

# enVision<sup>®</sup> Mathematics

Kids See the Math. Teachers See Results.

Please Note: your program screens may look different from the images in these training materials due to our rebrand to Savvas Learning Company.

Kids See the Math. Teachers See Results.

**Savvas Realize™** is the online learning management system for **enVision** Mathematics. A full suite of personalized teaching and learning tools helps students master state standards.

## Guided Tour

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1

### Go Digital

This groundbreaking digital experience provides anytime interactive learning, both online and offline.

2

### Experience Math

Multimedia and interactive content help explain and reinforce complex mathematical concepts.

3

### Work with Ease

Quickly find and assign standards-based content to individual students, small groups, or the whole class.

4

### Personalize Instruction

Flexible resources help you effectively and efficiently meet the needs of all students.

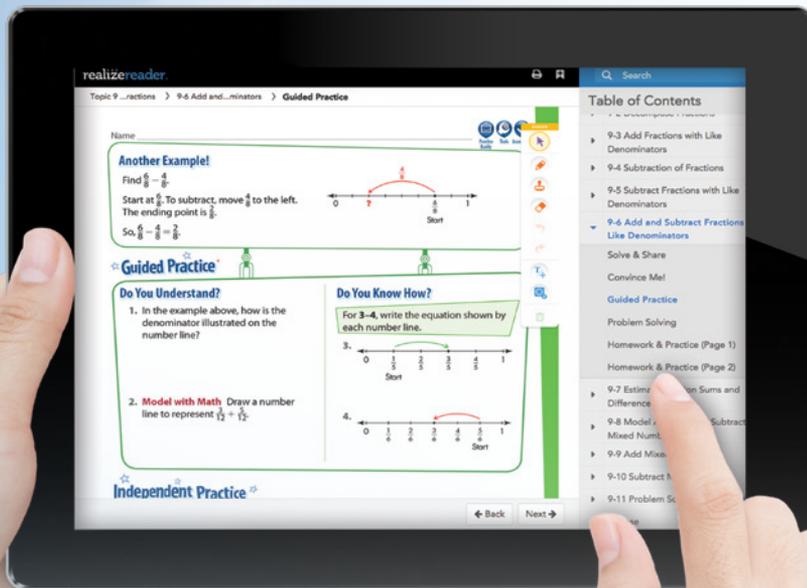
# Kids See the Math. Teachers See Results.

Made for Blended, Print,  
or Digital Delivery



# Engaged & Personalized Learning

**enVision** Mathematics allows students to easily access lesson content, videos, games, and interactive tools—online or offline.



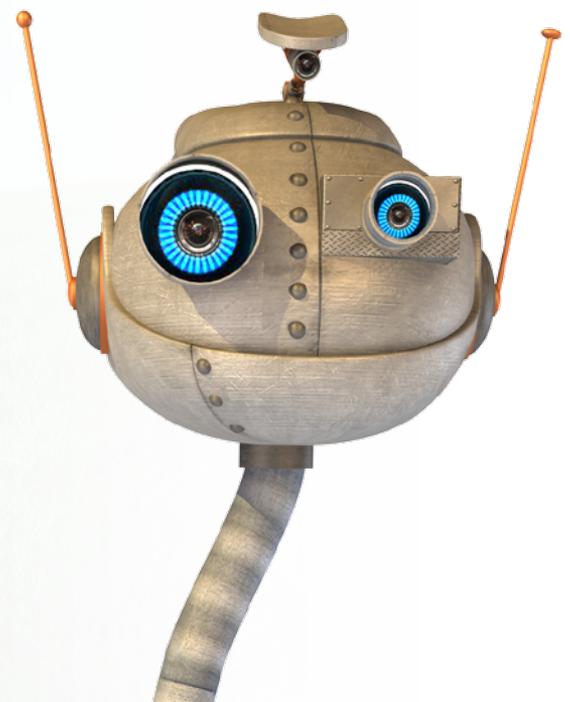
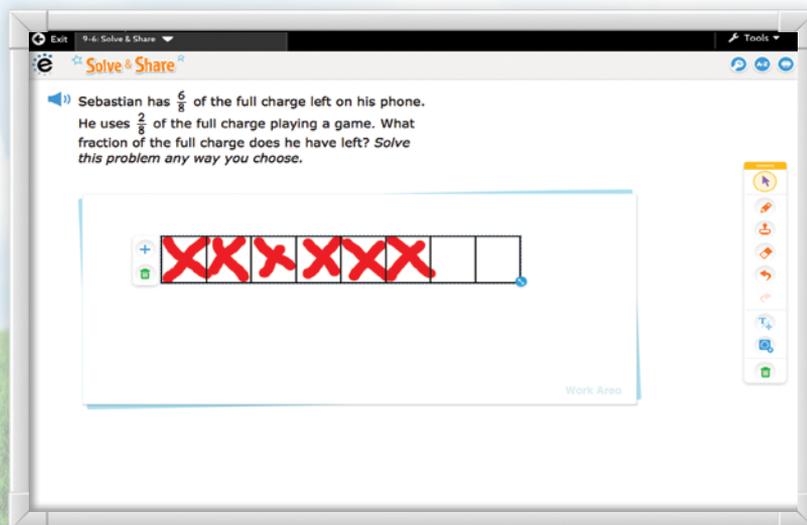
## Interactive Student Edition

- Provides students with both **online and offline** access to program materials.
- Includes **embedded interactive activities**.
- Allows students to **respond** to probing questions throughout the lesson and submit completed assignments to the teacher.
- Available on a wide array of devices.
- Compatible with Google Translate™.



## Solve & Share Problem-Based Learning

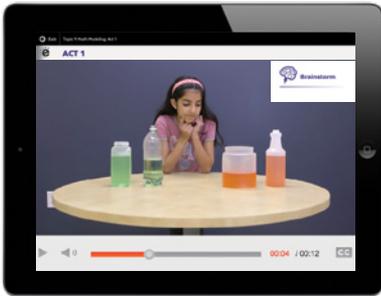
All lessons at all grade levels begin with the Solve & Share, a true problem-based learning activity. An interactive workspace with DrawPad tools engages students in building a solid foundation for conceptual understanding.



## 3-Act Math

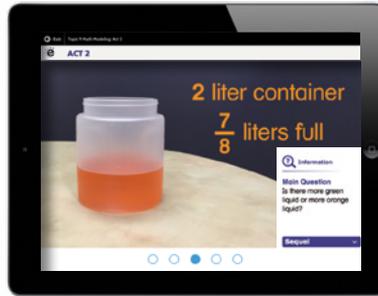
These high-interest, low-entry tasks develop students' conceptual understanding, procedural fluency, and adaptive reasoning as they test out different models and conjectures.

### ACT 1: THE HOOK



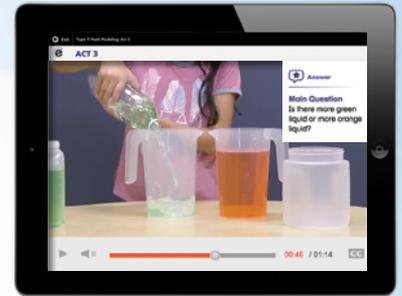
An engaging video introduces the question and gets students talking.

### ACT 2: MODEL WITH MATH



Students determine what resources they need and develop a solution to answer the question.

