



Star Math™ Test Administration Manual

RENAISSANCE®

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Introduction

This manual provides general information about the Star Math assessment and specific guidelines for administering Star Math. Test administrators and teachers should carefully read and review the contents of this manual prior to testing to ensure the highest levels of test fidelity.

About Star Math

Star Math is a computer-adaptive test that measures student achievement on math skills. As a student takes the assessment, the software selects items based on the student's responses. If the student answers the item correctly, the software increases the difficulty level of the next item. If the student answers incorrectly, the software lowers the difficulty level of the next item. By continually adjusting the difficulty of an item to what the student has shown she can or cannot do, the assessment is tailored to accurately measure each student's level of achievement. Star Math consists of 34 items (24 for progress monitoring) and takes approximately 20 minutes for the student to complete the assessment.

Computer-Adaptive Test and Scaled Score

A computer-adaptive test creates a virtually unlimited number of test forms as it dynamically interacts with the student taking the test. A scaled score (SS) is the student's score on the assessment. It is used to report performance for all students on a consistent scale. To make the results of all tests comparable, it is necessary to convert all results of the tests to scores on a common scale. The Star Math scale ranges from 0–1400.

Software Requirements

For the most current system requirements for Star Assessments and other Renaissance software, please visit <https://www.renaissance.com/system-requirements/>.

Test Security Overview

Security is a concern in any testing situation, and sound testing procedures are the hallmark of test security. When teachers and test administrators consistently follow the procedures presented in this manual before, during, and after testing, they help ensure test results which are true representations of student achievement.

Additionally, test security safeguards are built in to Star's computer-adaptive test design. It is highly unlikely any two students will see the same test items at the same time. This is because Star assessments are computer-adaptive based on individual student performance, and test items are selected from a large pool of items.

Prior to Testing

Preparation for testing is a key component of test fidelity. We recommend that test administrators and/or teachers complete the following tasks prior to testing.

- Read this Test Administration Manual thoroughly and carefully.
- Create a schedule for testing. Try to avoid distracting locations or times when other students, school bells, or public address announcements can interfere with student concentration. Provide a copy of the schedule to each person involved with testing.
- Cover or remove any materials on the walls, whiteboard, and other areas that might help students answer test items. Do NOT permit students to use calculators or other devices during the test (an on-screen calculator may be provided for some questions; see “Picture 2” on page 9).
- Make sure there is enough light and ventilation in the test area.
- Ensure all testing devices are working properly. If you are administering the test with a tablet or laptop, make sure the battery is adequately charged before testing.
- If any students are taking the test using audio (see “Help Links” on page 22), make sure the computer or tablet has a set of headphones plugged in and that the volume is set so the student can hear the audio clearly without disturbing other students.
- Make sure you have provided enough note paper and sharpened pencils for the students to use during the test.
- Arrange the desks or computer workstations so that students have enough room to work on the test. This should include enough space for note paper so that students can perform the necessary calculations for the test items
- Create a seating chart for the testing area. Consider students who may have difficulty concentrating with distractions such as windows, doorways, or classmates.
- Post a “Do Not Disturb” sign outside the testing environment.
- Access students’ user names and passwords (see page 6). It is important to note that teachers can only search for students in their own classes. If you choose to print this information, be sure it is stored in a secure location before and during testing, and destroyed after testing.
- Check the settings for all preferences that apply to Star Math (see “Help Links” on page 22).

Day of Testing

- Make sure you have the correct monitor password if it is required (see “Help Links” on page 22).
- Use “Test Format Overview” on page 8 to familiarize students with what a Star Math test looks like. The Student Images section can be used to make handouts or to project for students to help them more clearly understand the test format. The text included in the “Teacher Notes for Student Images” section beginning on page 9 is a guide to use with students as you discuss the pictures.

- ❑ Remind students to bring a book to read silently at their seat after they are finished testing to minimize distractions for those who are still testing.
- ❑ On the computers or tablets used for testing, start the browser and go to the Renaissance address (URL). On the Welcome page, select **I'm a Student**.
- ❑ We recommend enabling "full screen" mode on your browser to ensure no scrolling is required. Browsers with customizations (bookmark tabs, extensions, etc.) and low-resolution screen settings result in a smaller available space which could result in needing to scroll to see the **Next** button during testing.
- ❑ Provide a break prior to testing. Students should use the restroom and get a drink of water during this time.

Test Administration Procedure

If you are using a seating chart, make sure all the students are seated correctly. Read aloud, word for word, the material printed in the "Read Out Loud" sections. You may repeat the directions as needed. Text in *(italic font)* is information meant for you and should not be read to students.

Read Out Loud

Today you will take a test called Star Math. It is a math test that has multiple-choice questions. You will answer the questions on a computer or a tablet, but you can work the problems out on note paper. There are 34 questions on the test, and it should take you somewhere between 20 and 30 minutes to answer all of the questions.

(If students are in grade 7 or higher): For some of the algebra and geometry questions, there will be an on-screen calculator and an on-screen formula reference sheet that you can use to answer the questions.

(If students are taking the test using audio): Listen to the audio when a new question is presented to you. You will be able to pause, resume, or replay the audio if you need to.

Some of the questions will be easy, while others will be more challenging. Don't worry about how many questions you think you get right or how many you think you get wrong. Everyone will likely miss some of the questions. The main goal is for you to do the best you can.

Be sure to read each question and all of the answer choices carefully before selecting your answer. If you do not know the answer to a question, go ahead and choose what you think is the best answer.

Remember that once you have selected your answer, you will need to select **Next** to move on to the next question. You can change your answer choice before you select **Next** but not after. Once you move on to the next question you cannot go back.

(Pause for questions.)

If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your best answer and select **Next** to move on to the next question. If you do not choose an answer in time, you will see a message that says time is up for that question. The next question will appear in a few seconds.

(Pause for questions.)

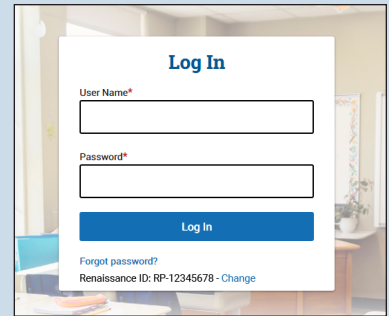
You will see a message that tells you when you have finished the test. Select **OK** and remain quiet at your seat. You may read your book silently, but you may not continue to use the computer for other activities.

(Pause to answer any questions students may have. Be sure all students know their user names and passwords before moving to the steps for logging in to the test.)

(Instruct students to pause and wait for instructions after each step in the login process to ensure no one rushes ahead.)

Enter your user name and password and select **Log In**.

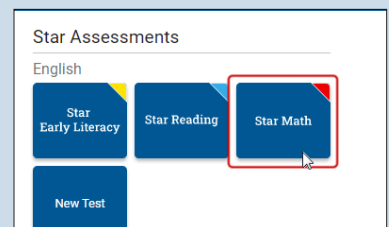
(When all students are logged in, continue.)



Select **Star Math** on the Home page.

Check that your name is at the top of the screen and that the test you are taking is Star Math. If you see a different name or test, raise your hand.

*(If the student is not logged in as the correct student, select **Cancel**, and the student will return to the Login page. Verify that student is entering the correct user name and password and selecting the correct assessment.)*

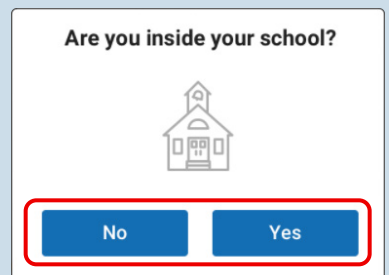


(Students may be asked if they are taking the Star Math test inside of the school or out of it—for example, if they are taking the test from home. If students are not asked this question, ignore this step; if they are asked this question:)

(For students taking the test outside of the school):
On this screen, select **No**.

(For students taking the test inside of the school):
On this screen, select **Yes**.

(When all students are ready to begin, continue.)



If you have any questions about this test, please ask them now. You can ask for help before you start the test. Once the test starts, I will not be able to help you with any questions or tell you if you have picked the right answer. Remember to stay in your seat when you have completed your test. If there is something you need, raise your hand and I will come to help you. Do not talk to anyone while others are still taking the test.

Are there any questions?

(Enter the monitor password, if it is required.)

You may select **Start** and begin. Do your best!

(The test administrator should remain in the room during the entire test session and monitor students while testing. The testing session is ended when all students have completed the assessment. Check all testing devices to ensure all students have completed the test and screens have returned to the Login page.)

General Testing Information

Pausing or Stopping a Test

If a student needs to leave the room unexpectedly while taking a test, you can stop a test by selecting **Stop Test** in the upper-right corner of the screen. A prompt will ask if you want to resume the test later, stop the test, or cancel the action. A student has eight days to resume a test at the point where he or she left off (the student will see a different item, however). Keep in mind that pausing or stopping a test is a nonstandard administration; use this option only when absolutely necessary. See https://help2.renaissance.com/SM/Stopping_a_Test for more information.

Student Accommodations

For information about Star Assessment accommodations for students with an IEP or 504 Plan who have extended time as an accommodation, please visit <http://doc.renlearn.com/KMNet/R00581317DED9FC4.pdf>.

Contact for Support

For assistance, call (800) 338-4204. Outside the US, call 1.715.424.3636.

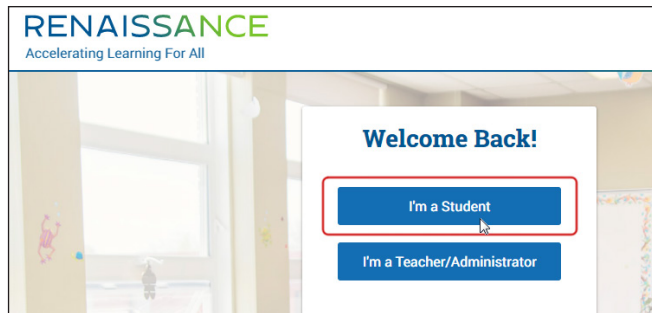
Software Tasks

Identify Students' User Names and Passwords

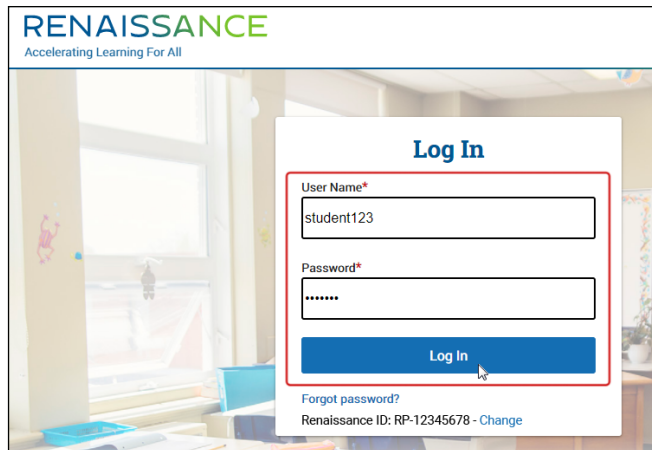
For the latest instructions on creating and printing a Student Password Report, visit <https://help2.renaissance.com/setup/22115>.

How Students Log In

1. Start the web browser and go to the Renaissance address (URL).
2. On the Login page, select **I'm a Student**.

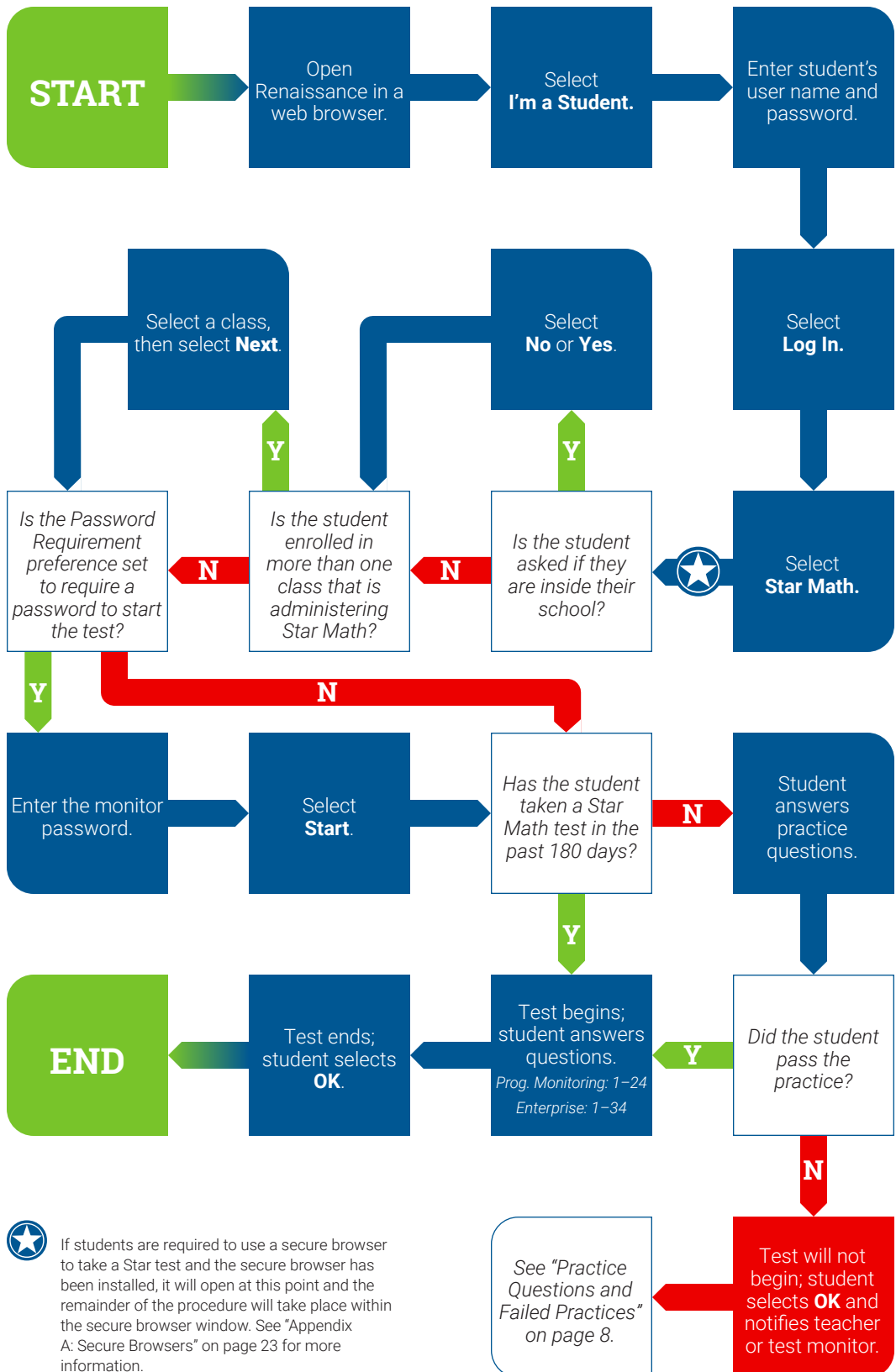


3. The student enters his or her user name and password and then selects **Log In**.



Test Flow Diagram—Enterprise & Progress Monitoring

Y = Yes
N = No



Test Format Overview

It is important to prepare your students for what the Star Math testing experience will be like. Prior to the testing session, use the following Teacher Notes and Student Images (either projected or in handouts) to help your students know what to expect at each stage of the test.

