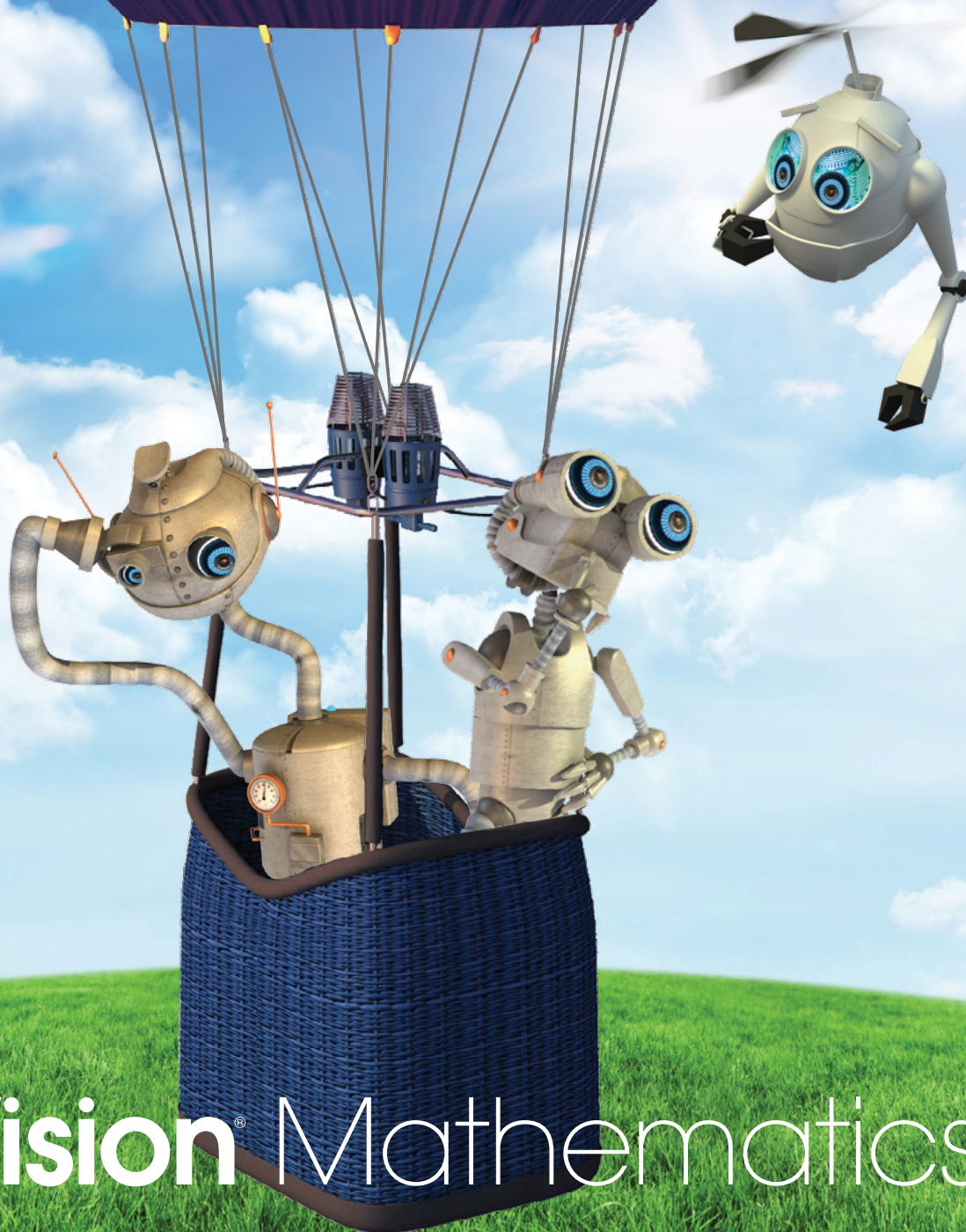


Parent & Student Clickpath, Grades K-5
(Early Learning Theme)



enVision® Mathematics

Kids See the Math. Teachers See Results.

Kids See the Math. Teachers See Results.

Welcome to **SavvasRealize™**, the online learning management system for **enVision** Mathematics!

Use this guide to help you navigate **Realize** and access student resources and assignments.

Guided Tour

Logging On	3	My Work - eTexts	6
Home Page	4	My Work - Tools	11
My Work - Assignments	5	Explore	12

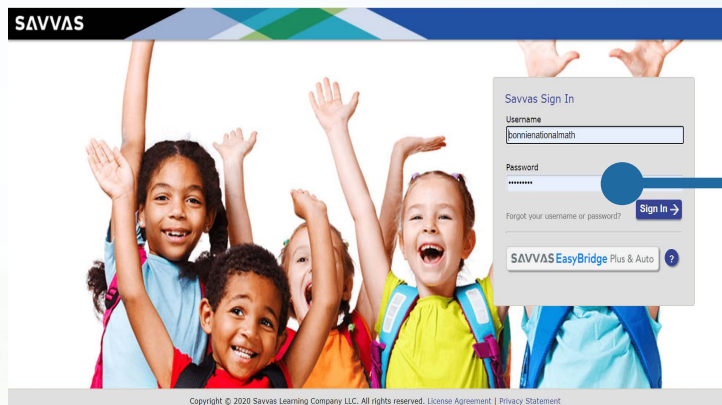
Your teacher will have provided you with a username and password for your child. Use this username and password to log into Realize.

