SAVVAS

Digital Guide Grades K-8

Experience Math_

The best way to learn is through experience.



Experience Math_

One Effective Place to Plan, Prep, Teach, and Access Experience Math

Savvas Realize[®] is the most versatile LMS on the market. With **one login**, you can access everything you need — from standards-aligned content and customizable assignments to **rich student data** and powerful **class planning tools**. The streamlined dashboard provides students, teachers, and district administrators alike, an **easy-to-navigate**, game-changing platform so learning can happen anytime, anywhere.

Teacher Experience

Using Savvas Realize, teachers will be able to:

- Navigate easily through organized landing pages
- Access embedded professional learning and tips while planning
- Reference expert-curated instructional supports while presenting
- Differentiate through provided activities, instructional scaffolds, and tips
- Customize assessments and assignments
- Download and customize lesson presentations
- Engage through games, activities, and tools
- Communicate with family through shareable links
- Review comprehensive data and reporting, including observational assessments via Realize[®] Scout

Student Experience

Using Savvas Realize, students will be able to:

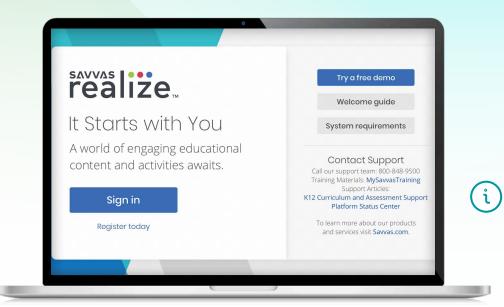
- View and complete assignments and assessments
- Access lesson materials and instructional supports
- Play digital games for additional practice
- Model mathematics through virtual manipulatives



Getting Started

Follow these steps to get started:

- 1. Go to SavvasRealize.com and select Sign in.
- **2.** Sign in with your *Experience Math*[™] Realize credentials.
- **3.** If you do not have credentials, select **Try a free demo**.



If you don't have credentials, contact your Account Manager or request one at **Savvas.com/ Experience-Math-demo**

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Teacher Home Page

Think of the home page as your control center, where you can access assignments, assessments, and interactive Student and Teacher's Editions.



Getting Started

Watch video >

Navigate Anywhere

From any page, you can use the top menu to return to this **Home** screen; **Browse** all of your programs; access assignments, rosters, and data for your **Classes**; and create custom content in **My Library**.

At-a-Glance Info

Once you have at least one class, a class card will show you key details about recent **assignments**, as well as direct access to that class's **Data** and other important information.

Google Classroom

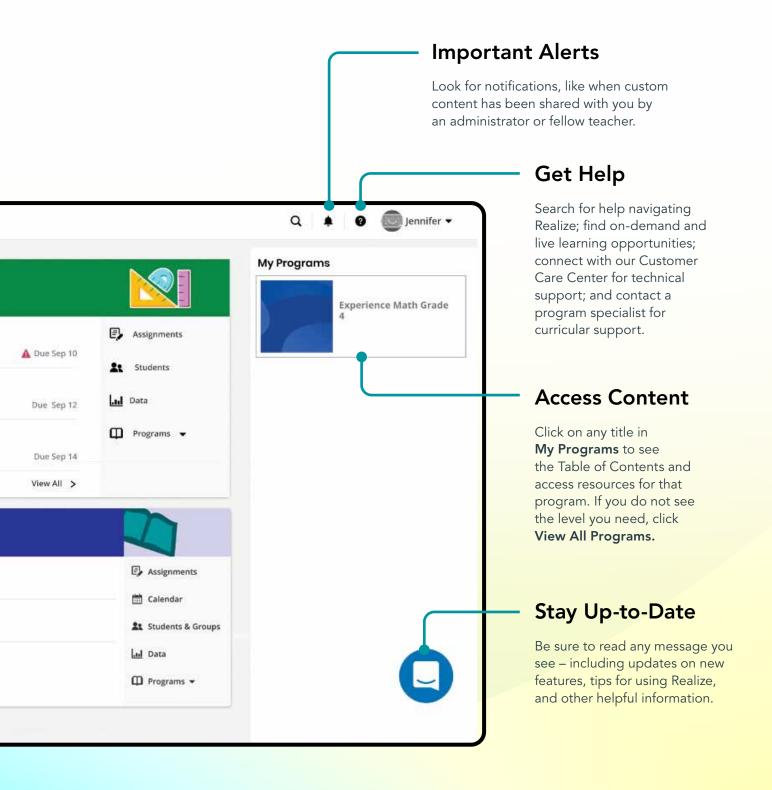
An icon clearly identifies classes that have been imported from Google Classroom[™].

