



**Online Learning Resources at Home:  
RAZ KIDS AND MATH iXL**

*Families, bring your device and student  
usernames and passwords  
Students Welcome with a family member!  
Extra Chromebooks will be available*

**Wednesday, November 14, 2018  
Harwich Elementary School Activity Room**

*New time  
change  
5-6 pm* pm

# Get your child started

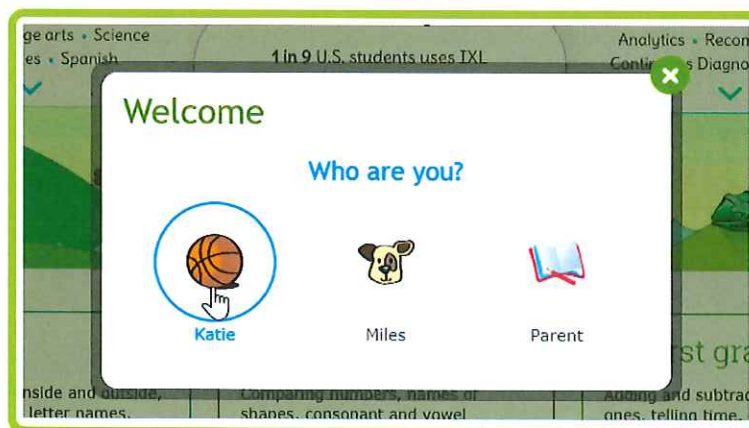
- Engaging questions, detailed explanations, and unlimited practice help children master thousands of math, language arts, science, social studies, and Spanish skills.
- With cool virtual prizes for meeting math and language arts challenges, your child will be begging to spend time on IXL.
- Walk through these steps with your children once, and they'll be ready and excited to practice on their own!

## 1 Sign in to your IXL family account at [www.ixl.com](http://www.ixl.com).



- ? If you are already signed in as the parent or another child, go to the account menu and select your child's name.

## 2 Locate the correct name and icon, and click it to enter.



- ? Parents: If you haven't set up user profiles yet, sign in to your parent account, and select **Profile & settings** from the account menu. Then you can enter user names and choose profile icons!



- Choose your desired grade level, and click the link to view all practice skills for that grade.

The screenshot shows the IXL Math website. At the top, there's a search bar and a navigation bar with tabs for Learning, Analytics, Recommendations, Diagnostic, Math (selected), Language arts, Science, Social studies, Spanish, Standards, and Awards. Below the navigation bar, there's a sidebar with grade levels from Pre-K to C. The main content area is titled "IXL Math" and lists various skill categories for each grade level. A callout box points to the "First-grade skills" link, and another callout box points to the "Fifth-grade skills" link.

**IXL Math**

On IXL, math is more than just numbers. With unlimited questions, engaging item types, and real-world scenarios, IXL helps students experience math at its most mesmerizing!

**Pre-K skills**

- Count dots - up to 3
- Inside and outside
- Classify shapes
- Long and short
- Light and dark
- [See all 77 pre-K skills >>](#)

**Kindergarten skills**

- Names of numbers - up to 10
- Skip-count by fives
- [See all 100 kindergarten skills >>](#)

**First-grade skills**

- Addition facts - sums up to 20
- Comparing numbers up to 100
- Purchases: do you have enough money?
- Months of the year
- Simple fractions: what fraction does the shape show?
- [See all 203 first-grade skills >>](#)

**Second-grade skills**

- Put numbers up to 1,000 in order
- Ordinal numbers up to 100th
- Compare clocks
- Which line graph is correct?
- Which customary unit of volume is appropriate?
- [See all 272 second-grade skills >>](#)

**Third-grade skills**

- Place value names up to thousands
- Show fractions: fraction bars
- Show fractions: area models
- Add and subtract decimals
- Reflection, rotation, and translation
- [See all 364 third-grade skills >>](#)

**Fourth-grade skills**

- Add and subtract mixed customary units
- Time zones
- Decompose fractions
- Place values in decimal numbers
- Find the probability
- [See all 315 fourth-grade skills >>](#)

**Fifth-grade skills**

- Multiply a decimal by a one-digit whole number
- Multiply two decimals using grids
- Multiply unit fractions and whole numbers: sorting
- Divide fractions by whole numbers
- Write variable expressions
- [See all 330 fifth-grade skills >>](#)

**Sixth-grade skills**

- Add integers
- Unit prices
- Percents - calculate tax and more
- Find missing angles in triangles
- Create double bar graphs
- [See all 317 sixth-grade skills >>](#)

