Step-by-Step Guide to Reviewing CMP3 Online
**Navigate Course Content**

**Step 1**
Select the Dash icon in the upper left and choose My Bookshelf. Then, tap CMP3 Grade 6 (or any other grade level you wish).

**Step 2**
Select the icon in the upper left. This is the grade-level Table of Contents for the CMP3 demo course you selected. You now have access to everything in this course, including full instructional content, progress monitoring, teacher resources, and more.

**Step 3**
Select a Unit to review. (The sample lesson in this guide is in Grade 6, Unit 1: Prime Time, Problem 2.1: Riding Ferris Wheels, but any Unit will work.) Choose Unit Planning (clipboard icon) then Unit Overview to begin your review.

**Step 4**
Let’s take a look at interacting with Dash content.

1. The icon allows you to pull up the course Table of Contents with a single tap. The icons allow you to determine your favorite page view, depending on how much information you want displayed.

2. Teacher content is organized according to CMP3 Units, Investigators, and daily Problems. Folder tiles contain additional folders or pages and are identified by tiles without a curled edge. Folders usually correspond to a Unit or Investigation. To move forward and deeper into your course, select a section folder (without a curled edge) to reveal its contents.

3. Page tiles have a curled edge. Pages correspond to a student page or activity. The tile for the Teacher Content page you are currently viewing is highlighted in blue along its bottom edge.

4. To move up in your course to a higher level, such as from a daily Problem up to an Investigation, select the back button appearing at the far left of the table of contents.

5. Just below the content tiles you will find two panels, left and right. These panels represent two convenient views that match your teaching instructions on the right with the student materials on the left. (You can manipulate this view - see #1).

6. To view student materials in full screen mode, select the square icon with arrow.

7. The teacher content column contains all the information you need to prepare for and instruct the class. Some of the information found here includes course overviews, unit descriptions, lesson summaries, goals and standards, specific teaching points, resources and projects. This column also supports links to supplemental content.

8. You can reveal or hide teacher content by tapping the carats. When the arrow faces right, that section is collapsed and hidden from view. You can collapse sections that you do not need or have completed. When the arrow faces down, content is expanded and all is visible. If the text continues beyond the page, scroll down to read more.

9. To navigate from one page to the next, simply tap the forward/backward arrows or touch the next tile in line up top.
The universal toolbar is located along the top edge of the screen and includes all resources necessary to interact with CMP3 content in Dash.

1. **Bookmark**: Bookmark a page in Dash, view pages you’ve already bookmarked, and jump to a bookmarked page.

2. **Pushpin**: Add and view notes you have previously recorded. Navigate to the pages where those notes are found.

3. **Highlighter**: View text you have highlighted or underlined. Navigate to the pages where those selections are found.

4. **Folder**: View additional CMP3 resources, like answer keys or assessments. You can also upload non-video files here, and link them to specific spots in the teacher materials.

5. **Text Size**: Choose small, standard, or large text size.

6. **Chain Link**: Access additional links associated with the course, such as the Glossary, Math Tools, Student Activities, and more.

7. **Magnifying Glass**: Search by keyword within CMP3 content and filter your results to show only notes, resources, teacher support content, or text you’ve highlighted.

8. **Printer**: Print the current page.

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**Navigate a Lesson as a Teacher**

Teacher View

Select a Unit to review. (The sample lesson in this guide is in Grade 6, Unit 1: Prime Time, Problem 2.1: Riding Ferris Wheels, but any lesson will work.) Choose Unit Planning (clipboard icon) then Unit Overview to begin your review.

Tap the Table of Contents icon next to “Dash”.

Tap the Unit (Prime Time), then the Investigation (Investigation 2).
Tap Investigation 2 Planning ...

Note that all relevant information to plan for this investigation is included, including an overview, details about standards covered and learning goals, as well as resources and assignment answers. Tap each tile to explore these items.

... then tap Investigation 2 Overview

Tap individual content heads to reveal or hide information.

Investigation Description

We use real-life situations to motivate student learning. Here are the least common multiple and greatest common factor story problems. The context is naturally within the context of the problems. The student will need to practice these skills in order to solve the problems.

Hit the back arrow next to Investigation 2 Planning, and select Problem Overview for Problem 2.1.

Let’s dive into our sample lesson!
CMP3’s problem-centered teaching opens the mathematics classroom to exploring, conjecturing, reasoning, and communicating. The CMP teacher materials are organized around an instructional model that supports this kind of “inquiry-based” teaching. Each CMP3 lesson is divided into three parts: Launch, Explore and Summarize.

**Daily Instructional Flow**

**Lesson Step 1: Launch**
In the first phase, the teacher launches the Problem with the whole class. Launches include connecting to prior knowledge, as well as presenting the challenge of the Problem.

