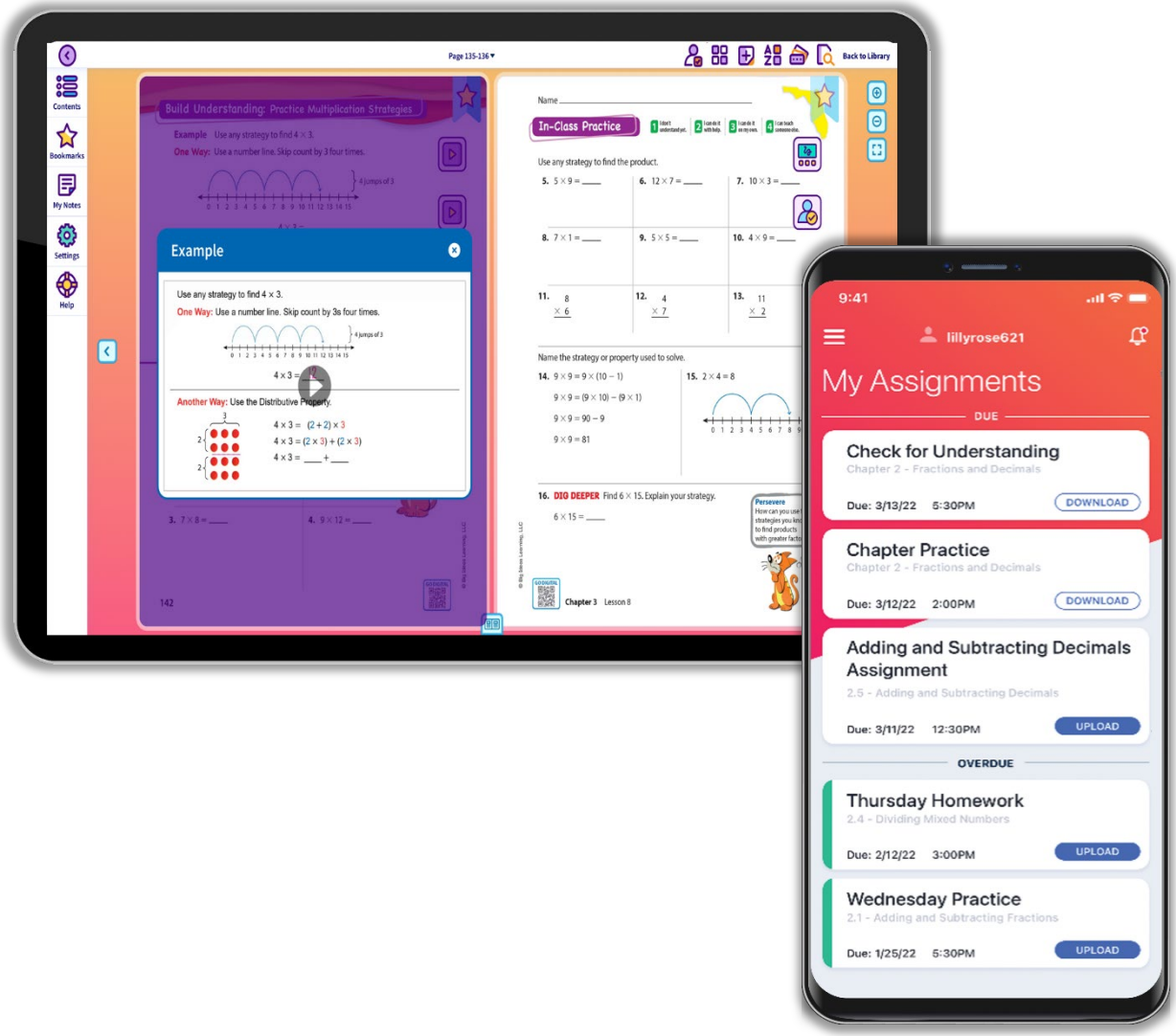
Big Ideas Learning

NATIONAL GEOGRAPHIC LEARNING | CENGAGE

Florida's B.E.S.T. Standards for MATH

Digital Platform Guide



Flexible Resources, Accessible Anywhere

Engaging technology for students and teachers is the heart of the *Florida's B.E.S.T. Standards for MATH* program. The flexible online platform includes homework and assessment, interactive resources, and videos that support any learning environment and accelerate learning for all students.

Let's Explore!

All screenshots are representative of final product. Some features may not be fully implemented at the time of your review.

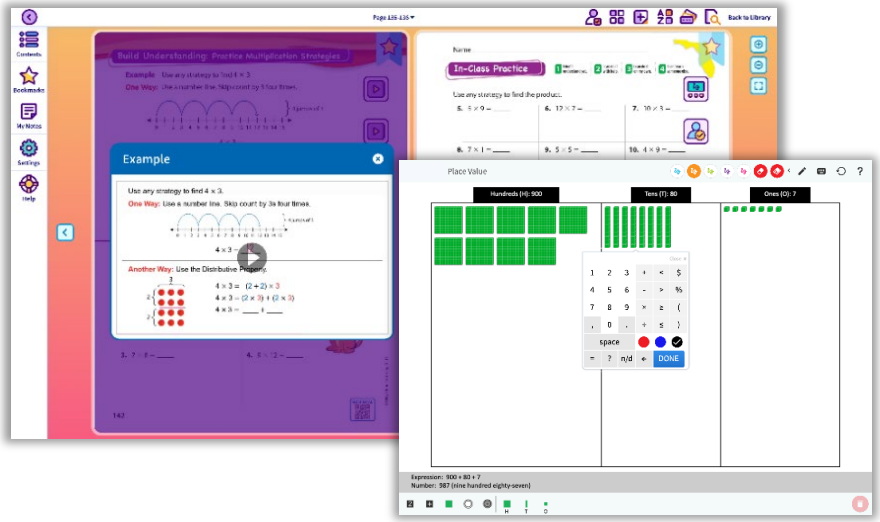
LEARN TOGETHER

Student Engagement and Skill Building

Engage students from beginning to end of class, and at home, with the digital student experience. Students have access to a variety of tools that support and enhance their learning.

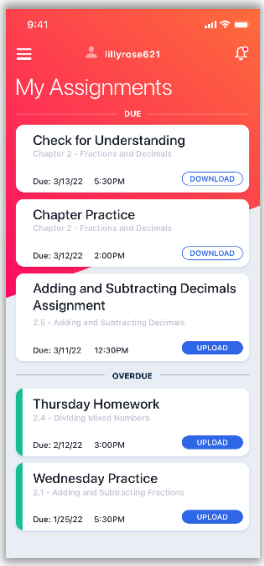
Dynamic Student Edition

The Dynamic Student Edition is a complete, interactive version of the Student Edition with a Multi-Language Glossary, interactive explorations, digital examples, virtual manipulatives, Tutorial Extra Example videos, and digital exercises.



eBook App

The eBook app is the downloadable version of the Dynamic Student Edition. It provides students with continuous access to their Student Edition whenever they need it.



Homework App

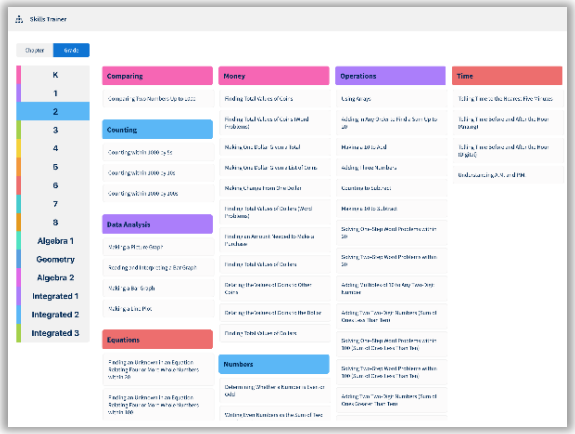
The Big Ideas Homework app allows students to complete assignments even when internet access is limited or unavailable.

Game Library

The Game Library contains interactive games with audio in both English and Spanish. The games are also available in print and are translated into Spanish to help with engagement in class and at home.

Skills Trainer

The Skills Trainer provides opportunities for students to review or extend skills from Grade K through Algebra 2. Students have access to the Skills Trainer without the need for formal assignments, so they can review and practice as often as they need.



Math Musicals

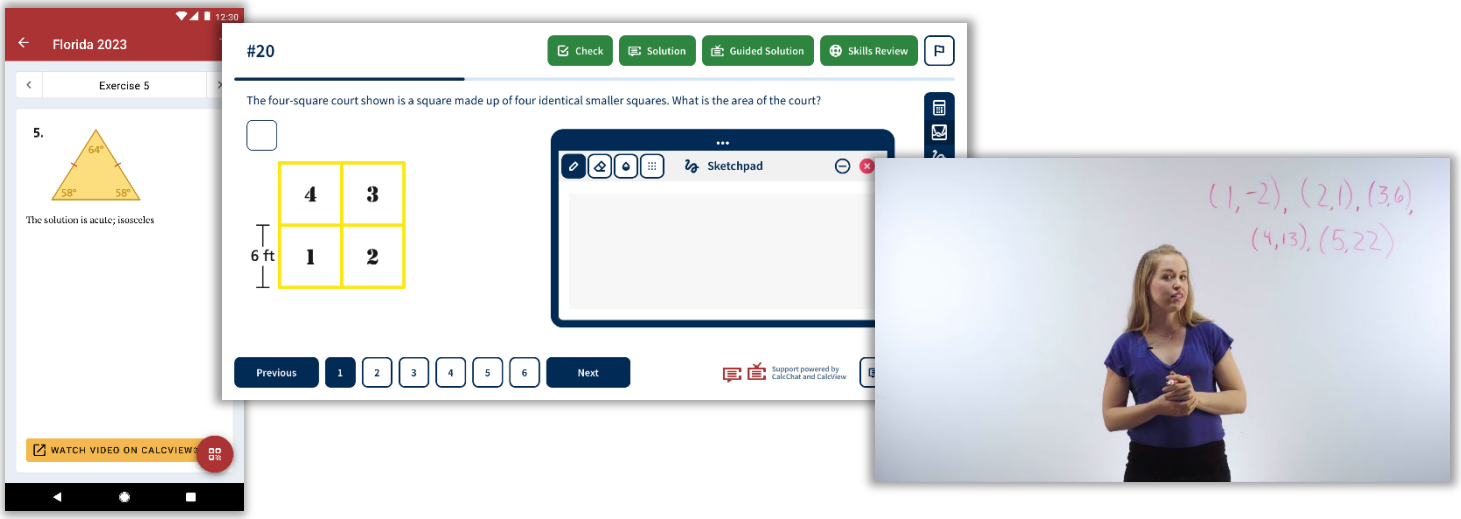
Math Musicals offer elementary students a fun and engaging connection between math, music, and literature. Newton and Descartes, team up in these educational stories and songs to bring mathematics to life! Math Musicals are available online, where teachers and students will find the stories, songs, animated videos, lyrics, and sheet music!

CalcChat

Students in middle school and high school benefit from Worked-out Solution Videos and live, Virtual Tutor support for select exercises. Chapter Review and Practice Tests are also available.

CalcView

Students can view stepped-out instructor videos as they work through select problems to support comprehension and the understanding of concepts.