> Realize and Google Classroom Setup



Watch video >

Mrs. Sm	th's Grade 4 Experienc	e Math, Period 2	
	On Student Activity		
4-4: Action 8/10 Turne	August a		
CONTRACTOR NO.	lidate Task In 📮 New Comment		
E M	s. Smith's Grade 4 Exp	orion co Math	
	On Student Activity	enenceman	
6/15 Comp 4-4: Action			
Turis com	New Comment		



Program Dashboard

You can find *Experience Math*[™] content in several ways: by search, program table of contents, or by feature.

Browse Content	realize. Home Browse Classes My Library
The Table of Contents aligns directly with the Scope and Sequence of the program. You can also view helpful "Getting Started" documents and videos.	Experience Math Grade 4
C	Table of Contents
	Student-Driven Learning Resources Only
	Program Overview Browse by Category
Professional Learning	Professional Learning Videos
Digestible professional learning videos walk through the instructional design of the	Games and Activities Games
program, as well as teaching strategies, suggestions, and math content support.	Topic I: Shapes and Angles Program Resources
	Topic 2: Classifying Whol
	Topic 3: Representing, Comparin Featured Resources
Topic Resources	Topic 4: Representing Four-Dig
Everything you need to teach a topic and lesson is in one place for easy access.	Topic 5: Estimating and thank you for working with your child's teacher and with us, the authors of Experience Math , to advance your child's learning. This is important to us, and we know it is
	Topic 6: Multiplying by One-Dig
	Topic 7: Patterns
	Topic 8: Representing Decimals

Brain Benders

Search Available Resources

Dynamic **search** allows you to find and filter standards-aligned content.

🕮 eTexts 🥕 Tools Search 🍸 Filte	Q ▲ 2 3	Academic Standards Find specific resources aligned to the Standards. Instructional Categories View available resources by content type and choose an instructional category that aligns with your lesson.
Assessment	Books / Readers	Featured Resources
Practice	Presentations	• Family Engagement: topic and lesson-level resources compatible with Google Translate [™] —no login required
Teacher Support	Video / Audio	Wonder Tasks: three-act, problem- based activities that encourage mathematical modeling
	Number Talk Was da senad collection of shells. There you was to the backshot grows a back back back back back back back ba	 Number Talks: 10-minute Number and Data Talks to build fluency Brain Benders: open questions to encourage creative problem solving Marian's Insights: videos from Marian with her instructional and mathematical content insights M Magazine: online math magazine, created by Marian Small, dedicated to empowering math educators
CREATING MULTIPLICATION PROBLEMS Marian's Insights	M Magazine	

Topic Resources

Easily prepare and plan for a topic by selecting a topic from the program dashboard.

Topic Planning

Topic Planning provides pacing, mathematical background, coherence information, objectives, and materials.

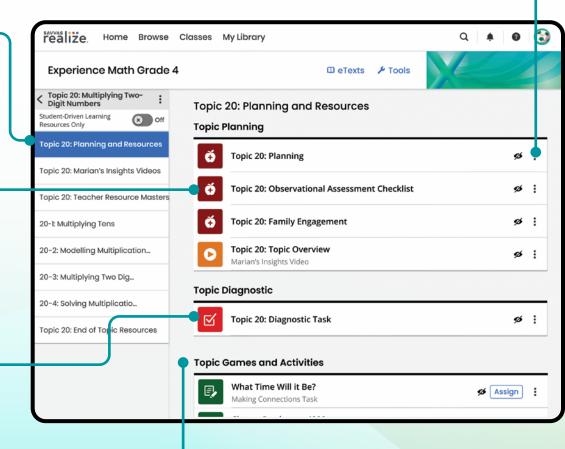
Observational Checklist

Observational Checklist identifies whether students have learned critical pieces throughout the topic or if

Diagnostic Task

intervention is needed.