1 Type
"SavvasRealize.com"
in your browser bar.



2 Select the **Sign In** button in
the top right corner.

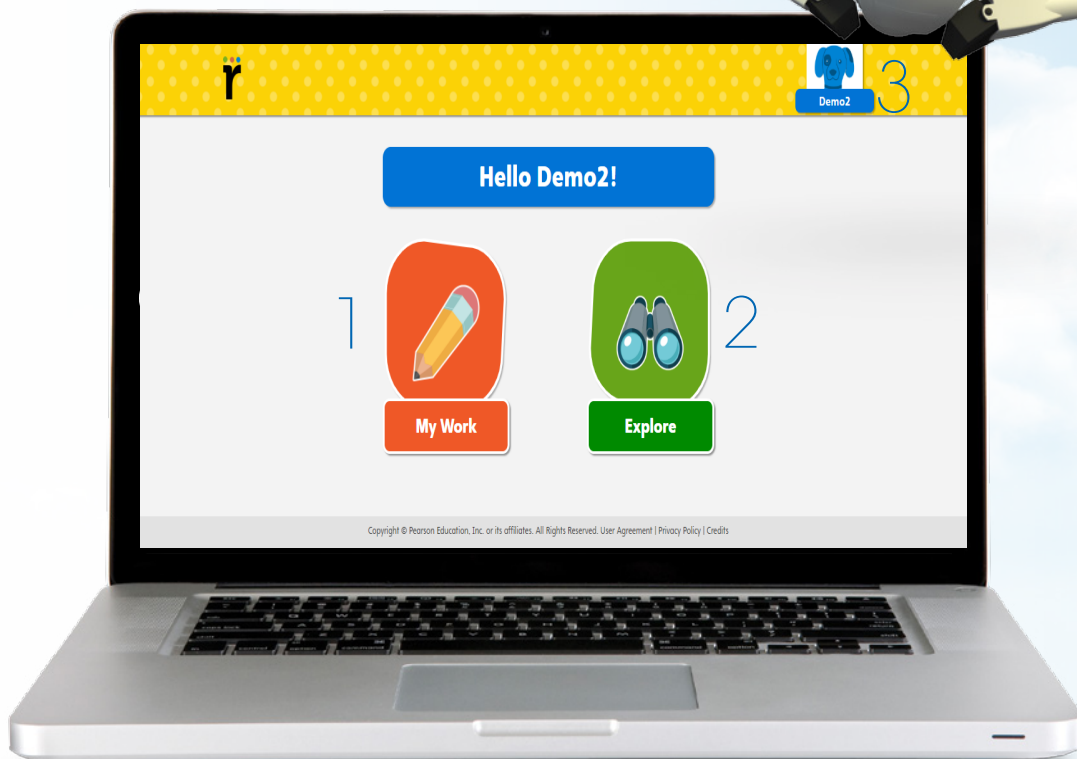
3 Enter the **username** and
password provided by
your teacher.



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Welcome to the **Home page**! Here you can access student assignments, the Student Edition, and interactive features like Visual Learning Animations.

This is the Early Learning theme environment. A slightly different theme environment may have been chosen by your teacher.



1

Click on the **My Work** button to complete and submit student assignments; access Student Edition lessons, and Tools, like the Game Center, Animated Glossary, and Math Tools.

2

Interact with your Student Edition under the **Explore** button. Here you'll find additional interactive features in the Interactive Student Edition, like Another Look videos and Math Practice Animations.

3

Need help? Click on the student icon at the top to access **Online Help** and **Settings**.

My Work - Assignments

Let's explore how to access and submit assigned work. To start, click on **My Work** and choose **Assignments**.

The top screenshot shows the 'Assignments' page. It features a yellow header with a 'Demo3' button and a 'Go Back' button. The main content area is titled 'Assignments' and has a '3 Completed Work' indicator. On the left, there are three buttons: 'Assignments', 'eTexts', and 'Tools'. The 'Assignments' button is highlighted with a blue callout box and the number 1. The main content area lists three assignments, each with a 'Get started' button. A 'Send to Teacher' button is highlighted with a blue callout box and the number 2.

The bottom screenshot shows the 'Completed Work' page. It features a yellow header with a 'Demo3' button and a 'Go Back' button. The main content area is titled 'Completed Work' and has a '5 Assignments' indicator. On the left, there are three buttons: 'Assignments', 'eTexts', and 'Tools'. The 'Assignments' button is highlighted with a blue callout box and the number 5. The main content area lists five completed assignments, each with a 'Review Work' button. A blue callout box with the number 4 points to the 'Review Work' button for the first assignment.

