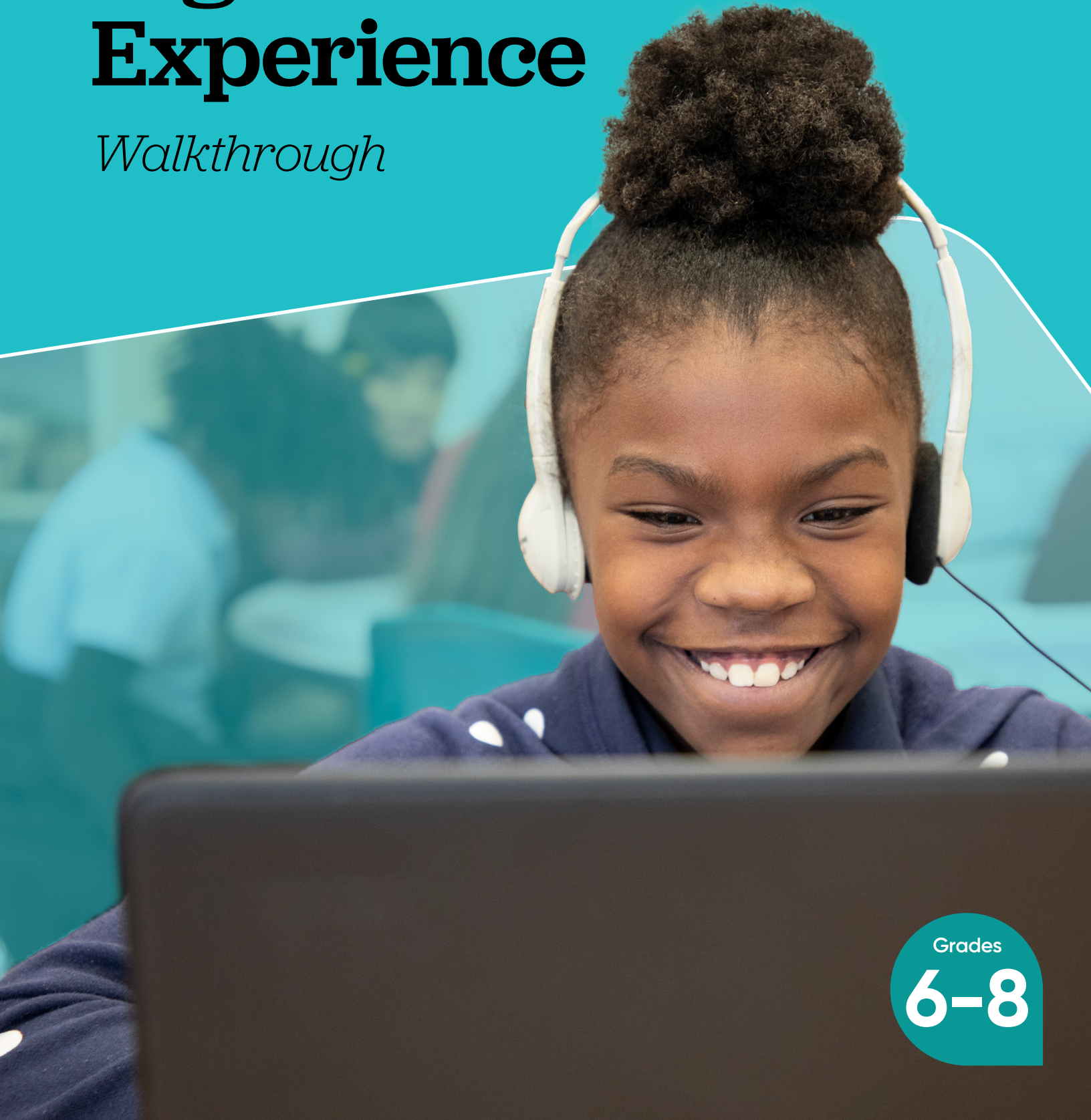


Student Digital Experience

Walkthrough



Grades

6–8

Boost Student Engagement and Understanding

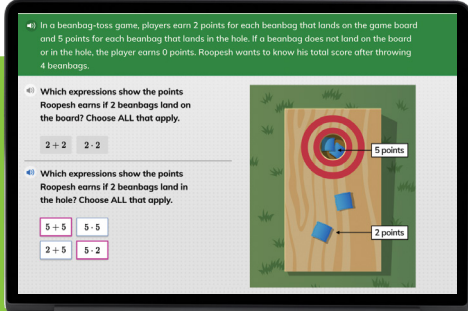
The Student Digital Experience includes a wealth of interactive tools and games that encourage exploration and develop conceptual understanding.

All student resources are accessed directly from the online student dashboard on i-ReadyConnect.com, making it easy for students to move from one resource to another.

This guide will walk you through how to access the materials contained in this easy-to-use platform.

Student Dashboard	4
To Do	6
My Progress	7
Student Bookshelf	8
Resources	9
Navigational Tools	10
Digital Math Tools Powered by Desmos.	12
Learning Games	14

Don't Miss These Engaging Resources



In a beanbag-toss game, players earn 2 points for each beanbag that lands on the game board and 5 points for each beanbag that lands in the hole. If a beanbag does not land on the board or in the hole, the player earns 0 points. Roopesh wants to know his total score after throwing 4 beanbags.

