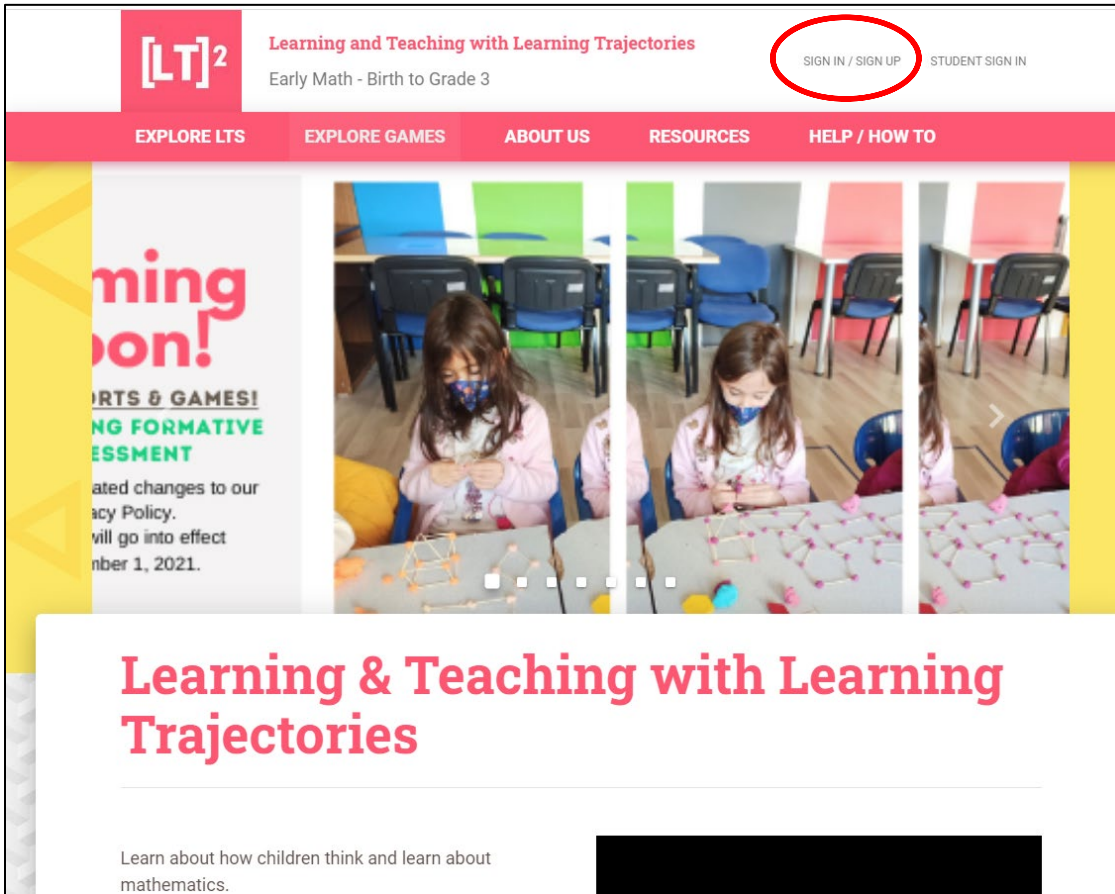


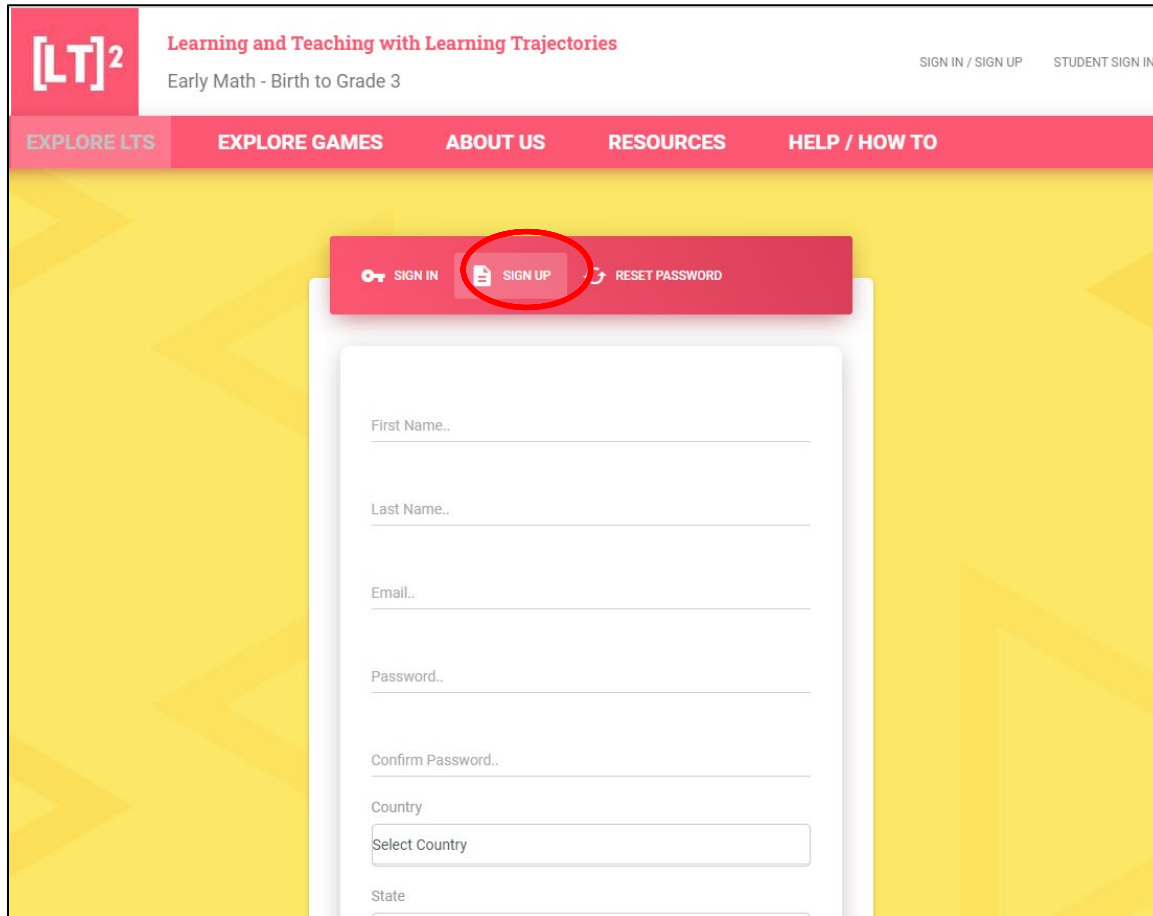
Getting Started

1. Go to the Main Teacher Platform at <https://www.learningtrajectories.org/early-math/birth-to-grade-3>
2. Create an account: Click SIGN IN/SIGN UP.



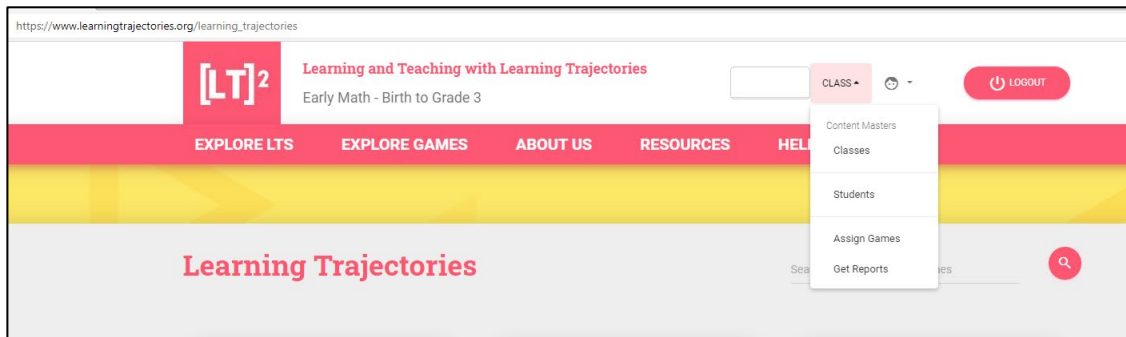
The screenshot shows the website header with the [LT]² logo, the text "Learning and Teaching with Learning Trajectories" and "Early Math - Birth to Grade 3", and a "SIGN IN / SIGN UP" button circled in red. Below the header is a navigation bar with "EXPLORE LTS", "EXPLORE GAMES", "ABOUT US", "RESOURCES", and "HELP / HOW TO". The main content area features a carousel of images showing children working with math manipulatives. A large heading "Learning & Teaching with Learning Trajectories" is displayed, followed by a sub-heading "Learn about how children think and learn about mathematics." and a black redaction box.

3. Select SIGN UP and complete all fields. (Note: We will never share your data. We require login credentials to comply with rules for showing images of children.)



