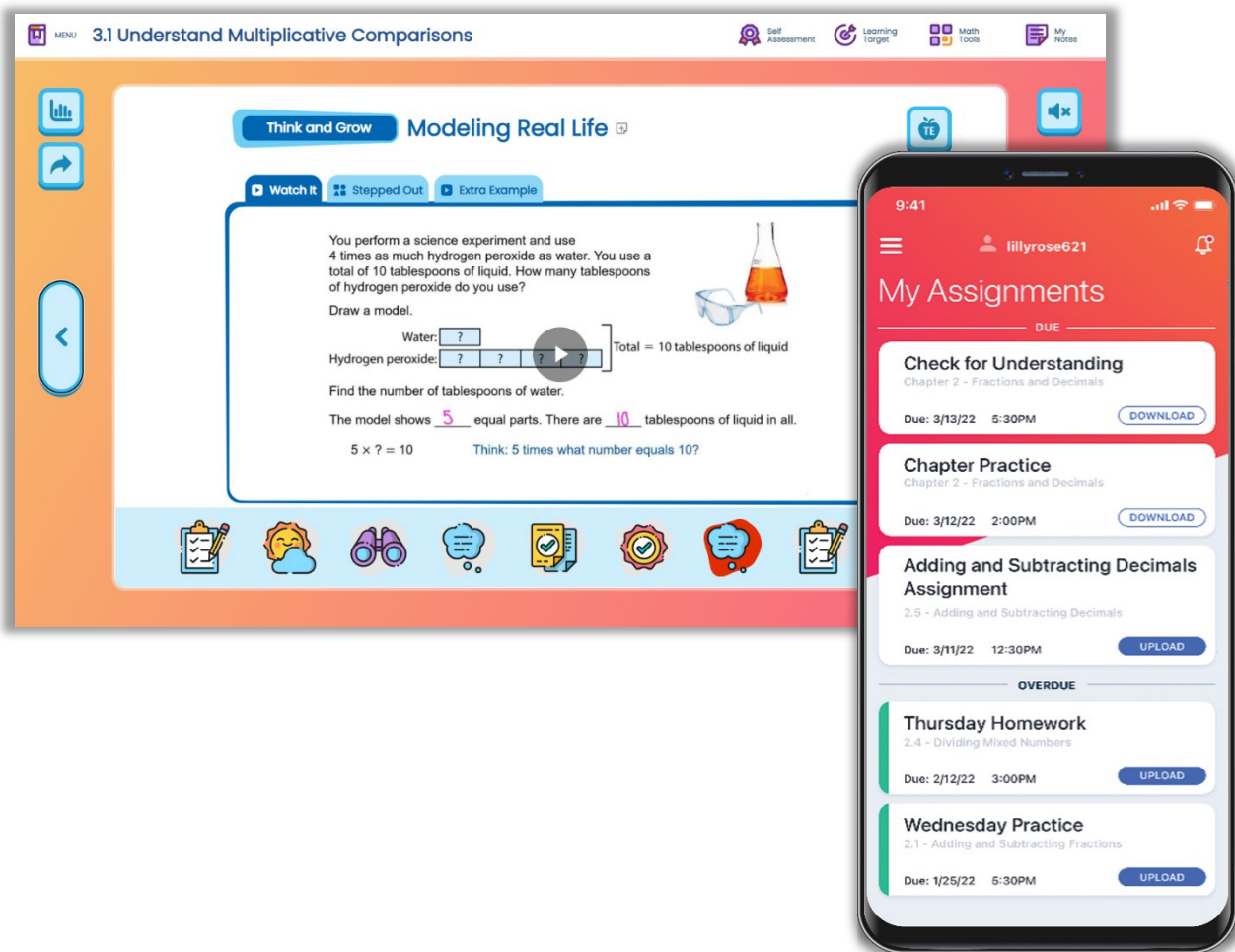


Idaho Math

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Digital Platform Guide



The image displays two views of the digital platform. The top view is a desktop browser interface for the lesson "3.1 Understand Multiplicative Comparisons". The main content area is titled "Think and Grow Modeling Real Life" and includes a "Watch It" video player. The video content shows a science experiment with a beaker of orange liquid and a diagram of a bar model. The text in the video reads: "You perform a science experiment and use 4 times as much hydrogen peroxide as water. You use a total of 10 tablespoons of liquid. How many tablespoons of hydrogen peroxide do you use? Draw a model. Water: [?] Hydrogen peroxide: [?] [?] [?] [?] Total = 10 tablespoons of liquid Find the number of tablespoons of water. The model shows 5 equal parts. There are 10 tablespoons of liquid in all. $5 \times ? = 10$ Think: 5 times what number equals 10?" The bottom view is a mobile app interface showing a user's assignment list. The user is identified as "lillyrose621". The assignments are categorized into "DUE" and "OVERDUE".

Assignment Title	Chapter/Section	Due Date	Time	Action
Check for Understanding	Chapter 2 - Fractions and Decimals	3/13/22	5:30PM	DOWNLOAD
Chapter Practice	Chapter 2 - Fractions and Decimals	3/12/22	2:00PM	DOWNLOAD
Adding and Subtracting Decimals Assignment	2.5 - Adding and Subtracting Decimals	3/11/22	12:30PM	UPLOAD
OVERDUE				
Thursday Homework	2.4 - Dividing Mixed Numbers	2/12/22	3:00PM	UPLOAD
Wednesday Practice	2.1 - Adding and Subtracting Fractions	1/25/22	5:30PM	UPLOAD

Flexible Resources, Accessible Anywhere

Engaging technology for students and teachers is the heart of the *Idaho Math* program. The flexible online platform includes homework and assessment, interactive resources, and videos that support any learning environment to accelerate learning for all students.

Let's Explore!

PROGRAM OVERVIEW

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PLAN AND TEACH

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All screenshots are representative of final product. Some features may not be fully implemented at the time of your review.

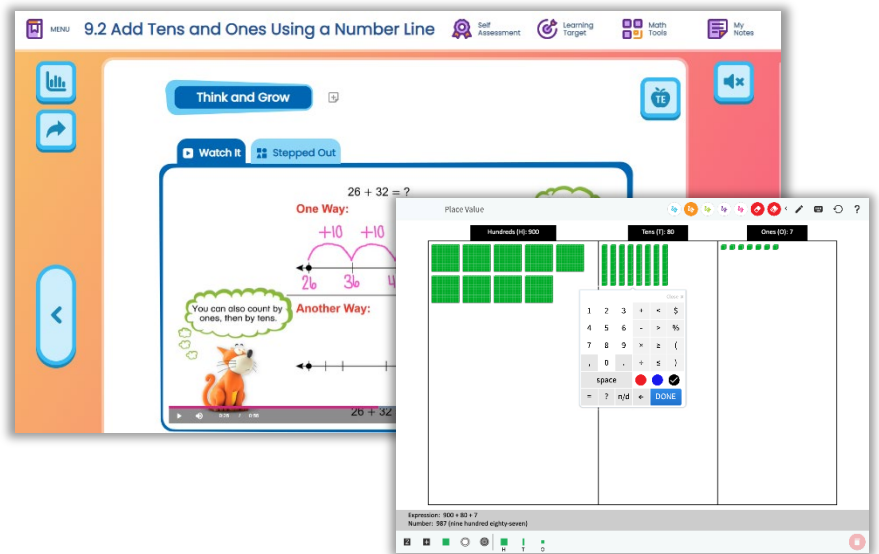
PROGRAM OVERVIEW

Student Engagement and Skill Building

Engage students from beginning to end of class, and at home, with the digital student experience. Students have access to a variety of tools that support and enhance their learning.