Which expressions show the points Roopesh earns if 2 beanbags land on the board? Choose ALL that apply.

☐ $2 + 2$ ☐ $2 \cdot 2$

Which expressions show the points Roopesh earns if 2 beanbags land in the hole? Choose ALL that apply.

☐ $5 + 5$ ☐ $5 \cdot 5$
☐ $2 + 5$ ☐ $5 \cdot 2$

Interactive Practice with Technology-Enhanced Items

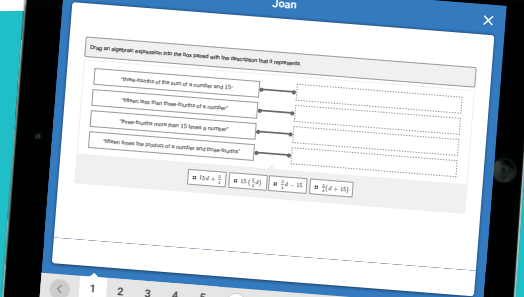
Teachers can assign digital Interactive Practice to help students build understanding and fluency through the use of technology-enhanced items.


Page 6

Comprehension Checks

Teachers can assign digital Comprehension Checks to assess student understanding of the concepts in each lesson and unit.

Page 6

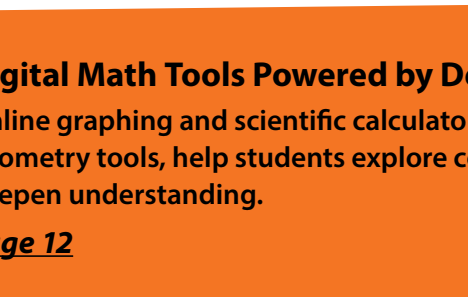




The Student Bookshelf offers online access to the print Student Worktext along with many additional digital features that make it easy to navigate and personalize.

Page 8

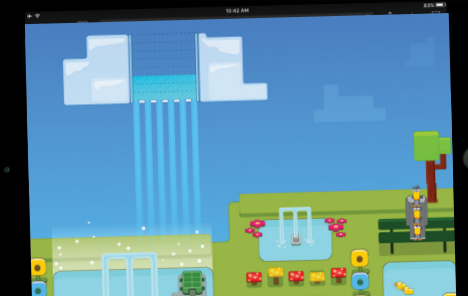
Student Bookshelf



Online graphing and scientific calculators, as well as geometry tools, help students explore concepts and deepen understanding.

Page 12

Digital Math Tools Powered by Desmos



Interactive Learning Games help students gain a rich conceptual understanding of mathematics concepts, improve fluency, and develop a positive relationship to challenge.

Page 14

Learning Games

Navigating the Student Dashboard

Once students log in, they will see their student dashboard, which provides easy access to all *i-Ready Classroom Mathematics* digital student resources.



To Do: Access all assignments.



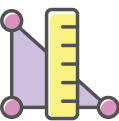
My Progress: Self-monitor progress.



My Stuff: Adjust settings, such as background theme.



Bookshelf: Open Student Bookshelf to access the digital Student Worktext and Family Resources.




Tools: Use Digital Math Tools powered by Desmos to explore mathematical concepts.




Learning Games: Find playful practice to build understanding and fluency.

*Personalized Instruction is an optional add-on.


Navigating To Do




To Do




My Progress




My Stuff



Bookshelf



Tools



Learning Games

Teacher-Assigned Practice

Available for every lesson!

Interactive Practice is assignable digital practice that reinforces student understanding of the mathematical concepts students often need additional support with the most. Students receive immediate, conditional feedback to encourage perseverance and keep them on track.

Technology-enhanced items and meaningful feedback help build fluency.


Marta likes to make soup during the winter months. No matter how much soup she makes, she always freezes 32 ounces to save for later, then serves what's left.

Which expression shows the amount of soup left when Marta makes 60 ounces?

60 - 32

Write an expression to show the amount of soup Marta has left. Let s equal the number of ounces of soup Marta makes.

60 - 32



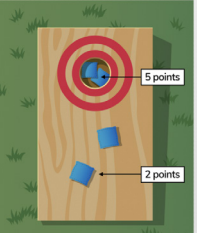
In a beanbag-toss game, players earn 2 points for each beanbag that lands on the game board and 5 points for each beanbag that lands in the hole. If a beanbag does not land on the board or in the hole, the player earns 0 points. Roopesh wants to know his total score after throwing 4 beanbags.

Which expressions show the points Roopesh earns if 2 beanbags land on the board and 2 beanbags land in the hole? Choose ALL that apply.

2 + 2 2 · 2

5 + 5 5 · 5

2 + 5 5 · 2



DONE

Teacher-Assigned Assessments

Comprehension Checks are auto-scored digital assessments comparable to the Lesson Quiz, Mid-Unit Assessment, and Unit Assessment. Teachers can assign the premade Comprehension Checks or customize the question set to meet the unique needs of their class.

Example of Grade 6 Comprehension Check item

Joan

Drag an algebraic expression into the box paired with the description that it represents.

