

# Quick Start Guide Grades 1–6 Student Learning Center

The Student Learning Center is a digital resource for students to use to complete activities, explore with eTools, get assignments, share work with the teacher, play games, collaborate with classmates, and much more.

Students will find daily interactive lesson activities (including *Math Journal*, *Math Masters*, *Activity Cards*, and more), the *My Reference Book (Grades 1 and 2)*, the *Student Reference Book (Grades 3-6)*, the eToolkit, games, EM at Home (including Home Links and Family Letters), customized assignments, and more!

## Landing Page

However they login, every time a student logs in he or she sees the lesson landing page. The landing page always shows today's lesson. The teacher sets up which lesson is for today.

The screenshot shows the landing page for a student named John on Thursday, July 16, 2015. The main content area features a large blue banner for "Lesson 1-11" titled "Comparing Numbers and Home Links <>". Below the banner are navigation links for "Lesson 1-10" and "Lesson 1-12". To the right of the banner are two large buttons: "My Reference Book" (with an open book icon) and "eToolkit" (with a geometric shapes icon). At the bottom of the page is a row of seven smaller icons: Geometer's Sketchpad Activities, Tutorial Videos, EM Games Online, Favorites, Assignments, and EM at Home. The footer contains links for Legal, Privacy and Notice, Technical Support, Minimum Requirements, and Help.

**Go to Lesson**  
Takes you to the digital activities for this lesson.

**Home**  
Sends you back Today's Lesson.

**My Reference Book**  
Opens the eBook of the My Reference Book.  
In Grades 3-6, this icon opens the grade-specific Student Reference Book.

**eToolkit**  
Opens the eToolkit, which contains virtual versions of math manipulatives for students to explore concepts.

**Assignments**  
Students will receive teacher-created assignments here.

**EM at Home**  
Links to resources for parents. Includes PDFs of Home Links, Family Letters, a literature list, and more.

**Favorites**  
Students can mark lesson activities as "favorites" and then find them here.

**EM Games Online**  
EM Games Online Games for additional practice.

**Tutorial Videos**  
Links to a list of videos of worked-out examples found in the Reference Books.

**Geometer's Sketchpad® Activities**  
Links to a list of interactive activities found in the Reference Books.

**Navigate Between**  
Students can go to the previous or next lesson using these links.  
Students cannot go ahead of today's lesson as set up in the teacher's planner.

## Lesson Dashboard

Click on "Go to Lesson X-X" from the previous screen to go to the Lesson Dashboard. This page shows all of the activities in the lesson where students use the Student Learning Center to work on the activity.

**Today's Lesson**  
Return to today's lesson by clicking here.

Back a Lesson  
Go back to the previous lesson.

Home  
This button sends you back to the Student Learning Center landing page.

Activity Tiles  
Lesson activity tiles appear in numeric order. Click on a tile to launch the activity.

Group  
Activities with a Group icon can be completed with a classmate or classmates. They work together on one tablet or laptop, and then the work is shared to all students' accounts. Students can create their own groups, or the teacher can set the groups beforehand in the Teacher Center.

Number of Activity Tiles  
Shows the number of student activities in the lesson and the current view. Click to see more activities in the lesson.

More Activity Tiles  
Click the blue arrow to see more activities in the lesson.

## Activity View

When students click on an activity tile, they are taken to the digital activity screen. This is where they complete the activity. For some activities, they write or type their answers. For others, they choose an answer. Sometimes, they need to use eTools to think through a problem and show their work.

**Using <, >, and =**

3 < 5  
3 is less than 5.

5 > 3  
5 is greater than 3.

Choose <, >, or =.

1 18¢ > 81¢

2 61 > 16

3 107 = 107

4 \$1 < 94¢

**Audio**  
The speaker button allows students to hear audio of the text from the activity.

**More Screens**  
Many activities have more than one screen. Click the arrows or the drop-down menu to go to the next or previous screen in the activity.

**Interactive Answer Choices**  
Many problems feature multiple choice, drag and drop, or other interactive answer choices to record and save work.

**Activity Kit**  
The Activity Kit gives you access to Hints, eToolkit, My Reference Book or Student Reference Book, and other resources to help students complete the activity.

**Workspace**  
The workspace button enables the use of activity features like playing audio, interacting with activity content like selecting multiple choice answers, and scrolling, among others.

**Writing Tools**  
Use the pen and text tools to draw, write, or type work and answers.

**Refresh**  
The refresh button clears Writing Tools, eTools, or the activity.

**Scratch Pad**  
If more space is needed to work, click to scroll down and use the yellow scratch pad.

## Writing Tools and eTools

Many activities in the Student Learning Center include eTools. Students can use these tools to do work, answer problems, show their thinking, and even play games.

