

Challenge 2



Games

Directions

1. On Savvas Realize, navigate to and play three different games associated with your grade level. To find these games, log in to Savvas Realize, navigate to the program, and under Table of Contents, click **Program Resources**. Select **Program Games**.
2. Think about and write down how and when you will play these games with your students. For example, students will play the game called Interactivity: Following the Drinking Gourd in Grade K, Topic 3 during Lesson 1 in centers on individual electronic devices.
3. On Savvas Realize, assign a game related to an upcoming topic to your students. If you need help assigning content to students, click [here](#) for more information or utilize the information on the following page.

Games	
Game	Usage/Notes

Create and Assign Content to Students

After you create your classes and groups, you can create assignments for the students in these classes and groups. You can also give assignments to individual students.

You create assignments by using and customizing the table of contents (TOC) in your programs, and by using all the accompanying content support such as lessons, search for content results, search for standards and search for leveled readers results, eTexts, tools, and so on.

To create and assign content to your classes, groups, and individual students, do the following:

1. Click **PROGRAMS** from the menu bar at the top of the page. The **Browse Programs** page will open and display all of the programs available for your use.
2. Select the program that you want to use to assign content for your class, group, or individual student. The program you select opens a **TOC** page. You can get information on the various types of content available by clicking the **Info** link below the chapter or item name in the TOC. If you are using the Thumbnail view, click **Options** first. The images or icons next to some of the items in the TOC identify the type of content that it contains.

You can also search for specific content by clicking the search button at the top of the page and then entering a keyword in the search box.

3. Click the **Assign** link under the chapter or item name in the TOC to assign this item to a class, group, or student.

Some TOC items are for teacher use only and cannot be assigned to students, while some TOC items can only be seen by a student when a teacher assigns them. At the beginning of the name of the TOC item, you will see a lock icon if the item is only for teacher use or an icon of a student with a line through it if the student will see the item only if a teacher assigns it. See Content Item Status Icons for more information.

4. In the **Create an Assignment** dialog box, set a **Start date and Due date** for the assignment.
5. Optionally, select the **Set start and end times** check box to select or enter the start and end times for the assignment. Students can still turn in an assignment after the assigned due date and time have passed, however the assignment status will show that the assignment was late.
6. Add any instructions that you would like to give your students. Then, assign this work to classes, groups, and students by entering a class, group, or student name using smart search. Enter the first letter and scroll to the class, student, or group for which you are looking. Search for students using "last, first" names. Click the **Assign** button when you have finished completing the required information.

You can temporarily hide an assignment to prevent students from accessing tests or assignments after the due date/time. After you grade the assignment, you can then unhide the assignment.