

Learning with Technology Parent Workshop




March 23, 2022

Presenters:


Ms. Hastings, Ms. Tran,
and Ms. Cuevas



Welcome!

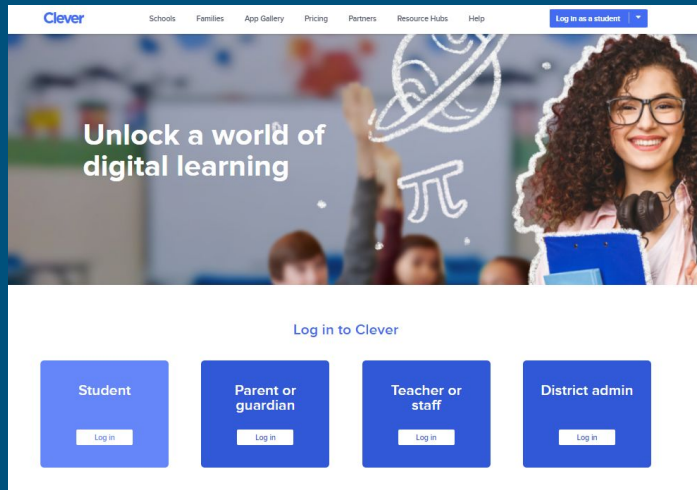


Please sign into the chat with your
child's first and last name, your child's
grade level, and your first and last
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Benchmark Education Company



ST Math




PowerSchool




Savvas Realize



Language Arts



Benchmark Universe and
Footsteps 2 Brilliance





Benchmark

Universe

(Benchmark Advance Online)



Reading and Annotating the Student Text Online

Short Read 2

Remember to annotate as you read.

Notes

1 A childhood illness left Helen Keller deaf and blind. One of the ways she learned about the world was through touch. This is what she wrote:

8

Journal

Notes

2 Once there were eleven tadpoles in a glass globe set in a window full of plants. It was great fun to plunge my hand into the bowl and feel the tadpoles frisk about.

3 One day a more ambitious fellow leaped beyond the edge of the bowl and fell on the floor. I found him more dead than alive. But no sooner had he returned to his element than he darted to the bottom, swimming round and round. Then he went to live in the leafy pool at the end of the garden.

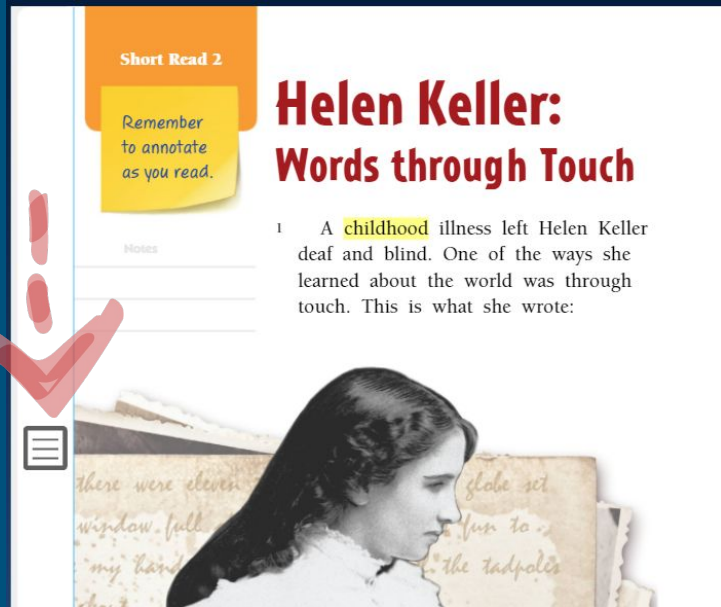
9

Clicking on different parts of the text provides supports for students while reading.

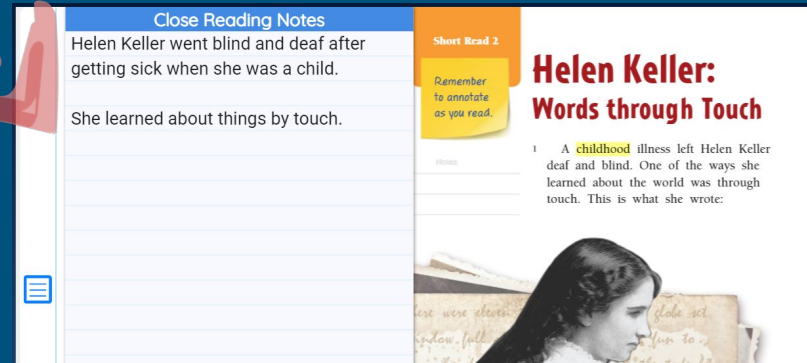


Clicking on a word will highlight, and will read the word aloud.

