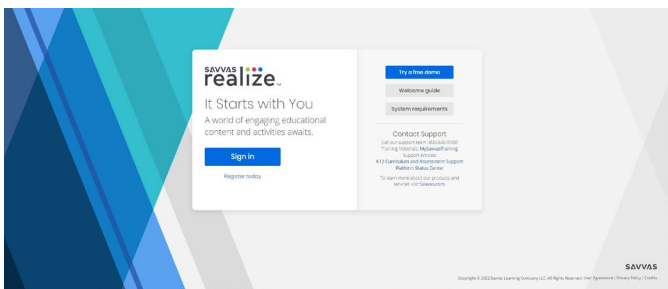
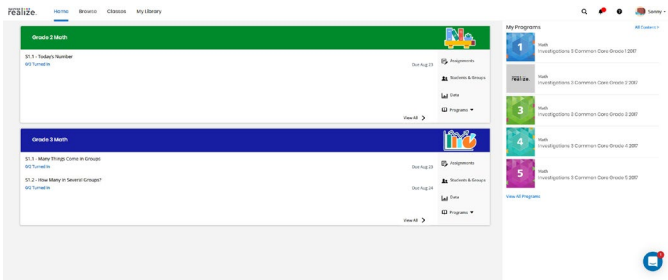




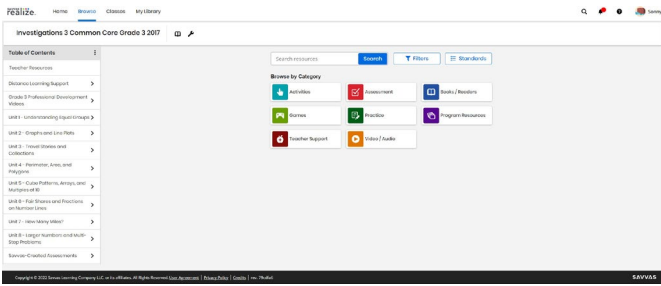
# Digital Path

**Directions:** Use the Digital Path to practice navigating the Savvas Realize™ platform. Take notes about each page/feature as necessary.

**Please note:** your program screens may look different from the images in these training materials due to enhancements to Savvas Realize.

Navigate Savvas Realize™	Click to Discover
<p>Sign in to <a href="https://SavvasRealize.com">SavvasRealize.com</a></p> 	<p>Tech Support: 800-234-5832</p>
<p>Explore the Dashboard.</p> 	<p>The Realize Dashboard provides you with quick access to your classes and programs.</p> <p>Classes: A panel for each of your classes lists the class's upcoming assignments. Each assignment includes the number of students who have completed the assignment, a notification of any new comments, and the due date. Click an assignment to go to the assignment details or click View All to go to the full list of your class's assignments.</p> <p>The following quick access buttons display just below or to the right of each class.</p> <ul style="list-style-type: none"> <li>• Assignments—See the full list of your class's assignments.</li> <li>• Students &amp; Groups—View the students and groups in your class.</li> <li>• Data—View your Class Results by Assignment data, including student test scores, progress, and usage.</li> <li>• Programs—Click the arrow to select one of the class's programs.</li> </ul> <p>My Programs The My Programs panel to the right lists all of your subscribed programs – these are Savvas content courses that you can add to and customize.</p> <ul style="list-style-type: none"> <li>• Select a program from the list to explore the program's Table of Contents (TOC).</li> </ul>

### Explore the Table of Contents (TOC) (Grade 3).



After selecting a program, you can use the Table of Contents, to view the list of resources, activities, and containers of resources and activities.

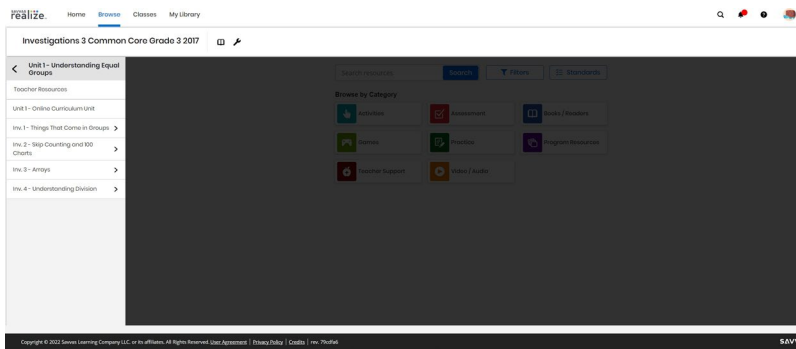
Click the arrow to the right of a content container to drill further into the content. Depending on content within the program, and the level you are viewing, different options display in the panel to the right:

At some levels, you can add custom content to the program, rearrange the order of the contents, or access your own custom content or teacher resources.

