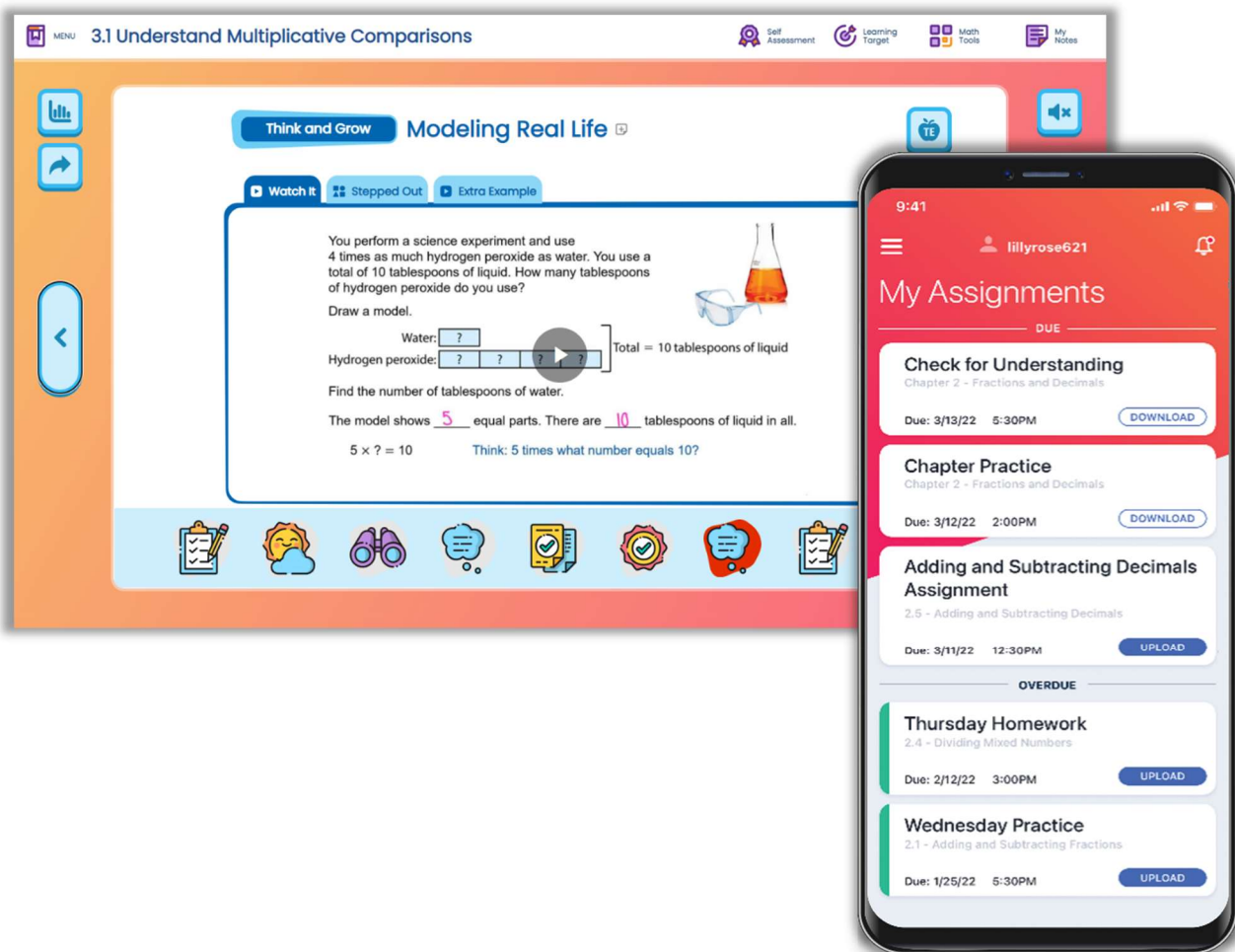


# Georgia Math

## © 2024

### Digital Platform Guide



The image displays two views of the digital platform. The top view is a desktop browser interface for a math lesson titled "3.1 Understand Multiplicative Comparisons". The lesson content includes a "Think and Grow" section with a "Modeling Real Life" problem. The problem asks for the number of tablespoons of hydrogen peroxide used in a science experiment, given that it is 4 times as much as the water used, and the total is 10 tablespoons. A bar model is provided with 5 equal parts, and the solution shows 5 tablespoons of water and 10 tablespoons of hydrogen peroxide. The equation  $5 \times ? = 10$  is shown with the instruction "Think: 5 times what number equals 10?".

The bottom view is a mobile app interface showing a user's assignment list. The user is identified as "lillyrose621". The assignments are:

- Check for Understanding** (Chapter 2 - Fractions and Decimals) Due: 3/13/22 5:30PM [DOWNLOAD]
- Chapter Practice** (Chapter 2 - Fractions and Decimals) Due: 3/12/22 2:00PM [DOWNLOAD]
- Adding and Subtracting Decimals Assignment** (2.5 - Adding and Subtracting Decimals) Due: 3/11/22 12:30PM [UPLOAD]
- OVERDUE**
- Thursday Homework** (2.4 - Dividing Mixed Numbers) Due: 2/12/22 3:00PM [UPLOAD]
- Wednesday Practice** (2.1 - Adding and Subtracting Fractions) Due: 1/25/22 5:30PM [UPLOAD]

# Flexible Resources, Accessible Anywhere

Engaging technology for students and teachers is the heart of the *Georgia Math* program. The flexible online platform includes homework and assessment, interactive resources, and videos that support any learning environment to accelerate learning for all students.

## Let's Explore!

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

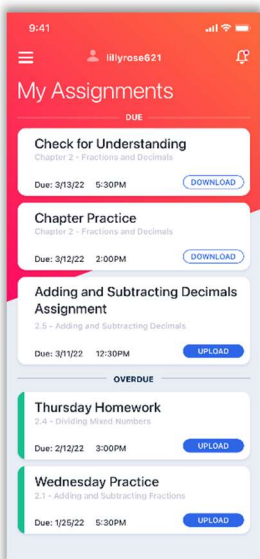
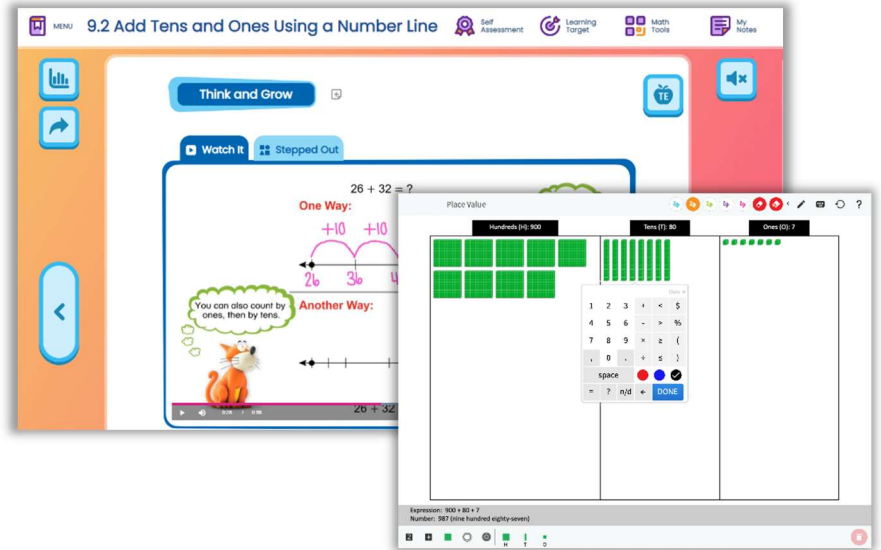
# PROGRAM OVERVIEW

## 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.



### Homework App

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

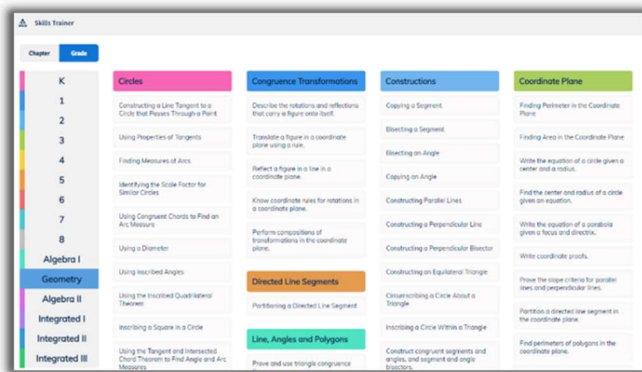
### Game Library

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 kindergarten through high school. 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!