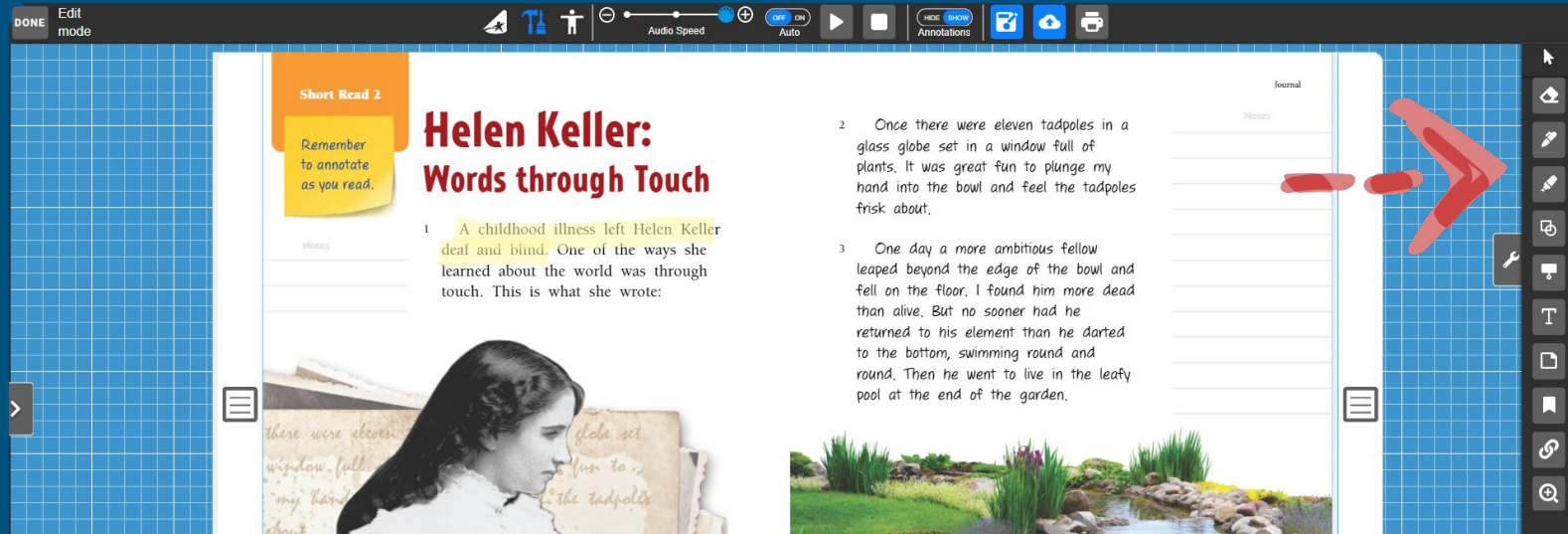
Clicking on different parts of the page provides supports for students while reading.



Clicking on the box with three lines in the margins will open up a space to take notes.



Clicking on different parts of the page provides supports for students while reading.



The toolbar on the right has several tools to use for annotating the text.

Clicking on different parts of the text provides
supports for students while reading.

The screenshot shows a digital reading interface. At the top left, an orange box labeled 'Short Read 2' contains the text 'Remember to annotate as you read.' Below this is a 'Notes' section with three empty lines. The main title is 'Helen Keller: Words through Touch' in a large, bold, dark red font. Below the title, a paragraph of text is displayed: 'A childhood illness left Helen Keller deaf and blind. One of the ways she learned about the world was through touch. This is what she wrote:'. The first sentence is highlighted in yellow. A black pencil icon is positioned to the right of the highlighted text. At the bottom of the interface, there is a black and white photograph of Helen Keller looking down at a book. To the left of the photo, there is a small icon of a book with three horizontal lines. To the right of the photo, there is a small green landscape image. The background of the interface is white with a light blue grid pattern.

Here I've used my
highlighter to highlight key
information in my text.

Clicking on different parts of the page provides supports for students while reading.

