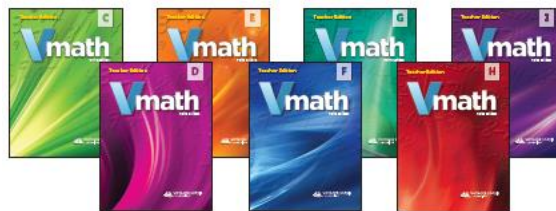


Tip Sheet for Virtual Schooling

The impact of the COVID-19 pandemic has forced school closures all across the country. This drastic change has shifted traditional classroom instruction to remote and/or virtual instruction. At VSL, our goal is to enable learning to continue by providing support to teachers, parents/caregivers and students with thoughtful, coherent, and meaningful instruction with supportive resources.



Follow the tips in this document to modify instruction for your environment and maximize all components of the program.

Accessing Teacher Resources

Purpose: VPORT is an online portal that allows you to access a variety of resources for use with virtual instruction.

Directions

1. Enter www.voyagersopris.com in your web browser.
2. Click the LOGIN button.
3. Enter your Username and Password. If you need assistance with your login, contact Customer Service.
4. The navigation structure is organized around several tabs that provide resources for teachers.

Logging In

1 Go to the Voyager Sopris Learning home page by entering www.voyagersopris.com into your Web browser.*

2 When the Voyager Sopris Learning page appears, click LOGIN at the top right of the screen.

3 When the VPORT Customer Login page appears, enter your Username and Password and click Login.



Voyager Sopris Home Page



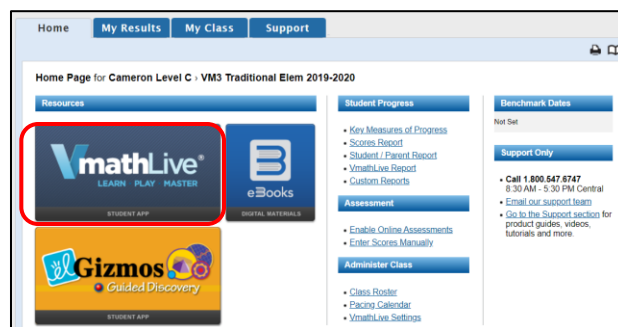
VPORT Login Page



VmathLive

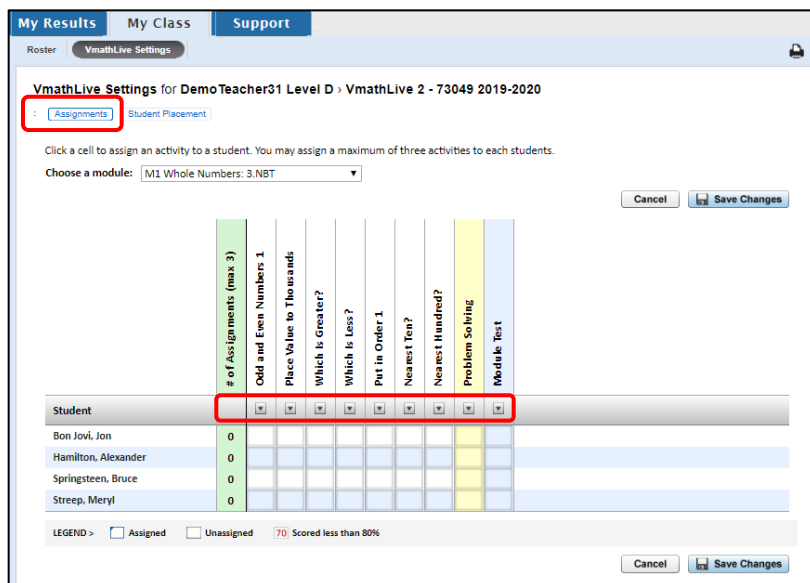
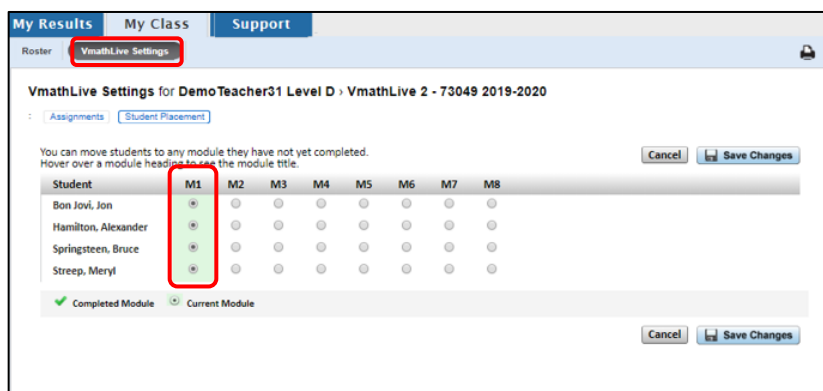
Purpose: VmathLive is an interactive, Web-based, student-centered learning component that helps students apply math skills in a fun, interactive environment. It is organized around three components – Learn, Play, and Master.

