Techtivities Start-Up Guide

1) Register for a Desmos Teacher Account

In order to use these activities, you will first need to register for a Desmos teacher account (if you have an existing account you can just sign in through teacher Desmos). These accounts are free and allow you to create classroom environments where your students can work on the activities in the same shared space. In order to create a new account:

    a) Go to teacher.desmos.com
    b) Select the Create Account icon and fill in the required information

2) Access the Activities

Once you are registered and signed in to your teacher Desmos account you can find all of the Techtivities at https://itscore.cu.studio/techtivities/english/. There are 7 techtivities provided on this landing page and clicking on any of the activities will bring you to the associated activity in your teacher Desmos view.

3) Create your Class Code and Access the Teacher Guide

To create an online classroom for your students to participate in the activity together, click the Create Class Code icon. This will generate a 6-character code which will allow your students to access the activity in the same virtual environment. If you plan on using the activities with more than one class, we suggest creating multiple class codes to keep them separate.

After creating your class code, you can explore the activity in more detail by looking through the student preview and accessing the associated Teacher Guide. This guide provides a helpful checklist for best practices facilitation of the activity along with instructions on how to use the Pacing and Pause features in Desmos.

4) Customize your Classroom Activity

Customizing your techtivity will allow you to set parameters to guide the student experience. In order to customize the activity content, start by clicking on the 6-digit classroom code you generated earlier. This will bring you to the activity landing page for your specific class. Once inside your classroom activity you can utilize the following customization tools to your advantage.

    a) *Anonymize.* This option allows you to anonymize each individual student by assigning them a random mathematician pseudonym.
    b) *Pacing & Pause.* The pacing and pause options allow for you to control the speed at which the class goes through the activity. These options also allow you to create stopping spots to bring the class together for whole class discussion on important topics.
    c) *Snapshots.* This option allows for you to take screen captures of student work and sequence them in an order beneficial to discussion.

5) Facilitation Start-Up

It is important that students are given previous notice about the activities so they can be prepared by bringing in a laptop or tablet. Most activities also work well on a smartphone, but they are not optimized for all ios systems. Students can also work in pairs to complete the activities if there is a device shortage. On activity day students will need to do the following:

    a) Go to student.desmos.com
    b) Enter the 6-character classroom code
    c) Either sign in with their Desmos account or continue on as a Guest
    d) Enter their name or codename