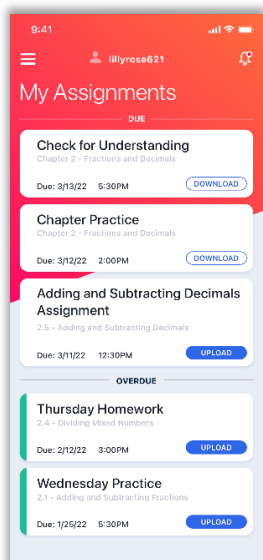
Dynamic Student Edition

The Dynamic Student Edition is a complete, interactive version of the Student Edition with a Multi-Language Glossary, interactive explorations, digital examples, virtual manipulatives, Tutorial Extra Example videos, and digital exercises.



eBook App

The eBook app is the downloadable version of the Dynamic Student Edition. It provides students with continuous access to their Student Edition whenever they need it.

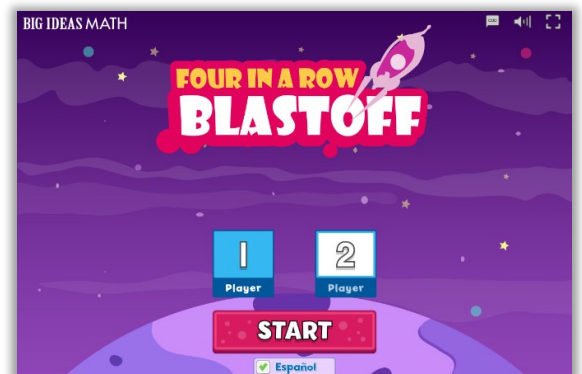


Homework App

The Big Ideas Homework app allows students to complete assignments even when internet access is limited or unavailable.

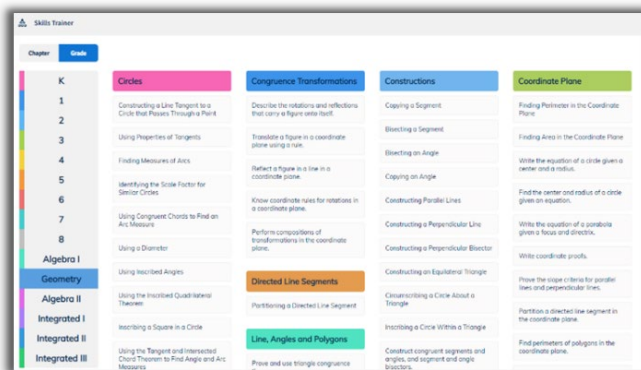
Game Library

The Game Library contains interactive games with audio in both English and Spanish. The games are also available in print and are translated into Spanish to help with engagement in class and at home.



Skills Trainer

The Skills Trainer provides opportunities for students to review or extend skills from Grade K through Algebra 2. Students have access to the Skills Trainer without the need for formal assignments, so they can review and practice as often as they need.



Math Musicals

Math Musicals offer elementary students a fun and engaging connection between math, music, and literature. Newton and Descartes, team up in these educational stories and songs to bring mathematics to life! Math Musicals are available online, where teachers and students will find the stories, songs, animated videos, lyrics, and sheet music!

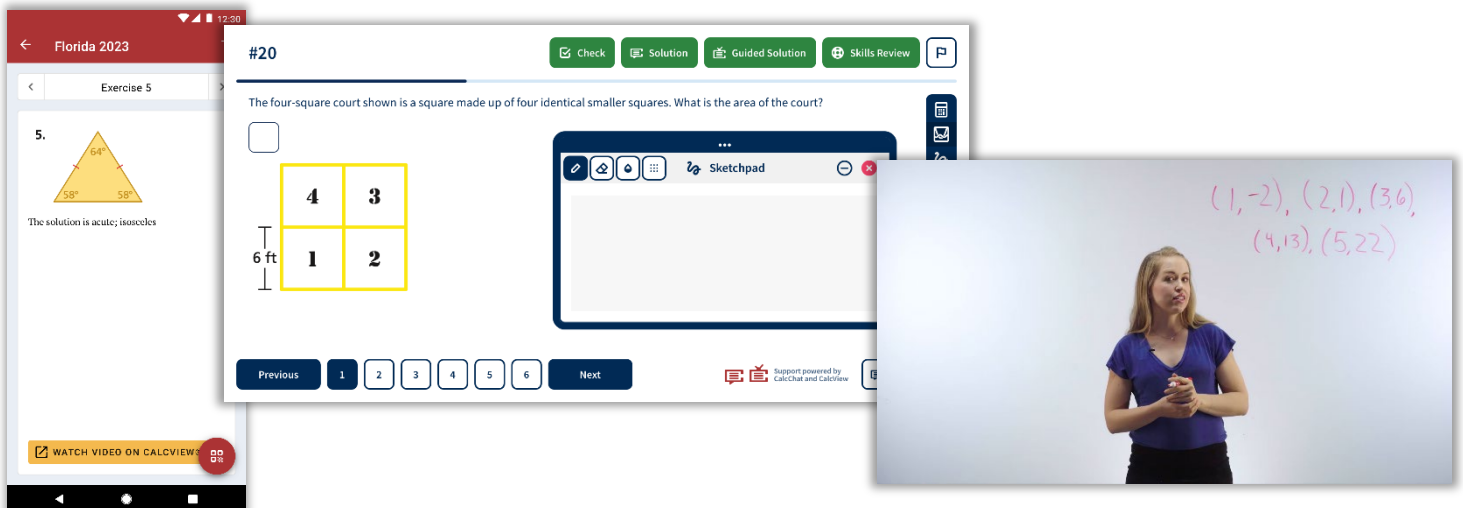


CalcChat

Students in high school benefit from Worked-out Solution Videos and live, Virtual Tutor support for select exercises. Chapter Review and Practice Tests are also available.

CalcView

Students can view stepped-out instructor videos as they work through select problems to support comprehension and the understanding of concepts.

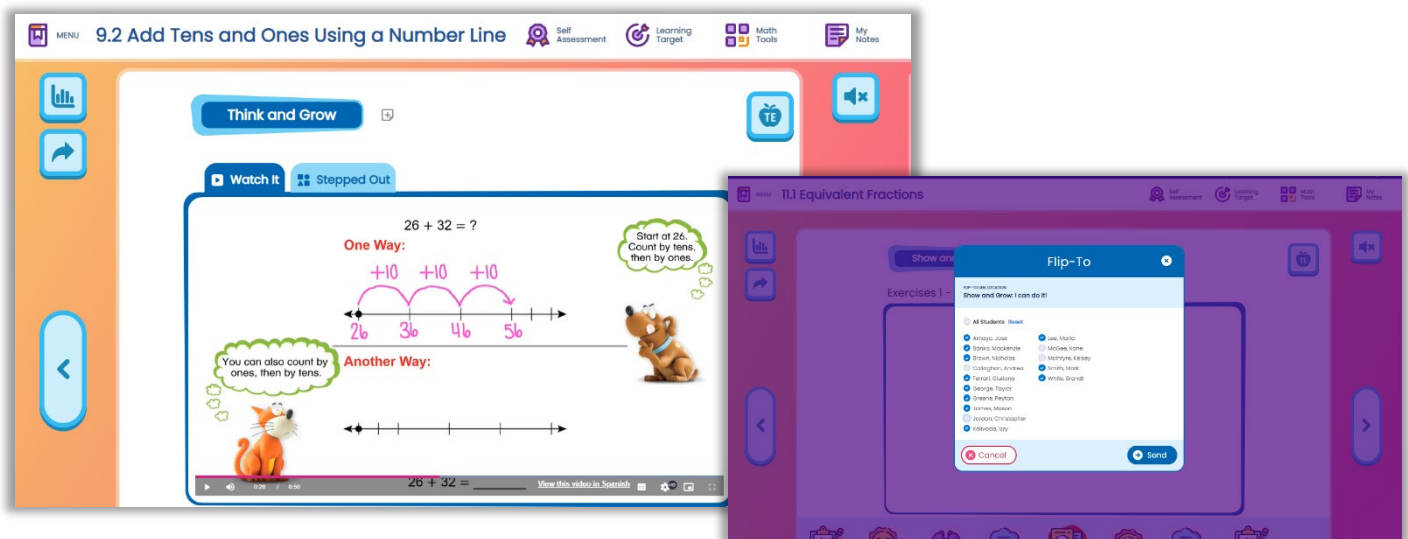


Planning and Teaching

Find everything necessary to plan and teach lessons all on one platform. With *Idaho Math*, teachers can leave the Teaching Edition and support materials in the classroom and still have access to everything digitally.