1. Click **Assignments** to access work that has been assigned by the teacher.

2. To begin or continue with an assignment, select the **Get Started** button or the **Keep Going** button to the right of the assignment. You can submit the assignment when you're done by selecting **Send to Teacher**.

3. Select the **Completed Work** button to see assignments that have been completed and submitted.

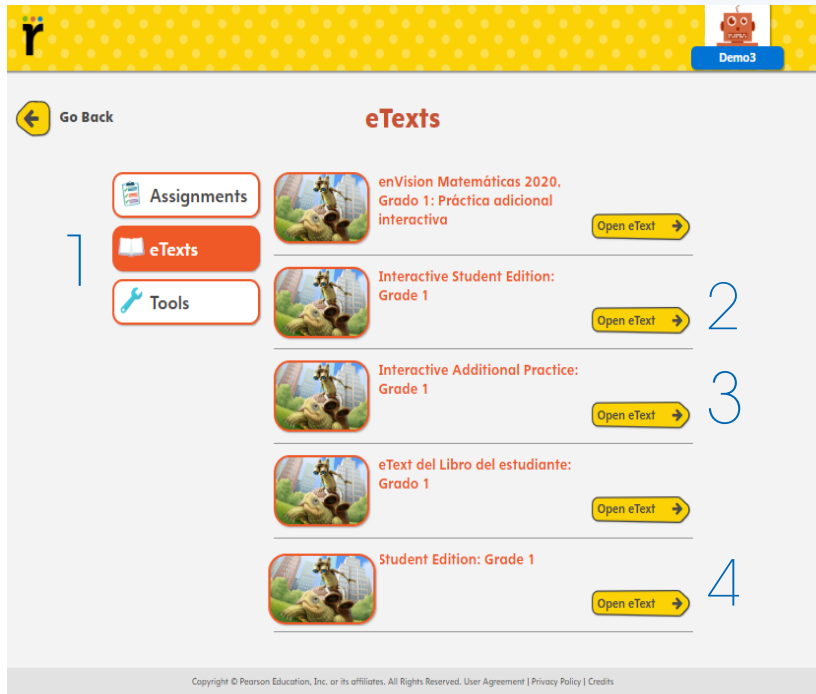
4. Review assignments that have been completed by selecting the **Review Work** button to the right of the assignment.

5. Go back to the Assignments page by selecting the **Assignments** button in the top left corner.

***Important!**

*You MUST be in the **Assignments** section to complete and submit assignments!*

Let's explore **eTexts** - your student's print book in digital form! Click the **Go Back** button and select **eTexts** to begin. Please note all eTexts open in a separate browser window. Please keep the original browser window open to return to the My Work page.



1. Here you can access the English and Spanish Realize Reader Student Editions, and Additional Practice.

2. The **Interactive Student Edition**:

- Provides students with both online and offline access to program materials.
- Includes embedded interactive activities.
- Available on a wide array of devices.

3. The **Interactive Additional Practice** allows students to work with content using the DrawPad Tool, including a stamping tool for placing objects.

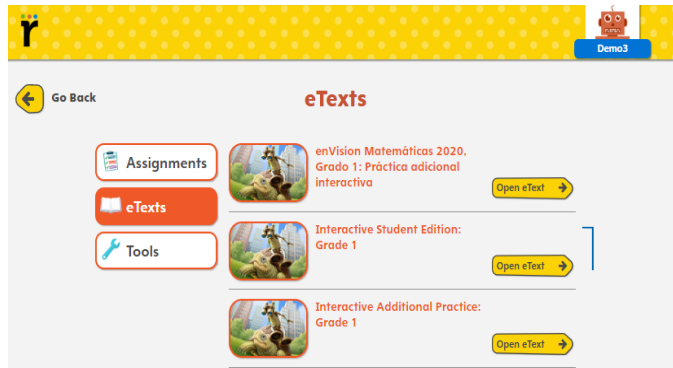
4. The **eText Student Edition** is a digital representation of the print Student Edition. Compatible with Google Translate™.

***Important! Only assigned work can be turned in to the teacher.**



My Work - eText: Interactive Student Edition

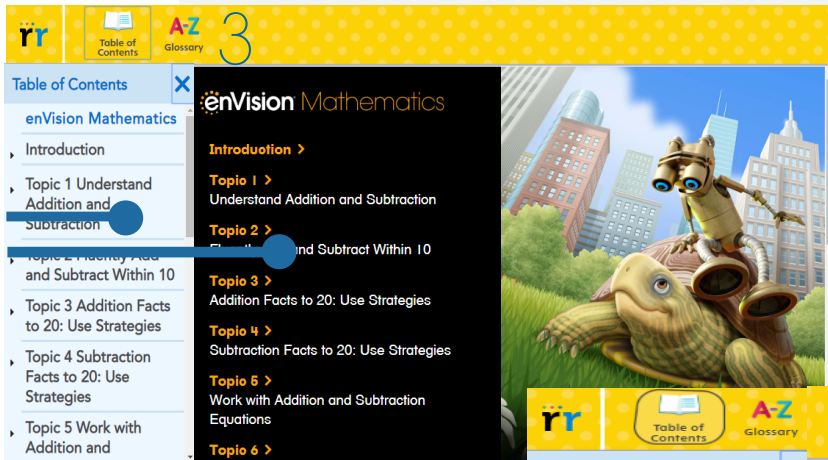
Exploring the Interactive Student Edition