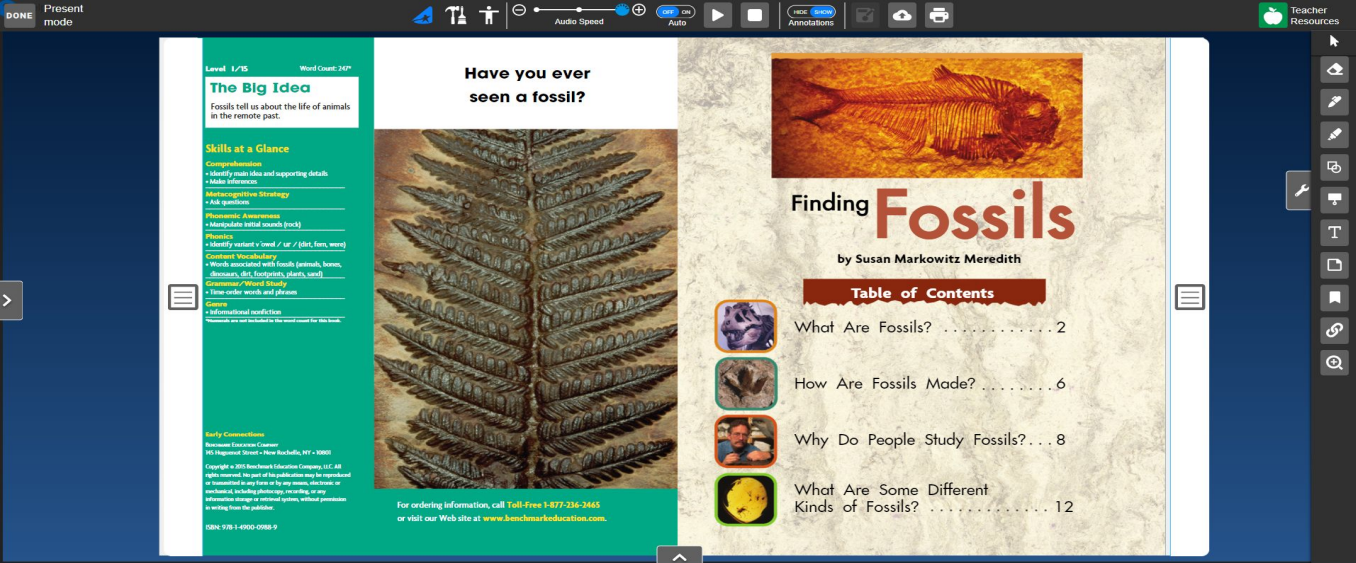
The screenshot shows a digital reading application interface. At the top is a dark toolbar with various icons: a magnifying glass, a list icon, a person icon, a volume icon, a slider for 'Audio Speed', a play button, a stop button, a 'HIDE SHOW Annotations' toggle, and a printer icon. A red curved arrow points from the text 'Clicking on different parts of the page provides supports for students while reading.' to the play button in the toolbar.

The main content area is titled 'Short Read 2' and 'Helen Keller: Words through Touch'. On the left, a yellow sticky note says 'Remember to annotate as you read.' Below the title, there is a paragraph of text: '1 A childhood illness left Helen Keller deaf and blind. One of the ways she learned about the world was through touch. This is what she wrote:'. To the right of this paragraph is a large image of Helen Keller. Below the image is a snippet of handwritten text: 'there were eleven glass globe set in a window full of plants. It was great fun to plunge my hand into the bowl and feel the tadpoles frisk about.'.

On the right side of the main content area, there are two paragraphs of text: '2 Once there were eleven tadpoles in a glass globe set in a window full of plants. It was great fun to plunge my hand into the bowl and feel the tadpoles frisk about.' and '3 One day a more ambitious fellow leaped beyond the edge of the bowl and fell on the floor. I found him more dead than alive. But no sooner had he returned to his element than he darted to the bottom, swimming round and round. Then he went to live in the leafy pool at the end of the garden.' Below the text is a large image of a garden pond with lily pads and flowers.

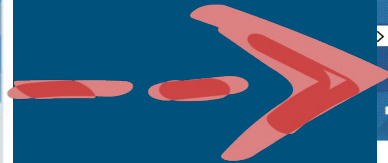
On the far right, there is a vertical sidebar with a 'Journal' section and a 'Notes' section, both with lined paper backgrounds. There are also hamburger menu icons on the left and right sides of the main content area.

Finally, the toolbar at the top has a Play button that will read the text aloud to the student.



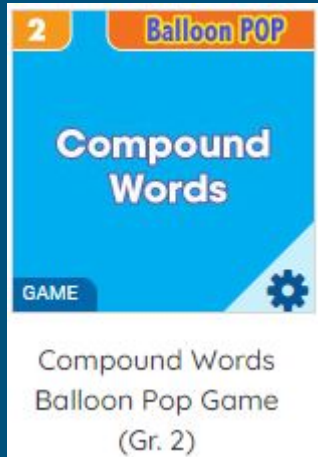
These same tools are available to use when reading and annotating Leveled Readers online.

Benchmark Universe also has activities and games students can use to practice lessons taught in class.




The ePocket Chart provides phonics, spelling, and word-building practice.

Benchmark Universe also has activities and games students can use to practice lessons taught in class.




The Interactive Learning Games provide fun phonics, spelling, and word-building practice.



Footsteps 2 Brilliance

(Alphabet, Phonics, Writing,
and Reading Practice)



Footsteps 2 Brilliance has fun activities and games for students to practice reading and writing.