"three-fourths of the sum of a number and 15"

"fifteen less than three-fourths of a number"

"three-fourths more than 15 times a number"

"fifteen times the product of a number and three-fourths"

$15d + \frac{3}{4}$

$15(\frac{3}{4}d)$

$\frac{3}{4}d - 15$

$\frac{3}{4}(d + 15)$

1

2

3

4


5

0 of 5 Completed


Finish Later

Submit


Navigating My Progress




To Do




My Progress




My Stuff



Bookshelf



Tools



Learning Games

Emily





Family Center


Back to Lesson Stats

Lessons


Number and Operations

Completed Work


	<div>Check</div> <div>Find Equivalent Ratios</div>	Feb 28, 2023	90%
	<div>Check</div> <div>Divide Fractions</div>	Jan 15, 2023	76%
	<div>Diagnostic</div>	Jan 2, 2023	497
	<div>Check</div>	Nov 15, 2022	82%




To Do




My Progress




My Stuff



Bookshelf



Tools

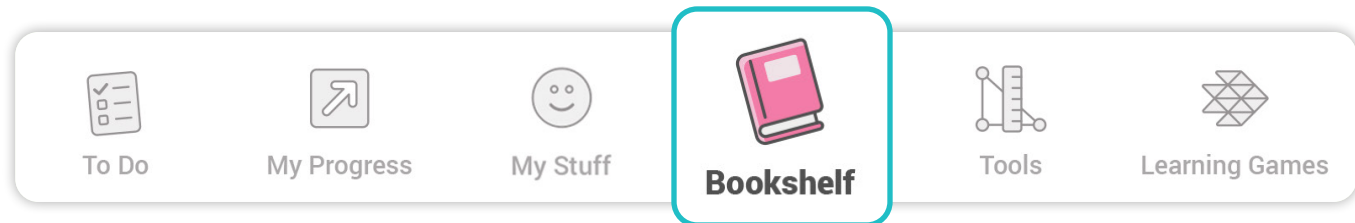


Learning Games

Using the My Progress section, students can self-monitor their progress.

Navigating the Student Bookshelf

The Student Bookshelf is the digital version of the Student Worktext. Within this version, students have the ability to highlight, take notes, or have the pages of the Student Worktext read to them.



1 Front of Book:

Within Front of Book, students can access the **Student Handbook** that contains:

- **E/S** Mathematical Practices
- **E/S** Mathematical Language Reference Tool
- **E/S** 100 Mathematical Discourse Questions

2 End of Book:

Within End of Book, students can access:

- **E/S** Bilingual English/Spanish Glossary
- **E/S** Academic Vocabulary Glossary
- **E/S** Multilingual Glossary
Includes Arabic, Chinese, French, Haitian Creole, Portuguese, Russian, Spanish, Tagalog, Urdu, and Vietnamese

3 Family Resources:

Within **Family Resources**, students can access:

E/S Family Letters

Family Letters, available in 11 languages, can be found in both the print and digital Student Worktext.

Unit Flow & Progression Videos

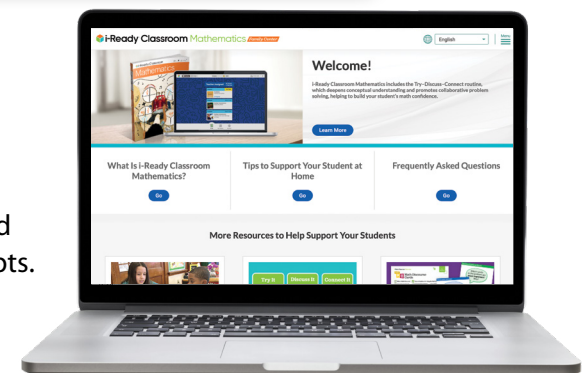
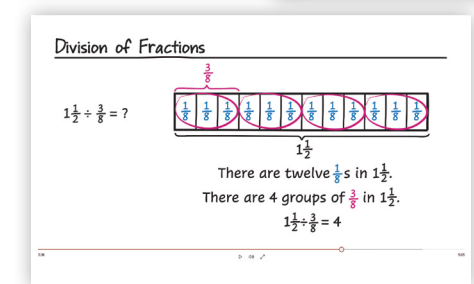
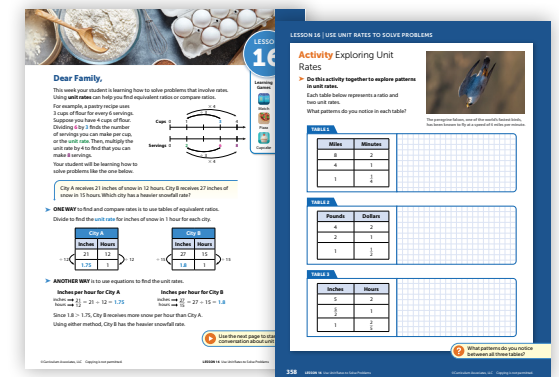
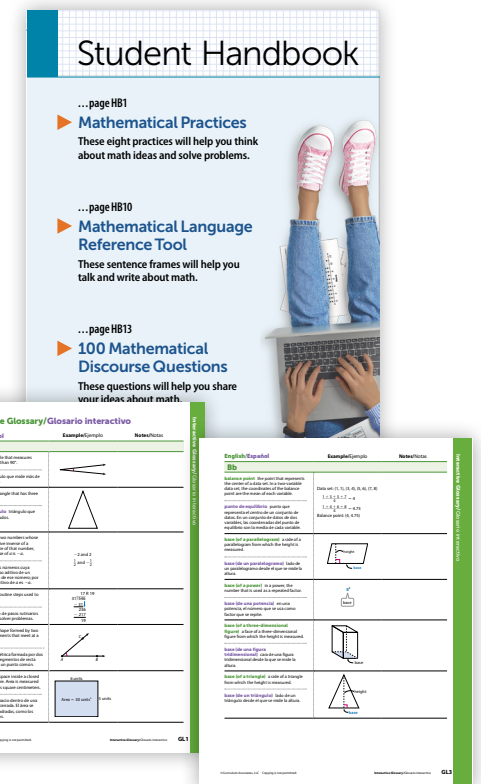
Each unit includes a video showing the flow and progression of the mathematics concepts within that unit. The Unit Flow & Progression Videos are accessible for students and families to help them gain a better understanding of the progression of the standards and the strategies that are taught within each unit of *i-Ready Classroom Mathematics*. Videos are closed captioned in English and Spanish.