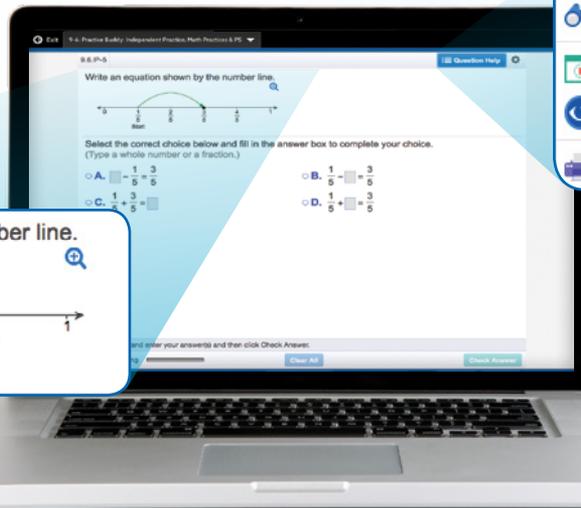
### ACT 3: THE SOLUTION



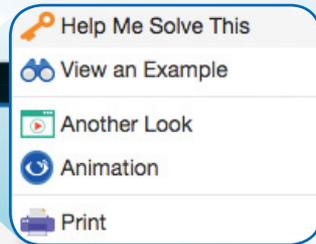
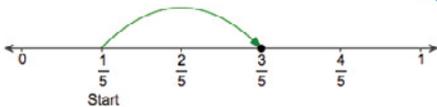
The final video reveals a possible answer and students analyze the results.



Access videos through your mobile device with the FREE **BouncePages** app.



Write an equation shown by the number line.



Practice Buddy MathXL® for School

## Mathematics Made Accessible

- **Interactive Practice Buddy (Grades K-2)** provides online, auto-scored interactive practice.
- **Practice Buddy MathXL® for School (Grades 3-5)** embedded, auto-scored assignments provide instant feedback with learning aids that act as a personal tutor.
- **Adaptive Practice** delivers just-right math content to each student—both practice and instruction—in real time.
- **Visual Learning Animation Plus** videos make math ideas explicit from the Solve & Share.
- **Another Look Homework Videos** for every lesson provide students with a step-by-step problem walkthrough.
- **Math Practice Animations** (available in Spanish) make practice engaging for all students.
- **SuccessMaker** provides Tier 3 digital intervention.

# Manageable & Flexible Teaching

### Easy-to-Implement 3-Step Lesson Design

Classroom tested and teacher approved, lessons support conceptual understanding, procedural fluency, and application.

#### STEP 1

Problem-based Learning

#### STEP 2

Visual Learning

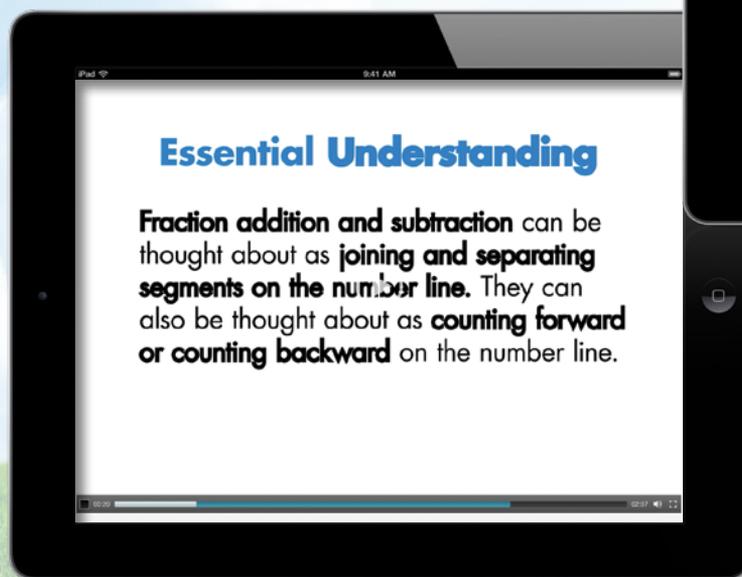
#### STEP 3

Assess and Differentiate

### Teacher Support

**Listen & Look For** professional development videos at the beginning of lessons demonstrate expected student outcomes.

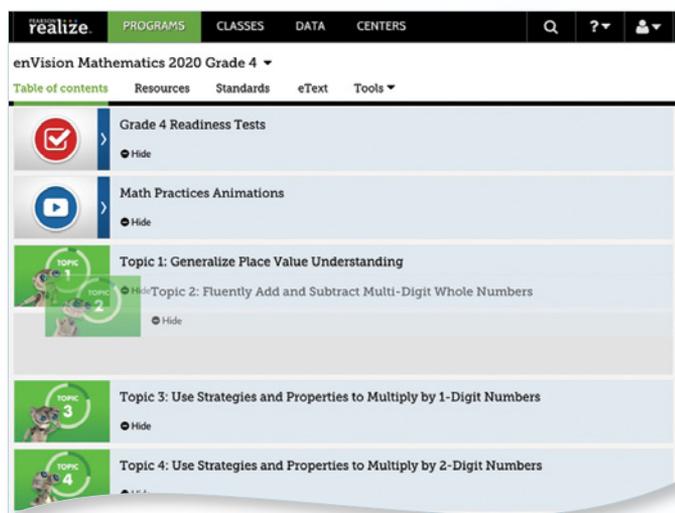
**Professional Development Topic Videos** offer quick, focused author perspectives as you start topic planning.



**enVision** Mathematics makes it easy to customize the curriculum and make data-driven decisions. The Realize™ online management system offers flexibility in planning, teaching, and progress monitoring. All materials are at your fingertips on one single platform.

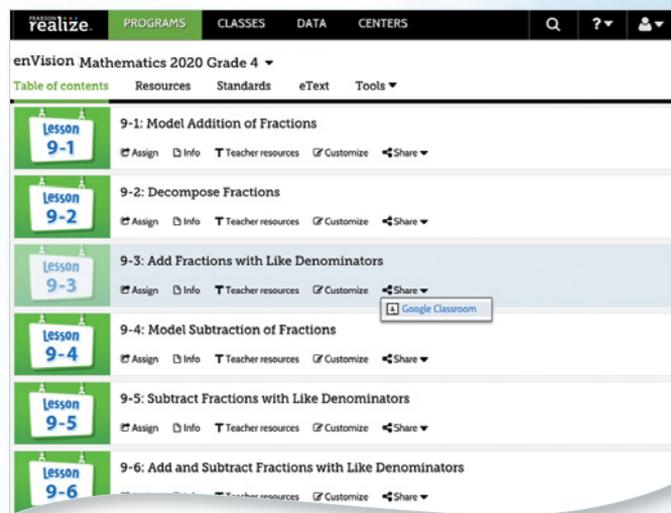
## From Fixed to Flexible

**Grade-Level Table of Contents** is fully flexible and can be reorganized. Reorder topics and lessons to meet your own district sequence and curriculum guide.