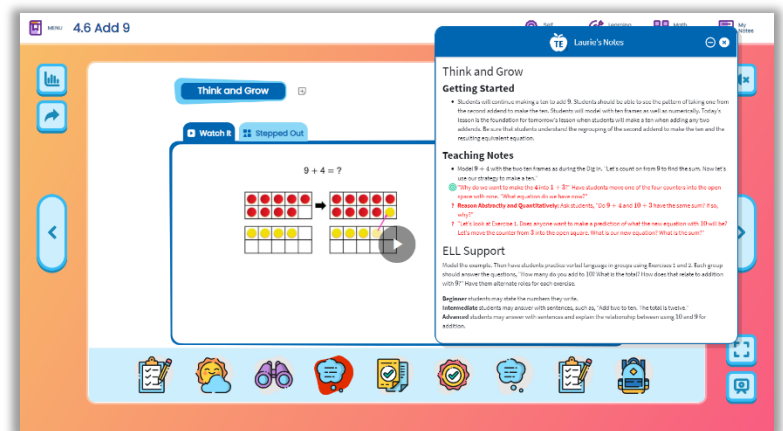
Dynamic Classroom

Teachers use the Dynamic Classroom to facilitate lessons using the engaging explorations, digital examples, and interactive practice all at their fingertips. They can even use the Flip-To feature to send students directly to a specific place in their Dynamic Student Edition, which makes managing a classroom full of devices a breeze.



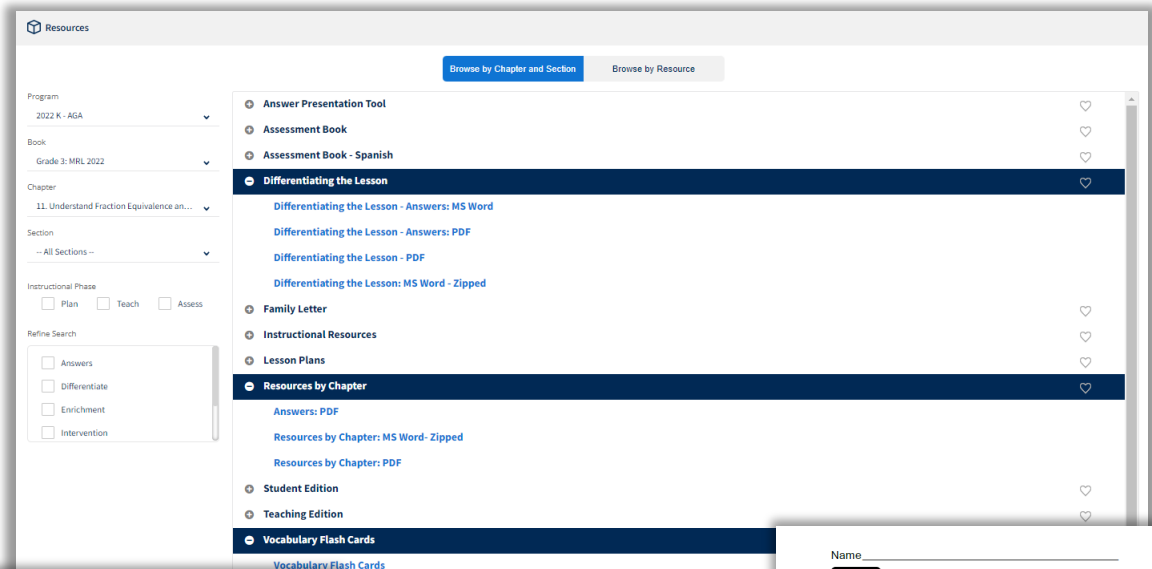
Laurie's Notes

Teachers can review Laurie's Notes in the print Teaching Edition or digitally in the Dynamic Classroom, making it easy to plan lessons at their convenience. Laurie's Notes also include specific support for the Mathematical Practice Standards, so teachers can ensure daily progress toward proficiency in the Mathematical Practices.



Resource Library

Every print resource is available online in the Resource Library for the entire K-12 program, providing RTI and enrichment support. The variety of resources ensure teachers have what they need when planning so they can meet the needs of all learners.



Lesson 3.2 Subtracting Linear Expressions

Type of differentiation: Learning profile
Type of learners: Emerging

Introduction

This lesson can be used after students have mastered adding linear expressions. It supports students who may benefit from using physical objects to visualize the concept of subtracting an expression that contains more than one term. Students create a set of cards with a term on one side and its opposite on the other side. The cards are used to model subtraction of linear expressions in a vertical format. Students flip the subtraction card to addition and flip all the cards in the second row to their opposites, emphasizing subtraction as "adding the opposite."

Lesson Preparation

Materials Needed: Linear Expressions Cards

Beforehand: Photocopy the Linear Expressions Cards and each student will need a set of cards.

Lesson Procedure

Distribute a set of Linear Expressions Cards to each student.

Discuss what it means for two terms to be additive inverses. The sum of two terms is 0, then the terms are additive inverses.

Hold up the "7.5y" card and ask students to write the additive inverse of the card. [-7.5y]

Say, "Find the four parenthesis cards and set them aside. Each card has a plus sign on it and write a plus sign on the other side of the remaining cards, write the additive inverse on the blank side. Students can write either "-6" or "+(-6)" on the blank side.

Model Example 2(a) of the textbook. Use a document camera or tape them to the board. Have students model the problem with their own cards.

() 5x + 6) - () -x

Example Stepped Out Video See another example

a. Find $4 + (-4)$.
Draw an arrow from 0 to 4 to represent 4. Then draw an arrow 4 units to the left to represent adding -4 .

So, $4 + (-4) = 0$.

b. Find $-1 + (-3)$.
Draw an arrow from 0 to -1 to represent -1 . Then draw an arrow 3 units to the left to represent adding -3 .

Name _____

Chapter 3 Expressions

Dear Family,

Algebra is used to describe relationships in general terms. Consider the following statements.

- Game tickets are \$7 each. The cost of n tickets is $7n$ dollars.
- It takes 5 minutes to get shoes and car keys and walk to the car. For a drive of m minutes, allow $m + 5$ minutes.
- Each question on a 20-question test is worth 1 point. If you miss x questions, your score on the test will be $20 - x$.

On the left, the rule is stated in words. The way you might remember it. On the right, the rule is stated as a mathematical expression with a variable. The number of tickets, the length of the drive, and the number of questions missed are all variables—that is, they might have many different values. The cost of a ticket, the time to get to the car, and the total number of questions on the test are constants—that is, they remain the same. Ask your student to answer each one.

1. How many tickets?
2. What time did you get ready to leave?
3. What is your score?

1. How many tickets costs, driving times, or test scores.
2. How many minutes did you get ready to leave?
3. How many questions missed?

1. How many algebraic rule you could use in daily life.
2. How many constants? Have your student evaluate the value of the variable(s).
3. How many together?

