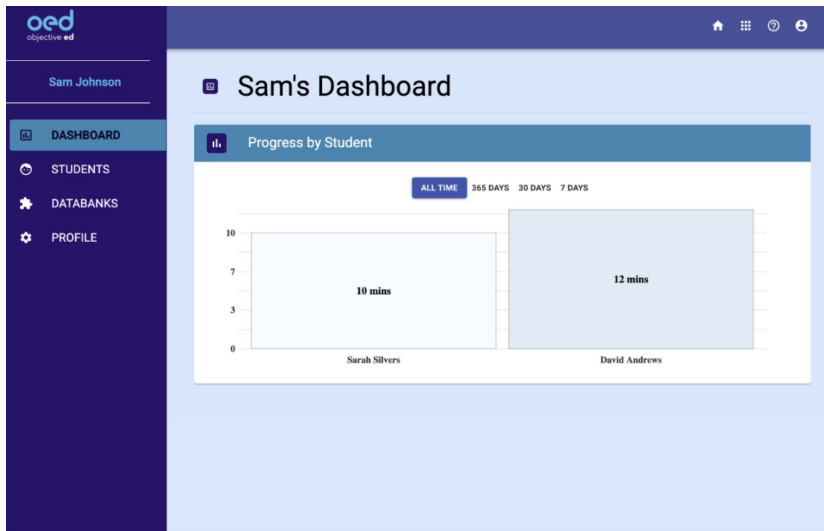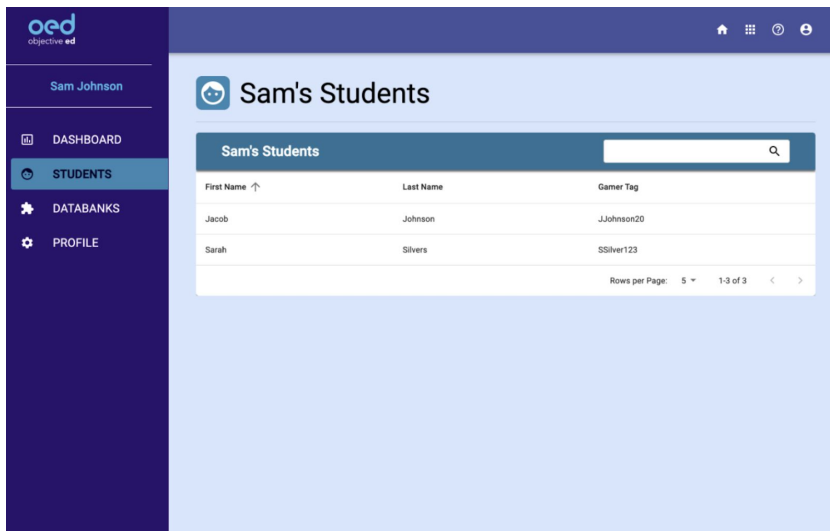# Getting Started With ObjectiveEd - O&M/AT

This document will cover the steps to getting started with ObjectiveEd:

1. Log in at Platform.ObjectiveEd.com, or by selecting "Teacher Login" in the top right corner of ObjectiveEd.com
2. Navigate to your Students page by clicking on "Students" on the left side of the screen