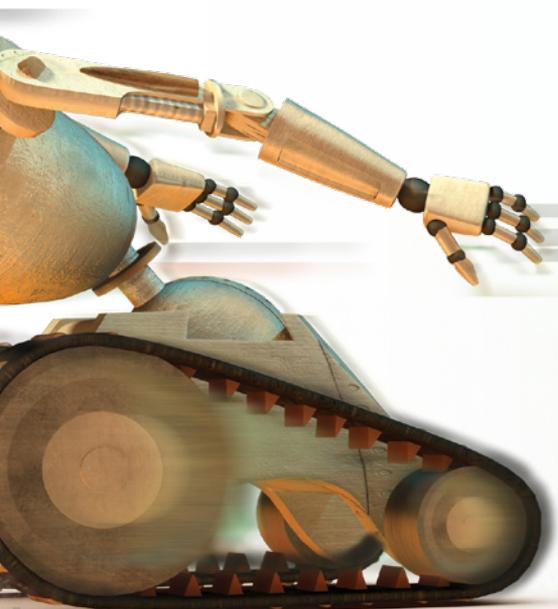
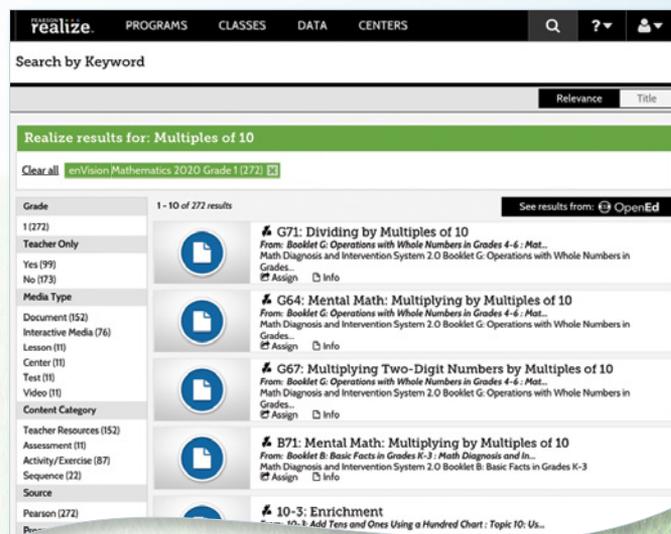
## Upload Your Favorite Content

Add content and links directly to the table of contents. Share Realize content with Google Classroom™.



## Easy to Search and Find

Search by keyword in Realize or use OpenEd. Find lessons, videos, activities, and assessments.



# Try **enVision** online!

## Sign in to **Savvas Realize™**

All English and Spanish assets are provided in one course on **SavvasRealize.com**, so teachers and students do not have to toggle between multiple locations. Directly integrate with Google rosterSync™, Google Classroom™, and Google Drive™.



1

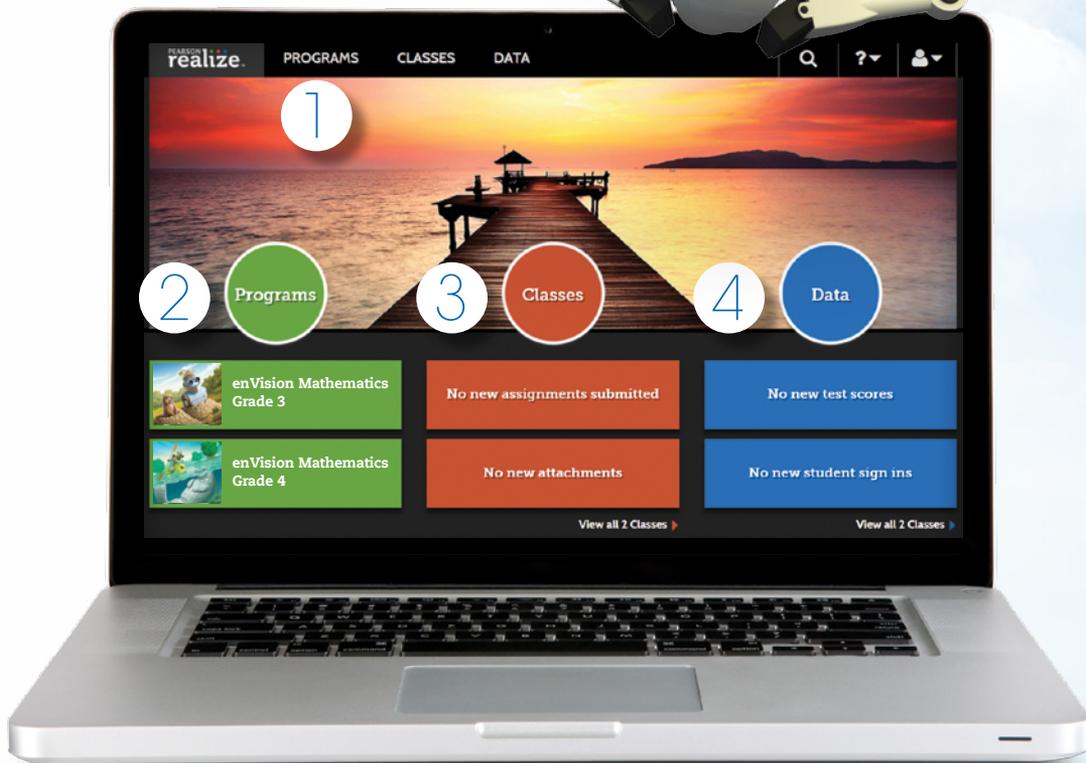
Navigate to **SavvasRealize.com**.

2

Click **Sign In**.

3

Enter your **username** and **password**. Click **Sign In**.



# 1

Click on the **Programs** tab.

# 2

Select **enVision Mathematics**.

# 3

Manage your **Classes**, assignments, and reports at a glance.

# 4

View in-depth and real-time reporting in the **Data** section.

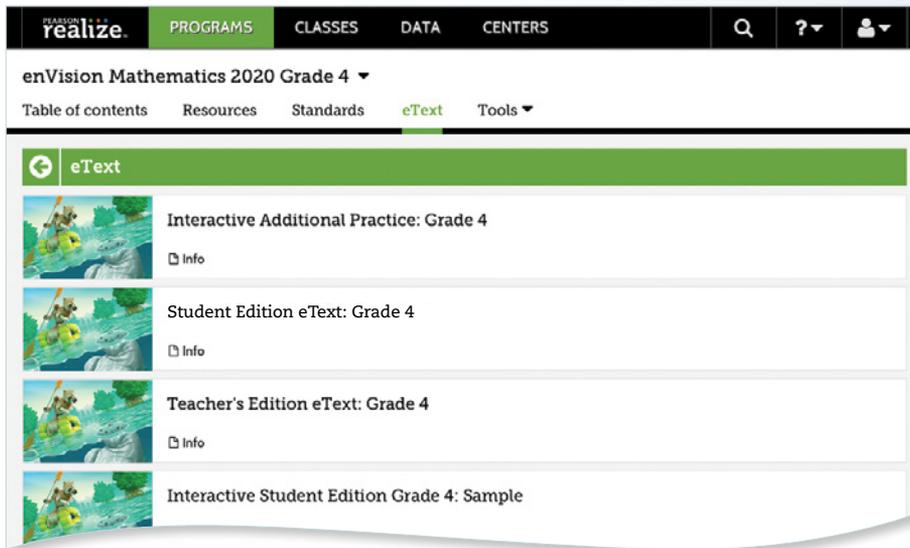
# TABLE OF CONTENTS

1. Keyword **Search** makes finding additional content easy.
2. Sort and search lessons by standard.
3. Access your student and teacher **eTexts** from the links at the top of the page.

