

Pendidikan Jasmani dan Kesehatan

Jurnal Porkes. Porkes. Tren dan hasil penggunaan model pembelajaran pendidikan jasmani (systematic literatur review). Tren dan hasil penggunaan model pembelajaran pendidikan jasmani (systematic literatur review).

The purpose of systematic literature research is to review scientific literature regarding research trends and results of using physical education learning models. This research uses the Harzing's Publish or Perish application by establishing a Google Scholar database with a time span of the last 10 years, used to select articles that contain information about the use of physical education learning models. The journal search used the systematic literature review method. The prism flow diagram was used to identify articles through the filtering and data extraction process. Of the 487 articles downloaded, the remaining 88 final articles went through the inclusion and exclusion screening process using criteria and were analyzed. The results of the review article are in accordance with the systematic review analysis of the literature. The trend review is the cooperative learning learning model, proven by the analysis of the number of articles per year. The results of using the physical education learning model in primary and secondary schools provide a positive influence on students. The use of innovative and relevant physical education learning models can increase student participation, learning outcomes, health and physical condition, motivation, and student involvement in the learning process.

. Jurnal Porkes. Porkes. Motivasi Berenang Ditinjau Dari Usia. Motivasi Berenang Ditinjau Dari Usia.

This study discusses swimming motivation in terms of age in Surakarta. The goal to be achieved is to determine the amount of intrinsic and extrinsic motivation of someone who does swimming in a swimming pool in the Solo area. This research is a descriptive study with one variable, namely: motivation, the population used are visitors to the Tirtomoyo Manahan swimming pool. Sampling using incidental sampling technique, namely the technique of determining the sample based on chance, that is, anyone who incidentally meets the researcher. The number of

samples in this study were 84 people. The instrument used to collect data uses a psychological scale, to analyze the collected document, the researcher uses qualitative descriptive analysis techniques. The results showed that a person has intrinsic and extrinsic motivation in doing swimming. The motivation varies according to the age of each sample. Intrinsic factors in the age category of children (5 years-11 years) because they want to play and are happy with water games, in the adolescent age category (12 years-25 years) as a lifestyle and add friends and fill spare time, in the adult category (26 years-45 years) as a supporter of a healthy lifestyle and improve health status, while in the elderly category (46 years - 65 years) as one of the sports for health therapy, namely asthma therapy and bone health. The extrinsic factor of the resource persons, on average, chose a swimming pool, namely because the Tirtomoyo swimming pool is in the middle of the city and has complete facilities and a clean pool environment.

. Jurnal Porkes. Porkes. Analisis Pembelajaran Pendidikan Jasmani Di Masa Pandemi Covid-19 Di Tinjau Dari Penggunaan Media Aplikasi Pembelajaran Dan Usia Guru. Jurnal Porkes. Porkes. Survei Motivasi Berolahraga Pada Peserta Didik. Jurnal Porkes. Porkes. Model Project Based Learning Terhadap Kreativitas Siswa dalam Pembelajaran Pendidikan Jasmani. Model Project Based Learning Terhadap Kreativitas Siswa dalam Pembelajaran Pendidikan Jasmani.

This research was conducted to determine the effect of the project based learning model on student creativity in sports and health physical education at SMA Negeri 1 Cilamaya. This research is an experimental study to find out whether the project-based learning model has an effect on student creativity in sports and health physical education. The number of samples is 36 students of class XI MIPA 2 taken by purposive sampling technique where the sample criteria are based on the class that is willing to be given treatment. The data of this research was carried out with a one group pretest-posttest design using a student creativity questionnaire using a Likert scale which was distributed at the beginning and end of the meeting. The results obtained through the normality test of the data with the results stating that the pretest data was $0.112 > 0.05$ and the posttest $0.094 > 0.05$. the results of the pretest-posttest stated that the data was homogeneously distributed and the t-test calculation obtained the Sig value. (two-tailed) $0.001 < 0.05$ indicates a significant difference between the results before and after the treatment. it can be concluded from the results of the research conducted that it can be stated that there is an effect

of the project based learning model on students' creativity in learning physical education, sports and health at SMA Negeri 1 Cilamaya.