Practice Questions and Failed Practices

If a student has not taken a Star Math test in the past 180 days, the student will see three practice questions before the actual test starts. The practice session is primarily meant to gauge the student's ability to work with the program's interface, to see if the student understands how to select and enter an answer.

If the student does not answer two of the three practice questions correctly, the student will be given another set of three practice questions. Once the student answers two of *those* three practice questions correctly, the test will begin. If the student does not answer two of those three practice questions correctly, the practice session ends and the test will not start for that student. Have the student try another practice, and carefully observe the student.

- ▶ If the student does not understand how to answer questions, review the testing procedures with the student.
- ▶ If the student understands how to answer questions, but keeps running out of time before entering an answer, you may need to extend the time limits for that student. See "Help Links" on page 22 for information on setting the Extended Question Time Limit preference.
- ▶ If the student understands how to answer questions, but keeps giving incorrect answers, this may indicate that the student is not ready to have his or her abilities assessed by Star Math.

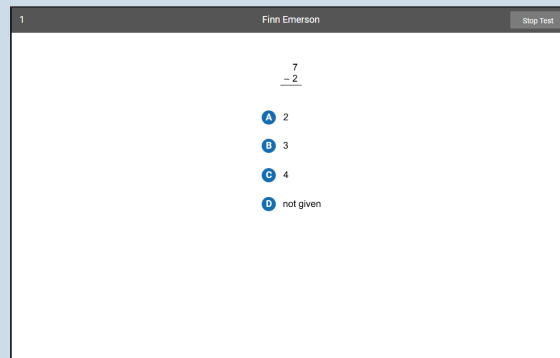
Teacher Notes for Student Images

Picture 1

Read Out Loud

Each of the questions has a mathematical problem and a list of possible answers. Your job is to choose the best answer for the question.

Sometimes the correct answer might not be one of the choices in the list. For example, in the problem shown in Picture 1, seven minus two equals five, but five is not one of the possible answers. In this case, choose **not given** as your answer.

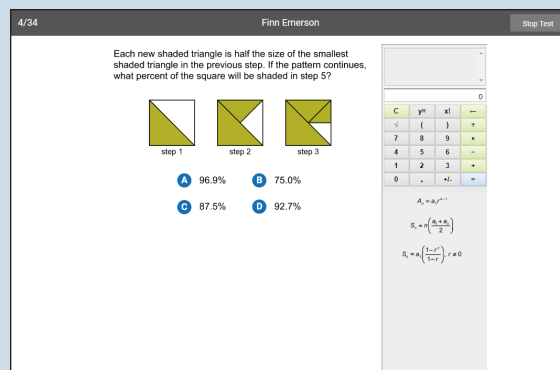


Picture 2

Read Out Loud

Some algebra and geometry questions will have an on-screen calculator and an on-screen formula reference sheet that you can use to answer the questions.

You can click or tap the calculator buttons, or press the keys on the keyboard to use the calculator. Use the scrollbar on the formula reference sheet to move up and down within it.

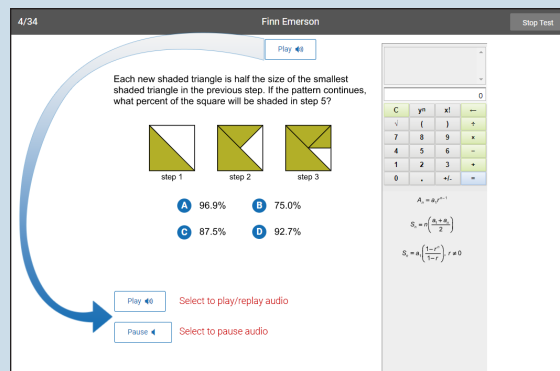


Picture 3

Read Out Loud

If you are using audio while taking the test, there will be a control in the upper part of the screen that you can use to pause, resume, or replay the audio for the current question.

You do *not* have to wait for the audio to finish before answering a question; you can enter your answer at any time.



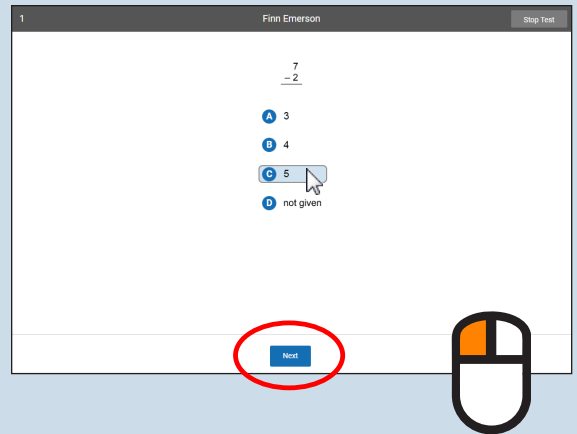
Pictures 4a–c

Read Out Loud

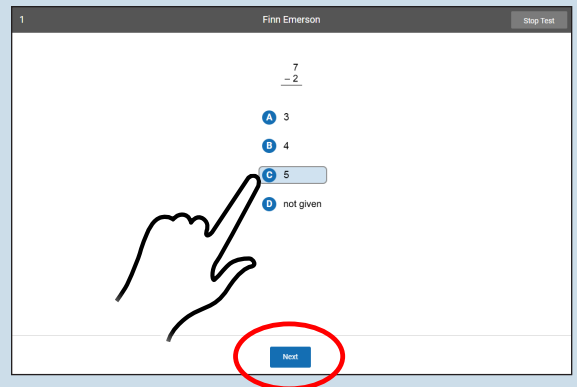
Choosing your answer is easy. Use any of these methods to choose and enter your answer. You can change your answer choice *before* you enter it.

Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**)

(4a: *When using the mouse*) Click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.



(4b: *When using a tablet*) Tap your answer choice. Then, enter your answer choice by tapping **Next**.



(4c: *When using a keyboard*) Press the letter that matches your answer choice. Then, enter your answer choice by pressing **Enter** or **return**.

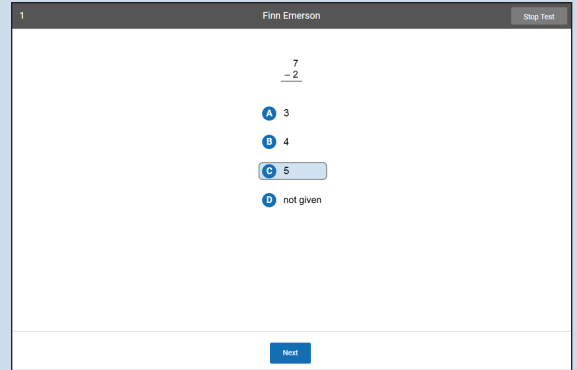


Picture 5

Read Out Loud

When you choose an answer, a blue highlight will appear around it (as shown). This only shows you which answer you selected. It does *not* mean that you selected the correct answer.

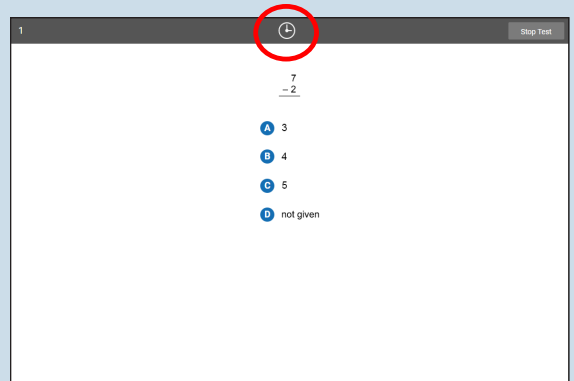
To change your answer, click on it with the mouse, tap it (if you are using a tablet), or press the letter of your new answer choice on the keyboard. The program will highlight your new choice. *You cannot change your answer after you click or tap **Next**, or after you press **Enter** or **return**.*



Picture 6

Read Out Loud

If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your answer quickly. If you don't choose an answer in time, you will see a message that says time is up for that question. The next question will come up in a few seconds, so be ready.



Picture 7

Read Out Loud

Before you take the test, you may get some practice questions. The practice questions look just like the real test. If you see this message when you are answering the practice questions, you should raise your hand and call the teacher or test monitor. He or she will know what to do.

Practice Complete

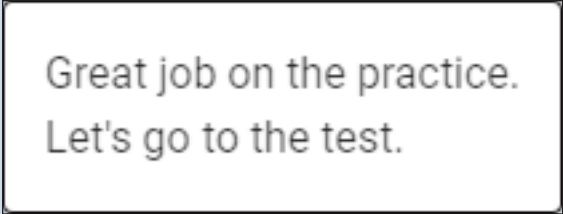
The practice is over.
Please ask the monitor to help
you the next time you practice.

OK

Picture 7 (continued)

Read Out Loud

When you finish answering the practice questions, the program will show you this message:



Great job on the practice.
Let's go to the test.

The real test will start automatically. Relax and get ready; the first question will come up soon. Keep answering the questions until the computer tells you that you have finished the test.

Do not forget that you can work the math problems out on note paper. If you do not know the answer to a question, go ahead and choose what you think is the best answer.

Read Out Loud

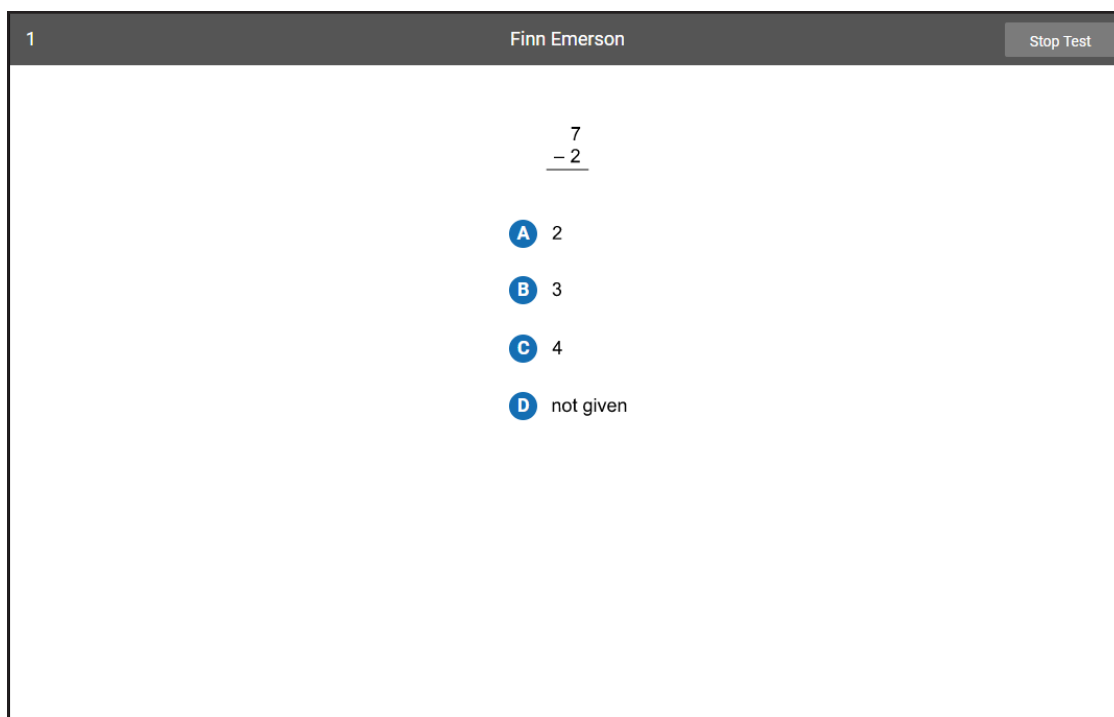
When you are finished with the test, tell the teacher or test monitor that you are finished.

If you have any questions about this test, please ask them now. Once the test starts, the teacher or test monitor will not be able to explain any of the questions or help you choose an answer. Also, the teacher cannot tell you if you selected the right answer.

Have fun, and do your best!

Picture 1

Each of the questions has a mathematical problem and a list of possible answers. Your job is to choose the best answer for the question.



The screenshot shows a test question interface. At the top left is the question number '1'. At the top center is the name 'Finn Emerson'. At the top right is a 'Stop Test' button. The main content area contains a subtraction problem:
$$\begin{array}{r} 7 \\ -2 \\ \hline \end{array}$$
 Below the problem is a list of four multiple-choice options, each with a letter in a blue circle:

- A 2
- B 3
- C 4
- D not given

Sometimes the correct answer might not be one of the choices in the list. For example, in the problem shown in Picture 1, seven minus two equals five, but five is not one of the possible answers. In this case, choose **not given** as your answer.

Picture 2

Some algebra and geometry questions will have an on-screen calculator and an on-screen formula reference sheet that you can use to answer the questions.

4/34 Finn Emerson Stop Test

Each new shaded triangle is half the size of the smallest shaded triangle in the previous step. If the pattern continues, what percent of the square will be shaded in step 5?

step 1 step 2 step 3

A 96.9% **B** 75.0%
C 87.5% **D** 92.7%

$A_n = a_1 r^{n-1}$
 $S_n = n \left(\frac{a_1 + a_n}{2} \right)$
 $S_n = a_1 \left(\frac{1-r^n}{1-r} \right), r \neq 0$

C	y ⁿ	x!	←
√	()	÷
7	8	9	x
4	5	6	-
1	2	3	+
0	.	+/-	=

You can click or tap the calculator buttons, or press the keys on the keyboard to use the calculator. Use the scrollbar on the formula reference sheet to move up and down within it.

Picture 3

If you are using audio while taking the test, there will be a control in the upper part of the screen that you can use to pause, resume, or replay the audio for the current question.

4/34 Finn Emerson Stop Test

Play

Each new shaded triangle is half the size of the smallest shaded triangle in the previous step. If the pattern continues, what percent of the square will be shaded in step 5?

step 1 step 2 step 3

A 96.9% **B** 75.0%
C 87.5% **D** 92.7%

Play Select to play/replay audio
Pause Select to pause audio

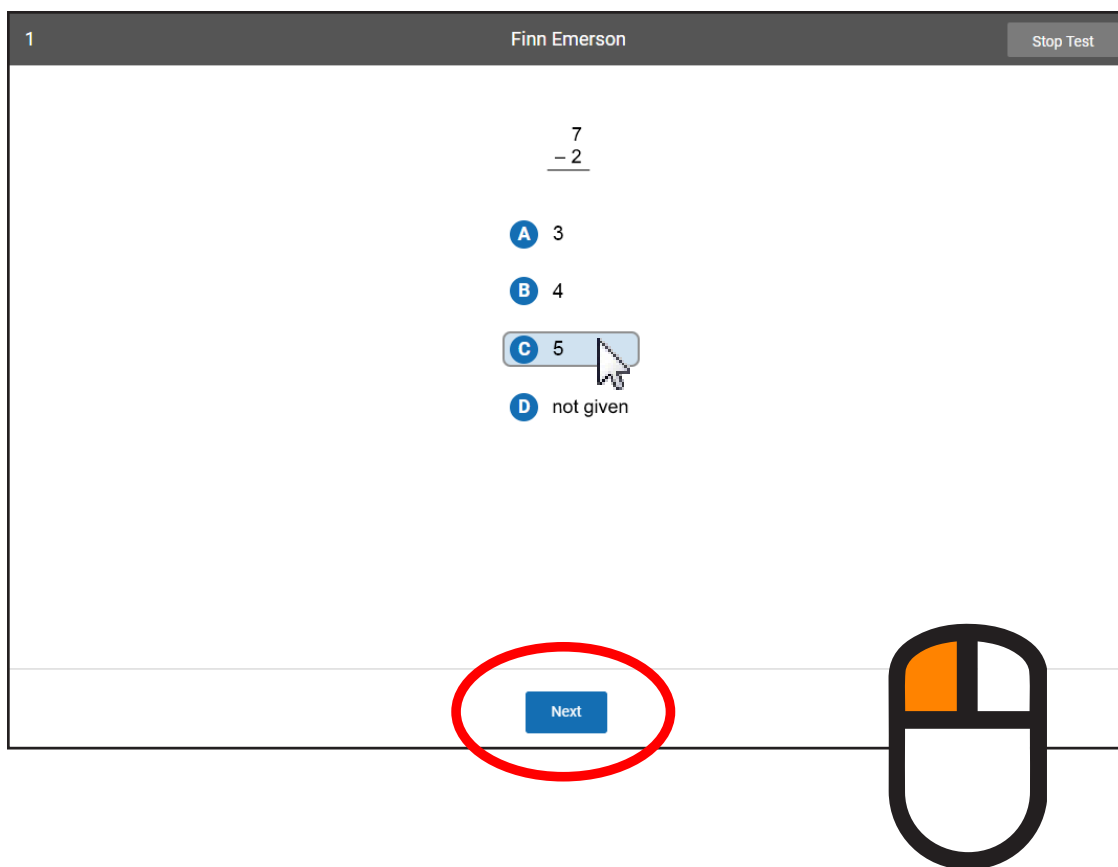
Calculator interface showing:
 $A_n = a_1 r^{n-1}$
 $S_n = n \left(\frac{a_1 + a_n}{2} \right)$
 $S_n = a_1 \left(\frac{1-r^n}{1-r} \right), r \neq 1$

You do not have to wait for the audio to finish before answering a question; you can enter your answer at any time.

