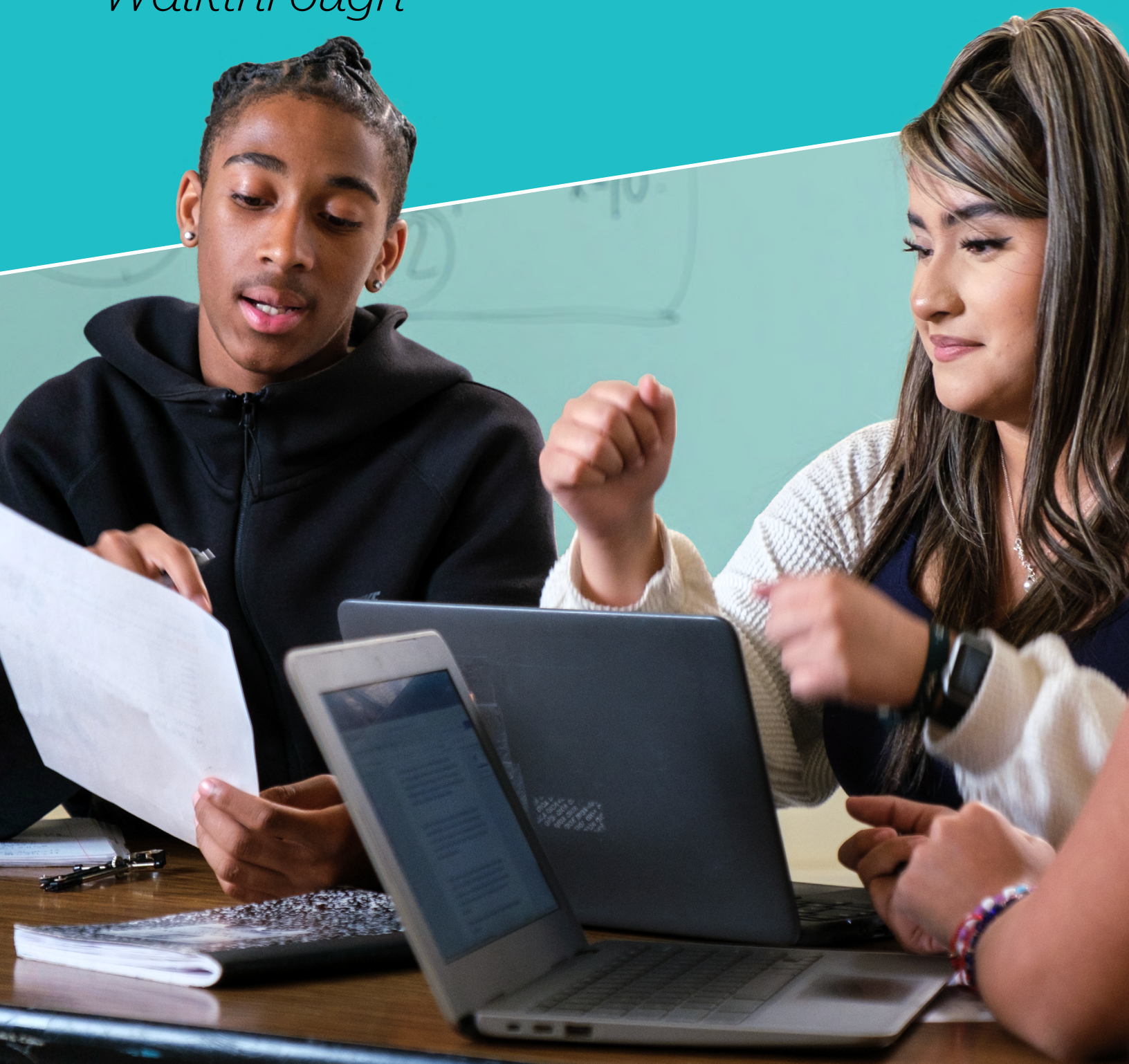


Student Digital Experience

Walkthrough



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.

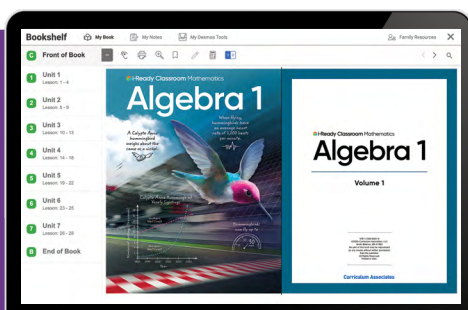
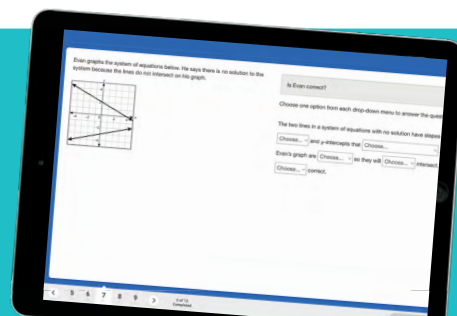
Student Dashboard	<u>4</u>
To Do	<u>6</u>
My Progress	<u>7</u>
Student Bookshelf	<u>8</u>
Resources	<u>9</u>
Navigational Tools	<u>10</u>
Digital Math Tools Powered by Desmos.	<u>12</u>
Learning Games	<u>14</u>

Don't Miss These Engaging Resources

Comprehension Checks

Teachers can assign digital Comprehension Checks to assess student understanding of the concepts in each lesson and unit. Available beginning in the 2025–2026 school year.

