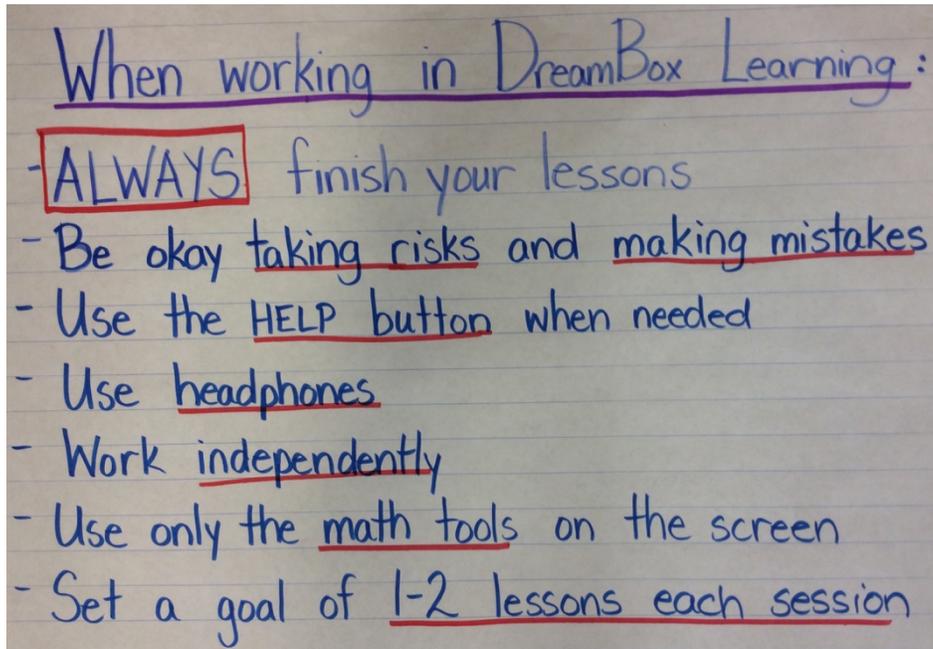


Suggestions as you begin using DreamBox Learning in your Classrooms

1) Have a conversation with students about expectations with DBL in the classroom. See the following Anchor Chart that was created with students.



Following these expectations is critical to being successful with DBL. With the understanding that DBL uses “Adaptive Technology”, the reasons behind these expectations become clear. For example:

- If a student works with someone else on their lesson, then DBL doesn't have clear feedback on the student's progress, thereby skewing the next lesson provided
- Finishing lessons (rather than abandoning them) and being okay with making mistakes ensures that students are provided appropriate subsequent lessons
- One of the primary reasons a student is not moving along in DBL or repeatedly getting the same lesson is because they are not finishing their lessons and DBL does not have the data to move them on appropriately
- If a student uses other tools other than what's provided on the DBL screen, the adaptive technology gathers inaccurate information about how they are thinking about the math.



Student Sign In



Directly through DBL – Using Picture (or Text) Passwords

On iPads: Click on the DBL icon (ensure it is updated). You will need your school code which is available on your teacher dashboard (see note further down about teacher dashboard). Once this code is used once, it is saved and will not need to be continually entered. Students will then be guided to select their picture password, if they are new to DBL, or to remember their picture password if they used it last year. To find out a students' picture password (if they've forgotten) go to your teacher dashboard (see below).

On Computers: Find your school's unique URL on your school dashboard and bookmark this for your students. Once there, students will be prompted to either create or remember their picture password.



Clever

Sign in to Clever. Clicking on the DreamBox icon will take students directly to their DreamBox account.

Teacher Sign-in to DreamBox

Clever Method

Navigate to the Clever button on the teacher portal (under the "More Tools" button). Once there, you will see a DreamBox icon, just like your students would using this link. Click on this to access your dashboard.

Using the DBL website

Go to the website: insight.dreambox.com. Once there, you can either log in with your DBL credentials (NOT your board credentials) or set a password by clicking on "Forgot Password". You will use your board email as your username and then set a password for DBL for yourself. **Teachers who are manually entered into a class will need to use this method to access their account.**

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Once on the dashboard, the best way to acquaint yourself with it is to play around with the tools available. 2) Picture password retrieval: If you are looking for information about students' picture passwords, click on your class and then go to the tab "Roster". Here you will see your class information, including picture passwords. School Codes and URL's: Once in your school dashboard, you will see this information at the top of the page.



What happens the first time my student plays?

The first time a child logs in to DreamBox is different than subsequent sessions. In the first 15-20 minutes a student does not do any actual lesson work. Instead, there are mostly fun activities to get children engaged and familiar with the product (e.g., students are prompted to choose a game character and invited to visit the DreamBox imaginative neighborhood).