- The **Learn** component reinforces grade level math concepts and gives you the opportunity to monitor students' progress from any computer in any location. Students are able to work through all the modules sequentially as they appear in the program or through the modules chosen and assigned by you.
- The **Play** component offers students an opportunity to practice computational fluency, competing against Max (the computer), classmates, or other students using the VmathLive platform at the same time. *No identifying information or locations are included.*



Directions

- From the Home page, click on the **VmathLive** icon.
- Click on the My Class tab and VmathLive Setting subtab. The screen will show the student roster and, next to each student's name, a column for each module.
- Using your cursor, hover over a module number to see the unit content.
- On this Student Placement screen, click on the circle to place the student in the module of your choice.
- When students log onto VmathLive, the system will require them to work in that module only, until it is completed.
- You can also assign specific activities within the unit. Click on the Assignments button. Click the arrow at the top of the column to assign an activity to the whole group or click the box next to a student's name to assign to that student only.



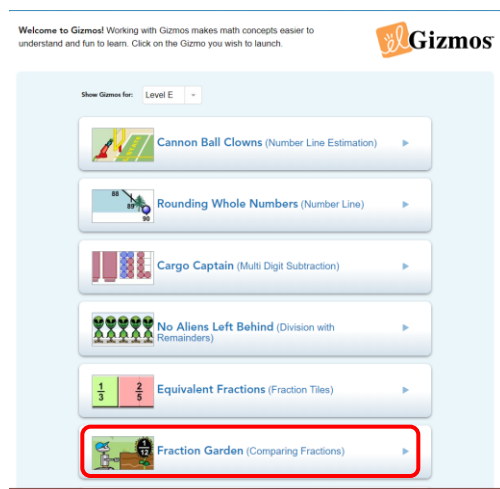
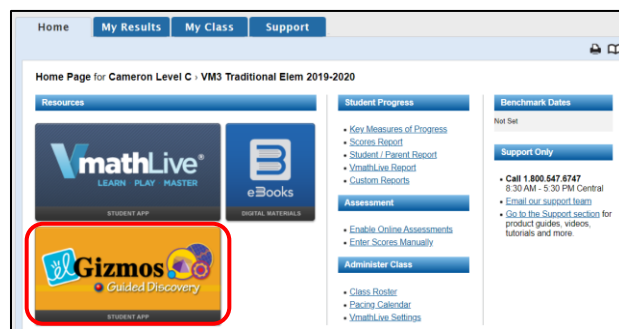
Gizmos

Purpose: Gizmos are modular interactive online math simulations designed to help students better understand abstract concepts. They are most often used in combination with a Vmath lesson as a way to maximize student engagement.

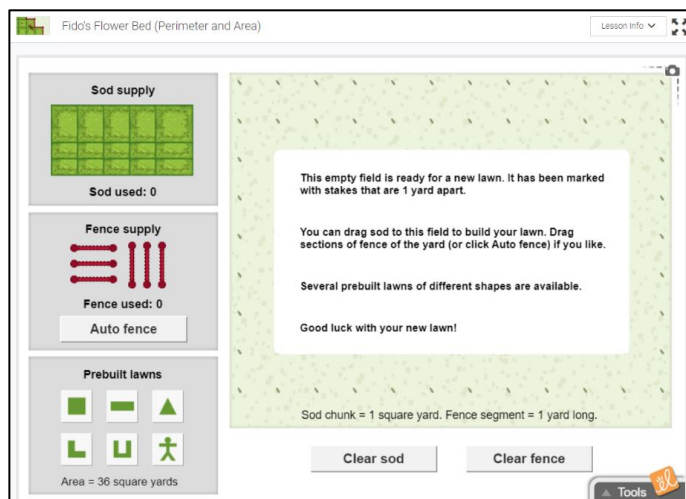
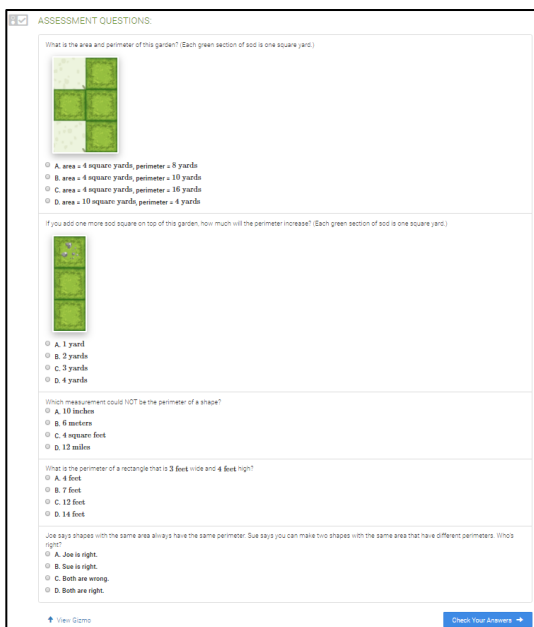
Directions