. Jurnal Porkes. Porkes. Pengaruh Game Online Mobile Legend Terhadap Kesehatan Mental Peserta Didik. Pengaruh Game Online Mobile Legend Terhadap Kesehatan Mental Peserta Didik.

The motivation behind this research is to examine how much influence the online mobile legend game has on the mental health of students at SMPN 1 Kota Baru. This study uses a quantitative methodology with ex-post facto research techniques. This research was conducted at SMPN 1 Kota Baru on May 20 to June 6 2022. The population was all Grade VIII students at SMPN 1 Kota Baru, totaling 427 people. The population in this study was taken using the snowball sampling method, consisting of 30 individuals consisting of 21 men and 9 women. The instrument uses a mobile legend online game questionnaire and a mental health questionnaire. The examination method used in this exploration is a linear regression equation. The consequences of this study show the extent to which sig. <0.05 and a guarantee coefficient of 0.000 which indicates that the effect of playing mobile legend online games on the mental health of students at SMPN 1 Kota Baru is 90.8% while 9.2% is influenced by different variables. The conditions set are $= 4,923 + 1,000 X$, so that the mental health of students will decrease as the strength of playing online mobile legend games increases by 1,000.

. Jurnal Porkes. Porkes. Pengaruh Manipulasi Massage Pada Saat Latihan Teknik Bermain Bola Volli. Jurnal Porkes. Porkes. Studi korelasi kondisi fisik dengan keterampilan bermain futsal. Studi korelasi kondisi fisik dengan keterampilan bermain futsal.

The aim of this study was to analyze the correlation between physical condition and skills in playing the PJKR futsal club at Tadulako University. This study uses a quantitative method that is correlational with tests and measurements of physical condition and skills in playing futsal. The population of this study were all PJKR Tadulako University club players, totaling 12 people/players. The sample in this study were 12 athletes using the total sampling technique. Data collection techniques in the form of tests and measurements. The instruments used were (1 minute pull up test), (50 meter run), (Illionist agility run), (bleep test) and (sit and reach). The data in the study were analyzed by product moment correlation with the

help of SPSS 26. The results showed a significant correlation between physical condition and skills in playing futsal was 91.3%, the remaining 6.7%. The positive correlation results from the analysis that the sig value is 0.004 <0.05. The conclusions of this study are proven by the results of the analysis so that there is a real (significant) relationship between the physical condition variable and the skills variable. From the table it can be seen that f count is 12.541 with a significant/probability level

. Jurnal Porkes. Porkes. Menyelidiki Persepsi Atlet, Peran Orang Tua, dan Pelatih Tentang Tingkat Motivasi Latihan Renang di Masa Pandemi Covid-19. Bravo's : Jurnal Program Studi Pendidikan Jasmani dan Kesehatan. bravo's. j. prodi. pendidik. jasm. dan. kesehat.. Pengaruh Pembelajaran Sirkuit terhadap Kebugaran Jasmani dan Motivasi Belajar Pendidikan Jasmani Olahraga dan Kesehatan. Jurnal Porkes. Porkes. Pengaruh game pemanasan terhadap motivasi belajar bola voli. Pengaruh game pemanasan terhadap motivasi belajar bola voli.

The problem is that students don't have motivation in learning physical education, especially in volleyball material. The purpose of this study was to determine the effect of a warming up game in increasing motivation to learn volleyball. This research method is quantitative experiment. The population in this study were students of class X in the pharmacy department, totaling 43 female students. The data in this study were taken with a one group pretest posttest design for six meetings. The research instrument used a learning motivation questionnaire and data collection techniques with a Likert scale. Data analysis was carried out by testing the validity, reliability, normality test, homogeneity test, and paired sample t test. The average result at the pretest was 63.5 and the average result at the posttest was 81.9. The results of t count -27,818 > t table 2,018. The magnitude of the influence is 29%. So it can be concluded that there is a significant influence on the motivation to learn volleyball through the warming up game.