The next 10-20 minutes (depending on how the student performs) are spent doing placement lessons and tutorials. **On the lesson map, you can recognize placement lessons because the lesson icons have a star on them.**

Note that placement lessons have fewer adaptations in them because they are designed to assess a student's knowledge, not teach. Tutorials are also not lessons (and they do not adapt). **On the DreamBox adventure map you can recognize a lesson is a tutorial because the lesson icons have a red "bucket" on them.**

A tutorial teaches a student how to use a new DreamBox Learning K-3 virtual math manipulative. In subsequent sessions, your child is provided with a much higher percentage of math lessons, and a only a small percentage of a student's time is spent on engagement activities, placement lessons and tutorials. How does DreamBox Learning **continuous assessment and placement work? One of the first lesson games played is a placement lesson, and there are many more placement lessons as a child plays through the program.**

Students usually won't notice that a lesson is a placement lesson rather than a standard lesson, though the lesson icons are marked with a star on the lesson map. Placement lessons assess a student's existing knowledge and place her at an appropriate place in our curriculum. **Students who already know a particular math concept, for example, will pass a placement lesson and then immediately skip over all the lesson games for that concept.**

In addition, DreamBox assesses every response, and makes immediate small adjustments in the difficulty or scope of a particular problem, the type of hints given, the lesson sequence that follows, and much more.

All of these individual adaptations help ensure effective learning for your child. What happens if a parent or sibling "helps" a child progress in DreamBox Learning? Because DreamBox Learning dynamically adapts its difficulty level to the student.

How Students Navigate the Grades 3+ Learning Environments

Students can use a variety of buttons inside **DreamBox** to help them navigate the environment and perform specific tasks while they work. Both the **3-5 Environment** and **6-8 Environment** use the same buttons, though they look different in each environment.

NAVIGATION BUTTONS

Students use the navigation buttons found at the top of the page to open the **My Stuff** page, return to the **My Lessons** page, or exit **DreamBox**.



The Back Button

Students can click the **Back** button to return to the **My Lessons** page and select a different lesson.



The Exit Button

Students can click the **Exit** button to quit **DreamBox**. A dialogue box opens, asking them to confirm that they want to quit, and they click the **Green Door** to exit or the **Red Arrow** to stay in **DreamBox**. This is the best way for a student to quit **DreamBox**, rather than closing the browser window.

Do you want to quit DreamBox?



The My Stuff Button

Students click the **My Stuff** button to view and purchase incentives like avatars, wallpaper, and music. They can also view their mini-game collectibles and play mini-games. Students can also view the badges they have earned. For more information on the **My Stuff** page, click [HERE](#).

The My Lessons Button

Students click the **My Lessons** button to return to the **Lesson Chooser** from the **My Stuff** page.

TOOL BUTTONS

Students use tool buttons to pause a lesson, get help, get hints while working on a specific part of a problem, skip problems, and send feedback.



The Help Button

Students can click the **Help** button to hear directions stated another way. If they do not want to hear the alternate directions they can click the **Skip** button. If they need additional information, they can click the **Hint** button.



The Mute Button

Students can click the **Mute** button to turn off the music at any time.



The Pause Button

Students can click the **Pause** button at any time to pause their **DreamBox** session. A new window will open indicating **DreamBox** is paused. To resume play, students can click the **Green Arrow**. They will not lose any progress while **DreamBox** is paused.

DreamBox is paused.



After a short time, **DreamBox** will ask them if they want to quit.



The Skip Button

Students can click the **Skip** button to skip **Help** narration they do not want to hear. The **Skip** button only appears after they click the **Help**.



The Hint Button

Students can click the **Hint** button to get suggestions about how to solve a problem during a lesson. Hints correspond with the section of the problem that students need to complete first. There are limited numbers of new hints students can hear during the same problem. When there are no new hints to share, the last hint they heard will be repeated.



The Send Feedback Button

Students can click the **Send Feedback** button to make a comment on a lesson, suggest an update to **DreamBox**, or provide information to the **DreamBox** development team if something unexpected happens. Sending feedback also sends specific information about where students are in the **DreamBox** content, in addition to details about how the program was functioning. When they click the **Send Feedback** button, the **Feedback** window opens. Students can type a subject in the **Subject** field and comments in the **Feedback** field, then click **Send**. To cancel the feedback and return to the **My Lessons** page, they can click **Cancel**.



The DreamBox Information Button

Students can click the **DreamBox Information** button to see which version of **DreamBox** they are playing. They click **OK** to resume playing.