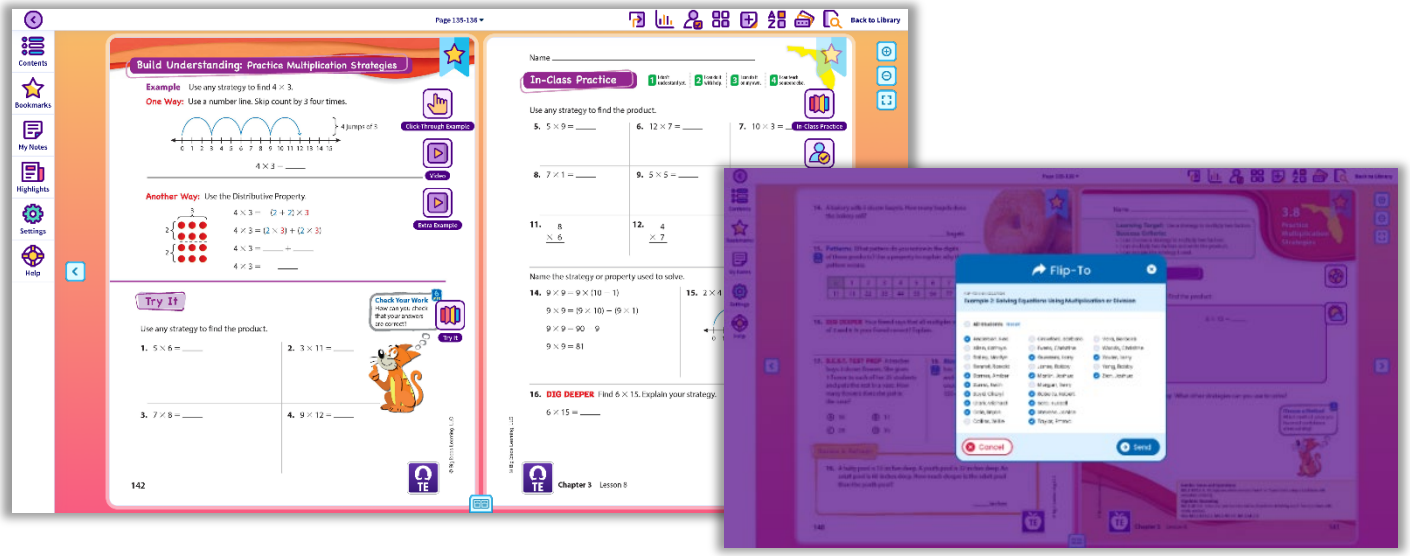


Planning and Teaching

Find everything necessary to plan and teach lessons all on one platform. With *Florida's B.E.S.T. Standards for MATH*, leave the Teaching Edition and support materials in the classroom and still have access to it all.

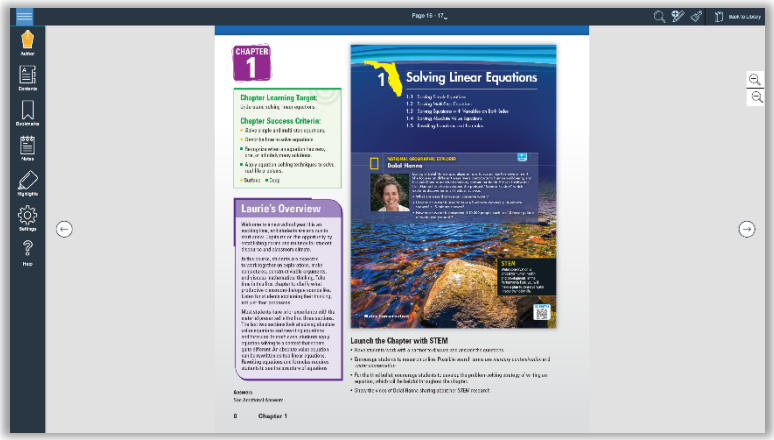
Dynamic Classroom

Teachers use the Dynamic Classroom to facilitate lessons using the engaging explorations, digital examples, and interactive practice all at their fingertips. They can even use the Flip-To feature to send students directly to a specific place in their Dynamic Student Edition, which makes managing a classroom full of devices a breeze.



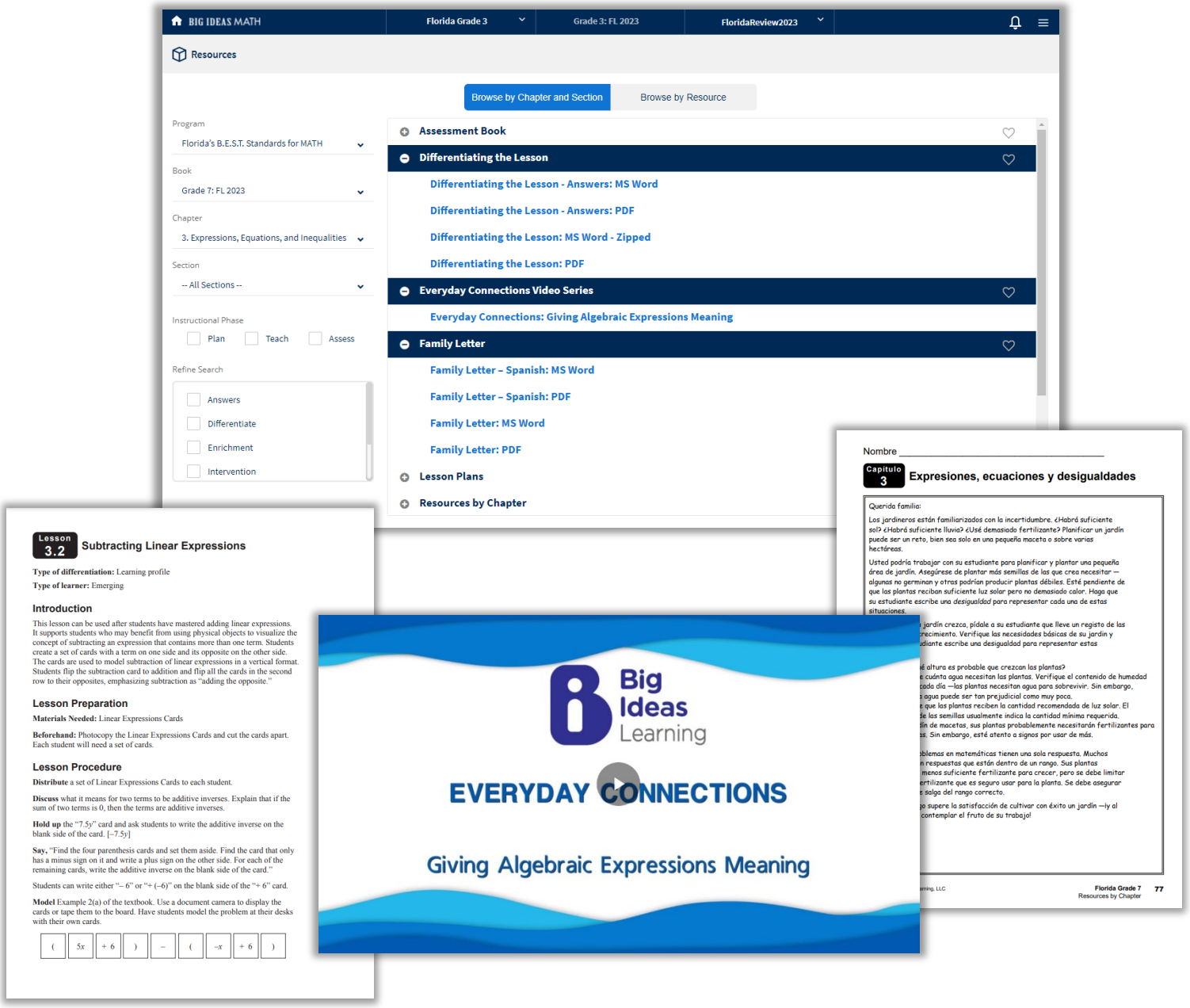
Laurie's Notes

Teachers can review Laurie's Notes in the print Teaching Edition or digitally in the Dynamic Classroom, making it easy to plan lessons at their convenience. Laurie's Notes also include specific support for the Mathematical Thinking and Reasoning Standards, so teachers can ensure students are practicing the MTRs on a daily basis.



Resource Library

Every print resource is available online in the Resource Library for the entire K-12 program, providing RTI and enrichment support. The variety of resources ensure teachers have what they need when planning to meet the needs of all learners.

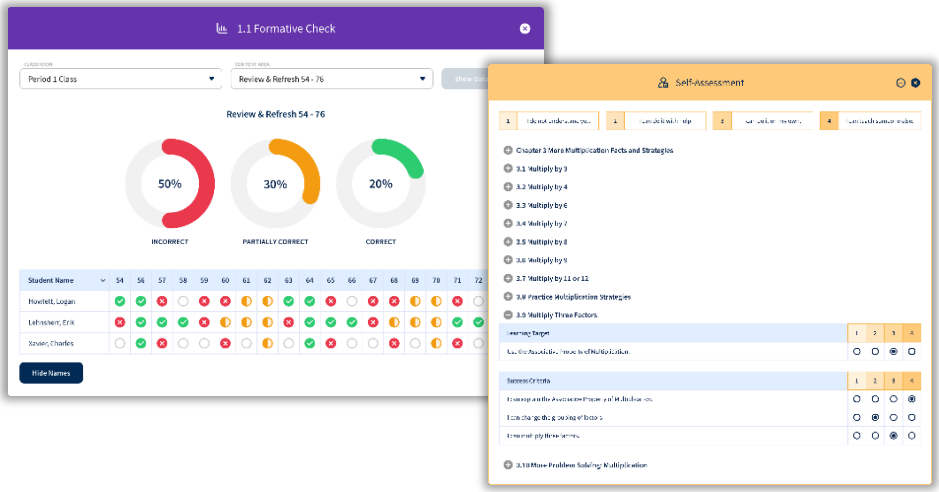


Assessing and Reporting

Assess students diagnostically, formatively, and summatively with *Florida's B.E.S.T. Standards for MATH*. The platform makes it easy to create and assign practice and assessments while providing actionable data to meet the unique needs of every student.

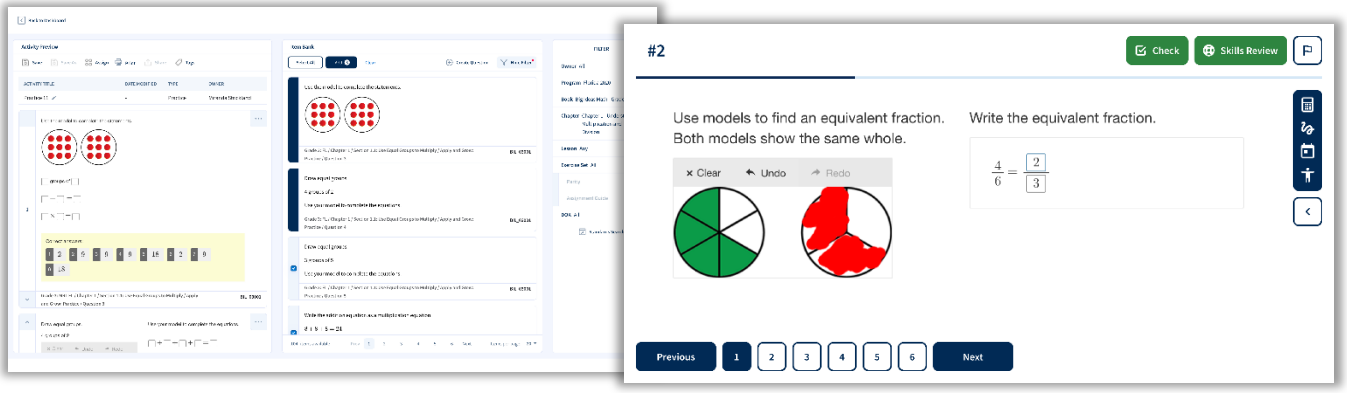
Formative Check and Self-Assessment Tool

Teachers can formatively assess students using the Formative Check and encourage students to use the Self-Assessment. Both tools provide data and insight into student progress, as well as how the students perceive their learning progress as they rate themselves on the Success Criteria.