. CITIUS : Jurnal Pendidikan Jasmani, Olahraga, dan Kesehatan. Jurnal Porkes. Porkes. Pengaruh Model Latihan Ergometer Terhadap Hasil Mendayung Perahu Rowing. Pengaruh Model Latihan Ergometer Terhadap Hasil Mendayung Perahu Rowing.

The aim of the study was to examine the effect of the ergometer training model on rowing boat rowing results for rowing extracurricular students at MA Nihayatul Amal

Purwasari. This study uses a quantitative approach. Experimental method, with the type of quasi-experimental research (quasi experimental design). The study used the one group pretest posttest design. The implementation is in 3 stages, namely pretest, treatment, and posttest. The population used in this study were 20 rowing extracurricular students. The research sample was taken using a purposive sampling technique of rowing extracurricular students totaling 8 students. Hypothesis testing is done by T-test. The results of testing the hypothesis of the ergometer training model obtained a mean initial test time of 586 seconds (9'46"), a standard deviation of 11.5, a minimum time of 602 seconds (10'02"), and a maximum of 567 seconds (9'27") and a final test mean of 567 seconds (9'27"), standard deviation 9.58, minimum time 581 seconds (9'41"), and maximum 551 seconds (9'11"). Based on the results of calculating the pre-test and post-test data using a statistical approach to the t-test group centered training methods $t_{count} = 2,624$ significant/significant level $\alpha = 0.05$ and $t_{table} (1,895)$ with $dk = 8 (1,895)$. The test criteria are accepted if $-t_{1-1/2} \alpha < t_{count} < t_{1-1/2} \alpha$. This shows that the results of rowing boats have increased after using different training models.

. Jurnal Porkes. Porkes. Meningkatkan Keterampilan Motorik Kasar Melalui Permainan Sederhana. Jurnal Porkes. Porkes. Studi kelayakan sarana dan prasarana pembelajaran olahraga dan kesehatan tingkat SMPN se-Kecamatan Praya. Studi kelayakan sarana dan prasarana pembelajaran olahraga dan kesehatan tingkat SMPN se-Kecamatan Praya.

The purpose of this study was to examine the condition and ownership status of physical education facilities and infrastructure in junior high schools throughout the Praya district. This study used the entire population of 6 SMPN. By using a population study sampling technique. The instrument used in this study is the observation sheet. The data analysis technique in this study used a quantitative descriptive analysis method, namely data processing by the number of available facilities multiplied by 100% for the ideal number of facilities. The results of the research for SMPN 1 are 67.11% in the adequate category, SMPN 2 72% in the adequate category, SMPN 3 43.11% in the category sufficient enough, and SMPN 4 29.77% in the inadequate category, SMPN 5 73.77% in the adequate category, SMPN 6 69.77% adequate category. Meanwhile, the average calculation result for all physical education facilities and infrastructure in junior high schools in Praya District is 59.25% in the quite adequate category. The conclusion of this study is that there

are 3 schools in the adequate category of infrastructure, SMPN 1 has a field area of 3600 m², SMPN 2 has a field area of 2007 m², SMPN 3 has a field area of 1080 m². Inadequate category infrastructure 3 schools SMPN 4 field area 465 m², SMPN 5 field area 675 m², SMPN 6 field area 150 m².

. Jurnal Porkes. Porkes. Analisis motivasi siswa dalam mengikuti ekstrakurikuler bola voli. Analisis motivasi siswa dalam mengikuti ekstrakurikuler bola voli.

This research aims to analyze how much student motivation there is and wants to examine how much intrinsic motivation and extrinsic motivation students have in participating in volleyball extracurricular activities at MAN 3 Karawang. Quantitative descriptive research uses survey methods, with data collection techniques using instruments in the form of questionnaires. The population and sample in this study were 32 students. The instrument used was a questionnaire consisting of 35 questions. Data analysis used descriptive statistical analysis with respondents' achievement levels. The results of the research show that students' overall motivation for participating in volleyball extracurriculars can be categorized as moderate with the respondent's achievement level being 79.69%. Meanwhile, the intrinsic motivation factor obtained a respondent achievement level of 84.59% in the high category and the extrinsic motivation factor obtained a respondent achievement level of 74.79% in the medium category. The overall conclusion is categorized as moderate.

