

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**.

The screenshot shows the Pearson Realize Student View interface. At the top, the logos for 'enVisionmath2.0' and 'PEARSON realize' are visible. Below the logos, the text 'STUDENT VIEW' is displayed. The main content area is divided into two columns. The left column features a large image of a student with the text 'Realize our Potential.' and a 'Sign In' button circled in red with the number 1. The right column features a large image of a field of sunflowers with three buttons: 'Programs' (circled in red with 3), 'Classes' (circled in red with 2), and 'Grades' (circled in red with 2). Below these columns, a list of instructions is provided: 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. Below the instructions, the text 'PROGRAMS:' is followed by a screenshot of the 'PROGRAMS' section of the interface, which shows a grid of topic and lesson buttons. A red circle with the number 7 is placed over the 'Help' icon in the top right corner of the interface.

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:

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

CLASSES:

Clicking on the Classes button provides access to student materials

The screenshot shows the 'CLASSES' section of the enVision 2.0 interface. It features a list of assignments for Grade 3, with a red circle around the number '8' and another red circle around the number '9'. The interface is divided into three main panels: 'CLASSES', 'GAME CENTER', and 'MATH TOOLS'. The 'CLASSES' panel on the left shows a list of assignments for Grade 3, with a red circle around the number '8' and another red circle around the number '9'. The 'GAME CENTER' panel in the middle displays various game options. The 'MATH TOOLS' panel on the right shows a collection of math tools like Counters, Money, Bar Diagrams, Fractions, Data and Graphs, Measuring Cylinders, Geometry, Number Line, Number Charts, Place Value Blocks, and Input-Output Machine.

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 shows a web browser window displaying the enVision 2.0 digital guide. The main content area is divided into two panels. The left panel, titled 'realize', shows a 'Tests' section with a bar graph and a 'Progress' section with a bar graph. A red circle highlights the number '10' in the 'Tests' section. The right panel, titled 'Item analysis: Topic 4: Online Topic Assessment', shows a student's score of '11' circled in red. Below the score, it lists areas where the student needs more practice: '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'. The browser's address bar shows a Google Drive link, and the taskbar at the bottom displays various application icons and the system clock showing 8:10.

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