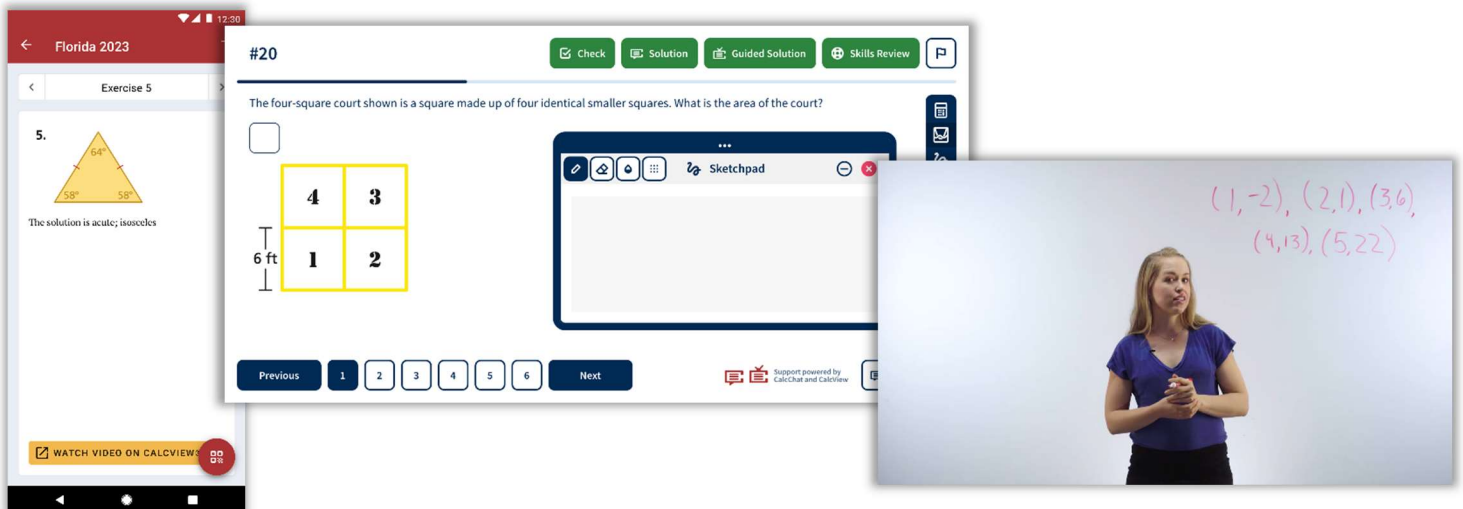


## CalcChat

Students in 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.

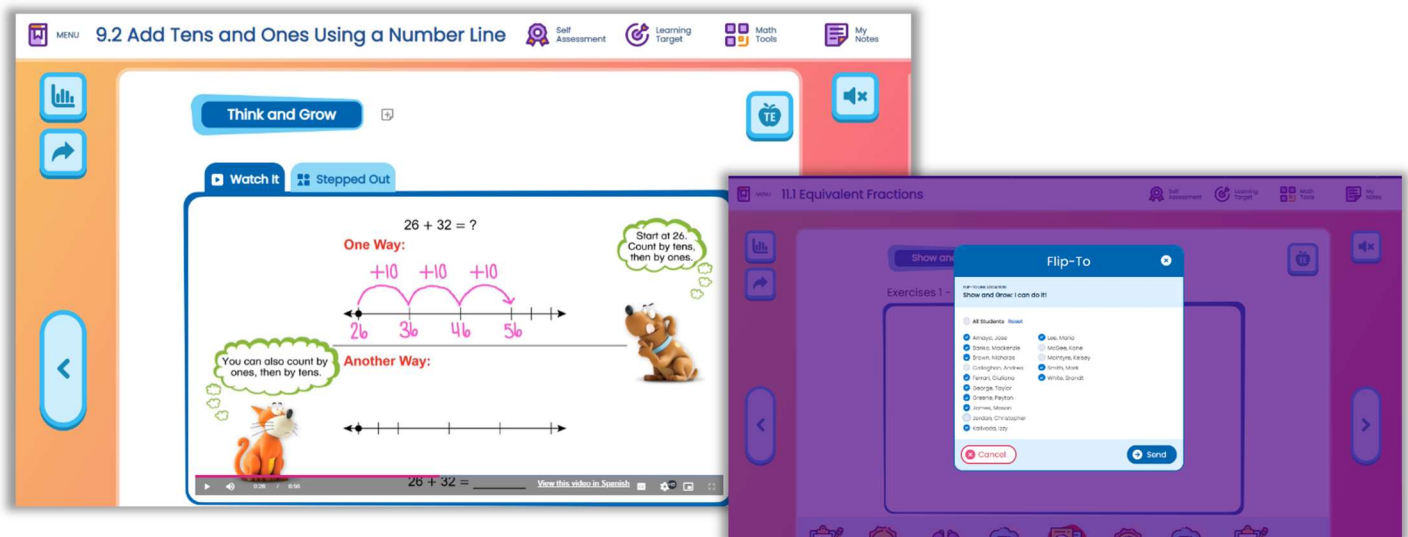


## Planning and Teaching

Find everything necessary to plan and teach lessons all on one platform. With *Georgia Math*, teachers can leave the Teaching Edition and support materials in the classroom and still have access to everything digitally.

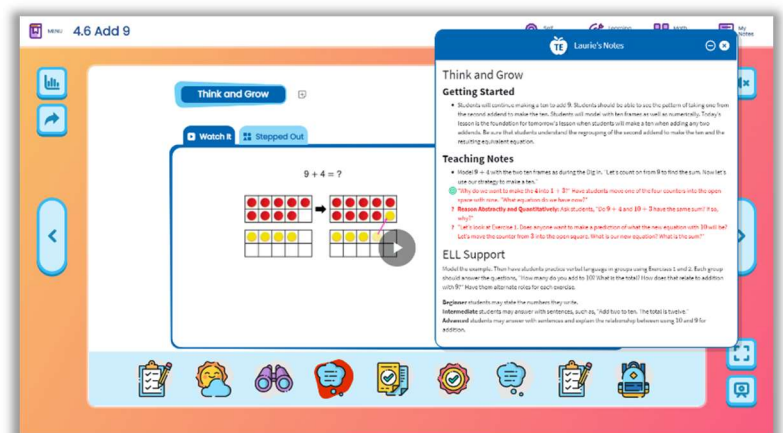
## Dynamic Classroom

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.



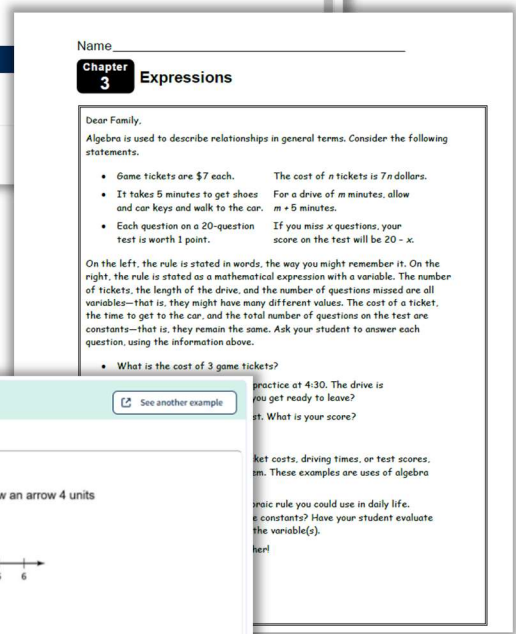
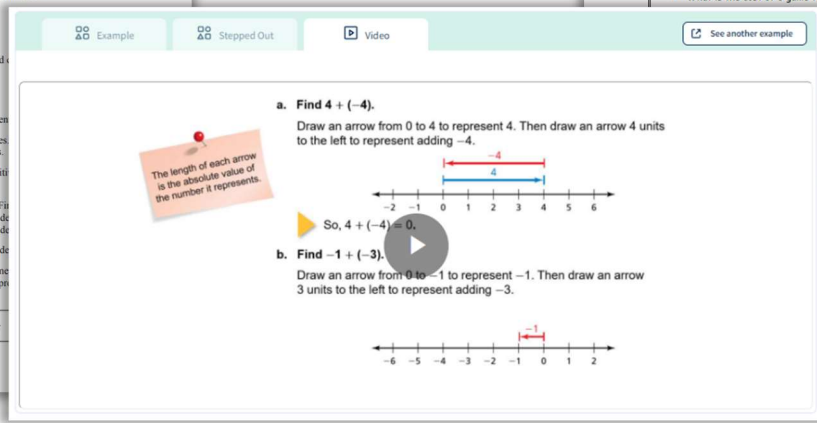
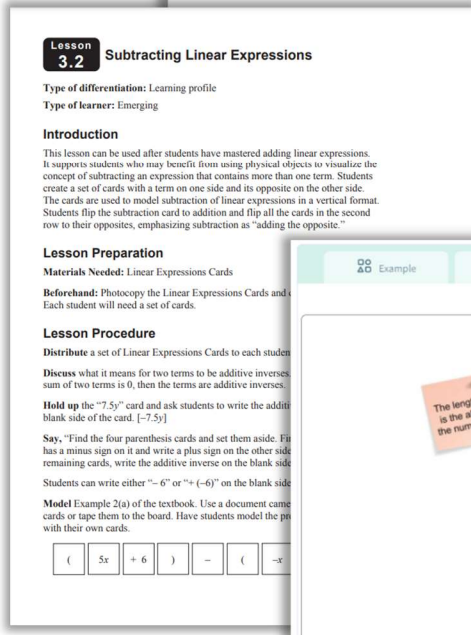
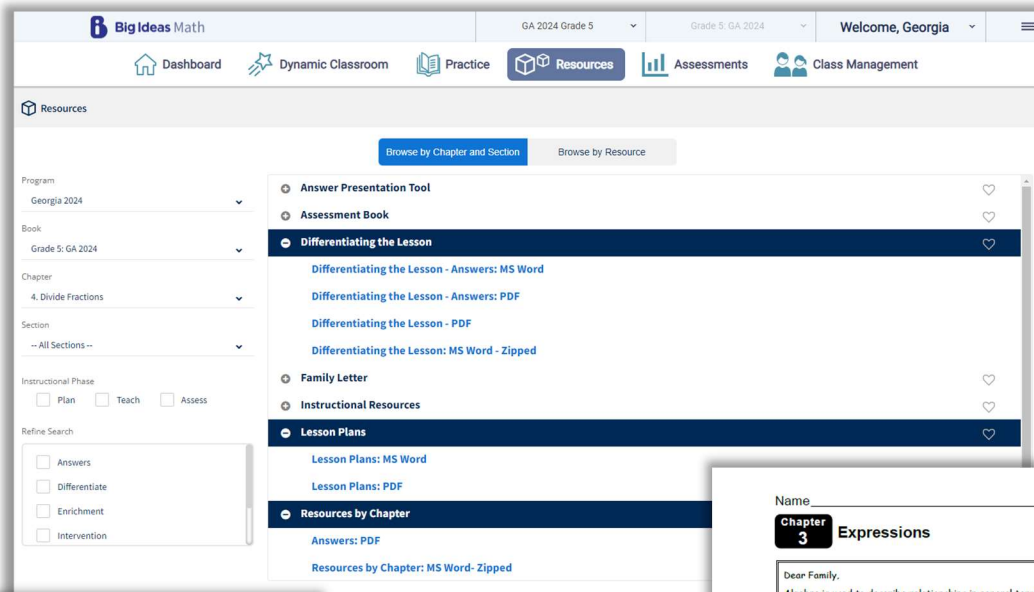
## Laurie's Notes

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 Practice Standards, so teachers can ensure daily progress toward proficiency in the Mathematical Practices.



