

Accessing Expand the Learning Topic Activities

SAVVAS
realize[®]

Learn how to navigate to the Savvas Realize platform to locate, preview, or assign the Expand the Learning Activity options for each topic.

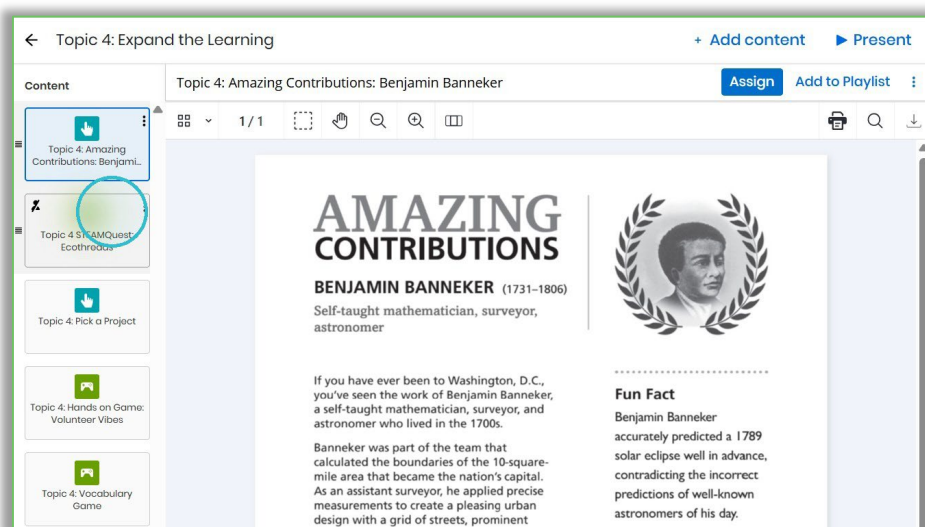
Steps to Success:

1. Navigate to your **enVision+ A/G/A** program in Savvas Realize. Select the Topic of your choice.
2. The Topic and Lesson Resources will appear below the Topic. From here, select '**Expand the Learning**'.

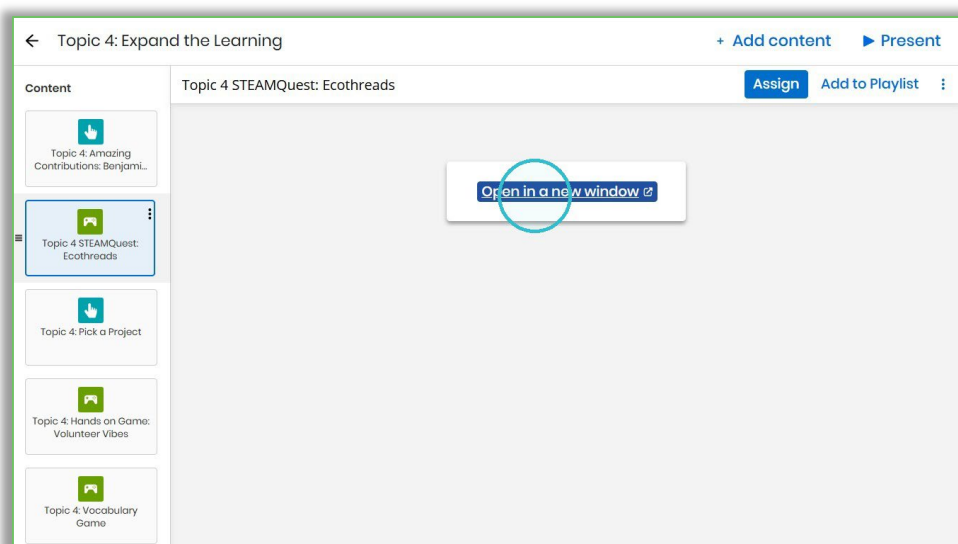
The screenshot displays the Savvas Realize interface. On the left, under the 'Topics' header, there is a grid of six topic cards. Each card features a representative image and a title: 1. Solving Equations and Inequalities (person on a bus), 2. Linear Equations (panda), 3. Linear Functions (insect), 4. Systems of Linear Equations and Inequalities (steering wheel), 5. Piecewise Functions (light trails), and 6. Exponents and Exponential... (person with a device). Topic 4 is highlighted with a blue border. On the right, the 'Topic Resources' panel for Topic 4 is shown. It includes a list of resources: 'Topic 4: Planning and Overview', 'Beginning of Topic', and 'Topic 4: Expand the Learning'. The 'Topic 4: Expand the Learning' item is highlighted with a blue bar and a blue circle. Below this, the 'Lessons' section lists three lessons: '4-1 Solving Systems of Equations by Graphing', '4-2 Solving Systems of Equations by Substitution', and '4-3 Solving Systems of Equations by Elimination'.