Diagnostic Task is a handson task that helps assess if students are ready for the upcoming topic.



Games and Activities

Every Topic provides recommended Games and Activities to build fluency and problem-solving skills, including:

- Number Talks
- Data Talks
- Brain Benders
- Games
- Wonder Tasks
- Making Connections Tasks

realizescout

Savvas Realize® Scout allows teachers to document "in-the-moment" student learning right on Savvas Realize. Key lesson observation goals are noted to inform key learning moments to capture.

realize. Home Browse	Classes My Library	Q 🔺 🛛 🕻
Experience Math Grade	4 III eTexts 🔑 ools	
Contract Con	Topic 20: End of Topic Resources	
Student-Driven Learning Resources Only Off	Topic Review and Practice	
Topic 20: Planning and Resources	Topic 20: Topic Your Turn	Assign
Topic 20: Marian's Insights Videos		
Topic 20: Teacher Resource Masters	Topic Assessments	
20-1: Multiplying Tens	Topic 20: Assessment Overview	ø :
20-2: Modelling Multiplication o	Topic 20: Topic Assessment	💋 Assign 🚦
20-3: Multiplying Two Digi	Topic 20: Topic Assessment	Assign :
20-4: Solving Multiplicatio	Topic 20: Online Topic Assessment (Autoscorable)	💋 Assign 🚦
Topic 20: End of Topic Resources	Topic 20: Parallel Topic Assessment	🕫 Assign :
	Topic 20: Performance Task	💋 🖉 Assign

Topic Your Turn

Topic Your Turn provides topic level practice and review. It is customizable, assignable, and available in an autoscorable format.

Topic Assessments

 Topic Assessments are included for the full topic, including the beginning, during, and end of topic.

- Topic Assessment assesses both skills and concepts along with the ability to demonstrate understanding of the topic concepts. Topic Assessment can be printed, customized, or assigned digitally and autoscored.
- Parallel Topic Assessment offers an alternate, parallel assessment, allowing students to perform certain skills and communicate understanding with less technical complexity.
- Performance Task provides an assessment opportunity where students pull a number of concepts from the topic to solve a complex problem. Rubrics are provided for easy evaluation.

Lesson Resources

Every resource needed for each lesson is accessible from one, organized landing page for easy lesson prep and instruction.

Consolidated Resources

- Student Experience Book The pages of the print Student Experience Books are downloadable and assignable.
- Teacher Resources A teacher presentation for the full lesson is consolidated for download, offline use. Teachers can customize the presentation to support the needs of their students.

Planning

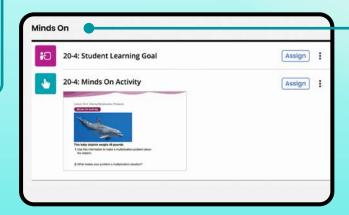
The Lesson Planning Guide provides one place for teachers to review the lesson goals, pacing, materials, and the instructional supports for each lesson, including question strategies, differentiation strategies, and more.

Sum It Up

Sum It Up provides a direct, shareable link to topic support within the Family Engagement site.