At some levels, you can choose to assign one or more items from the TOC, add one or more items to a playlist, edit the lesson container, or rearrange the order of the contents.

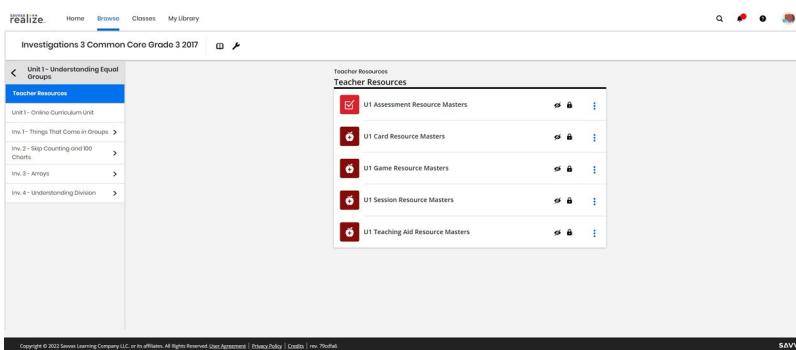
Click **Unit 1** to continue the tour.

### Explore Unit 3.



This is the unit level of *Investigations*. Click any of the investigations to dive deeper into the unit. The Teacher Resources and Online Curriculum Unit are also available on this page.

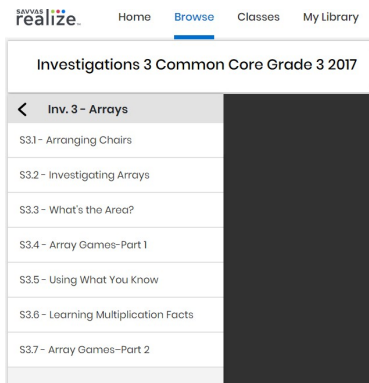
### Teacher Resources.



Click **Teacher Resources** to find Assessment Resource Masters, Card Resource Masters, Game Resource Masters, Session Resource Masters, and Teaching Aid Resource Masters. These resources are all in PDF format.

After exploring the Teacher Resources, click **Inv.3**.

Explore *Investigation 3* TOC.



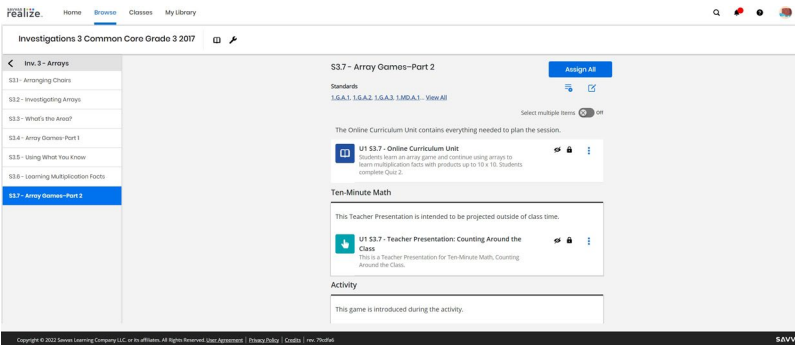
This is the investigation level of the TOC. Everything needed to teach and manage each session of an investigation is on this page.

Notice that there are seven sessions (lessons) in this investigation.

With a click of a button, you select the specific session.

Click **S3.7** (Session 3.7).

Explore Session 3.7.



This is the session level. You can find every part of the session needed for teaching on this page.

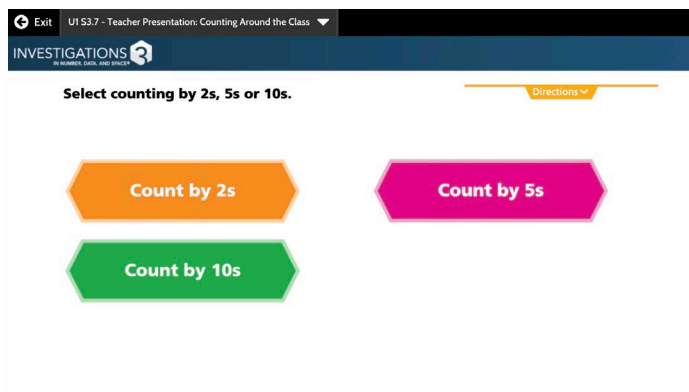
The first icon leads directly to this session in Realize Reader, the digital Curriculum Unit.

The second icon is the interactive Ten-Minute Math activity in Presentation Mode.

The third icon is the interactive presentation of the game being taught in this session.