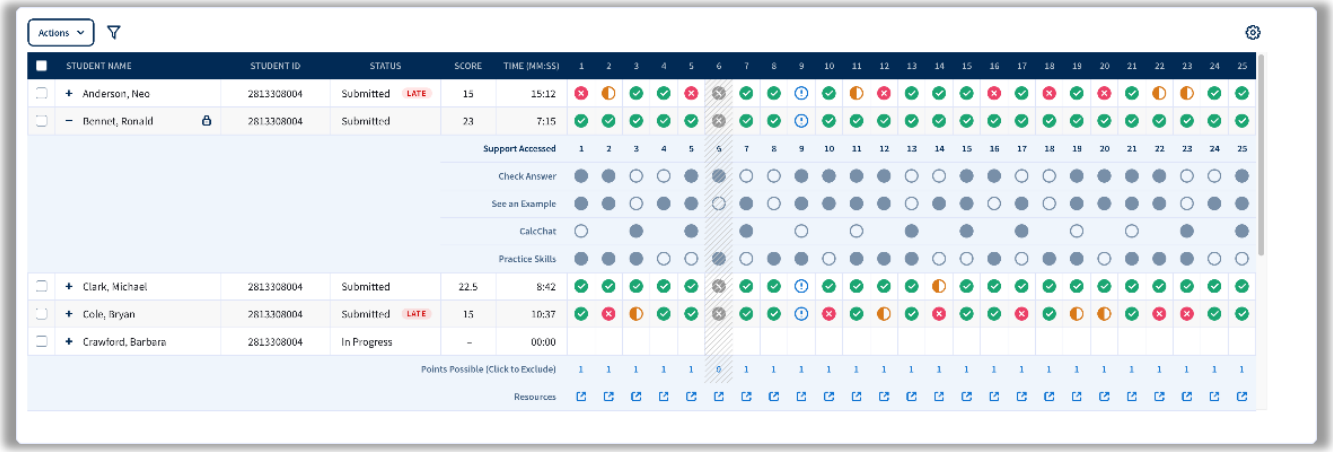
Assignment Builder

The Assignment Builder gives teachers the flexibility to create digital assignments and assessments from the *Florida's B.E.S.T. Standards for MATH* program or develop their own questions. The parity between the print and digital in the Dynamic Student Edition and the Assignment Builder ensures teachers can provide equitable access to course content for all students. The detailed reports help teachers identify trends and take action.



Reports

The Reports in the Dynamic Assessment System include detailed reports on Performance, Standards, and the Skills Trainer. The Assignment Reports provide information on how students performed as a class and individually down to the item level, enabling teachers to make data-driven instructional decisions.



Access: Rostering and Integration

Big Ideas Learning understands the critical need for rostering support and Learning Management System integration for school districts. Your ability to effectively provide students and teachers with seamless access to our online learning solution is key for the successful implementation of *Florida B.E.S.T. Standards for MATH*. We will help make that happen.

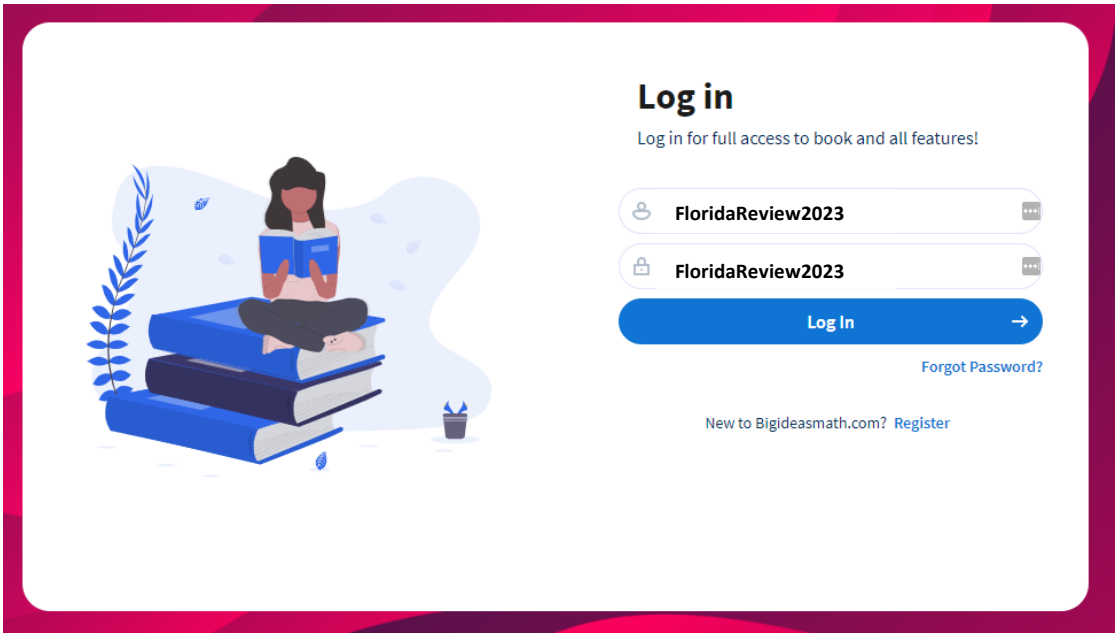
Our digital fulfillment team commits to working closely with each Florida school district to ensure seamless access for teachers and students. We will be there to consultatively work with you and your technology lead(s) to ensure a smooth start in the fall and support throughout the year.

More specifically, Big Ideas Learning offers onboarding and rostering support through **OneRoster, Clever,** and **ClassLink.** We also integrate our solutions with **Schoology** and **Canvas.** Our teams have built successful processes working with a variety of districts across the country with these onboarding systems and look forward to working with your district.

GET STARTED

Sign On

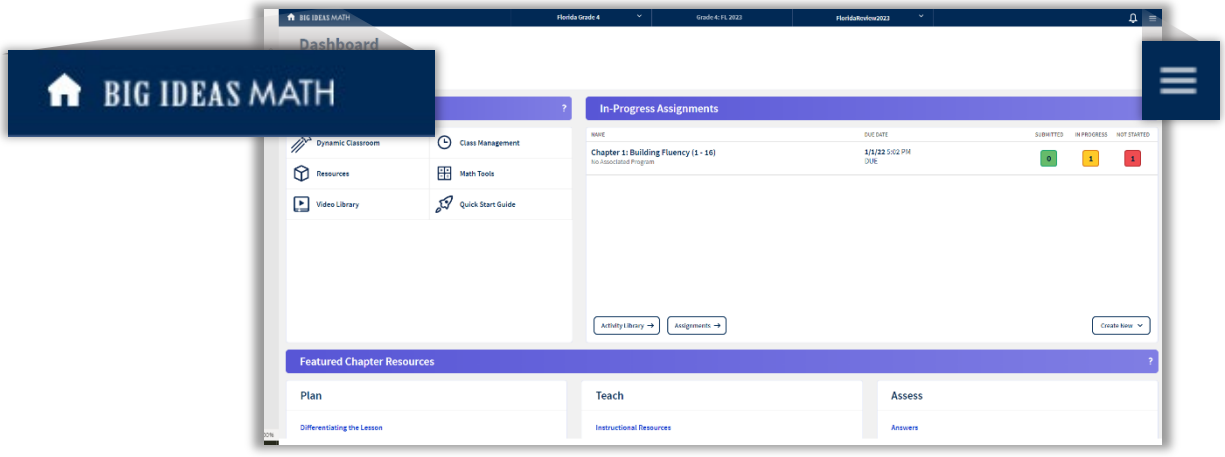
At **bigideasmath.com,** enter the username and password, and click LOG IN:



Interested in seeing what the student sees? Check out the **Appendix** for student logins.

Explore

Click on **Big Ideas Math** in the upper left corner to return to the dashboard at any point. Click on the three lines in the upper right corner to open the site menu and explore the different global tools.



PLAN AND TEACH

Dynamic Classroom and Dynamic Student Edition

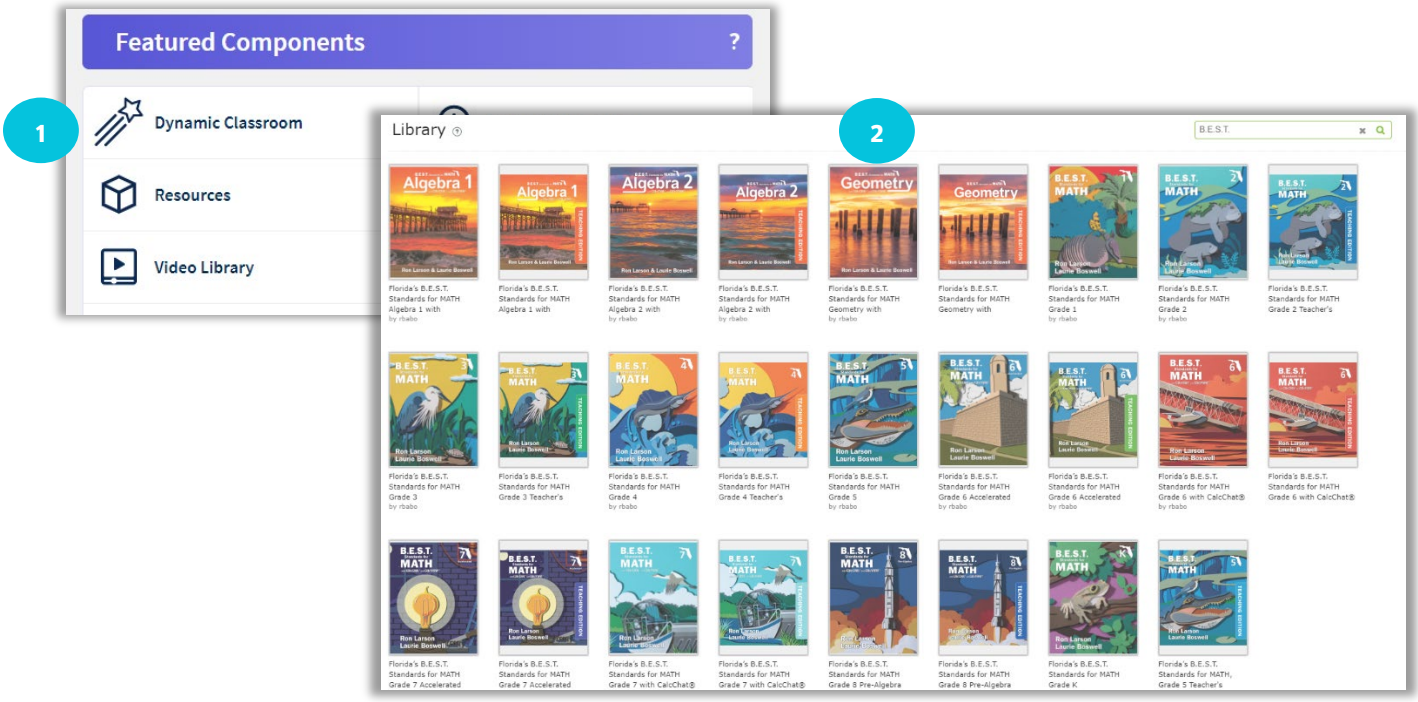
When and Why

The **Dynamic Classroom** helps teachers facilitate lessons using the engaging explorations, digital examples, and interactive practice all at their fingertips. Teachers can even use the Flip-To feature to send students directly to a specific place in their **Dynamic Student Edition,** which is the companion student component without the teacher functionality. The Dynamic Classroom mimics the Dynamic Student Edition, so students can easily follow along in class.

How to Use

1. Find the **Dynamic Classroom** in the **Featured Components.** It opens the eBook Library.

2. Select the student version of the book.



Dynamic Classroom and Dynamic Student Edition, cont.