E/S i-Ready Classroom Mathematics Family Center

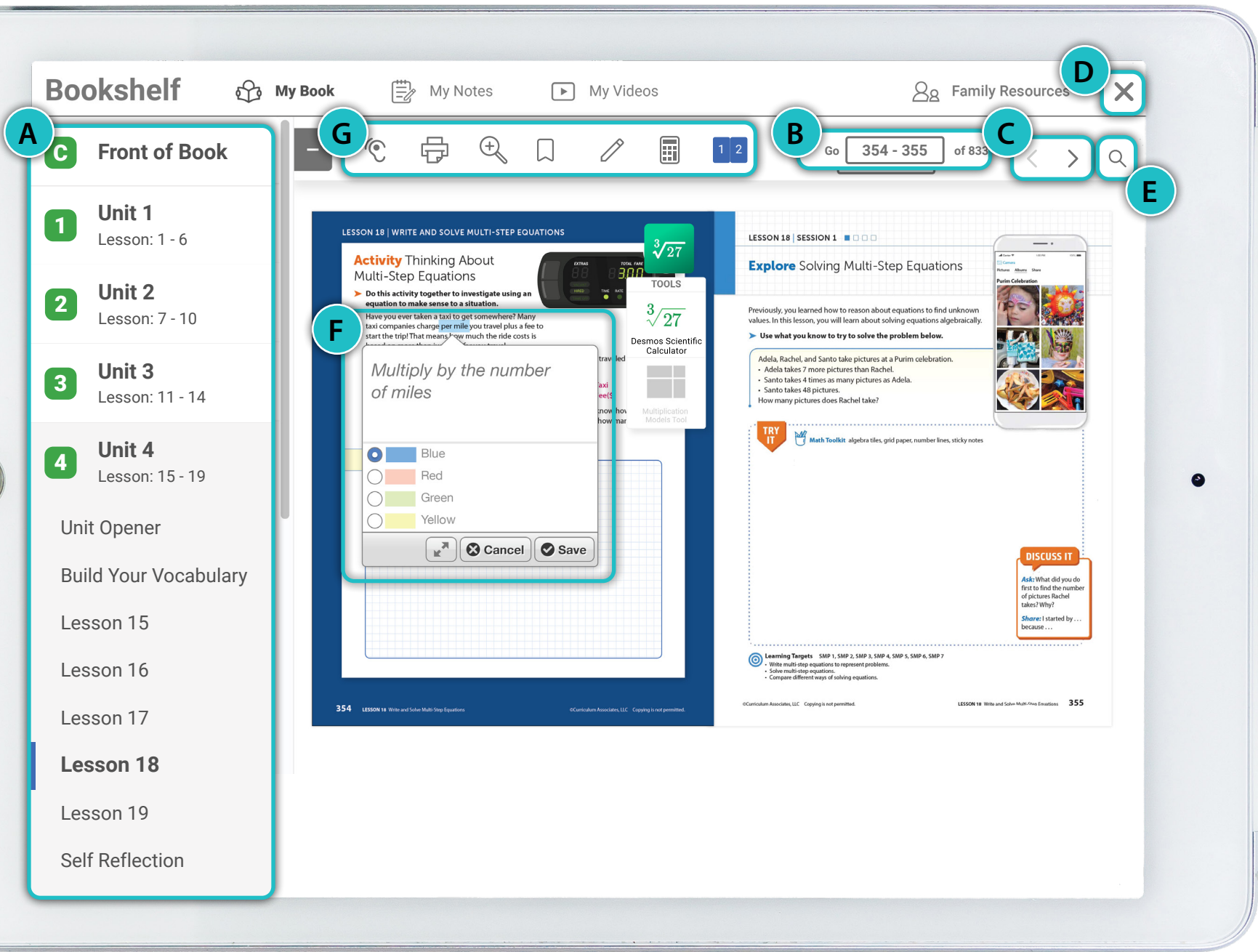
This website provides information and resources for parents and families to learn more about the program and ways to support student success.