4. Select **Tools** to view additional resources including online manipulatives and a Spanish/English glossary.
5. Select **Rearrange** to customize the sequence of the curriculum.

6. Select **My Content** to upload, embed, or edit your own content.
7. Select **Show Teacher Resources** to open the side panel with additional teacher resources.
8. Select **Create Content** to upload a file, add a link, or build a test.

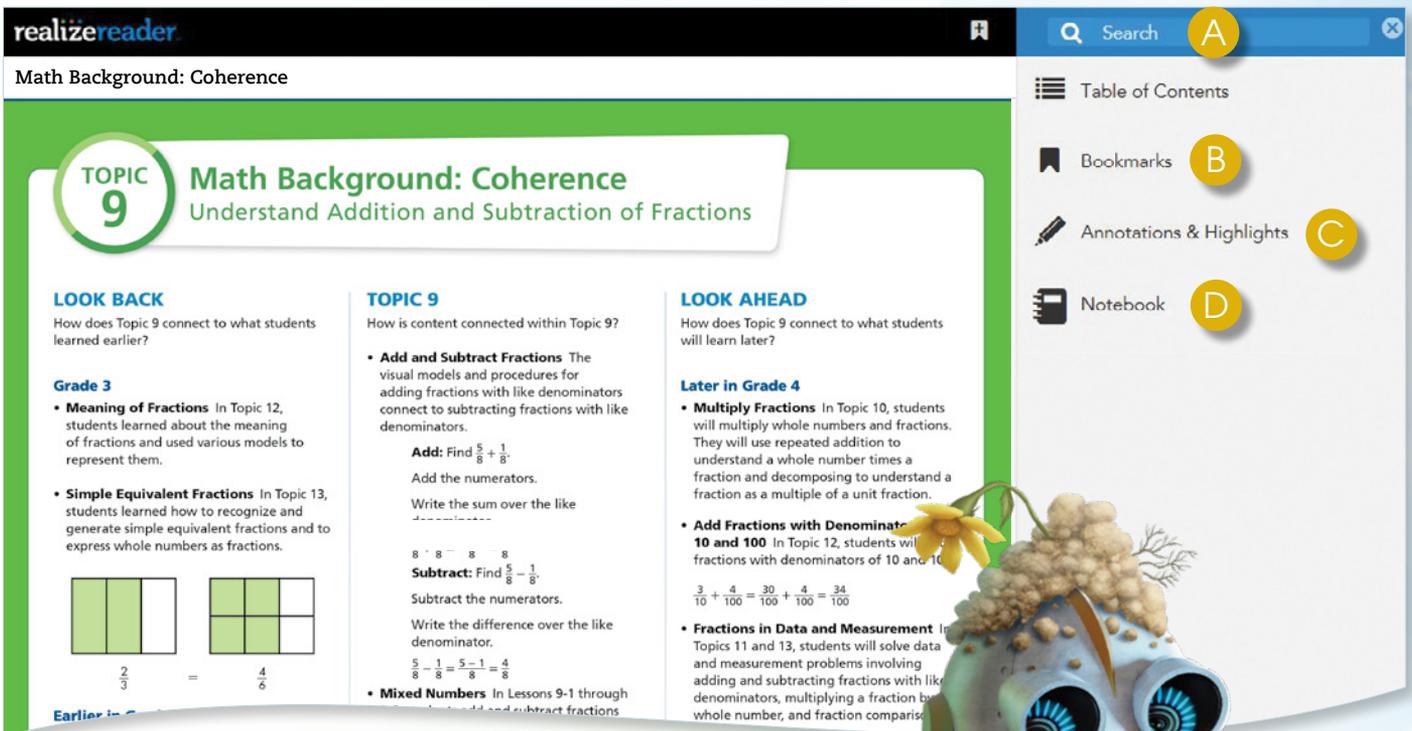
*NOTE: The Table of Contents is seen here in Thumbnail View. A List View option is also available.*



**eTexts** for ALL STUDENTS include Interactive Student Edition Realize Reader, Interactive Additional Practice Realize Reader, and Student Edition eText.

1. To review the array of eTexts, click **eText** on top of the page.
2. Click **Teacher's Edition**.

*Also available in Spanish.*

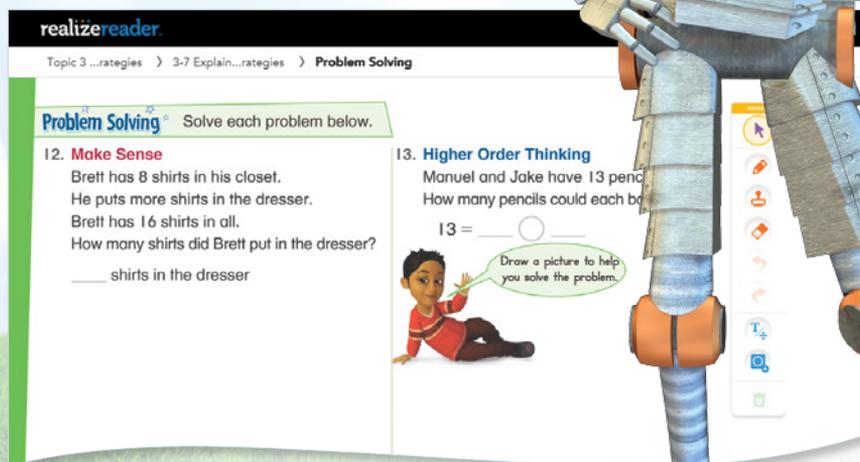
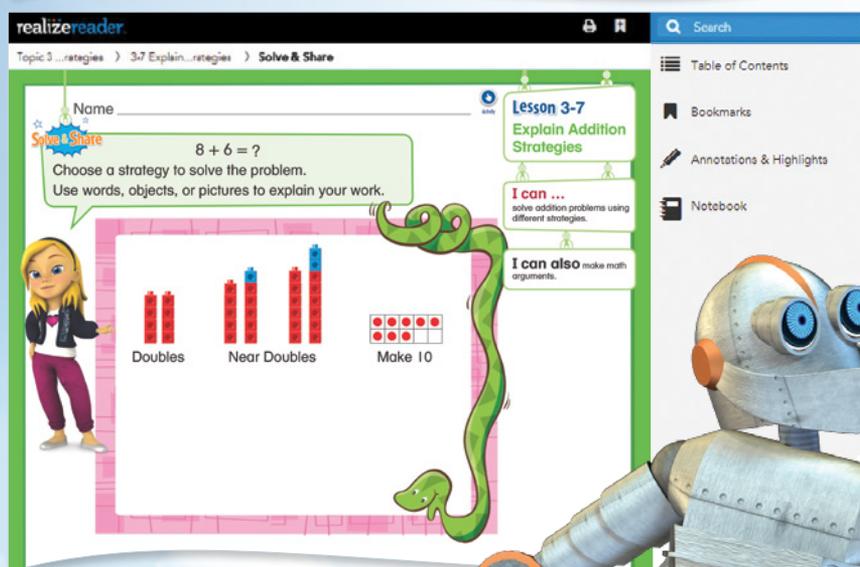
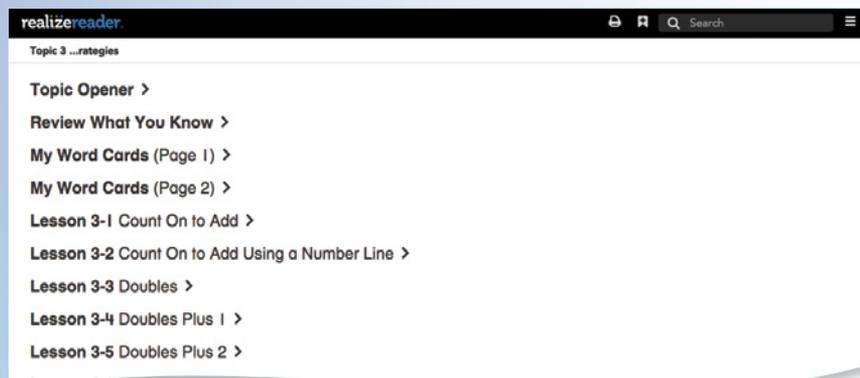


Access the Teacher's Edition eText online and offline 24/7.