**Seventh-grade skills**

- Scientific notation
- Multiply and divide integers
- [See all 203 seventh-grade skills >>](#)

**Eighth-grade skills**

- Scale drawings: word problems
- Convert rates and measurements: customary units
- Solutions to inequalities
- Add and subtract polynomials using algebra tiles
- Add polynomials to find perimeter
- [See all 310 eighth-grade skills >>](#)

**Algebra 1 skills**

- Greatest possible error
- Identify functions: vertical line test
- Write an equation for a parallel or perpendicular line
- Solve a system of equations by graphing
- Characteristics of quadratic functions
- [See all 304 Algebra 1 skills >>](#)

**Geometry skills**

- Construct the midpoint or perpendicular bisector of a segment
- Exterior Angle Theorem
- SSS, SAS, ASA, and AAS Theorems
- Perimeter of polygons with an inscribed circle
- Angles in inscribed right triangles
- [See all 216 Geometry skills >>](#)

- To switch subjects, click the **Language Arts**, **Science**, **Social Studies**, or **Spanish** tabs at the top of the screen.

4 Choose a skill, and click the skill name to start practicing it.

The screenshot shows the IXL Learning interface for a first-grade math student named Katie. The interface is organized into categories, with 'Math' selected. A sidebar on the left lists grade levels from Pre-K to 5th grade. The main content area displays 'First grade math' skills, grouped into categories like 'Counting and number patterns', 'Understand subtraction', and 'Understand addition'. A callout box points to the 'Understand subtraction' category, stating: 'Skills are grouped into categories by topic.' Another callout box points to the 'B.1 Add with pictures - sums up to 10' skill, stating: 'The B.1 skill offers practice problems like this one.' A 'Skill preview' window is open for skill B.1, showing a visual problem: three laptops (representing 3) plus one laptop (representing 1) equals a blank box for the answer. The preview also shows the text 'Add:' and '3 + 1 = '.

? If you want to see a sample question, hold your mouse over any skill name to view it.



## 5 Read the question, and indicate your answer.

Search topics and skills

Welcome, Katie!

Learning Analytics

Recommendations Diagnostic Math Language arts Science Social studies Spanish Standards Awards

First grade > B.1 Add with pictures - sums up to 10

Add:

4 + 1 =

Submit

Questions answered: 0

Time elapsed: 00:00:45

SmartScore: 0 out of 100

After answering, click **Submit**.

Type your answer here.

Not feeling ready yet? These can help:

I.1 Add with pictures - sums up to 5 A.1 Counting review - up to 10

- Check out the recommended skills at the bottom! You'll find supporting skills to build confidence and address gaps in understanding. Once you reach the Challenge Zone, you'll find new skills that build on what you've learned.

You'll get immediate feedback for each question:

- Correct! You'll see a green message, then the next question. Continue practicing.

Search topics and skills

Welcome, Katie!

Learning Analytics

Recommendations Diagnostic Math Language arts Science Social studies Spanish Standards Awards

First grade > B.1 Add with pictures - sums up to 10

Correct!

Submitting a correct answer increases the SmartScore for this skill.

Watch for the ribbons that appear here to reward high scores!

Questions answered: 1

Time elapsed: 00:01:07

SmartScore: 10 out of 100

- *Sorry, incorrect...* The correct answer is shown, along with a complete explanation.

Search topics and skills

Welcome, Katie!

Learning Analytics

Recommendations Diagnostic **Math** Language arts Science Social studies Spanish Standards Awards

First grade > B.1 Add with pictures - sums up to 10

## Sorry, incorrect...

**The correct answer is:**

5

**Explanation**

**Add:**

4 flowers

4

+

1 flower

1

=

**You answered:**

3

Count the first group of flowers. The first group has 4 flowers.

Count the second group of flowers. The second group has 1 flower.

To find the sum of 4 and 1, count all the flowers together, like this:

1 2 3 4

4 flowers

+

5

1 flower

=

5

There are 5 flowers, so  $4 + 1 = 5$ .

