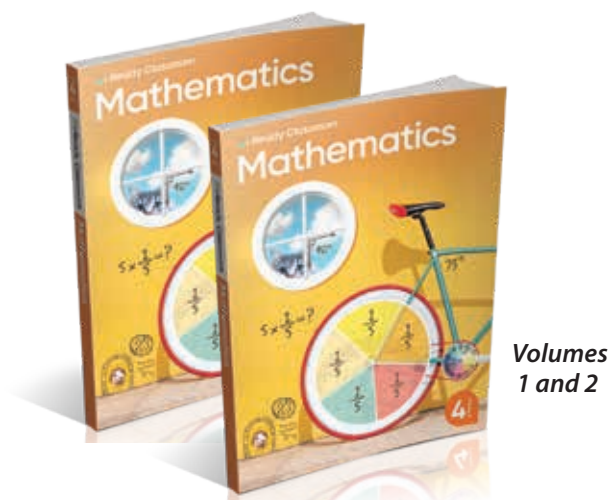


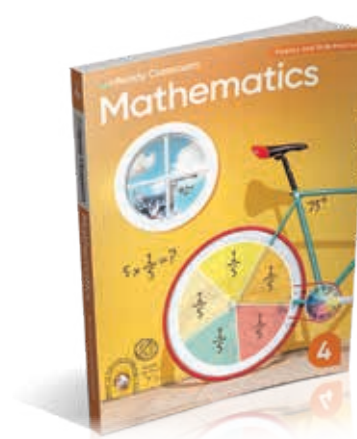
STUDENT Program Components



Volumes
1 and 2

Student Worktext E/S

Students take ownership of their learning as they work through the rich tasks and practice new skills in each lesson.



Fluency and Skills Practice Book E/S

Optional targeted practice that uses patterns and repeated reasoning to build mathematics skills. Available as a student workbook on **Teacher Toolbox** as PDFs and editable files that can be assigned to any LMS, including Google Classroom.



Hands-On Materials


The program provides hands-on learning opportunities for students to explore and develop conceptual understanding by utilizing commonly used manipulatives. A variety of manipulative kits are available to support student learning. Classroom Manipulative Kits and Individual Student Manipulative Bags are available through **Hand2Mind.com**.

For the full list of program resources, go to **pages A40–A41**.

E/S = Available in English/Spanish

Student Digital Experience

The Student Digital Experience, accessible through [i-ReadyConnect.com](https://www.i-ready.com), provides access to all student components of *i-Ready Classroom Mathematics*. A few components are highlighted below.

 To learn more about the Student Digital Experience, explore *i-Ready Classroom Central* and Online Educator Learning available on [i-ReadyConnect.com](https://www.i-ready.com).

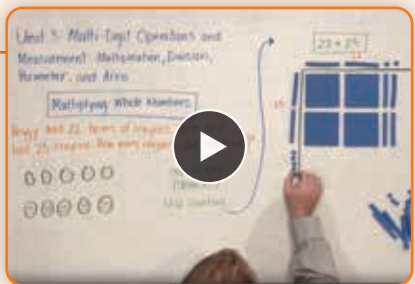
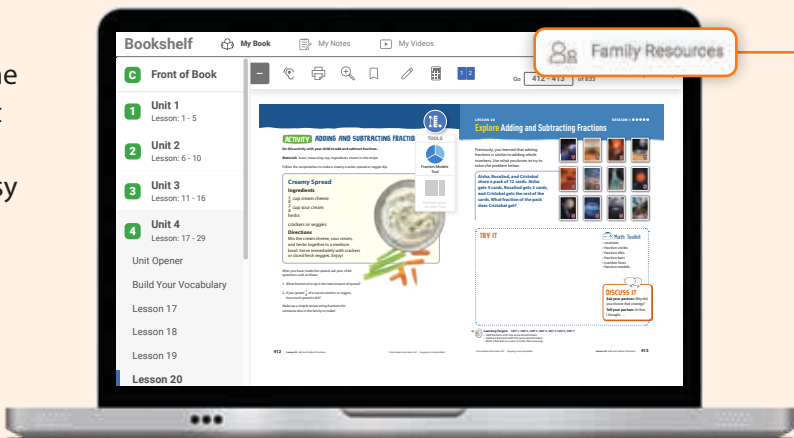


The Student Digital Experience includes:


Student Bookshelf

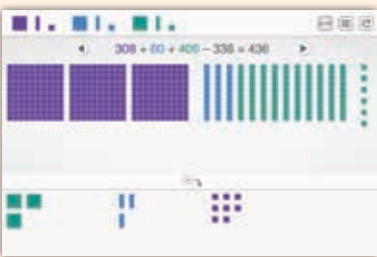
This component provides online access to the Student Worktext along with many additional digital features that make it easy to navigate and personalize.