4 My Videos

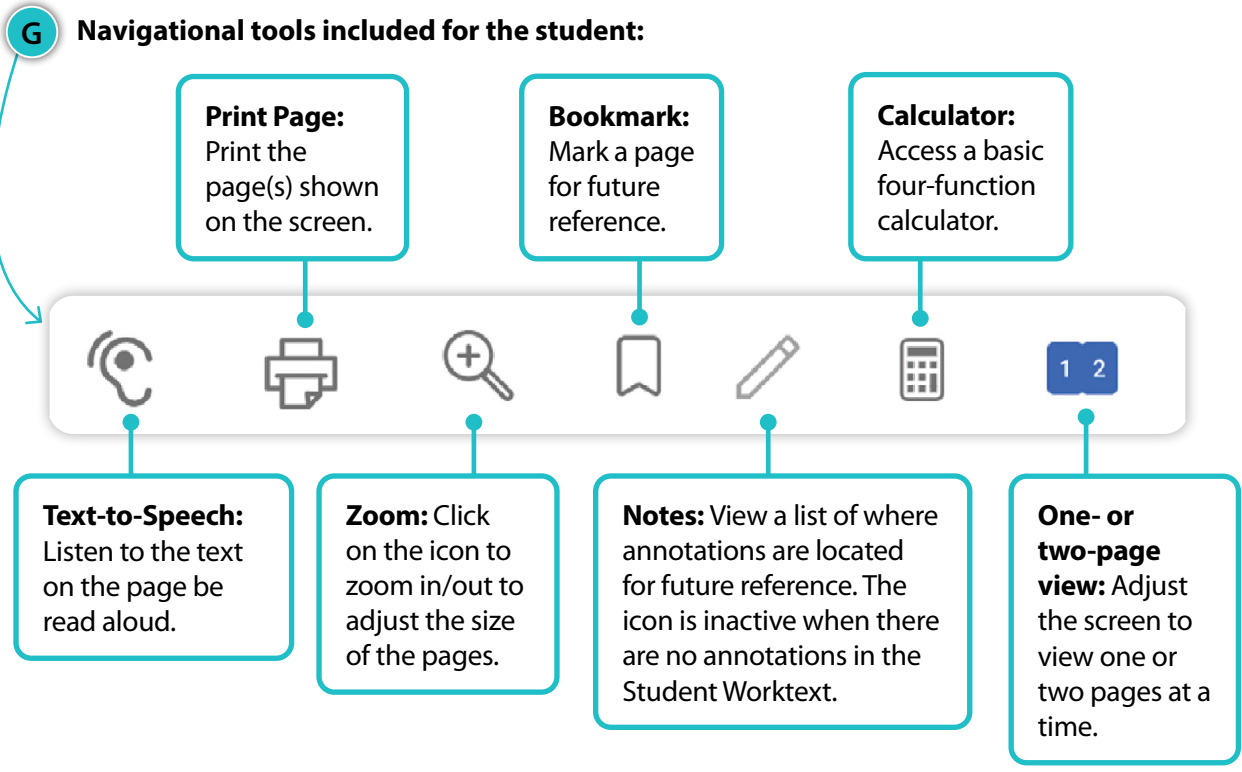
Give students 24/7 access to a personal math tutor. The **Develop Session Video Library** includes instructional videos that can be used for remote learning, homework support, or to reteach session concepts.



Navigating the Student Bookshelf, Cont'd.



- A** To **navigate to a specific lesson**, choose the unit, then the lesson on the left side of the screen.
- B** Go **directly to a specific page** within the Student Worktext by entering the page number.
- C** Click the arrows to **page forward** or **backward** within each lesson.
- D** Select the "X" to **return to the dashboard**.
- E** **Search by keyword** to find where they occur within the Student Worktext.
- F** **Annotations can be added** by highlighting text on a page, clicking the blue square to enter notes, and selecting a highlighter color.

