



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If you prefer having a physical copy, OpenStax textbooks can also be ordered at low cost. To order a print version of a textbook, navigate to <https://openstax.org/subjects> and choose your desired textbook. At the left hand side of the page, there should be a list titled “Get the book”. Click the “Order a print copy” link, where you can then order individual copies online through Amazon.



Part 10: Scores, Progress, and Grades

When you have completed assignments, you can click on the Scores tab to view your scores for each assignment. Click the name of your assignment to see your work for each problem. Remember that scores in Rover only pertain to activity in Rover; while they can indicate your progress, they do not necessarily equate with your grade for the course as a whole.

Notes:

- Your instructor can adjust whether and when your assignment results are visible to you.
- Your instructor is able to review specific answers and entire assignments and adjust your scores; be aware of your instructor's preferred communication method and approach to questions about scores.