Click the **Ten-Minute Math** activity

Explore the Ten-Minute Math Teacher Presentation: Counting Around the Class.



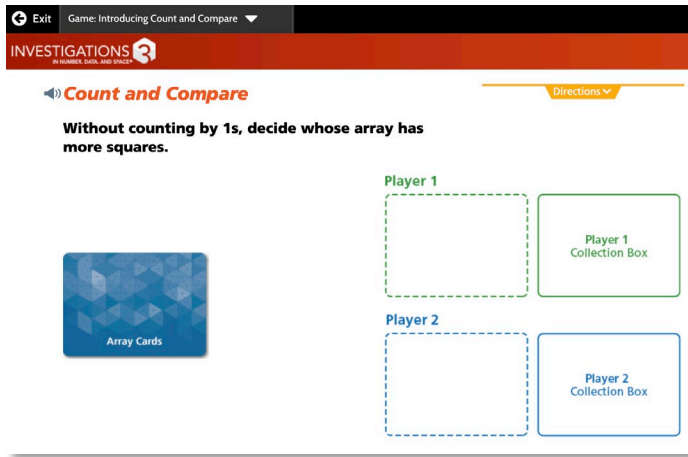
Click **Directions** to hide or show the directions for this activity.

Notice that there are four pages for this presentation.

Click one of the three shapes to access an interactive Counting Around the Class activity.

Click **Exit** in the top-left corner of the top navigation bar.

← Go back and explore the game: Introducing Count and Compare.

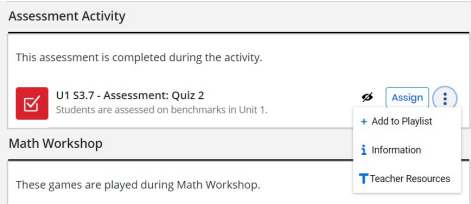


Click the **Activity: Count and Compare**.

Click **Directions** to show the directions for this activity. Follow the directions to see the interactivity of this session.

Click **Exit** in the top-left corner of the top navigation bar.

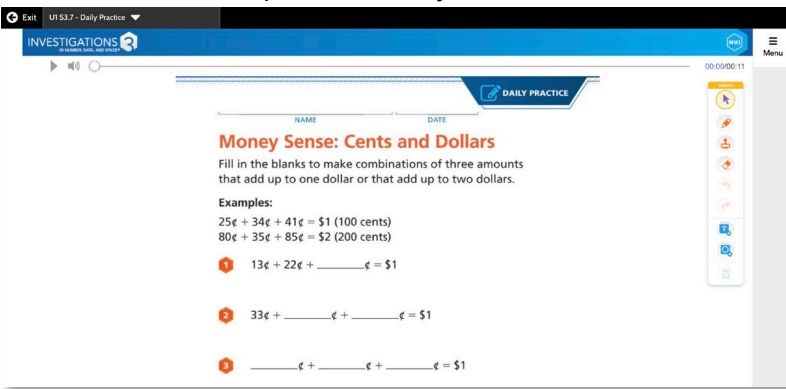
Complete the Assessment Activity.



Notice that you can Assign or click the three dots to Add to Playlist, get Information, or open the Teacher Resources for this Assessment Activity. Click the name of the assessment to see how students are being assessed in this quiz.

Click **Exit**.

← Go back and explore the Daily Practice.

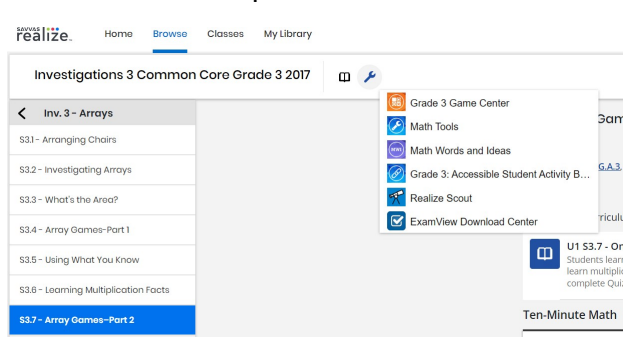


Notice the order of the Math Workshop and click any of the activities.

Click **Daily Practice**.

Explore the DrawPad tool on the right side of the Daily Practice. Click **Exit** to return to the previous screen.

← Go back and explore the Math Tools.



Click the **Tools** icon on the navigation bar.

Click the **Game Center** to see all the grade-level games. This will open a new tab at the top. To go back to the prior screen, close the tab from the top.

Click **Math Words and Ideas**.