1. From your Home page, click on the **Gizmos** icon. A new screen will open showing the list of available Gizmos for your level.
2. Select the Gizmo you wish to use.
3. The Gizmo will open for you to preview. You may project the Gizmo on your virtual instruction platform. Students have access to the Gizmo from their Student Center.

Note: Because the Gizmo lesson begins with work from the corresponding print lesson, it is important for the students to have a copy of the lesson from the Student Text or access to the lesson in their eBooks.



Each Gizmo includes a variety of manipulatives for students to use in solving problems. An online self-assessment will help students reflect on their experience.



eBooks

Purpose: Available to both teachers and students, eBooks are digital resources of the print Teacher Edition and student materials.

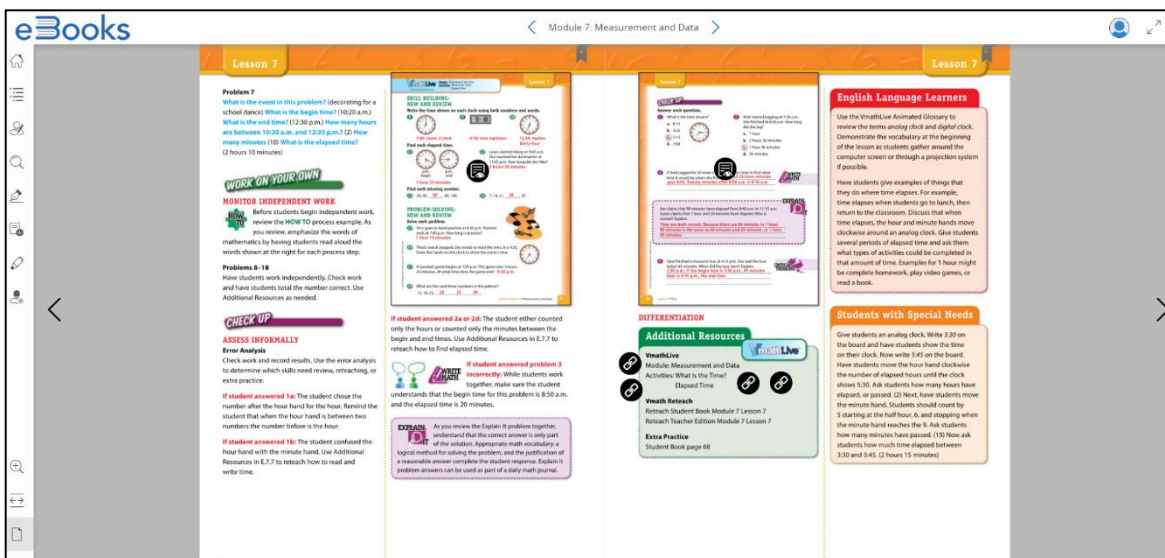
Directions

1. From your Home page, click on the **eBooks** icon.
2. A new screen will open showing all the Vmath eBook components available for each Vmath level you teach.
3. Using your cursor, hover over each book icon until you locate the component you want to use. Click on that icon and the eBook will open.