- Note-taking
- Text-to-Speech
- Highlighting
- Calculator
- Multilingual Glossary



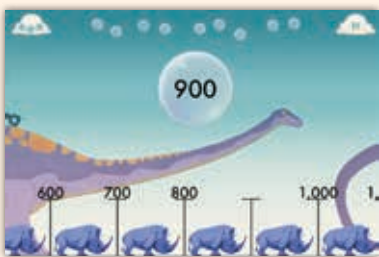
Family Resources

- Family Letter for every lesson 
- Unit Flow and Progression Videos*



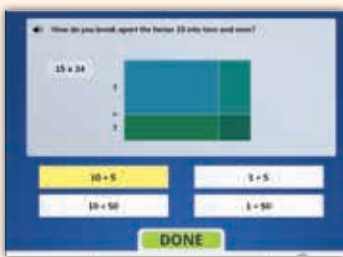
Digital Math Tools

A full suite of Digital Math Tools allows students to explore mathematics concepts using multiple models.



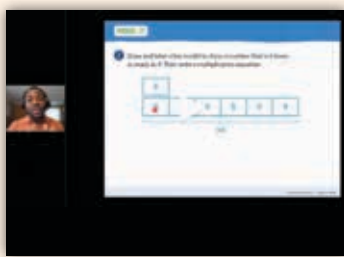
Learning Games

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



Interactive Practice

This assignable, digital resource provides practice that reinforces understanding. Students receive immediate, meaningful feedback to keep them on track.

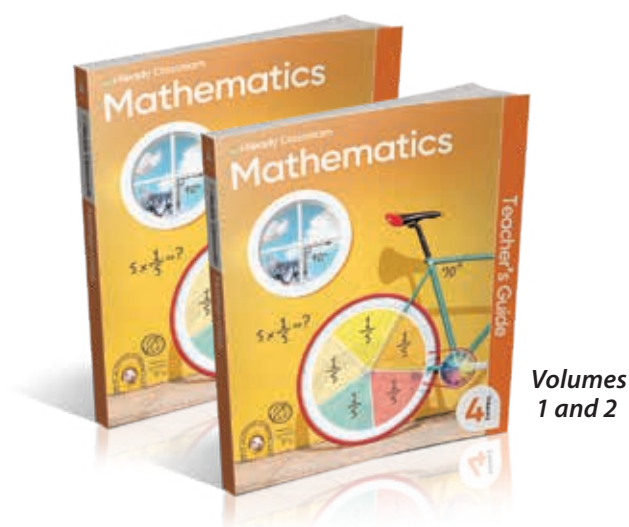


Develop Session Videos

These instructional videos, found on the My Videos section of the Student Bookshelf, can be used for distance learning, homework support, or reteaching session concepts.

* Closed-captioned in English and Spanish

TEACHER Program Components



Volumes
1 and 2

Teacher's Guide E/S

Two volumes include discourse-based instructional support, math background, and embedded professional learning.

Adaptive Online Diagnostic Assessment E/S

- An adaptive digital assessment that provides comprehensive insight into student learning and growth across all K–12 standards to help teachers meet the needs of all students
- Administered three times a year (beginning, middle, and end of the year) to identify placement levels for determining grouping, monitoring growth, and informing differentiated instruction.

See more on page A24.



Anytime Professional Learning

Online teacher portal and resources:

- Training videos
- Planning tools
- Implementation tips
- Whitepapers
- Discourse support E/S
- Digital Courses

To see all available resources, explore *i-Ready Classroom Central* and Online Educator Learning on *i-ReadyConnect.com*.



