

Using Conjuguemos

1. Create an account.

- Go to www.conjuguemos.com
- Click on "Students"
- Click on "Create a new Student Account"

Student Login Page

[Create a new Student Account](#), or login below.

STUDENT SIGN IN

Email/username:

Password:

[Forgot your account information?](#)

- Enter school ID code **4604**
- Use your school username and password (the same one you use to log into the school lab computers) as your *Conjuguemos* password. That way you'll remember it! **DO NOT USE ANY CAPITAL LETTERS!**
- Enter your first name, then your last name
- Choose "Indiana" from the list of school locations
- Click "Submit Registration"

Create a NEW STUDENT ACCOUNT

Instructions (please read carefully): You can register in two different ways-- with a School ID or without a School ID.

- If you use your School's ID, you can register with any username you want.
- If you do not use a School ID (either because you are not associated with a school or because your teacher chose not to provide it), then you must use a valid email address as your username.

Student Registration Form

School ID (OPTIONAL): [What's a School ID?](#)

Username: [Privacy Policy](#)

Password:

NOTICE: Your teachers will have access to your username and password.

Confirm password:

First name:

Last name:

School location:

NOT optional!

2. Find your class's activities

- Select your teacher's name.
- Choose "Spanish" in the blue box.

Carmel High School Teachers

If your teacher is not included, it is because the teacher has not yet created an account with the site. You will be able to use the site, but you will not be able to send grades to your teacher.

- ☒ Todd Hawkins
- ☐ susie deneen
- ☐ Question Pool
- ☐ Magdalena Esteban
- ☐ Susie Deneen
- ☐ Srta. Grace Baranowski
- ☐ Sr. Mendoza
- ☐ Srta. Gutzwiller
- ☐ Madi SonVeriNou
- ☐ Sra. Schehl
- ☐ Aaron Theising
- ☐ A. Becker

After you submit or cancel, you will return to the Options page.

¡CONJUGUEMOS!

The fast, fun way to practice a language.

Why Conjuguemos?

Join over 1.3 million language students and 13,000 registered schools/universities in using CONJUGUEMOS to master verb conjugations, grammar, and vocabulary. Minimize lesson planning and grading by using this efficient and fun online tool to help your students master "language basics." Graded activities and games available in Spanish, French, German, Italian, and Latin.

Skip the worksheets and flashcards and give CONJUGUEMOS a try!

[Click here for the demo version of the site](#)

TEACHER-SPECIFIC FEATURES:

CONTENT: Games and practice activities available for most major language textbooks ... more added every month by other teachers!

TEMPLATES: Create your own activities to fit your curriculum... share activities with other teachers in your school.

GRADING: Easy-to-use gradebook, emailed grades, print-outs, timed practice activities... no more grading!

CLASSROOM RESOURCES: All activities have printable worksheets and games.

Students and teachers click here for

HOLT McDougal
a division of Houghton Mifflin Harcourt

iAvancemos!

Student
Login/Registration >>

School Personnel
Login/Registration >>

c. Choose "Practice Activities" →

Practice Activities

View your teacher's practice activities.

Quizzes

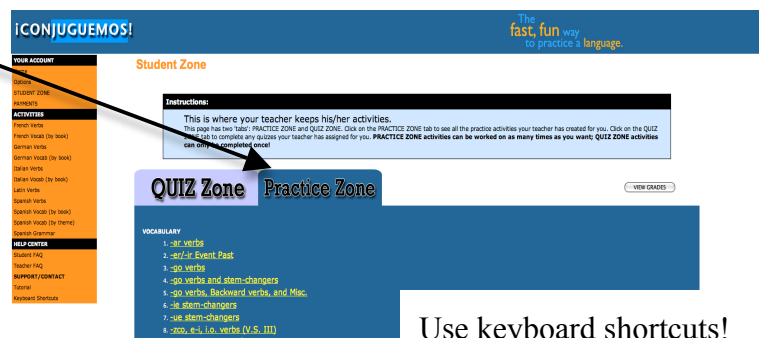
View your teacher's quiz assignments (these activities you can only take once).