Picture 4a

Choosing your answer is easy. Use any of these methods to choose and enter your answer. You can change your answer choice before you enter it.

Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).

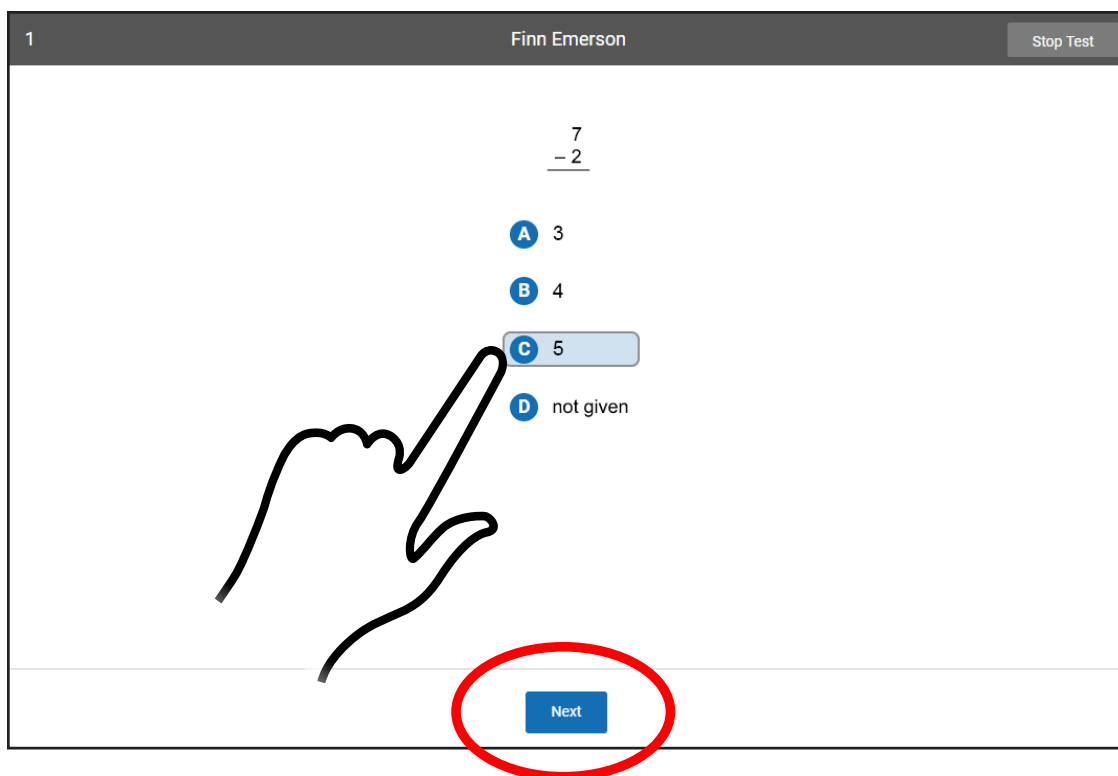


Click on your answer choice using the left mouse button.
Then, enter your answer choice by clicking **Next** on the screen.

Picture 4b

Choosing your answer is easy. Use any of these methods to choose and enter your answer. You can change your answer choice before you enter it.

Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).

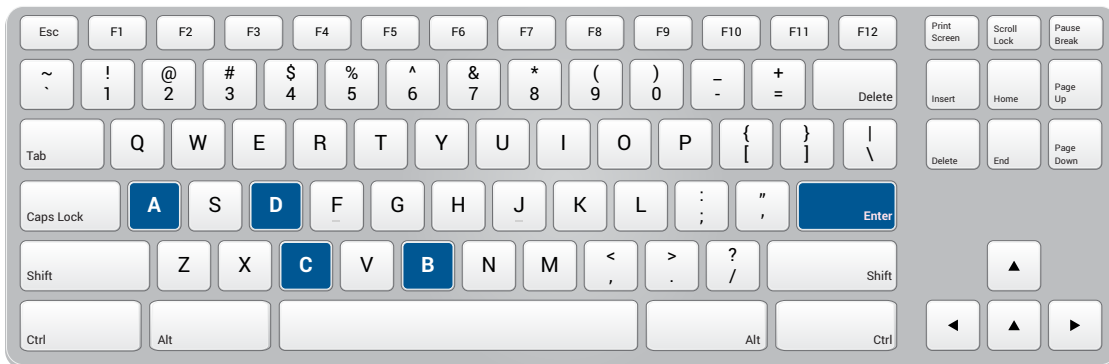


Tap your answer choice. Then, enter your answer choice by tapping **Next**.

Picture 4c

Choosing your answer is easy. Use any of these methods to choose and enter your answer. You can change your answer choice before you enter it.

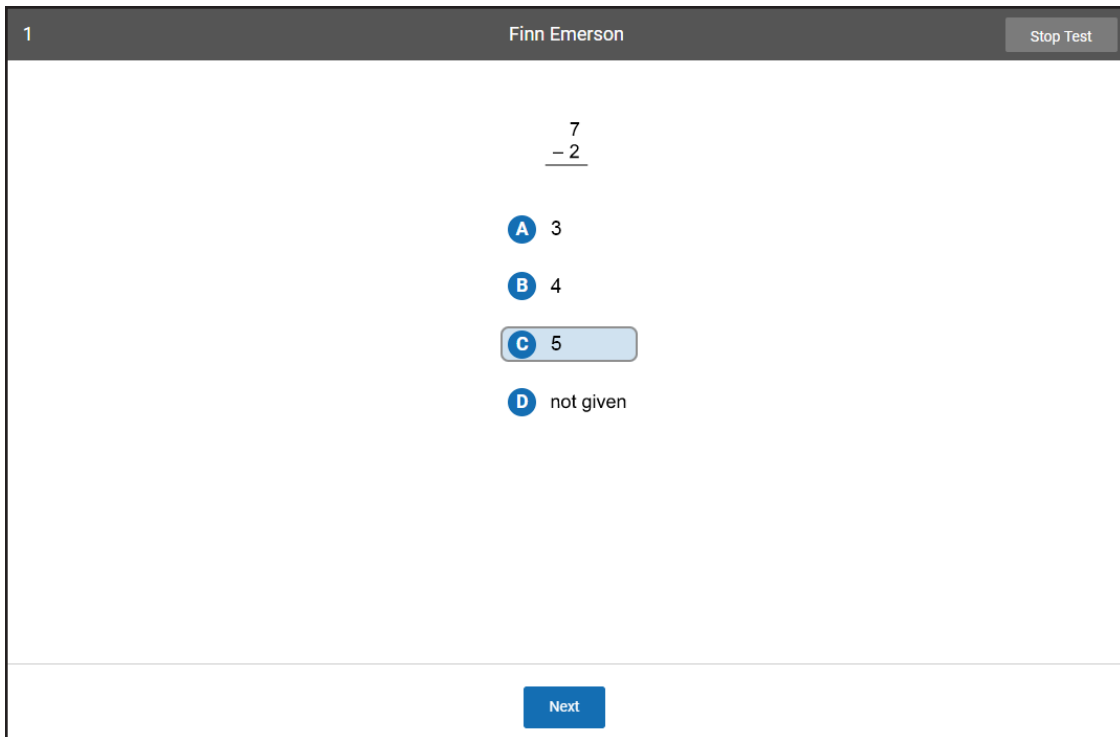
Each possible answer has a letter next to it (**A**, **B**, **C**, or **D**).



Press the letter that matches your answer choice.
Then, enter your answer choice by pressing **Enter** or **return**.

Picture 5

When you choose an answer, a blue highlight will appear around it (as shown). This only shows you which answer you selected. It does *not* mean that you selected the correct answer.



The screenshot shows a test interface for a user named Finn Emerson. The question number is 1. The problem is a subtraction:
$$\begin{array}{r} 7 \\ -2 \\ \hline \end{array}$$
 Below the problem are four multiple-choice options: A 3, B 4, C 5, and D not given. Option C is selected, indicated by a blue highlight around the letter C and the number 5. A "Next" button is located at the bottom center of the interface.

To change your answer, click on it with the mouse, tap it (if you are using a tablet), or press the letter of your new answer choice on the keyboard. The program will highlight your new choice. *You cannot change your answer after you click or tap **Next**, or after you press **Enter** or **return**.*

Picture 6

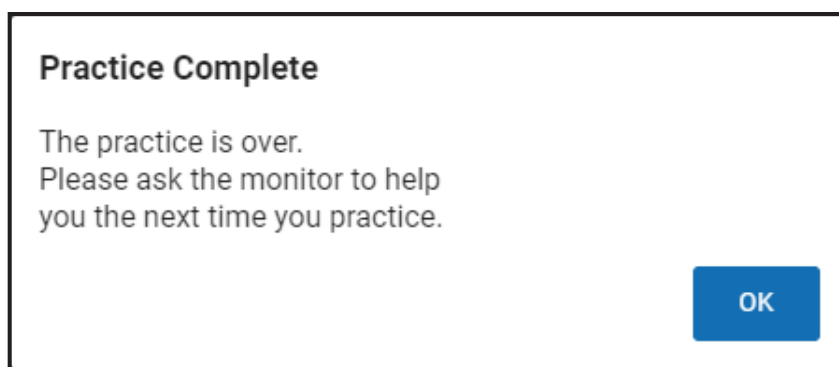
If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your answer quickly. If you don't choose an answer in time, you will see a message that says time is up for that question.

The next question will come up in a few seconds, so be ready.

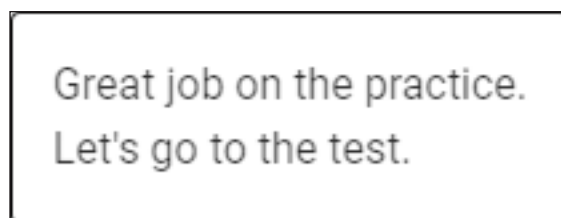


Picture 7

Before you take the test, you may get some practice questions. The practice questions look just like the real test. If you see this message when you are answering the practice questions, you should raise your hand and call the teacher or test monitor. He or she will know what to do.



When you finish answering the practice questions, the program will show you this message:



The real test will start automatically. Relax and get ready; the first question will come up soon. Keep answering the questions until the computer tells you that you have finished the test.

Help Links

There are a number of topics in the help system that can help you prepare to administer the Star Math test:

- ▶ Extended Question Time Limit Preference: <https://help2.renaissance.com/prefs/21023>
- ▶ Password Requirement Preference: <https://help2.renaissance.com/prefs/21018>
- ▶ Monitor Password Preference: <https://help2.renaissance.com/prefs/21030>
- ▶ Secure Browser Preference: <https://help2.renaissance.com/prefs/21040>
- ▶ Star Assessments Dates and Times Preference: <https://help2.renaissance.com/prefs/21035>
- ▶ Audio Preference: <https://help2.renaissance.com/prefs/21020>
- ▶ Enterprise Tests Preference—School Level: <https://help2.renaissance.com/prefs/21001>
- ▶ Enterprise Tests Preference—Class Level: <https://help2.renaissance.com/prefs/21013>
- ▶ Stopping a Star Math Test: https://help2.renaissance.com/SM/Stopping_a_Test
- ▶ Resuming an Interrupted Test: https://help2.renaissance.com/SM/Resuming_an_Unfinished_Test

Appendix A: Secure Browsers

In an online testing environment, some school districts may require students to use a secure web browser when taking a Star assessment. If this is required in your district, Star assessments have been designed to work within the Secure Browser.

- ▶ It is the responsibility of your school district's IT department to make sure the Secure Browser is installed on the necessary testing computers and to ensure it is kept up-to-date.
- ▶ The Secure Browser preference *must* be set to require Secure Browser to be used during testing. See <https://help2.renaissance.com/prefs/21040>.
- ▶ The Secure Browser can be downloaded and installed as a program for Windows and Macintosh computers, and as an app for Chromebooks and iPads.
 - ▶ Windows/Macintosh: See <https://help2.renaissance.com/setup/securebrowser>
 - ▶ Chromebook/iPad app: See <https://help2.renaissance.com/setup/cbapp2>

Taking a Star Assessment within the Secure Browser

On Windows and Mac computers, and when using the iPad app, students will use their regular web browser to log into Renaissance; once they select a tile to begin a Star assessment, the Secure Browser will open in a new window, and they will take the assessment in that window.

Using the Chromebook app, students will open the app and use it to log into Renaissance and begin a test (once the app is launched, the student is "in" the Secure Browser); once they begin a test, they will remain in the app until the test is over.