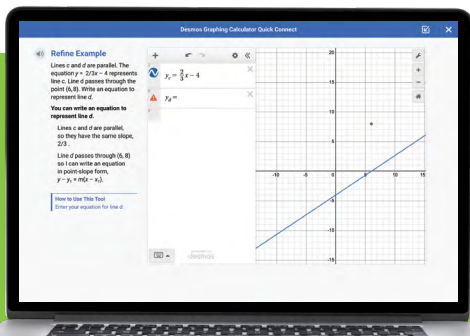
[Page 6](#)



Student Bookshelf

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](#)



Desmos Graphing Calculator Quick Connects

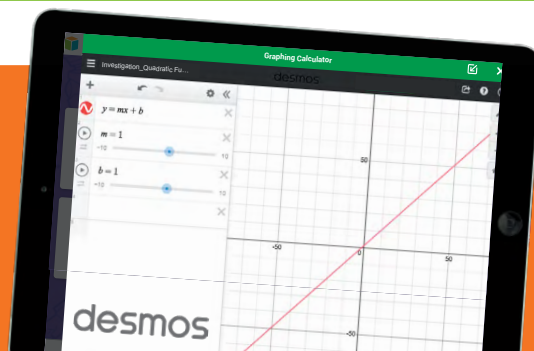
Specific problems in Algebra 1 are pre-configured in Desmos Graphing Calculator Quick Connects and provide a way to explore the mathematics of the problem digitally.

[Page 9](#)

Digital Math Tools Powered by Desmos

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

[Page 12](#)



Learning Games

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

[Page 14](#)



Navigating the Student Dashboard

Once students log in, they will see their student dashboard, which provides easy access to all *i-Ready Classroom Mathematics Algebra 1* digital student resources.



*Available beginning in the 2025–2026 school year



To Do: Access all assignments.



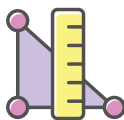
My Progress: Self-monitor progress.



My Stuff: Adjust settings, such as background theme.



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

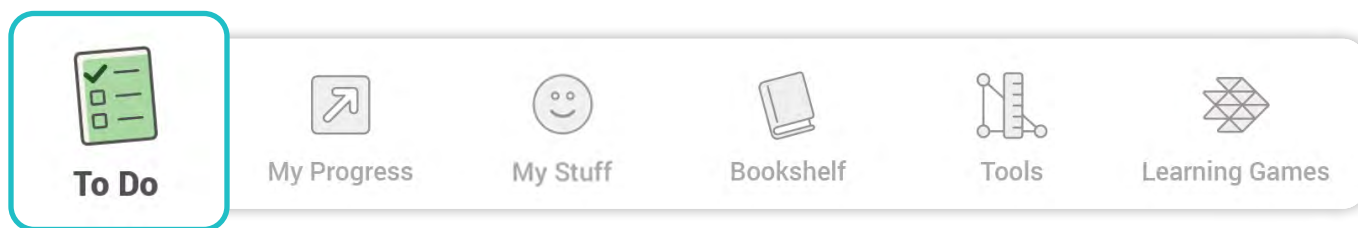


Tools: Use Digital Math Tools powered by Desmos to explore mathematical concepts.



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

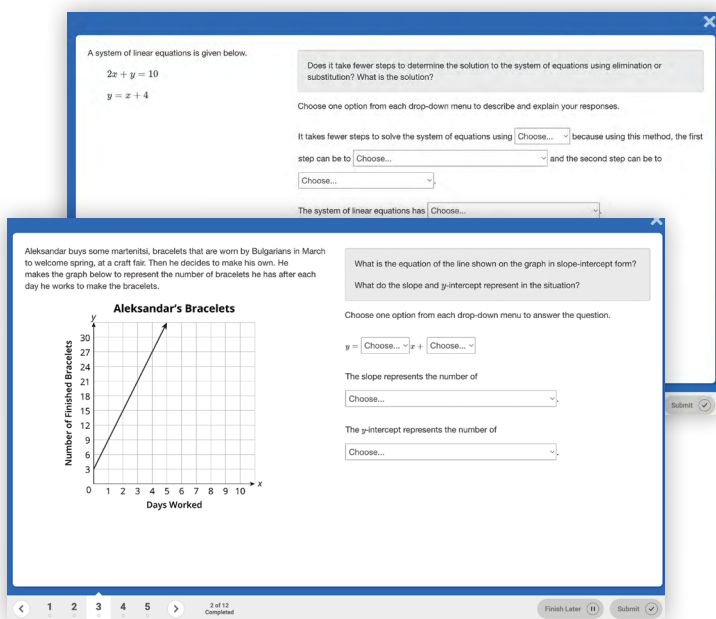
Navigating To Do



Digital Practice

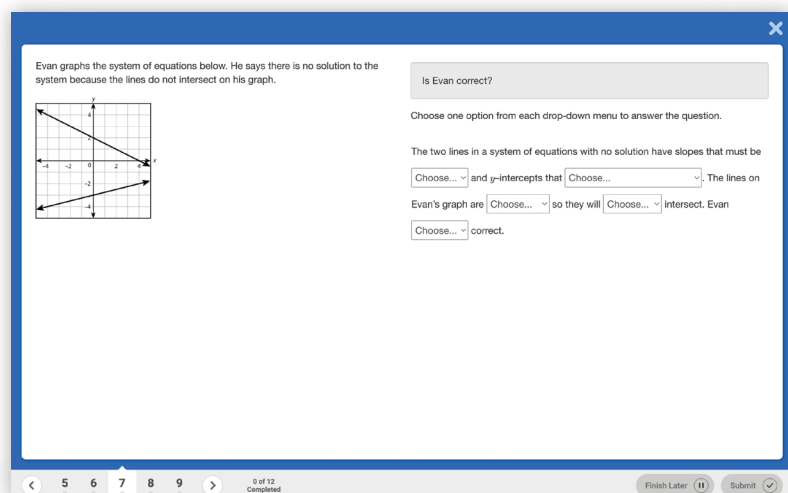
Digital Practice allows teachers to assign flexible, technology-enhanced practice options to students that can be customized to fit their needs. Data generated in the reports allows educators to gain insights to students' learning.

Technology-enhanced items and meaningful feedback help build fluency.