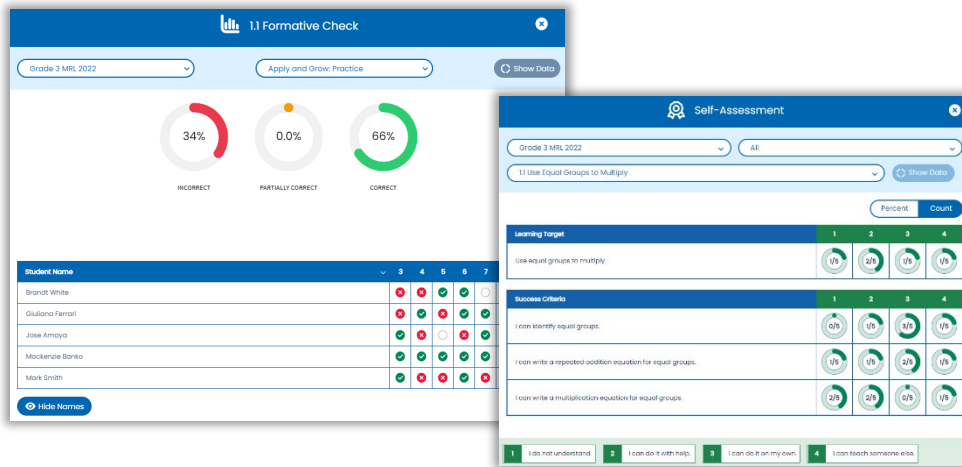
Big Ideas Math: Modeling Real Life Grade 7
Resources by Chapter

Assessing and Reporting

Assess students diagnostically, formatively, and summatively with *Idaho Math*. The platform makes it easy to create and assign practice and assessments while providing actionable data to meet the unique needs of every student.

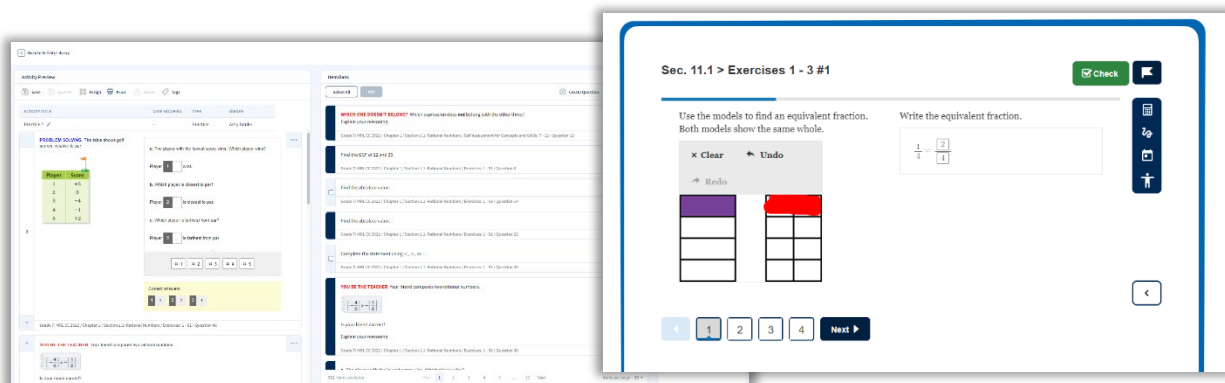
Formative Check and Self-Assessment Tool

Teachers can formatively assess students using the Formative Check and encourage students to use the Self-Assessment Tool. Both tools provide data and insight into student progress, as well as how the students perceive their learning progress as they rate themselves on the Success Criteria.



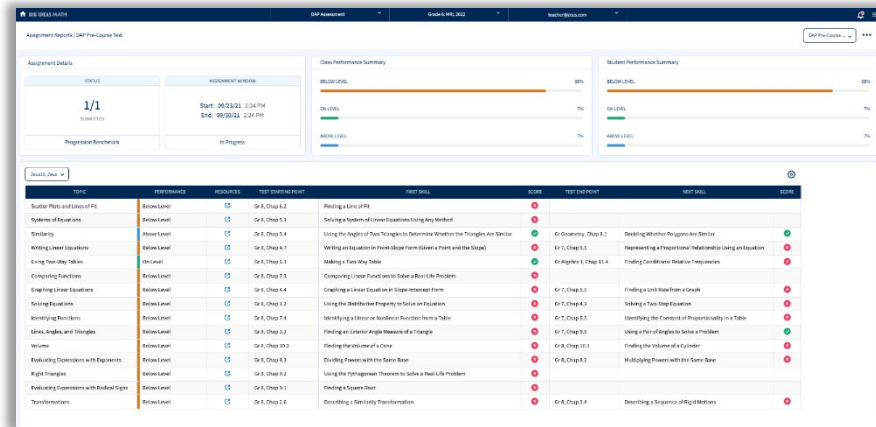
Assignment Builder

The Assignment Builder gives teachers the flexibility to create digital assignments and assessments from the *Idaho Math* program or develop their own questions. The parity between the print and digital in the Dynamic Student Edition and the Assignment Builder ensures teachers can provide equitable access to course content for all students. The detailed reports help teachers identify trends and take action.



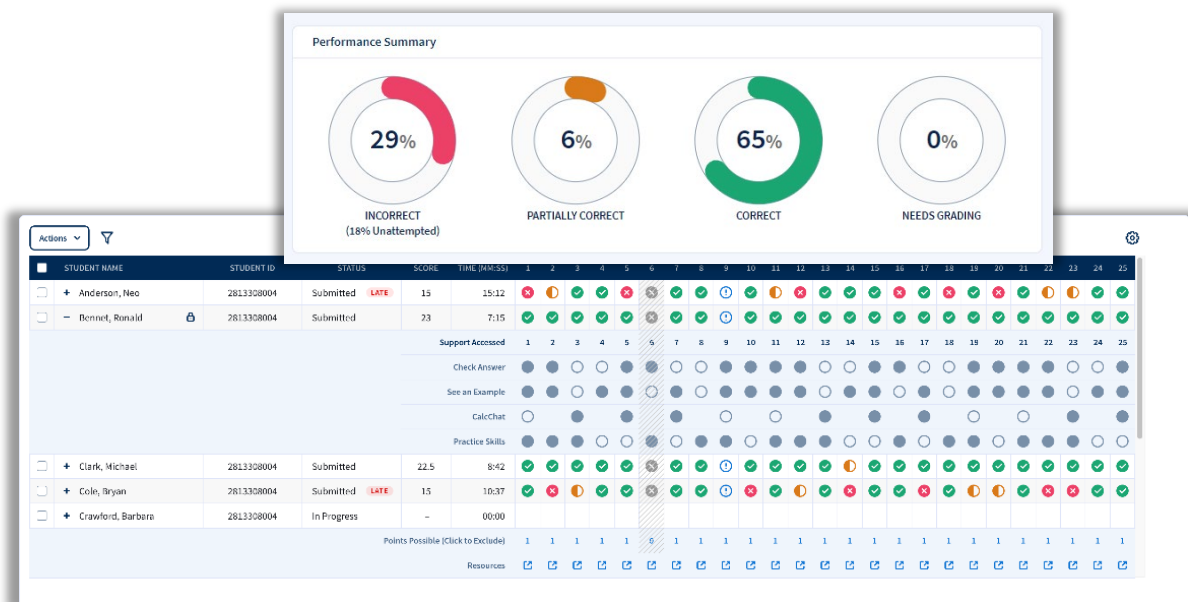
DAP (Diagnostic Adaptive Progression) Assessment

Designed by Big Ideas Learning, the DAP (Diagnostic Adaptive Progression) Assessment measures learning across grades and give teachers full insight into where students fall on the continuum of skills. With this cohesive and effective test, questions adapt based on student responses. The detailed report suggests resources to use with students who need support, empowering teachers with information to become even more effective in their instruction.



Reports

The Reports in the Dynamic Assessment System include detailed reports on Performance, Standards, and the Skills Trainer. The Assignment Reports provide information on how students performed as a class and individually down to the item level, enabling teachers to make data-driven instructional decisions.



Access: Rostering and Integration

Big Ideas Learning understands the critical need for rostering support and Learning Management System integration for school districts. Your ability to effectively provide students and teachers with seamless access to our online learning solution is key for the successful implementation of *Idaho Math*. We will help make that happen.

Our digital fulfillment team commits to working closely with every school district to ensure seamless access for teachers and students. We will be there to consultatively work with you and your technology lead(s) to ensure a smooth start in the fall and support throughout the year.