While a test is in session:

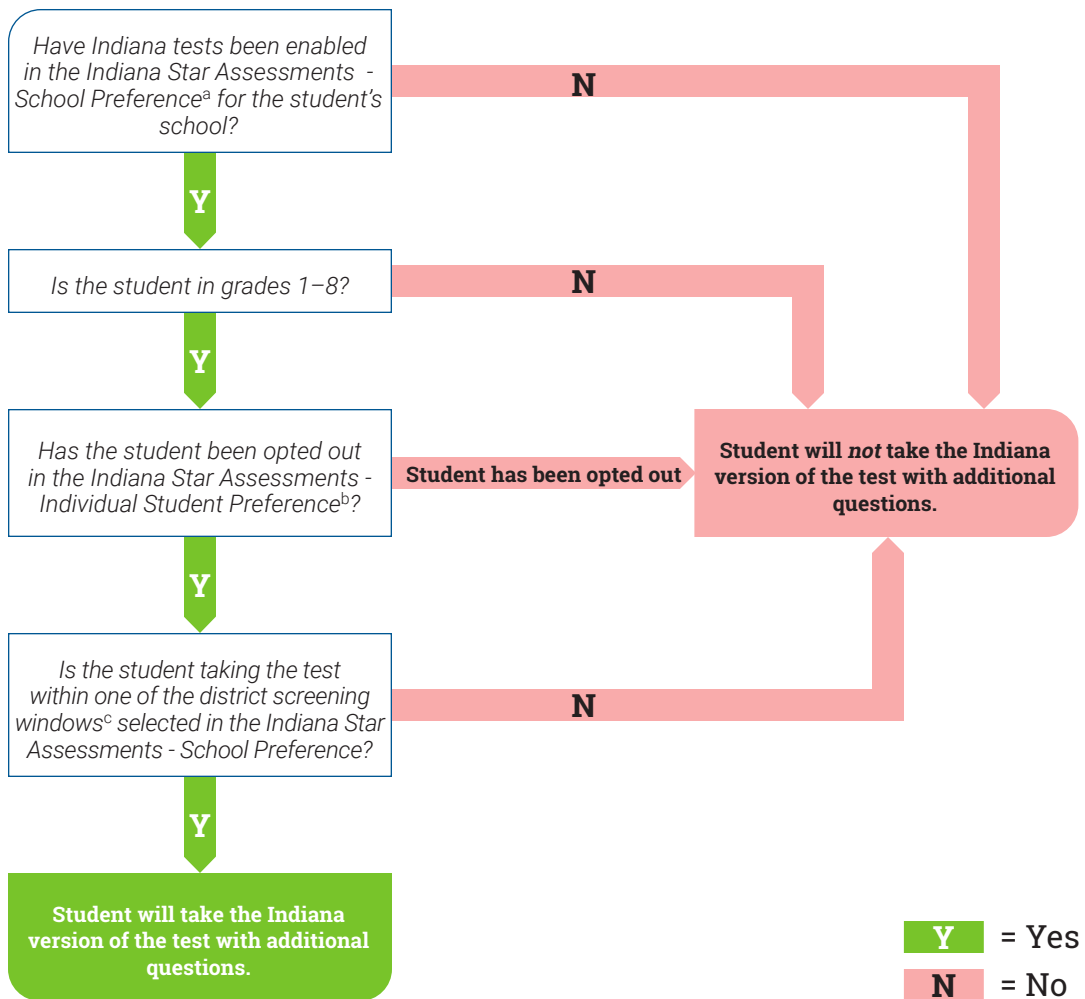
- ▶ The Secure Browser window is displayed full-screen and cannot be minimized.
- ▶ Students will not be able to access other applications on the computer including messaging, screen-sharing, virtual machines, and remote desktops.
- ▶ Before the test starts, a student may see a reminder to close any programs running in the background.
- ▶ Students will not be able to create screen captures or print screens.
- ▶ Nothing can be copied/pasted to or from the Secure Browser window.
- ▶ All right-click menu options, function keys, keyboard shortcuts, and task switching are turned off.
- ▶ An assessment can still be stopped and resumed if necessary (see the "Help Links" on page 22).

Windows is a registered trademark of Microsoft Corporation.
Macintosh and iPad are registered trademarks of Apple, Inc.
Chromebook™ notebook computer is a trademark of Google LLC.

Appendix B: Indiana Star Assessments



For students in the state of Indiana, there are circumstances where a Star Math test will have additional questions added to the practice and to the end of the test. Whether a student is given these additional questions is determined by a number of factors:



Pausing/Resuming the Indiana Star Assessment

Normally, when a Star test is paused and resumed, the student returns to the same *place* in the test where the student left off (the same question number), but a different question will be presented. If a student pauses and resumes the Indiana Star Assessment on one of the additional questions, they will return to the same place in the test *and* will return to the same question.

An Indiana Star Assessment that is paused and resumed will remain an Indiana Star Assessment, even if the test is resumed outside the district screening window or if the Indiana Star Assessments preference settings are changed. The converse is also true: a paused non-Indiana Star Assessment cannot be changed into an Indiana assessment by resuming it within a district screening window or by changing the Indiana Star Assessments preference settings.

a. Indiana Star Assessments - School Preference: <https://help2.renaissance.com/prefs/21042>.

b. Indiana Star Assessments - Individual Student Preference: <https://help2.renaissance.com/prefs/21044>.

c. District screening windows: <https://help2.renaissance.com/setup/22430>.

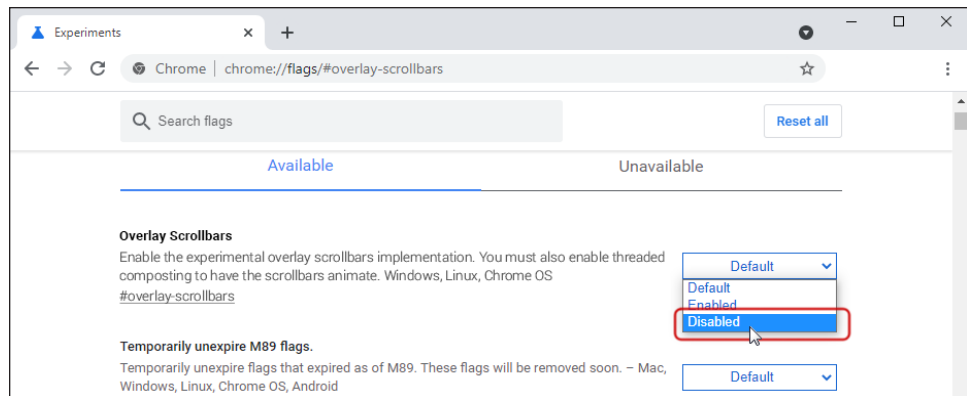
Multiple Indiana Star Assessments

A student can only take one of each type of Indiana Star Assessment during a district screening window (one Indiana Star Reading and one Indiana Star Math). A student who takes a second assessment of the same type in the same screening window will be given the Enterprise version of the test, regardless of the settings of the Indiana Star Assessment preferences.

Chromebook™ and the Indiana Star Assessment

Some of the additional questions on the Indiana Star Assessment require students to scroll left and right on the screen to see the entire question and all of the answer choices. Chromebooks™^a are sometimes set to hide scrollbars by default, only revealing them when a user hovers over them. To change this setting:

1. Open the web browser on the Chromebook™.
2. Type **chrome://flags/#overlay-scrollbar** in the address bar.
3. Set the #overlay-scrollbar flag to **Disabled**.



4. Restart the web browser.

This will keep the scrollbars visible on the screen at all times.

a. Chromebook™ is a trademark of Google LLC.

Test Flow Diagram—Indiana

Y = Yes

N = No

Assumptions:

- ▶ All preferences have all been set to require a student to take the Indiana Star Math Assessment,
- ▶ the student is in grades 1–8, and
- ▶ the student is testing in one of the selected district screening windows.



Students should use headphones while watching the tutorial.

a. Watch a tutorial and answer 3–7 practice questions:

Star Math 	<p>1–5 Star Math practice questions. Once 2 have been answered correctly, student is given Indiana practice questions.</p>
Indiana 	<p>1–2 Indiana practice questions. Once 1 has been answered correctly, student goes on to test.</p>
<p>If the minimum number of correct answers is not reached during any part of the practice, the test will not start.</p>	

b. Total number of test questions will vary by grade:

Grade	Star Math	Indiana	Total
1	34	19	53
2	34	14	48
3	34	20	54
4	34	20	54
5	34	25	59
6	34	14	48
7	34	12	46
8	34	15	49

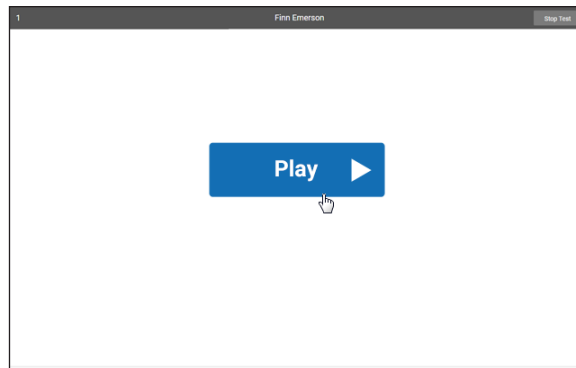
Appendix C: Mobile Devices and Star Math

Certain combinations of web browsers and devices that use Apple's iOS can block the audio in the Star Math test from playing automatically (if audio is being used: <https://help2.renaissance.com/prefs/21020>). The affected devices/browsers are indicated with an X in the chart below.

Device	Safari	Chrome	Firefox
iPad Air 2 (iOS 15.2)	X	X	X
iPad Air 4 (iOS 14)		X	
iPad Air 12.9 (iOS 14)	X	X	
iPad Air 2019 (iOS 13)	X	X	
iPad Air	X		
iPad 6th Gen (iOS 11)	X		
iPad mini 2019 (iOS 12)	X	X	
iPad Pro (iOS 13)	X	X	
iPad Pro (iOS 10.3)	X		
Mac Mojave	X (12.1)		
Mac El Capitan 10.11.6	X (11.1.2)		

Note: This list is not exhaustive; there may be other device + browser combinations that experience the same issue.

If a student is trying to take or resume a Star Math test using a device + browser combination that does not support automatically playing audio, the student will be presented with a large **Play** button on the screen before the first question.



The student will need to tap **Play** in order to see the question; after that, the audio will either work normally (and the student will not see the **Play** button again) or the student will need to tap **Play** before every question—the button will only appear if and when it is necessary.

Appendix D: Accommodations and Accessibility

An alternative version of the Star Math test is available for students who are blind/visually impaired or have other special accommodation needs. Teachers can set a new preference, Accommodations, to make this alternative version of the test available to specific students. The test-taking experience is very similar to the standard Star Math test; however, there are some changes to the tools available and the procedures students follow to select and enter answers. Use the following instructions to explain the alternative version of the test.

Setting the Accommodations Preference

For instructions on setting the Accommodations Preference for students, please refer to the online help at <https://help2.renaissance.com/prefs/21048>. Note that the setting for this preference applies to Star Reading *and* Star Math assessments.

Previous Sections of the Manual

Some of the previous sections of this Test Administration Manual apply to both the standard version of the Star Math test and the alternative version, and are not repeated here:

- ▶ “About Star Math” on page 1
- ▶ “Computer-Adaptive Test and Scaled Score” on page 1
- ▶ “Software Requirements” on page 1
- ▶ “Test Security Overview” on page 1
- ▶ “Software Tasks” on page 6
- ▶ “Help Links” on page 22

Prior to Testing

Preparation for testing is a key component of test fidelity. We recommend that test administrators and/or teachers complete the following tasks prior to testing.

- Read this Test Administration Manual thoroughly and carefully.
- Create a schedule for testing. Try to avoid distracting locations or times when other students, school bells, or public address announcements can interfere with student concentration. Provide a copy of the schedule to each person involved with testing.
- Cover or remove any materials on the walls, whiteboard, and other areas that might help students answer test items. Do NOT permit students to use calculators or other devices during the test (an on-screen calculator may be provided by using the Accommodations Preference; see page 53).
- Make sure there is enough light and ventilation in the test area.
- Make sure you have provided enough note paper and sharpened pencils for the students to use during the test.

- ❑ Ensure all testing devices are working properly; for students using audio during the assessment, make sure they are equipped with headphones. If you are administering the test with a laptop, make sure the battery is adequately charged before testing.
- ❑ Create a seating chart for the testing area. Consider students who may have difficulty concentrating with distractions such as windows, doorways, or classmates.
- ❑ Post a “Do Not Disturb” sign outside the testing environment.
- ❑ Access students’ user names and passwords (see the instructions for creating and printing a Student Password Report at <https://help2.renaissance.com/setup/22115>). It is important to note that teachers can only search for students in their own classes. If you choose to print this information, be sure it is stored in a secure location before and during testing and destroyed after testing.

Day of Testing

- ❑ Although students can use a mouse, touchpad, or keyboard to take the test, we **strongly** recommend having students use a mouse.
- ❑ Use the “Test Format Overview” on page 35 to familiarize students with what the test looks like. The Student Images section can be used to make handouts or projections for students to help them more clearly understand the test format. The text included in the “Teacher Notes for Student Images” section beginning on page 36 is a guide to use with students as you discuss the pictures.
- ❑ We recommend enabling “full screen” mode on your browser to ensure no scrolling is required. Browsers with customizations (bookmark tabs, extensions, etc.) and low-resolution screen settings result in a smaller available space, which could result in needing to scroll to see the **Next** button during testing.
- ❑ Provide a break prior to testing. Students should use the restroom and get a drink of water during this time.
- ❑ On the computers used for testing, start the browser and go to the Renaissance address (URL). On the Welcome page, select **I’m a Student**.

Test Administration Procedure

If you are using a seating chart, make sure all the students are seated in the correct location. Read aloud, word for word, the material printed in the “Read Out Loud” sections. You may repeat the directions as needed. Text in *(italic font)* is information meant for you and should not be read to students.

Read Out Loud

Today you will take a test called Star Math. It is a math test with 34 questions. Some of the questions will be easy, while others will be more challenging. Don't worry about how many questions you think you get right, or how many you think you get wrong. Everyone will likely miss some of the questions. The main goal is for you to do the best you can.

Be sure to read each question and all of the answer choices carefully before selecting your answer. If you do not know the answer to a question, go ahead and choose what you think is the best answer.

Remember that once you have selected your answer, you will need to select **Next** to move on to the next question. You can change your answer choice before you select **Next**, but not after. Once you move on to the next question, you cannot go back.

Pause for questions.

Skip this paragraph for students who are taking the test with the “unlimited time” accommodation—see page 56.

If you see a picture of a clock at the top of the screen, time is almost up for that question. Choose your best answer and select **Next** to move on to the next question. If you do not choose an answer in time, you will see a message that says time is up for that question. The next question will appear in a few seconds.

Pause for questions.

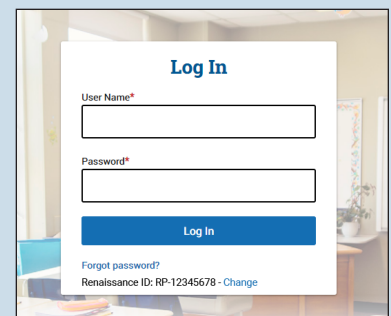
After you answer the last question, you will see a message that tells you when you have finished the test. Select **Finish** and then let me know that you are done. You may not continue to use the computer for other activities.

Pause to answer any questions students may have. Be sure all students know their user names and passwords before moving to the steps for logging in to the test.

Instruct students to pause and wait for instructions after each step in the login process to ensure no one rushes ahead.

Enter your user name and password and select **Log In**.

When all students are logged in, continue.



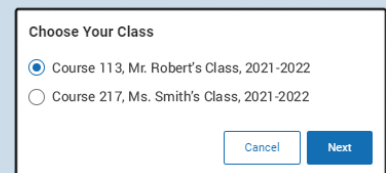
Check that your name is at the top of the screen. If you see a different name, raise your hand.

If the student is not logged in as the correct student, select the name in the upper-right corner of the screen and then select **Log Out**; the student will return to the Login page. Verify that student is entering the correct user name and password and selecting the correct assessment.

Select **Star Math** on the Home page.



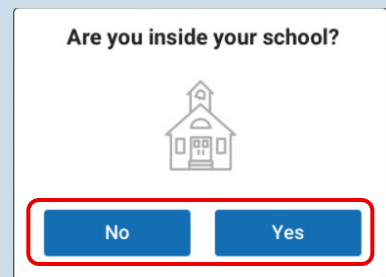
If a student is enrolled in more than one class that has Star Math assigned to it and that is administering the Star Math test, they will be asked to choose a class. They should select a class from the list that appears and then select **Next**.