3. Select a Student that you would like to set up by clicking on their name
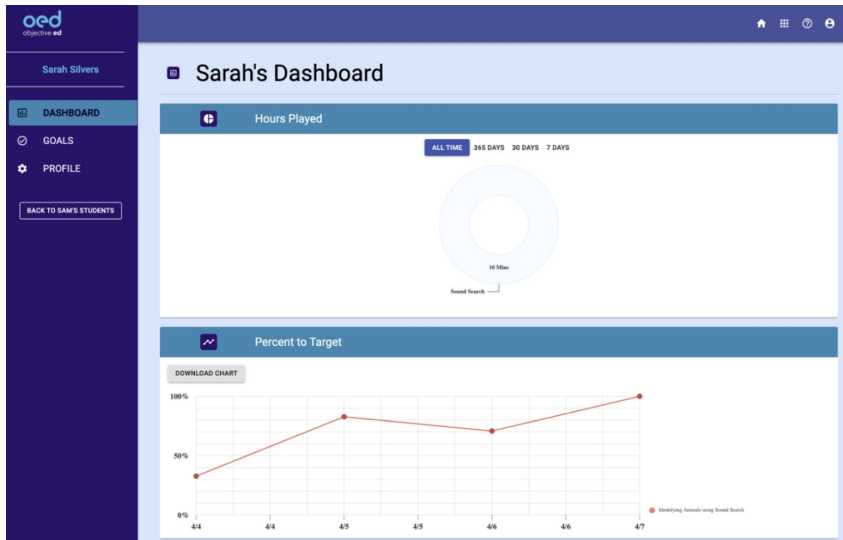
4. This will bring you to their Student Dashboard, where you can see their progress on their assigned skills.
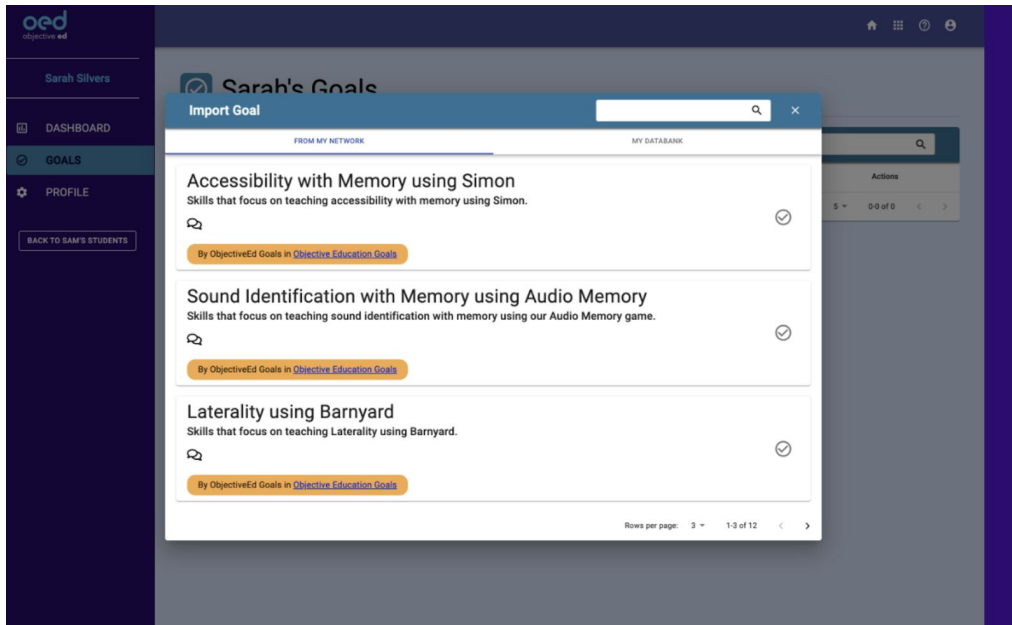

5. Go to the student's goals page, by clicking on "Goals" on the left side of the screen.
   a. A Goal is a folder of skills, it is a way of organizing the skills the student is practicing under a broader concept.

6. When you are just getting started we recommend using ObjectiveEd's pre-made goals, which can be accessed by clicking on "Import Goal"

7. Import the goals you feel relate to what your student is currently working on in lesson, by selecting the checkmark next to the goals.
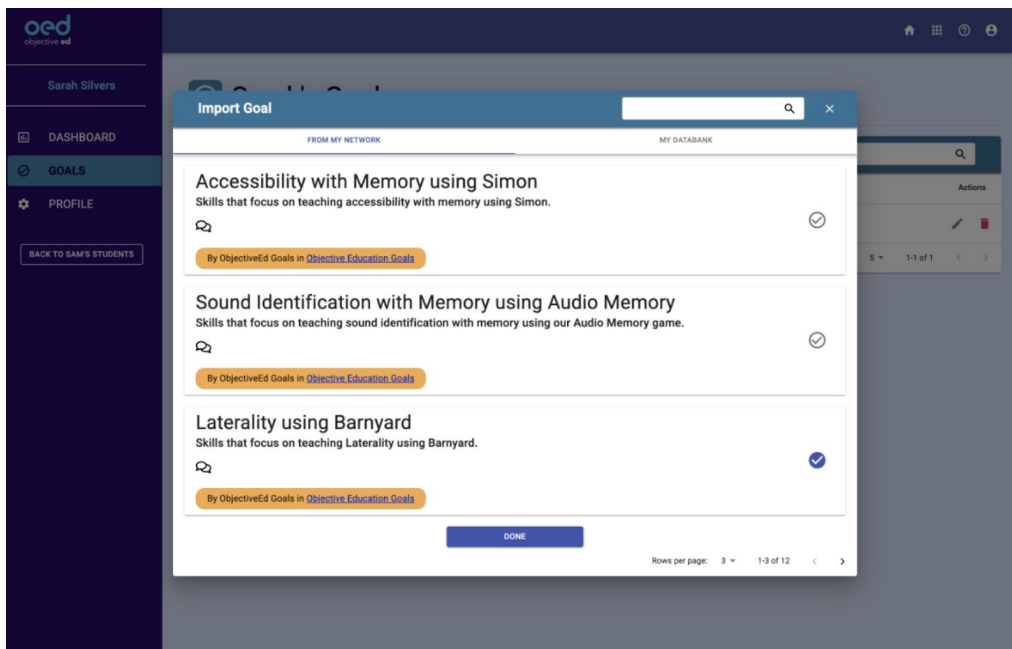
8. After Selecting the Goals you wish to Import, either click off of the pop-up or select "Done"