More specifically, Big Ideas Learning offers onboarding and rostering support through:

- **OneRoster**
- **ClassLink**

We also integrate our solutions with:

- **Schoology**
- **Canvas**

Our teams have built successful processes working with a variety of districts across the country with these onboarding systems and look forward to working with your district.

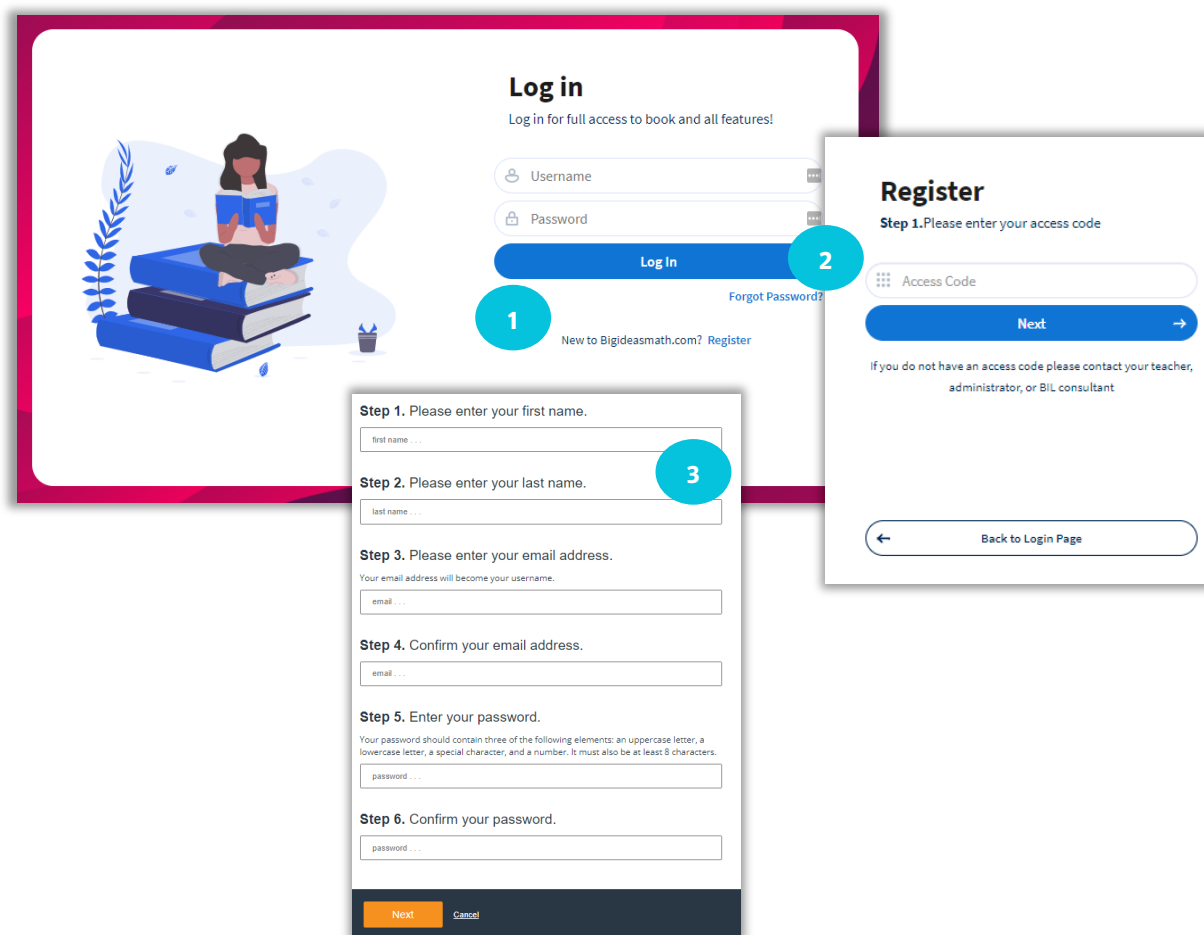


GET STARTED

Sign On

At **bigideasmath.com**, enter your username and password you created. If you have not yet created a username and password:

- 1 Click **Register**.
- 2 Enter your **access code*** and click **Next**.
- 3 Fill out the required information to create a username and password, then log in.



*See the **Appendix for District Review Access Codes**. If your district is not listed, please contact your **National Geographic Learning Representative**.

Add a Class

The platform opens to the Teacher Dashboard. Classes will be pre-populated when you log in. If you would like to review the "Add a Class" feature, follow these steps.

- 1 From the site navigation, select **Class Management**.
- 2 Select **+Add Class**.
- 3 Fill out the required information, and click **Add**.



The screenshot shows the 'Class Management' page. At the top right, there are tabs for 'Active', 'Archived', 'Upcoming', 'Students', and 'Password Requests'. The 'Active' tab is selected. In the top right corner, there is a red circle with the number 2 and a blue '+ Add Class' button. Below this is a table with columns for 'Class', 'Book', 'Start Date', and 'End Date'. The table contains several rows of class information.

Class	Book	Start Date	End Date
<input type="checkbox"/> Algebra 1	Algebra 1: ID 2024	03/18/2022	11/01/2022
<input type="checkbox"/> Algebra 2	Algebra 2: ID 2024	03/18/2022	11/01/2022
<input type="checkbox"/> Geometry	Geometry: ID 2024	03/18/2022	11/01/2022
<input type="checkbox"/> Grade 1	Grade 1: ID 2024	03/18/2022	11/01/2022
<input type="checkbox"/> Grade 2	Grade 2: ID 2024	03/18/2022	11/01/2022

The screenshot shows the 'Add Class' modal form. The form has the following fields: 'Class Name' (text input), 'Grade' (dropdown menu), 'Period (optional)' (text input), 'Dates' (two date pickers labeled 'From' and 'To'), and 'Add Book' (dropdown menu). At the bottom of the form are 'Add' and 'Cancel' buttons. A red circle with the number 3 is placed over the 'Add' button.

Add Class

Class Name
Enter your class name

Grade
Select grade

Period (optional)
Enter your period #

Dates
From To

Add Book
Choose a book

Add Cancel

To add an existing student in your district, give them the access code for this class.

Add Students to a Class

To get the full experience as a teacher and to see the flexibility in assignments, be sure to add students to your class.

- 1 While in **Class Management**, select the class from the list.
- 2 Click **+Add Students**.
- 3 Enter a Student ID number, and click **Add**. If the student is not found in the system, fill out the required information, and click **Add**.

The first screenshot shows the 'Class Management' interface with a table of classes. A red circle with the number '1' highlights the 'Algebra 1' class row.

Class	Book	Start Date	End Date
<input type="checkbox"/> Algebra 1	Algebra 1: ID 2024	03/18/2022	11/01/2022
<input type="checkbox"/> Algebra 2	Algebra 2: ID 2024	03/18/2022	11/01/2022
<input type="checkbox"/> Geometry	Geometry: ID 2024	03/18/2022	11/01/2022

The second screenshot shows the 'Add Students' modal for the 'Geometry' class. A red circle with the number '2' highlights the '+ Add Students' button.

The third screenshot shows the 'Add a New Student' form. A red circle with the number '3' highlights the 'Student ID' input field.

Add a New Student

Student ID not found. Complete this form to add new student to your class.

Student ID

First Name
Enter student's first name

Last Name
Enter student's last name

Student Grade Level
5th Grade

Parent/Guardian Email (optional)
Enter parent/guardian email

Add Cancel

Explore

Click on **Big Ideas Math** in the upper left corner to return to the dashboard at any point. Click on the three lines in the upper right corner to open the site menu and explore the different global tools. The question mark in the bottom right corner is the **Information Center**. This includes Announcements, Getting Started Walkthrough Guides, Site Tutorials, and Additional Support options, such as the Help Center and Customer Support Portal.