Students may be asked if they are taking the test inside of the school or out of it—for example, if they are taking the test from home. If students are not asked this question, ignore this step; if they are asked this question:

For students taking the test outside of the school:
On this screen, select **No**.

For students taking the test inside of the school:
On this screen, select **Yes**.



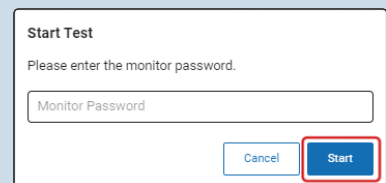
When all students are ready to begin, continue.

If you have any questions about this test, please ask them now. You can ask for help before you start the test. Once the test starts, I will not be able to help you with any questions or tell you if you have picked the right answer. Remember to stay in your seat when you have completed your test. If there is something you need, raise your hand and I will come to help you. Do not talk to anyone while others are still taking the test.

Are there any questions?

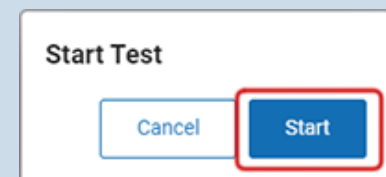
If the Password Requirement preference is enabled, enter the monitor password and select **Start**.

You may begin. Do your best!



If the Password Requirement preference is not enabled:

You may select **Start** and begin. Do your best!



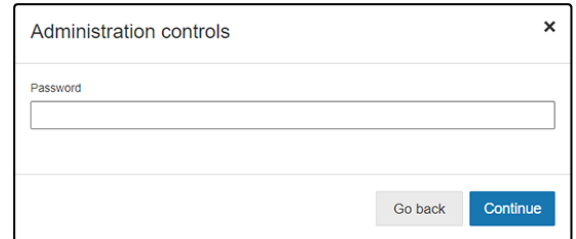
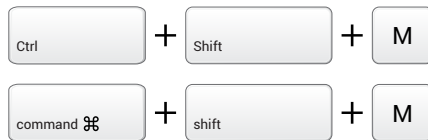
The test administrator should remain in the room during the entire test session and monitor students while testing. The testing session is ended when all students have completed the assessment. Check all testing devices to ensure all students have completed the test and screens have returned to the Login page.

Pausing, Stopping, and Resuming a Star Math Test

Pausing or Stopping a Test

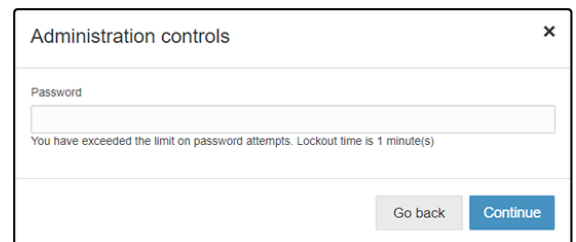
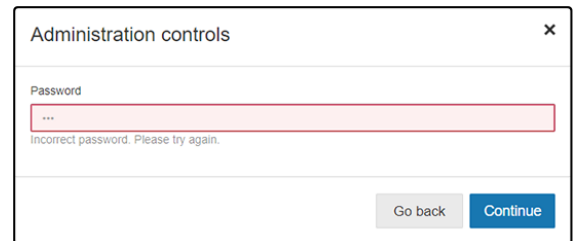
Situations may arise in the classroom which interrupt a test (for example, a surprise fire drill). If this happens, the teacher or test monitor can stop the test, either pausing it so the student can return to it later, or canceling it entirely. The test can be paused and resumed as many times as needed, but it can only be resumed within 8 calendar days of when it was last paused.

To pause or stop a test, use the keyboard shortcut **Ctrl + Shift + M** (Windows) or **command + shift + M** (Mac). This will open the following window:

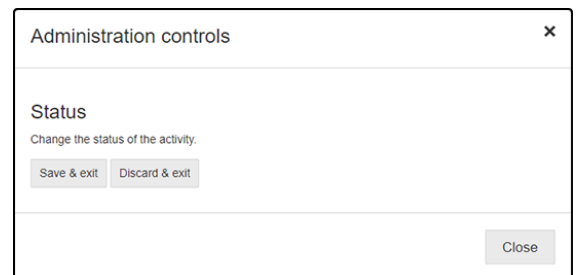


Enter the monitor password and select **Continue** (or select **Go back** if you *don't* want to pause or stop the test). Refer to the Monitor Password - Star Tests Preference to make sure you have the right password: <https://help2.renaissance.com/prefs/21030>; you cannot use your Renaissance password.

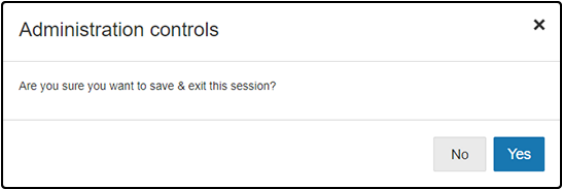
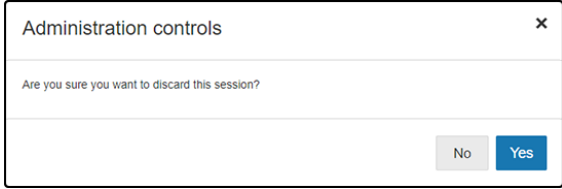
If you enter the wrong password, you can try again; however, if you enter the wrong password three times in a row, you will be locked out of making additional attempts for one minute. After that minute passes, you can try again.



Once you've entered the correct monitor password, you will see this window:

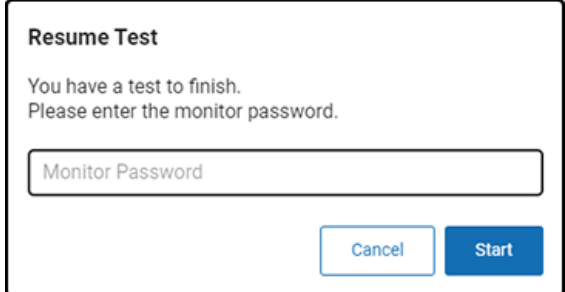


Select one of the following options:

Option	Choose When...	Notes
Save & exit	You want to stop the test, but plan to come back to it later.	<ul style="list-style-type: none"> The student's answers to previous questions are saved. When the student resumes the test, they will be presented with the same question they were on when they exited the test. After selecting Save & exit, in the window that opens, select Yes to confirm that you want to pause the test, or No if you do not: 
Discard & exit	You want to stop the test; you are finished with it and have no plans to come back to it.	<ul style="list-style-type: none"> The student's answers to previous questions are discarded. The next time the student logs in to take a test, the student will begin a new test. After selecting Discard & exit, in the window that opens, select Yes to confirm that you want to discard the test, or No if you do not. 
Close	You want to continue taking the test now instead of saving or discarding it.	<ul style="list-style-type: none"> The test continues as usual.

Resuming a Test

A paused test can only be resumed within 8 calendar days of when it was paused. When a student who has a paused test logs in and selects the **Star Math** icon on the home page, they will see a message telling them they have a test to finish.



Enter the monitor password and select **Start** to resume the test where the student left off. Resuming a test is similar to stopping a test with regard to the monitor password:

- ▶ You must use the monitor password, not your Renaissance password.
- ▶ If you enter the wrong password, you can try again; however, if you enter the wrong password three times in a row, you will be returned to the login page.

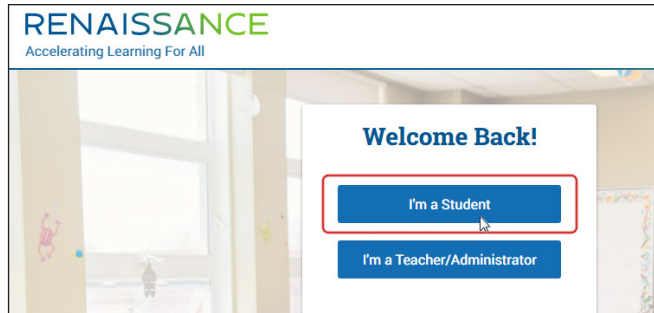
Logging In Students

Identify Students' User Names and Passwords

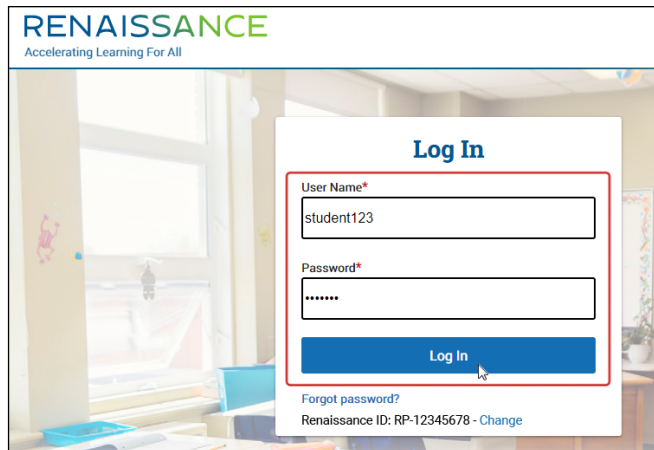
For the latest instructions on creating and printing a Student Password Report, visit <https://help2.renaissance.com/setup/22115>.

How Students Log In

1. Start the web browser and go to the Renaissance address (URL).
2. On the Login page, select **I'm a Student**.



3. The student enters his or her user name and password and then selects **Log In**.



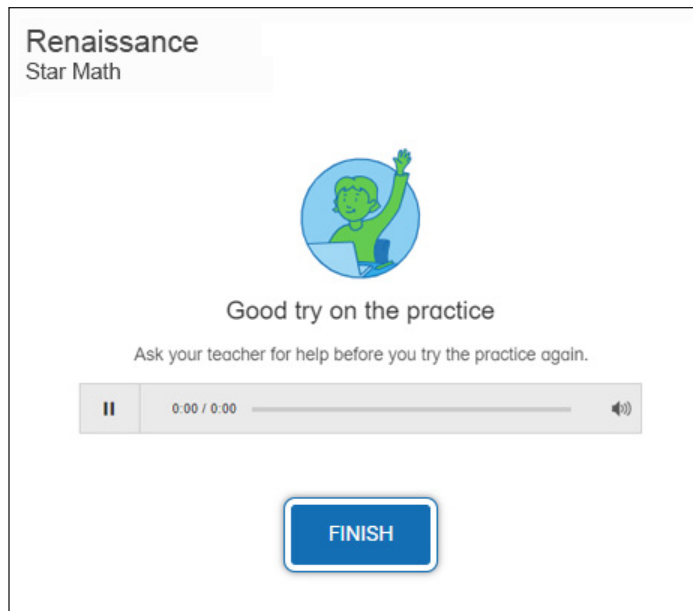
Test Format Overview

It is important to prepare your students for what the Star Math experience will be like. Prior to the testing session, use the following Teacher Notes and Student Images (either projected or in handouts) to help your students know what to expect at each stage of the test.

Practice Questions and Failed Practices

The practice session consists of three practice questions; a student must answer two of them correctly in order to move on to the actual test.

If a student answers fewer than two practice questions correctly, a message will tell them to raise their hand and ask you for help.



Select **Finish** to end the test. Begin the test again, and watch the student as they try to answer the practice questions.

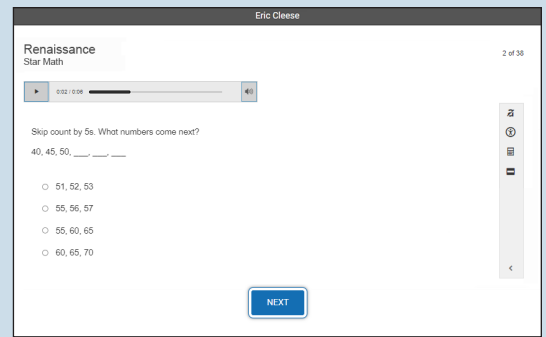
- ▶ If the student does not understand how to answer questions, review the testing procedures with the student.
- ▶ If the student understands how to answer questions, but keeps giving incorrect answers, this may indicate that the student is not ready to have their abilities assessed by Star Math.

Teacher Notes for Student Images

Picture 1

Read Out Loud

This is what the questions look like. You will get three practice questions to answer.

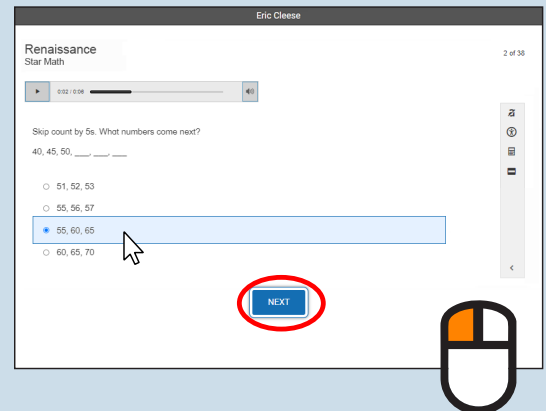


Pictures 2a–c

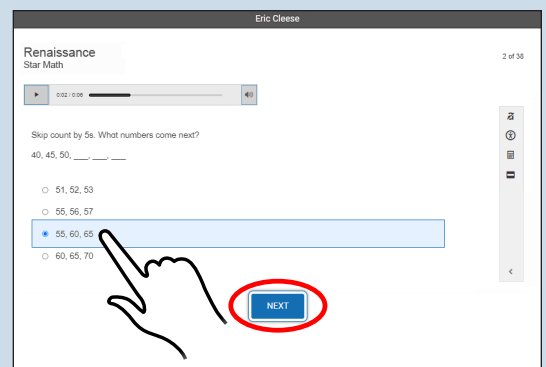
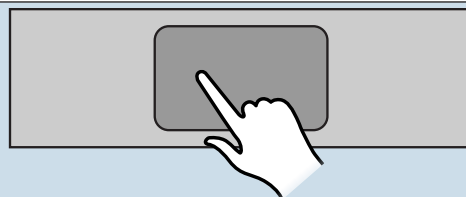
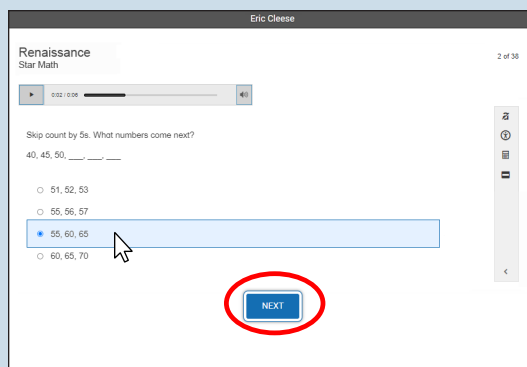
Read Out Loud

Choosing your answer is easy. Use any of these methods to choose and enter your answer. You can change your answer choice *before* you enter it.

2a: When using the mouse: Click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.



2b: When using a touchpad or tablet: Tap your answer choice. Then, enter your answer choice by tapping **Next**.

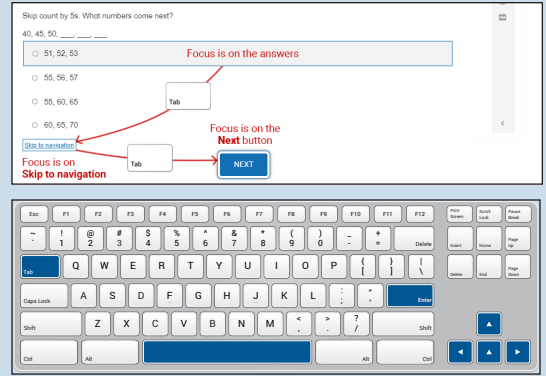


Pictures 2a–c (continued)

Read Out Loud

2c: When using a keyboard: Use **Tab** to move the focus around the screen. The item in focus will have a blue border around it.