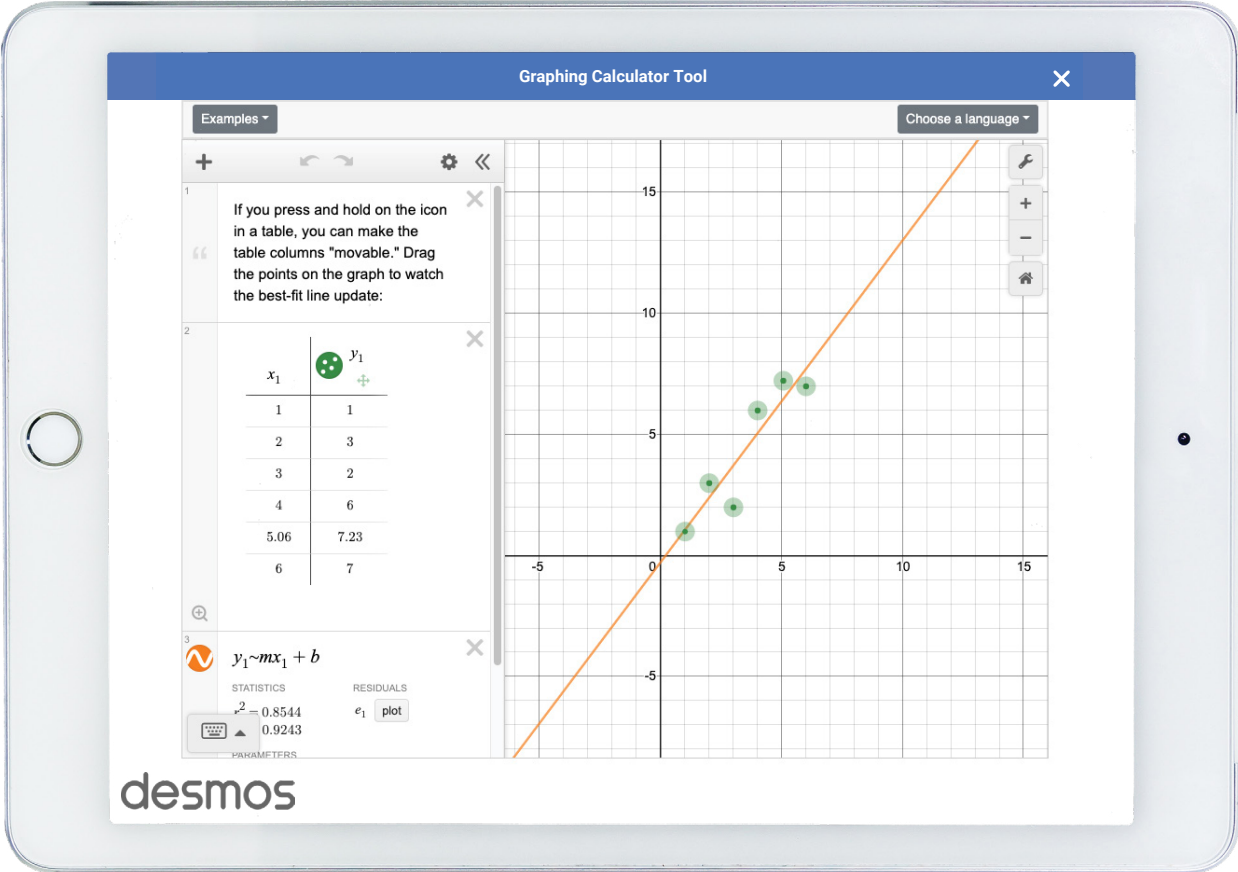
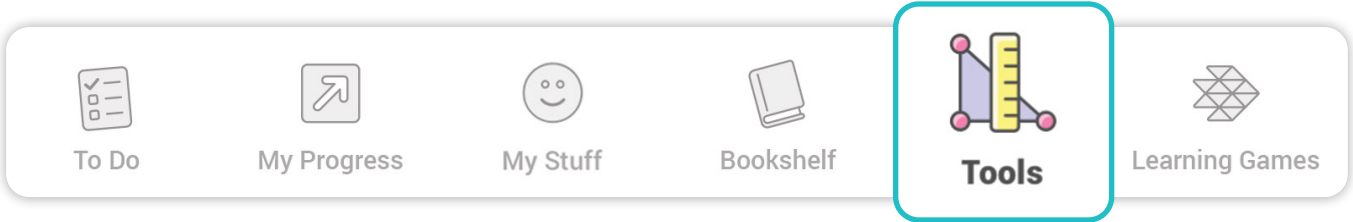


Student Bookshelf iPad® Compatibility: All assets within the *i-Ready Classroom Mathematics* online Student Bookshelf are fully supported on iPads (iOS® 15.1 and higher).

iPad® is a registered trademark of Apple, Inc.
IOS is a trademark of Cisco in the US and other countries and is used under license.

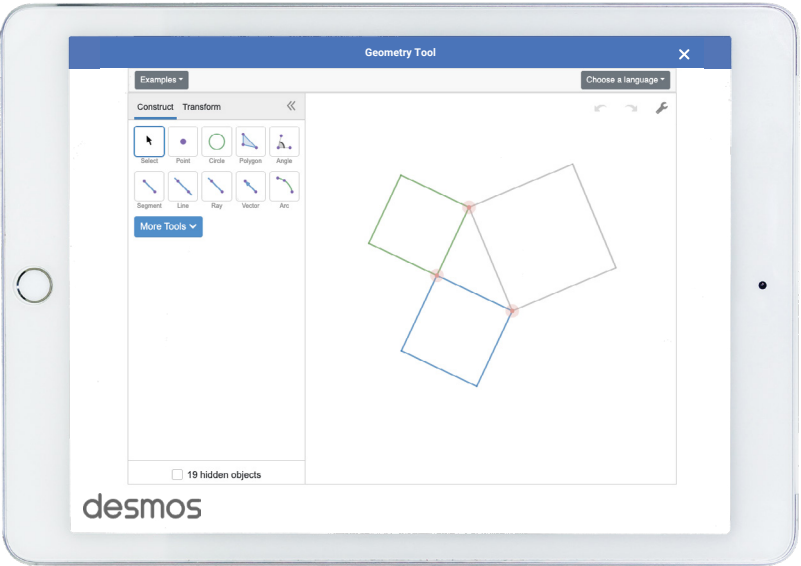
Navigating the Digital Math Tools Powered by Desmos

A full suite of digital tools and virtual math manipulatives allows students to explore mathematical concepts and make graphical, numerical, algebraic, and geometric connections.