The screenshot displays the Big Ideas Math dashboard. At the top, the navigation bar includes the Big Ideas Math logo, course information (Algebra 1, ID 2024), and a user greeting (Welcome, Idaho...). Below the navigation bar are icons for Dynamic Classroom, Practice, Resources, Assessments, and Class Management. The main content area is divided into three sections: Student Self Assessment, Current Assignments, and Cumulative Performance Report. The Student Self Assessment section includes a progress indicator, learning targets, and success criteria with associated progress percentages. The Current Assignments section shows a message that there are no in-progress assignments. The Cumulative Performance Report section includes a date range selector and a Load Report button. A callout box highlights the Big Ideas Math logo in the top left, and another callout box highlights the question mark icon in the bottom right corner.

Student Self Assessment

1 I do not understand 2 I can do it with help 3 I can do it on my own
4 I can teach someone

LEARNING TARGET

	1	2	3	4
Write and solve one-step linear equations.	0%	0%	0%	0%

SUCCESS CRITERIA

	1	2	3	4
I can apply properties of equality to produce equivalent equations.	0%	0%	0%	0%
I can solve linear equations using addition, subtraction, multiplication, or division.	0%	0%	0%	0%
I can write linear equations that model real-life situations.	0%	0%	0%	0%

Formative Check

Practice 1 - 50 Show Data

Current Assignments

There are no in-progress assignments

Cumulative Performance Report

From [] To [] Load Report

PLAN AND TEACH

Dynamic Classroom and Dynamic Student Edition, K-5

The **Dynamic Classroom** helps teachers facilitate lessons using the engaging explorations, digital examples, and interactive practice all at their fingertips. Teachers can even use the Flip-To feature to send students directly to a specific place in their **Dynamic Student Edition**, which is the companion student component without the teacher functionality. The Dynamic Classroom mimics the Dynamic Student Edition, so students can easily follow along in class.

How to Use

- 1 Find the **Dynamic Classroom** in the navigation bar at the top.
- 2 The Dynamic Classroom opens to the last place visited within the Dynamic Classroom. If this is the first time, it opens to Chapter 1.
- 3 Click on **Menu** to navigate to a specific place within the Dynamic Classroom.

The screenshot shows the Dynamic Classroom interface. At the top, a navigation bar includes icons for Dynamic Classroom, Practice, Resources, Assessments, and Class Management. Below this, the main content area displays 'Chapter 1 - Numbers and Arrays'. A 'MENU' button is highlighted with a callout box. The main content area contains a table with columns for Lesson, Learning Target, and Success Criteria.

Lesson	Learning Target	Success Criteria
Chapter 1 Numbers and Arrays	Understand numbers and arrays.	<ul style="list-style-type: none"> I can identify odd and even numbers. I can explain whether a number is even or odd. I can create an array. I can write equations.
11 Even and Odd Numbers	Tell whether a number is even or odd.	<ul style="list-style-type: none"> I can model a number using pairs of linking cubes. I can tell whether a number can be shown as two equal parts. I can explain how I know a number is even or odd.
12 Model Even and Odd numbers	Use an addition equation to model even and odd numbers.	<ul style="list-style-type: none"> I can model a number using pairs in a grid. I can write an addition equation to match the grid. I can tell whether the number is even or odd.
13 Equal Groups	Determine the total number of objects in equal groups.	<ul style="list-style-type: none"> I can identify the number of groups and the number of objects in each group. I can write a repeated addition equation. I can tell how many objects there are in all.
14 Use Arrays	Determine the total number of objects in an array.	<ul style="list-style-type: none"> I can identify the number of rows and columns in an array. I can write a repeated addition equation. I can tell how many objects there are in all.

Dynamic Classroom and Dynamic Student Edition, K-5

How to Use, cont.

- 1 Select the **Chapter**, and choose **Start the Chapter**, **Start a Lesson**, or **End the Chapter**.
- 2 Choose **Start a Lesson** to open the lesson options.
- 3 Navigate within the lesson using the left or right arrows or the lesson icons at the bottom. Use the **Flip-To** to send all students to the same place.
- 4 View the **Self-Assessment** data, the lesson **Learning Target**, **the Math Tools**, and **My Notes** using the icons at the top.
- 5 Use the TE icon to view **Laurie's Notes** specific to each portion of the lesson.

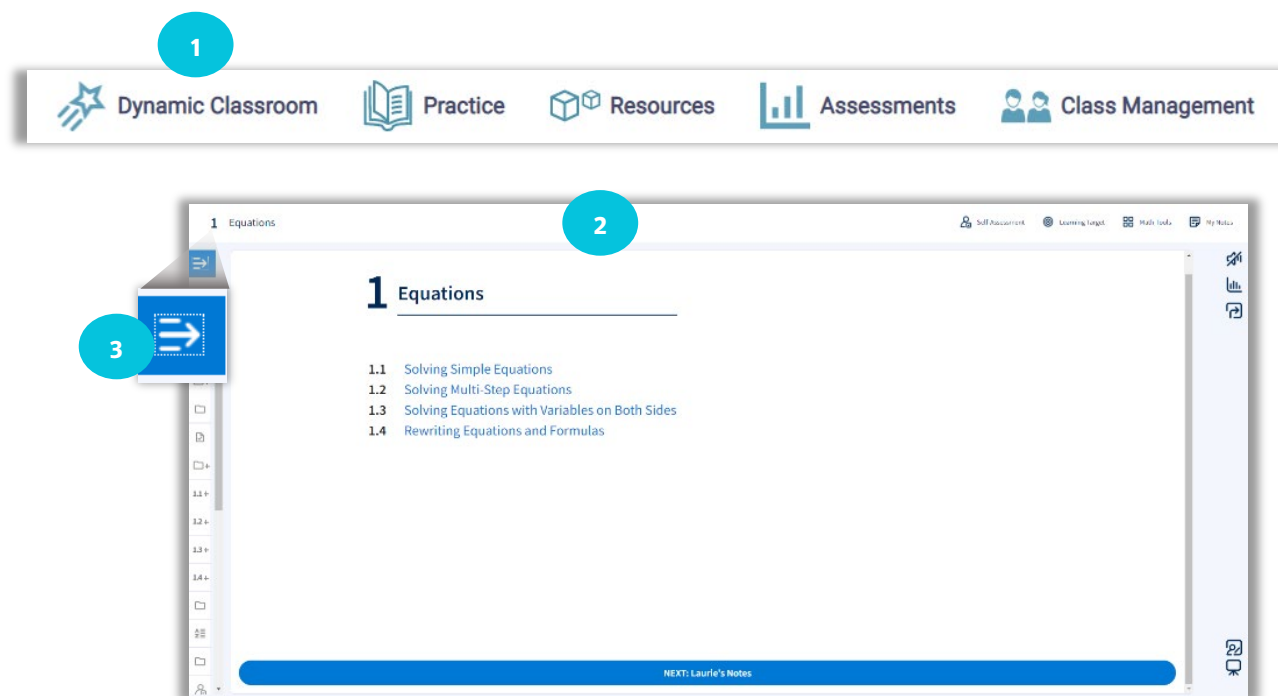
The image shows two screenshots of the Dynamic Classroom interface. The top screenshot shows the main menu for the lesson '1.1 Use Equal Groups to Multiply'. A vertical sidebar on the left contains a numbered list from 1 to 13. A red circle with the number '1' points to the top navigation bar which includes icons for 'Start the Chapter', 'Start a Lesson', and 'End the Chapter'. A red circle with the number '2' points to the 'Start a Lesson' button. The main content area displays a list of lesson topics: 1.1 Use Equal Groups to Multiply, 1.2 Use Number Lines to Multiply, 1.3 Use Arrays to Multiply, 1.4 Multiply in Any Order, 1.5 Divide: Size of Equal Groups, 1.6 Divide: Number of Equal Groups, and 1.7 Use Number Lines to Divide. A red circle with the number '4' points to the top navigation bar which includes icons for 'Self Assessment', 'Learning Target', 'Math Tools', and 'My Notes'. The bottom screenshot shows the lesson content for 'Using Equal Groups to Multiply'. A red circle with the number '3' points to the left and right navigation arrows on the left side of the content area. A red circle with the number '5' points to the 'TE' icon in the top right corner of the content area. The main content area displays a problem: 'How many counters are there in all?' with three groups of red counters (5, 5, and 5).