**Got it**

Questions answered

1

Time elapsed

00 02 58

SmartScore

out of 100

0

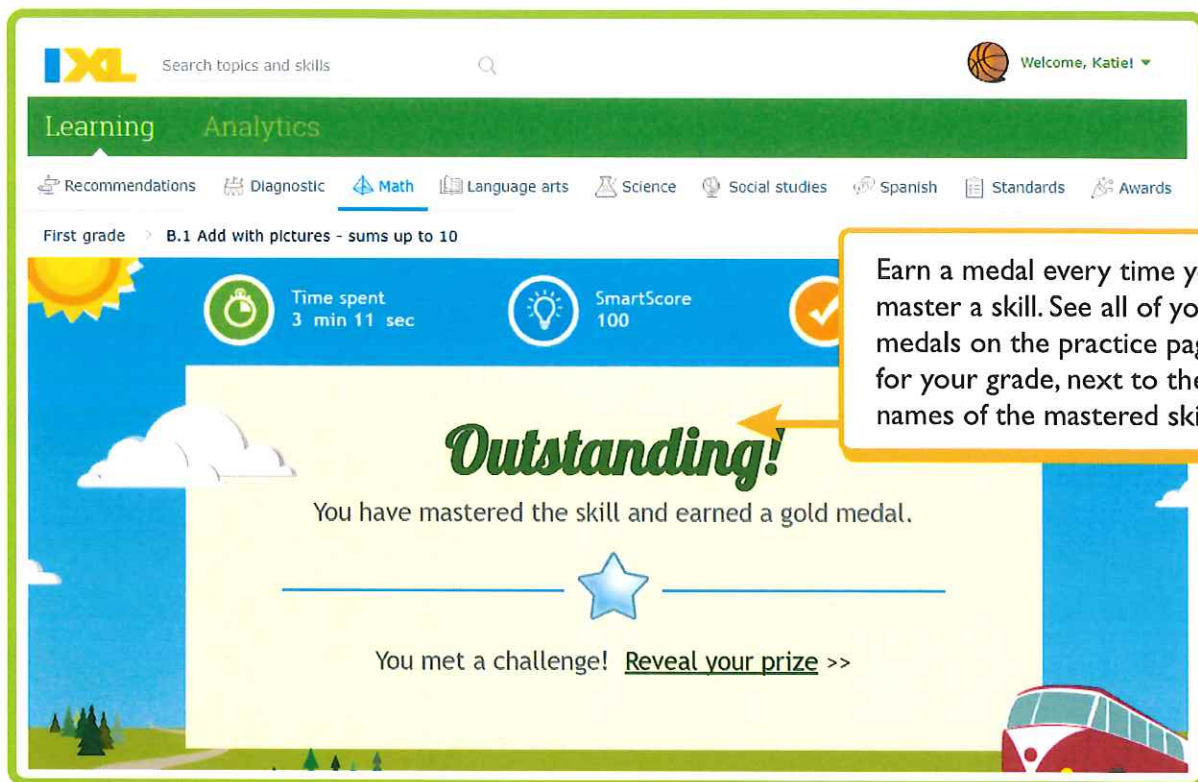
Review the question.

Review your answer.

Review the step-by-step explanation of the question to better learn the skill.

Click **Got it** to continue practicing.

- 6 Continue practicing until you *master* the skill by reaching a SmartScore of 100.



The screenshot shows the IXL website interface. At the top, there's a search bar and a welcome message for 'Katie!'. Below the navigation bar, the 'Math' section is selected, and the skill 'B.1 Add with pictures - sums up to 10' is highlighted. A notification banner displays 'Time spent 3 min 11 sec' and 'SmartScore 100'. The main message reads 'Outstanding! You have mastered the skill and earned a gold medal.' with a star icon and a link to 'Reveal your prize >>'. A callout box on the right explains: 'Earn a medal every time you master a skill. See all of your medals on the practice page for your grade, next to the names of the mastered skills.'

## Congratulations!

Mastering a skill unlocks your first prize! Follow the steps below to reveal your prize and learn more about math and language arts awards.

- 7 Click **Awards** to see your prizes.



The screenshot shows the IXL website interface. The 'Awards' link in the navigation bar is highlighted with a red arrow. The navigation bar includes links for Recommendations, Diagnostic, Math, Language arts, Science, Social studies, Spanish, Standards, and Awards.



## 8 Reveal your prize by clicking on the glowing star.

Each grade in IXL has its own math and language arts awards with unique themes. For math, uncover prizes hidden in your gameboard! Can you guess the theme?

Learning Analytics

Recommendations Diagnostic Math Language arts Science Social studies Spanish Standards Awards

Math awards | Language arts awards | Certificates center

Pre-K | Kindergarten | First | Second | Third | Fourth | Fifth | Sixth | Seventh | Eighth | Algebra 1 | Geometry | Algebra 2 | Precalculus | All

Squares with glowing stars represent challenges you have completed! Click to reveal the prize hidden underneath the star.

? The more you practice, the cooler your prizes will be!

you'll reveal a virtual prize. See how many you can discover!