- ▶ When the focus is on the answers, use the arrow keys **↑ ↓ ← →** to choose an answer. Use **Tab** to move the focus to **Skip to navigation**, then use **Enter/return** or **space** to move the focus to the **Next** button.
- ▶ When the focus is on the **Next** button, use **Enter/return** or **space** to enter your answer.



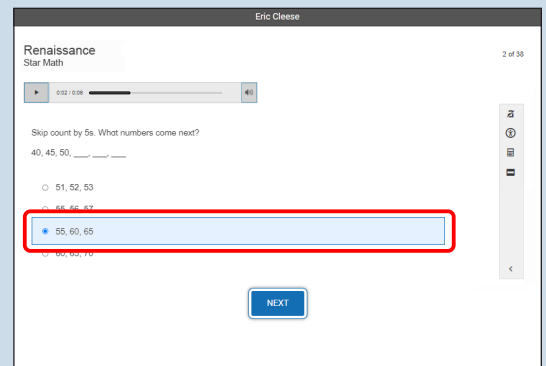
Note: Use **Shift + Tab** to move the focus in *reverse* order from what is described above.

Picture 3

Read Out Loud

When you choose an answer, a blue highlight will appear around it and the circle next to it will be filled in. For some questions, your answer will be copied into the blank. This only shows you which answer you selected. It does *not* mean that you selected the correct answer.

To change your answer, click on it with the mouse, tap it, or use the arrows on the keyboard. The program will highlight your new choice. *You cannot change your answer after you enter it.*

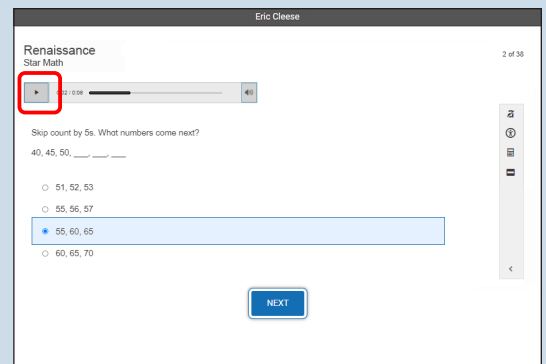


Picture 4

Read Out Loud

The audio for a question may play automatically, or you may need to use the **Play** button.

Click on it with the mouse, tap it, or use **Tab** to move the focus to the **Play** button and then use **Enter/return** or **space** to play (or replay) the audio.

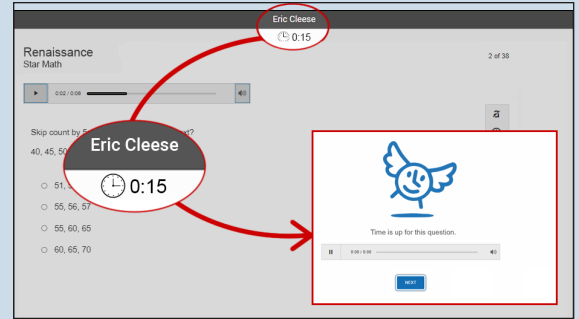


Picture 5: Skip this picture for students who are taking the test with the “unlimited time” accommodation—see page 56.

Read Out Loud

If you see a timer at the top of the screen, time is almost up for the question you are on. Choose your answer quickly.

If you don't choose an answer in time, you will see a message that says time is up for this question. Select **Next** to go on to the next question.

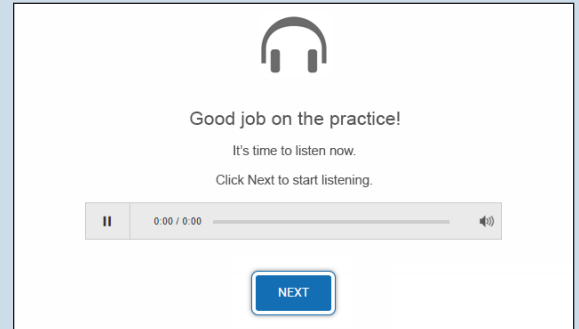
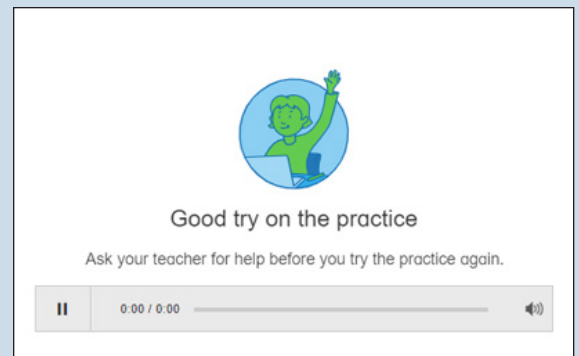


Picture 6

Read Out Loud

Before you take the test, you will see some practice questions. The practice questions look just like the real test. If you see this message when you are done answering the practice questions, you should raise your hand and call the teacher or test monitor. They will know what to do.

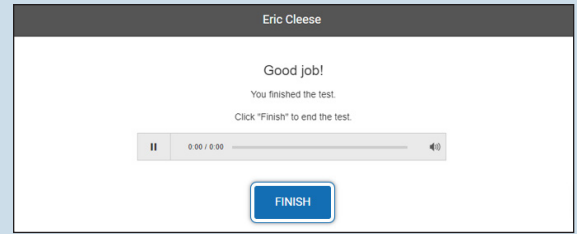
When you finish answering the practice questions, the program will show you this message. Select **Next** to start the test.



Picture 7

Read Out Loud

When you are finished with the test, the program will show you this message. Select **Finish** to finish the test.



Read Out Loud

If you have any questions about this test, please ask them now. Once the test starts, the teacher or test monitor will not be able to explain any of the questions or help you choose an answer. Also, the teacher cannot tell you if you selected the right answer.

Have fun, and do your best!

Picture 1

This is what the questions look like. You will get three practice questions to answer.

The screenshot shows a digital math test interface. At the top, a dark grey header bar contains the name "Eric Cleese". Below this, the subject "Renaissance" and "Star Math" are displayed on the left, and "2 of 38" is on the right. A video player is embedded at the top, showing a play button, a progress bar at 0:02 / 0:06, and a speaker icon. The main question area contains the text "Skip count by 5s. What numbers come next?" followed by the sequence "40, 45, 50, ____, ____, ____". Below the sequence are four radio button options: "51, 52, 53", "55, 56, 57", "55, 60, 65", and "60, 65, 70". A vertical toolbar on the right side of the question area includes icons for a pencil, a question mark, a calculator, a document, and a back arrow. At the bottom center, there is a blue button with the text "NEXT".

Picture 2a

Choosing your answer is easy. You can change your answer choice *before* you enter it.

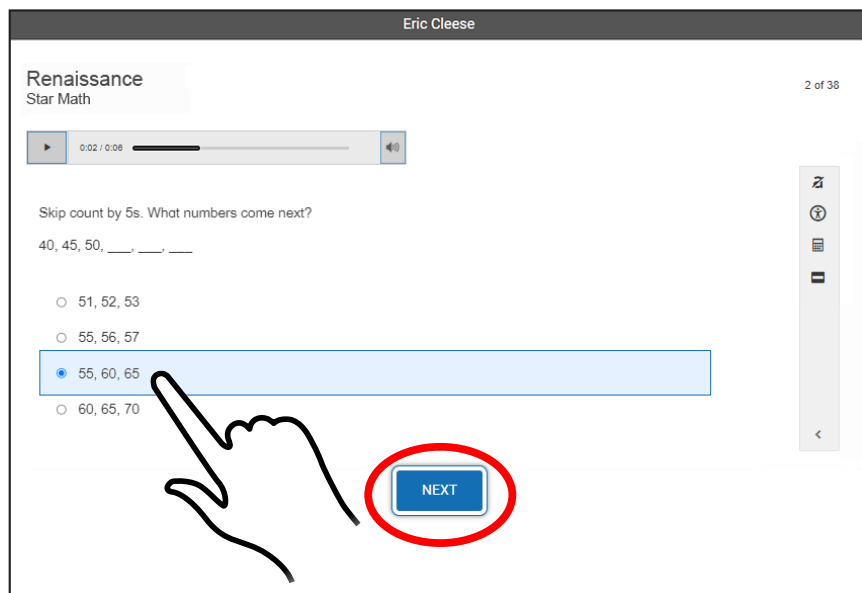
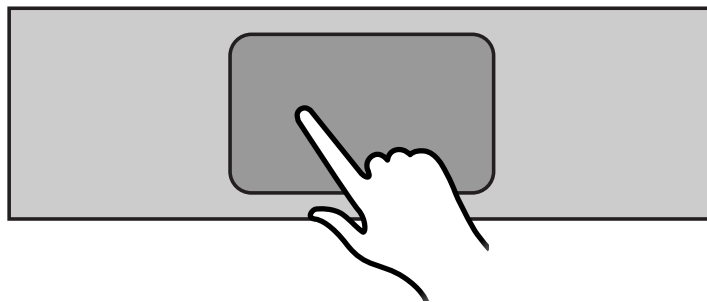
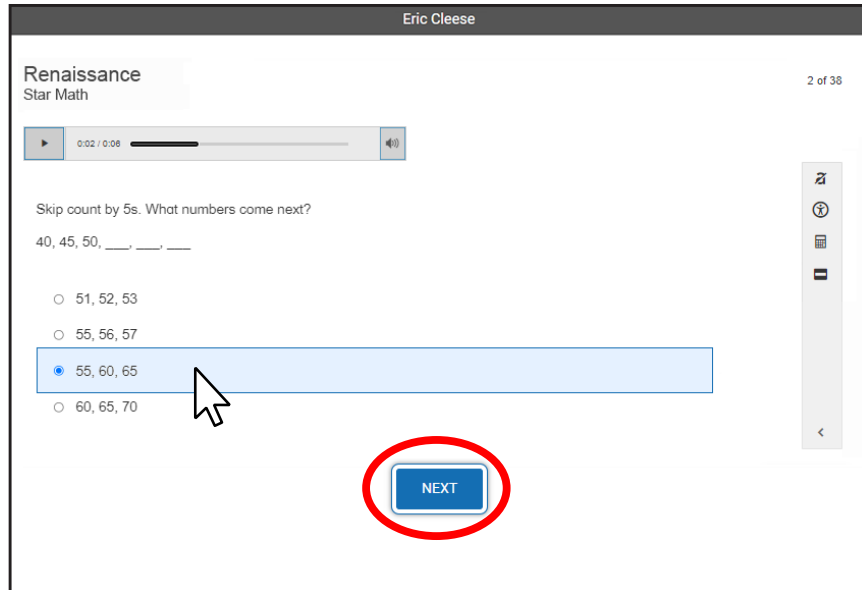
Click on your answer choice using the left mouse button. Then, enter your answer choice by clicking **Next** on the screen.

The screenshot shows a test interface for 'Eric Cleave' on 'Renaissance Star Math'. The question is 'Skip count by 5s. What numbers come next?' with the sequence '40, 45, 50, __, __, __'. Four radio button options are listed: '51, 52, 53', '55, 56, 57', '55, 60, 65', and '60, 65, 70'. The third option, '55, 60, 65', is selected and highlighted with a blue bar. A mouse cursor is pointing at this bar. Below the options is a blue 'NEXT' button, which is circled in red. A large mouse icon is shown at the bottom right of the interface.

Picture 2b

Choosing your answer is easy. You can change your answer choice *before* you enter it.

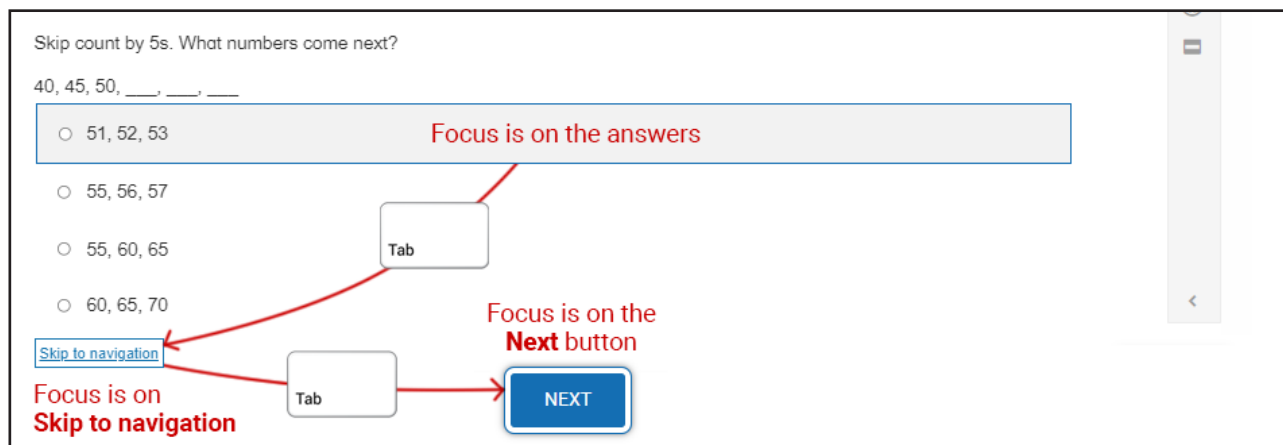
Tap your answer choice. Then, enter your answer choice by tapping **Next**.



Picture 2c

Choosing your answer is easy. You can change your answer choice *before* you enter it.

Use **Tab** to move the focus around the screen. The item in focus will have a blue border around it.



- ▶ When the focus is on the answers, use the arrow keys \uparrow \downarrow \leftarrow \rightarrow to choose an answer. Use **Tab** to move the focus to **Skip to navigation**, then use **Enter/return** or **space** to move the focus to the **Next** button.
- ▶ When the focus is on the **Next** button, use **Enter/return** or **space** to enter your answer.

Note: Use **Shift + Tab** to move the focus in *reverse* order from what is described above.

Picture 3

When you choose an answer, a blue highlight will appear around it and the circle next to it will be filled in. For some questions, your answer will be copied into the blank. This only shows you which answer you selected. It does *not* mean that you selected the correct answer.

To change your answer, click on it with the mouse, tap it, or use the arrows on the keyboard. The program will highlight your new choice. *You cannot change your answer after you enter it.*

The screenshot shows a user interface for a Renaissance Star Math test. At the top, the name "Eric Cleave" is displayed. Below that, the title "Renaissance Star Math" is shown on the left, and "2 of 38" is on the right. A video player is visible with a progress bar at 0:02 / 0:08. The main question is "Skip count by 5s. What numbers come next?" followed by "40, 45, 50, ____, ____, ____". There are four radio button options: "51, 52, 53", "55, 56, 57", "55, 60, 65", and "60, 65, 70". The option "55, 60, 65" is selected, indicated by a blue dot and a blue highlight box around the entire option area. A "NEXT" button is located at the bottom center. On the right side, there is a vertical toolbar with icons for a flag, a person, a calculator, a minus sign, and a back arrow.

Picture 4

The audio for a question may play automatically, or you may need to use the **Play** button.

Click on it with the mouse, tap it, or use **Tab** to move the focus to the **Play** button and then use **Enter/return** or **space** to play (or replay) the audio.