## 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 so they can meet the needs of all learners.

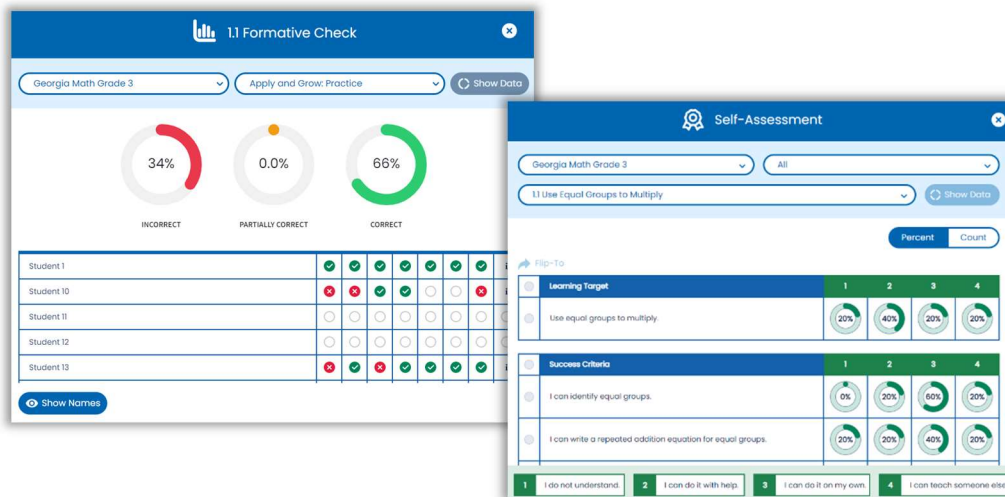


## Assessing and Reporting

Assess students diagnostically, formatively, and summatively with *Georgia 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.

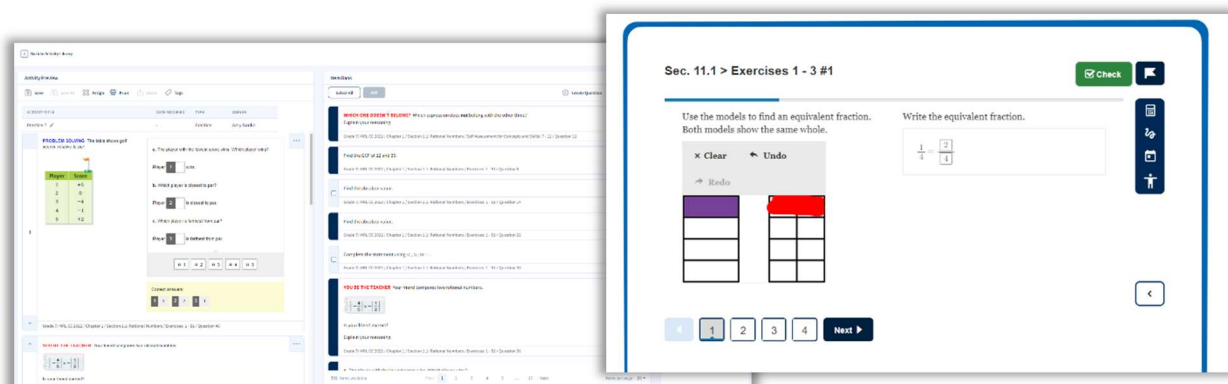
### Formative Check and Self-Assessment Tool

Teachers can formatively assess students using the Formative Check and encourage students to use the Self-Assessment Tool. 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.



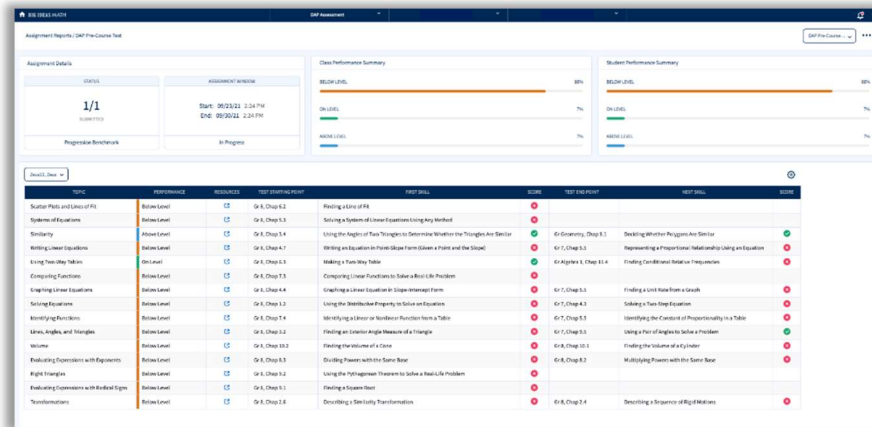
### Assignment Builder

The Assignment Builder gives teachers the flexibility to create digital assignments and assessments from the *Georgia 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.



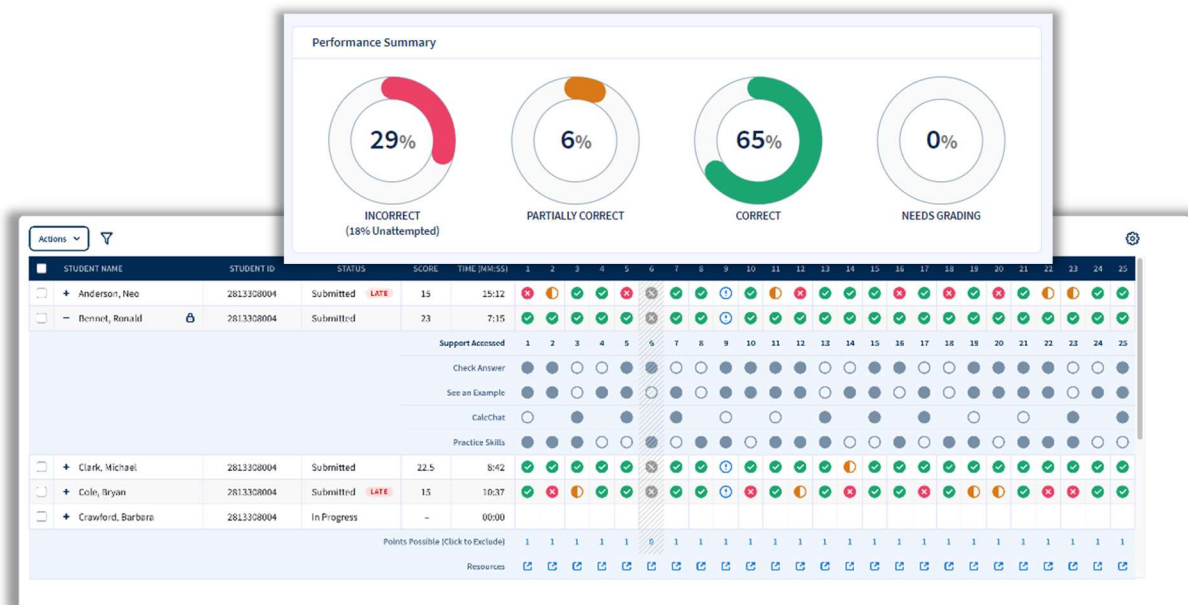
## DAP (Diagnostic Adaptive Progression) Assessment

Designed by Big Ideas Learning, the DAP (Diagnostic Adaptive Progression) Assessment measures learning across grades and give teachers full insight into where students fall on the continuum of skills. With this cohesive and effective test, questions adapt based on student responses. The detailed report suggests resources to use with students who need support, empowering teachers with information to become even more effective in their instruction.



## 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 *Georgia Math*. We will help make that happen.

Our digital fulfillment team commits to working closely with every 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**
- **ClassLink**

We also integrate our solutions with:

- **Schoology**
- **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.