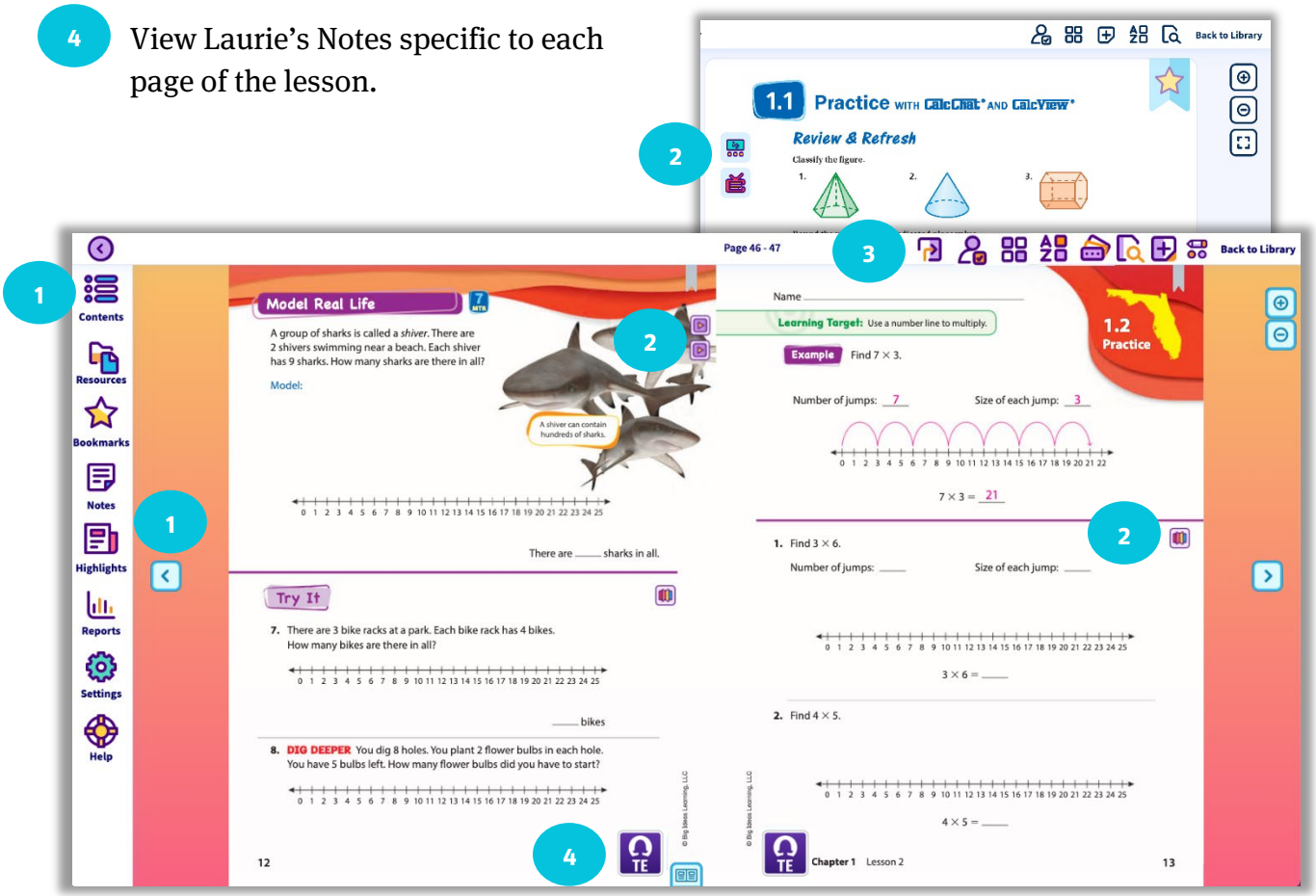
How to Use, cont.

1. Navigate the **Dynamic Classroom/Dynamic Student Edition** using the Contents to get to a specific lesson, or the left and right arrows within a lesson.

2. Use the icons on the page to open the various interactive features, such as Click-Through Examples, Example videos, and Extra Example Videos, as well as access to the digital assignments, and for Grades 6-12, CalcChat and CalcView.

3. Use the icons in the toolbar to open the Flip-To, Self-Assessment, Math Tools, Multi-Language Glossary, Vocabulary Flash Cards, Search, Notes, and Highlighter/Pen.

4. View Laurie's Notes specific to each page of the lesson.



Formative Check

When and Why

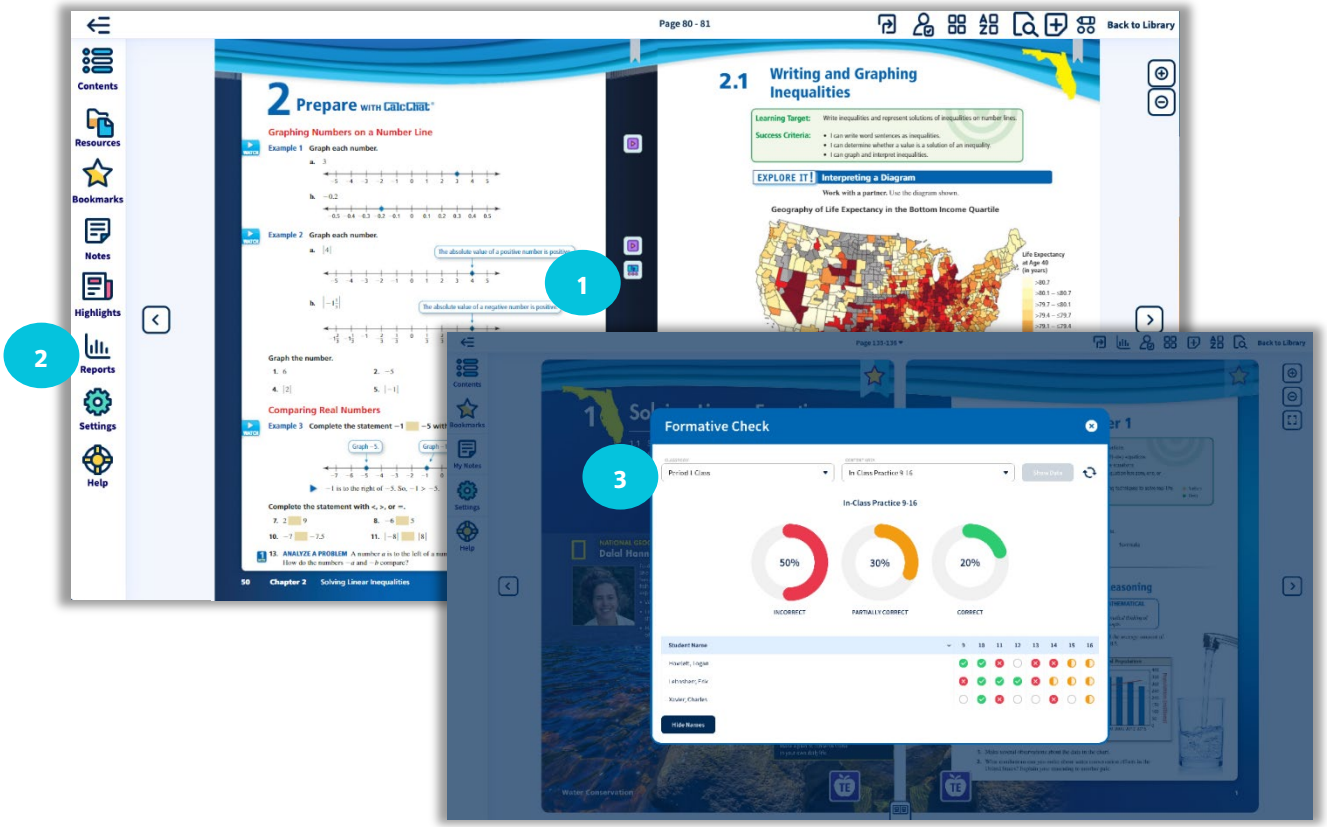
The **Formative Check** is a quick check to monitor progress. Students attempt practice exercises and teachers can view real-time reports, providing actionable data.

How to Use

1. In the **Dynamic Classroom/Dynamic Student Edition,** students click on the digital practice icon to complete the practice exercises.

2. Click on **Reports** to review the data on student performance.

3. Choose the class and content that students completed. Then click **Show Data.** (Note that Section 1.1 has data pre-populated to review.)



Self-Assessment

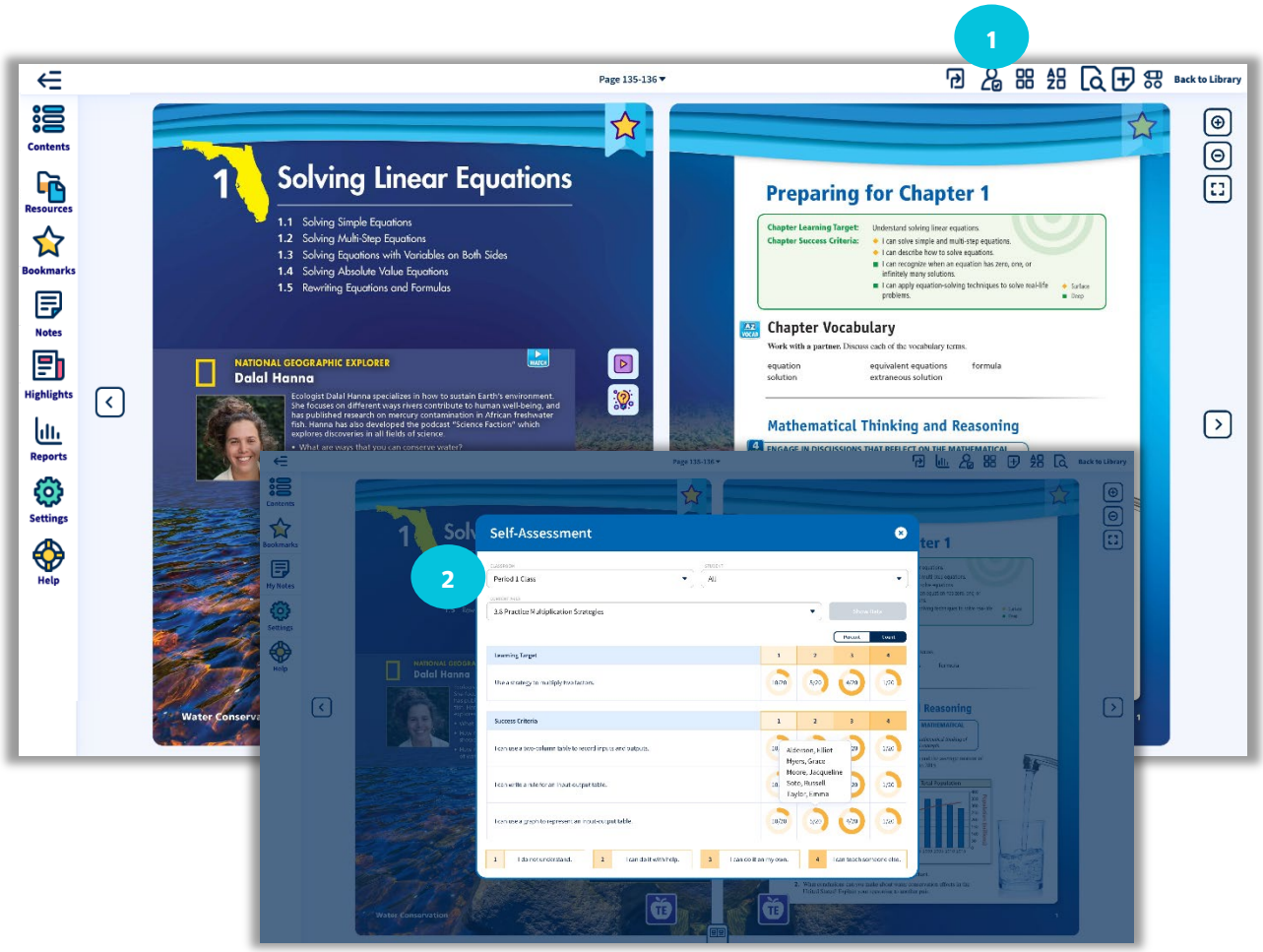
When and Why

With the **Self-Assessment,** teachers receive data on how students perceive their learning progress as they rate themselves on the success criteria.

How to Use

1. In the **Dynamic Classroom/Dynamic Student Edition,** teachers and students select the **Self-Assessment** icon. Students rate themselves on the success criteria, populating the report. Teachers get the report for insight into student progress.

2. Select the class, student (optional), and content. Then select Show Data.



Answer Presentation Tool

When and Why

The **Answer Presentation Tool** is used for reviewing answers with the class. With a quick click, students see the worked-out solutions which helps them find their own mistakes.

