



Suggestions as you begin using DreamBox Learning at home

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
- 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:



Sign in to Clever. Clicking on the DreamBox icon will take students directly to their DreamBox account. This is the preferred way to access DreamBox.



Directly through the DBL App on tablets – Using Picture (or Text) Passwords

On tablets: Click on the DBL icon (ensure it is updated). You will need your school code which is available from your teacher. 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 student's picture password (if they've forgotten) ask your child's teacher.

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 K-2 Learning Environment

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NAVIGATION BUTTONS

Students use navigation buttons to open each story **Theme**, **My House**, and the **Arcade**. They also use them to return to the Adventure park or to where they left off in the lesson content. Navigation buttons also allow them to exit DreamBox.



The Landing Pad Button

Students can click the **Landing Pad** button to open up each of the **Theme** areas, **My House**, and the **Arcade**. Once inside the **Arcade** or a specific lesson path on the **Adventure Park** map, they click a specific landing pad to select a game or lesson.



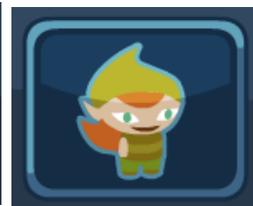
The Back Button

Students can click the **Back** button to return to the **Adventure Park** and select a story path.



The Lesson Path Button

Students can click the **Lesson Path** button to return to the last place they were working inside the **Adventure Park**. The button will change depending on the last place the student was working.





The Mute Button

Students can click the **Mute** button to turn off the music at any time. This will not affect the directions Stella gives.



The Exit Button

Students can click the **Exit** button to quit **DreamBox**. A dialog box opens, asking them if they want to keep playing or exit. Students click the **Green Arrow** to keep playing or the **Red Door** to exit. This is the best way for a student to quit **DreamBox**, rather than closing the browser window. **DreamBox** will not save their progress if they are in the middle of a lesson.

LESSON ICONS

After choosing a theme and story, students will begin selecting from the lessons presented to them. Each lesson appears in a colored circle and may include a number in the bottom-right corner. This number is the lesson sequence number for that unit. It will increase (or decrease) as the student progresses through the unit. The sequence numbers will not always be sequential. Students may jump ahead if they show a strong understanding or return to previous lessons if they could benefit from more practice. Students may see the following different lesson icons:



A **Yellow Lesson Icon** indicates a recommended lesson. As a student plays, DreamBox assesses what would be the best next lessons for the student.



A **Calendar Icon** is added to lessons that have been assigned to the student by a teacher or home subscriber using [AssignFocus™](#).



A **Green Icon** indicates that the lesson has previously been completed. If a student chooses to play this lesson again, it will not be counted as a unique lesson in the student's [Usage Report](#).



An **Orange Tutorial Icon** indicates that the student has played the lesson without demonstrated understanding. We recommend that students focus on yellow lessons to fill any gaps in comprehension. An orange lesson may change to yellow after DreamBox assesses the student is prepared to try the lesson again.



Backpacks hold the rewards that students earn as they play. By clicking on a backpack, students collect tokens, Adventure Friend cards, and story goals. Tokens can be used in the **Arcade**. Adventure Friend cards can be viewed in **My House**. The story goal points motivate students to play more maps and earn all six goals in a story. For each story completed, students earn a certificate that can be printed from My House.

TOOL BUTTONS

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



The Pause Button

Students can click the **Pause** button at any time to pause their **DreamBox** session. A new window opens. Students can click the **Green Arrow** to begin playing again. After a specific amount of time, **DreamBox** will ask them if they want to quit.



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.



The Skip Button

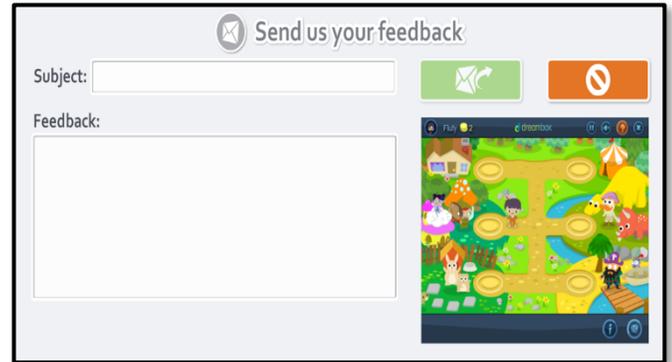
Students can click the **Skip** button to skip Help narration they do not want to hear. The **Skip** button only appears after they click the **Help** button and Stella begins giving them additional information.



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 **DreamBox** development if something unexpected happens.

Sending feedback also sends specific information about where students are in **DreamBox** 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 **Adventure Park**, 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.