

## Teaching with the Premium Digital System

**Introduction** This guide discusses teaching with the enVisionMATH Premium Digital System. It also explains how the content is organized and how to display lessons for class instruction. Additionally, this guide explains how to access Tools4Math and the Animated Glossary from the lesson window.

**Access and Organization** At the teacher Home page, access the digital lesson content by clicking the Premium button.

All of the topics for a specific grade level are displayed.



The screenshot shows the enVisionMATH Premium G4 interface. At the top, there is a navigation bar with links for Home, Content, Planning, Classes, and Reports. Below this is a search bar and a link to the Leveled Reader Database. The main header features the enVisionMATH logo and the text 'enVisionMATH Premium G4'. A 'Table of Contents' section is visible, with a dropdown menu set to 'English Content'. Below this, there are six topic cards arranged in a 2x3 grid. Each card has a title, a representative image, and a topic name: Topic 1 (Numeration), Topic 2 (Adding and Subtracting Whole Numbers), Topic 3 (Multiplication Meanings and Facts), Topic 4 (Division Meanings and Facts), Topic 5 (Multiplying by 1-Digit Numbers), and Topic 6 (Patterns and Expressions).

Click a topic to display the lessons. Lessons are displayed on the left.

Options are on the right. Use View to preview the lesson or display it for class instruction. Use Assign to assign the lesson to selected students or the entire class. Information includes a lesson description and state standards. Teacher's Edition opens the book to that lesson page. Add this lesson to the planner by clicking **Add to Planner**.

**Topic Opener Activities** The first lesson activity is the Topic Opener. Topic openers introduce students to the new math topic.

In the primary grades, there is a Math Story Animation.

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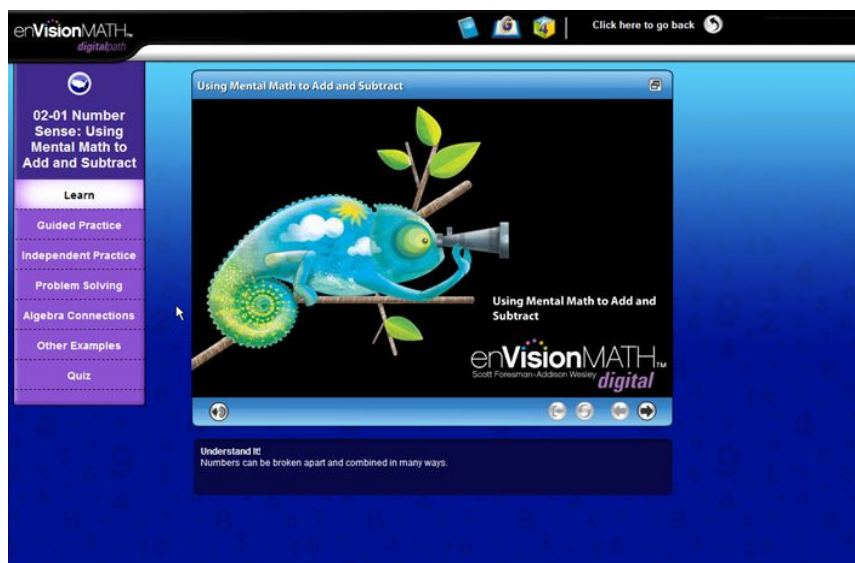
## Lessons

Click a lesson and click **View**.

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### Learn

On the left within the lesson window there is a purple navigation buttons that link to lesson activities. The Learn button is first, which opens the Visual Learning Animation. Use this after the problem-based interactive learning activity has been completed with the class.



The Visual Learning Animation provides visual instruction and mirrors the Visual Learning Bridge in the student textbook. Step through each frame of the animation at an appropriate pace for the class. Replay any frame by clicking the circular arrows. To replay the audio, click the text. The onscreen mouse will turn into a green megaphone.

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### Key Vocabulary

When key vocabulary words appear in yellow, the Animated Glossary icon will appear at the bottom of the player window. Just click the *g* to display the definition. In the glossary, you can easily toggle between English and Spanish.

The screenshot shows a close-up of the animated glossary. It features a table with the following data:

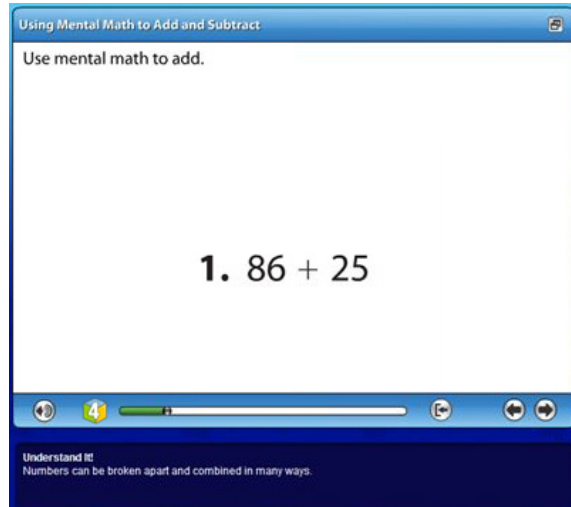
Teacher	Years Teaching
Ms. Waltston	12
Mr. Roy	5
Mr. Randall	30

Below the table, the text reads: 'Commutative Property of Addition'. To the right, the numbers 12 and 30 are shown in separate boxes, with the equation  $12 + 30 = 30 + 12$  below them. At the bottom, a text box explains: 'The **Commutative Property of Addition** means you can add two numbers in any order.' Below this text is a video player control bar with a play button, a progress bar, and a glossary icon (a blue circle with a white 'g').

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**Guided Practice**

After instruction using the Visual Learning Animation, complete Guided Practice. In Guided Practice, students check their understanding of the lesson skills and concepts. Access Tools4Math, which are digital manipulatives, to model and solve these problems by clicking on the block with a number four.



For more information about how to use Tools4Math, watch the Tools4Math tutorials on this Web site.

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**Independent Practice**

Now students have the opportunity to practice their skills by solving Independent Practice problems and Problem Solving. Some lessons have additional practice. The digital lessons are exactly the same as those in the print textbooks.

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**Quiz**

After instruction and practice, students complete the Quiz. Students solve problems and submit their answers for immediate scoring.

Based on their score, students receive one of three leveled practice pages that they can print out.

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**Lesson Window Features**

Here are a few additional features within the lesson window. There are three icons at the top right. The book icon provides access to the Student Edition page for this lesson.

The *g* icon provides access to the complete Animated Glossary.

The block with a number four is Tools4Math. Tools4Math are digital manipulatives that you and your students can use to model solutions and solve problems.

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**Review**

This guide gave an overview on teaching with the enVisionMATH Premium Digital System. It looked at how the content is organized. This guide also discussed how to display lessons for class instruction. Additionally, this guide explained how to access Tools4Math and the Animated Glossary from the lesson window.

For more information, please watch the other enVisionMATH tutorials on this Web site.