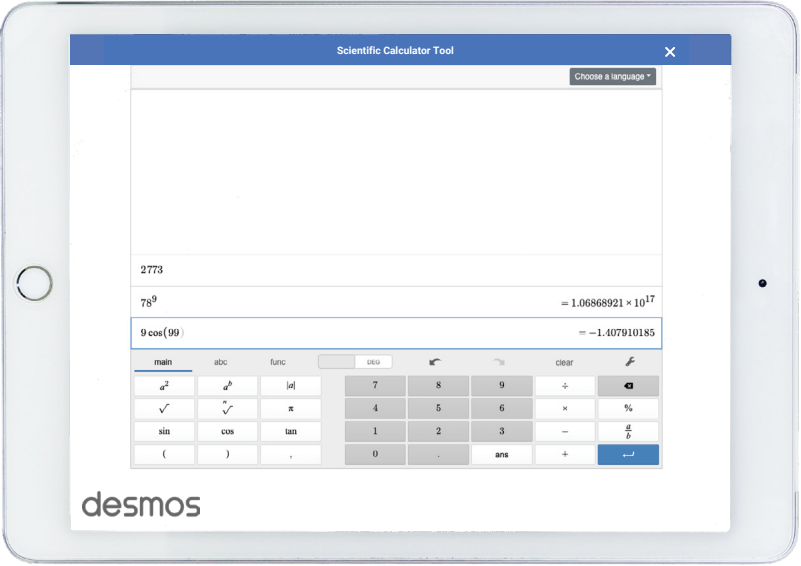
Graphing Calculator

Graph functions, plot data, evaluate equations, explore transformations, and much more. The comprehensive interface of the graphing calculator makes powerful visual connections between graphical, numerical, and algebraic representations.



Geometry Tools

Plot points, rays, lines, line segments, vectors, and circles. The Geometry Tools include prebuilt construction tools (e.g., midpoint, parallel lines, perpendicular lines, and compass) as well as transformations (e.g., reflection, translation, rotation, and dilation) that allow for in-depth student explorations.



Scientific Calculator

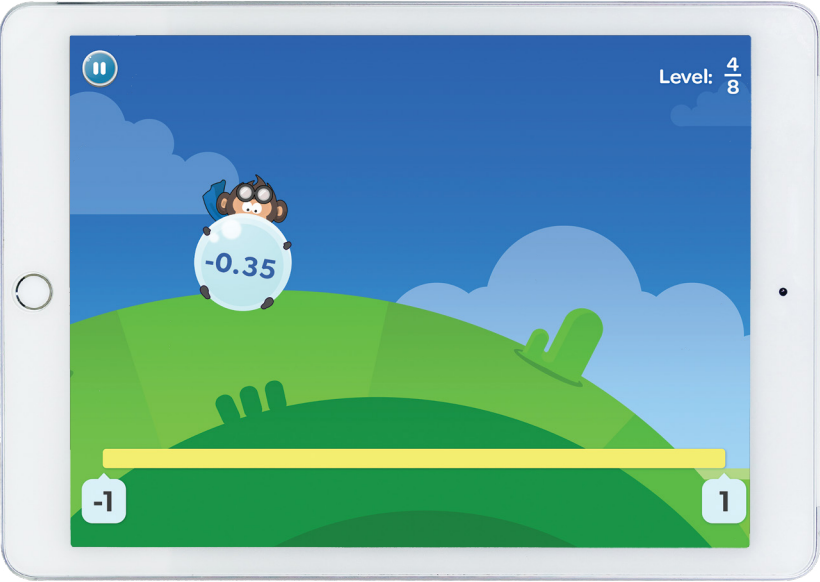
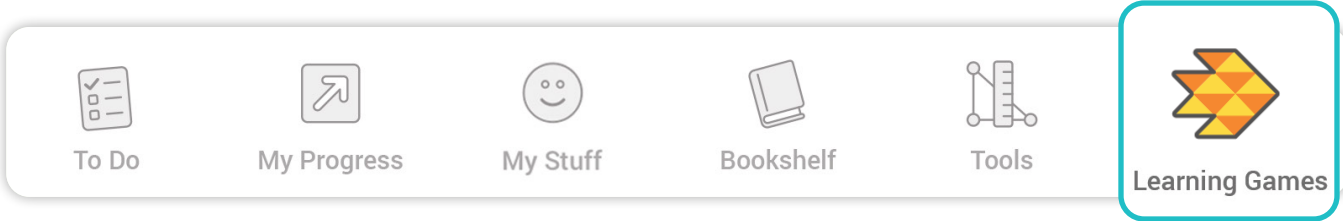
Evaluate any kind of expression, including ones that include fractions, exponents, and roots. Advanced features include absolute value, trigonometric functions and inverse trigonometric functions in both radians and degrees, permutations, combinations, logarithms, and statistics functions.

Additional Digital Math Tools include:

- Number Lines
- Base-Ten Blocks
- Fraction Models
- Multiplication Models
- Perimeter and Area Models
- Counters and Connecting Cubes

Navigating the Learning Games

Learning Games offer a multisensory approach to engaging students in fluency practice. They provide an interactive exploration of key skills in a low-stakes setting, allowing students to develop a positive attitude toward challenge and perseverance. Available in English and Spanish!