Footsteps 2 Brilliance has fun activities and games for students to practice reading and writing.



Fun reading activities can be found in "My Library."



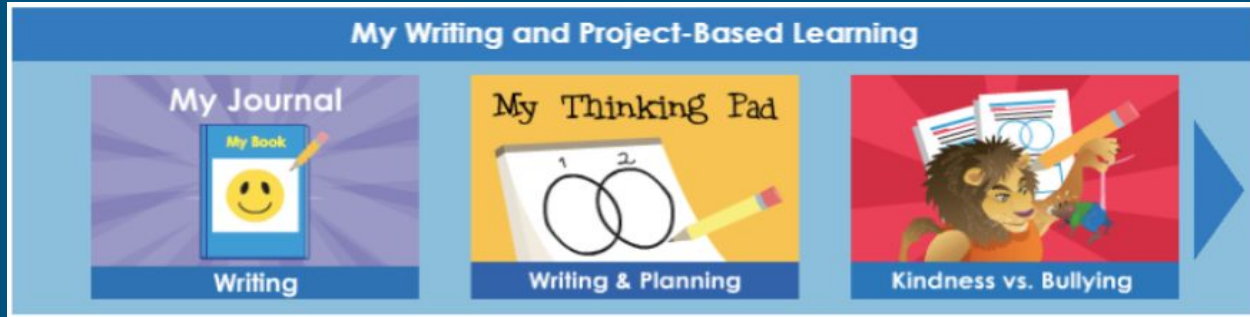
Footsteps 2 Brilliance has fun activities and games for students to practice reading and writing.



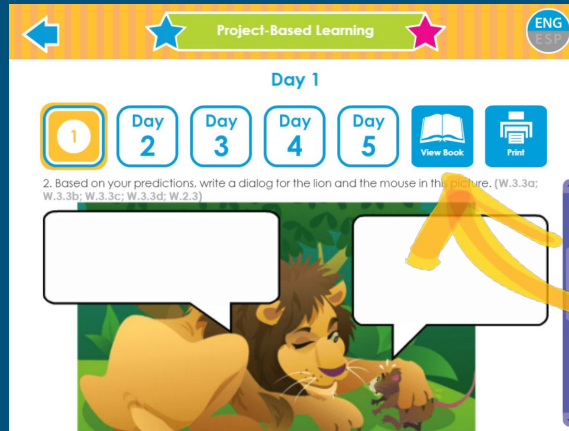
Fun games can be found in "My Games."



Footsteps 2 Brilliance has fun activities and games for students to practice reading and writing.



Fun writing activities can be found in "My Writing and Project-Based Learning."



The BEST way for any learner to become a
— better, stronger reader is to READ!

Encouraging our children to read for fun, to read when they're bored, when waiting at a restaurant or at the doctor's office, and to us, or with us, every single day is the best way to help our kids become lifelong learners and readers.

We want to make sure to ask our kids about what they're reading, and what they're interested in, so we can continue to support their literacy development.

Language Arts

There are several options for online reading and literacy practice.


If you're in need of additional information or have any questions, please don't hesitate to reach out to me at ehastings@hawthorne.k12.ca.us or to reach out to your child's teacher.