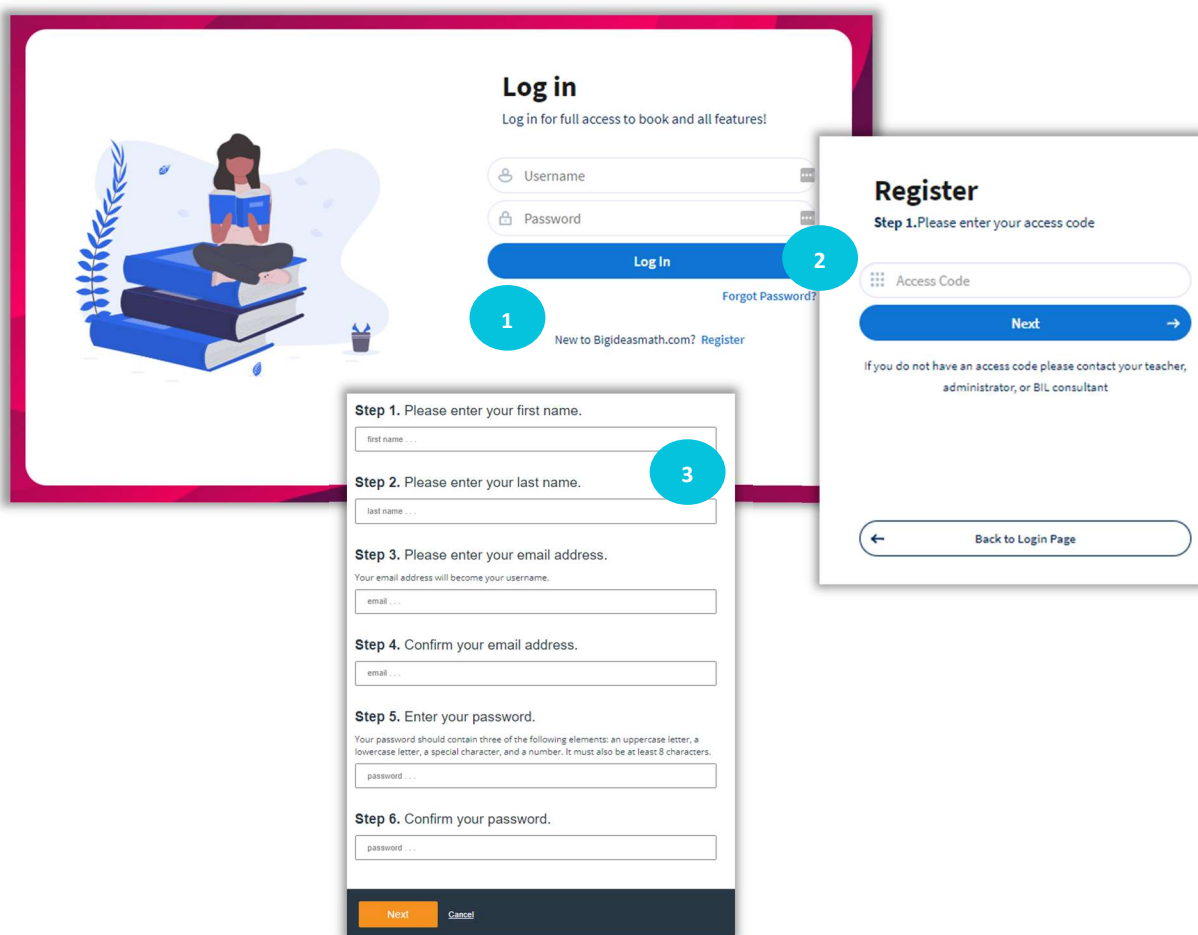


# GET STARTED

## Sign On

At **demo.bigideasmath.com**, enter your username and password you created. If you have not yet created a username and password:

- 1 Click **Register**.
- 2 Enter your **access code\*** and click **Next**.
- 3 Fill out the required information to create a username and password, then log in.

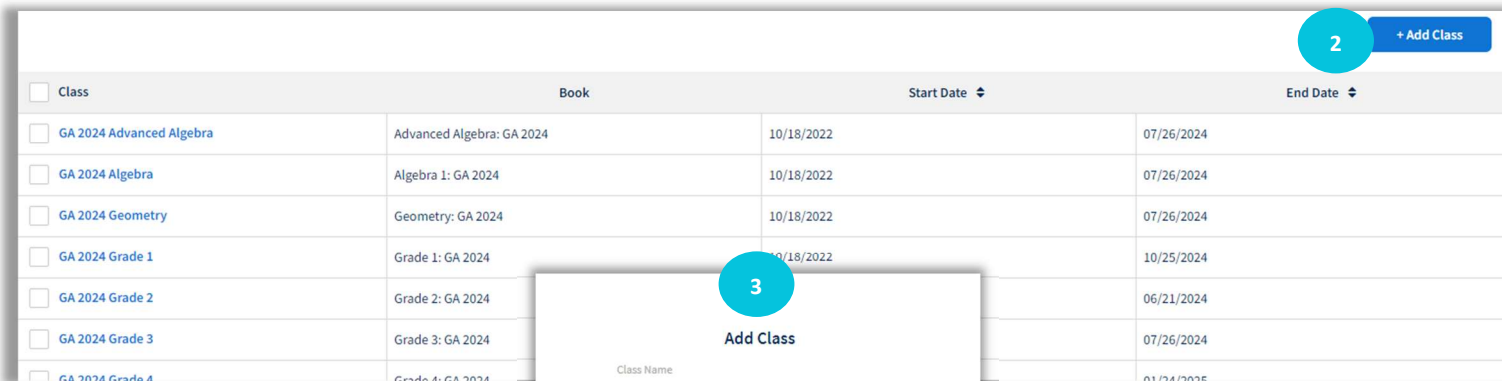
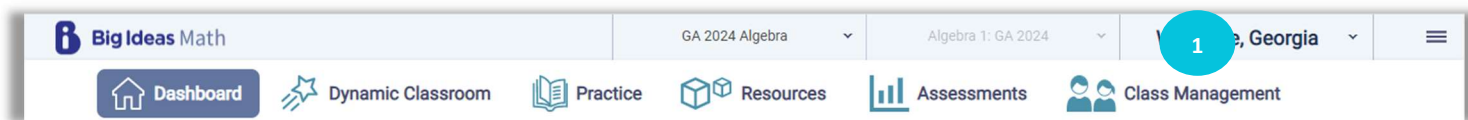


\*Please contact your **National Geographic Learning Representative** for an access code.

## Add a Class

The platform opens to the Teacher Dashboard. Classes will be pre-populated when you log in. If you would like to review the "Add a Class" feature, follow these steps.

- 1 From the site navigation, select **Class Management**.
- 2 Select **+Add Class**.
- 3 Fill out the required information, and click **Add**.



## Add Students to a Class

To get the full experience as a teacher and to see the flexibility in assignments, be sure to add students to your class.

- 1 While in **Class Management**, select the class from the list.
- 2 Click **+Add Students**.
- 3 Enter a Student ID number, and click **Add**. If the student is not found in the system, fill out the required information, and click **Add**.

The screenshot illustrates the 'Class Management' interface. At the top, there are tabs for 'Active', 'Archived', 'Upcoming', 'Students', and 'Password Requests'. A '+ Add Class' button is located in the top right corner. Below this is a table with columns for 'Class', 'Book', 'Start Date', and 'End Date'. The table lists three classes: 'GA 2024 Advanced Algebra', 'GA 2024 Algebra', and 'GA 2024 Geometry'. A red circle with the number '1' highlights the 'GA 2024 Geometry' row. Below the table, there is a modal window for 'GA 2024 Geometry' showing details like 'Primary Teacher: Georgia Georgia', 'Co-Teacher: No Co-teachers', 'Book: Geometry: GA 2024', and 'Grade: 10'. A '+ Add Students' button is highlighted with a red circle and the number '2'. Below this, there are two overlapping forms. The first form, titled 'Add a Student', has a 'Student ID' input field and 'Add' and 'Cancel' buttons. A red circle with the number '3' highlights the 'Add' button. The second form, titled 'Add a New Student', is shown when the student ID is not found. It contains a message: 'Student ID not found. Complete this form to add new student to your class.' and fields for 'Student ID', 'First Name', 'Last Name', 'Student Grade Level' (set to '5th Grade'), and 'Parent/Guardian Email (optional)'. It also has 'Add' and 'Cancel' buttons.

## 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. The question mark in the bottom right corner is the **Information Center**. This includes Announcements, Getting Started Walkthrough Guides, Site Tutorials, and Additional Support options, such as the Help Center and Customer Support Portal.

The screenshot displays the Big Ideas Math dashboard. At the top, there is a navigation bar with the Big Ideas Math logo, the course title "GA 2024 Algebra", "Algebra 1: OR 2024", and a user greeting "Welcome, Georgia". Below this is a secondary menu with icons for Classroom, Practice, Resources, Assessments, and Class Management. The main content area is divided into several sections:

- PLAN**: Includes Lesson Plan, Planning Resources, Create Practice, Create Assessments, Dynamic Classroom, and Teacher Edition PDF.
- TEACH**: Includes Resources by Chapter, Answer Presentation Tool, Skills Trainer, Additional Teaching Resources, Student Edition PDF, and Teacher Edition PDF.
- ASSESS**: Includes Create Assessments.
- Student Self Assessment**: A section with four levels of understanding (1-4) and a table for Learning Targets and Success Criteria. The Learning Target table shows 0% completion for all four levels. The Success Criteria table shows 0% completion for all four levels.
- Formative Check**: A section for tracking student progress.
- Current Assignments**: A table showing the status of various assignments.
- Cumulative Performance Report**: A section for tracking overall student performance.

Average Score	Name	Submitted	In Progress	Not Started
79%	Chapter 1: Practice Test (1 - No Associated Program)	3	0	1
79%	Alg 1 Chapter 2: Test No Associated Program	3	0	1
83%	Section 1.1: Practice (1 - No Associated Program)	3	0	1
88%	Chapter 1: Test No Associated Program	3	0	1

# PLAN AND TEACH

## Dynamic Classroom and Dynamic Student Edition, K-5

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 navigation bar at the top.
- 2 The Dynamic Classroom opens to the last place visited within the Dynamic Classroom. If this is the first time, it opens to Chapter 1.
- 3 Click on **Menu** to navigate to a specific place within the Dynamic Classroom.