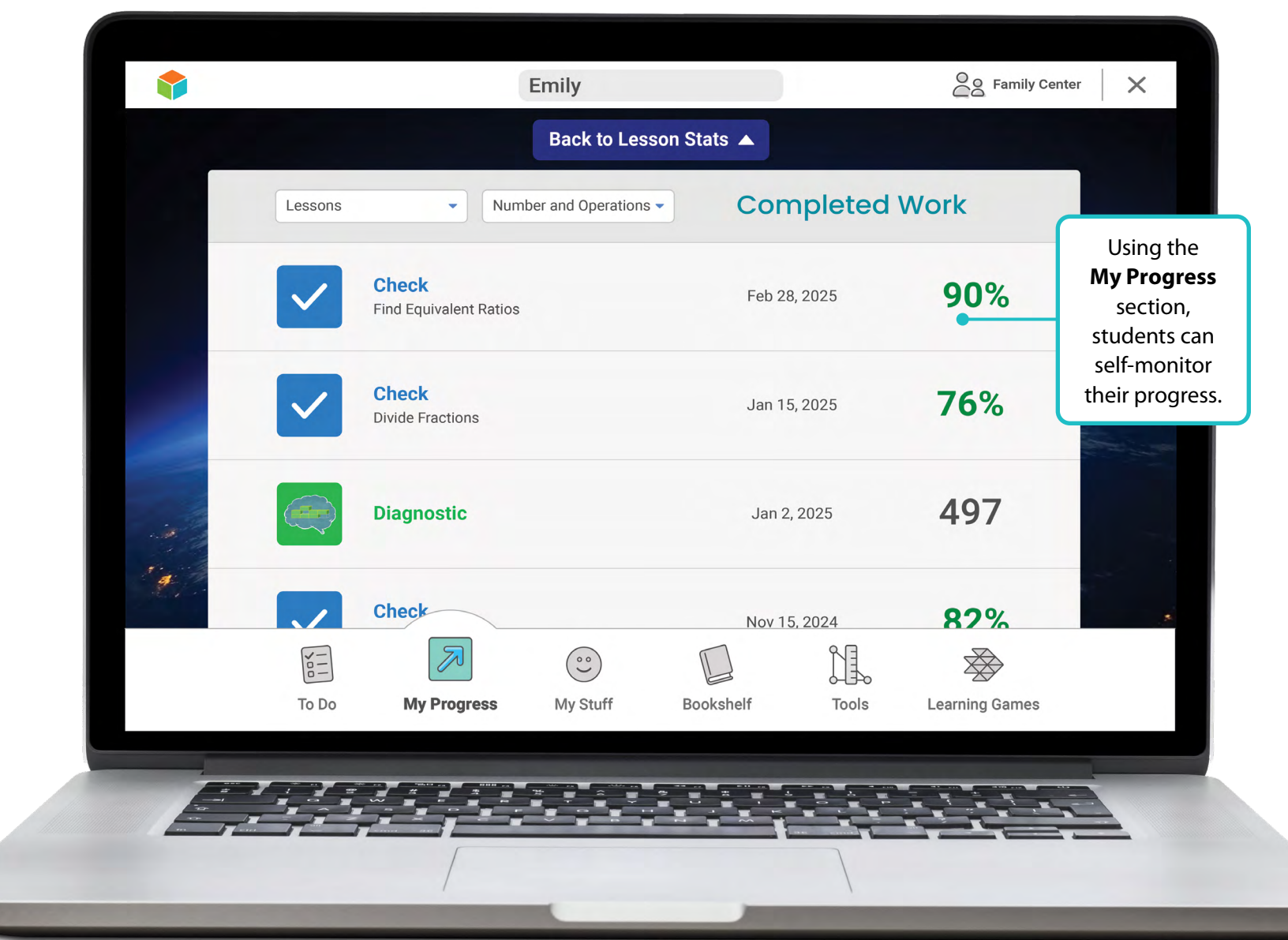
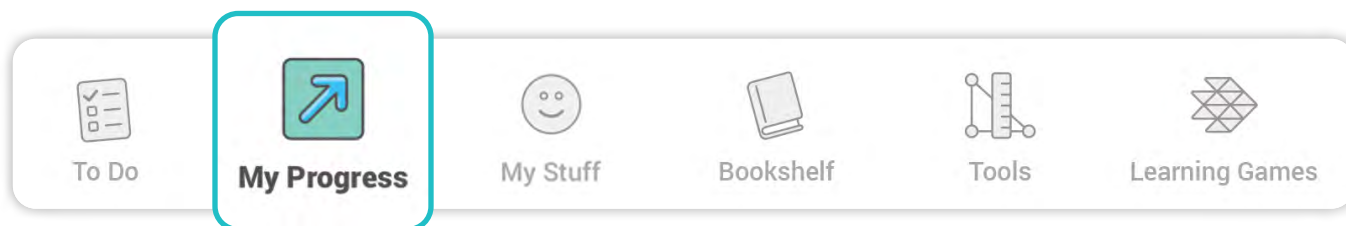
Teacher-Assigned Assessments

Comprehension Checks are auto-scored digital assessments with on-demand read-aloud audio support, comparable to the Lesson Quiz and Unit Assessment. Teachers can assign the premade Comprehension Checks or remove or add questions from other Comprehension Checks to meet the unique needs of their class. Available beginning in the 2025–2026 school year