Home Browse	Classes My Library	Q 🌲 🙆
Experience Math Grade 4	🖽 eTexts 🏼 🗲 Tools	
T pic 20: Multiplying Two- D git Numbers	20-4: Solving Multiplication Problems	Locian all
op c 20: Planning and Resources	In This Lesson: Students create and solve problems that include multiplying two-digit numbers by two-digit numbers.	Assign all = ∎ ☑
op 20: Marian's Insights Videos	Student Experience Book Assign Student Experience Book (Spanish) Assign	Standards 4.OA.A.2, 4.OA.A.3, 4.NBT.B.5,
20-1: Multiplying Tens		SMP.1, View All
0-2: Modelling Multiplication 0-3: Multiplying Two Dig	Select m	ultiple items 🗴 Off
0-4: Solving Multiplication	Teacher Resources (2 items)	•
opic 20: End of Topic Resources	Planning 20-4: Planning Guide	<i>\$</i> \$
•	č 20-4: Sum it Up	Assign
	20-4: Creating Multiplication Problems	ø

Standards covered while teaching



Lesson Materials

Lesson Presentation Tools and Materials are organized by the lesson parts: Minds On, Action, Consolidate, and Your Turn.

Lesson Resources

Consolidate		
20-4: Consolidate Questions	Assign	
Laure 24 - Eding Unification Patients	E×	kit T
4. Single-split you have a stread Action. Taxaba only multiplication or using multiplication and subtraction? 2. What makes a problem a multiplication subsetor?	qui	t Ticke ck che
20-4: Exit Ticket		l to pro ect on
20-4: Online Exit Ticket (Autoscorable)	💋 Assign 🗄	
our Turn	As	ssig
20-4: Your Turn What You Learned Students talk about how to recognize multiplication situation: the calculation strategies they used to solve the problems. Image with the second strategies and the solution Strategies and the second strategies and the solution	you allo	r lesso ws for utosco
20-4: Your Turn Questions	Assign : Ga	ame
20-4: Additional Practice		ra prac n of er
ames and Puzzles	dig	ital ga
Area Model Match Game Game/Puzzle	Assign	
Penguin Plunge Digital Game Game/Puzzle	Assign :	banis
panish		studen ilable
20-4: Meta de aprendizaje para el estudiante (Student Learning Goal)	Assign :	grated
20-4: Actividad ¡A concentrarse! (Minds On)	Assign :	Joint O
20-4: Criterios para el éxito (Success Criteria)	Assign	
20-4: Tarea práctica (Action Task)	Assign :	
20-4: Preguntas para consolidar (Consolidate Quest	ions) Assign	
20-4: Boletos de salida (Exit Ticket)	Assign	

ckets

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5

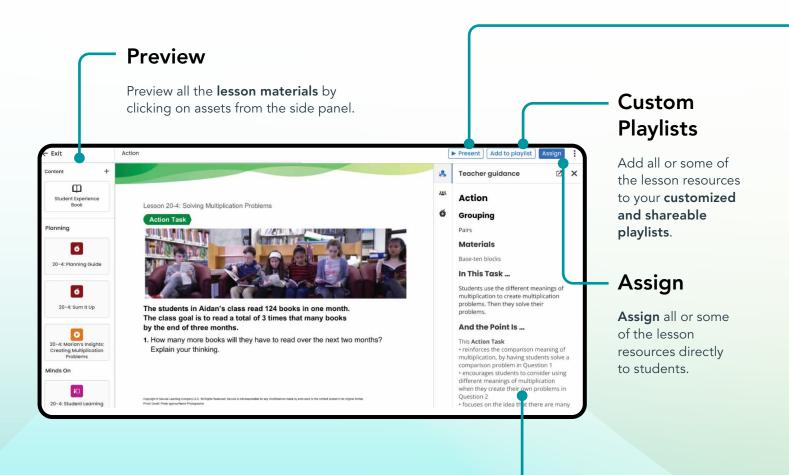
tice comes in the gaging hands-on and nes.

h

-facing assets are n Spanish and into the digital course use.

Presentation Mode

Slide Sorter view and Presentation Mode fuse presentation and instructional supports together in one, easy-to-manage experience to help you facilitate a lesson.



Teacher Guidance Panel

See the embedded **teacher guidance for each lesson part** through the Teacher Guidance Panel, including:



See **embedded coaching supports** from Marian Small to help facilitate meaningful instruction with strategic questioning strategies.

