

# enVision 2.0 Digital Guide

## How to get started:

- Go to **Pearsonrealize.com** and click “**Sign In**” in the upper right hand corner of the screen. Use the username and password provided to your child by his or her classroom teacher.
- Select one of the following buttons: **Programs**, **Classes**, or **Grades**.

1. Go to Pearsonrealize.com Click Sign In. Use the user name and password provided to your child from the teacher.

2. Need Help? Click on the “person icon” in the upper right and select Help.

3. Select one of the following buttons: Programs, Classes or Grades

**PROGRAMS:**

enVisionmath2.0 Curriculum Core Grade 3 2014	enVisionmath2.0 Curriculum Core Grade 3 2014	enVisionmath2.0 Curriculum Core Grade 3 2014
Math of Curriculum	Topic 1: Understanding Multiplication and Division of Whole Numbers	enVisionmath2.0 Curriculum Core Grade 3 2014
TOPIC 1	LESSON 1-1	LESSON 1-2
TOPIC 2	LESSON 1-3	
TOPIC 3		

## Programs:

Clicking on “**Programs**” will bring you to specific lesson resources.

- Click on the **Math Practices Animations** to learn about the eight Common Core Math Practices.
- Click on a **topic** to reveal the **lessons** within each unit.
- Within a lesson, select from the following:
  - **Student Edition eText:** online textbook
  - **Develop:** Solve and Share, Visual Learning, Show Me (K-2), Convince Me (3-5)
  - **Assess and Differentiate:** Games, Another Look Video

4. Click on the Math Practices Animations to learn about the 8 Common Core Math Practices

5. Click on a Topic to reveal the Lessons within a Topic

6. Click on a Lesson for more resources

7. Within a lesson select from the following:

- Student Edition eText
- Develop: Problem Based Learning: Solve and Share – students build conceptual understanding
- Develop: Visual Learning:
  - provides a visual animation to build procedural skills and knowledge
  - Show Me! (K-2) or Convince Me! (3-5) provides students with an interactive tool to demonstrate their

## Classes:

Clicking on the “Classes” button provides access to all student materials.

### Left Side of the Screen

- Shows assignments for the student.
- Notes whether work is “Not Started”, “In Progress”, or “Completed”.
- Allows you to view an assignment, by simply selecting the item to view.

### Right Side of the Screen

- Student e-Text
- ACTIVE-book
- Game Center
- Glossary
- Math Tools
- Accessible Student Edition

The screenshot displays a web browser window with the URL <https://drive.google.com/a/wlbschools.com/file/d/0BwyQmWrAlwMgdVZGOHBkRGNoeDYyaDRmaDVHcE00R2tRV0In/view?ts=5787dbb2>. The main content area is titled "CLASSES:" and includes the text "Clicking on the Classes button provides access to student materials". Below this text are three panels:

- Classes Panel:** A sidebar menu for "Grade 3" with tabs for "PROGRAMS", "CLASSES", and "GRADES". It lists assignments such as "1-1 Multiplication as Repeated Addition" and "1-2 Practice Buddy". A red circle with the number "8" highlights the "1-1 Multiplication as Repeated Addition" item.
- Game Center Panel:** A central panel titled "GAME CENTER" featuring a desert landscape background and a grid of game icons.
- Math Tools Panel:** A panel titled "MATH TOOLS" with a "Math Tools" header and a grid of tool icons including Counters, Money, Bar Diagrams, Fractions, Data and Graphs, Measuring Cylinders, Geometry, Number Line, Number Charts, Place Value Blocks, and Input-Output Machine. A red circle with the number "9" highlights the "Math Tools" header.

The bottom of the screenshot shows a Windows taskbar with the time 8:09 and various system icons.

## Grades:

Clicking on the “**Grades**” button provides access to student test grades and assignment progress.

- Select the date range at the top left hand side of the screen.
- Once data are displayed, click on the bar graph to display additional data.
- Test results indicate where students need more practice.

The screenshot displays the Realize Student View for Parents interface. On the left, a dashboard shows a 65% assignment score and a bar graph with a red circle around the number 10. On the right, an 'Item analysis: Topic 4: Online Topic Assessment' panel shows a score of 11 for 'env3b student' and lists areas for improvement: 'MP & PS: Make Sense & Persevere: MP.1', 'Multiplication Patterns: Even and Odd Numbers: 3.OA.D.9', 'Relate Multiplication and Division: 3.OA.A.3', and 'Solve Multiplication and Division Equations: 3.OA.A.4'.

10. Test Grades and Progress on classroom assignments is displayed.

- Note you can change the date range at top
- Click on a bar on the graph to display more information.

11. Test results details indicates where student needs more practice