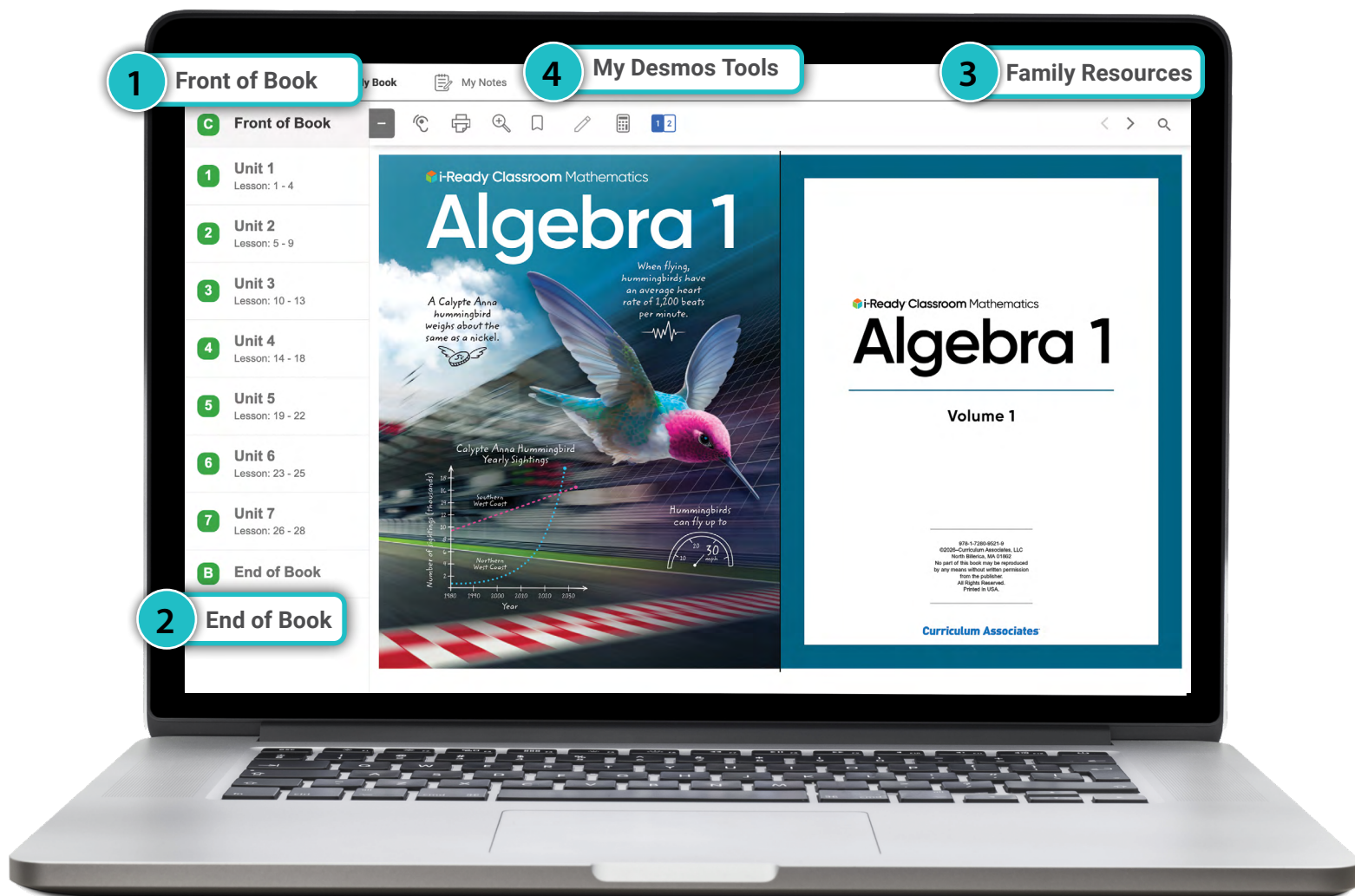
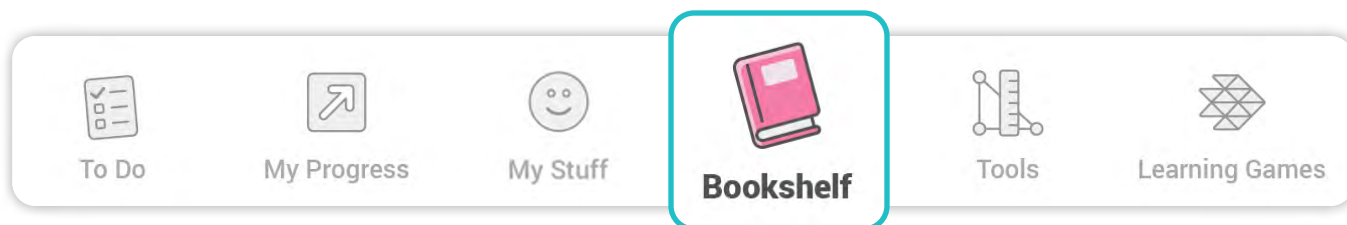
Example of an Algebra 1 Comprehension Check item

Navigating My Progress



Navigating the Student Bookshelf

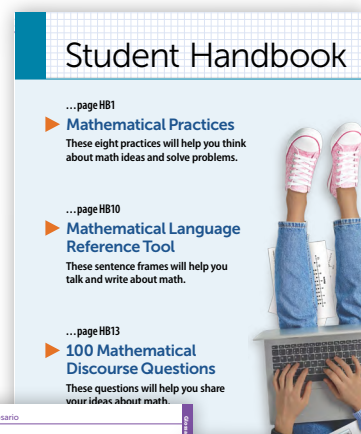
The Student Bookshelf is the digital version of the Student Worktext. Within this version, students have the ability to highlight, take notes, or have the pages of the Student Worktext read to them.



1 Front of Book:

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

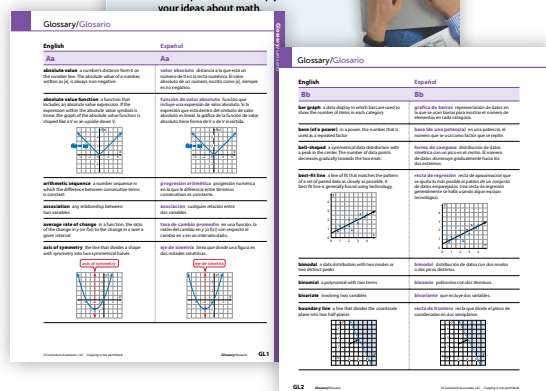
- Mathematical Practices
- Mathematical Language Reference Tool
- 100 Mathematical Discourse Questions
- Modeling Support



2 End of Book:

Within End of Book, students can access:

- Bilingual English/Spanish Glossary
- Academic Vocabulary Glossary
- Multilingual Glossary
Includes Spanish, Arabic, Chinese (Mandarin), Korean, Portuguese, Russian, Tagalog, and Vietnamese



3 Family Resources:

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

Family Letters

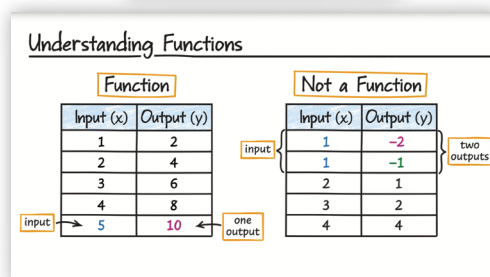
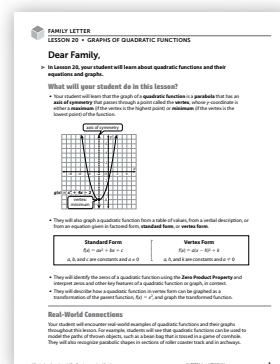
Family Letters, available in eight languages, can be found in both the print and digital Student Worktext.

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 Algebra 1*. Available beginning in the 2025–2026 school year

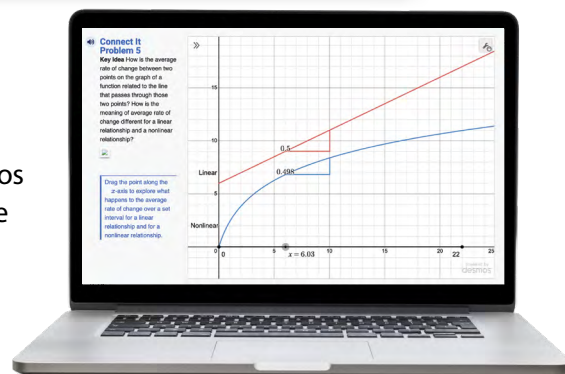
i-Ready Classroom Mathematics Family Center

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



4 My Desmos Tools

Students have access to all their Digital Math Tools powered by Desmos as well as Desmos Graphing Calculator Quick Connects, which provide Algebra 1 tasks pre-configured in the Desmos Graphing Calculator. The interactions in these tools are designed to help students visualize abstract algebraic concepts, see relationships between variables, and understand functions through graphical representations.



Navigating the Student Bookshelf, Cont'd.

Bookshelf

Front of Book

- Unit 1**
Lesson: 1 - 4
- Unit 2**
Lesson: 5 - 9
- Unit 3**
Lesson: 10 - 13
- Unit 4**
Lesson: 14 - 18
- Unit 5**
Lesson: 19 - 22
- Unit 6**
Lesson: 23 - 25
- Unit 7**
Lesson: 26 - 28
- End of Book**

LESSON 20 | SESSION 1

Explore Graphs of Quadratic Functions

TRY IT Use what you know to try and solve the problem below.

In a game of cornhole, players take turns tossing bean bags at a board with a hole. The goal is to have the bag land on the board or, for more points, go into the hole. A player tosses a bean bag from a spot that is 9 yards from the hole in the board. The path of the tossed bean bag is represented by the function $h(x) = -0.125x^2 + x + 1$, where x is the horizontal distance, in yards, from where the bean bag is tossed and $h(x)$ is the height of the bean bag above the ground in yards.

Will the bean bag go directly into the hole? Show how you know.

9 yd

DISCUSS IT

Ask: How do you know your answer is reasonable?

Share: I knew ... so I ...

CONNECT IT

Look Back

The graph of function $h(x) = -0.125x^2 + x + 1$ is shown.

- Trace the part of the graph that models the path of the bean bag. What approximate domain makes sense to model this situation?
- Draw a point at each intercept on the graph. What is the meaning of each intercept in the context of the problem?

Look Ahead

3 A **quadratic function** is a function that can be written in the form $f(x) = ax^2 + bx + c$, where $a \neq 0$. This form is called the **standard form of a quadratic function**. Functions $h(x) = -0.125x^2 + x + 1$, graphed above, and $g(x) = x^2 + 4x - 2$, graphed to the right, are examples of quadratic functions.

- The graph of a quadratic function forms a curve called a **parabola**. The **axis of symmetry** is the line that divides the parabola into two symmetrical parts. Use a dashed line to draw the axis of symmetry on the graph of function h above.
- The **vertex of a parabola** is the point on the graph where the y -value is the **maximum** or **minimum** of the function. Draw and label a point at the vertex on the graph of function h above.
- Is the vertex of function h at a maximum or a minimum? How do you know?

axis of symmetry

vertex: minimum

Go **354 - 355** **of 833**

Student Bookshelf iPad® Compatibility: All assets within the *i-Ready Classroom Mathematics* online Student Bookshelf are fully supported on iPads (IOS® 16.4 and higher).

