

Using SuccessMaker in Kindergarten

SuccessMaker delivers hands-on, personalized learning for each student, allowing you to gather timely data to inform your decisions about student learning. Use any of these suggestions to introduce this educational technology into your Kindergarten classroom.

Remember, students should work in SuccessMaker at least **one hour per week** per subject (15–20 min session, 3 to 5 times per week).

Signing In

- **REFERENCE CARDS.** Create a reference card for each student with their unique *Username* and *Password*.
- **EASY USERNAMES.** When creating their login information, have each student's *Username* and *UserId* be the same (i.e. the student's initials). Keeping everything lowercase will make it easier to type in.
- **EASY PASSWORDS.** Have the passwords be the same for every student (i.e. sm1234).
- **EASY ACCESS TO SM SITE.** Ask your school's Technology Specialist to create an easy-access point by either bookmarking the site on your browser or adding the site shortcut to the desktop.

Student's Name Here	
Username:	<u>hjp</u>
Password:	<u>sm1234</u>

Course Settings

Read to Me (Reading)

When turned **On**, SuccessMaker reads the text aloud to the student. Remember to use **headphones!**

Edit Assignment Settings

SESSION LENGTH: 25 Minutes | IDLE TIME: 6 Minutes

SHOW / LIMIT PROGRESS REPORT: 3 Per Session

INITIAL PLACEMENT (IP): On

DISPLAY LO INFORMATION: On

HELP ICON ACTIVE: On

EXIT COURSE BUTTON: On

SPANISH GLOSSARY: On

GRAMMAR STRAND: Off

READ TO ME: On

TRANSLATE: Off

SHARE AT DISTRICT LEVEL?: Off

FLUENCY: Off

MANUALLY SET COURSE LEVEL: Off

Cancel Save

Show Answer (Math)

Edit Assignment Settings

SESSION LENGTH: 15 Minutes | IDLE TIME: 5 Minutes

SCRATCHPAD: On

SHOW ANSWER: Off

EXIT COURSE BUTTON: On

SHARE AT DISTRICT LEVEL?: Off

SPEED GAMES: On

SPEED GAMES TIME PER QUESTION: 6 Seconds

SPEED GAMES TOTAL TIME

Cancel Save

Turn this setting **Off** so students work out the problem independently.

SuccessMaker counts these questions as incorrect when the feature is used.

Fluency (Reading)

Defaulted to **Off**. Turn this **On** later in the year when students are ready to practice letter/word/phrase recognition, pacing, and prosody.

Edit Assignment Settings

SHOW / LIMIT PROGRESS REPORT: 3 Per Session

INITIAL PLACEMENT (IP): On

DISPLAY LO INFORMATION: On

HELP ICON ACTIVE: On

EXIT COURSE BUTTON: On

READ TO ME: On

TRANSLATE: Off

SHARE AT DISTRICT LEVEL?: Off

FLUENCY: On

FLUENCY RECORDING TIME: 5 Minutes

MANUALLY SET COURSE LEVEL: Off

Cancel Save

Help (Reading)

Edit Assignment Settings

SESSION LENGTH: 15 Minutes | IDLE TIME: 5 Minutes

SPANISH GLOSSARY: On

GRAMMAR STRAND: On

READ TO ME: On

TRANSLATE: On

SHARE AT DISTRICT LEVEL?: Off

FLUENCY: On

HELP ICON ACTIVE: Off

FLUENCY RECORDING TIME: 1 Minutes

EXIT COURSE BUTTON: On

Cancel Save

Start with a Custom Course

Designate time in your schedule for students to consistently use SuccessMaker each week. In the first stages of implementing SuccessMaker, you'll want to teach students how to use SuccessMaker before they begin working in the default course. Use a **custom course** to allow hands-on practice in a stress-free environment.

Hands-on experience without affecting data from the default course!

- Signing In
- Navigating Activities
- Signing Out after each session

1 **Create** a custom course **by Skill** using **these steps**. Below are suggestions for LOs to include in the course.

Reading

Phonological Awareness

- Initial Sounds
- Final Sounds

Math

Number Sense and Operations

- Compare Numbers to 10
- Connect Pictorial Model with Addition Number Sentence
- Count the Objects

2 **Assign** the Custom Course to all students.

3 **Create a demo student** for you to use. Sign in as a demo student to teach students how they will sign in, how to use the tools and answer questions, and to how to sign out.

Build the Habit of Using SuccessMaker Consistently

Every classroom is unique! Some students may be ready to use SuccessMaker at the beginning of the school year, while others may need more time adjusting to technology. Aim to have your students working in the default course by mid-October. Then refer to [Quick Tips: How to Use SuccessMaker Starting with Day 1](#) when students are ready to begin the default course.

Build the habit of using SuccessMaker and increase your **students' endurance** by starting small and building up to the recommended usage. **Below is an example** of how you can create this habit during the designated SuccessMaker time in your classroom.

STEP 1

Create and assign a custom course for students to practice.

STEP 2

Students practice Signing In and Signing Out.

STEP 3

Set a timer for 5-7 minutes. Students will now practice how to complete the activities as well as continuing practice on Signing In and Out.

STEP 4

Increase the time from 5-7 minutes to 10 minutes.

STEP 5

Continue increasing the time until students are ready to use the built-in timer and complete a session independently.

NOTE

The timing may vary depending on your students and your technology environment. Use your discretion to determine how many SuccessMaker sessions you complete at each step and when to move on to the next step.