Dynamic Classroom and Dynamic Student Edition, 6-12

The **Dynamic Classroom** helps teachers facilitate lessons using the engaging explorations, digital examples, and interactive practice all at their fingertips. Teachers can even use the Flip-To feature to send students directly to a specific place in their **Dynamic Student Edition**, which is the companion student component without the teacher functionality. The Dynamic Classroom mimics the Dynamic Student Edition, so students can easily follow along in class.

How to Use

- 1 Find the **Dynamic Classroom** in the navigation bar at the top.
- 2 The Dynamic Classroom opens to the last place visited within the Dynamic Classroom. If this is the first time, it opens to Chapter 1.
- 3 Click on **Table of Contents** to navigate to a specific place within the Dynamic Classroom.



Dynamic Classroom and Dynamic Student Edition, 6-12

How to Use, cont.

- 1 Select the Chapter or Section content.
- 2 Navigate within the lesson using the blue buttons at the top and bottom, or by using the Table of Contents. Use the **Flip-To** to send all students to the same place.
- 3 View the **Self-Assessment data**, the lesson **Learning Target**, the **Math Tools**, and **My Notes** using the icons at the top.
- 4 Use the TE icon to view **Laurie's Notes** specific to each portion of the lesson.

The image shows two screenshots of the Dynamic Student Edition interface for the lesson "1.1 Solving Simple Equations".

The top screenshot shows the "Laurie's Notes" page. A blue circle with the number "1" points to the "TABLE OF CONTENTS" sidebar on the left. A blue circle with the number "3" points to the top navigation bar, which includes icons for "Self-Assessment", "Learning Target", "Math Tools", and "My Notes". The main content area displays "Preparing to Teach" and "Motivate" sections with bullet points.

The bottom screenshot shows the "Self-Assessment for Problem Solving 18 - 20" page. A blue circle with the number "2" points to the bottom navigation bar, which includes a "NEXT Practice" button and a "Flip-To" icon. A blue circle with the number "4" points to the "TE" icon in the top right corner of the page.

eBook

The **eBook** is the downloadable version of the Dynamic Student Edition. This allows students to have access to their Student Editions, anywhere, anytime, even when internet is limited or unavailable.

How to Use

- 1 Find the **eBook** in the **Additional Resources** on the left of the dashboard. Choose the Student Edition from the library.
- 2 Navigate the eBook using the **Contents**. Manage **Bookmarks, Notes, Highlights,** and **Settings** on the left.
- 3 **Search, Add a Note, or Draw** with the tools on the top.
- 4 Use the icons embedded on the page for additional resources, such as **Example Videos** and **Tutorial Extra Examples**.
- 5 Listen to the eBook in English or Spanish. Change the language option at the bottom.

The screenshot displays the eBook interface with several numbered callouts (1-5) corresponding to the instructions. A blue box labeled 'Additional Resources' is overlaid on the top right, listing 'Game Library', 'Video Library', 'Math Tools', and 'eBook'. The interface includes a left sidebar with icons for Contents, Bookmarks, Notes, Highlights, Settings, and Help. The main content area shows '1.2 Lesson' with 'Key Idea' and 'Solving Multi-Step Equations' sections. It features 'EXAMPLE 1 Solving a Two-Step Equation' and 'EXAMPLE 2 Solving a Multi-Step Equation', both with step-by-step solutions and 'Try It' exercises. A 'Math Practice' box and a 'Self-Assessment for Concepts & Skills' section are also visible. The bottom of the page shows '12 Chapter 1 Equations' and 'Section 1.2 Solving Multi-Step Equations 13'.

Formative Check

The **Formative Check** is a quick check to monitor progress. Students attempt practice exercises and teachers can view real-time reports, providing actionable data.

How to Use

- 1 Overall percentage data is available on the dashboard for the **Formative Check**. Choose the assignment from within the selected section. For individual student data, view the report in the **Dynamic Classroom**.
- 2 In the **Dynamic Classroom**, click the **Formative Check** icon to review the data on student performance, including a “thumbs-up” self-assessment.
- 3 Choose the class and content that students completed. Then click **Show Data**.

1 Overall percentage data is available on the dashboard for the **Formative Check**. Choose the assignment from within the selected section. For individual student data, view the report in the **Dynamic Classroom**.

2 In the **Dynamic Classroom**, click the **Formative Check** icon to review the data on student performance, including a “thumbs-up” self-assessment.

3 Choose the class and content that students completed. Then click **Show Data**.

Student	Correct	Partially Correct	Incorrect	Info
Student 10	✓	✗	✗	i
Student 11	○	✗	✗	i
Student 12	○	○	○	○
Student 13	✓	✓	✓	i

Self-Assessment

With the **Self-Assessment**, teachers receive data on how students perceive their learning progress as they rate themselves on the success criteria.

How to Use

- 1 **Student Self-Assessment** data is available on the dashboard for the selected section.
- 2 Within the **Dynamic Classroom/Dynamic Student Edition**, teachers and students select the **Self-Assessment** icon. Students rate themselves on the success criteria, populating the report. Teachers view the report for insight into student progress.
- 3 Select the class, student (optional), and content. Then select **Show Data**.

Student Self Assessment

1 I do not understand 2 I can do it with help
3 I can do it on my own 4 I can teach someone

LEARNING TARGET 1 2

Use equal groups to multiply. 20% 40%

SUCCESS CRITERIA 1 2

I can identify equal groups. 0% 20%

I can write a repeated addition equation for equal groups. 20% 20%

3.1 Understand Multiplicative Comparisons

Self Assessment Learning Target Math Tools My Notes

Think and Grow Modeling Real Life

Watch It Stopped Out Extra Example

You perform a science experiment and use 4 times as much hydrogen peroxide as water. You use a total of 10 tablespoons of liquid. How many tablespoons of hydrogen peroxide do you use?

Draw a model.

Water: Total = 10 tablespoons of liquid

... tablespoons of water.

... equal parts. There are 10 tablespoons of liquid in all.

... think: 5 times what number equals 10?

Self-Assessment

Idaho Math Grade 3 All Show Data

1.1 Use Equal Groups to Multiply Percent Count

Learning Target	1	2	3	4
Use equal groups to multiply.	20%	40%	20%	20%
Success Criteria	1	2	3	4
I can identify equal groups.	0%	20%	60%	20%
I can write a repeated addition equation for equal groups.	20%	20%	40%	20%

1 I do not understand. 2 I can do it with help. 3 I can do it on my own. 4 I can teach someone else.

Answer Presentation Tool

The **Answer Presentation Tool** is used for reviewing answers with the class. With a quick click, students see the worked-out solutions which helps them find their own mistakes.

How to Use

- 1 Under the **Featured Components**, find the **Answer Presentation Tool**.
- 2 Select book, chapter, and section content.
- 3 Enter exercise numbers or select all, even, or odd. Choose one or two columns.
- 4 Click **Show Solutions**.