The screenshot shows the Dynamic Classroom interface. At the top, a navigation bar includes icons for Dashboard, Dynamic Classroom (highlighted with a red circle 1), Practice, Resources, Assessments, and Class Management. Below this, the main content area is titled 'Chapter 1 - Numbers and Arrays'. A 'MENU' button (highlighted with a red circle 3) is located on the left side. The main content area displays a table with columns for Lesson, Learning Target, and Success Criteria. A red circle 2 highlights the 'Chapter Overview' tab in the navigation bar.

Lesson	Learning Target	Success Criteria
Chapter 1 Numbers and Arrays	Understand numbers and arrays.	<ul style="list-style-type: none"> <li>I can identify odd and even numbers.</li> <li>I can explain whether a number is even or odd.</li> <li>I can create an array.</li> <li>I can write equations.</li> </ul>
11 Even and Odd Numbers	Tell whether a number is even or odd.	<ul style="list-style-type: none"> <li>I can model a number using pairs of linking cubes.</li> <li>I can tell whether a number can be shown as two equal parts.</li> <li>I can explain how I know a number is even or odd.</li> </ul>
12 Model Even and Odd Numbers	Use an addition equation to model even and odd numbers.	<ul style="list-style-type: none"> <li>I can model a number using pairs in a grid.</li> <li>I can write an addition equation to match the grid.</li> <li>I can tell whether the number is even or odd.</li> </ul>
13 Equal Groups	Determine the total number of objects in equal groups.	<ul style="list-style-type: none"> <li>I can identify the number of groups and the number of objects in each group.</li> <li>I can write a repeated addition equation.</li> <li>I can tell how many objects there are in all.</li> </ul>
14 Use Arrays	Determine the total number of objects in an array.	<ul style="list-style-type: none"> <li>I can identify the number of rows and columns in an array.</li> <li>I can write a repeated addition equation.</li> <li>I can tell how many objects there are in all.</li> </ul>

## Dynamic Classroom and Dynamic Student Edition, K-5

### How to Use, cont.

- 1 Select the **Chapter**, and choose **Start the Chapter**, **Start a Lesson**, or **End the Chapter**.
- 2 Choose **Start a Lesson** to open the lesson options.
- 3 Navigate within the lesson using the left or right arrows or the lesson icons at the bottom. Use the **Flip-To** to send all students to the same place.
- 4 View the **Self-Assessment** data, the lesson **Learning Target**, the **Math Tools**, and **My Notes** using the icons at the top.
- 5 Use the TE icon to view **Laurie's Notes** specific to each portion of the lesson.

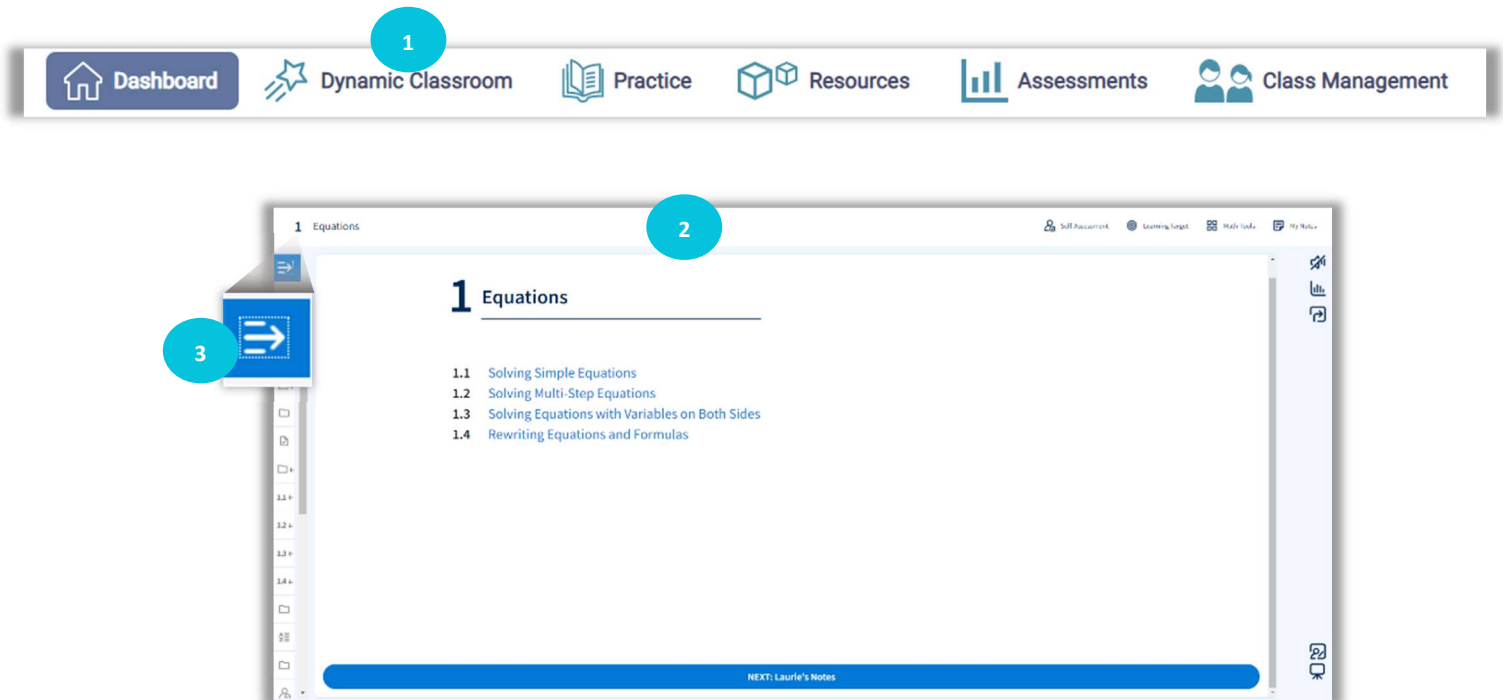
The image shows two screenshots of the Dynamic Classroom interface. The top screenshot displays the main menu for the lesson '1.1 Use Equal Groups to Multiply'. A vertical sidebar on the left contains a numbered list from 1 to 13. Step 1 points to the 'Start the Chapter', 'Start a Lesson', and 'End the Chapter' buttons. Step 2 points to the 'Start a Lesson' button. The main content area shows a list of lesson options: 1.1 Use Equal Groups to Multiply, 1.2 Use Number Lines to Multiply, 1.3 Use Arrays to Multiply, 1.4 Multiply in Any Order, 1.5 Divide: Size of Equal Groups, 1.6 Divide: Number of Equal Groups, and 1.7 Use Number Lines to Divide. Step 4 points to the top navigation bar containing icons for Self Assessment, Learning Target, Math Tools, and My Notes. The bottom screenshot shows the lesson content for '1.1 Use Equal Groups to Multiply'. Step 3 points to the left and right navigation arrows. The main content area displays the title 'Think and Grow Using Equal Groups to Multiply' and a video player with the question 'How many counters are there in all?' and three groups of three red counters. Step 5 points to the 'TE' icon in the top right corner of the video player. The bottom navigation bar contains various icons for lesson activities and tools.

## Dynamic Classroom and Dynamic Student Edition, 6-12

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 navigation bar at the top.
- 2 The Dynamic Classroom opens to the last place visited within the Dynamic Classroom. If this is the first time, it opens to Chapter 1.
- 3 Click on **Table of Contents** to navigate to a specific place within the Dynamic Classroom.





## Dynamic Classroom and Dynamic Student Edition, 6-12

### How to Use, cont.

- 1 Select the Chapter or Section content.
- 2 Navigate within the lesson using the blue buttons at the top and bottom, or by using the Table of Contents. Use the **Flip-To** to send all students to the same place.
- 3 View the **Self-Assessment data**, the lesson **Learning Target**, the **Math Tools**, and **My Notes** using the icons at the top.
- 4 Use the TE icon to view **Laurie's Notes** specific to each portion of the lesson.

The image shows two screenshots of the Dynamic Classroom interface, illustrating navigation and content viewing.

The top screenshot shows the "1.1 Solving Simple Equations" lesson page. A blue circle with the number "1" highlights the "TABLE OF CONTENTS" button in the top left corner. A blue circle with the number "3" highlights the navigation icons at the top right, including "Self-Assessment", "Learning Target", "Math Tools", and "My Notes".

The bottom screenshot shows the "Self-Assessment for Problem Solving 18 - 20" page. A blue circle with the number "4" highlights the "TE" icon in the top right corner. A blue circle with the number "2" highlights the navigation buttons at the bottom of the page, including "Next" and "Practice".

## Formative Check

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 Overall percentage data is available on the dashboard for the **Formative Check**. Choose the assignment from within the selected section. For individual student data, view the report in the **Dynamic Classroom**.
- 2 In the **Dynamic Classroom**, click the **Formative Check** icon to review the data on student performance, including a “thumbs-up” self-assessment.
- 3 Choose the class and content that students completed. Then click **Show Data**.

The composite image illustrates the Formative Check process. The top-left screenshot shows a dashboard with three donut charts representing performance: 35% Incorrect, 0% Partially Correct, and 65% Correct. A 'Show Data' button and a link to the Dynamic Classroom are visible. The top-right screenshot shows a student's 'Try-It' exercise page for 'Sec. 1.2 > Exercises 1 - 3 #1' with a 'Check' button and a 'Skills Review' button. The bottom-left screenshot shows a detailed report for '1.2 Formative Check' with a table of student performance.

Student	Incorrect	Partially Correct	Correct	Self-Assessment
Student 14	✗	✓	✗	i
Student 15	✓	✓	✓	i
Student 2	✓	✓	✓	i
Student 3	○	✗	✗	i
Student 4	✓	✗	✗	i

## Self-Assessment

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 **Student Self-Assessment** data is available on the dashboard for the selected section.
- 2 Within 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 view the report for insight into student progress.
- 3 Select the class, student (optional), and content. Then select **Show Data**.