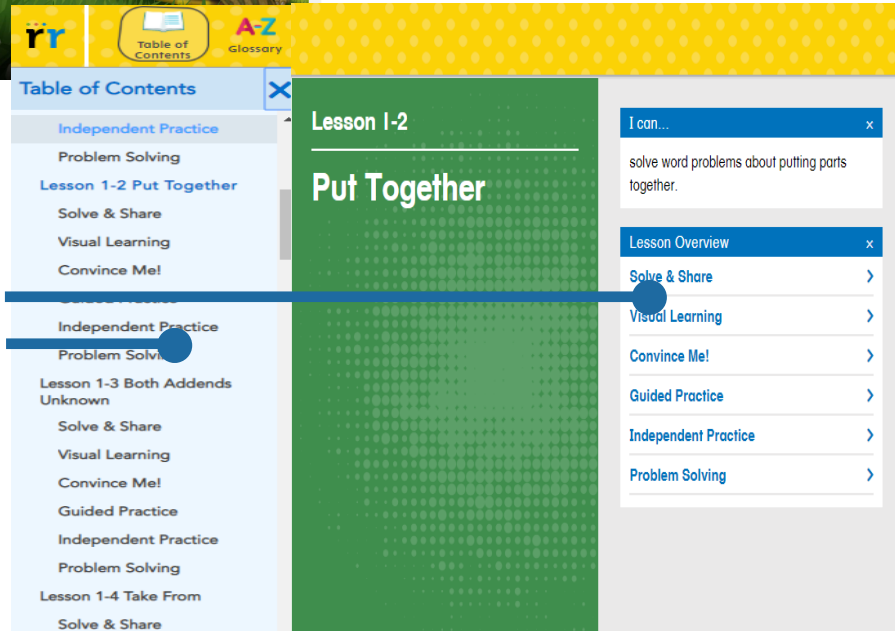
1. Select **Interactive Student Edition** (here we are choosing Grade 1)

2. To view Topic content, navigate using the **Table of Contents** button at the top left or from the links on the cover page.

3. Access the **Glossary** at the top left corner.

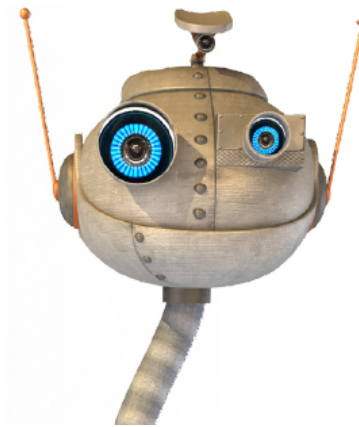


2

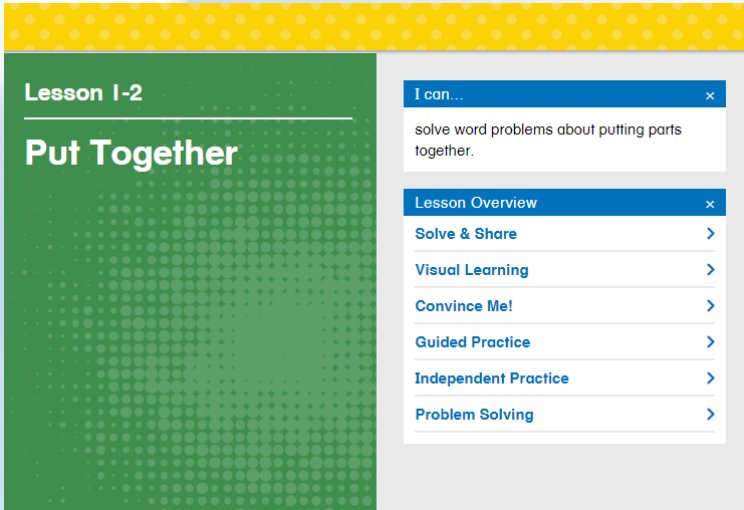


4

4. Select a topic, and dive into a lesson to see the interactive features. Select from the Table of Contents on the left or the direct links from the Lesson Overview.



Now that you've accessed a lesson in the Interactive Student Edition, let's explore some key features within the lesson.