Presentation Mode

Presentation Mode

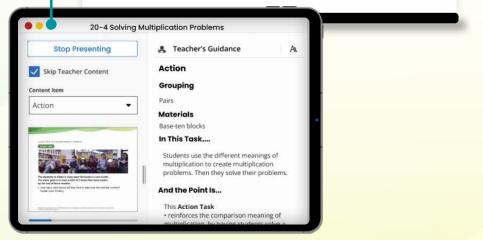
- **Presentation Mode** allows you to present the lesson presentation, while referencing your instructional supports without the need for multiple devices or tabs.
- From the Teacher Notes View, you can access instruction supports, control the presentation, and view previous and upcoming content.

Lesson 20-4: Solving Multiplication Problems



The students in Aidan's class read 124 books in one month. The class goal is to read a total of 3 times that many books by the end of three months.

1. How many more books will they have to read over the next two months? Explain your thinking.





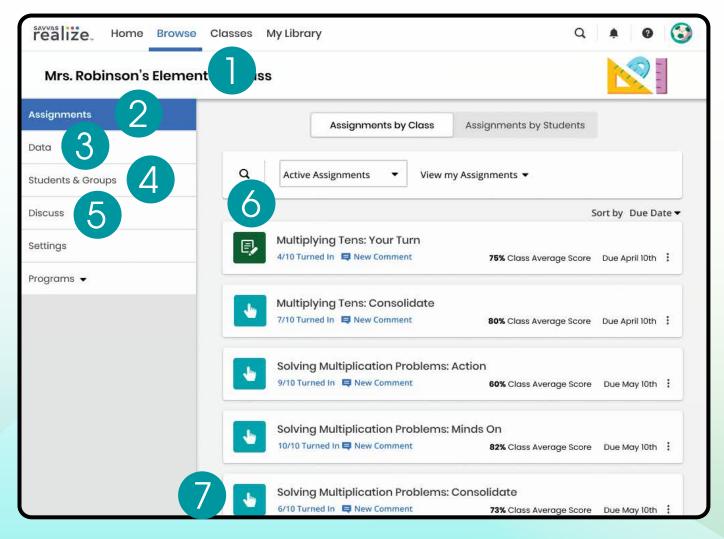
Access teacher resources, such as blackline masters or sample answer keys.



Tap into **embedded differentiation strategies and entry points** to help address student needs. These can include: English Language Learners scaffolds, "What You Could Do If..." guidance, Parallel Tasks, and more.

Managing Classes & Assignments

View class assignments directly from the teacher's dashboard class card, or by selecting from a list of classes under the "Classes" tab.



1. Classes

Click **Classes** to manage options.

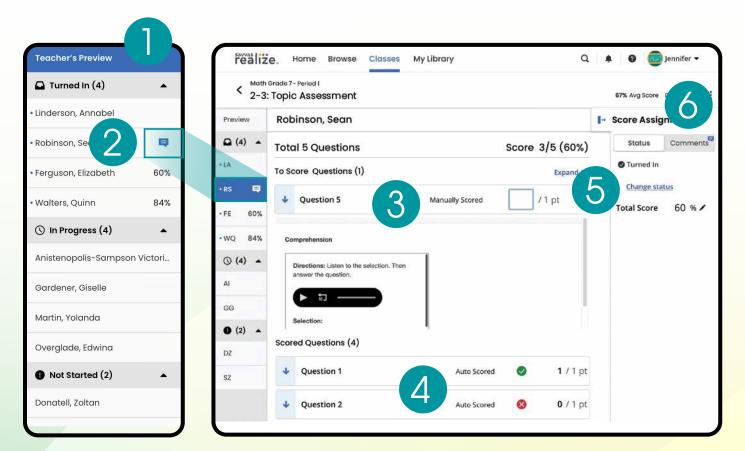
- 2. Assignments See assignment progress and average score for each student.
- 3. **Data**

Access detailed data reports for autoscored assignments.