The screenshot shows a user interface for a Renaissance Star Math test. At the top, the name "Eric Cleave" is displayed. Below that, the title "Renaissance Star Math" is shown, along with the question number "2 of 38". An audio player is visible, with a play button highlighted by a red square. The audio player shows a progress bar at 0:02 / 0:08. Below the audio player, the question text reads: "Skip count by 5s. What numbers come next?" followed by "40, 45, 50, ____, ____, ____". There are four radio button options: "51, 52, 53", "55, 56, 57", "55, 60, 65" (which is selected and highlighted with a blue box), and "60, 65, 70". A "NEXT" button is located at the bottom center. On the right side, there is a vertical toolbar with icons for navigation and settings.

Picture 5*

If you see a timer at the top of the screen, time is almost up for the question you are on. Choose your answer quickly.

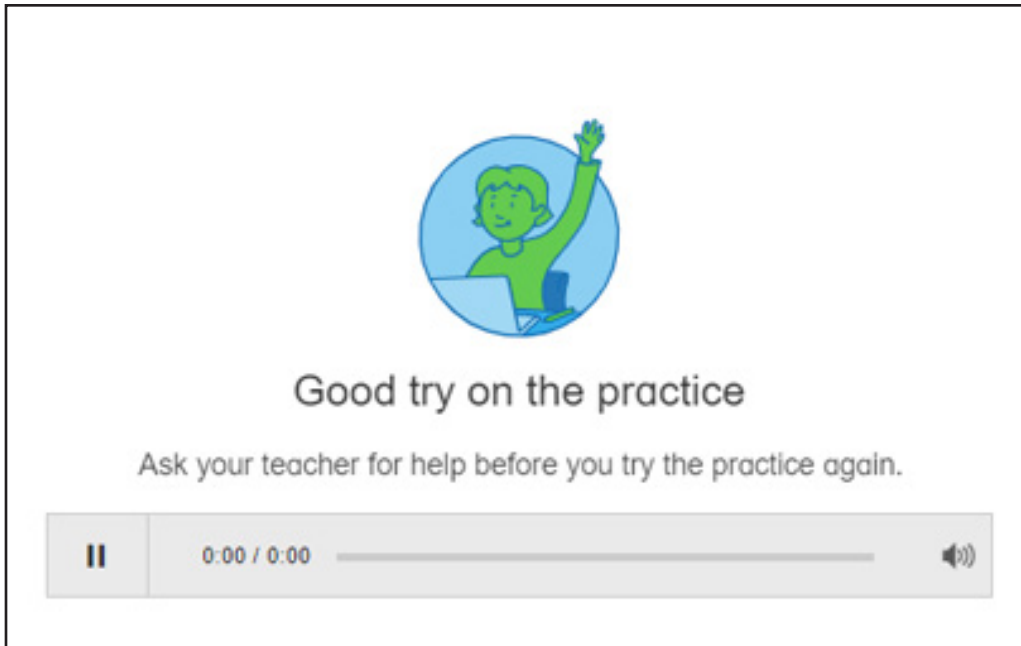
If you don't choose an answer in time, you will see a message that says time is up for this question. Select **Next** to go on to the next question.



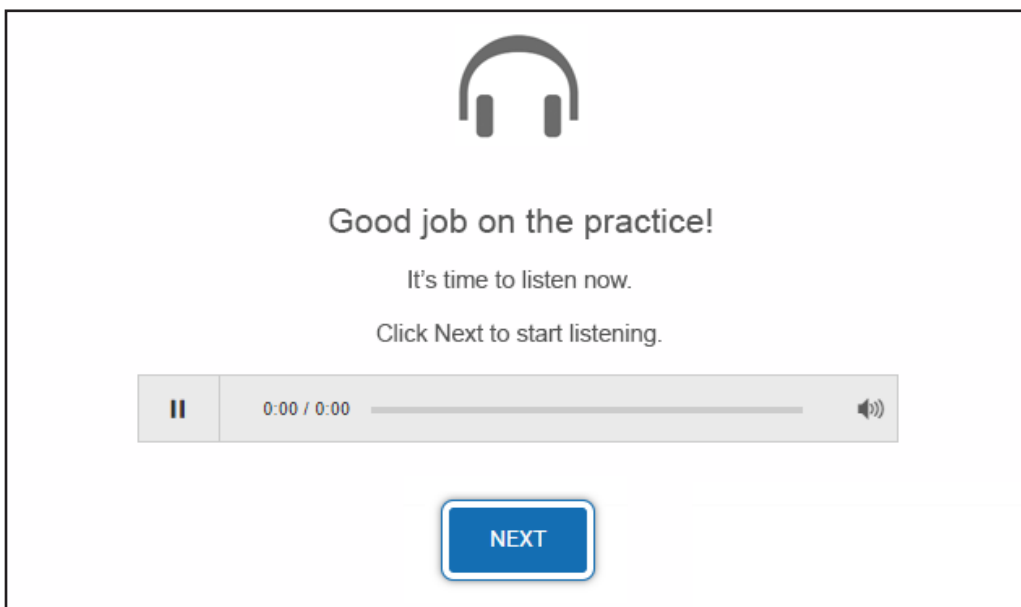
* Skip this picture for students who are taking the test with the “unlimited time” accommodation—see page 56.

Picture 6

Before you take the test, you will see some practice questions. The practice questions look just like the real test. If you see this message when you are done answering the practice questions, you should raise your hand and call the teacher or test monitor. They will know what to do.

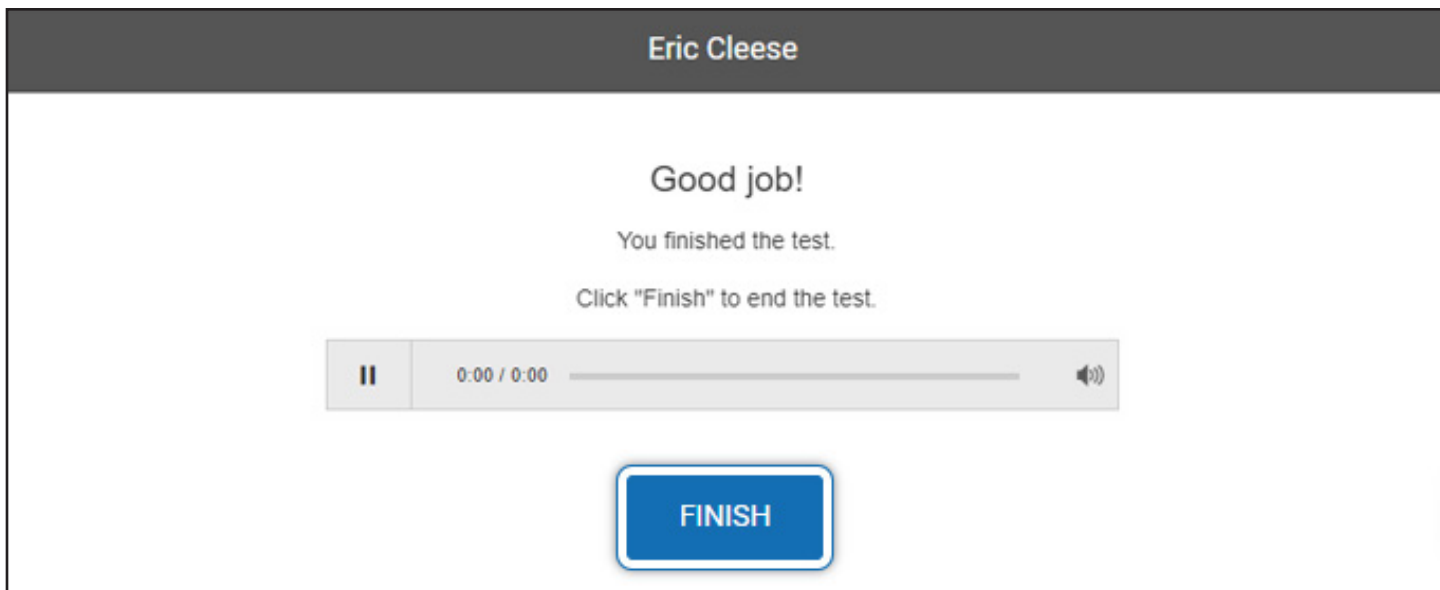


When you finish answering the practice questions, the program will show you this message. Select **Next** to start the test.



Picture 7

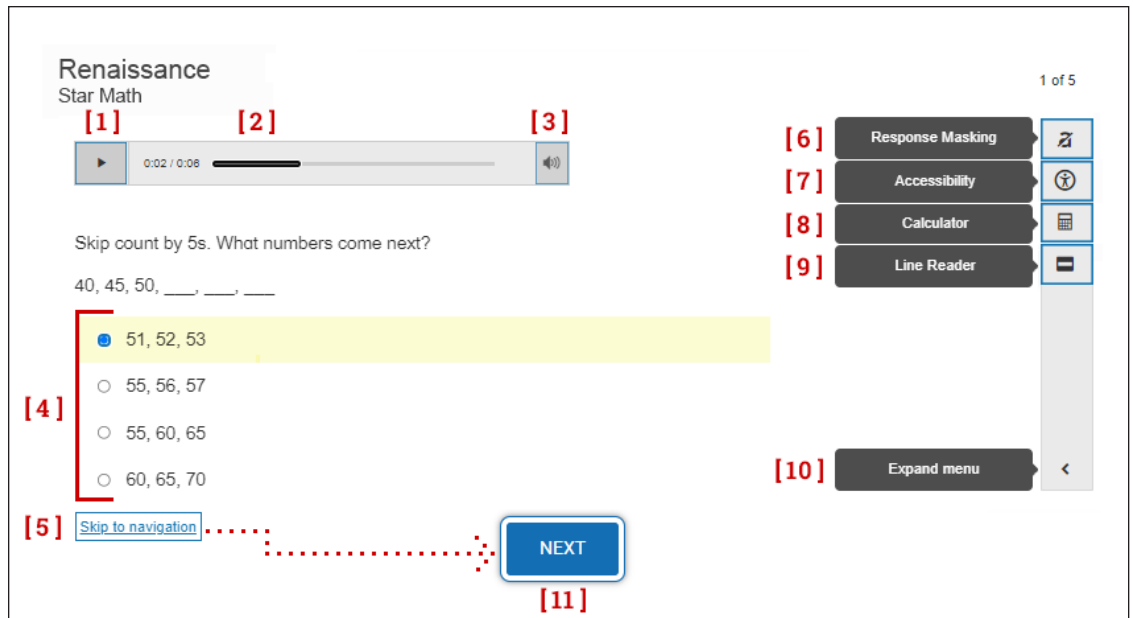
When you are finished with the test, the program will show you this message. Select **Finish** to finish the test.



The Accommodations Toolbar

When a student takes the alternative Star Math test with accommodations, they need to be aware of which tools are available and how to access them. Special consideration is needed for students using a keyboard to take the test—the student uses keystrokes to move a *focus* from one tool to another. A selected tool (with the focus on it) is highlighted as shown below; using the tool requires specific keystrokes.

Not every item in the following screenshots will appear on the screen, depending on the settings of the Accommodations preference (see <https://help2.renaissance.com/prefs/21048>) that have been selected for the student; skip over any that do not apply.



[1] Play (*audio*)*

[5] Skip to navigation

[9] Line Reader

[2] Time Slider (*audio*)*

[6] Response Masking

[10] Expand menu

[3] Volume (*audio*)*

[7] Accessibility

[11] Next button

[4] Answers

[8] Calculator

[1] Play

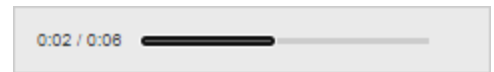


- ▶ **Mouse:** Click the buttons to start/pause the audio.
- ▶ **Tablet or touchpad:** Tap the buttons to start/pause the audio.
- ▶ **Keyboard:** Use **Tab** to put the focus on the button, then use **Enter/return** or **space** to start/pause the audio.

Use **Tab** to move the focus to **[2] Time Slider**.

* If the "Audio" section of the Accommodations Preference is set to **Audio Off**, the **[1] Play**, **[2] Time Slider**, and **[3] Volume** controls will not appear on the screen.

[2] Time Slider



- ▶ **Mouse:** Click on the slider and drag it left or right to rewind/fast forward the audio.
- ▶ **Tablet or touchpad:** Tap on the slider and drag it left or right to rewind/fast forward the audio.
- ▶ **Keyboard:** Use the arrow keys ← → to rewind/fast forward the audio.

Use **Shift + Tab** to move the focus to [1] Play; use **Tab** to move the focus to [3] Volume.

[3] Volume

- ▶ **Mouse:** Click to open the slider; drag the slider up and down to increase/decrease the volume (dragging it all the way to the bottom mutes the audio). Click the button to close the slider.
- ▶ **Tablet or touchpad:** Tap to open the slider; drag the slider up and down to increase/decrease the volume (dragging it all the way to the bottom mutes the audio). Tap the button to close the slider.
- ▶ **Keyboard:** Use **Enter/return** or **space** to open the slider. Use the **arrow keys:** to increase (→ or ↑) or decrease (← or ↓) the volume (moving the slider all the way to the bottom mutes the audio). Select **Tab** to close the slider.

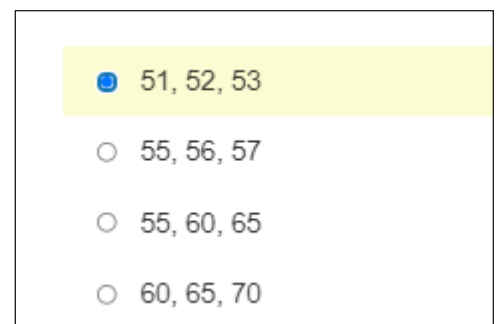


Use **Shift + Tab** to move the focus to [2] Time Slider; use **Tab** to move the focus to [4] Answers.

[4] Answers

- ▶ **Mouse:** Click on an answer to select it.
- ▶ **Tablet or touchpad:** Tap on an answer to select it.
- ▶ **Keyboard:** Use the arrow keys to move the selector up (← or ↑) and down (→ or ↓).

Use **Shift + Tab** to move the focus to [3] Volume; use **Tab** to move the focus to [5] Skip to navigation.



[5] Skip to navigation

[Skip to navigation](#)

Note: This control is intended for students using the keyboard. It appears on the screen after an answer has been highlighted and the student uses the **Tab** key.

- ▶ **Keyboard:** Use **Enter/return** to move the focus to the [10] Next button.

Use **Shift + Tab** to move the focus to [4] Answers; use **Tab** to move the focus to [6] Response Masking.

[6] Response Masking



Select this tool by:

- ▶ **Mouse:** Clicking on the button.
- ▶ **Tablet or touchpad:** Tapping on the button.
- ▶ **Keyboard:** Use **Tab** to put the focus on the button, then use **Enter/return** or **space** to select the tool. **Important:** *Immediately* use **Shift + Tab** twice to move the focus back to [4] Answers.

51, 52, 53

55, 56, 57

55, 60, 65

60, 65, 70

- ▶ **Mouse:** With the tool selected, click on an answer to mask it (clicking on a masked answer will remove the mask). Click the button again to stop masking.
- ▶ **Tablet or touchpad:** With the tool selected, tap on an answer to mask it (tapping on a masked answer will remove the mask). Tap the button again to stop masking.
- ▶ **Keyboard:** With the tool selected, use **Tab** and **Shift + Tab** to move the selector to an answer; follow by using **Enter/return** or **space** to mask or unmask an answer.