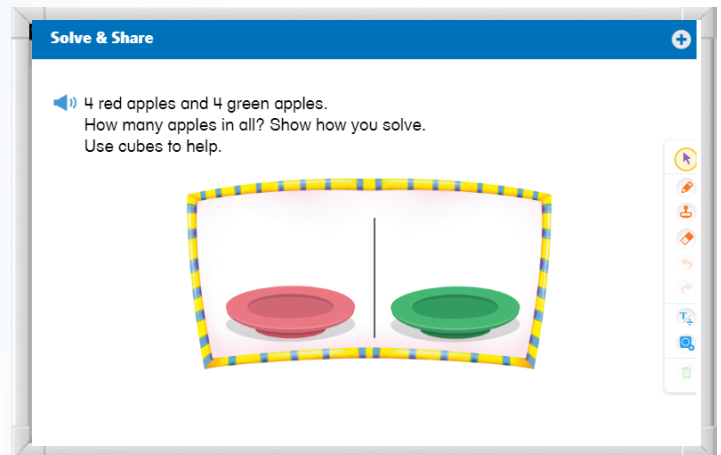
Lesson 1-2

Put Together

- I can...
 - solve word problems about putting parts together.
- Lesson Overview
 - Solve & Share
 - Visual Learning
 - Convince Me!
 - Guided Practice
 - Independent Practice
 - Problem Solving

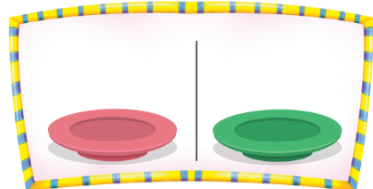
Step 1 Solve and Share Problem-Based Learning

Available in Spanish.

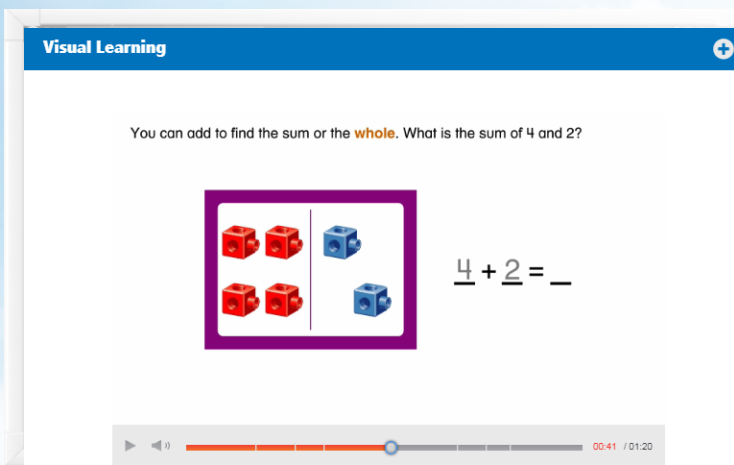


Solve & Share

4 red apples and 4 green apples.
How many apples in all? Show how you solve.
Use cubes to help.

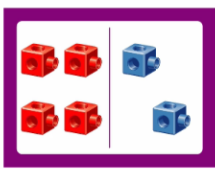


2 Step 2 Visual Learning



Visual Learning

You can add to find the sum or the whole. What is the sum of 4 and 2?



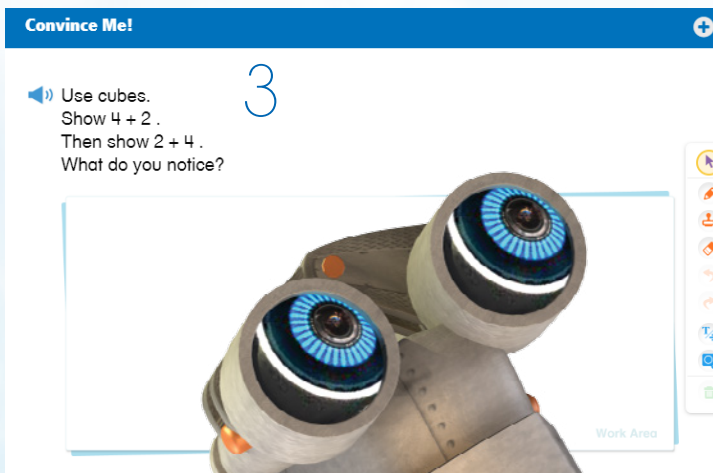
$4 + 2 = \underline{\quad}$

00:41 / 01:20

1. Each lesson begins with a **Solve & Share** interactive activity to engage students and build a solid foundation for conceptual understanding. An interactive workspace with DrawPad tools engages students in building a solid foundation for conceptual understanding.

2. The **Visual Learning Animation Plus** interactive video makes the mathematics explicit with a step-by-step representation of the lesson concept.


3. **Convince Me! (1-5)** provides students with an opportunity to show how they can engage the same math practice to solve a problem related to the one in the Visual Learning Animation.



Convince Me!

Use cubes.
Show $4 + 2$.
Then show $2 + 4$.
What do you notice?