- 4. Students & Groups Easily manage student accounts, like password changes. Create and manage small groups and assign content easily to them.
- 5. Discuss Create a prompt or manage active discussions to keep your class engaged.
- 6. Search Search for assignments by title keywords for quick access to specific assignments.
- 7. Dive Deeper Click on any title to see assignment details for each student and review completed work.

Scoring

With a dynamic layout, your scoring page optimizes to the task at hand. It expands the information you need and shrinks the stuff you don't.



1. Teacher's Preview

See a full list of students, **organized by their progress** on the assignment.

2. Teacher Feedback

Leave written feedback for a student when needed.

3. Manually Score Items Assign open-response questions or

discussion prompts and manually score items by selecting the item from the list.

4. Review Autoscored Responses

Realize will automatically score multiple-choice items, and teachers can click on **autoscored items to see the submitted answers**.

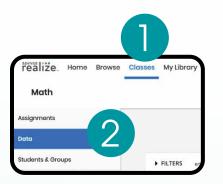
5. Return Assignments for Redo

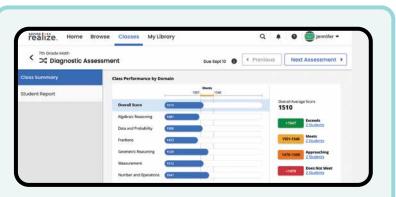
If a student accidentally submits an assignment early or forgets to submit a completed one, teachers can **change status to return the assignment or submit it** for the student.

6. Provide Feedback Read and respond to student comments or leave feedback.

Instantly Track, Record, and Analyze Data

- 1. Choose a **Class**.
- 2. Choose Data.



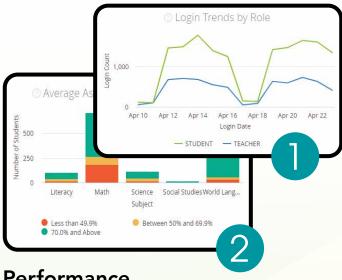


Savvas Math Screener & Diagnostic Assessments Student Report—Allows teachers to compare a student's Overall Performance to norm-referenced scores. It also identifies a student's Performance by Domain, indicating strengths and areas for improvement (additional option).

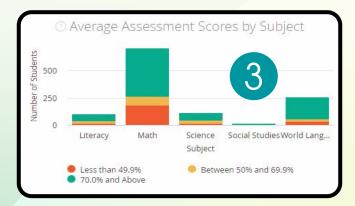
7th Grade Math			3_		+ - × ÷	Results f	overall st	andar				
Assignments		Results by Assessment	Standard Pro	ficiency		for the w	hole clas	s.				
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rograms 🔻	01/28/22	⊃⊈ Diagnostic Assessment	<u></u>	enVision Grade 7	 7th Grade Math Topic 1 Online Assessm 	ent	67% Avg Score	Due Sept 10	0 (Previous	Next A	ssessment 🕨
	01/22/22	Topic 3 Online Assessment	8 65%	enVision Grode 7	Standard Analysis		Show score as	Points v	Sort Standa	ards by Class	Performanc	e High to Low 🕶
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After clicking	n on an as	ssessment, choo	ose the					2.5				11.55
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Access to District-Level Data

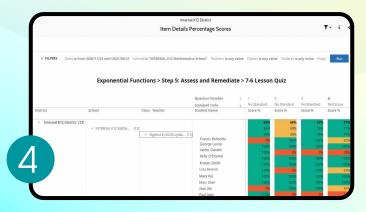
Administrators of any EasyBridge tier can access Savvas Realize® data by signing in to SavvasEasyBridge.com with a learning platform administrator account. Realize Reports help educators make decisions throughout the year regarding implementation, performance, and student progress.



Performance



Progress



- 1. Analyze logins to see if the program is being **used**, how many students are registered, and how they compare.
 - Students
 - Teachers
 - Totals
 - Prior periods
 - Roles
- 2. Examine program usage against your implementation strategy.
 - Schools
 - Programs
 - Assets opened

- 3. Review assessment scores by subject to see performance.
 - Score ranges
 - Programs
 - Schools
- 4. Explore percentage scores to see how classes and students perform on items in a given assessment.
 - Program
 - Assessment
 - Standards

Administrator Reports for the Savvas Math **Screener & Diagnostic** Assessments

The Administrator Dashboard gives a clear picture of performance of the district compared to peers, which can be drilled all the way down to an individual student.