. Jurnal Porkes. Porkes. Menerapkan Media Internet of Things Terhadap Kemampuan Passing Sepak Bola. Menerapkan Media Internet of Things Terhadap Kemampuan Passing Sepak Bola.

The use of media in learning physical education will be very helpful in increasing students' abilities to understand the material provided by the teacher, one of which is to improve the ability to pass football. This study aims to examine the effect of the application of internet of things media on students' soccer passing abilities. The method used in this study was a pre-experimental design and the research design used was one group pretest posttest. The data collection technique used in this study was pre-test and post-test and processed using the SPSS 25 application. The population used was all class X IPS students at SMA Negeri 1 Telukjambe Barat, totaling 203 students. The sample used in this research was students of class X IPS 2 SMA Negeri 1 Telukjambe Barat, totaling 35 students using a purposive sampling

technique. The test instrument in this study was a soccer passing test with the inside of the foot which was 18 meters away and had a goal in the middle. The results of this study are that there is an effect of the use of internet of things media on the ability to pass football in X IPS 2 students at SMA Negeri 1 Telukjambe Barat, there is an increase of 18% between the average pretest results and the average posttest results. There is a difference in the treatment used in this study, namely the use of internet of things media compared to previous studies which used audiovisual media in the form of VCDs. Thus, it can be concluded that there is a significant influence from the application of internet of things media on the ability to pass football in class X IPS 2 students of SMAN 1 Telukjambe Barat."

. Jurnal Porkes. Porkes. Motivasi Mahasiswa Dalam Mengikuti Perkuliahan Semasa Transisi Daring ke Luring. Motivasi Mahasiswa Dalam Mengikuti Perkuliahan Semasa Transisi Daring ke Luring.

Each research activity certainly has aims and objectives, based on the formulation of the existing problems, the goal to be achieved in this study is to determine student motivation in attending lectures during the online to offline transition based on theoretical and practical courses at sports education at the University of Riau. The population in this study was students of sports education, teaching and education faculty, University of Riau, class of 2020. The sampling technique used purposive sampling, totaling 68 people. The data collection technique used is by giving a questionnaire. From the results of the research process to data processing, it was started by collecting data to conduct trials of research instruments as many as 66 students at the University of Riau stated that the 58 statement items were valid which was expressed by $r_{count} > r_{table}$ (0.239) and reliability test with cronbach's alpha value of 0.741 . after that the researchers tested the research instrument by distributing questionnaires (questionnaires) to 68 samples, namely Riau University sports education students class of 2020 to produce data that was used as a benchmark as a discussion of research results. Student motivation in attending lectures during the online to offline transition based on theoretical and practical courses at sports education at the University of Riau with a percentage of 72.09%.

. Jurnal Porkes. Porkes. Implementasi kurikulum merdeka belajar pada pembelajaran PJOK. Implementasi kurikulum merdeka belajar pada pembelajaran PJOK.

This study aims to determine the implementation of the independent learning curriculum in PJOK learning. The problem is that the Ministry of Education and Culture issued a regulation in the form of an independent learning curriculum. Methods using descriptive qualitative. Sources of data using primary data consist of school principals, PJOK teachers and students. Data collection techniques using observation, interviews, documentation. Data analysis techniques use data condensation, data presentation, drawing conclusions. The data collection instrument uses a data validity test, a credibility test. The results of this study indicate that the implementation of the independent learning curriculum in PJOK learning is carried out optimally. Even though there are obstacles to the teacher's knowledge regarding the understanding of independent learning curriculum learning. In addition, there is a shortage of teachers in preparing the independent learning curriculum. The key to success in implementing the independent learning curriculum in PJOK learning is that there must be a willingness to make changes in accordance with the provisions set by the government and see the potential that exists. In conclusion, planning in independent learning is not fully in accordance with the theory, it does not show CP, ATP and MA in the learning process.