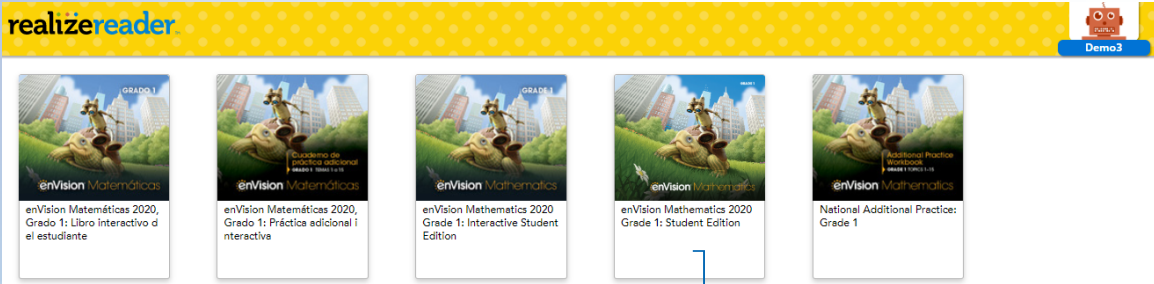
3



Work Area

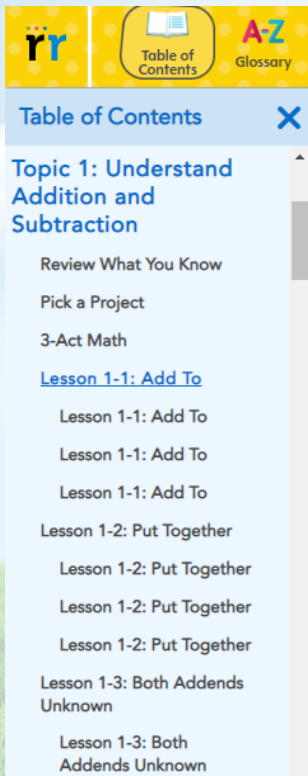
My Work - eText: Student Edition

Let's take a look at the **eText Student Edition**. Select  to go back to the eText screen.

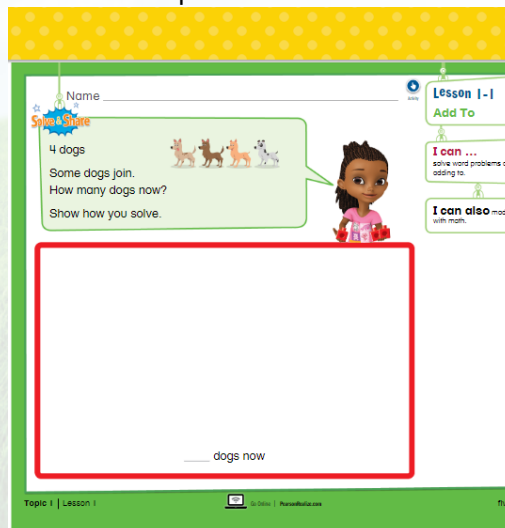


1. Select the **Student Edition eText** to begin.

2. Navigate the Student Edition by clicking on the **Table of Contents** button on the top left. Select a topic from the left navigation bar and click on the link to drill down into the topic.



3. Once you have selected a Topic from the Table of Contents, select a lesson to explore.

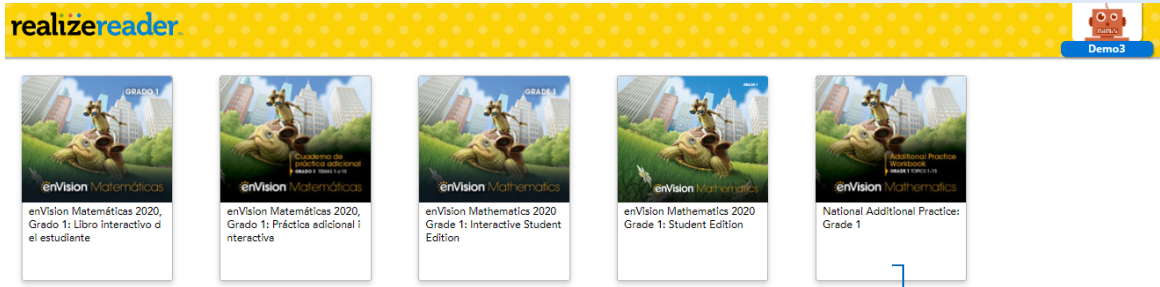


4. You will notice the eText Student Edition is a simple digital representation of the student print book.

My Work - eText: Additional Practice



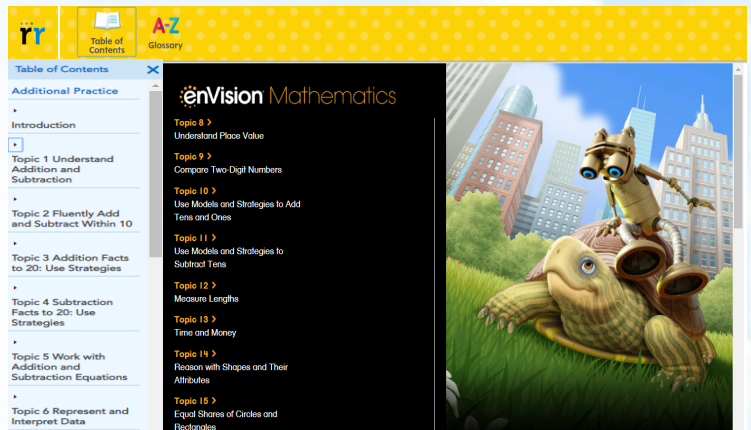
Let's take a look at the **Additional Practice eText**. Select **RY** to go back to the eText screen.