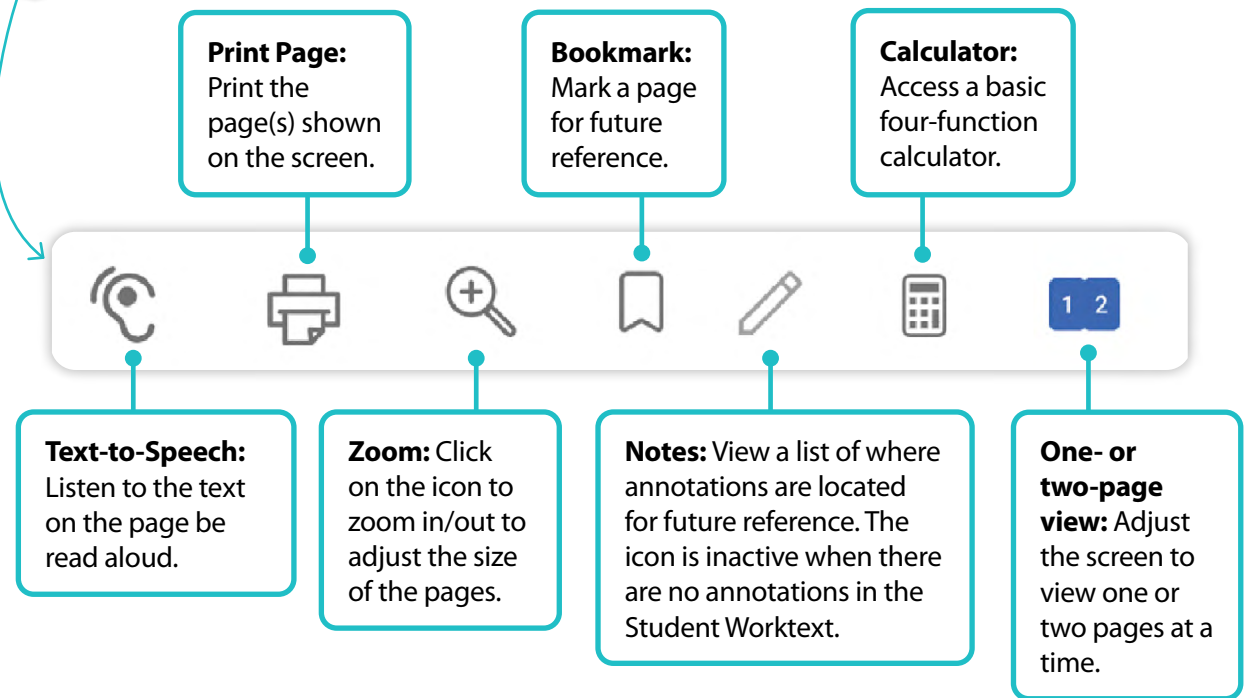
iPad® is a registered trademark of Apple, Inc.

IOS is a trademark of Cisco in the US and other countries and is used under license.



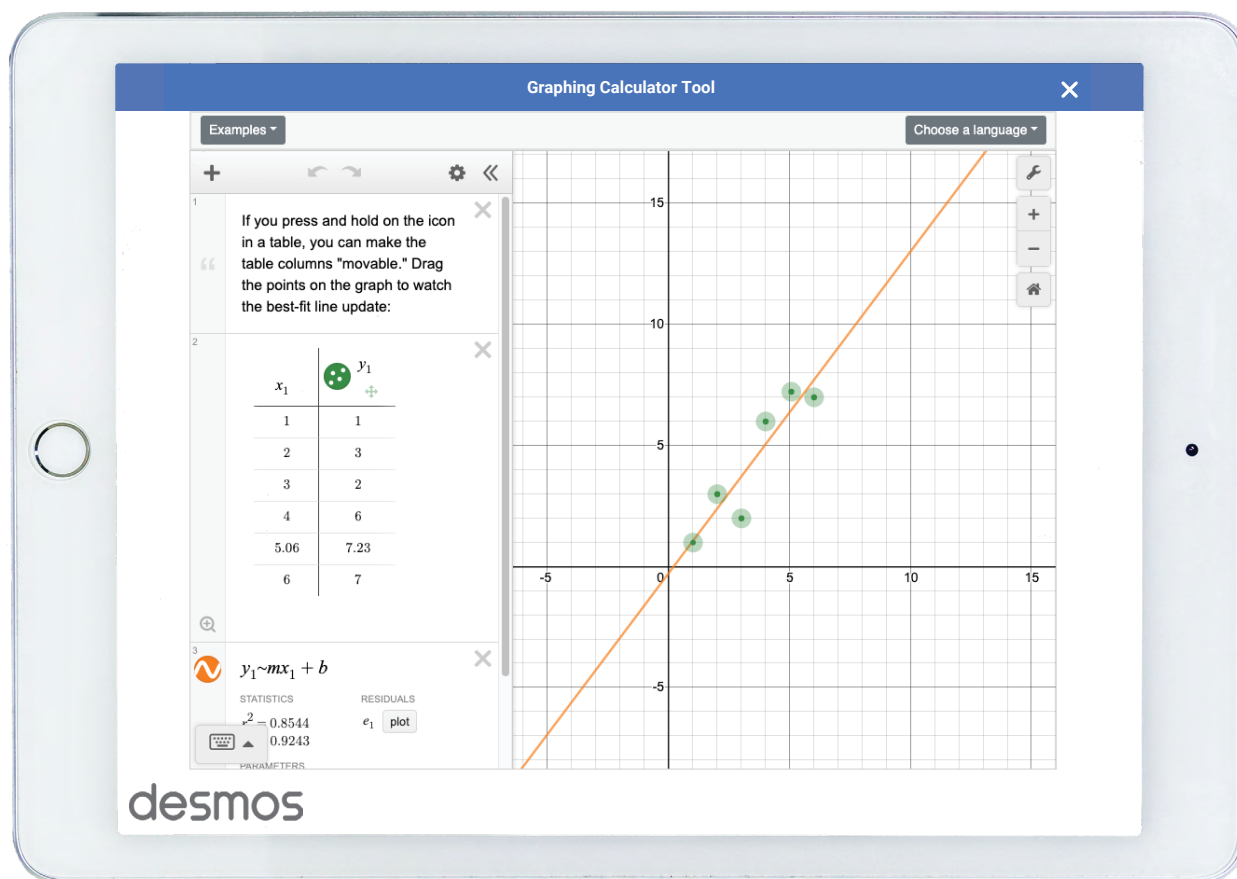
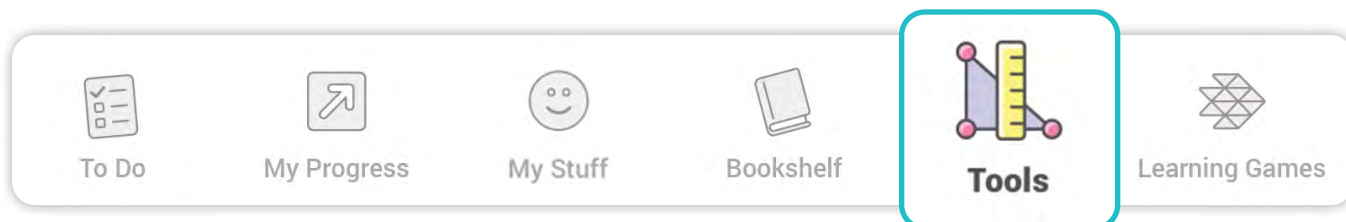
- A** To **navigate to a specific lesson**, choose the unit, then the lesson on the left side of the screen.
- B** **Go directly to a specific page** within the Student Worktext by entering the page number.
- C** Click the arrows to **page forward** or **backward** within each lesson.
- D** Select the “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.