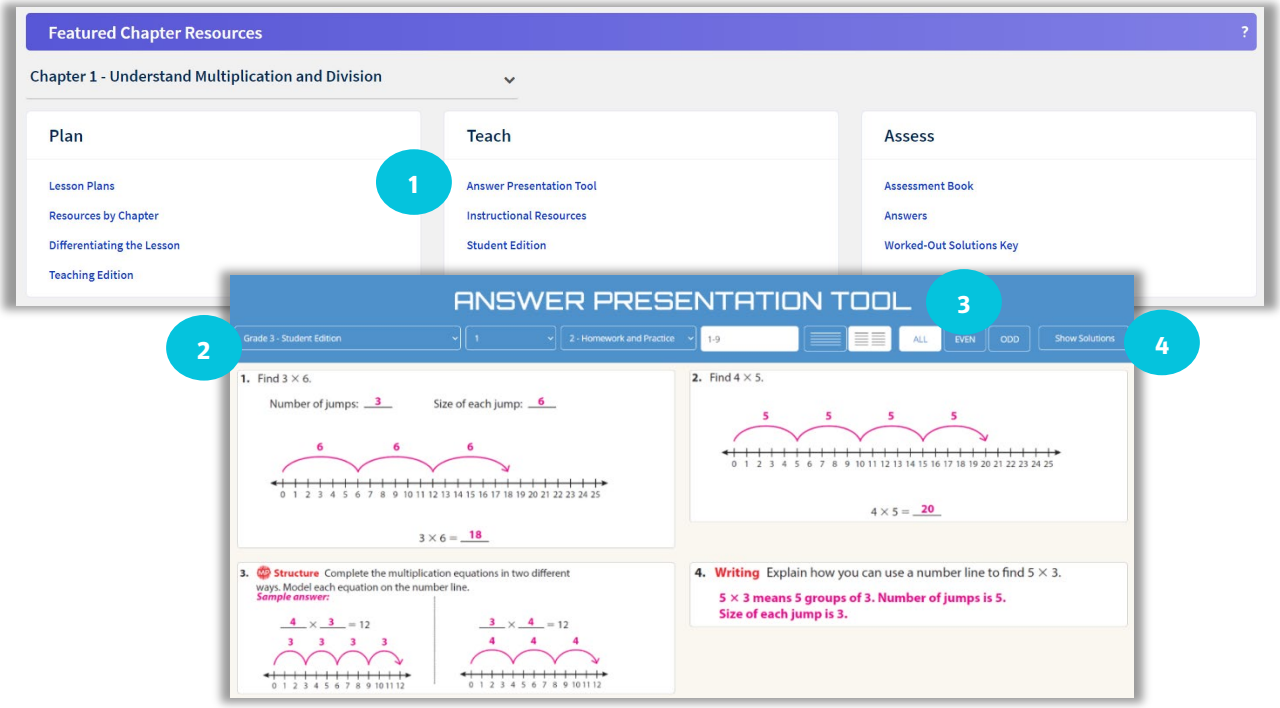
How to Use

1. Under the **Featured Chapter Resources,** find the **Answer Presentation Tool.**

2. Select book, chapter, and section content.

3. Enter exercise numbers or select all, even, or odd. Choose one or two columns.

4. Click **Show Solutions.**



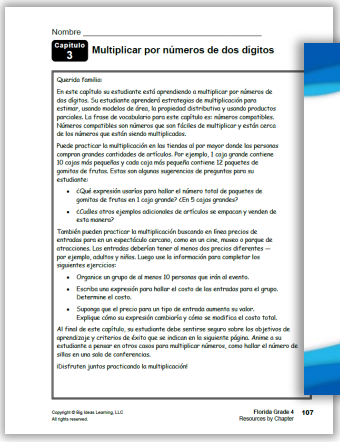
Resources

When and Why

The **Resources** contain all the print and digital instructional tools to plan and teach the lessons, such as all the ancillary materials, editable Lesson Plans, Lesson Tutorials, and the Video Library. The entire K-12 program is available, so teachers can use any resource across the curriculum for differentiation or RTI.

Resources include:

- Additional Topics and Lessons
- Apps
- Assessment Book
- B.E.S.T. Test Prep and Practice Workbook
- Cross-Curricular Projects
- Differentiating the Lesson
- Dig Deeper
- Digital Examples
- Everyday Connections Video Series
- Everyday Explorations Video Series
- Evidence-Based Scale Worksheets
- Extra Example Videos
- Family Letters
- Graphic Organizers
- Instructional Resources
- Interactive Tools
- Learning Targets and Success Criteria
- Lesson Example PowerPoints
- Lesson Plans
- Math Musicals
- Math Tool Paper
- Multi-Language Glossary
- Pacing Guides
- Performance Tasks
- Resources by Chapter
- Road Maps (Accelerated 3 and 4)
- STEAM/STEM Videos
- STEAM Performance Tasks
- Skills Review Handbook
- Student Edition
- Teaching Edition
- Vocabulary Flash Cards
- Worked-Out Solutions Key


Nombre _____

Capítulo 3 Multiplicar por números de dos dígitos

Querida familia:

En este capítulo su estudiante está aprendiendo a multiplicar por números de dos dígitos. Su estudiante aprenderá estrategias de multiplicación para estimar, usando modelos de área, la propiedad distributiva y usando productos parciales. La frase de vocabulario para este capítulo es: números compatibles. Números compatibles son números que son fáciles de multiplicar y están cerca de los números que están siendo multiplicados.

Puede practicar la multiplicación en las tiendas al por mayor donde las personas compran grandes cantidades de artículos. Por ejemplo, 1 caja grande contiene 30 cajas más pequeñas y cada caja más pequeña contiene 12 paquetes de gomitas de frutas. Estas son algunas sugerencias de preguntas para su estudiante:

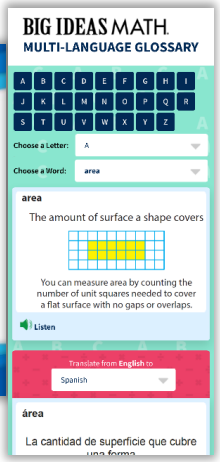
- ¿Qué expresión usarías para hallar el número total de paquetes de gomitas de frutas en 1 caja grande? ¿En 5 cajas grandes?
- ¿Cuáles otros ejemplos adicionales de artículos se empacan y venden de esta manera?

También pueden practicar la multiplicación buscando en fines precios de entradas para un espectáculo cercano, como en un cine, museo o parque de atracciones. Las entradas deberían tener el menos dos precios diferentes — por ejemplo, adultos y niños. Luego use la información para completar los siguientes ejercicios:

- Organice un grupo de al menos 10 personas que irán al evento.
- Escriba una expresión para hallar el costo de las entradas para el grupo. Determine el costo.
- Suponga que el precio para un tipo de entrada aumenta su valor. Explique cómo su expresión cambiaría y cómo se modifica el costo total.

Al final de este capítulo, su estudiante debe sentirse seguro sobre los objetivos de aprendizaje y criterios de éxito que se indican en la siguiente página. Anime a su estudiante a pensar en otros casos para multiplicar números, como hallar el número de sillas en una sala de conferencias.

¡Disfruten juntos practicando la multiplicación!



Resources, cont.

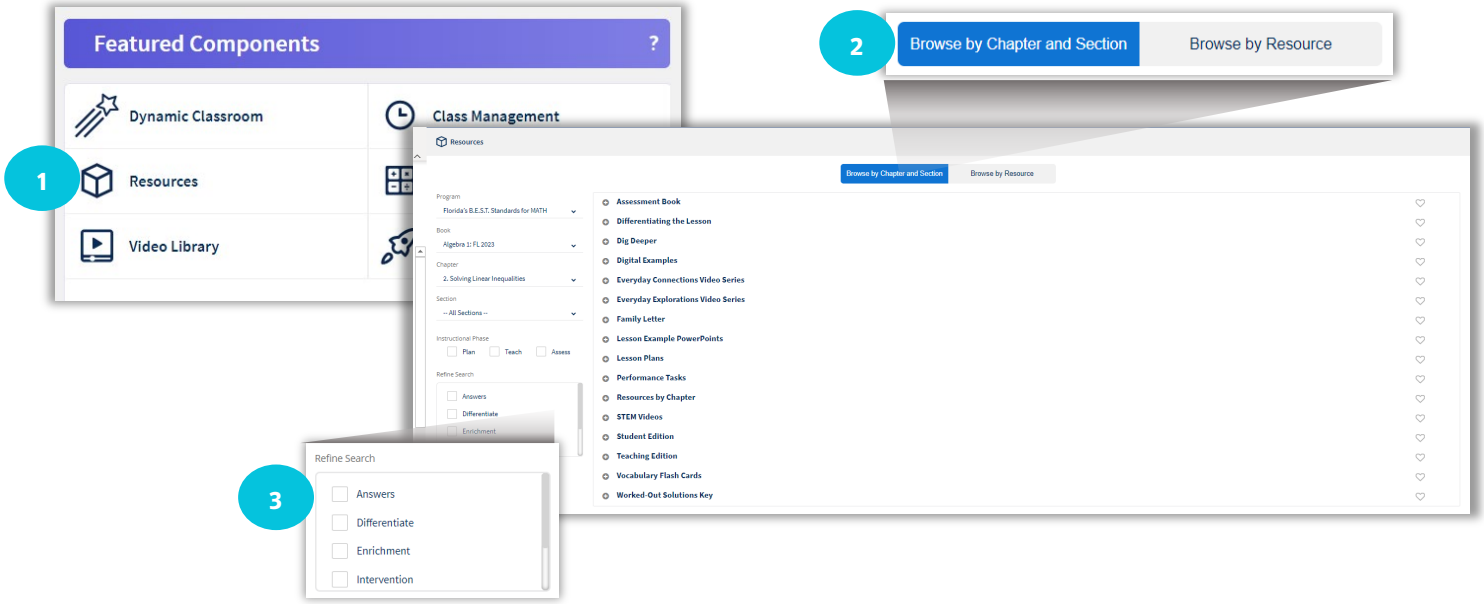
How to Use

1. Find the **Resources** from the **Featured Components.**

2. When in the **Resources,** select **Browse by Chapter and Section** or **Browse by Resource.**

    - **Browse by Chapter and Section** provides a list of all resources available for each lesson.
    - **Browse by Resource** categorizes the resources by type, and then drill down to the chapter and/or lesson.

3. Using either method, filter to refine the search.



Video Library

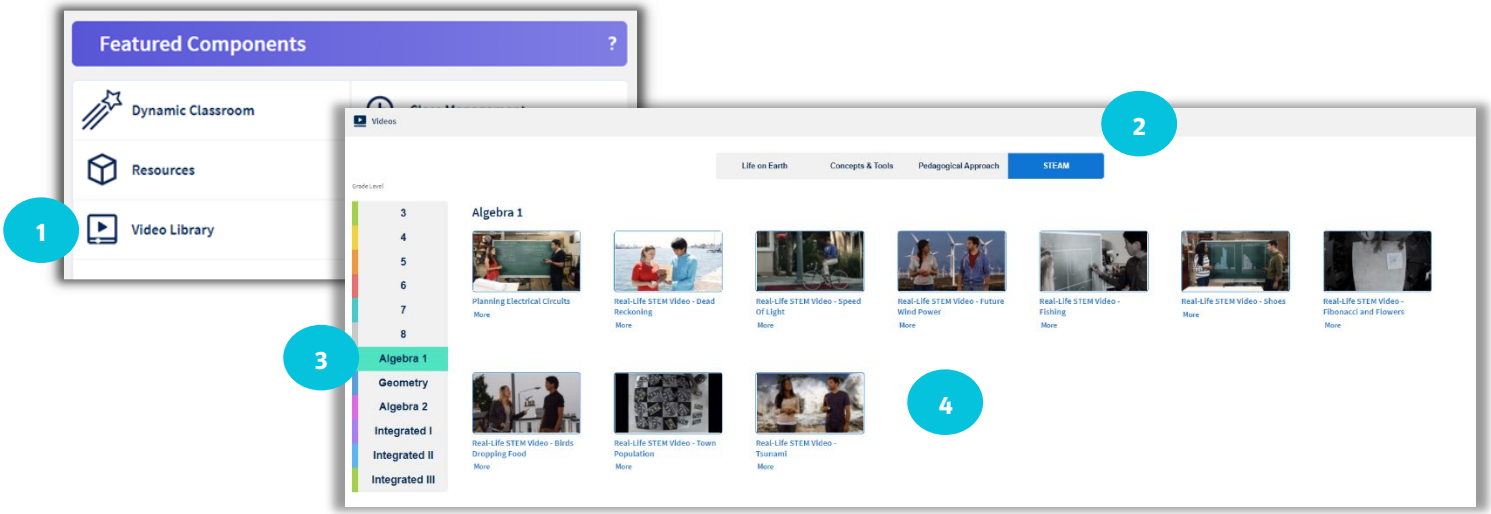
When and Why

Teachers can use the **Life on Earth** and the **STEAM/STEM Videos** with students in class. Life on Earth videos are engaging real-life examples of using mathematics through a science lens. STEAM/STEM Videos provide cross-curricular connections to real-life topics and come with Performance Tasks.