- A. Search by Keyword
- B. Set Bookmarks
- C. Add Annotations & Highlights
- D. Select Notebook



# INTERACTIVE STUDENT EDITION: REALIZE READER

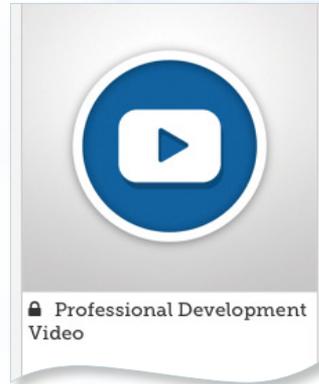
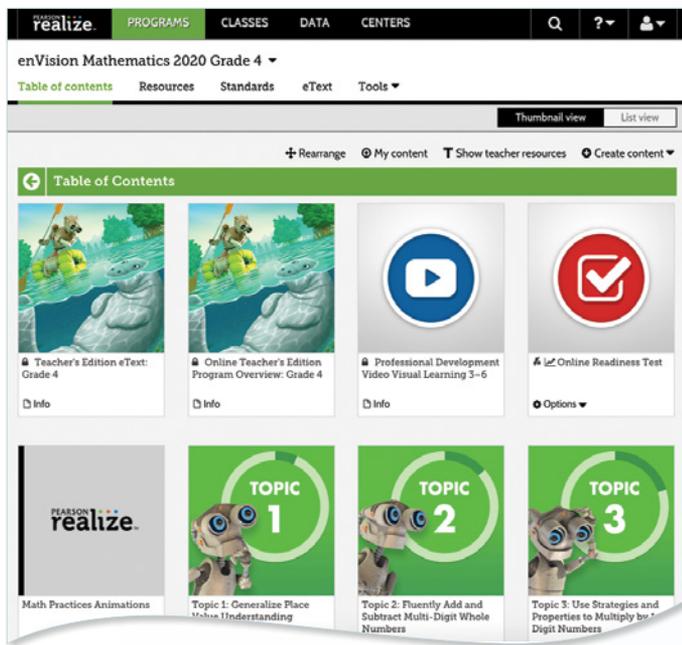


1. Select a Grade and click Interactive Student Edition. Select Topic.
  - To view lesson content, select Topic Overview.
  - Select Lesson.
  - Click on Next to turn to the next page.
  - DrawPad digital tools are provided on every page for students to show their work and thinking.
  - Students can add notes and respond to questions within the integrated notebook.
  - Students can complete assignments and submit to the teacher for review and grading. The teacher can comment to students about an assignment.
  - Online and offline access.
2. Page through the Student Edition to see all of the resources that are embedded at point of use, including:
  - Integrated notebook to respond to Habits of Mind questions
  - Annotations and highlighting
  - Bookmarks
  - Additional math tools
  - English/Spanish glossary
3. Click Exit in upper left of Interactive Student Edition to return to the Grade Table of Contents.



## Review Topic Table of Contents

Select the Topic.  
Have fun exploring all the interactive resources at your fingertips.



### Professional Development Videos

The **enVision** authorship team gives helpful perspective on important mathematical concepts and skills in the topic.



### Assessments

Save time with the ready-to-use diagnostic, formative, and summative assessments.

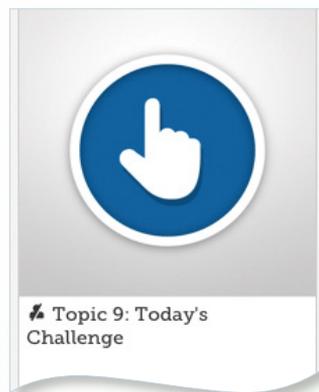
Topic, Cumulative/Benchmark, and Progress-Monitoring assessments effectively inform teaching.

Also, build your own assignment or assessment using thousands of items, including next generation assessment tasks.



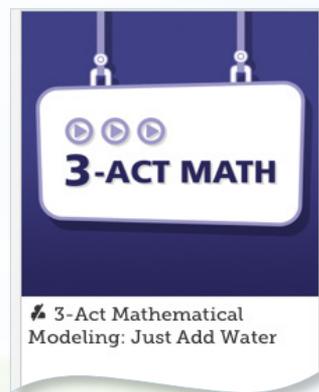
### Animated Math Story (Grades K-2)

Available online with accompanying blackline masters, these stories introduce math concepts for each topic.



### Today's Challenge

This multi-day activity offers increasingly rigorous math problems referring to the same data set, building student perseverance.



### Mathematical Modeling in 3 Acts

Make math relevant and help students “think mathematically” with three-act tasks.

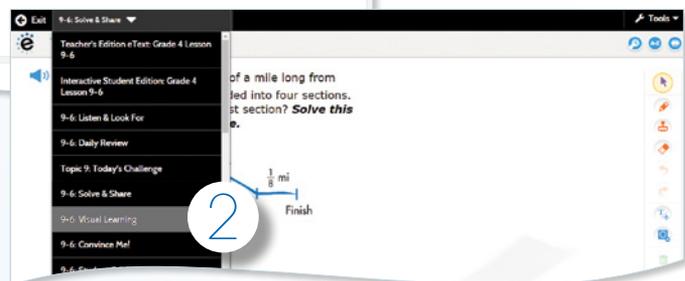
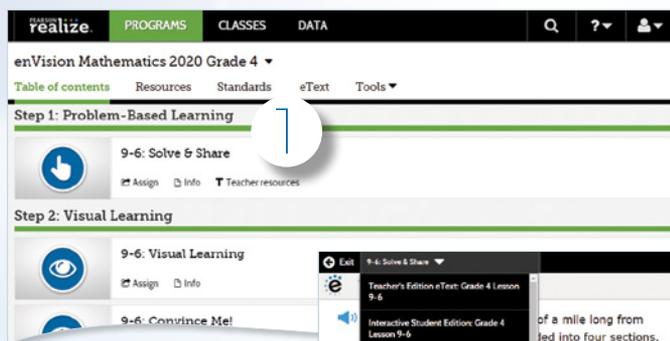
# LESSON NAVIGATION

From the Topic Table of Contents, select a lesson.