G **Navigational tools included for the student:**



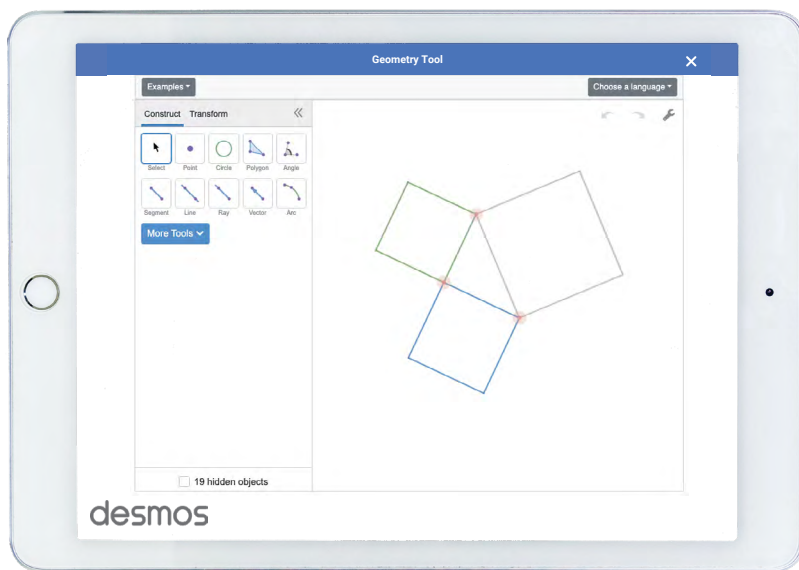
Navigating the Digital Math Tools Powered by Desmos

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



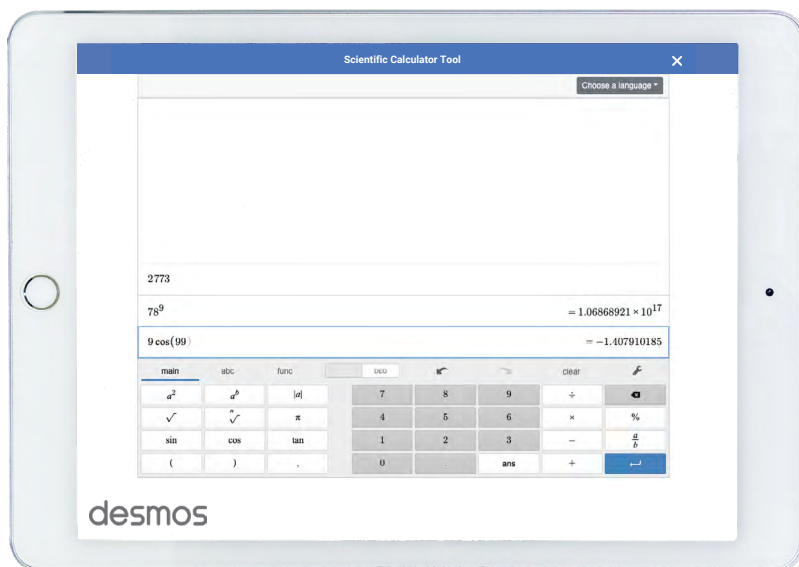
Graphing Calculator

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 pre-built 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

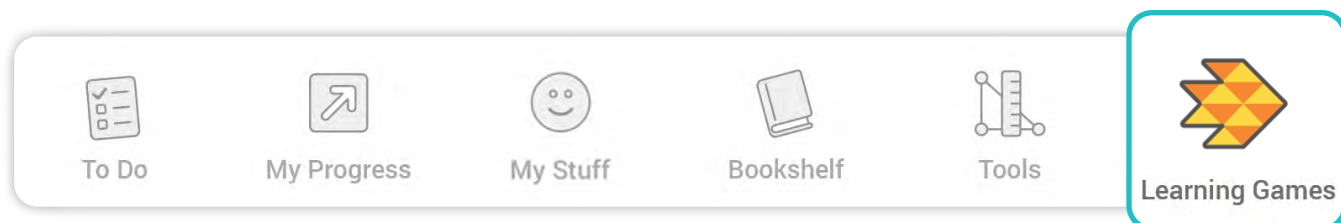
Evaluate any kind of expression, including ones that include fractions, exponents, and roots. Advanced features include absolute value, trigonometric functions and inverse trigonometric functions in both radians and degrees, permutations, combinations, logarithms, and statistics functions.

Additional Digital Math Tools include:

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

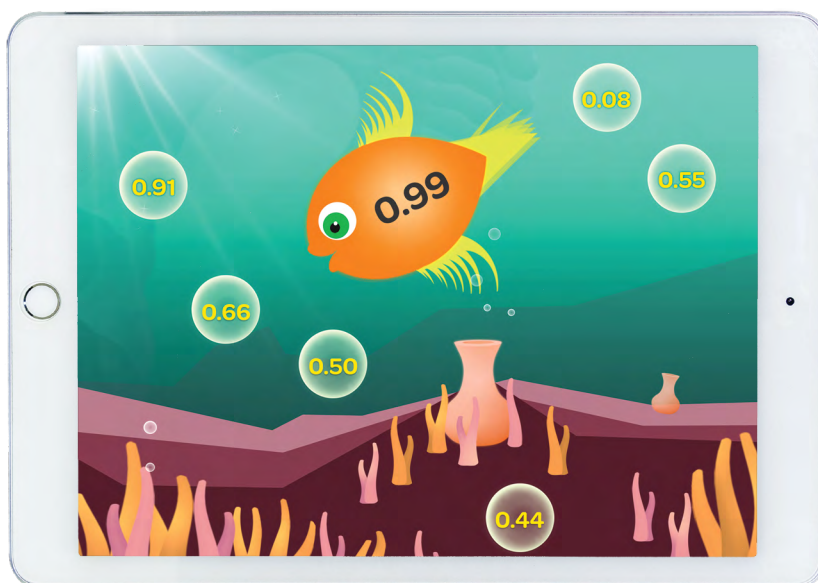
Navigating the Learning Games

Learning Games offer a multisensory approach to engaging students in fluency practice. They provide an interactive exploration and review of key prerequisite skills for Algebra 1, allowing students to develop a positive attitude toward challenge through fun and motivating games. Available in English and Spanish!