. Riyadhoh : Jurnal Pendidikan Olahraga. JPO. PENINGKATAN KETERAMPILAN MEMBERI UMPAN BALIK GURU PENDIDIKAN JASMANI OLAHRAGA DAN KESEHATAN (STUDI PADA GURU PENDIDIKAN JASMANI OLAHRAGA DAN KESEHATAN).

Penelitian ini bertujuan untuk mengetahui tindakan pendampingan yang mampu meningkatkan keterampilan mengajar terutama pada aspek memberi umpan balik guru pendidikan jasmani olahraga dan kesehatan Sekolah Dasar Negeri di Kecamatan Taman kabupaten sidoarjo setelah diberikan pendampingan. Jenis penelitian ini merupakan penelitian tindakan (action reseach).Tindakan dalam penelitian ini yaitu, 1.Pemberian tayangan video keterampilan memberi umpan balik pada data primer, 2.Pendampingan perekaman dan diskusi hasil dilapangan, 3.Refleksi. Subjek dari penelitian ini ada 4 Guru Pendidikan Jasmani Olahraga dan Kesehatan SDN di Kecamatan Taman Kabupaten Sidoarjo. Data hasil dari penelitian yang diperoleh dari nilai keterampilan memberi umpan balik pada 4 guru pendidikan jasmani olahraga dan kesehatan yaitu: (1) SDN Sepanjang I sebelumnya mendapatkan nilai 2 menjadi 5, (2) SDN Ketegan I sebelumnya mendapatkan nilai 2 menjadi 5, (3) SDN Trosobo I sebelumnya mendapatkan nilai 0 menjadi 2, (4) SDN

Kramat Jegu II sebelumnya mendapatkan nilai 0 menjadi 2. Rata- rata pre-test 1 dan rata-rata post-test 3.5. Berdasarkan perhitungan statistik diketahui bahwa nilai $8.70 > 2.35$ sehingga dapat disimpulkan bahwa terdapat perbedaan signifikan antara pre-test dan post-test, dimana nilai pre-test lebih rendah dibandingkan dengan nilai post-test. Kesimpulan dalam penelitian ini setelah dilakukan tindakan pendampingan melalui data primer yaitu pemberian tayangan video pembelajaran, diskusi penilaian angket guru terutama dalam aspek keterampilan mengajar memberi umpan balik guru pendidikan jasmani olahraga dan kesehatan serta melakukan perekaman dan refleksi. Dapat meningkatkan keterampilan mengajar guru pendidikan jasmani olahraga dan kesehatan. Kata Kunci: Memberi Umpan Balik; Guru; Tindakan Pendampingan.

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PENDIDIKAN JASMANI DAN KESEHATAN

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EASY LEARNING COMPLETE ITALIAN GRAMMAR

VERBS AND VOCABULARY 3 BOOK IN 1 COLLINS

EASY LEARNING ITALIAN

What is the easiest and fastest way to learn Italian?

Can I learn Italian in 3 years? The time to learn Italian varies based on effort and goals. Basic conversational skills (A1) can take 3-6 months, elementary proficiency (A2) in 6-12 months, and intermediate (B1) in 1-2 years. Advanced levels (B2-C2) require 2-4+ years.

What is the best way to learn Italian verbs?

Does Italian have easy grammar? Is Italian Grammar Easy? Many people choose to learn Italian over other languages because they've heard that Italian grammar is relatively easy to learn. While it's true that Italian grammar rules aren't necessarily hard, they do take patience and practice to master, just like with any new skill.

What is the best website to learn Italian for free? Duolingo The sheer amount of material in its free online Italian course is impressive. The lessons are like quick tests that exercise your skills in vocabulary and retention by having you translate sentences, fill in the blanks or define words.

What is the hardest part of learning Italian? Its grammar is notoriously difficult to learn, but this is really due to Italian's large number of tenses, conjugations, and irregular verbs, since Italian has no case system.

What is the hardest language to learn? 1. Mandarin Chinese. Interestingly, the hardest language to learn is also the most widely spoken native language in the world.