**Back**  
Go back to the lesson dashboard to see the other activities in the lesson.

**Group**  
Shows students which students are in their group.

**Favorites**  
Click the heart to favorite this activity and save it to the student portfolio.

**Clone**  
Click the Clone button to create a new screen, exactly like the current screen.

**eTools**  
eTools can be moved around and used to help think through and solve problems. Some are even interactive, like rolling a die.

**eTools Menu**  
Click the eTools button to view and use any eTool required to complete the activity.

**Writing Tools Menu**  
Write, draw, or type to show work and answers using the Writing Tools. Pen tool options are shown.

Roll	Spaces
	1 or 10
	2 or 20
	3
	4
	5
	6

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110

Example:  $\textcircled{D} \textcircled{N} \textcircled{N} \textcircled{P} \textcircled{P} = 22 \text{¢} < 26 \text{¢} = \textcircled{Q} \textcircled{P}$

$7 \textcircled{N} \textcircled{N} \textcircled{D} \textcircled{P} = 21 \text{¢} < 45 \text{¢} = \textcircled{Q} \textcircled{N} \textcircled{D} \textcircled{N}$

$8 \textcircled{D} \textcircled{D} \textcircled{Q} \textcircled{D} = 55 \text{¢} < 26 \text{¢} = \textcircled{D} \textcircled{N} \textcircled{P} \textcircled{D}$



## Feedback

Many activities are automatically scored, providing students with immediate feedback on their work.

The screenshot shows a web browser window with the URL `connected-qa.cdiapps.com/em4s/class/Z7SF8ESB1XN8MX8GMMVH46WO38/lesson/42N999B31HZL8TV32TTO7GW421/activity/9VB7BHDWB19t`. The page title is "Math Boxes" and it is on "Screen 2". The main content area displays a math activity with the instruction "2 Fill in the missing numbers." Below the instruction is a grid of boxes:

2			
12	13	14	15
	23		25

To the right of the grid is a keypad with a display showing "25". The keypad has buttons for digits 0-9, a decimal point, a comma, a clear button (X), and a cancel button (C). Below the keypad is a "Correct!" button. At the bottom of the activity area is a "Check" button with a checkmark icon. A toolbar at the very bottom includes icons for "Activity Kit", a list, a pencil, a text tool (T), a refresh button, an apple icon, a zoom slider (100%), and a download button.

**Keypad**  
For some activities you need to enter your answers using a keypad.

**Feedback**  
Visual and audio feedback is given to the student upon clicking the Check button.

**Teacher Feedback**  
If the teacher wrote feedback in the Teacher Center's Evaluation Tool, the apple appears. View teacher feedback by clicking the apple.

**Check**  
When students are done answering the problem, they click "Check" to find out if they are correct.

## Activity Kit

The Activity Kit provides extra help, information, and tools.

Math Boxes

2 Fill in the missing numbers.

2

12 13 14 15

23 25

Correct

Hint

Directions

My Reference Book Page 67

eToolkit

Similar Problems

Activity Kit

100%

Hints  
Hints give suggestions on how to think about solving the problem.

My Reference Book  
Click on the page number and the My Reference Book eBook will open to that page to show extra help and background.

eToolkit  
This opens a new tab with the full eToolkit and all of its eTools.

Similar Problems  
This shows problems students have done before that are similar to the one in this activity.

Everyday Mathematics MY REFERENCE BOOK

Numbers and Operations in Base Ten

Numbers on a number grid are in rows and columns.

-9	-8	-7	-6	-5	-4	-3	-2	-1	0
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110