For professional development, **Concepts & Tools** videos help teachers learn about the manipulatives and how best to use them with students. In the **Pedagogical Approach** videos, a panel of teachers discuss best practices with author Laurie Boswell.

How to Use

1. Find the **Video Library** in the **Featured Components.**
2. Choose the video category.
3. Select the grade level.
4. Select the video to play.



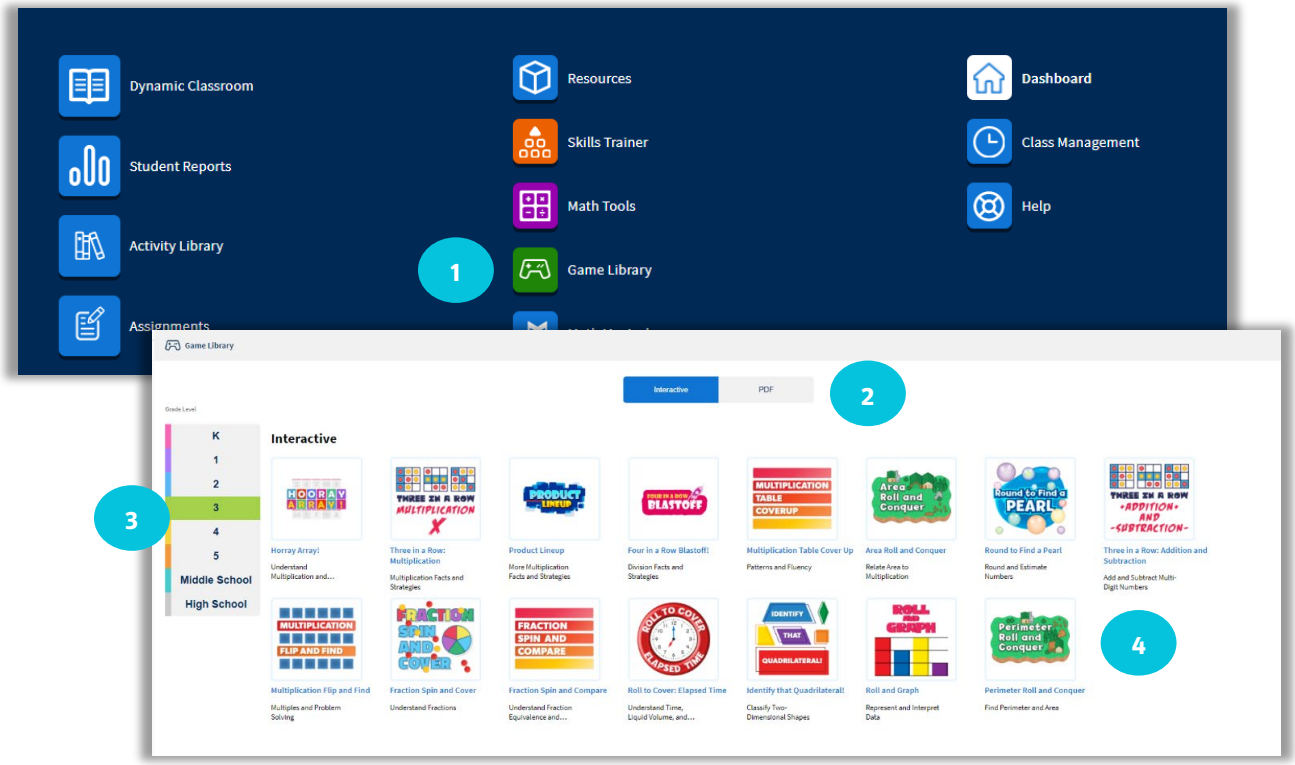
Game Library

When and Why

The **Game Library** includes digital and print-based games for one or two players to help students practice skills learned in class. Teachers and students have access to all games across the Kindergarten through Algebra 2 curriculum. Spanish audio and translated PDFs are also included to help with engagement in class and at home.

How to Use

1. Find the **Game Library** in the site menu.
2. Choose Interactive or PDF.
3. Choose the grade level or grade band.
4. Select the game.



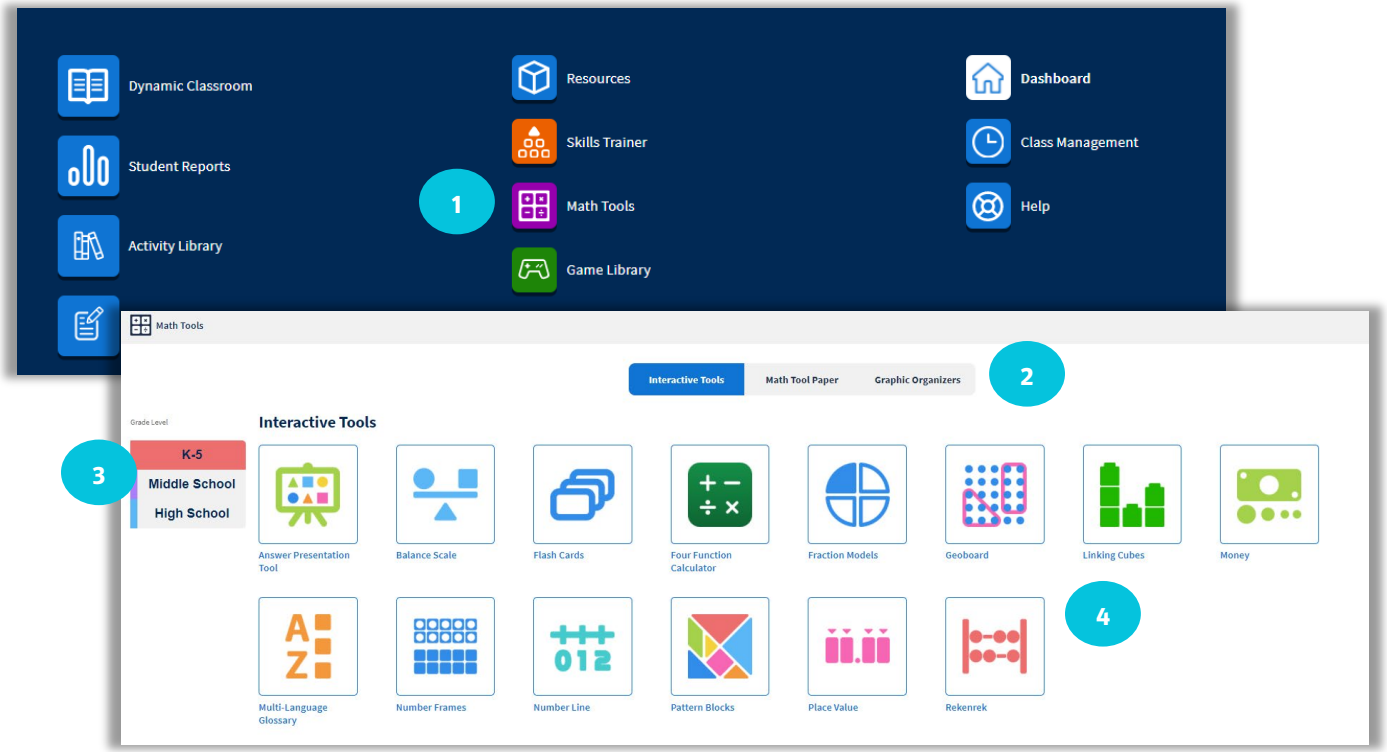
Math Tools

When and Why

The **Math Tools** offer interactive manipulatives, Math Tool Paper, and Graphic Organizers to further support in-person or virtual learning.

How to Use

1. Find the **Math Tools** in the site menu.
2. Select the type of tool: Interactive Tools, Math Tool Paper, or Graphic Organizers.
3. Choose the grade band.
4. Choose the tool.



Math Musicals

When and Why

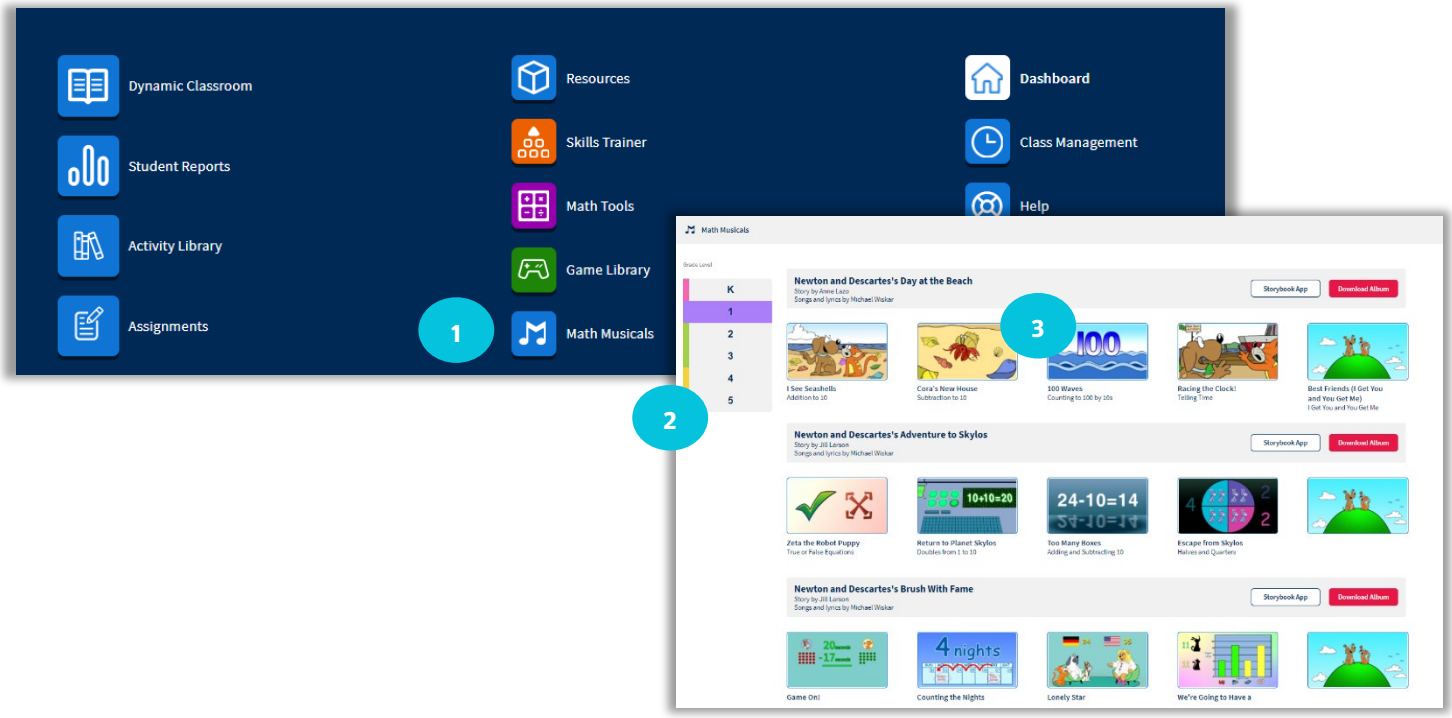
Math Musicals are engaging math stories with catchy songs found in the K-5 curriculum. The songs come with the lyrics and sheet music, as well as an animated music video. The Differentiated Rich Math Tasks help teachers to meet students where they are at with engaging tasks associated with the stories.

