










## **Year Round Implementation Ideas**





### **Class Groupings on Class Manager**

-  Make viewing class progress easier
-  Allow you to see class averages
-  Create a class page and assignments
-  Send messages to students in the class






### **Differentiate Instruction with School Stats**

-  Use Study Island reports to determine your students' strengths and weaknesses
-  Adjust the passing parameters depending on your students' abilities
-  Check out the "Suggested Topics" report – found from the Class Summary or Individual Student report

### **Projector/Smartboard Use**

-  Model to class how to work certain problems
-  Conduct lesson warm ups
-  Use for bell time activities
-  Sync to your CRS clickers for an in-class activity

### **Motivation:**

-  Allow students to select multiple game modes
-  Print Blue Ribbon awards
-  Track students' stats and use incentives to encourage students to work hard
-  Use an Incentive Program provided by the implementation team or create your own
-  Have a school party if students hit a certain question or blue ribbon goal