**Student Self Assessment**

1 I do not understand    2 I can do it with help  
3 I can do it on my own    4 I can teach someone

**LEARNING TARGET**

	1	2	3	4
Use equal groups to multiply.	20%	40%	20%	20%

**SUCCESS CRITERIA**

	1	2	3	4
I can identify equal groups.	0%	20%	60%	20%
I can write a repeated addition equation for equal groups.	20%	20%	40%	20%

3 Self-Assessment

Oregon Math Grade 3    All

1.1 Use Equal Groups to Multiply    Show Data

Percent    Count

Learning Target	1	2	3	4
Use equal groups to multiply.	20%	40%	20%	20%

Success Criteria	1	2	3	4
I can identify equal groups.	0%	20%	60%	20%
I can write a repeated addition equation for equal groups.	20%	20%	40%	20%

1 I do not understand.    2 I can do it with help.    3 I can do it on my own.    4 I can teach someone else.

3.1 Understand Multiplicative Comparisons

2 Self Assessment    Learning Target    Math Tools    My Notes

**Think and Grow Modeling Real Life**

Watch It    Stopped Out    Extra Example

You perform a science experiment and use 4 times as much hydrogen peroxide as water. You use a total of 10 tablespoons of liquid. How many tablespoons of hydrogen peroxide do you use?

Draw a model.

Water:  $\frac{?}{?}$     Hydrogen peroxide:  $\frac{?}{?}$     Total = 10 tablespoons of liquid

The model shows 5 equal parts. There are 10 tablespoons of liquid in all.

$5 \times ? = 10$     Think: 5 times what number equals 10?

## Answer Presentation Tool

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 Components**, 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**. Click on any answer to reveal the worked-out solution.

The screenshot shows the 'ANSWER PRESENTATION TOOL' interface. At the top, a dark blue box labeled 'TEACH' contains a list of resources: 'Resources by Chapter', 'Answer Presentation Tool', 'Skills Trainer', 'Additional Teaching Resources', and 'Student Edition PDF'. A red circle with the number '1' points to this menu. Below the menu is the main tool interface. It has a blue header with the title 'ANSWER PRESENTATION TOOL' and a red circle with the number '3' pointing to it. The interface includes a navigation bar with dropdown menus for 'Grade 3 - Student Edition', '1', '2 - Homework and Practice', and '1-9'. There are also buttons for 'ALL', 'EVEN', 'ODD', and 'Show Solutions', with a red circle and the number '4' pointing to the 'Show Solutions' button. The main content area is divided into four sections:  
1. Problem 1: 'Find  $3 \times 6$ .' It shows a number line from 0 to 25 with three jumps of size 6, starting at 0 and ending at 18. The text 'Number of jumps: 3' and 'Size of each jump: 6' is above the number line. Below the number line, the equation  $3 \times 6 = 18$  is shown.  
2. Problem 2: 'Find  $4 \times 5$ .' It shows a number line from 0 to 25 with four jumps of size 5, starting at 0 and ending at 20. Below the number line, the equation  $4 \times 5 = 20$  is shown.  
3. Problem 3: 'Structure' Complete the multiplication equations in two different ways. Model each equation on the number line. Sample answer:  $4 \times 3 = 12$  and  $3 \times 4 = 12$ . It shows two number lines. The first has four jumps of size 3 from 0 to 12. The second has three jumps of size 4 from 0 to 12.  
4. Problem 4: 'Writing' Explain how you can use a number line to find  $5 \times 3$ . Sample answer:  $5 \times 3$  means 5 groups of 3. Number of jumps is 5. Size of each jump is 3.

## Resources

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
- Answer Presentation Tool
- Apps
- Assessment Book
- Chapter at a Glance
- Complete Materials List
- Counting Stories
- Cross-Curricular Projects
- Differentiated Rich Math Tasks
- Differentiating the Lesson
- Digital Examples
- Everyday Connections Videos
- Everyday Explorations Videos
- Explorations
- Family Letters
- Game Library
- Graphic Organizers
- Instructional Resources
- Interactive Tools
- Learning Targets and Success Criteria
- Lesson Example PowerPoints
- Lesson Plans
- Lesson Tutorials
- Math Musicals
- Math Tool Paper
- Multi-Language Glossary
- Opportunities to Practice the Modeling Process
- Pacing Guides
- Performance Tasks
- Practice Workbook (Grades K-2)
- Resources by Chapter
- SEL Resources
- Skills Review Handbook
- STEAM/STEM Videos
- Student Edition
- Teaching Edition
- Test Prep and Practice Workbook (Grades 3-Advanced Algebra)
- Vocabulary Flash Cards
- Worked-Out Solutions Key



## Resources, cont.

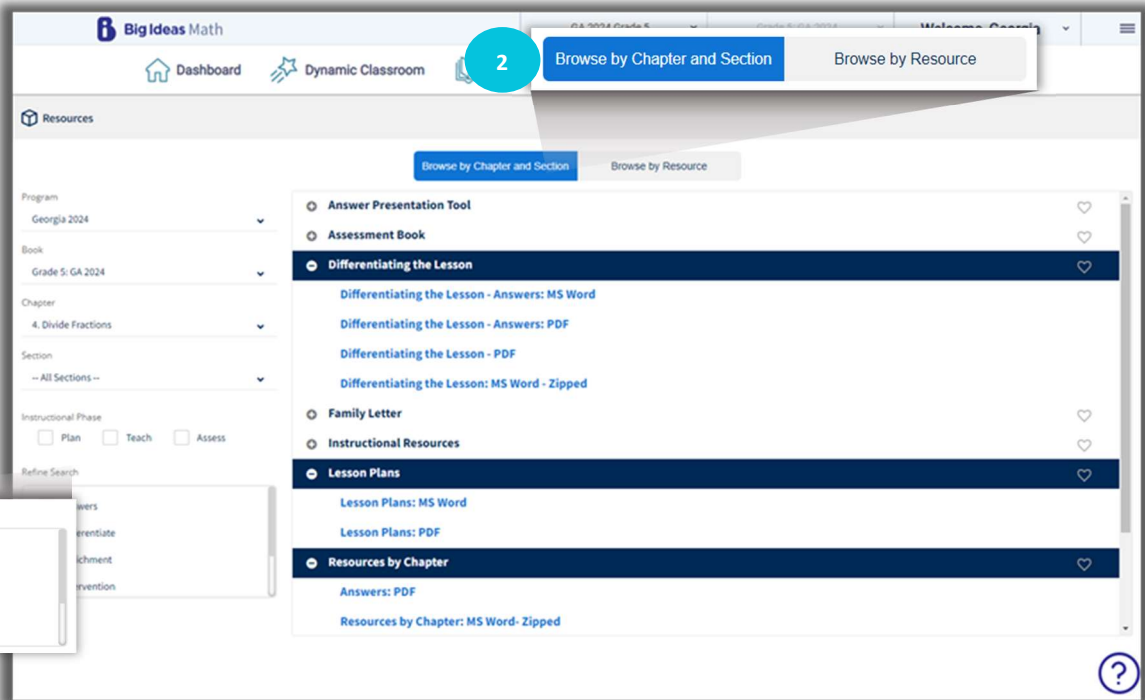
### How to Use

- 1 From the site navigation, select **Resources**.
- 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.

1



2



3

## Video Library

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 or tool, if required.
- 4 Select the video to play.

### Additional Resources

Game Library  
Video Library  
Math Tools  
eBook

The screenshot displays the 'Videos' interface. On the left, a sidebar shows 'Additional Resources' with 'Video Library' selected. The main area features a navigation bar with categories: 'Life on Earth', 'Concepts & Tools', 'Pedagogical Approach', and 'STEAM' (selected). Below the navigation bar is a 'Grade Level' selector with options 3, 4, 5, 6, 7, and 8. The main content area shows a grid of video thumbnails, each with a title and a 'More' link. The thumbnails are arranged in three rows. The first row includes 'Space Cadets', 'Training for a Half Marathon', 'Massively Multiplayer Rock Paper Scissors', 'Shadow Puppets', 'Comparing Dogs', and 'Honeycombs'. The second row includes 'Track and Field', 'Hurricane!', 'Paper Measurements', 'Gold Alloys', 'Fuel Economy', and 'Apparent Temperature'. The third row includes 'Carbon Atoms', 'Metronome Design', and 'Canning Salsa'. A blue circle with the number '4' is overlaid on the 'Canning Salsa' thumbnail.

## Game Library

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 high school 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. It can also be found in the **Additional Resources** on the dashboard.
- 2 Choose **Interactive** or **PDF**.
- 3 Choose the grade level or grade band.
- 4 Select the game.

The screenshot illustrates the navigation process for the Game Library. It shows a dashboard with a central menu containing 'Game Library', 'Math Tools', 'Skills Trainer', and 'Resources'. A callout box labeled '1' points to the 'Game Library' icon and another callout labeled '1' points to the 'Additional Resources' menu, which lists 'Game Library', 'Video Library', 'Math Tools', and 'eBook'. Below the dashboard, the 'Game Library' page is shown with a filter for 'Interactive' (callout '2') and a grade level selector (callout '3') with 'Middle School' selected. A grid of game cards is displayed, including 'M and M and M', 'Let's Race!', 'Tic-Tac-Toe', and 'Pick Your Polygon', with a callout '4' pointing to one of the game cards.



## Math Tools

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. It can also be found in the **Additional Resources** on the dashboard.
- 2 Select the type of tool: **Interactive Tools**, **Math Tool Paper**, or **Graphic Organizers**.
- 3 Choose the grade band.
- 4 Choose the tool.