Student Home Page

Both the Savvas Realize[®] student and teacher interfaces are designed to mimic one another.





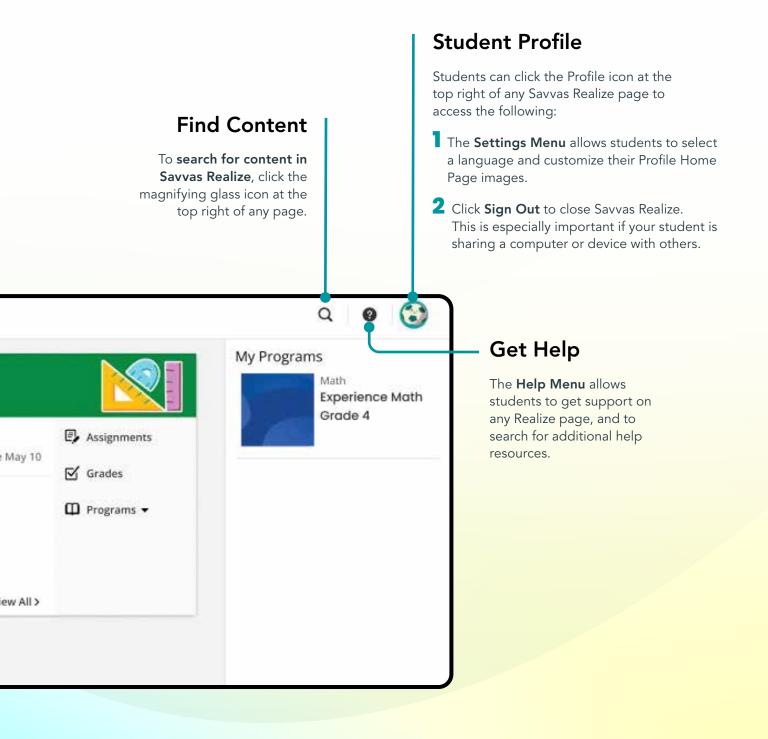
Watch video >

Navigate Anywhere Menu options on the Home Page allow your students to Browse their digital content, access all of their Realize Classes, and view their **Grades**. These menu options are available from every Realize page. realize. Home Browse Classes Mrs. Robinson's Elementary Class At-a-Glance Info 20-4 Solving Multiplication Problems Due In Progress For each of their Realize classes, students have a class card that includes information, alerting them to comments and reminding them of due dates. Cards also provide access to each class's Discussions, Grades,

and Programs.

recent assignment

Student Home Page



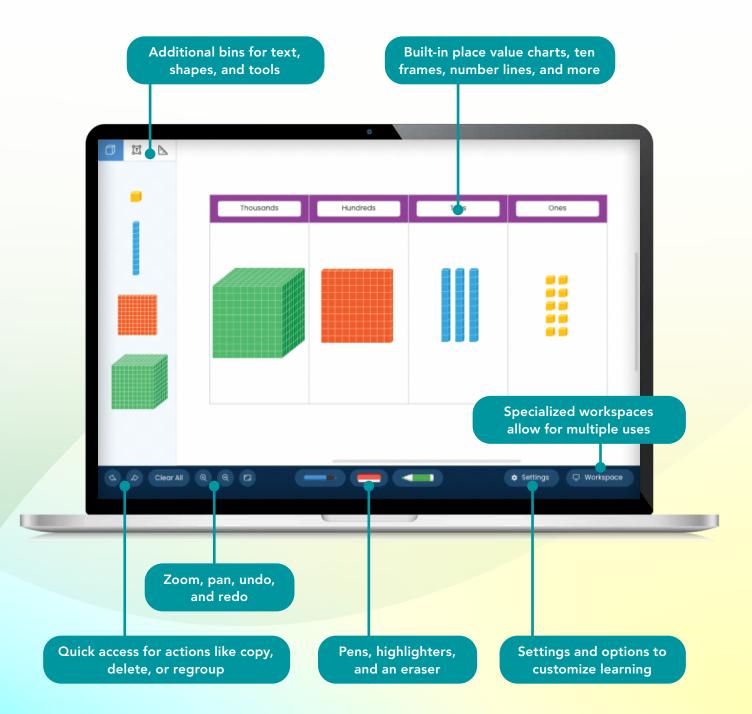
Purposeful Resources Designed to Engage and Enrich