## Step 1

### Problem-Based Learning

1. Each lesson begins with a Solve & Share interactive activity to engage students and build a solid foundation for conceptual understanding.
2. Click on Visual Learning from the drop-down menu. Navigate easily within a lesson.



Mary rides her bike  $\frac{2}{10}$  mile to pick up her friend Marcy for soccer practice. Together, they ride  $\frac{5}{10}$  mile to the soccer field. What is the distance from Mary's house to the soccer field?

Mary's house   Marcy's house   Soccer field

00:14 / 02:01

**Convince Me!**

Use the number line shown to find  $\frac{3}{8} + \frac{2}{8}$ . Can you also use the number line to find  $\frac{3}{8} - \frac{2}{8}$ ? Explain.



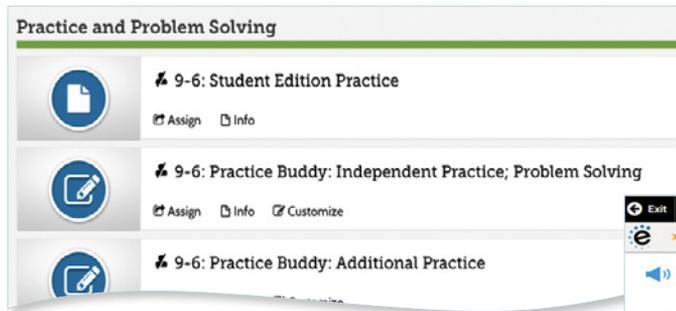
Available in Spanish.

## Step 2

### Visual Learning

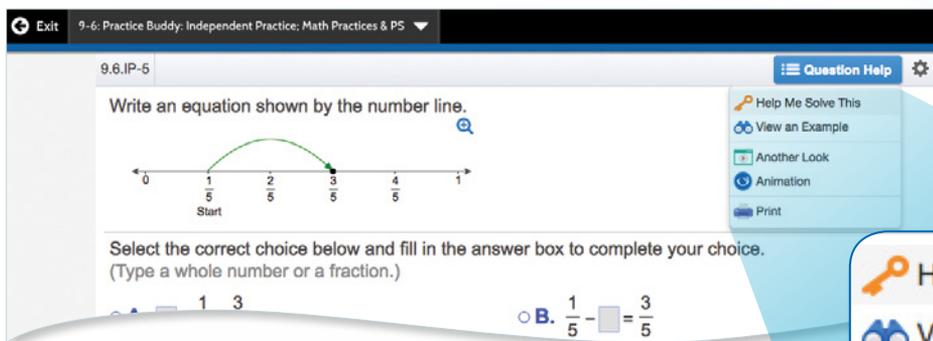
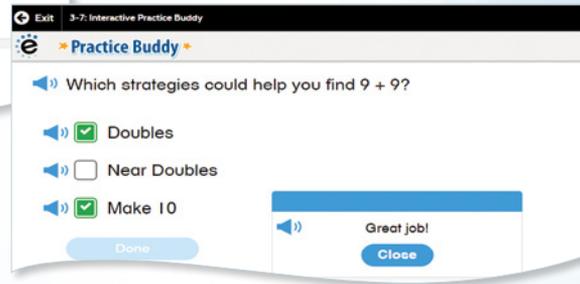
1. The **Visual Learning Animation Plus** interactive video makes the mathematics explicit with a step-by-step representation of the lesson concept.
2. **Convince Me! (1-5)** provides students with an opportunity to show how they can engage the same math practice to solve a problem related to the one in the Visual Learning Animation. You can use this feature to check for students' understanding of the math practice.

# Practice and Problem Solving



Explore these options!  
Don't forget the drop-down menu in the upper left for easy navigation.

Easily assign a variety of practice and problem-solving activities in different modalities to personalize learning for each student.



*Interactive Practice Buddy (Grades K-2) and Practice Buddy MathXL for School (Grades 3-5) are also available in Spanish.*

1. **Interactive Practice Buddy**, Grades K-2, provides interactive, auto-scored practice with instant feedback.

2. **Practice Buddy MathXL®**, Grades 3-5, supports a growth mindset by empowering students to choose the learning aids they need to work through the problem successfully. Activities are auto-scored.

A. **Help Me Solve This** requires student interaction on each step. Once the initial problem is complete, it algorithmically recalculates a new problem.

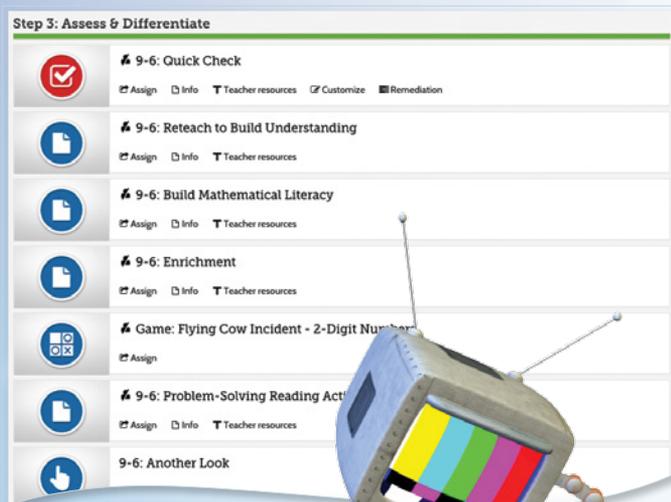
B. **View an Example** walks through the steps of a similar problem.

C. **Another Look** homework videos provide a refresh of the lesson concept.

D. Students can view the **Visual Learning Animation Plus** any time during the problem.

3. **Adaptive Practice**, Grades 3-5:

- Delivers just-right math content to each student as they practice.
- Remediation occurs for the skills being taught that day. Pinpoints the right grade-level and prerequisite skill.
- Delivers both instruction and practice automatically in real time.
- No need to go to an outside web site or additional resources.