The screenshot illustrates the user interface for the Math Tools section. On the left, a vertical navigation menu includes options like Dynamic Classroom, Student Reports, Practice, Assignments, and Assessments. The main dashboard area contains icons for Resources, Skills Trainer, Math Tools, Dashboard, and Class Management. A callout box labeled '1' points to the 'Math Tools' icon in the dashboard and the 'Additional Resources' section, which lists Game Library, Video Library, and Math Tools. Below this, a detailed view of the 'Math Tools' page is shown. It features a 'Grade Level' selector with 'High School' selected, and a grid of tool categories: Interactive Tools, Math Tool Paper, and Graphic Organizers. Under 'Interactive Tools', various tools are displayed with icons and labels: Algebra Tiles, Answer Presentation Tool, Balance Scale, Desmos Geometry Tool, Desmos Graphing Calculator, Fraction Models, Multi-Language Glossary - High School, Number Line, Place Value, and Probability Tools.

## Math Musicals

**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. The **SEL Guiding Questions for Math Musicals** document in the Resources section ties social and emotional learning strategies into the stories.

### How to Use

- 1 Find the **Math Musicals** in the site menu. It can also be found in the Additional Resources on the dashboard.
- 2 Choose the grade level.
- 3 Select the Math Musical to view the animation along with all the associated resources.

The image shows a screenshot of the Big Ideas Learning website interface. On the left, a navigation menu includes links for Dynamic Classroom, Student Reports, Practice, Assignments, Resources, Skills Trainer, Math Tools, Game Library, and Math Musicals. A blue box labeled "Additional Resources" contains links for Game Library, Video Library, Math Tools, and Math Musicals, with an arrow pointing to the "Math Musicals" link in the main menu. The main content area displays the "Math Musicals" page, which features a grade level selector (set to "1") and a list of musicals. The selected musical is "Newton and Descartes's Day at the Beach" for grade level 1. The page also shows other musicals for grade level 1, such as "Newton and Descartes's Adventure to Skylas" and "Newton and Descartes's Brush With Fame".

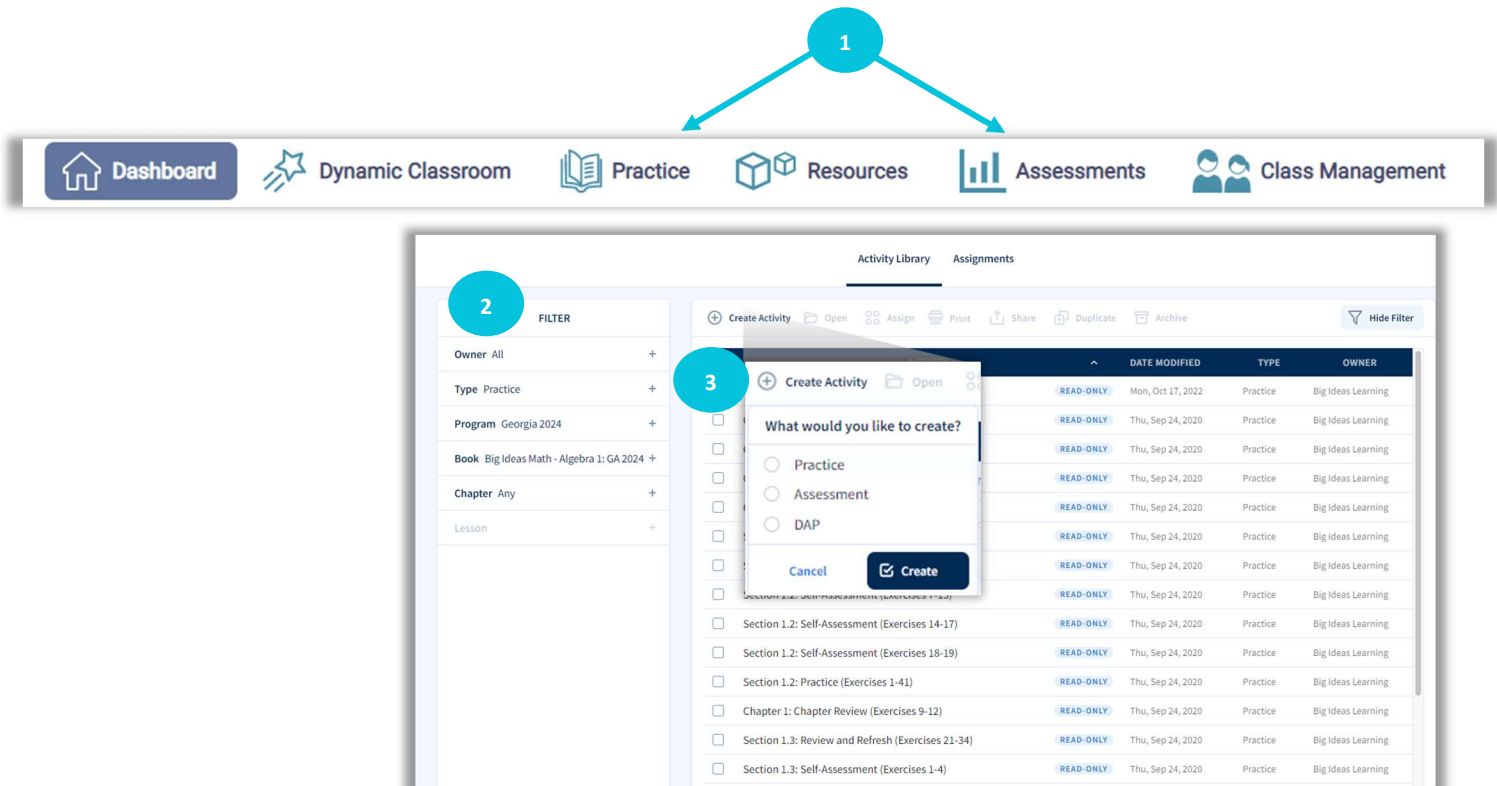
# PRACTICE, ASSESSMENT, AND REPORTS

## Activity Library

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 **Practice** or **Assessments** in the site navigation.
- 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 DAP (Diagnostic Adaptive Progression) Assessment.



## Assignment Builder

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, 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.

The screenshot displays the Assignment Builder interface with three numbered callouts:

- 1** (Filter Panel): A vertical sidebar on the right with a 'FILTER' header and a list of categories: Owner (Big Ideas Learning), Program (Georgia 2024), Book (Big Ideas Math - Algebra 1: GA 2024), Chapter (Chapter 1 - Graphing Linear Functions), Lesson (Any), Exercise Set (All), Parity, Assignment Guide, and DOK (All). Each item has a plus sign to its right.
- 2** (Item Bank): A central panel with an 'Add' button, a 'Create Question' icon, and a 'Hide Filter' button. It lists several math questions, including one with a number line graph. A question is selected with a checkmark.
- 3** (Activity Preview): A panel on the left showing details for 'Practice 1', including 'DATE MODIFIED', 'TYPE' (Practice), and 'OWNER' (Georgia Georgia). Below this is a table for a proportionality problem:

x	4	6	12	16
y	6	8	16	20

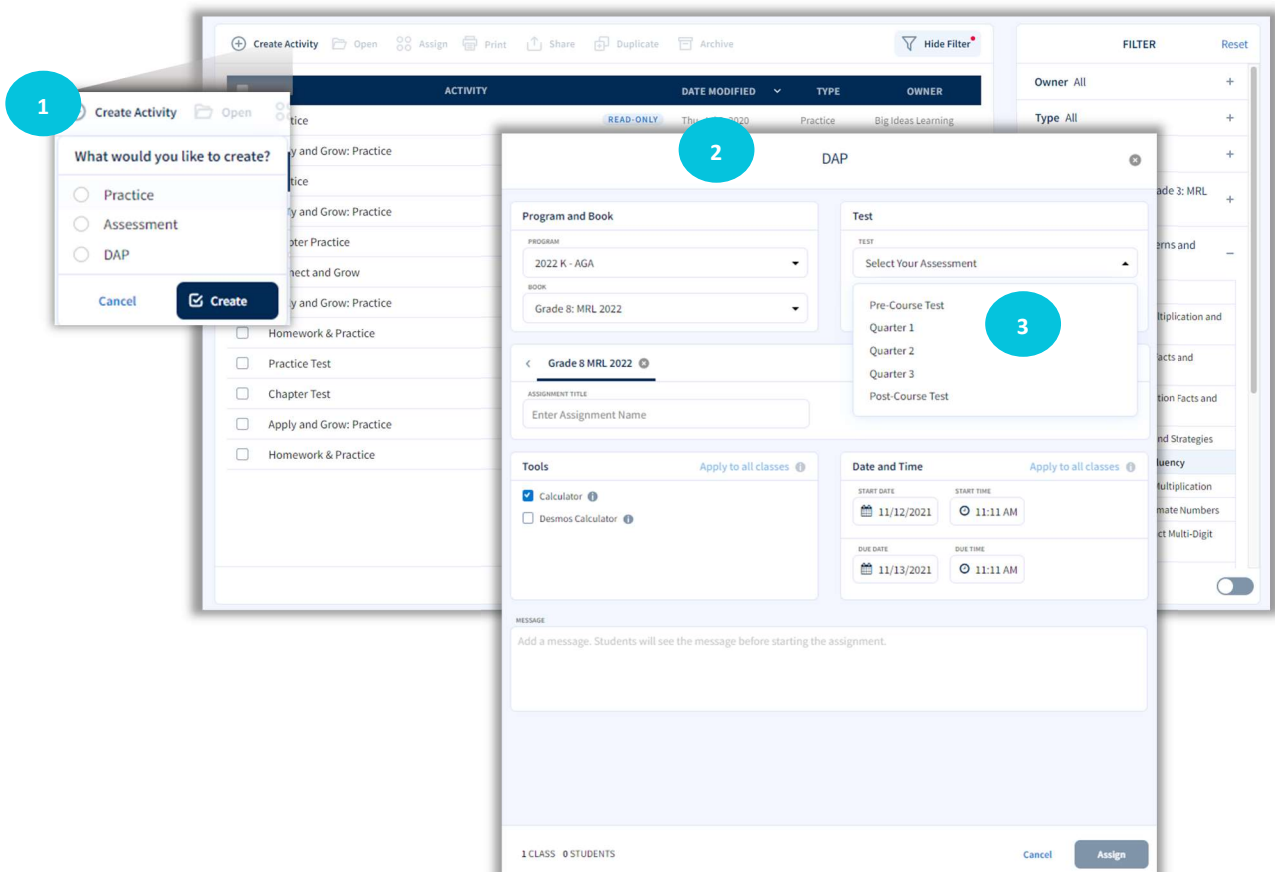
Below the table are input fields for '1' and '2' and a 'Correct answers' section with '1' and '2' buttons. A 'Recalculate' button is overlaid on the table. At the bottom, a question is listed: 'Algebra 1: GA 2024 / Chapter 1 / Section 1.2: Functions / Section 3.1: Review & Refresh (42 - 63) / Question 42'. A '3' callout points to the question list.