**Lesson Step 2: Explore**
For the Explore phase, the nature of the Problem suggests whether students work individually, in pairs, in small groups, or occasionally as a whole class to solve the Problem. As students work, they gather data, share ideas, look for patterns, make conjectures, and develop problem-solving strategies. The teacher’s role during this phase is twofold: providing for individual needs and planning for the summary.

**Lesson Step 3: Summarize**
At the end of the lesson, the teacher guides the students to reach the mathematical goals of the Problem and to connect their new understanding to prior mathematical goals and Problems in the Unit. Students present and discuss their solutions and the strategies they used to understand the Problem, organize the data, and find the solution. During the discussion, the teacher helps students enhance their conceptual understanding and guides them in refining their strategies into efficient, effective, generalizable problem-solving techniques or algorithms.

Launch videos are available for the majority of CMP3 lessons and bring the Challenge to life for students.

A bilingual glossary, background on the instructional content and a lesson plan are also available for teacher use.

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**Problem Resources** include brief lesson plans for reference and answer keys to ACE (Applications, Connections, Extensions) homework assignments.
Navigate a Lesson as a Student

Student View
Select the Dash icon in the upper left and choose My Bookshelf.

Step 1
Use the search function or sort content by type (pick “ACTIVe-book”) to select a CMP3 ACTIVe-book bundle. We use the Grade 6 ACTIVe-book in this guide but any ACTIVe-book will do.

Step 2
Tap the “Comparing Bits and Pieces” title. This is the Unit we use in this guide but feel free to pick another.

Step 3
Use the to navigate to Investigation 2, Problem 2.1: Riding Ferris Wheels. Tap the “Intro and Question A” tile to get started. NOTE that you are viewing student content in teacher mode.

In Dash, teachers can review students’ work in the ACTIVe-book, mark up their work using drawing and typing tools, and exchange messages with students using the chat tool.

The ACTIVe-book Toolbar is located at the top right of the screen. These features allow teachers and student to interact with the instructional content.

1. Assign one or more pages to classes, individual students, and groups.
2. Share the current page with classes, individual students, and groups.
3. Find your students and view their ACTIVe-book work.
4. Start a chat or view all of your past chats with your students.
5. Bookmark a page in ACTIVe-book, view pages you’ve already bookmarked, and jump to a bookmarked page.
6. Access additional resources associated with the course, such as the bilingual glossary, Math Tools (digital manipulatives), Student Activities specific to CMP3 and MathXL for School for extra skills practice.
7. Use the lesson tiles to navigate through parts of the student lesson.

You can assign ACTIVe-book pages for individual students, groups, or classes to complete. When you assign an ACTIVe-book page or pages, your students will see an alert about their new assignment when they log in to ACTIVe-book.

When the student selects the icon with the alert, they will see a list of assignments. New assignments will be marked in blue. Selecting an assignment will take them directly to that page to complete their work.
In ACTIVe-book, you have access to the same tools your students use to write or draw on their pages. You can use these tools to mark up your students’ work for their review or to mark up your own ACTIVe-book pages in preparation for class. Once you have saved your changes and comments, your students are able to view them.

Cursor: Select the cursor to edit or change text already in a text box. Select the cursor icon and then navigate to the text box you’d like to edit.

Draw: Select the marker to activate the draw tool and draw straight lines or freehand on the page using your finger, a stylus, a mouse, or trackpad.

Erase: Select the eraser tool to erase work.

Undo: Select the arrow pointing left to undo your last drawing or line. You can undo several drawings or lines.

Redo: Select the arrow pointing right to restore a drawing or line you erased with the undo tool. You can restore several drawings or lines you have erased.

Text Box: Select the text box to add type to your page. Select the spot where you’d like to add text. Then, begin typing. When you are done typing, your text will remain in place. Select the color square at left to change colors.

MathX: To add math symbols such as ÷, π, or ≤, select the division symbol and choose from a menu of options.

Draw Box: Select from a menu of editable visual tools (geometric shapes, number lines, coordinate planes, and more) to illustrate note-taking and worked-out examples.

Delete: To erase everything you have added to the page, select the trash can icon.

Save: Select the Save button to save all of your changes to the page. Once your file is saved, your student can read your comments and see your additions.

Congratulations!
You have navigated through a daily CMP3 lesson.
Training

The myPearsonTraining Web site provides CMP3 program tutorials available 24 hours a day, 7 days a week. Visit MyPearsonTraining.com to view tutorials for every part of the program.

Quick access to MyPearsonTraining is available on MathDashboard.com/CMP3 by clicking on the MyPearsonTraining channel from the column on the right.

On-site Implementation Training is available upon purchase. Contact your Pearson Representative for more information on implementation training.

pearsonschool.com/cmp3
800-848-9500

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