Mathematics



Pearson (Savvas), ST Math, and
Reflex Math



PEARSON SAVVAS MATH

SAVVAS



Savvas Realize



Learning systems

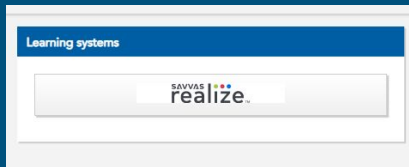
SAVVAS
realize™

Math Tools

1. Go to app:

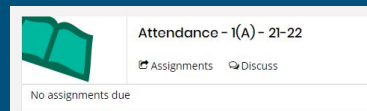


2. Click on

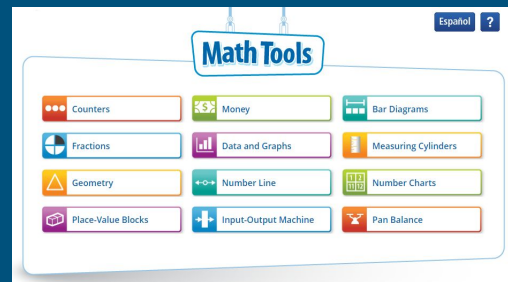


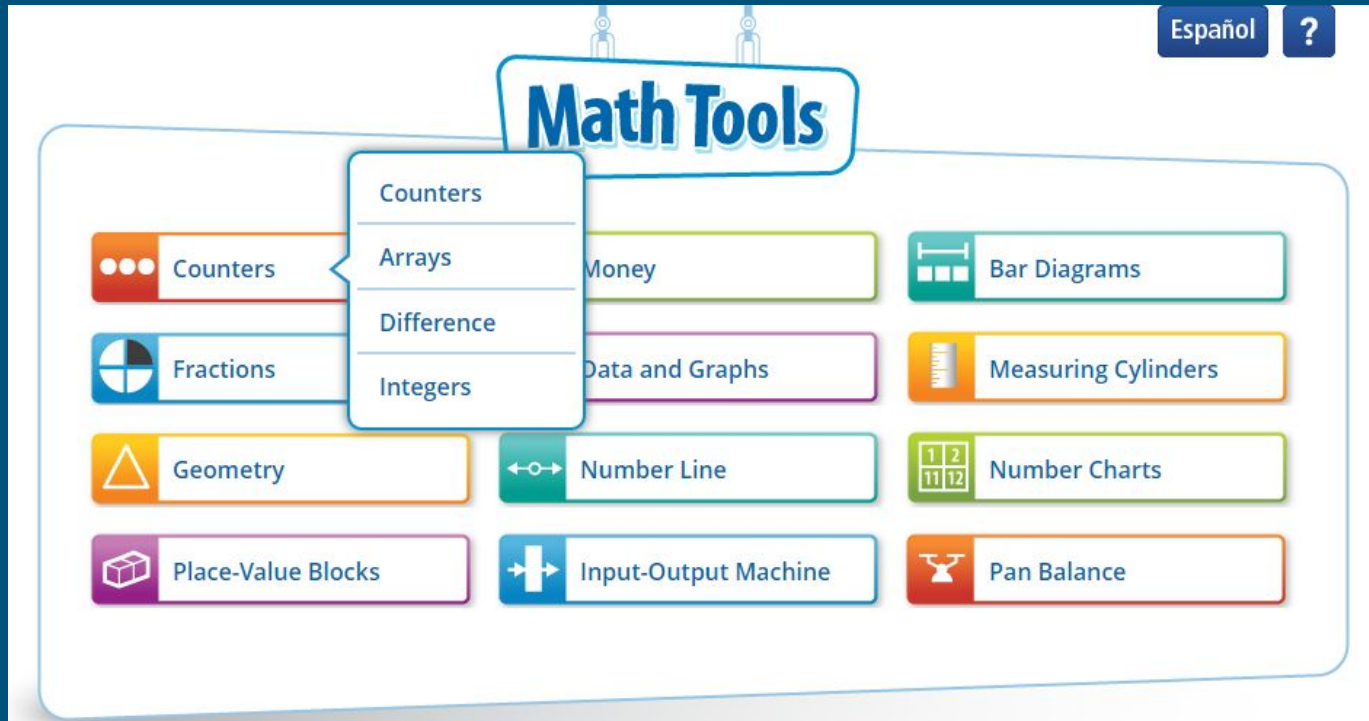
3. Click on the word “Classes”

4. Click on Attendance



5. Go to Math Tools





Multiple uses for math tools:

▼ Fraction Strips



Reset All

$\frac{1}{12}$ $\frac{2}{12}$ $\frac{3}{12}$ $\frac{4}{12}$ $\frac{5}{12}$ $\frac{6}{12}$ $\frac{7}{12}$ $\frac{8}{12}$ $\frac{9}{12}$ $\frac{10}{12}$ $\frac{11}{12}$ $\frac{12}{12}$

$\frac{1}{10}$ $\frac{2}{10}$ $\frac{3}{10}$ $\frac{4}{10}$ $\frac{5}{10}$ $\frac{6}{10}$ $\frac{7}{10}$ $\frac{8}{10}$ $\frac{9}{10}$ $\frac{10}{10}$

$\frac{1}{8}$ $\frac{2}{8}$ $\frac{3}{8}$ $\frac{4}{8}$ $\frac{5}{8}$ $\frac{6}{8}$ $\frac{7}{8}$ $\frac{8}{8}$

$\frac{1}{6}$ $\frac{2}{6}$ $\frac{3}{6}$ $\frac{4}{6}$ $\frac{5}{6}$ $\frac{6}{6}$

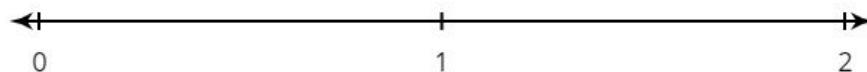
$\frac{1}{5}$ $\frac{2}{5}$ $\frac{3}{5}$ $\frac{4}{5}$ $\frac{5}{5}$