Stop Response Masking by using **Tab** until the focus is on the Response Masking button in the toolbar, then use **Enter/return** or **space**.

With Response Masking stopped, use **Shift + Tab** to move the focus to [5] Skip to navigation; use **Tab** to move the focus to [7] Accessibility.

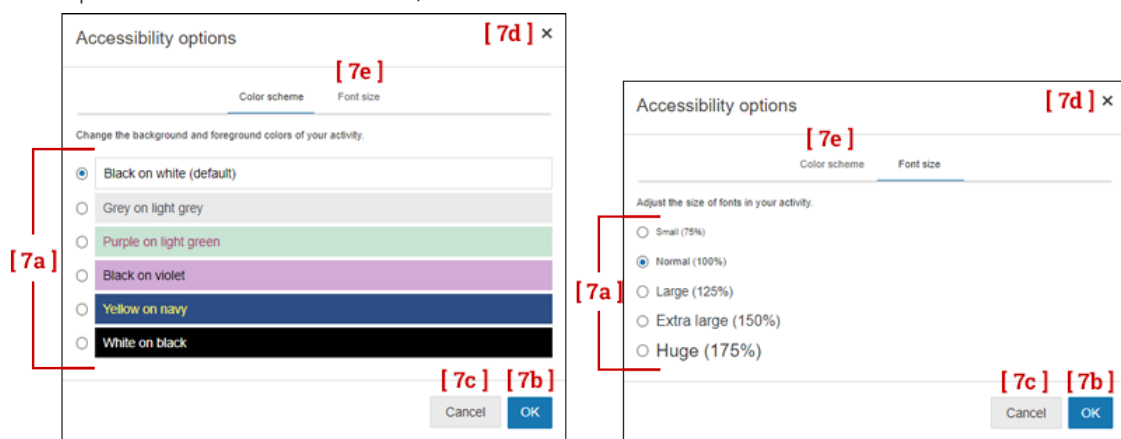
[7] Accessibility



Select this tool by:

- ▶ **Mouse:** Clicking on it.
- ▶ **Tablet or touchpad:** Tapping on it.
- ▶ **Keyboard:** Using **Tab** to put the focus on the button, then using **Enter/return** or **space** to select the tool.

This opens a window with two tabs, “Color scheme” and “Font size”:



- ▶ **Mouse:** Click a color scheme to change the background and foreground colors.

Click **OK** to save your changes, or click **Cancel** or the **x** in the corner to close the window without saving your changes.

Click **Font size** to switch to the “Font size” tab.

- ▶ **Tablet or touchpad:** Tap a color scheme to change the background and foreground colors.

Tap **OK** to save your changes, or tap **Cancel** or the **x** in the corner to close the window without saving your changes.

Tap **Font size** to switch to the “Font size” tab.

- ▶ **Keyboard:** Use **Tab** to move the focus to the [7a] color schemes, then use the **arrow keys** (→ ↑ ← ↓) to change the background and foreground colors.

Use **Tab** to move the focus to the [7b] **OK** button and then use **Enter/return** or **space** to save your changes.

To close the window without saving your changes, use **Tab** to move the focus to either [7c] **Cancel** or the [7d] **x** in the corner, then use **Enter/return** or **space** to close the window.

Use **Tab** to move the focus to the [7e] “Font size” tab, then use **Enter/return** or **space** to open that tab.

- ▶ **Mouse:** Click a font size to make the text larger or smaller.

Click **OK** to save your selection, or click **Cancel** or the **x** in the corner to close the window without saving your changes.

Click **Color scheme** to switch to the “Color scheme” tab.

- ▶ **Tablet or touchpad:** Tap a font size to make the text larger or smaller.

Tap **OK** to save your selection, or tap **Cancel** or the **x** in the corner to close the window without saving your changes.

Tap **Color scheme** to switch to the “Color scheme” tab.

- ▶ **Keyboard:** Use **Tab** to move the focus to the [7a] example text sizes, then use the **arrow keys** (→ ↑ ← ↓) to make the text larger or smaller.

Use **Tab** to move the focus to the [7b] **OK** button and then use **Enter/return** or **space** to save your selection.

To close the window without saving your changes, use **Tab** to move the focus to either [7c] **Cancel** or the [7d] **x** in the corner, then use **Enter/return** or **space** to close the window.

Use **Tab** to move the focus to the [7e] “Color scheme” tab, then use **Enter/return** or **space** to open that tab.

Keyboard: When the Accessibility window is closed, use **Shift + Tab** to move the focus to [6] **Response Masking**; use **Tab** to move the focus to [8] **Calculator**.

[8] Calculator



Select this tool by:

- ▶ **Mouse:** Clicking on it.
- ▶ **Tablet or touchpad:** Tapping on it.
- ▶ **Keyboard:** Using **Tab** to put the focus on the button, then using **Enter/return** or **space** to select the tool.

This opens a simple calculator on the screen.

- ▶ **Mouse:** Click the buttons on the calculator to perform calculations. Click and drag the bar at the top of the calculator to move it around the window. Click the **X** in the upper-right corner (or the calculator button in the toolbar) to close it.
- ▶ **Tablet or touchpad:** Tap the buttons on the calculator to perform calculations. Tap and drag the bar at the top of the calculator to move it around the window. Tap the **X** in the upper-right corner (or the calculator button in the toolbar) to close it.
- ▶ **Keyboard:** Use **Tab** to move the focus to the **[8a]** answer window; once the focus is there, you can use the number pad on the keyboard to perform calculations (or use the number and operations keys for keyboards without a number pad).



You can also use **Tab** or the arrow keys (**↑ ↓ ← →**) to move the focus to one of the keys on the calculator, then use **Enter/return** or **space** to “press” that key.

Use **Tab** to move the focus to the **X** in the upper-right corner (or the calculator button in the toolbar), and then use **Enter/return** or **space** to close the calculator.

When the calculator is closed, use **Shift + Tab** to move the focus to **[7] Accessibility**; use **Tab** to move the focus to the **[9] Line reader**.

[9] Line Reader

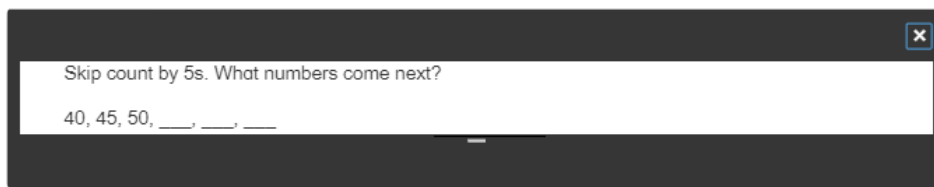



Select this tool by:


- ▶ **Mouse:** Clicking on it.
- ▶ **Tablet or touchpad:** Tapping on it.
- ▶ **Keyboard:** Using **Tab** to put the focus on the button, then using **Enter/return** or **space** to select the tool.


To use the tool:

- ▶ **Mouse:** Click and drag the line reader around the screen until the text you want to focus on is visible in the gap in the middle.





Click and drag the bar below the center of the gap  up and down to increase/decrease the number of lines of text that are visible.


Click and drag the lower-right corner  to increase/decrease the height and width of the line reader.

Click the  in the upper-right corner to close the line reader.


- ▶ **Tablet or touchpad:** Tap and drag the line reader around the screen until the text you want to focus on is visible in the gap in the middle.


Tap and drag the bar below the center of the gap  up and down to increase/decrease the number of lines of text that are visible.


Tap and drag the lower-right corner  to increase/decrease the height and width of the line reader.

Tap the  in the upper-right corner to close the line reader.

- ▶ **Keyboard:** Use the **arrow keys** (→ ↑ ← ↓) to move the reader around the screen until the text you want to focus on is visible in the gap in the middle.

Use **Tab** to move the focus to the bar below the center of the gap , then use the **arrow keys** (↑ ↓) to increase/decrease the number of lines of text that are visible.

Use **Tab** to move the focus the lower-right corner , then use the **arrow keys** to change the height (↑ ↓) and width (← →) of the line reader.

Use **Tab** to move the focus to the  in the upper-right corner, then use **Enter/return** or **space** to close the line reader.

When the Line Reader is closed, use **Shift + Tab** to move the focus to **[8] Calculator**; use **Tab** to move the focus to **[10] Expand menu**,

[10] Expand menu



Select this tool by:

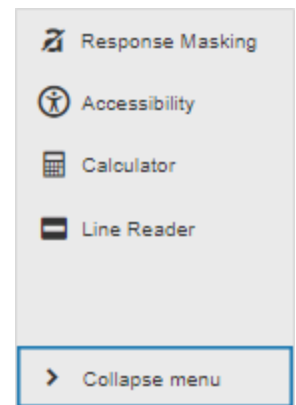
- ▶ **Mouse:** Clicking on it.
- ▶ **Tablet or touchpad:** Tapping on it.
- ▶ **Keyboard:** Using **Tab** to put the focus on the button, then using **Enter/return** or **space** to select the tool.

When this tool is active, the toolbar expands, showing the full names of all the available tools to the right of the buttons.

To close the expanded menu:

- ▶ **Mouse:** Click **Collapse menu** at the bottom.
- ▶ **Tablet or touchpad:** Tap **Collapse menu** at the bottom.
- ▶ **Keyboard:** Use **Tab** to put the focus on **Collapse menu** at the bottom, then use **Enter/return** or **space**.

When the menu is collapsed, use **Shift + Tab** to move the focus to **[9] Line Reader**; use **Tab** to move the focus to the **[11] Next** button.



[11] Next button



- ▶ **Mouse:** Click the button to enter your answer and move on to the next question.
- ▶ **Tablet or touchpad:** Tap the button to enter your answer and move on to the next question.
- ▶ **Keyboard:** Use **Enter/return** or **space** to enter your answer and move on to the next question.

Use **Shift + Tab** to move the focus to **[10] Expand menu**; use **Tab** to move the focus to **[1] Play (audio)**.

Unlimited Time

There are three different time limits that can be set for students taking the Star Math test: Standard, Extended, and (for the Enterprise test) Unlimited. Standard is the base level of time, Extended is set using the Extended Question Time Limit Preference (see <https://help2.renaissance.com/prefs/21023>), and Unlimited is set using the "Allotted Time" section of the Accommodations Preference (see <https://help2.renaissance.com/prefs/21048>).

Table 1: Time Given to Answer Questions (in Seconds)

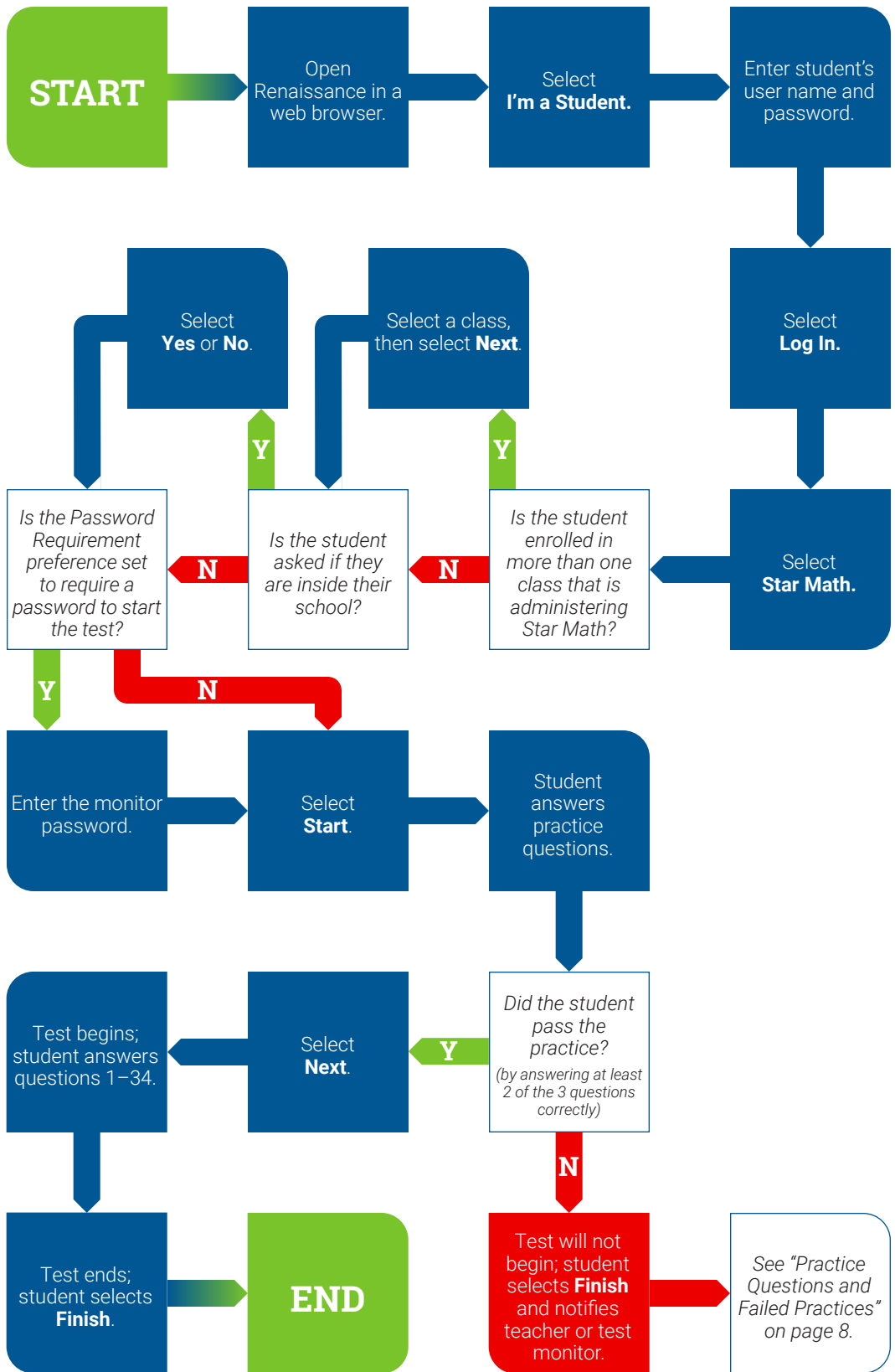
Star Math Progress Monitoring Test			
Question Type	Standard	Extended	
Practice	90	180	
Test	180	360	
Indiana Star Math Assessment ^a			
Question Type	Standard	Extended	
Practice	60	60	
Test	240	360	
Star Math Enterprise Test			
Question Type	Standard	Extended	Unlimited ^b
Practice	90	180	900
Test	180	360	900

a. See "Appendix B: Indiana Star Assessments" on page 24.

b. If there is no activity from the student within this amount of time, the student will be shown a dialog box. The student will have 60 seconds to close the dialog box and return to the test, effectively resetting the 900-second timer. If the student does not close the dialog box within 60 seconds, the student's current progress on the test will be saved and the test will be ended (treat as a paused test; "Resuming a Test" on page 33).

Test Flow Diagram

Y = Yes
N = No



About Renaissance

Renaissance is the leader in K–12 learning analytics—enabling teachers, curriculum creators, and educators to drive phenomenal student growth. Renaissance’s solutions help educators analyze, customize, and plan personalized learning paths for students, allowing time for what matters—creating energizing learning experiences in the classroom. Founded by parents, upheld by educators, and enriched by data scientists, Renaissance knows learning is a continual journey—from year to year and for a lifetime. Our data-driven, personalized solutions are currently used in over one-third of U.S. schools and more than 60 countries around the world. For more information, visit www.renaissance.com.

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