3. Once open, you can preview variety of optional activities you can use to personalize learning for your students.

Here, we are highlighting '**Amazing Contributions**'. These short biographies highlight individuals who contributed to the mathematics field in some way. Consider allowing time for students to research the person and their real-world impact. Consider having students share their responses to the THINK question included.



4. Moving down menu on the left side of the screen, let's explore the **STEAMQuest** provided for this topic. Once selected, you will need to open this content in a new window.



5. Each Topic includes an interactive, story- and real world-based **STEAMQuest**. STEAMQuests connect the content and Standards of Mathematical Practice with high-interest scenarios.

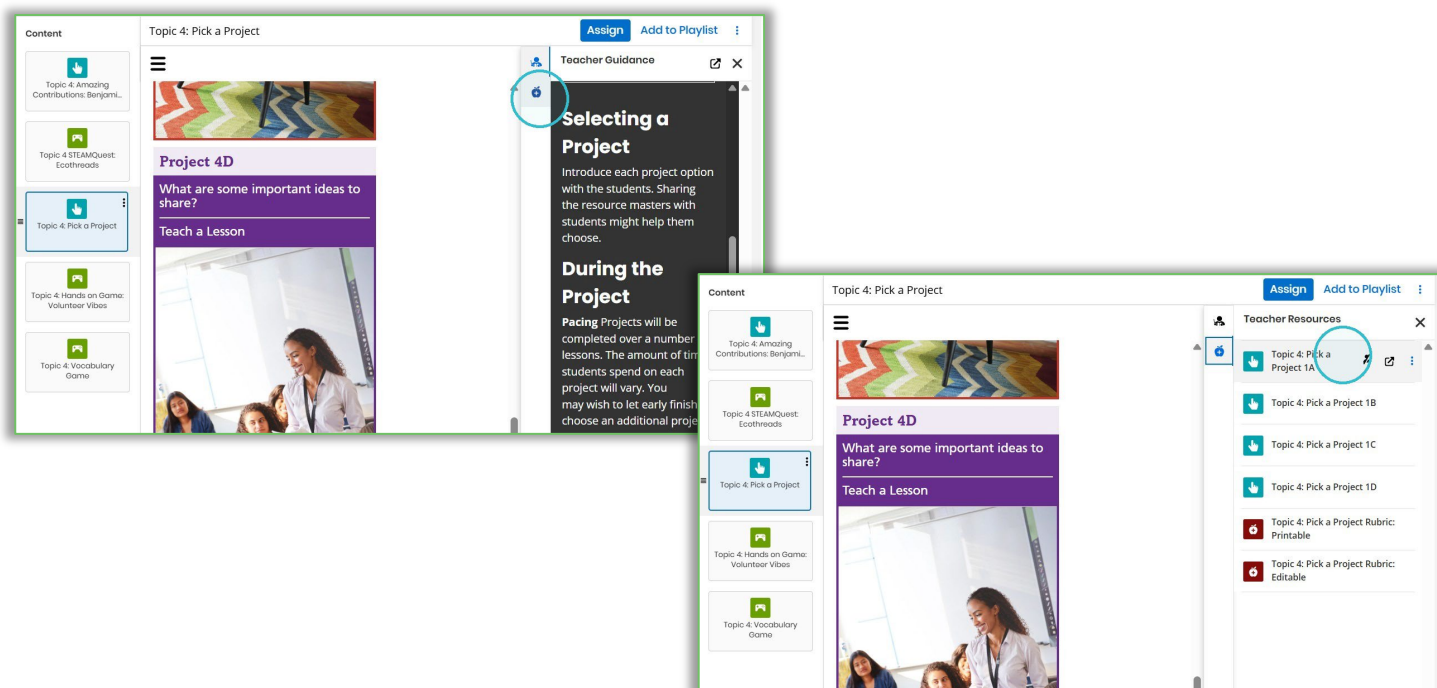
Start the STEAMQuest and click Next to begin the story and continue the scenario.