**This is what's been keeping you busy**

<b>You've earned</b>	 2 medals
<b>You've answered</b>	<a href="#">64 questions</a>
<b>You've practiced for</b>	<a href="#">19 min</a>
<b>You've mastered</b>	<a href="#">1 skill</a>
<b>You've revealed</b>	0 prizes
<b>Till your next win</b>	11 minutes 36 questions 2 skills

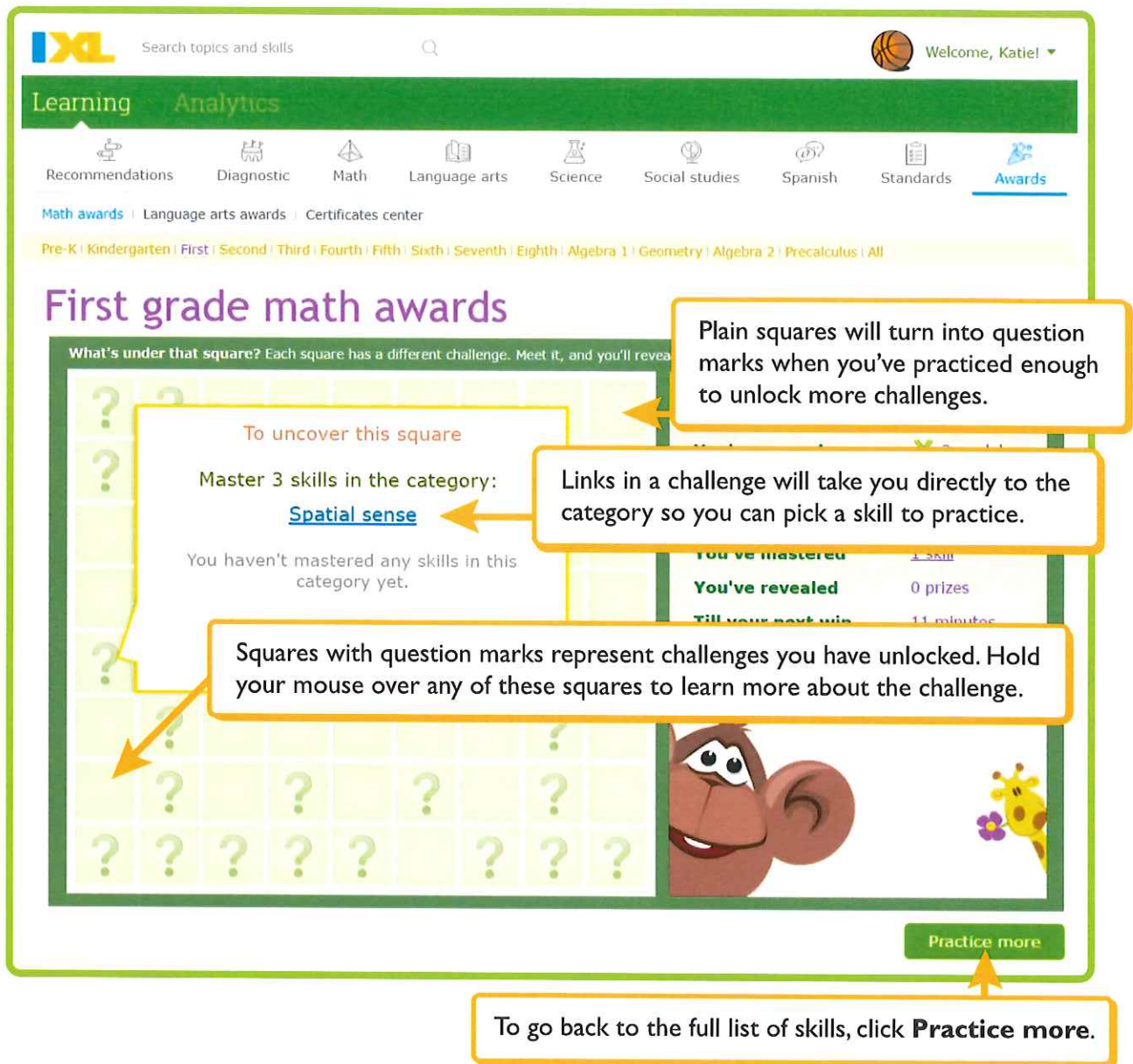
Practice more

This panel summarizes your IXL math accomplishments for this grade. As you practice, these numbers will go up and up!

? Love your prize? Make it your profile icon! Click and drag it to the top-right of the page, then hold it over your current icon and release your mouse button.



## 9 Continue practicing to win more prizes!



IXL Search topics and skills Welcome, Katie!