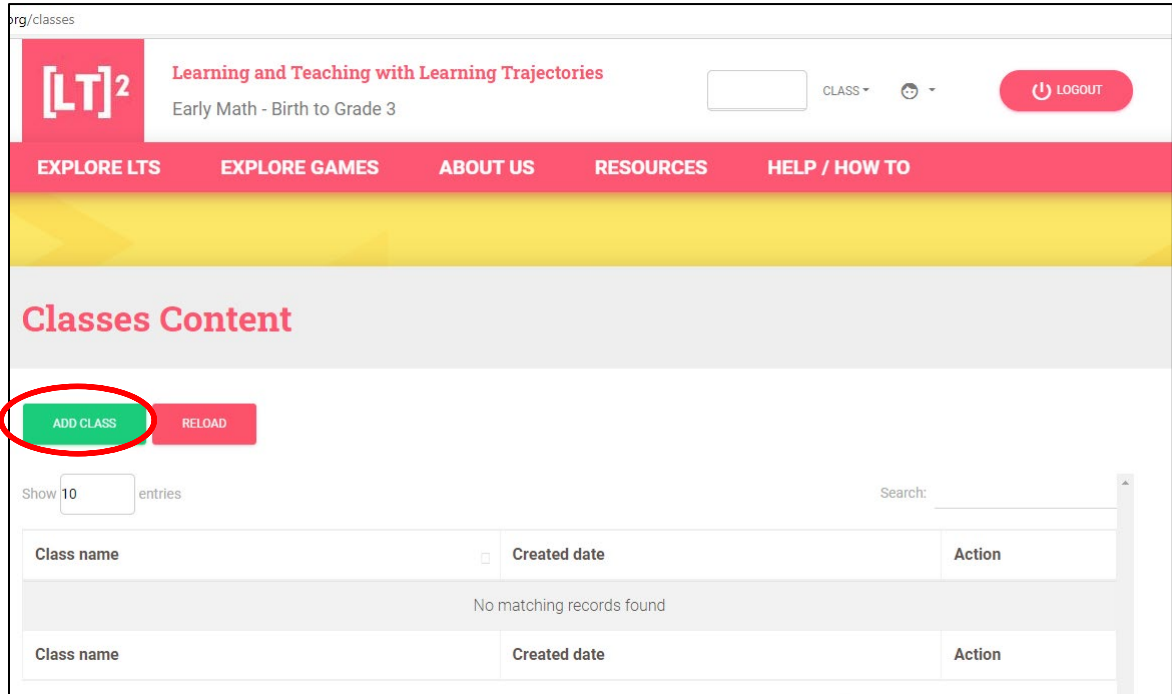
The screenshot shows the 'Learning and Teaching with Learning Trajectories' website. The header includes the [LT]² logo, the site name, and the subject 'Early Math - Birth to Grade 3'. Navigation links include 'EXPLORE LTS', 'EXPLORE GAMES', 'ABOUT US', 'RESOURCES', and 'HELP / HOW TO'. A red box highlights the 'SIGN UP' button in the top navigation bar. Below it is a sign-up form with the following fields: First Name, Last Name, Email, Password, Confirm Password, Country (with a 'Select Country' dropdown), and State.

4. Create a class: click CLASS and then Classes.



The screenshot shows the user interface after logging in. The header includes the [LT]² logo, the site name, and the subject 'Early Math - Birth to Grade 3'. A 'CLASS' dropdown menu is open, showing options: 'Content Masters', 'Classes', 'Students', 'Assign Games', and 'Get Reports'. A 'LOGOUT' button is visible in the top right corner. The main content area features the 'Learning Trajectories' logo and a search bar.

a. Select ADD CLASS.



org/classes

[LT]² Learning and Teaching with Learning Trajectories
Early Math - Birth to Grade 3

CLASS ▾

LOGOUT

EXPLORE LTS EXPLORE GAMES ABOUT US RESOURCES HELP / HOW TO

Classes Content

ADD CLASS RELOAD

Show 10 entries Search:

Class name	Created date	Action
No matching records found		
Class name	Created date	Action

b. Fill in class information, then click SAVE. Grade/Age is used to determine which games will be most appropriate for the children in your class. Start/End Date are not required and are currently not used.

Add Class

Class Name

Grade/Age

Start Date

End Date



Note: You can edit or delete classes as needed.

Classes Content

ADD CLASS **RELOAD**

Show entries Search:

Class name	Created date	Action
Demo	2021-08-31 10:49:04	EDIT DELETE
Class name	Created date	Action

Showing 1 to 10 of 815 entries PREVIOUS **1** 2 3 4 5 ... 82 NEXT

Use these to edit/delete classes.



5. Add student accounts to your class:

- a. Click CLASS and select Students. Then click ADD STUDENT.