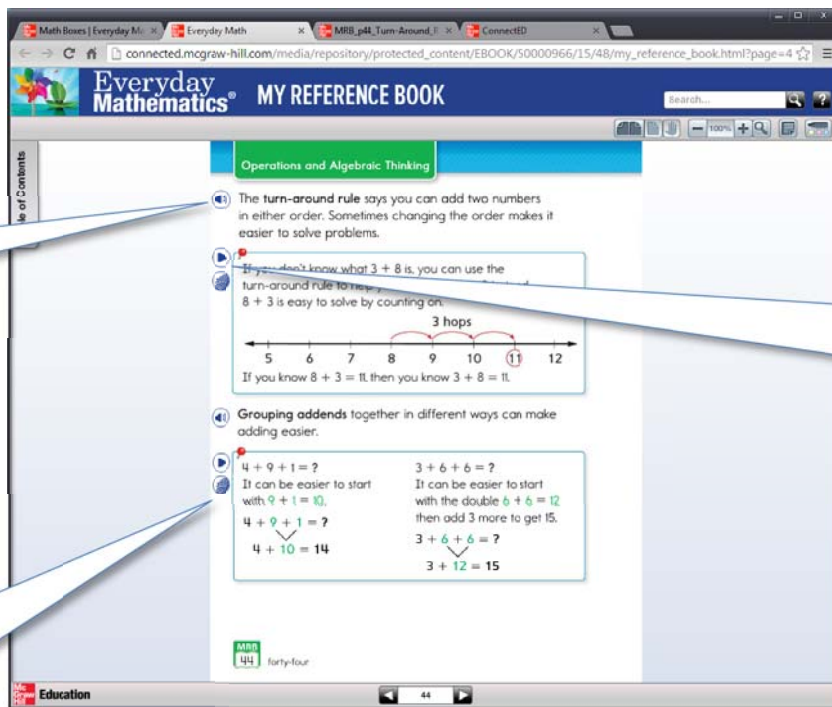
My Reference Book

## My Reference Book

A digital version of the My Reference Book is available from the Landing Page as well as from the Activity Kit on an activity screen.

More than just an eBook, the My Reference Book includes:

- Full audio in English.
- Links to videos for many worked-out examples.
- Links to Geometer's Sketchpad® activities.



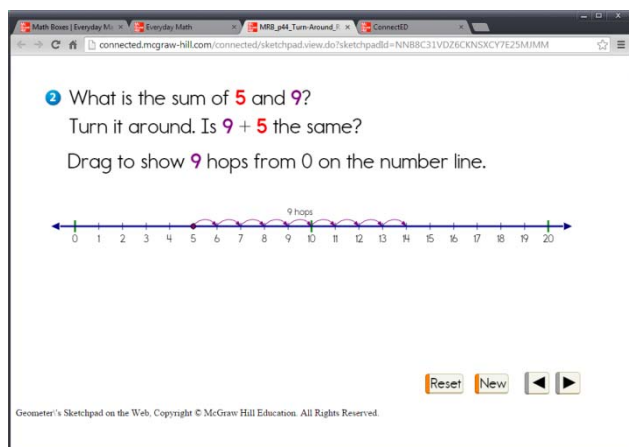
Audio  
Click this icon to hear the text read aloud.



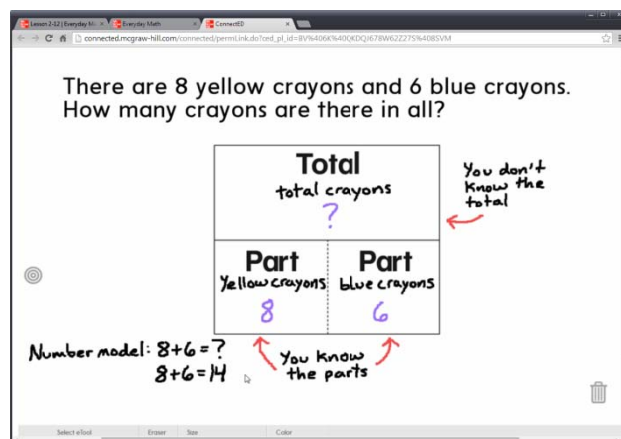
Videos  
Look for this icon throughout the My Reference Book to launch videos that explain concepts and worked-out examples.



Geometer's Sketchpad® Activities  
Look for this icon throughout the My Reference Book to launch interactive learning activities built with Geometer's Sketchpad®.



Geometer's Sketchpad® Activity  
(from My Reference Book, p. 10)



Video  
(from My Reference Book, p. 24)

## Geometer's Sketchpad® Activities

Geometer's Sketchpad activities in the My Reference eBook and also accessible from the landing page supplement the topics in the book by giving students opportunities to explore math concepts in a digital environment.

These activities give students the ability to interact with and manipulate shapes, number grids, number lines, ten frames, and more! Students complete interactive practice problems, modeled after worked examples, with the ability to check their work and receive feedback.

Lesson 3-7 | Everyday Math

8:59 AM

64%

connected.mcgraw-hill.com/connected/sketchpad.view.do?stateCode=IL&sketchpadId=9K7TEXH51W

2 Use all 3 of these clues. Name a number that is:

- Less than 8
- A sum of doubles
- Greater than 4

Drag the orange slider to pick your number.

Your number matches all 3 clues. Good work!

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

Check Answer Try Again New Puzzle

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**Feedback**  
Feedback is provided on correct and incorrect answers.

**Highly Interactive**  
Students use interactive features like drag and drop to complete problems.

**Check Answer**  
After completing problems, students can check their work.

**Multiple Opportunities**  
There are often several opportunities to practice a skill.

**Navigation**  
Move to previous or next activity using the arrows.