How to Use

1. Find the **Math Musicals** in the site menu.

2. Choose the grade level.

3. Select the Math Musical to view the animation along with all the associated resources.



PRACTICE, ASSESSMENT, AND REPORTS

Activity Library

When and Why

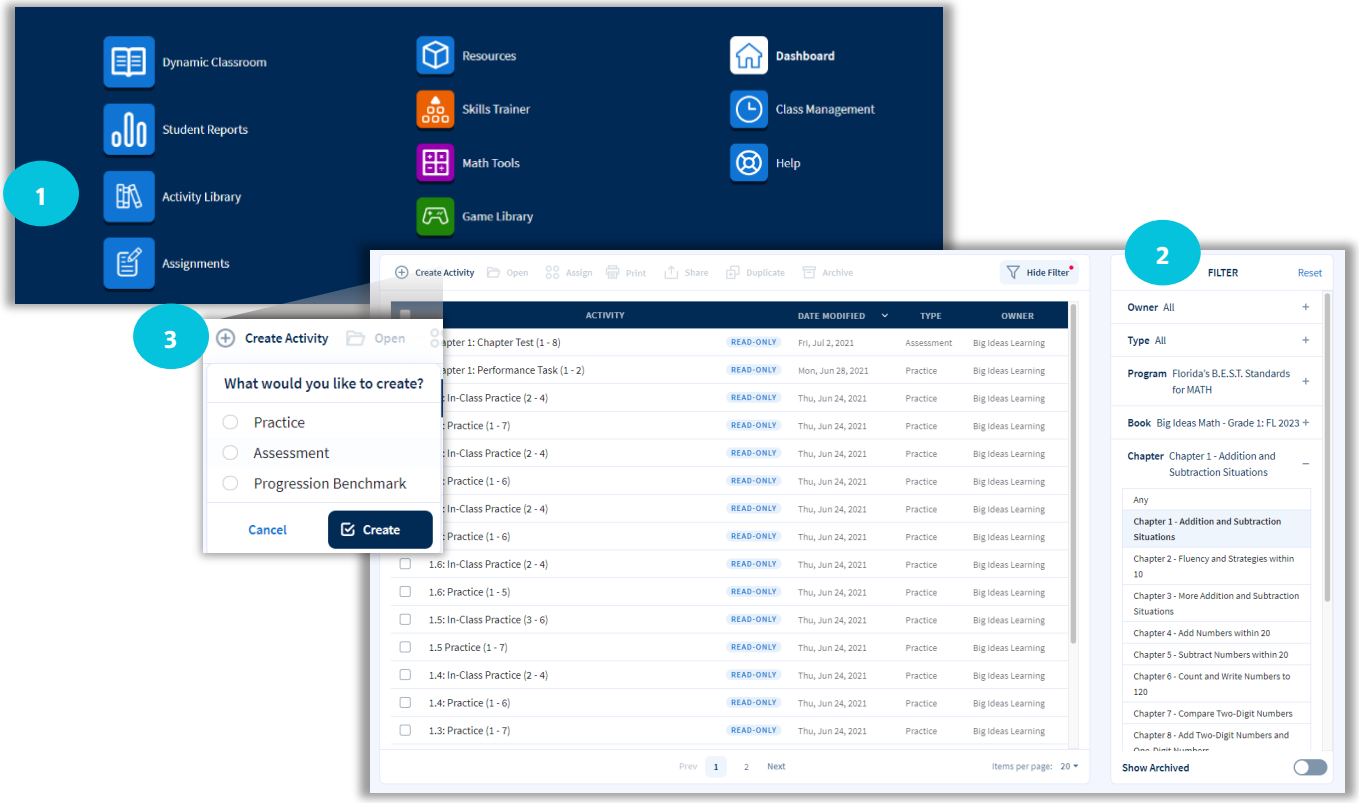
Teachers can find and create assignments in the **Activity Library.** They can choose from premade assignments aligned to course content, create their own assignments, or use assignments created and shared by other teachers within the district.

How to Use

1. Find the **Activity Library** in the site menu.

2. Use the filters to find past saved or shared assignments to assign.

3. Or, select **Create Activity** to create a new Practice or Assessment, or assign the Progression Benchmark.



Assignment Builder

When and Why

Teachers can use the **Assignment Builder** when they are ready to create their own assignments.

How to Use

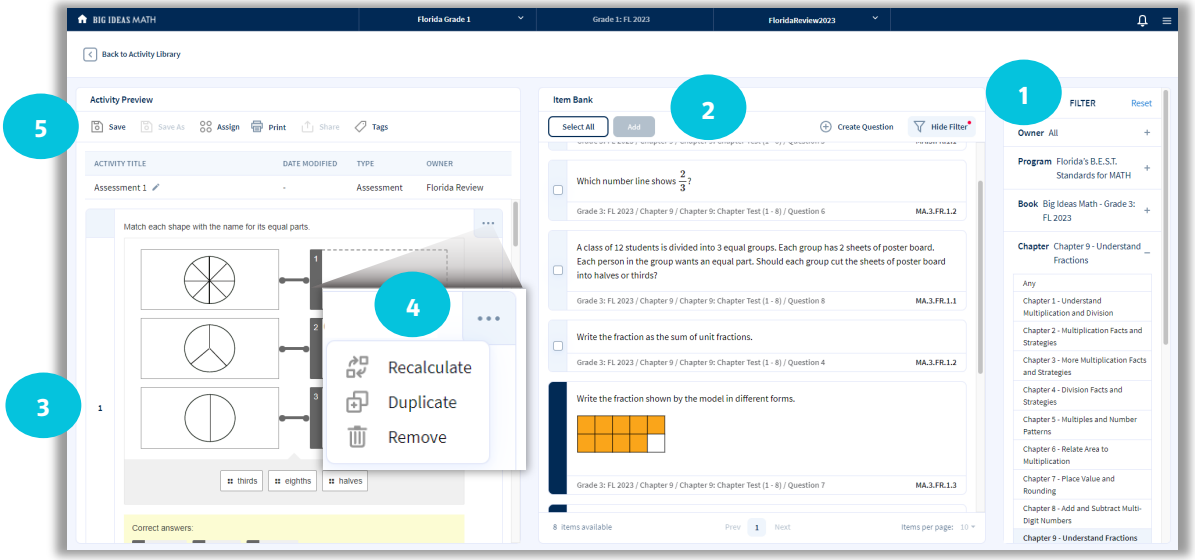
1. Start on the right to filter the questions by owner, program, book, and chapter, and lesson. Filter the exercises to show only even or odd or follow the Assignment Guide suggestions from the Teaching Edition. The last option is to search by standard.

2. This populates questions to choose in the Item Bank. Select the items to add to the assignment, and then click **Add** to move them to the assignment.

3. In the **Activity Preview,** rearrange the questions by using the arrows on each question.

4. On assessments, recalculate the values in the questions or duplicate the question to add an additional question of the same type with different values.

5. Once satisfied with the assignment, save, assign, or print the assignment. Adding tags will help to easily find the assignment again later in the Activity Library. When assigning the activity, the options change based on whether the activity is a practice or an assessment.



Reports

When and Why

When students complete assignments, data is populated in the **Reports.** The detailed reports for individual assignments allow teachers to make data-driven decisions to accelerate learning. The **Reports** from the site menu allow teachers to compare data, which helps track performance and see growth over time.

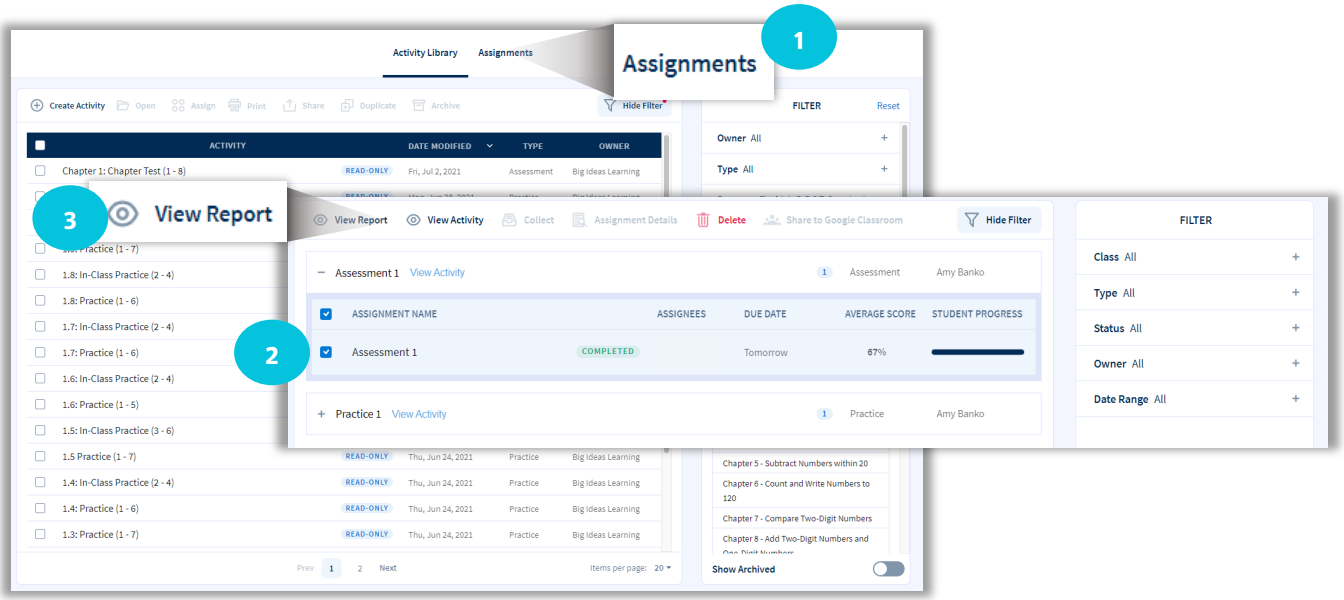
How to Use

View individual assignment reports by going back to the Activity Library.

1. Click on **Assignments.**

2. Check the box of an activity.

3. Click **View Report.**



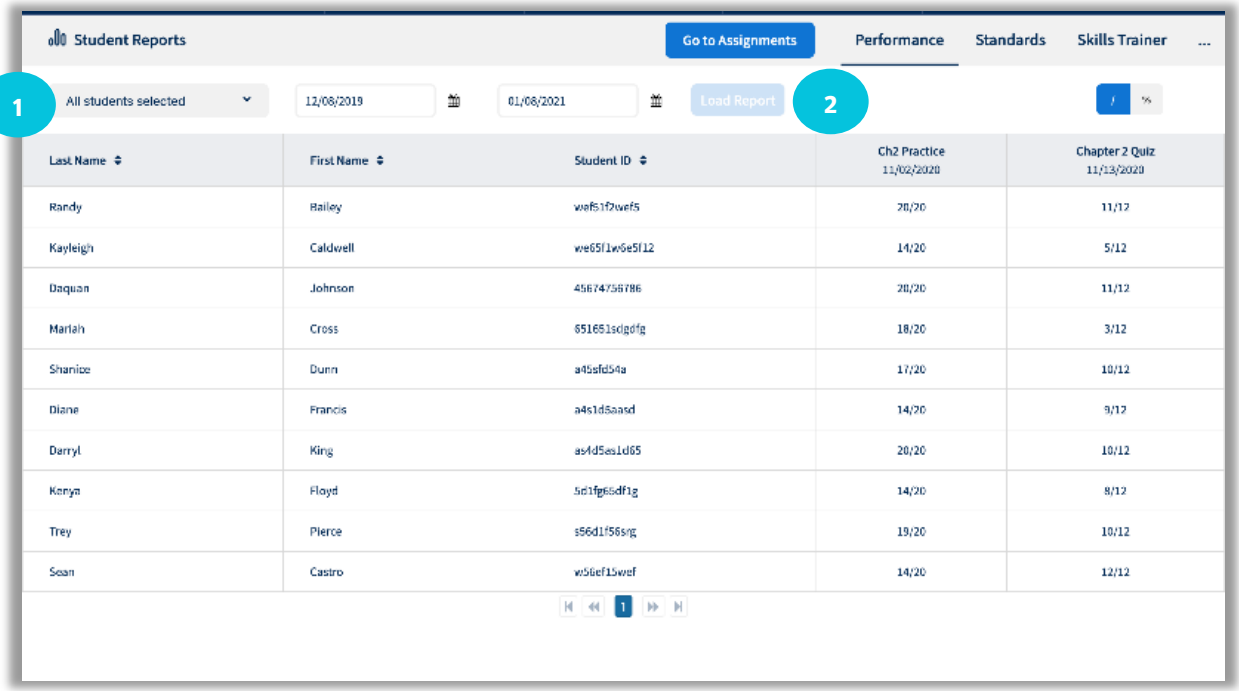
Reports, cont.