The screenshot shows the top navigation bar of the Marsico Institute application. The header includes the [LT]² logo, the text "Learning and Teaching with Learning Trajectories", and "Early Math - Birth to Grade 3". A search bar is present, followed by a "CLASS" dropdown menu (circled in red) and a "LOGOUT" button. The navigation menu below the header includes "EXPLORE LTS", "EXPLORE GAMES", "ABOUT US", "RESOURCES", and "HELP". The "CLASS" dropdown menu is open, showing options: "Content Masters", "Classes", "Students" (circled in red), "Assign Games", and "Get Reports". Below the navigation bar, the text "Classes Content" is visible.

The screenshot shows the "Students" page. At the top, the word "Students" is displayed in a large, bold, red font. Below this, there are two buttons: "ADD STUDENT" (circled in red) and "RELOAD". Underneath the buttons, there is a "Show 10 entries" dropdown menu and a "Search:" input field. A table with three columns: "Class", "Username", and "Action" is shown. The table is currently empty, with the text "No data available in table" centered below it. At the bottom left, it says "Showing 0 to 0 of 0 entries". At the bottom right, there are "PREVIOUS" and "NEXT" navigation buttons.



6. Fill in information for the student, then click SAVE.

Add Student ×

Class
Demo

Username
mariah

Password

Choose three icons, one from each row, for student password.
Tip: Take a screen shot of the child username and password to save for your own reminder or to share with families.

CANCEL **SAVE**



7. Follow Steps 4-6 to add all classes and students.
 - a. EDIT and DELETE buttons let you change a student's details or delete them from your account.

EXPLORE LTS EXPLORE GAMES ABOUT US RESOURCES HELP / HOW TO

Students

ADD STUDENT RELOAD

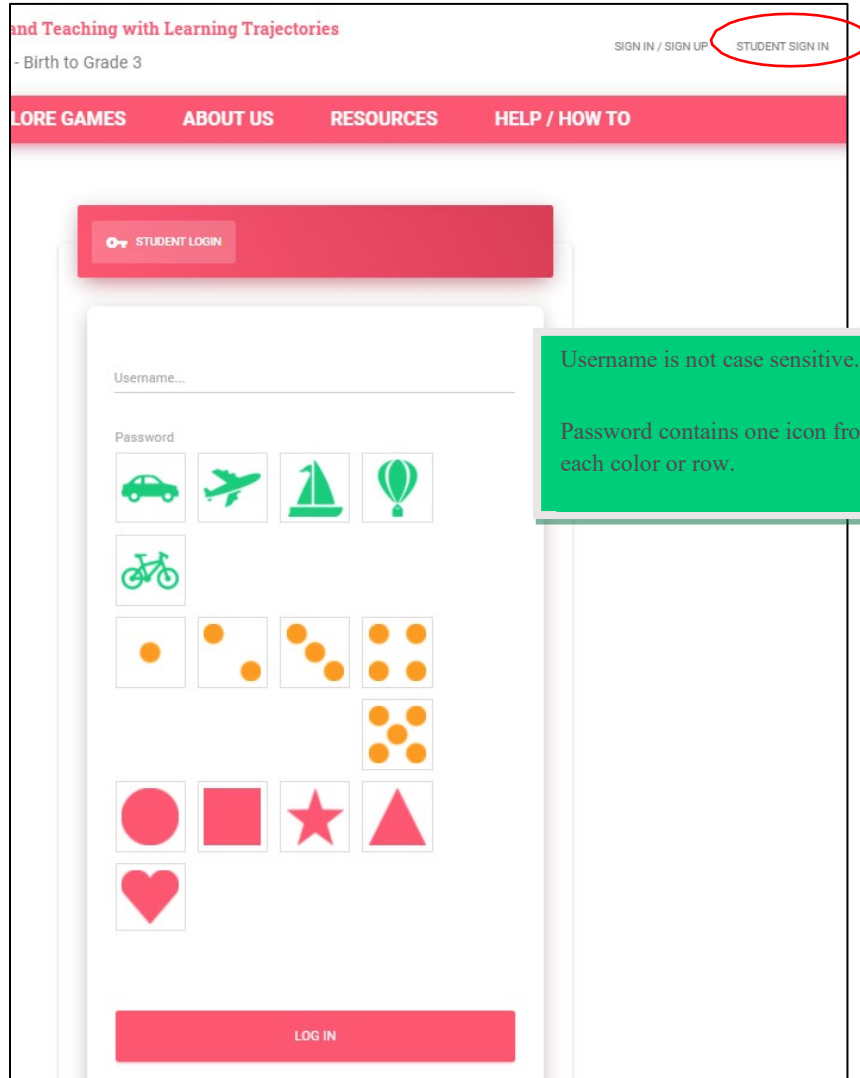
Show 10 entries Search:

Class	Username	Action
GameTestClass5	GameChild5	EDIT DELETE
GameTestClass4	GameChild4	EDIT DELETE
GameTestClass3	GameChild3	EDIT

To edit student details or delete a student.