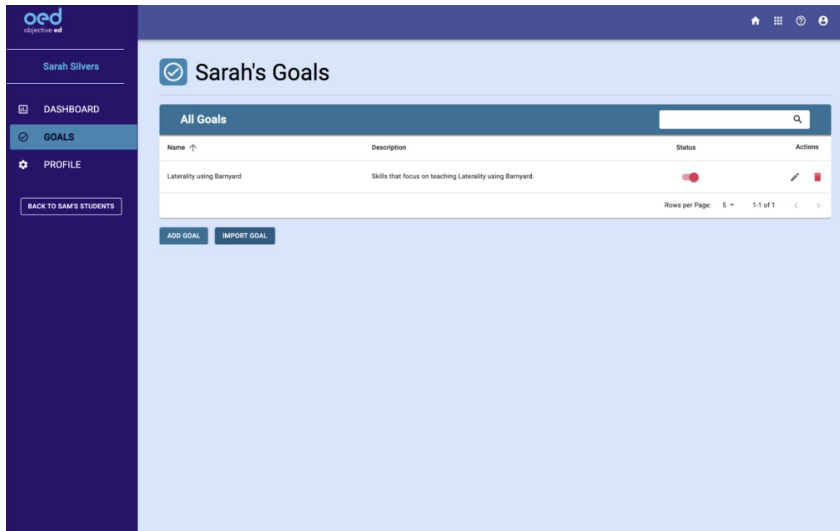9. Open the goal you just imported by clicking anywhere in the row
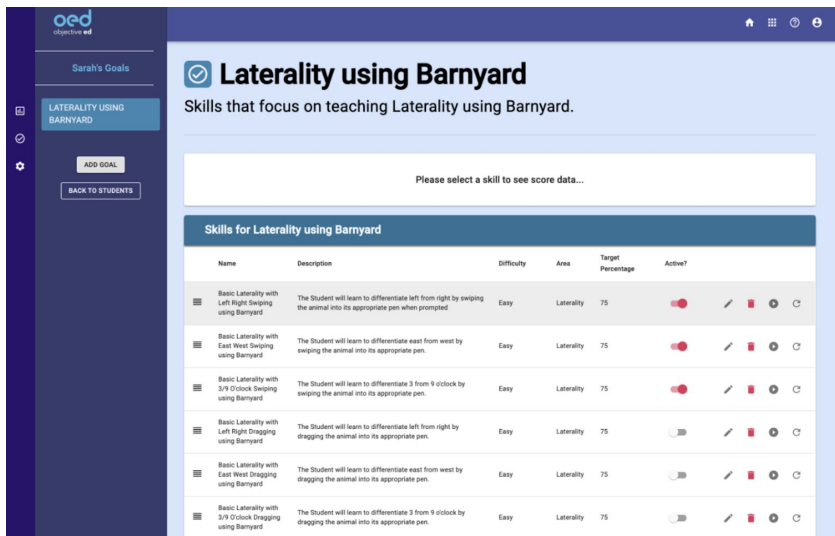
10. Read through the available skills in the goal, and activate the skills you feel correspond to what you would like your student to practice.
    a. [PDF Guide on Testing Skills on your Own Device Prior to Assigning Them](#)