How to Use, cont.

Comparative data reports are available by Performance, Standards, and the Skills Trainer.

1. Select the student(s) and enter a date range.

2. Click **Load Report.**



Skills Trainer

When and Why

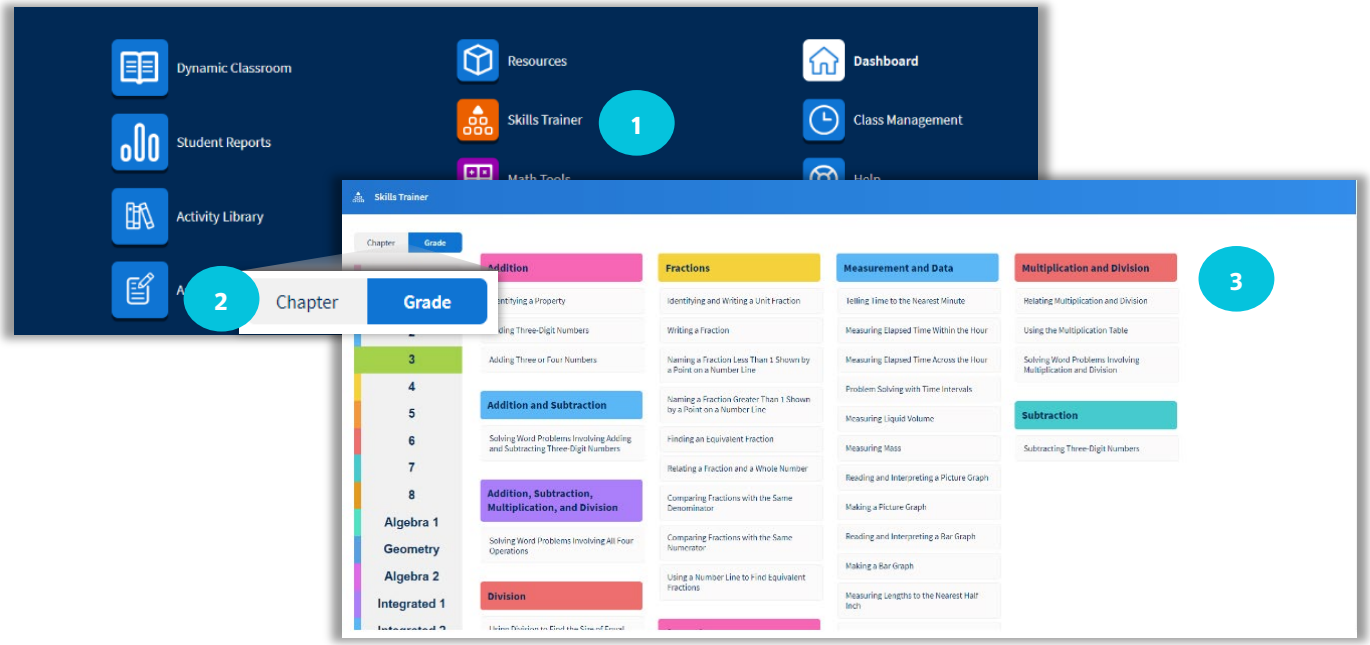
The **Skills Trainer** allows students to practice independently on skills aligned to each chapter in their book or aligned to a specific grade. Track progress over time in the Reports from the site menu.

How to Use

1. From the site menu, choose **Skills Trainer.**

2. Choose Chapter or Grade.

3. Select the topic.



Appendix

Student Logins

If you are interested in experiencing the digital platform as a student, choose a username and password below. Login at **bigideasmath.com.**

GRADE	Student Login	
	Username	Password
Kindergarten	ggradekstudent1001	Gradekstudent#1
	ggradekstudent2001	Gradekstudent#2
Grade 1	ggrade1student1001	Grade1student#1
	ggrade1student2001	Grade1student#2
Grade 2	ggrade2student1001	Grade2student#1
	ggrade2student2001	Grade2student#2
Grade 3	ggrade3student1001	Grade3student#1
	ggrade3student2001	Grade3student#2
Grade 4	ggrade4student1001	Grade4student#1
	ggrade4student2001	Grade4student#2
Grade 5	ggrade5student3001	Grade5student#3
	ggrade5student2001	Grade5student#2
Grade 6	ggrade6student1001	Grade6student#1
	ggrade6student2001	Grade6student#2
Grade 7	ggrade7student1001	Grade7student#1
	ggrade7student2001	Grade7student#2
Pre-Algebra	ggrade8student1001	Grade8student#1
	ggrade8student2001	Grade8student#2
6 Accelerated	ggrade6accstudent1001	Grade6accstudent#1
	ggrade6accstudent2001	Grade6accstudent#2
7 Accelerated	ggrade7accstudent1001	Grade7accstudent#1
	ggrade7accstudent2001	Grade7accstudent#2
Algebra 1	aalgebra1student1001	Alg1student#1
	aalgebra1student2001	Alg1student#2
Geometry	ggeometrystudent1001	Geostudent#1
	ggeometrystudent2001	Geostudent#2
Algebra 2	aalgebra2student1001	Alg2student#1
	aalgebra2student2001	Alg2student#2

Big Ideas Learning

FLORIDA

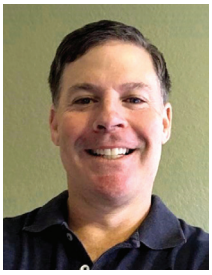
Meet Your Florida K–12 Math Team!

Gwen Richards
National Geographic Learning
Florida Sales Consultant
gwen.richards@cengage.com

Melissa Hancock
National Geographic Learning
Florida Sales Consultant
melissa.hancock@cengage.com

Steve Hegan
National Geographic Learning
Florida Sales Consultant
steve.hegan@cengage.com

Andrea Neff
National Geographic Learning
Florida Sales Consultant
andrea.neff@cengage.com



Michael Galfond
National Geographic Learning
Florida Sales Consultant
michael.galfond@cengage.com

India White
Big Ideas Learning
National Education Consultant
iwhite@larsontexts.com

Amanda Shelley
Big Ideas Learning
Florida Education Consultant
ashelley@larsontexts.com

Rodnee Wimberly
Big Ideas Learning
Florida Education Consultant
rwimberly@larsontexts.com

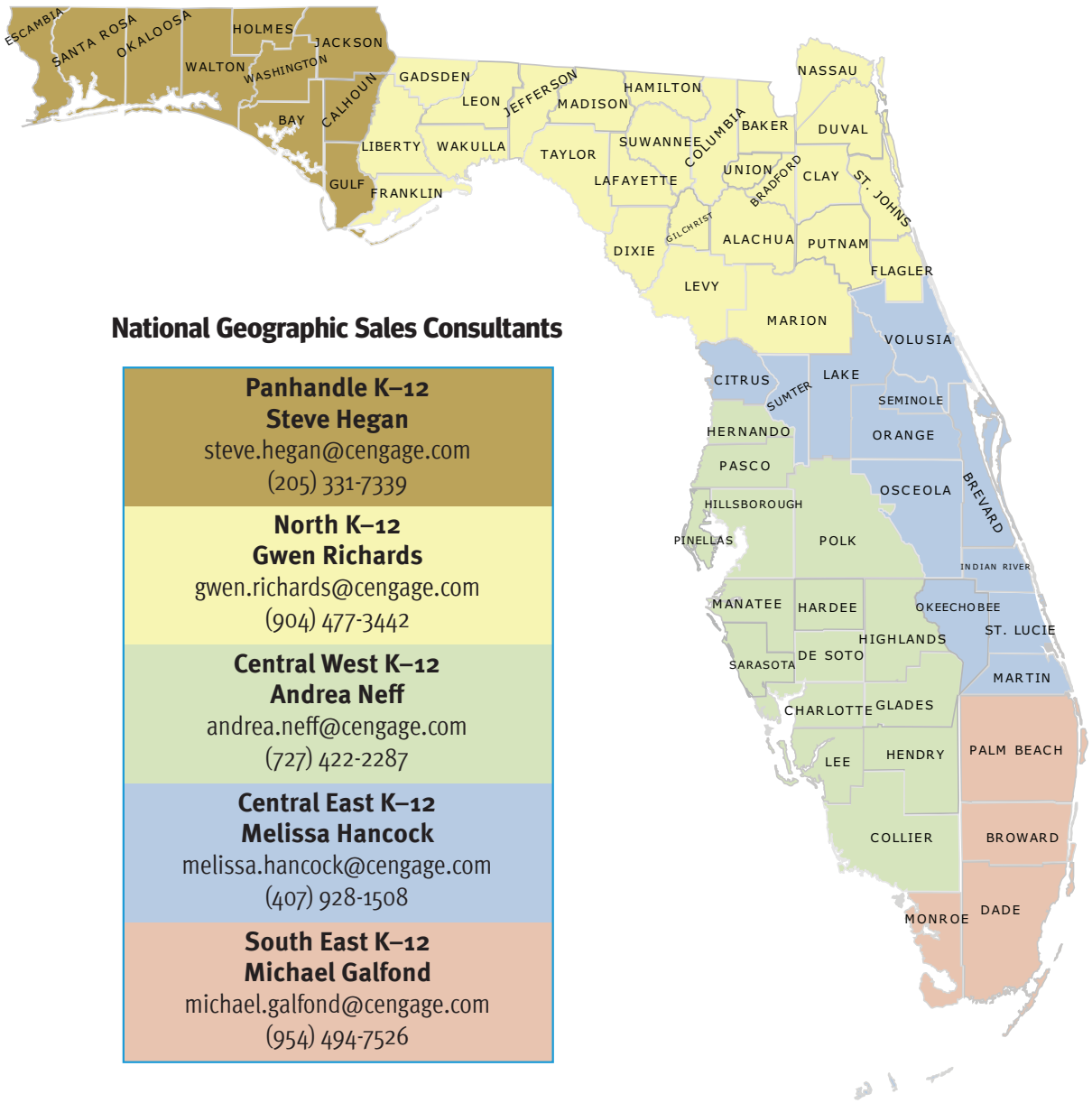
Judy Hickman
Big Ideas Learning
Florida Education Consultant
jhickman@larsontexts.com

Mindy Mark
Big Ideas Learning
Florida Education Consultant
mmark@larsontexts.com

NATIONAL GEOGRAPHIC LEARNING | CENGAGE

NGL.Cengage.com/Florida
888-915-3276

Florida Sales Consultant Team



National Geographic Sales Consultants

Panhandle K–12
Steve Hegan
steve.hegan@cengage.com
(205) 331-7339

North K–12
Gwen Richards
gwen.richards@cengage.com
(904) 477-3442

Central West K–12
Andrea Neff
andrea.neff@cengage.com
(727) 422-2287

Central East K–12
Melissa Hancock
melissa.hancock@cengage.com
(407) 928-1508

South East K–12
Michael Galfond
michael.galfond@cengage.com
(954) 494-7526

Big Ideas Learning Education Consultants

India White
National Education Consultant
(814) 806-6118
iwhite@larsontexts.com

Amanda Shelley
Florida Education Consultant
(814) 440-0479
ashelley@larsontexts.com

Rodnee Wimberly
Florida Education Consultant
(814) 969-0026
rwimberly@larsontexts.com

Judy Hickman
Florida Education Consultant
(814) 450-2837
jhickman@larsontexts.com

Mindy Mark
Florida Education Consultant
(814) 460-0392
mmark@larsontexts.com

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NGL.Cengage.com/Florida
888-915-3276