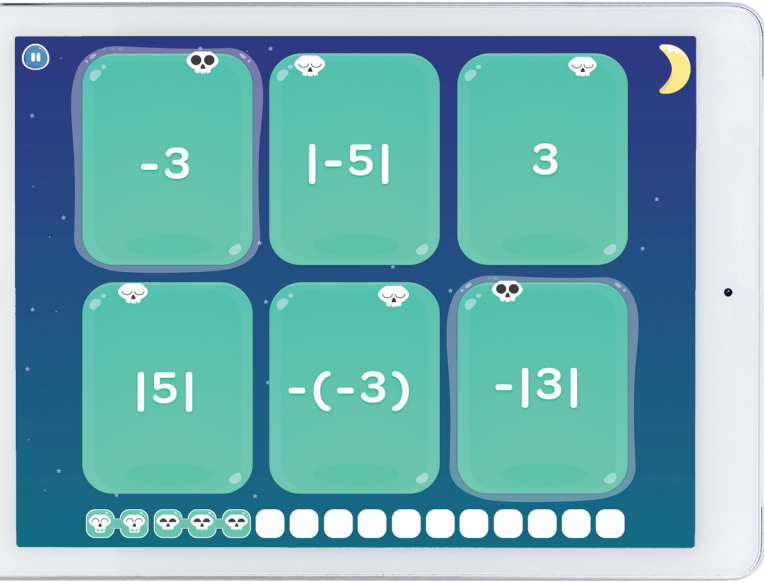
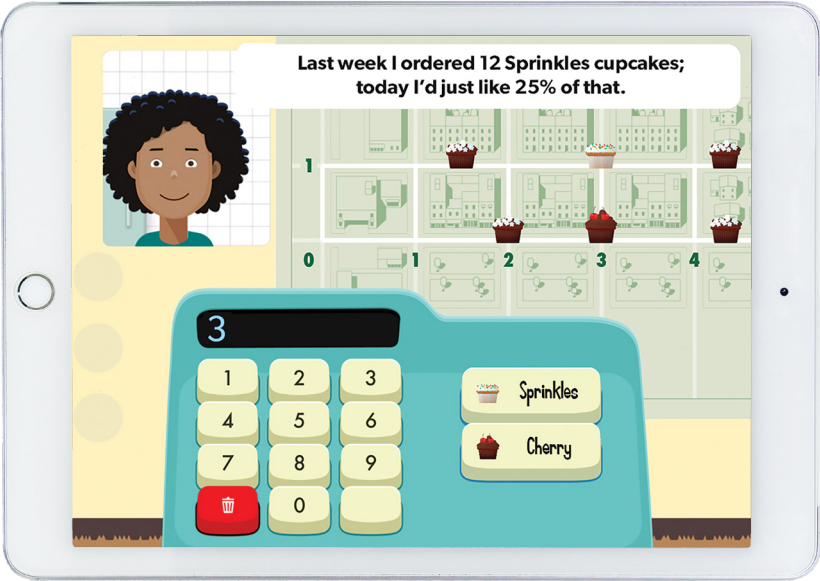


Bounce
Students practice comparing and locating negative rational numbers, fractions, and absolute values on the number line.

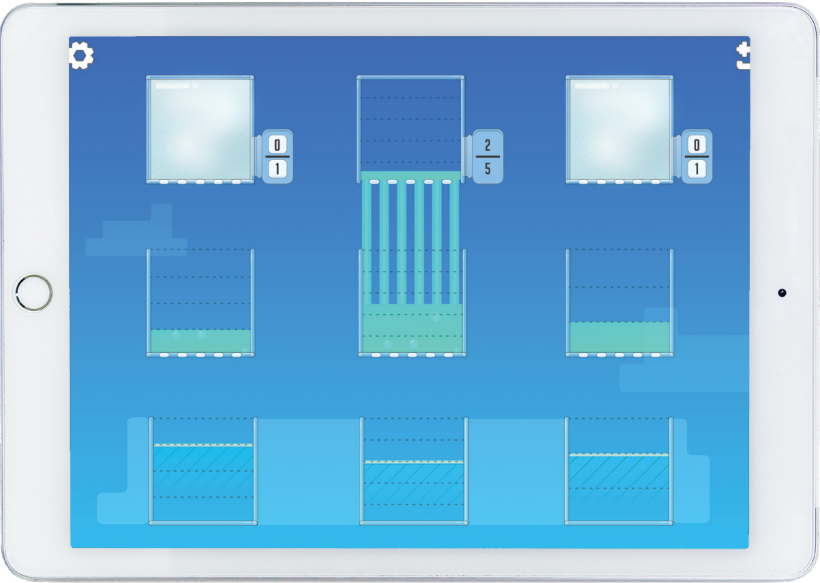
Hungry Fish
Students develop fluency with rational number operations.



Cupcake
Students practice ratio, rate, and percentage word problems by decoding real-world economics and navigating the coordinate plane.



Match
Students develop fluency with fractions, ratios, and rational number operations.



Cloud Machine
Students build conceptual understanding of fractions by solving visual and symbolic puzzles.

Learn more at
i-ReadyClassroomMathematics.com/24.

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i-Ready experience, follow us on social media!**



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