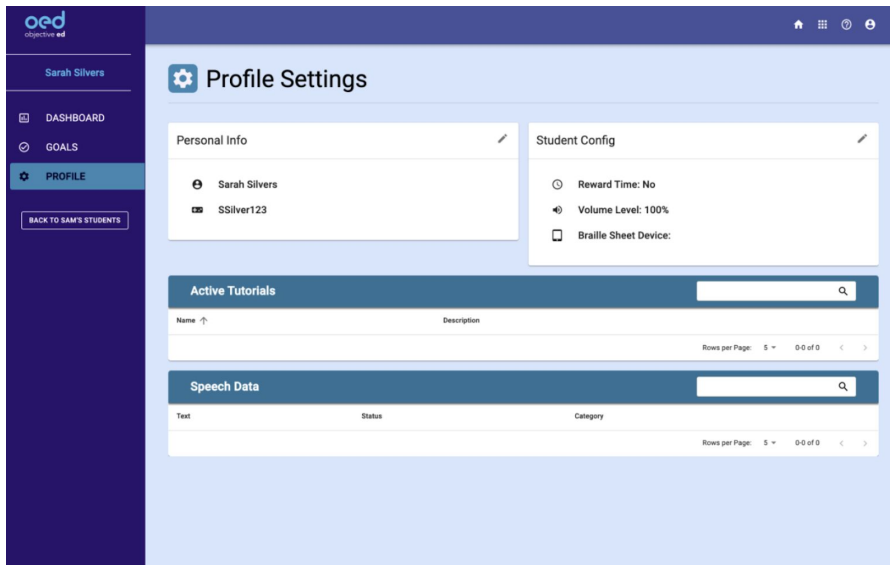11. Activate a skill by clicking on the "Active slider" next to the skill. Red=Active, Grey=Deactive. Students will only receive games that have them work on active skills.

12. You are almost done! The final step is to set up your student with a Gamertag and Password on their Profile page.

13. Navigate to their "Profile" Page, and Edit the "Personal Info" section by clicking on the pencil icon in the top right.
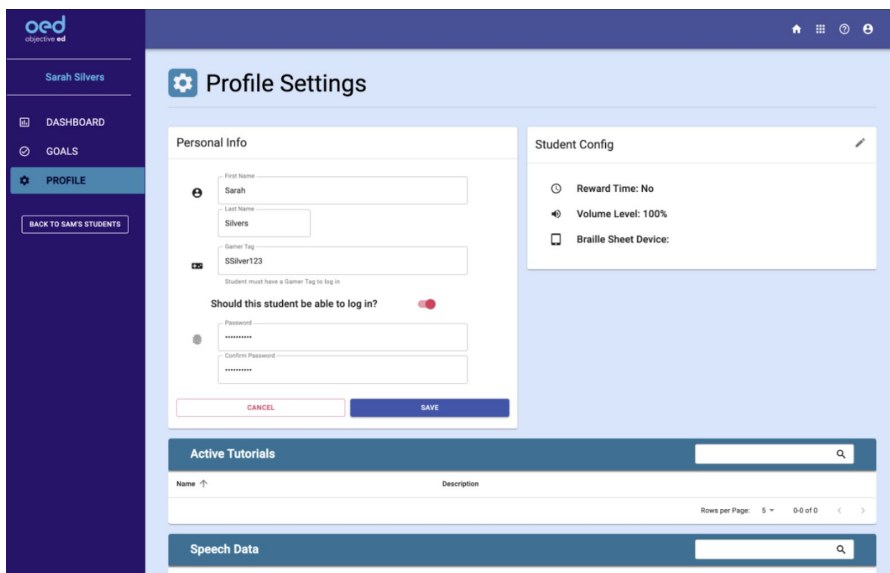
15. Assign the student a Gamertag and Password and make sure the slider allowing them to log in is active (Red)

    a. You can pick any Gamertag and Password that you'd like, but we generally recommend something easy! We also recommend that the student receive help logging in on the application the first time! But once they log in, they will remain logged in for up to a year on that device!

You are now all set!

Your student can open the application on their device, log in with their Gamertag and Password, and they will now have access to games to play. These games will adjust themselves to focus on the skills you have assigned and activated for them in their goals!

Make sure to monitor how they are doing on the website, and change what skills they are working on, or assign them additional skills to practice!