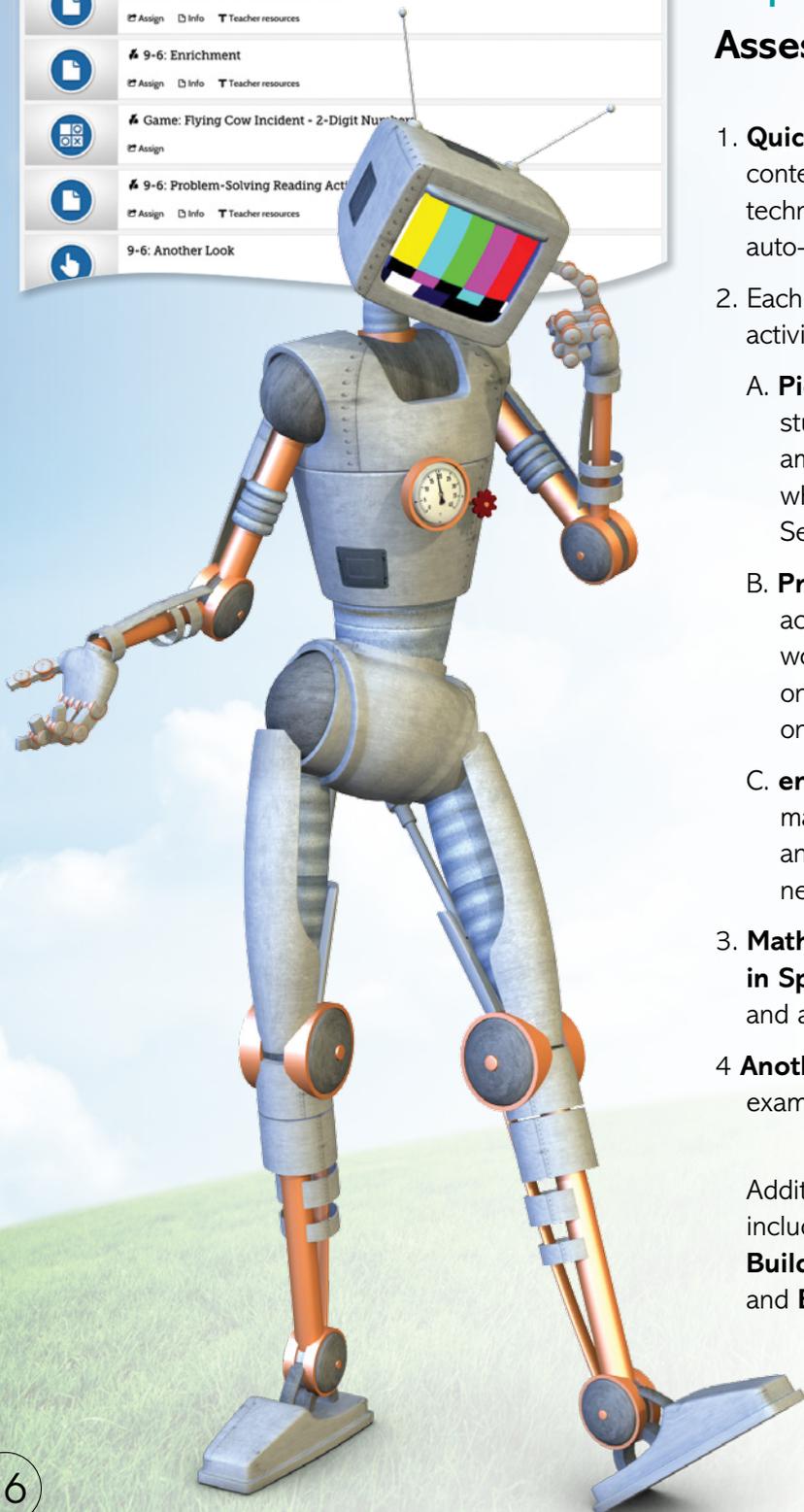
A variety of engaging differentiation options in each lesson encourages and challenges students of all learning levels.

## Step 3

### Assess & Differentiate

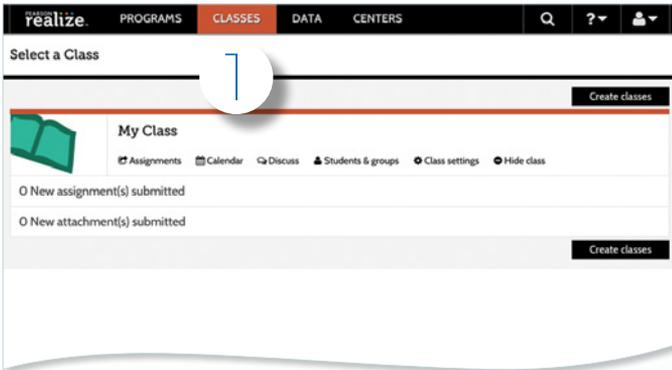
1. **Quick Check** provides 5 items on the lesson content in a variety of formats, including technology-enhanced items. Auto-scores and auto-prescribes remediation and enrichment.
2. Each lesson offers a rotation of center activities that include:
  - A. **Pick a Project** At the start of a topic, students choose a project from among 3 or 4 high-interest, multi-part tasks where students apply math concepts. Self-selected learning.
  - B. **Problem-Solving Leveled Reading Mat** activity applies math understanding in a real-world context from DK books. Includes on-level text on one side and below-level text on the other side.
  - C. **enVisionSTEM Activity** helps students make connections across topics, courses, and content areas, applying math to new, real-world situations.
3. **Math Tools or Math Games (games available in Spanish)** reinforce concepts, critical thinking, and application.
- 4 **Another Look** homework video presents an example as a lesson refresh.

Additional lesson differentiation resources include: **Intervention Activity, Reteach to Build Understanding, Build Math Literacy,** and **Enrichment.**

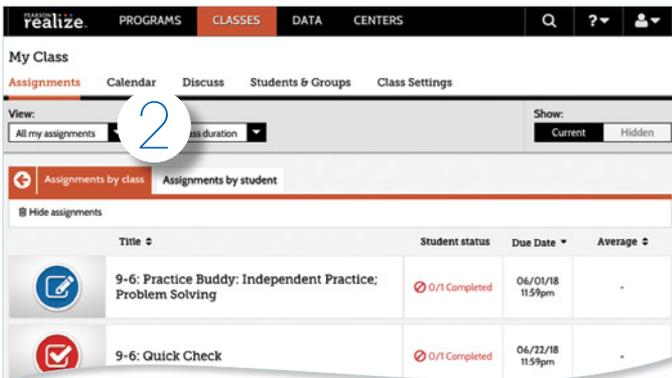


## Manage Assignments and Classes

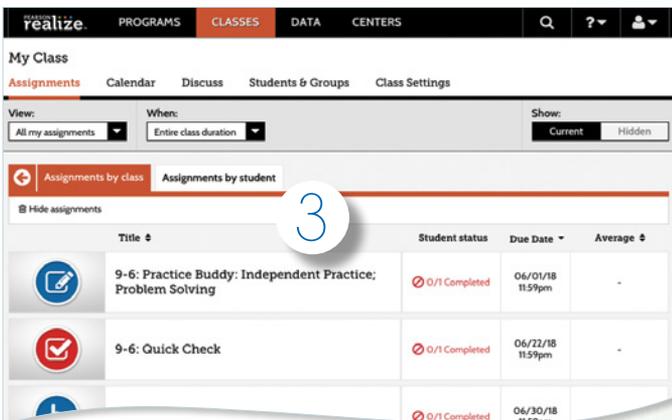
1. Click **Classes** to manage options.



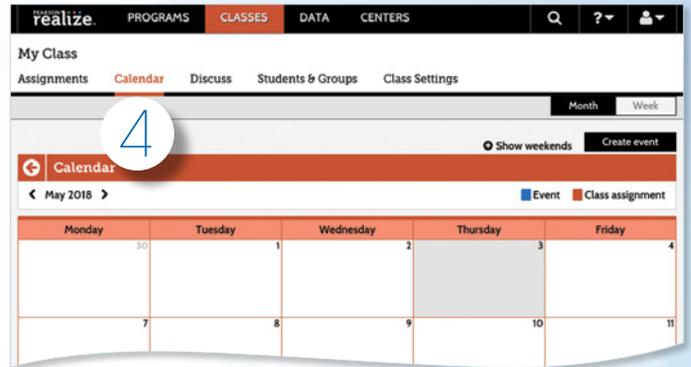
2. While in the Classes tab, select **Assignments** to view by class or student.