Learning Analytics

Recommendations Diagnostic Math Language arts Science Social studies Spanish Standards Awards

Math awards Language arts awards Certificates center

Pre-K Kindergarten First Second Third Fourth Fifth Sixth Seventh Eighth Algebra 1 Geometry Algebra 2 Precalculus All

### First grade math awards

What's under that square? Each square has a different challenge. Meet it, and you'll reveal

To uncover this square  
Master 3 skills in the category:  
[Spatial sense](#)  
You haven't mastered any skills in this category yet.

Plain squares will turn into question marks when you've practiced enough to unlock more challenges.

Links in a challenge will take you directly to the category so you can pick a skill to practice.

Squares with question marks represent challenges you have unlocked. Hold your mouse over any of these squares to learn more about the challenge.

You've mastered 1 skill  
You've revealed 0 prizes  
Till your next win 11 minutes

Practice more

To go back to the full list of skills, click **Practice more**.

- ? Most challenges are based on practice time, number of questions attempted, and skills mastered. Try winning your next prize by practicing for 5 minutes or answering 100 questions.

# Let's Log In!



1. Log in
2. Use Student password & icons
3. Add a parent access option with email
4. Guide your child through the Reading A-Z site and Raz Kids portals
5. Ask Teacher's about creating more challenging assignments!
6. Have FUN reading together!



# Learning A-Z Correlation Chart

Learning A-Z	Ages	Grade	Accelerated Reader (ATOS)	Fountas & Pinnell	Reading Recovery	DRA	PM Readers	Lexile*
aa	4-6	K	.1 - 1.5	A	1	A-1	Starters 1	BR-70L
A	4-6	K	.1 - 1.5	A	1	A-1	Starters 1	BR-70L
B	4-6	K	.1 - 1.5	B	2	2	Starters 2	BR-70L
C	4-6	K	.1 - 1.5	C	3-4	3-4	3-4 red	BR-70L
D	4-7	1	1.6 - 3.3	D	5-6	6	5-6 red/yellow	80L-450L
E	6-7	1	1.6 - 3.3	E	7-8	8	7-8 yellow	80L-450L
F	6-7	1	1.6 - 3.3	F	9-10	10	9-10 blue	80L-450L
G	6-7	1	1.6 - 3.3	G	11-12	12	11-12 blue/green	80L-450L
H	6-7	1	1.6 - 3.3	H	13-14	14	13-14 green	80L-450L
I	6-7	1	1.6 - 3.3	I	15-16	16	15-16 orange	80L-450L
J	6-8	1	1.6 - 3.3	J	17	18	17 turquoise	451L-500L
K	7-8	2	2.8 - 4.2	J	17	18	18 turquoise	451L-550L
L	7-8	2	2.8 - 4.2	K	18	20	19-20 purple	501L-550L
M	7-8	2	2.8 - 4.2	L	19	24	21 gold	551L-600L
N	7-8	2	2.8 - 4.2	M	20	28	22 gold	551L-650L
O	7-8	2	2.8 - 4.2	M	20	28	22 gold	601L-650L
P	7-8	2	2.8 - 4.2	M	28	28	22 gold	601L-650L
Q	7-9	3	3.9 - 5.1	N	30	30	23 silver	651L-690L
R	8-9	3	3.9 - 5.1	N	30	30	23 silver	651L-730L
S	8-9	3	3.9 - 5.1	O	34	34	24 silver	691L-770L
T	8-9	3	3.9 - 5.1	P	38	38	25 emerald	731L-770L
U	8-11	4	5.0 - 6.1	Q	40	40	26 emerald	771L-800L
V	9-11	4	5.0 - 6.1	R	40	40	26 emerald	771L-830L
W	9-11	4	5.0 - 6.1	S	40	40	27 ruby	801L-860L
X	9-11	5	6.0 - 7.0	S	40	40	28 sapphire	831L-860L
Y	9-11	5	6.0 - 7.0	T	40	40	29 sapphire	861L-890L
Z	9-11	5	6.0 - 7.0	U-V	N/A	50	30 sapphire	891L-980L
Z <sup>1</sup>	9-11+	5+	7.0 - 8.0	W-X	N/A	60	N/A	920L-1070L
Z <sup>2</sup>	9-11+	5+	8.0 - 9.0	Y-Z	N/A	70+	N/A	980L-1140L

This correlation chart illustrates how Learning A-Z levels approximately correlate to other leveling systems commonly found in leveled reading materials. Learning A-Z uses objective (quantitative) and subjective (qualitative) Leveling Criteria to measure text complexity. \*Lexile® ranges are provided only as an additional resource. They are estimates and not certified by MetaMetrics®. Their actual relationship to Learning A-Z levels has yet to be determined.