Student Game Play

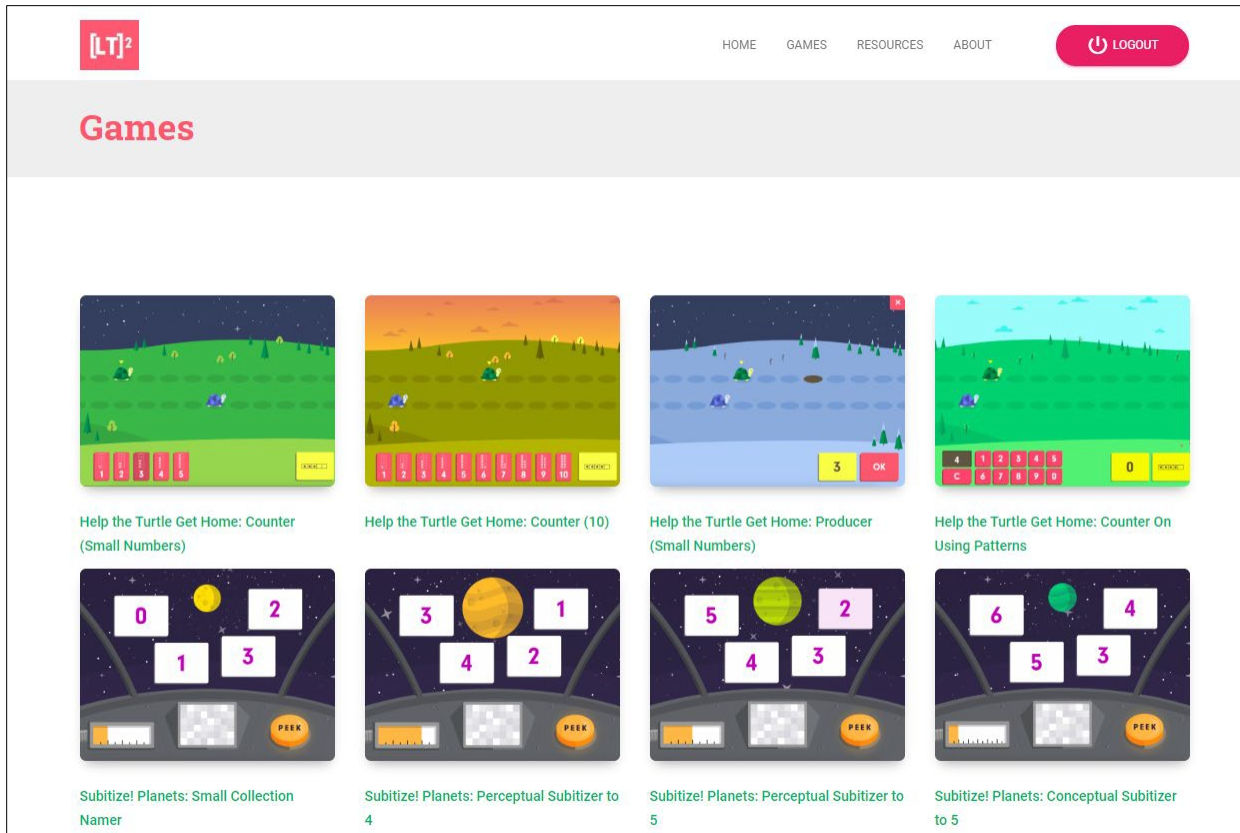
1. Students log in using their individual username and three-icon password.



The screenshot shows the 'Student Login' page. At the top right, there are links for 'SIGN IN / SIGN UP' and 'STUDENT SIGN IN' (the latter is circled in red). Below these is a navigation bar with 'MORE GAMES', 'ABOUT US', 'RESOURCES', and 'HELP / HOW TO'. The main content area features a 'STUDENT LOGIN' button, a 'Username...' input field, and a 'Password' section. The password section consists of a grid of icons: a car, an airplane, a sailboat, a hot air balloon, a bicycle, and a heart. Below these are two rows of orange dots in various patterns (1, 2, 3, 4, 5 dots). At the bottom of the form is a 'LOG IN' button.

Username is not case sensitive.
Password contains one icon from each color or row.

2. The student will select a game and play.



For more ideas on which game to use, see our [Guide to Games](#) here and on our Resources page.