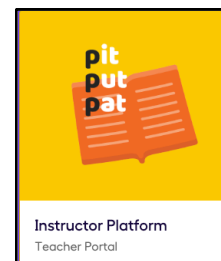


Introducing Student Platform

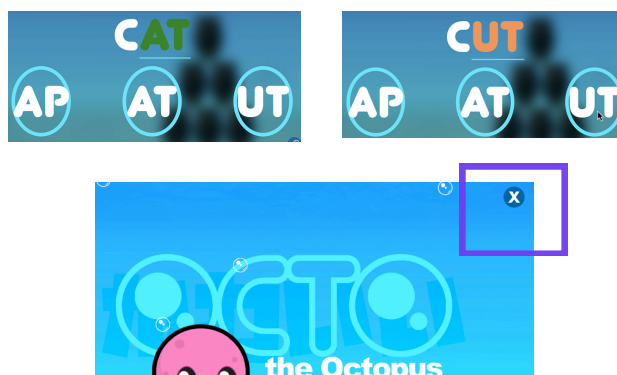
Student Platform is used to provide independent practice of the skills you are working on during student conferencing. Introducing Student Platform works best when done in phases. This gradual approach prevents students from feeling overwhelmed and helps them build consistent, focused habits.



Week 1: Practice week

Before working with students, navigate to Settings in Instructor Platform and turn on 2-3 activities. When you meet individually with students during the scheduled conference time, have students practice logging into Student Platform.

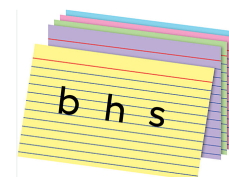
1. Show the student how to select a game.
2. Guide them through the game and help them learn how it works.
3. Explain how some answers will be presented in green (correct) or red (incorrect).
4. When the student is done practicing, show them how to EXIT the activity.



Weeks 2 & 3: Using Student Platform during classroom time

Students will begin using student platform on their own during the classroom rotation set by the teacher.

1. At the end of each session, give students a sticky note or notecard that lists the skill(s) they will be practicing in Student Platform.
2. Turn on one new game each week.



Activities available for students

We have chosen eight activities that provide the best independent practice to keep students focused on the right skills. All other activities should be turned off.

Smash Bunny
Dragon Cave
Halfpipe
Max's Doghouse

Octo
Off the Hook
Word Champion
Word Zone