4. Prior to using the eBook with students, take some time to navigate using the various buttons and arrows.

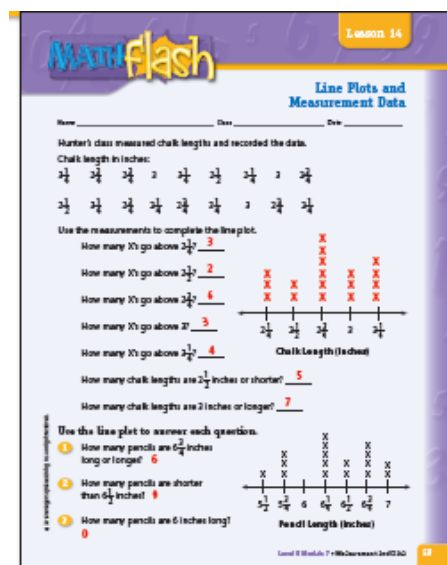
Note: With so many individuals and groups utilizing the internet at the same time, eBooks may not load as quickly as we would like. It is recommended that you load the eBook in advance of the lesson for which you plan to use it.



Math Flash Lessons



Math Flash lessons, available for Levels D–I, are brief 20-minute lessons that focus on concepts and skills that are most frequently tested. These lessons are designed to help reinforce the skills needed to close content gaps.



Guided Discovery Lessons

Hands-On Guided Discovery Lessons (Levels D–I) provide a systematic approach to using manipulatives for problem solving and conceptual understanding. The manipulatives in the Hands-On lessons are common items found in most classrooms, such as fraction strips, counters, and rulers.



Each Hands-On Guided Discovery Lesson follows an instructional routine that includes four steps.

1. **Get Ready**—Teacher modeling
2. **Discover**—Student/teacher interaction
3. **Discover Box**—Independent work
4. **Explore More**—Independent work

Lesson Notes
provide manipulative management tips, identify necessary preskills, and provide background information to help the teacher effectively teach the lesson.

Step 1—Get Ready
The teacher reviews the prerequisite skills before modeling new concepts as students respond orally and follow along in their Student Books.

Hands-On Guided Discovery Lesson 2

Objective
To use rulers to measure everyday objects to the nearest $\frac{1}{2}$ inch.

Materials

- 1-inch rulers with $\frac{1}{2}$ -inch marks
- assorted classroom objects: sharpened pencils, new crayons, large paper clips, pink erasers, black permanent markers
- masking tape

Lesson Notes

Before beginning the lesson, be sure students have their Student Books, rulers, and classroom objects to measure. If the objects listed are unavailable, use similar objects. Explain that even though these objects are often standard lengths, the lengths of the objects they measure might be slightly different than the lengths of the similar objects shown in the Student Book. If there are no objects for students to measure, have them measure the objects shown in the Student Book. Remember that student responses may vary because of this.

Students will measure objects to the nearest $\frac{1}{2}$ inch. Explain that not every object will measure exactly to an inch or $\frac{1}{2}$ -inch mark. When this happens, use the mark closest to the object's right edge for its length.

Hold up an inch ruler with $\frac{1}{2}$ -inch marks. Point to the marks while explaining that the numbered marks show the inches. The small marks between the numbers show half inches. Review how to align the object with the ruler correctly.

GET READY

Problem 1
To measure the caterpillar in problem 1 to the nearest inch, place your ruler on top of the ruler shown in your Student Book. Be sure to align the left edge of the ruler with the left edge of the caterpillar. Follow the line on the right end of the

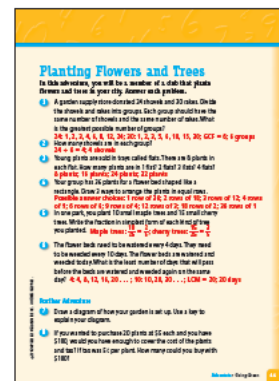
Problem 2
Use your ruler to measure the ribbon in problem 2. What is the length of the ribbon to the nearest inch? (5 inches) Write 5 in your Student Book.

DISCOVER

Problem 3
In problems 1 and 2, you measured to the nearest $\frac{1}{2}$ inch. Measuring to the nearest $\frac{1}{2}$ inch can give a more accurate measurement. Look at your ruler. The $\frac{1}{4}$ -inch marks are exactly halfway between each set of inch marks. How place the pink eraser on your desk. Line up the left edge of the eraser with the left edge of the ruler. Determine where on the ruler the right edge of the eraser ends. Between which two inch marks does the eraser end? Between 2 inches and 3 inches? What number is halfway between 2 and 3? (2½) The eraser ends at the $2\frac{1}{2}$ -inch mark, so the eraser is $2\frac{1}{2}$ inches long. Write $2\frac{1}{2}$ in your Student Book.