## DAP (Diagnostic Adaptive Progression) Assessment

The DAP (Diagnostic Adaptive Progression) Assessment measures learning across grades periodically throughout the year. The DAP Assessment gives teachers full insight into where students fall on the continuum of skills using questions that adapt based on student responses.

### How to Use

- 1 From the Activity Library, click on **Create Activity**. Choose **DAP**.
- 2 Fill out the required information to assign the test.
- 3 The test options include a Pre-Course Test, Quarter 1, Quarter 2, Quarter 3, and the Post-Course Test.



## Reports

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**.

The screenshot displays the 'Assignments' page in the Big Ideas Learning interface. The page is titled 'Assignments' and features a navigation bar with 'Activity Library' and 'Assignments' tabs. A callout box labeled '1' points to the 'Assignments' tab. Below the navigation bar, there are several action buttons: 'Create Activity', 'Open', 'Assign', 'Print', 'Share', 'Duplicate', and 'Archive'. A 'FILTER' section on the left allows filtering by 'Owner All', 'Book', 'Chapter', and 'Lesson'. A 'View Report' button is highlighted with a callout box labeled '3'. The main content area shows a table of assignments. The first row is 'Assessment 1' by Amy Banko, with a 'View Activity' link. A callout box labeled '2' points to the checkbox next to 'Assessment 1'. The table has columns for 'ASSIGNMENT NAME', 'ASSIGNEES', 'DUE DATE', 'AVERAGE SCORE', and 'STUDENT PROGRESS'. The 'Assessment 1' row shows a 'COMPLETED' status, a due date of 'Tomorrow', and an average score of '67%' with a progress bar. Below this, there are several 'Practice' items, each with a 'View Activity' link and a 'READ-ONLY' status. A 'Show Archived' toggle is at the bottom left, and a pagination control is at the bottom right.

## 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**.

The screenshot shows the 'Student Reports' interface. At the top, there are tabs for 'Performance', 'Standards', and 'Skills Trainer'. Below the tabs, there is a search bar with 'All students selected' and a date range from '12/08/2019' to '01/08/2021'. A 'Load Report' button is visible. The table below contains student performance data for 'Ch2 Practice' and 'Chapter 2 Quiz'.

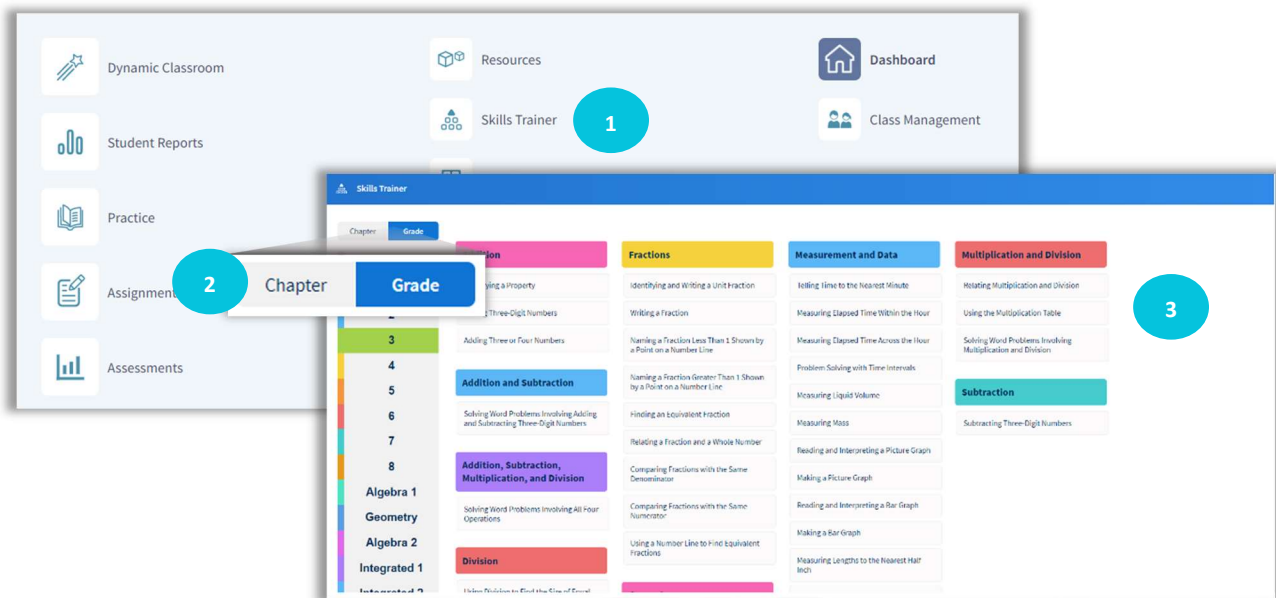
Last Name	First Name	Student ID	Ch2 Practice 11/02/2020	Chapter 2 Quiz 11/13/2020
Randy	Railey	wef51Dwef5	20/20	11/12
Kayleigh	Caldwell	wef51w5e5l12	14/20	5/12
Dzquan	Johnson	45674756786	20/20	11/12
Mariah	Cross	551651sdgdfg	18/20	3/12
Shanice	Dunn	a95sfd54a	17/20	10/12
Diane	Francis	a4s1d5oasd	14/20	9/12
Darryl	King	as4J5ea1d65	20/20	10/12
Kerya	Floyd	5c1fp6sdfig	14/20	8/12
Trey	Pierce	s56d1f56srg	19/20	10/12
Sean	Castro	w56ef15wef	14/20	12/12

## Skills Trainer

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.



**Have questions? We are here to help!**

Visit the Help Center from the main navigation. For further support, find additional resources to be successful with *Georgia Math* at [bigideaslearning.com/customer-support](http://bigideaslearning.com/customer-support)



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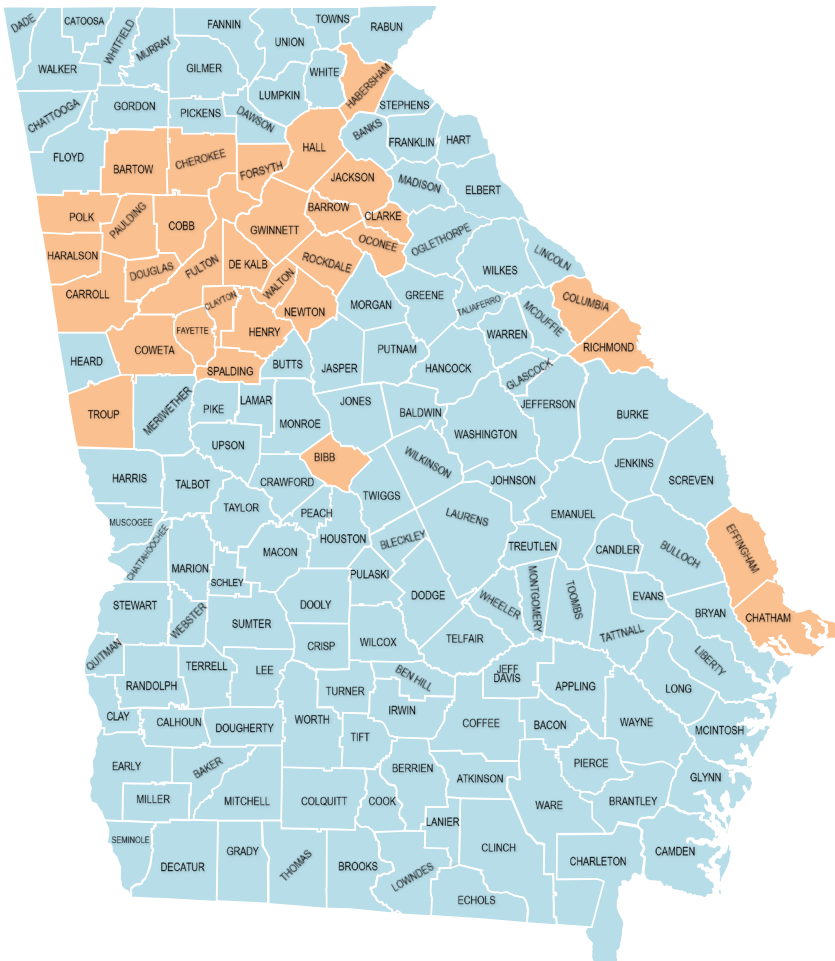
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