Experience Math[™] is designed to be predominantly hands-on for students as they work together to derive meaning and develop critical mathematical thinking and collaboration skills. Purposeful digital resources are provided to supplement and engage students.

Sort all the numbers.	Digital Games
Multiples of 2 Multiples of 6 25 4 84 108 114 24 78 18 6	Assignable and accessible games provide enriched practice opportuni that help students build confidence ar ability in learned concepts.
CHECK	Estimate 89 × 85
the second s	500 2000 5000 7500
Find the sales tax.	
Find the sales tax.	
Find the sales tax. Sales Tax Selling Price Rate of Sales Tax Sales Tax \$60.00 5.25% ?	Digital Practice
Find the sales tax. Sales Tax Selling Price Rate of Sales Tax Sales Tax	Digital Practice Your Turn Practice provides embedded support as students complete purposeful practice on both skills and concepts.

Interactive Manipulatives via Brainingcamp

Brainingcamp virtual manipulatives have all the familiarity of their physical counterparts and help students **visualize concepts for meaningful understanding**.



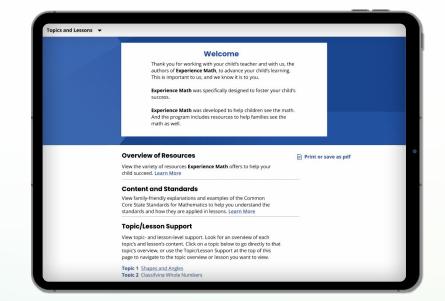
Family Engagement Site

Family communication is key to creating a consistent learning experience from the classroom to the home.

• No Login Required

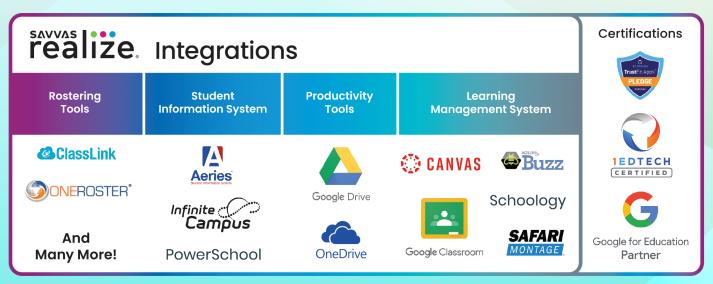
The Family Engagement Site provides access to support for the full school year, **no login required**.

- Examples and Explanations Lesson support provides digestible examples and an overview of the mathematical content for the lesson.
- Games and Activities Games and activities are provided to support learning at home.
- Translatable Content
 Site is compatible with Google
 Translate[™] to allow for content to be translated into over 100 languages.



Connect to What Matters

No matter what technologies you use, we have an integration for you.



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Support for Teachers and Families

Helpful Support

We are here for you when you need us.



Support.Savvas.com

For **helpful troubleshooting tips** and to get in touch with support.



mySavvasTraining.com

For **on-demand training**, **videos**, **and tutorials** for all your favorite programs.



Parents.Savvas.com

Questions at home? Our "Parents' Corner" gives helpful tips and tricks to support learners and those who support them wherever they are.



Status.Savvas.com

Subscribe to receive updates if Realize has planned or unplanned downtime.

Experience Math.

The best way to learn is through experience.

Savvas.com/Experience-Math



Savvas.com 800-848-9500

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