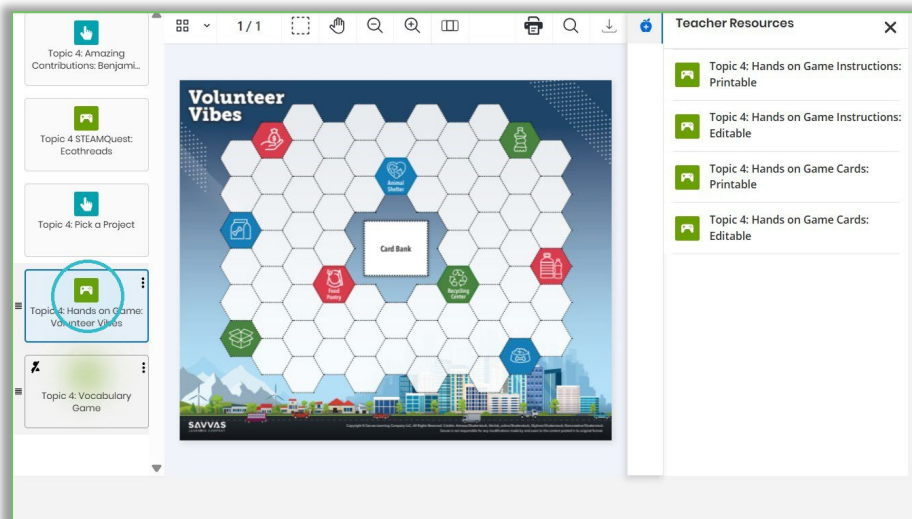
6. The next 'Expand the Learning' option is **Pick a Project**.

Each topic offers four unique contexts/products for students to connect with the math of the topic. You can review the Teacher guidance on the panel on the right, or in your Teacher's edition.

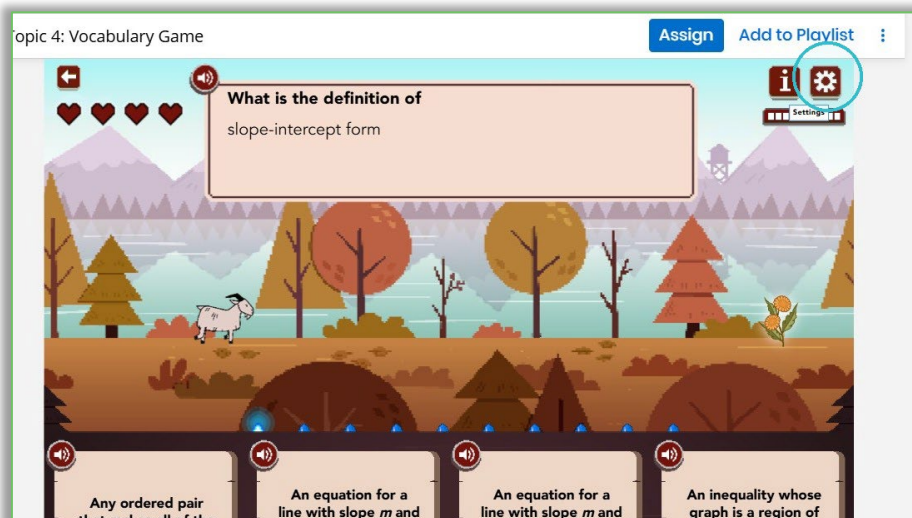
To access the Student Instructions for each project and other Teacher Resources. Click the Apple icon to Open the 'Teacher Resources panel'.



7. Each topic offers a **game**, centered around 4 physical game boards. All games and other instructions are provided inside of the Teacher Resources panel.



8. Lastly, you have access to **digital games** for vocabulary development and/or fluency. Open the game, adjust settings as needed, and play the game.



Some topics include additional activity options. While planning, you can preview these by checking the 'Expand the Learning' section inside of your Teacher's Edition.

- **Thank you for viewing these Steps to Success! We hope you found this helpful. Be sure to check out [MySavvasTraining](#) for more tutorials and tips.**

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