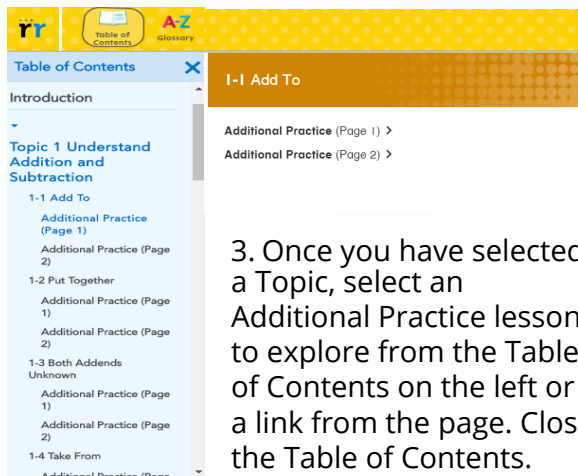
1. Select the **Additional Practice eText** to begin.

2

2. Navigate the Additional Practice eText by clicking on the Table of Contents button on the top left or selecting from the links on the cover page.



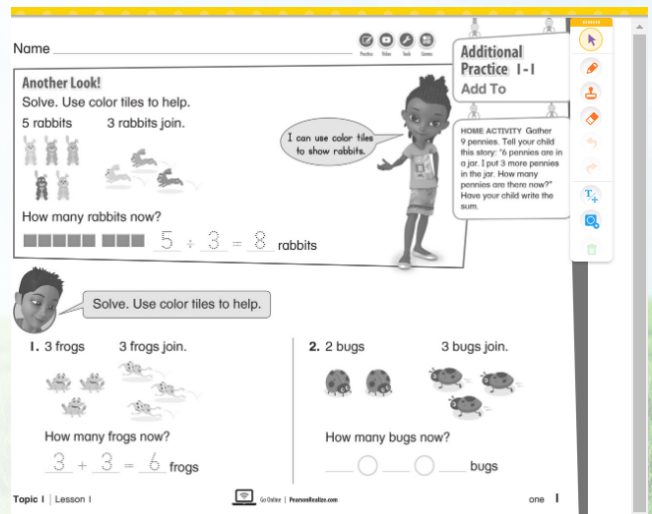
3



3. Once you have selected a Topic, select an Additional Practice lesson to explore from the Table of Contents on the left or a link from the page. Close the Table of Contents.

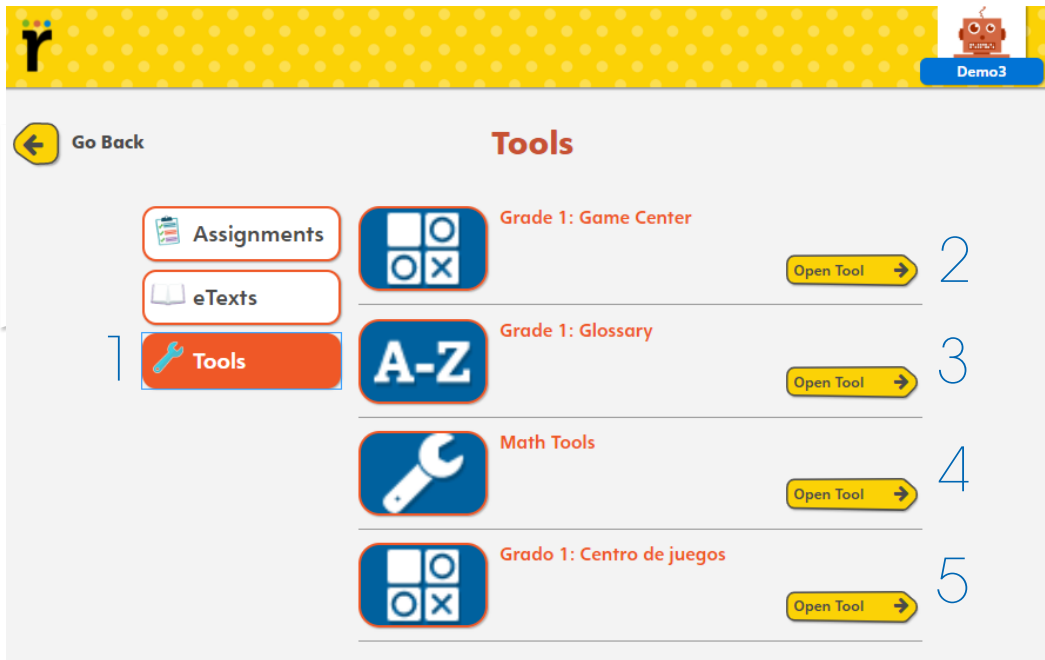
4

4. You will notice the Additional Practice eText is a simple digital representation of the Additional Practice Workbook. Access the DrawPad Tool feature on the right.