$\frac{1}{4}$ $\frac{2}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

$\frac{1}{3}$ $\frac{2}{3}$ $\frac{3}{3}$

$\frac{1}{2}$ $\frac{2}{2}$

1



☒ Show number line $\frac{1}{1}$

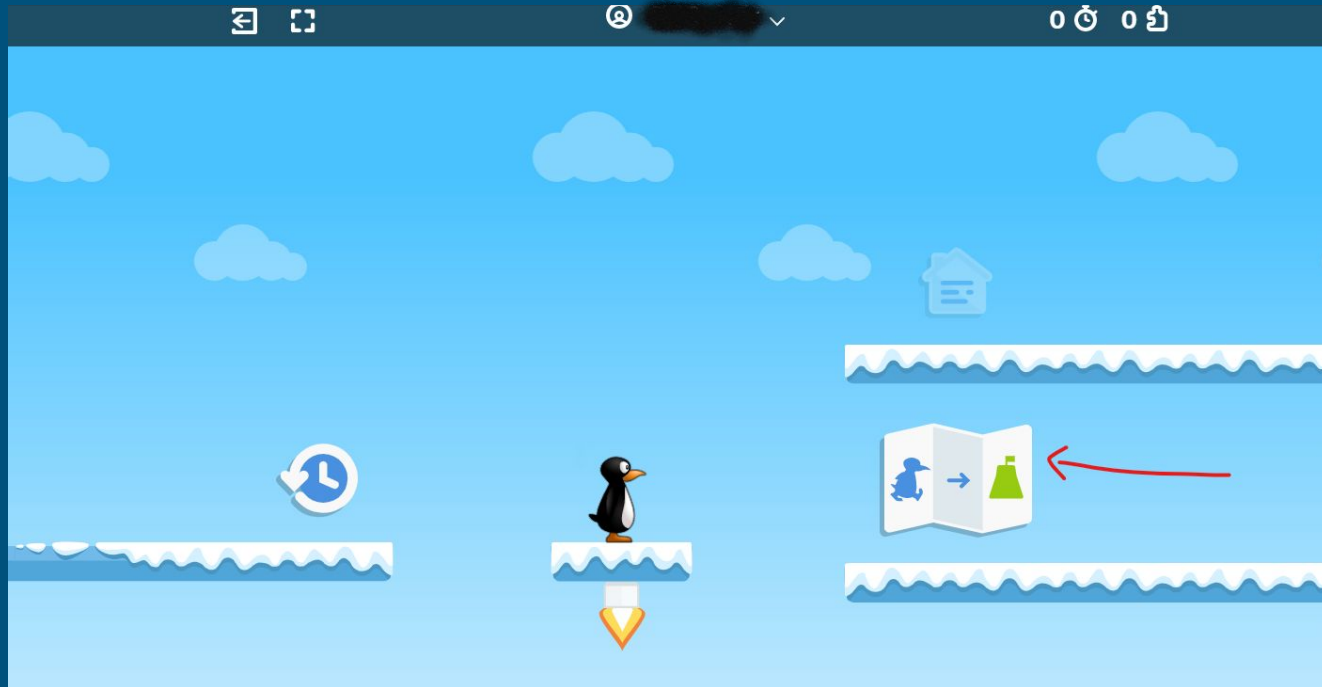


ST Math

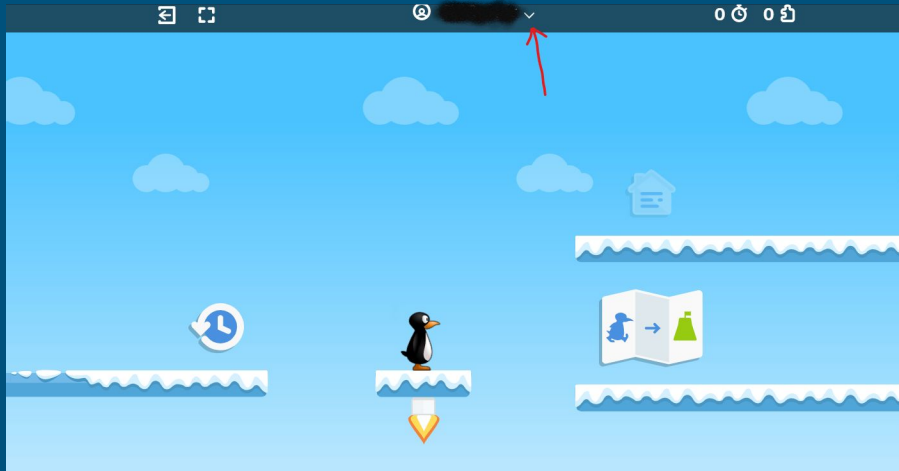
ST Math is a visual instructional program that builds a deep conceptual understanding of math through rigorous learning and creative problem solving to engage, motivate and challenge K-6 students toward higher achievement.