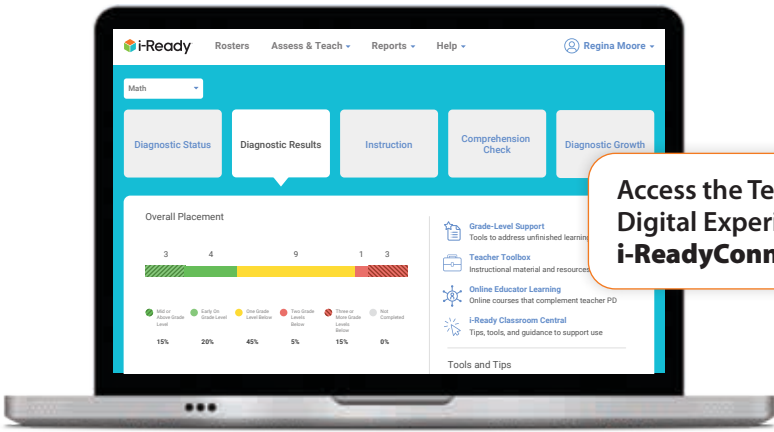
For the full list of program resources, go to **pages A40–A41**.

E/S = Available in English/Spanish

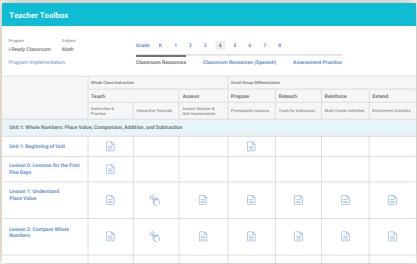
Teacher Digital Experience

The Teacher Digital Experience, accessible through **i-ReadyConnect.com**, provides access to all teacher components of *i-Ready Classroom Mathematics*. A few components are highlighted below.

To learn more about the Teacher Digital Experience, explore *i-Ready Classroom Central* and Online Educator Learning available on *i-ReadyConnect.com*.



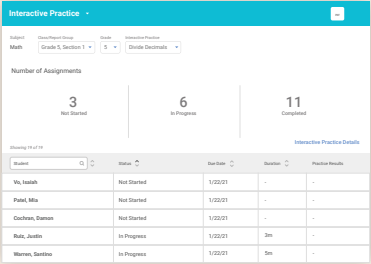
The Teacher Digital Experience includes:



Teacher Toolbox

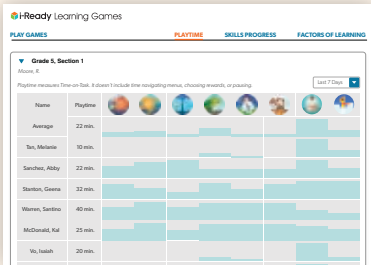
- Interactive Tutorial **E/S**
- Digital Math Tools
- Presentation Slides **E/S**
- Fluency and Skills Practice** **E/S**
- Math Center Activities **E/S**
- Develop Session Videos
- Tools for Instruction **E/S**
- Enrichment Activities **E/S**
- Print Assessment Resources **E/S**
(also available in print)
- Unit Flow and Progression Videos*
- Literacy Connections **E/S**
- Grade Level Games (K–2) and Unit Games **E/S**

* Closed-captioned in English and Spanish
** Fluency and Skill Practice available as a student workbook for additional purchase



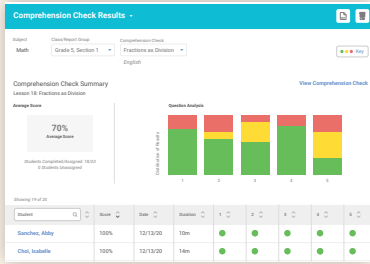
Interactive Practice and Report **E/S**

- Assignable online practice that provides students with immediate, meaningful feedback.
- Report shows student performance.



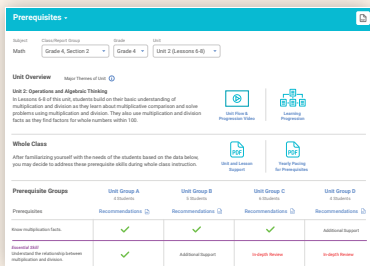
Learning Games Reports

- Identify playtime breakdown for each game for a selected time interval.
- See a real-time snapshot of performance on the standards.
- Track students' choices with respect to content that is challenging for them:
 - Growth Mindset
 - Productive Strategy
 - Confidence
 - Self-Regulation



Comprehension Checks and Reports **E/S**

- Save time with these assignable, auto-graded assessments comparable to the print Lesson Quizzes, Mid-Unit, and Unit Assessments.
- Use the data in the reports to determine the next steps for differentiation.



Prerequisites Report

- Use the data and resources outlined in the Prerequisites report to address unfinished learning, either during small group instruction or whole class instruction, depending on the needs of the class.