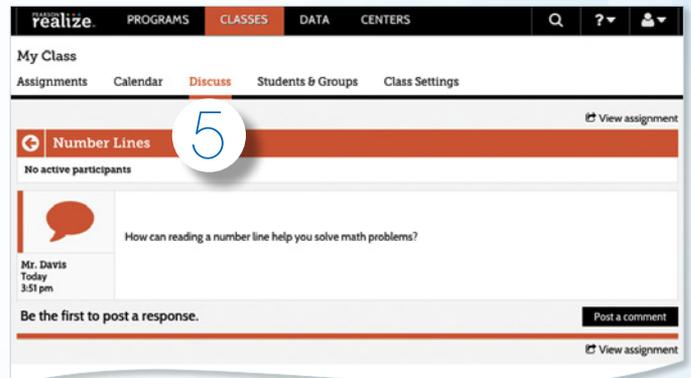
3. Teachers can **make edits** to the assignment and preview.



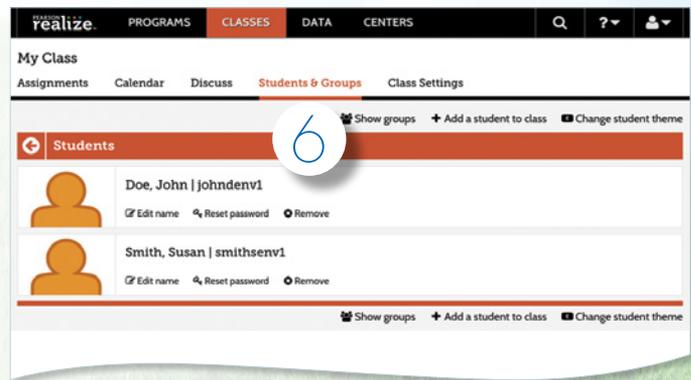
4. Click **Calendar** to view all class assignments by week or month.



5. Click **Discuss** to create a prompt for a class discussion.



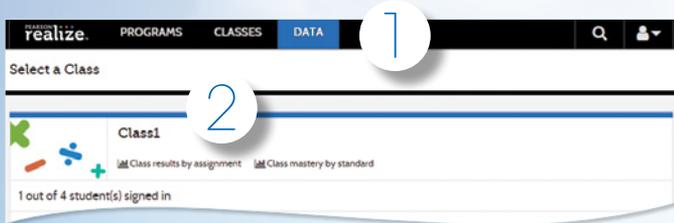
6. Click **Students & Groups** to view student information, create/edit class groups, and view assignments



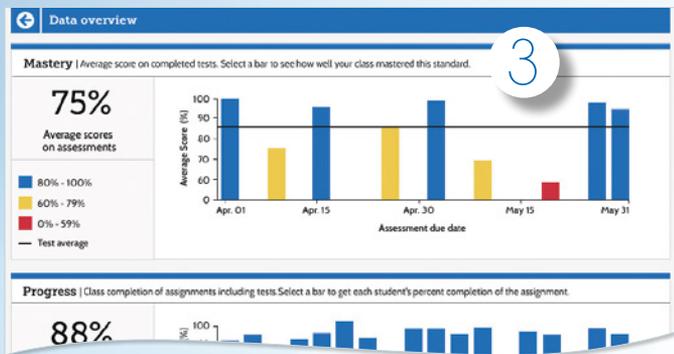
# STUDENT DATA

## Instantly Track, Record, and Analyze Data

1. Click on **Data** to view student data based on assigned work.



2. Click on **Class Name** to view assessment items and monitor scores.



3. Click on a bar to see **Class Mastery** by standard.

Name	Score	S1	S2	S3	S4
Anderson, Chris	100% (5/5)	5/5	1/1	1/1	2/2
Brown, Tiana	100% (5/5)	5/5	1/1	1/1	2/2
Buzzy, Anita	60% (3/5)	3/5	1/1	1/1	2/2
Hernandez, Mariana	-	-	-	-	-
Jones, Josiah	100% (5/5)	5/5	1/1	1/1	2/2
Maalouf, Hassan	80% (4/5)	4/5	1/1	1/1	1/2

4. View **Mastery Analysis** for in-depth information about each student.



5. Click on **Item Analysis** to view class overall or individual answer choices and performance.

Question	Max Points	# of Students Correct	# of Students Incorrect	# of Students Partial
Question 1	1	11	1	0
Question 2	1	10	2	0

6. Click on a standard and then **View Resources** to see resources available to assign for follow-up.

Name	Score	S1	S2	S3	S4
Anderson, Chris	100% (5/5)	5/5	1/1	1/1	2/2
Brown, Tiana	100% (5/5)	5/5	1/1	1/1	2/2
Buzzy, Anita	60% (3/5)	3/5	1/1	1/1	2/2
Hernandez, Mariana	-	-	-	-	-
Jones, Josiah	100% (5/5)	5/5	1/1	1/1	2/2
Maalouf, Hassan	80% (4/5)	4/5	1/1	1/1	1/2

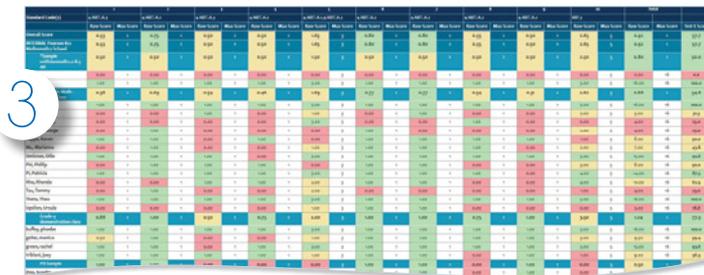
Administrators of any EasyBridge tier can access Savvas Realize data by signing in to SavvasEasyBridge.com with a learning platform administrator account. Realize Reports help educators make decisions throughout the year regarding Implementation, Performance, and Progress.

## Implementation

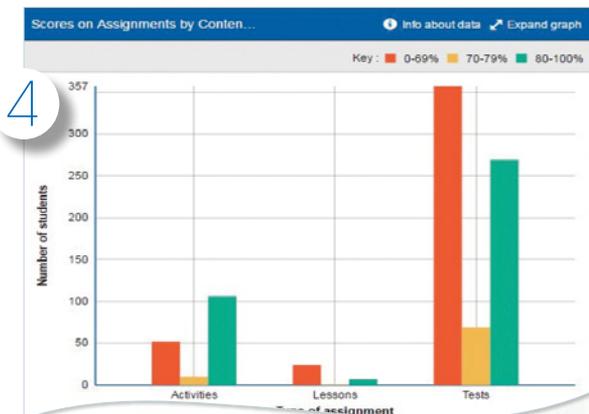


1. Analyze logins to see if the program is being used, how many students are registered, and how they compare.
  - Students
  - Teachers
  - Totals
  - Prior Periods
  - Roles
2. Analyze submissions to see which products are being used.
  - Product
  - Subject
  - Content Type
3. Analyze distributions of percent scores to see how classes and students perform on a given standard and assessment and what content is being assessed.
  - Test
  - Standard
  - Product
  - Subject
4. Analyze changes in scores over time

## Performance



## Progress





# enVision<sup>®</sup> Mathematics

Kids See the Math. Teachers See Results.

**Take an Interactive Tour!**  
[Savvas.com/enVisionMathematics](https://Savvas.com/enVisionMathematics)

**SAVVAS**  
LEARNING COMPANY

Savvas.com  
800-848-9500

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ADV: 9780134971384

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@SavvasLearning



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