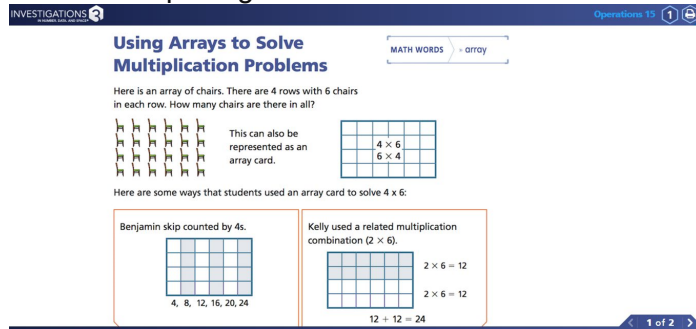
Explore Math Words and Ideas.



Math Words and Ideas explain concepts using “kid-friendly,” interactive strategies. Math words are organized by domains, are grade-level-specific, and are color coded.

Click any of the live Math Words and Ideas activities.

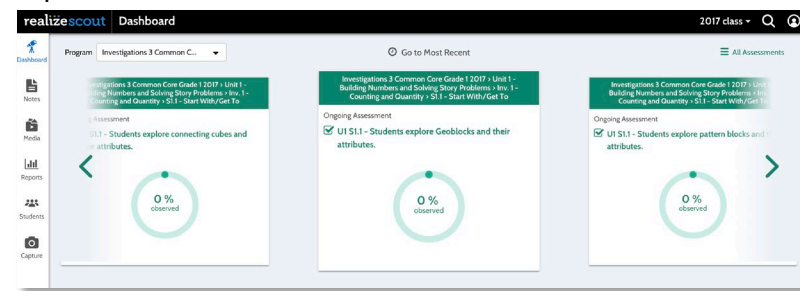
Continue exploring Math Words and Ideas.



Click through some of the pages for the Math Words and Ideas. Try some of the interactivity options.

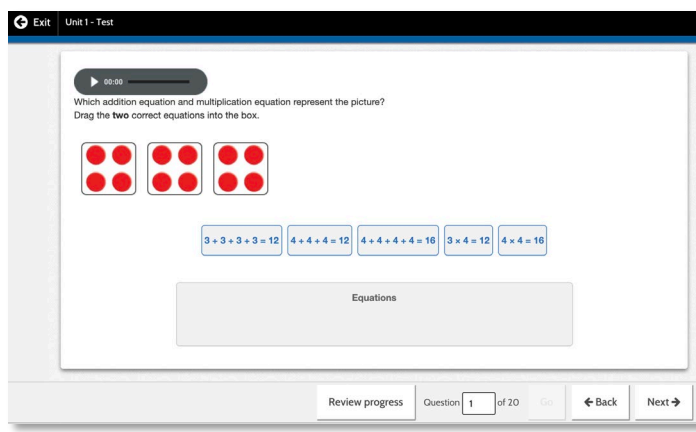
Click the **Savvas Realize** tab in the browser window to navigate back.

Explore Realize Scout.



From the Tools menu, click **Realize Scout**. This tool will help you document informal assessment information through notes, pictures, and videos.

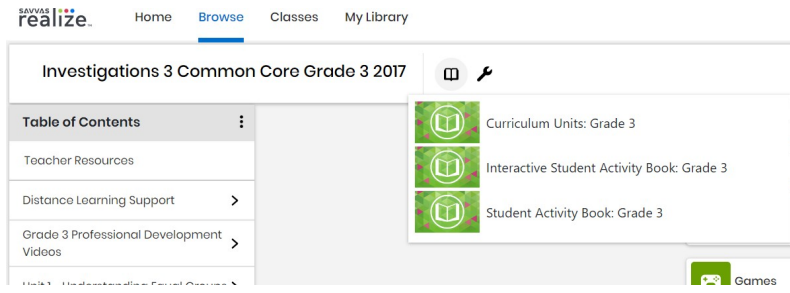
← Go back and navigate to the Unit 1 Test and explore the test.



Return to the Savvas Realize tab and navigate the Table of Contents using the back arrow to find the **Savvas-Created Assessments**. In this folder, click the **Unit 1 Test**. Notice that you can Assign or click the three dots to Add to Playlist, get Information, open the Teacher Resources or even Customize this activity.

Click the test to open it. Explore some of the next-generation test items. Click **Exit**. Return to the Table of Contents.

Explore Realize Reader.



Click the **Book** icon at the top to access the digital textbook on Realize Reader. This is an interactive digital textbook to use when planning lessons. All activities are interactive at point of use.

Explore the Unit 1 curriculum.



What are some ways that teachers can use the digital textbook?

Be sure to click the lines in the upper-left corner to access the menu and explore the many features that Realize Reader has to offer.