Adventure Lessons

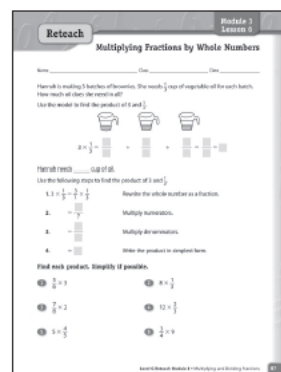
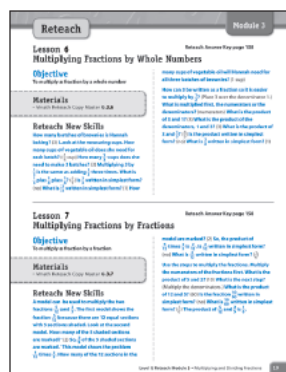
Adventures are lessons that can be used at any time throughout the implementation to supplement instruction. The lessons pose relevant project-like questions in which students read, use data, answer open-ended questions, or write short paragraphs. Adventures come in one digital book, and teachers can choose an Adventure based on the skills taught and the interest level. Adventures can be used across all Vmath levels.



Reteach Lessons

Some students may have difficulty grasping a particular math concept presented in a Vmath lesson the first time the concept is taught. When this happens, you'll need to use different approaches to reteach these struggling learners.

The Vmath program includes Reteach Copy Masters designed to enable you to easily reteach each Vmath lesson using these different approaches.



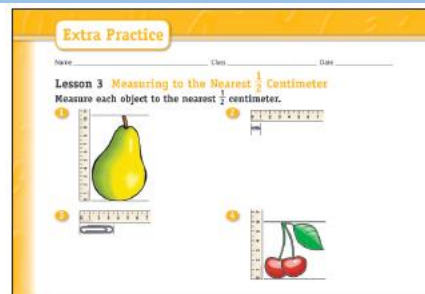
Each student page of the Reteach Copy Masters includes a sample problem that in most cases uses an alternative strategy to present the lesson concept or skill. The example is followed by practice problems that incorporate the alternative strategy. Just as with the regular Vmath lessons, explicit teacher dialogue is included for each Reteach student page to help the teacher effectively present the alternative method.

Teacher Reteach Lesson (eBook)

Student Reteach Lesson (eBook)

Extra Practice Pages

Each of the Vmath lessons include Extra Practice pages that can be used to reinforce understanding of critical skills and concepts taught in the Vmath four-step lessons.



If / Then

If you are a parent/caregiver helping your student with Vmath lessons, here are some suggestions:

- If the student is receiving instruction remotely by the teacher, set aside a surface designated as her/his classroom “desk.” This may be an actual desk or a table in a little-used room where school materials may be kept throughout this time of remote learning. It might even be a section of a kitchen table with materials organized for easy removal at the end of the instructional day and easy placement at the beginning of the next.
- If needed, assist student in logging into the platform used by the teacher for instruction and into the Vmath Student Center as directed.
- If you are actually conducting Vmath instruction, set aside a firm start time and end time for Vmath lessons.
- Encourage the student to complete as much as possible independently when online but be nearby and prepared to assist with navigation as needed.

If you are a teacher delivering via a webinar platform, here are some suggestions:

- Take advantage of the availability of eBooks for yourself and for the students.
- Before using eBooks for instruction, take some lesson time to walk your students through the process of accessing them. It will take a bit of time but will be worth it as it should minimized lesson interruptions down the road.
- Check the Support tab on the Teacher Center. It includes several videos showing Vmath instruction with a group of students.

Maintaining Engagement

- It is easy for students to become distracted at a time like this. It is important for you—whether you’re a family member, a caregiver, or a teacher—to minimize distractions and keep students engaged.
- If you are teaching your class remotely, utilize the engagement strategies included with your platform. These may include such devices as raising hands or typing into a chat box.
- Wherever possible, offer students opportunities to include the home environment as part of instruction. For example, if working in a unit on measurement, suggest they find a mug from the kitchen or a book from their own collection as something to measure.
- These are unusual circumstances for everyone. As a teacher, you are not accustomed to being sedentary. Neither are your students. Remember to include opportunities for them to take breaks from sitting. This might mean standing as part of an assignment or simply taking a 10-minute break away from the computer.

Contact Customer Service

800-547-6747

customerservice@voyagersopris.com