My Work - Tools

Let's now explore the **Tools** section. To select Tools, return to your original browser window and select  Exit | Student Edition: Grade 1



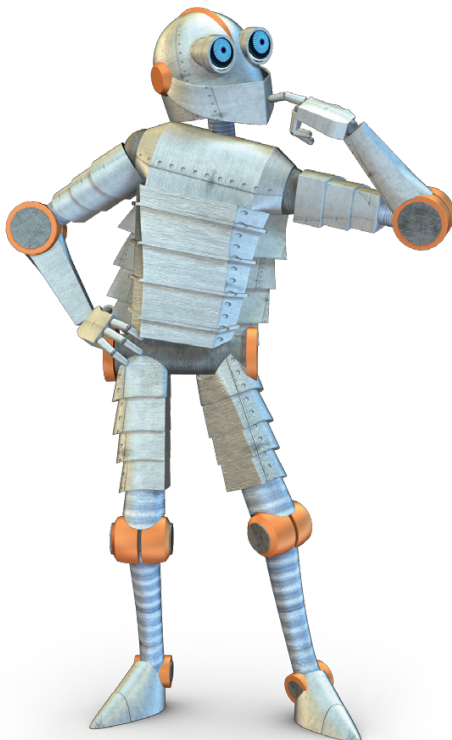
1. Select **Tools** from the My Work page.

2. The **Game Center** offers games that reinforce concepts, critical thinking, and application.

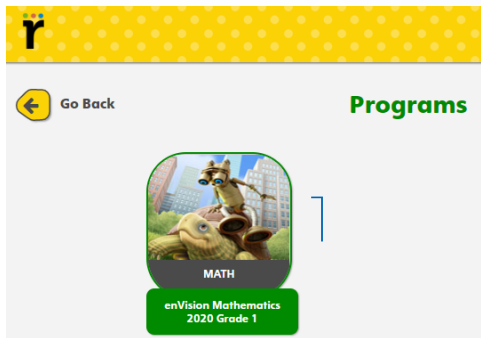
3. The **Animated English/Spanish Glossary** provides a visual representation of the definition.

4. **Math Tools** are online manipulatives to help students show their work and thinking.

5. The **Game Center** in Spanish.

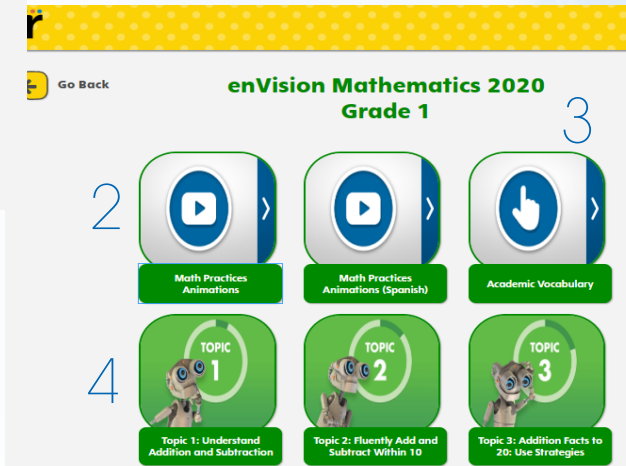


Let's explore the **Explore** section! The Explore section offers many of the same features as the My Work section, such as the Interactive Student Edition and interactive activities, but here you will find additional interactive features and videos.



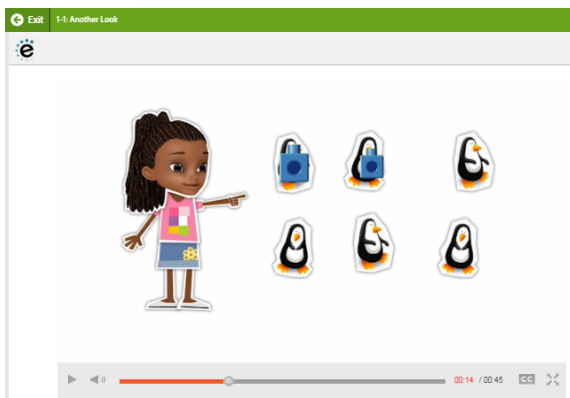
1. Select the program you are using.

2. **Math Practice Animations** can be used anytime during a lesson to help students apply different math practices to their work. Math practices help students think about a problem in ways they might not have considered.



3. **Academic Vocabulary** helps students put math vocabulary into context using the DrawPad Tools and Math Tools.

4. Select a Topic and dive into the lesson.



Another Look Video

Each lesson has:

5. The **Interactive Student Edition**:

- Includes embedded interactive activities.
- Available on a wide array of devices.
- Offline access is available using a mobile app downloaded from the online store for your device.

6. A **game** reinforces concepts, critical thinking, and application.

7. **Another Look** homework videos provide a refresh of the lesson concept.