

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, and Measurements, along with copyright information for McGraw-Hill Education.

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.

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

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.

Lesson 1-10 **Back to Today's Lesson** Lesson 1-12

Lesson 1-11

Comparing Numbers and Home Links < >

- Mental Math and Fluency
- Math Message
- Using $<$, $>$, and $=$
- The Number-Grid Game GROUP
- Math Boxes
- Home Link

1 2 3 4 5 6 7 8

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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.

The screenshot shows a digital activity screen titled "Using <, >, and =". At the top, there is a navigation bar with a back arrow, the title, a heart icon, and a "Screen 1" dropdown menu with forward and back arrows. Below the navigation bar, there are two examples: $3 < 5$ with the text "3 is less than 5." and $5 > 3$ with the text "5 is greater than 3." Below these is the instruction "Choose <, >, or =." followed by four numbered problems:

- 1 $18¢ > 81¢$
- 2 $61 > 16$
- 3 $107 = 107$
- 4 $\$1 < 94¢$

At the bottom of the screen is a toolbar with several icons: a briefcase labeled "Activity Kit", a green speech bubble icon, a pen icon, a text icon "T", a refresh icon, a zoom slider set to 100%, and a yellow downward arrow icon. A trash can icon is also visible on the right side of the screen.

Callout boxes provide the following descriptions:

- 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: $\textcircled{D} \textcircled{N} \textcircled{N} \textcircled{P} \textcircled{P} = 22 \text{ c} < 26 \text{ c} = \textcircled{Q} \textcircled{P}$

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

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

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 number grid:

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 green document icon, a pencil, a text tool (T), a refresh icon, an apple icon, a zoom slider at 100%, and a download icon.

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

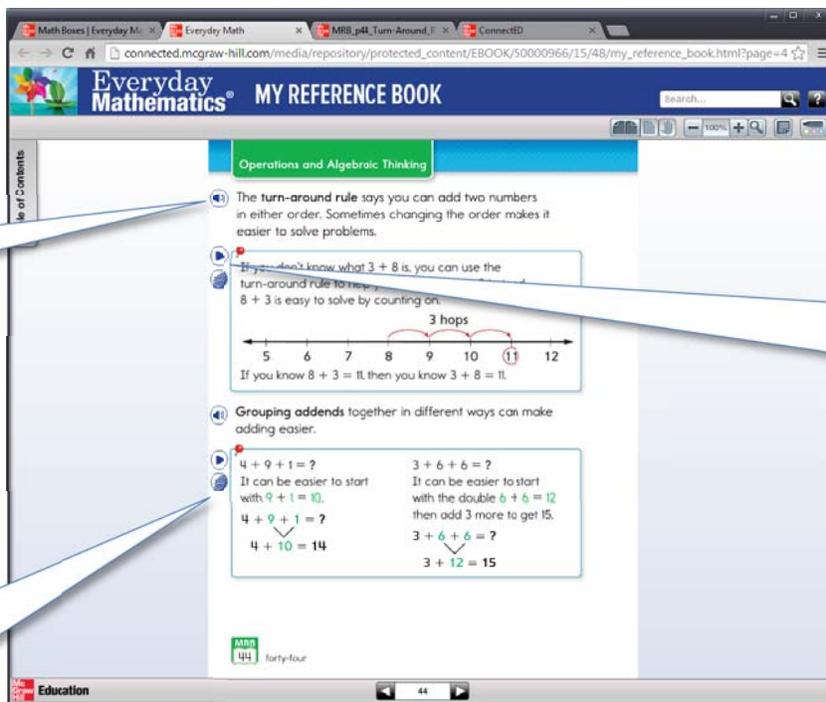
My Reference Book

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:

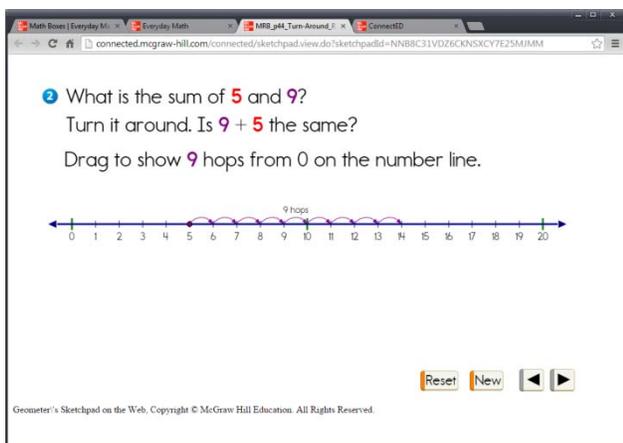
- Full audio in English.
- Links to videos for many worked-out examples.
- Links to Geometer's Sketchpad® activities.



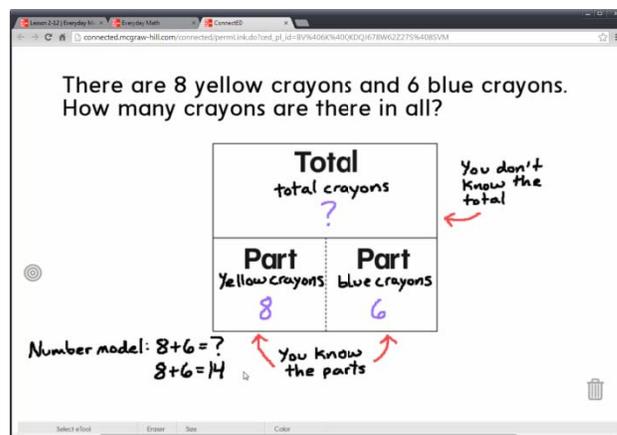
Audio
Click this icon to hear the text read aloud.

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.

The screenshot shows a web browser on an iPad displaying a math puzzle. The puzzle asks the user to find a number based on three clues: less than 8, a sum of doubles, and greater than 4. A number line from 0 to 26 has a red dot at 6. A green message says "Your number matches all 3 clues. Good work!". Below the number line are buttons for "Check Answer", "Try Again", and "New Puzzle", along with a left arrow button. The footer reads "Geometer's Sketchpad on the Web, Copyright © McGraw Hill Education. All Rights Reserved.".

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!

Feedback
Feedback is provided on correct and incorrect answers.

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

Check Answer Try Again New Puzzle

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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.