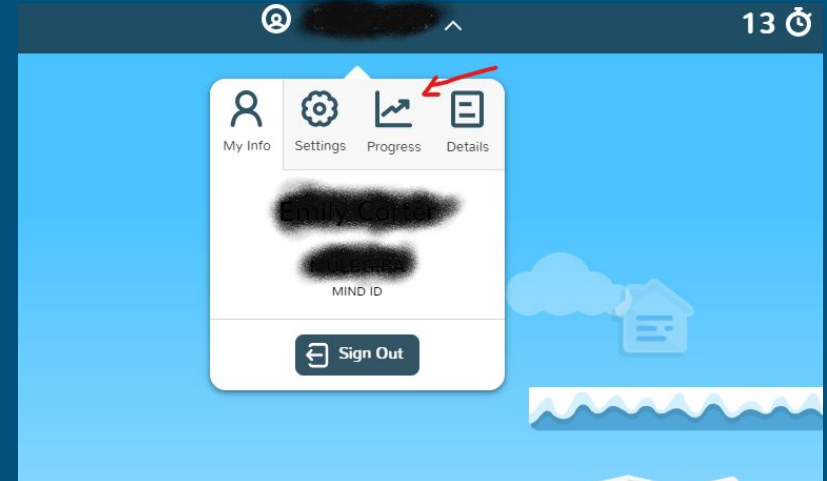
ST Math Journey



Checking Student Progress on ST Math

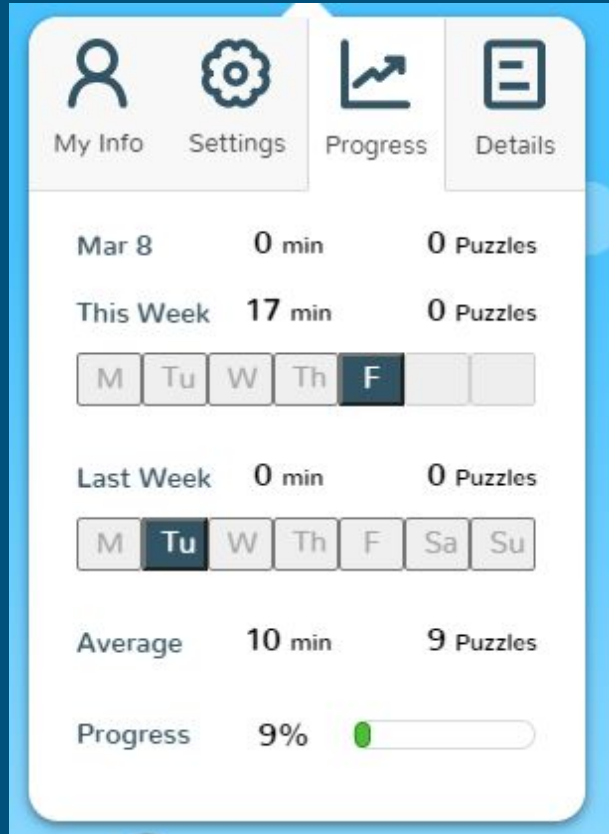


1. Click on the drop down menu.



2. Click on "Progress"

Checking Student Progress on ST Math



1. Click on "Progress"
2. Days that students are active on ST Math are shown in dark blue.
3. If you click on the dark blue days, you can see more info for the day.
4. The most important information is the Progress. This student has 9% progress.
5. The goal is to get to get to 100%.
6. 30 minutes a day is a good amount of time to spend on ST Math 3 days a week.
- 7.

Reflex Math

Reflex Math is a web-based, educational program that is adaptive and individualized per student. The program continuously monitors each student's math fluency performance to create a targeted individualized experience for every child.



Reflex Math

Explor^elearning®



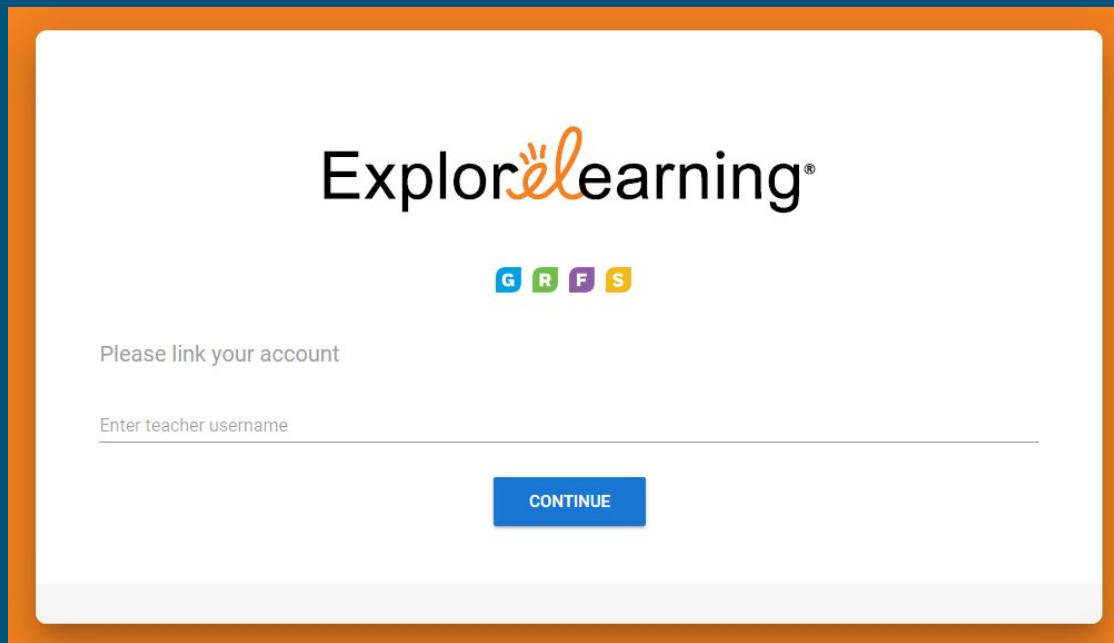
Login as:

STUDENT

EDUCATOR

Click on "STUDENT"

Reflex Math

A screenshot of the ExplorLearning login interface. The interface is white with an orange border. At the top, the logo "ExplorLearning®" is displayed, with "Explor" in black and "Learning" in orange script. Below the logo is the acronym "GRFS" in four colored squares: blue (G), green (R), purple (F), and yellow (S). The text "Please link your account" is centered. Below this is a text input field with the placeholder "Enter teacher username". At the bottom center is a blue button with the text "CONTINUE" in white.

ExplorLearning®

GRFS

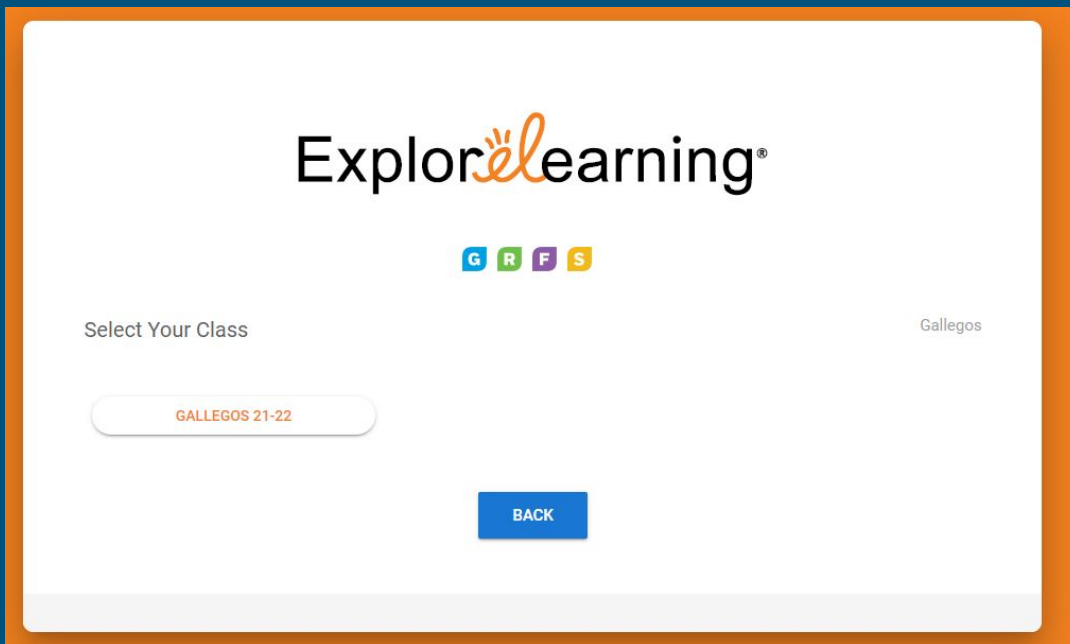
Please link your account

Enter teacher username

CONTINUE

Type in the teacher's username and click "CONTINUE".

Reflex Math



Click on the teacher's class name.

Reflex Math

The logo for Explorlearning, featuring the word "Explor" in black, a stylized orange hand icon, and the word "learning" in black with a registered trademark symbol.The logo for GRFS, consisting of four colored squares: blue with 'G', green with 'R', purple with 'F', and yellow with 'S'.

Select Your Name

- Click on student's name
- Type in the student's password
- Students only have to do this part once. Afterwards, you will only have to click on the explore learning icon in Clever and it should automatically log the student in.

The Goal is the Green Light!

Once a student has answered a certain number of facts correctly on a given day, a Green Light illuminates in the upper right corner of the screen. This indicates that the students has met the **Daily Usage Requirement**.



Username and Passwords for Math

If you need any help with usernames or passwords, please contact your child's teacher or you can also email Ms. Tran at ttran@hawthorne.k12.ca.us.

THANK YOU!