Is it possible to learn Italian by yourself? Reading and writing are essential components of learning Italian independently. By reading Italian texts, such as books, newspapers, or online articles, you expose yourself to a wide range of vocabulary, sentence structures, and grammatical concepts in context.

How many words do you need to know to become fluent in Italian? A fluent speaker may have an active vocabulary of more than 10,000 words, but they'll be able to do much more than order their favorite pizza.

What is the perfect verb in Italian? The passato prossimo perfect tense is formed using the present form of the verb essere (to be) essere, presente or avere (to have) avere, presente, which we refer to as the “auxiliary” verbs, + the past participle of the main verb.

What makes Italian hard to learn? Grammar: Areas that students of Italian typically find challenging at first stem from the amount of grammar there is. It's not so much its complexity that's challenging but rather there are just so many verb conjugations, tenses, and irregularities to learn.

What are the three most important verbs in Italian?

How to learn Italian fast?

What word order is Italian? The Basics of Italian Word Order with Subject, Verb, and Object. The basic Italian sentence structure, as with all Neo-Latin languages, follows the Subject – Verb – Object (SVO) pattern.

Where to start with Italian grammar?

How quickly could I learn Italian? According to the US Foreign Service Language Institute Italian is considered to be one of the easiest languages to learn. (FSI) lists languages into category and Italian is in “Group One” or “Category One” language meaning a student would spend nearly 600 hours to reach basic fluency.

How do I learn Italian by myself?

Can I learn Italian in 3 months? Learning Italian in just three months may seem like a daunting challenge, but fear not! With dedication and commitment, it is definitely within your grasp.

Can I learn Italian in 2 weeks? While it may not be possible to become fluent in Italian in just 10 days, it IS possible to learn the basics in a short period of time and move on to becoming fluent. Don't be discouraged. You can and will learn Italian

much faster than you expect.

BIG IDEAS MATH GREEN ANSWER CHAPTER 7

Where can I find answers to big ideas in math? The Big Ideas Math Solutions app provides access to the worked-out solutions of odd exercises in all Big Ideas Math high school programs. Step-by-step solutions help students find and fix their own mistakes and grow as independent learners.

What is the Big Ideas math answers app? The Big Ideas Math Solutions app provides worked out solutions for the odd-numbered exercises in the Big Ideas Math high school programs. Step-by-step solutions help high school students find and fix their mistakes and grow as independent learners.

What grade level is big ideas math? Big Ideas Learning. K-12 Math Programs.

Is big ideas math a good program? EdReports methodology differs from Big Ideas Math's fundamental principles, that standards do not dictate curriculum. Big Ideas Math has consistently received high scores from accredited reviewers from across the country.

What is the website that gives math answers? Wolfram|Alpha has broad knowledge and deep computational power when it comes to math. Whether it be arithmetic, algebra, calculus, differential equations or anything in between, Wolfram|Alpha is up to the challenge.

What app can I use to answer math question? Photomath is known worldwide for helping millions of learners to learn, practice, and understand math – one step at a time. Scan any math problem with the Photomath app to get step-by-step explanations with accurate solutions and a variety of teacher-approved methods.

How old is big ideas math?

Is big idea math free? Welcome to the Free Easy Access Student Resources portal for Big Ideas Math. Access the free Student Edition of your textbook by selecting your program from the drop-down menu.

What is the app that answers quizzes? With Quizard, you can quickly and easily get help with multiple-choice questions and short answer problems. You can quickly and easily prepare for quizzes, tests, and exams, allowing you to confidently ace them.

What's the highest math you can take? A doctoral degree is the highest level of education available in mathematics, often taking 4-7 years to complete.

What grade levels does 99 math have? 99math is a social practice platform for 1st - 12th grade teachers to accelerate results and save lesson time. It takes 1 minute for the teacher to set up the game and kids can join on any device that has a browser.

What is the hardest math grade? The hardest math class you can take in high school is typically AP Calculus BC or IB Math HL. These courses cover a wide range of advanced mathematical concepts, including calculus, trigonometry, and statistics.

