Connecting with the students:
The Classroom Manager Window under the Tools Menu enables you to communicate with the students via sending activities, collecting activities, and displaying student work. From this window, you can create or load a class, start, stop, and pause activities, collect or receive student work, display student work in a mathematical meaningful way and use color to sort student contributions, and poll the students.

The main MathWorlds window consists of six areas: the World, the Graphs, the Toolbar, the Status Bar, the Table, and the Function Window.

World
The World Window can be orientated horizontally or vertically. In the World, the position and velocity graphs drive the motions of animated objects or dots. From now on, we refer to these objects as “Actors.” You can drag, resize, iconify, or expand each of the main windows, as desired. A menu item, “Return Layout to Default,” in the View Menu discussed below, will return the windows to standard default positions.

Graphs
The functions in the graph control the motion of the Actors. Here you can display and edit function data. In some activities, there will be only one Graph Window for either Position or Velocity but you do have the ability to add multiple graphs. You can drag and re-position, iconify or tile these windows. When there is more than one graph, you can toggle between them. Each Graph Window may contain the graph of one or more functions.

Status Bar
The Status Bar details information including the function name of the selected function. It appears at the top of each of the cycling toolbars and can be hidden by un-checking the box.

Table
You can view a table of the function. Here, you can add a function to the table, remove a column from view, insert or remove a difference column, determine the starting and ending input values, as well as the increment of the values. Also located in the table is the Numeric Display, which displays a row of table data that continuously updates when the animation is running.

Function Window
You can open the Function Window by double-clicking on a function in the graph window or the view menu. The appropriate editor for the currently selected function will open. In this window, you can edit the function expressions for the selected function.

Network
Remember Connected MathWorlds uses Navigator’s network to allow students to log in.

Open Navigator to check the status of the access point and hubs. {Students do not have to be entered into Navigator’s Roster nor do they have to log in to Navigator.} Under the tools tab, select Network Manager. This will bring up a window that reveals the status of the hubs and access point.
The Toolbar at the bottom of the MathWorlds screen can be changed according to specific needs. The dropdown menu changes which toolbar is viewed. The various Toolbars are:

**Animation:** Start, Pause, Stop, and Step through the motion and change the Step Time and domain.

**Piecewise:** Add, edit or delete Actors with piecewise functions. Add and delete segments for the function.

**Parametric:** Add or delete Actors with parametric functions.

**Sample:** Add or delete Actors defined by sampled data from a CBR or CBL2 device.

**Display:** Make the lines, scale, and hotspots thicker and bolder, and Toggle between the different graphs.

**Table Properties:** Add a function to the table, remove a column from view, insert or remove a difference column, determine the starting and ending input values, and the increment of the values.

**Actor Info and Marks**
You can double click on an Actor to bring up the Actor Info Window, which will allow you to change the color and name of the Actor and turn on the Marks.

**Changing Axis Scale and Labels**
Double clicking on the axes will let you change graph labels, the scale, and tick marks of the axes. The same works for the World.