Hungry Fish

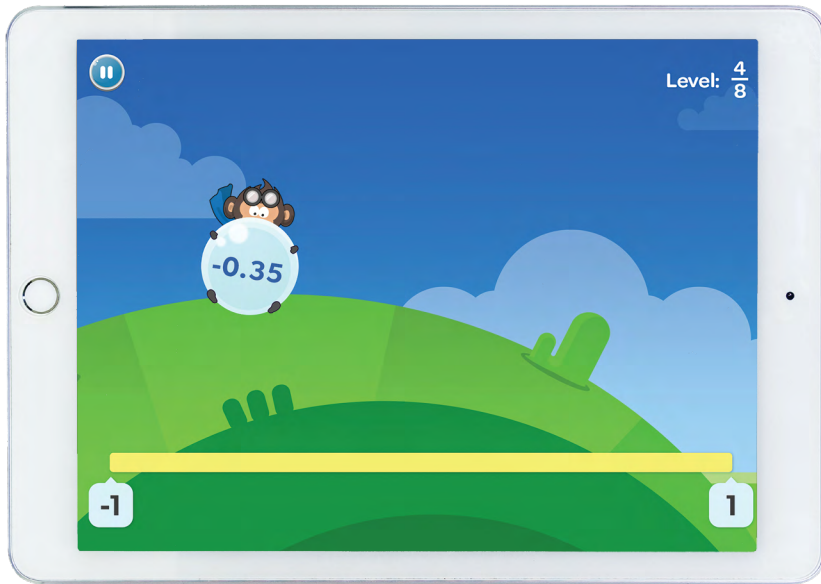
Students develop fluency with rational number operations.



Match

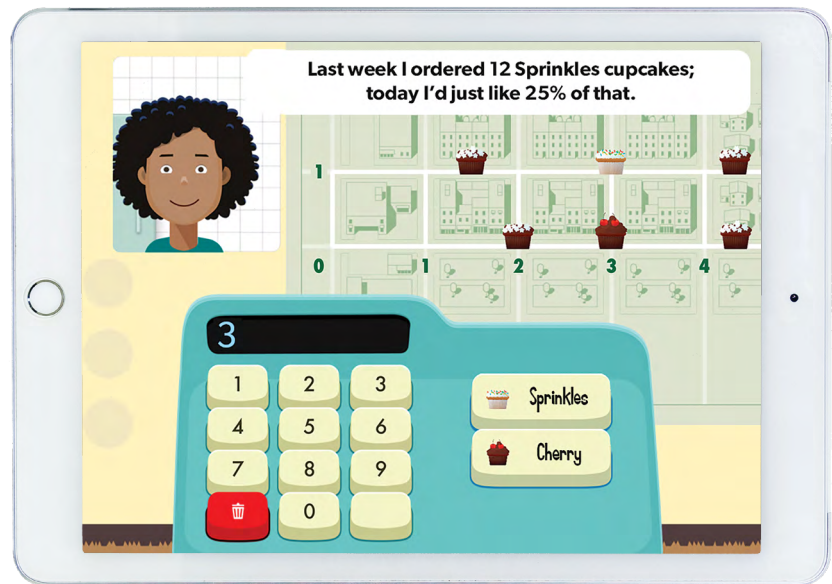
- Students develop fluency with fractions, ratios, and rational number operations.





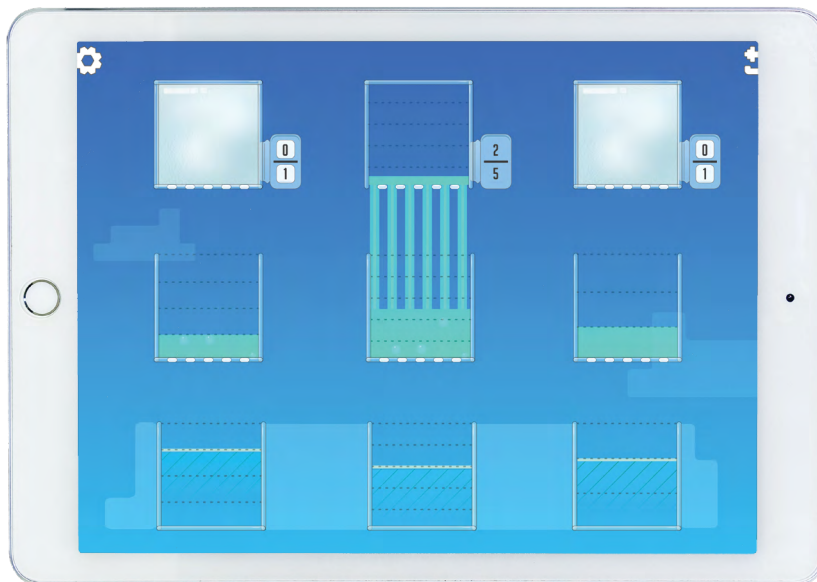
Bounce

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



Cupcake

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



Cloud Machine

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

Learn More at
i-ReadyClassroomMathematics.com/24

To see how other educators are maximizing their
i-Ready Classroom Mathematics experience,
follow us on social media!



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