Is math 103 easy? This class is said to be the easiest math class offered but it's definitely a challenge. The class revolves around the history of Mathematics all the way back to the way the Babylonians solved math problems.

Who is the owner of big ideas math? About Us. Founded in 2008 by renowned math textbook author, Dr. Ron Larson, Big Ideas Learning creates cohesive, content-rich, and rigorous mathematics curriculum ranging from kindergarten through high school.

What can teachers see on big ideas math? Teachers can click on the icons in each column to see how students answered each question. Teachers can also see the version each student received, whether or not students have submitted, how long students spent completing the assignment, and the individual overall scores. Was this article helpful?

What is e in math? Euler's Number 'e' is a numerical constant used in mathematical calculations. The value of e is 2.718281828459045...so on. Just like pi(?), e is also an irrational number. It is described basically under logarithm concepts.

Can ChatGPT solve math problems? while ChatGPT may appear capable of solving simple arithmetic and some algebraic equations, it regularly fails with more complex math problems. This inability to solve math problems may seem paradoxical because our calculators and computers have been successfully helping us solve math problems for over 50 years.

How much does gauthmath cost?

What is the best math answer website?

How to get math answers online for free?

Which app gives all answers to questions? Socratic can help! This learning app, powered by Google AI, helps you understand your school work at a high school and university level. Ask Socratic a question and the app will find the best online resources for you to learn the concepts.

How do you find assignments on big ideas math? Once a student is logged in at bigideasmath.com, they can select the Assignments tab at the top of the page. If the teacher has created an assignment, it will appear for the student to enter and complete.

Where can I ask math questions and get answers?

What is the website that solves math problems with AI? Once you submit your math problem, Mathful will quickly formulate the correct answer and generate a solution almost instantly.

How do students access big ideas math? Students will only be able to access the Big Ideas Math content if they are assigned to an active class. An active class has an end date that is not in the past. If a student is not in an active class, they can still view their book on our free Easy Access Materials webpage.

Can you redo an assignment on big ideas math? Click the orange "Un-submit" button. The student will then have the ability to edit the assignment and re-submit it.

Where is the eBook on big ideas math? Teachers can download the Big Ideas Math Student Dynamic eBook app, by selecting the 'Apps' icon in the Featured

Resources or by searching the Course Resources at the book level for Apps. The eBook app is available for iOS, Android, Mac, and PC.

Who makes big ideas math? Founded in 2008 by renowned math textbook author, Dr. Ron Larson, Big Ideas Learning creates cohesive, content-rich, and rigorous mathematics curriculum ranging from kindergarten through high school.

Where can I find questions and answers?

How do you answer math questions quickly?

How do I use Google to find math answers?

What is the website that solves any math problem? QuickMath will automatically answer the most common problems in algebra, equations and calculus faced by high-school and college students. The algebra section allows you to expand, factor or simplify virtually any expression you choose.

Is ChatGPT good at math? ChatGPT is an artificial intelligence chatbot developed by OpenAI. What makes ChatGPT unique is that it serves the public directly. Although ChatGPT works perfectly at analyzing situations, explaining things, and even writing you a sincere poem; this helpful chatbot is incapable of doing some basic math calculations.

Is MathGPT free? MathGPT is a free math ai tutor, that helps students solve math problems using AI, with step by step, clear explanations.

What can teachers see on big ideas math? Teachers can click on the icons in each column to see how students answered each question. Teachers can also see the version each student received, whether or not students have submitted, how long students spent completing the assignment, and the individual overall scores. Was this article helpful?

Is big idea math free? Welcome to the Free Easy Access Student Resources portal for Big Ideas Math. Access the free Student Edition of your textbook by selecting your program from the drop-down menu.

Why does big ideas math take so long to load? Assessments can vary in size (1 MB – 3 MB, determined by number of questions and the types of questions). Depending on bandwidth, this can sometimes take a few moments to load. Please allow up to 5 minutes for an assessment to load.

ACCOUNTS RECEIVABLE TESTING QUESTIONS

Understanding Accounts Receivable: Tests, Analysis, and Best Practices**

What is the Test for Accounts Receivable?