Grades

View your practice and quiz scores.

3. Playing the Games

- Select the activity your teacher assigned.
- Make sure you are clear about the standard you need to reach, so you'll know when you're done.
- Hit "Start," and the timer will count down, and the computer will keep track of your score.



Use keyboard shortcuts!

On a PC use:

Alt+A for accents

Enter for "Am I Correct?"

(Works in Internet Explorer, also works in Firefox but different shortcuts)

On a Mac use:

Control+A for accents

Return for "Am I Correct?"

(Works in Safari and Firefox)

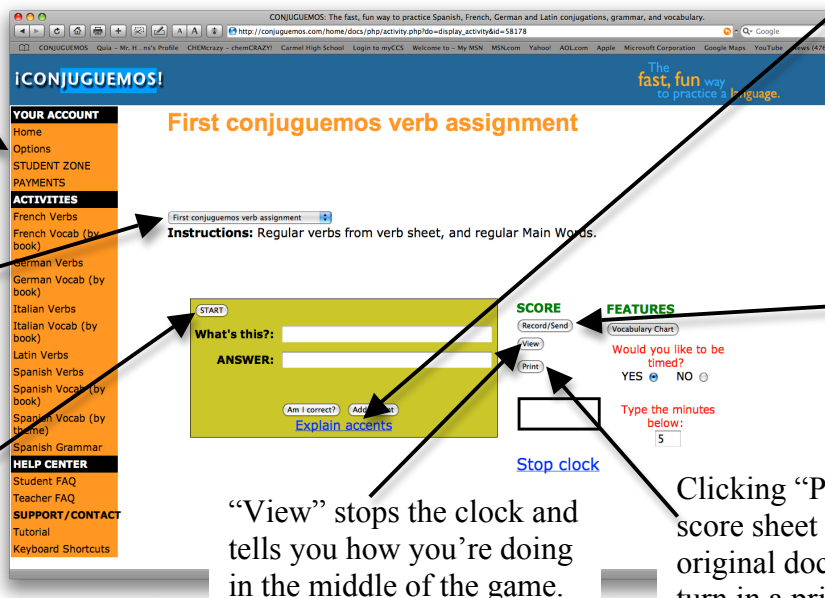
[Click here for more information.](#)

The Game Screen

"Options" is where you go to look up past grades, or modify your account information.

Make sure you're doing the right activity!

"Start" starts the game, or starts it over.



"View" stops the clock and tells you how you're doing in the middle of the game.

Clicking "Print" generates a score sheet that you print as an original document. You will turn in a printed version **and** an electronic version.

When you've met the standard, hit "Record/Send" to record your score and send it to me.

4. Getting Your Scores To Your Teacher (No excuses. 1st missed assignment omitted.)

When you make the goal, hit "Print". This will generate a score sheet that you print like any other document. Then, on game screen, click on "Record/Send". The score is stored in your account and sent to me.

I didn't get a "sent" message.

That's okay, if it printed correctly. If not, your score is gone, and unfortunately you'll need to do the game again. This time, when the "time's up" screen comes up, hit Alt+PrintScr on a PC, or Command+Shift+4+Spacebar then select the window on a Mac. Open Word and paste into a new document. Print that document and turn it in.

My printer is broken/out of ink, etc.

Turn in a note reminding me to check for the electronic version. If you don't think it sent correctly, do the game again. Copy "time's up" screen to Word, (above), attach document to e-mail, send to me. Turn in a note that reminds me to check for your e-mail.

My internet was down.

If it's too late to go to a friend's, the library, etc., come to school early and see if you can use your teacher's or a lab computer.

The site was down.

Check later. If still down, get a screen shot of the message and e-mail it to me right then, so I can confirm the time of the outage.

I don't have internet.

Friend's house, library, parent's work, computer lab during SRT, teacher's computer. Plan ahead.

The time is incorrect on my score sheet.

That's okay, I can verify on the electronic version.