The test for accounts receivable involves analyzing the accuracy, completeness, and existence of the amounts owed to the business by customers.

What is a Question that Should be Asked About Accounts Receivable?

A critical question for accounts receivable is: "Are the amounts recorded as accounts receivable accurate and collectible?"

How do you Test the Accuracy of Accounts Receivable?

Accuracy of accounts receivable can be tested by:

- Verifying invoices against sales orders and shipping documents
- Reconciling the accounts receivable subsidiary ledger to the control account
- Performing physical counts of customer inventory

What Questions are Asked in an Accounts Receivable Interview?

Common interview questions for accounts receivable include:

- How do you manage the accounts receivable process from customer invoicing to collection?
- What techniques do you use to improve accounts receivable turnover?
- How do you handle disputes and write-offs?

How do you Confirm Accounts Receivable?

Accounts receivable can be confirmed by sending out confirmation statements to customers, requesting them to verify the accuracy of the balance.

What is AR Analysis in Accounting?

AR analysis involves evaluating the efficiency and effectiveness of the accounts receivable process, including factors such as days sales outstanding, turnover ratios, and collection effectiveness.

What is the Biggest Problem with Accounts Receivable?

A major problem with accounts receivable is non-collection, which can lead to bad debt expenses and cash flow issues.

Why do we Test Accounts Receivable?

- To prevent fraud and errors
- To ensure that financial statements are reliable
- To identify areas for process improvement

How to do AR Reconciliation?

AR reconciliation involves matching the accounts receivable balance in the general ledger to the balance in the accounts receivable subsidiary ledger.

What are the Metrics for AR?

Key AR metrics include:

- Days Sales Outstanding (DSO)
- Accounts Receivable Turnover Ratio
- Collection Efficiency Ratio

How do you Evaluate Accounts Receivable?

Accounts receivable evaluation involves assessing the quality of the receivables, including aging analysis, credit risk assessment, and collection effectiveness.

How do you Analyze AR Turnover?

AR turnover analysis involves calculating the ratio of net sales to average accounts receivable. A higher ratio indicates more efficient receivables management.

What are the 4 Functions of Accounts Receivable?

The four functions of accounts receivable are:

- Billing
- Collection
- Credit management
- Reporting

What are the Basics of Accounts Receivable?

The basics of accounts receivable include recording and managing customer invoices, tracking payments, and monitoring customer balances.

How do you Solve for Accounts Receivable?

The formula to solve for accounts receivable is: $\text{Accounts Receivable} = \text{Net Sales} * \text{DSO} / 365$

What are the 7 Audit Assertions?

The 7 audit assertions for accounts receivable are:

- Existence
- Rights and obligations
- Completeness
- Valuation and allocation
- Presentation and disclosure
- Occurrence
- Accuracy

How do you Correct Accounts Receivable Errors?

- Issue a credit memo to customers for overstated receivables
- Issue a debit memo to customers for understated receivables
- Adjust the accounts receivable control account

How do you Monitor Receivables?

- Regularly review aging reports
- Conduct credit checks on new and existing customers
- Establish clear collection procedures

How to do AR Analysis?

AR analysis involves examining trends, ratios, and other metrics to identify inefficiencies and areas for improvement in the accounts receivable process.

What is AR in Software Testing?

AR (Application Requirements) in software testing refers to the process of defining and validating the functional and non-functional requirements of a software application.

What is AP vs AR in Accounting?

- AP (Accounts Payable): Amounts owed by a business to its suppliers
- AR (Accounts Receivable): Amounts owed to a business by its customers

How do you Assess Accounts Receivable?

Accounts receivable assessment involves evaluating the creditworthiness of customers, reviewing collection policies, and conducting aging analysis.

Why do we Test Accounts Receivable?

- To ensure the accuracy of financial statements
- To prevent fraud and errors
- To evaluate the creditworthiness of customers
- To identify areas for process improvement

HISTORY OF GERMANY 1780 1918 THE LONG NINETEENTH CENTURY BLACKWELL CLASSIC HISTORIES OF EUROPE

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