The screenshot shows the 'Answer Presentation Tool' interface. At the top, a dark blue box labeled 'TEACH' contains a list of options: 'Resources by Chapter', 'Answer Presentation Tool', 'Skills Trainer', 'Additional Teaching Resources', and 'Student Edition PDF'. A red circle with the number '1' is next to 'Answer Presentation Tool'. Below this is the main tool interface, which has a blue header with the text 'ANSWER PRESENTATION TOOL' and a red circle with the number '3'. The interface includes a navigation bar with dropdown menus for 'Grade 3 - Student Edition', '1', and '2 - Homework and Practice', along with a search box containing '1-9', filter buttons for 'ALL', 'EVEN', and 'ODD', and a 'Show Solutions' button with a red circle containing the number '4'. The main content area is divided into four sections:

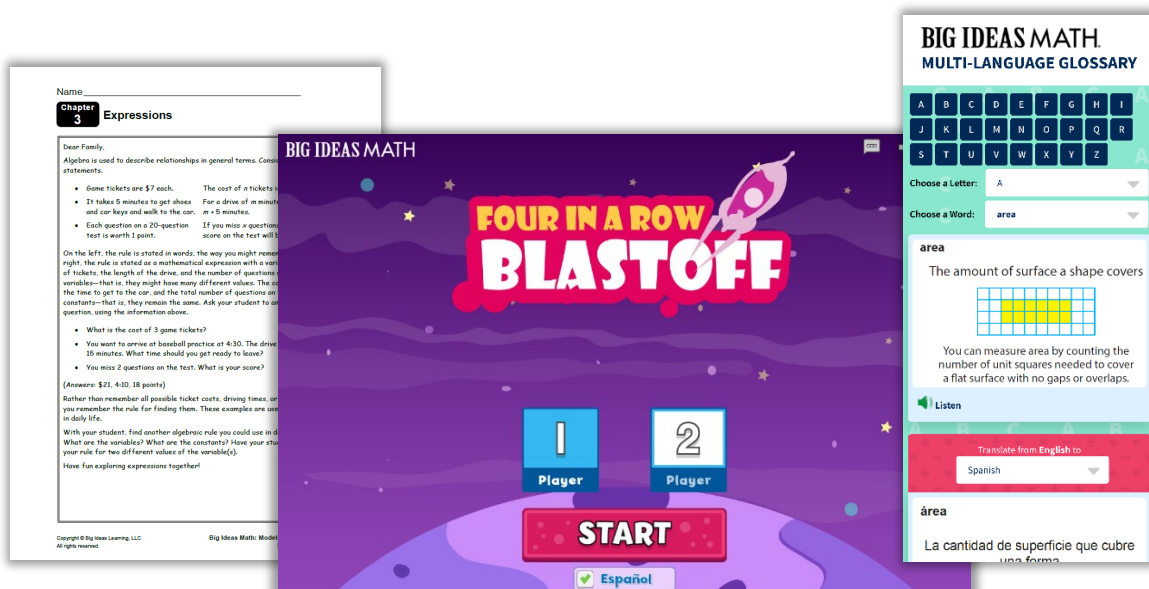
- 1. Find 3×6 .** Number of jumps: 3 Size of each jump: 6. A number line from 0 to 25 shows three jumps of size 6, starting at 0 and ending at 18. Below the number line, the equation $3 \times 6 = \underline{18}$ is shown.
- 2. Find 4×5 .** A number line from 0 to 25 shows four jumps of size 5, starting at 0 and ending at 20. Below the number line, the equation $4 \times 5 = \underline{20}$ is shown.
- 3. Structure** Complete the multiplication equations in two different ways. Model each equation on the number line. *Sample answer:*
 $4 \times 3 = 12$ and $3 \times 4 = 12$. Two number lines are shown. The first shows four jumps of size 3 on a number line from 0 to 12, resulting in $4 \times 3 = 12$. The second shows three jumps of size 4 on a number line from 0 to 12, resulting in $3 \times 4 = 12$.
- 4. Writing** Explain how you can use a number line to find 5×3 .
 5×3 means 5 groups of 3. Number of jumps is 5. Size of each jump is 3.

Resources

The **Resources** contain all the print and digital instructional tools to plan and teach the lessons, such as all the ancillary materials, editable Lesson Plans, Lesson Tutorials, and the Video Library. The entire K-12 program is available, so teachers can use any resource across the curriculum for differentiation or RTI.

Resources include:

- Additional Topics and Lessons
- Answer Presentation Tool
- Apps
- Assessment Book
- Complete Materials List
- Counting Stories
- Cross-Curricular Projects
- Differentiated Rich Math Tasks
- Differentiating the Lesson
- Family Letters
- Game Library
- Graphic Organizers
- Instructional Resources
- Interactive Tools
- Learning Targets and Success Criteria
- Lesson Plans
- Math Musicals
- Math Tool Paper
- Multi-Language Glossary
- Pacing Guides
- Practice Workbook and Test Prep (AGA)
- Resources by Chapter
- SEL Resources
- Skills Review Handbook
- State Resources
- Student Edition
- Student Journal and Test Prep Workbook (6-8)
- Teaching Edition
- Test Prep Workbook (3-5)
- Vocabulary Flash Cards
- Worked-Out Solutions Key



Resources, cont.

How to Use

- 1 From the site navigation, select **Resources**.
- 2 When in the **Resources**, select **Browse by Chapter and Section** or **Browse by Resource**.
 - **Browse by Chapter and Section** provides a list of all resources available for each lesson.
 - **Browse by Resource** categorizes the resources by type, and then drill down to the chapter and/or lesson.
- 3 Using either method, filter to refine the search.

The image shows a navigation bar with icons and labels for 'Dynamic Classroom', 'Practice', 'Resources', 'Assessments', and 'Class Management'. A callout box labeled '1' points to the 'Resources' icon. Below the navigation bar, a callout box labeled '2' points to two buttons: 'Browse by Chapter and Section' and 'Browse by Resource'. The main screenshot shows the 'Resources' page with a sidebar on the left containing filters for Program (2022 K - AGA), Book (Grade 3: MFL 2022), Chapter (11: Understand Fraction Equivalence an...), and Section (-- All Sections --). There are also checkboxes for 'Plan', 'Teach', and 'Assess' under 'Instructional Phase', and a 'Refine Search' section with checkboxes for 'Answers', 'Differentiate', 'Enrichment', and 'Intervention'. A callout box labeled '3' points to the 'Refine Search' section. The main content area displays a list of resources under the 'Browse by Chapter and Section' tab, including 'Answer Presentation Tool', 'Assessment Book', 'Assessment Book - Spanish', 'Differentiating the Lesson' (with sub-items: 'Differentiating the Lesson - Answers: MS Word', 'Differentiating the Lesson - Answers: PDF', 'Differentiating the Lesson - PDF', 'Differentiating the Lesson: MS Word - Zipped'), 'Family Letter', 'Instructional Resources', 'Lesson Plans', 'Resources by Chapter' (with sub-items: 'Answers: PDF', 'Resources by Chapter: MS Word - Zipped', 'Resources by Chapter: PDF'), 'Student Edition', 'Teaching Edition', 'Vocabulary Flash Cards' (with sub-items: 'Vocabulary Flash Cards', 'Vocabulary Flash Cards: PDF'), and 'Worked-Out Solutions Key'.

Video Library

Teachers can use the **Life on Earth** and the **STEAM/STEM Videos** with students in class. Life on Earth videos are engaging real-life examples of using mathematics through a science lens. STEAM/STEM Videos provide cross-curricular connections to real-life topics and come with Performance Tasks.

For professional development, **Concepts & Tools** videos help teachers learn about the manipulatives and how best to use them with students. In the **Pedagogical Approach** videos, a panel of teachers discuss best practices with author Laurie Boswell.

How to Use

1 Find the **Video Library** in the **Featured Components**.

2 Choose the video category.

3 Select the grade level or tool, if required.

4 Select the video to play.

Additional Resources

Game Library
Video Library
Math Tools
eBook

The screenshot shows the 'Videos' interface. On the left, there is a sidebar with a 'Grade Level' selector (3-8) and a list of subjects: Algebra 1, Geometry, Algebra 2, Integrated I, Integrated II, and Integrated III. At the top, there are tabs for 'Life on Earth', 'Concepts & Tools', 'Pedagogical Approach', and 'STEAM'. The 'STEAM' tab is selected. The main area displays a grid of video thumbnails with titles and 'More' links. A '4' in a blue circle highlights one of the video thumbnails.

Grade Level	Video Title	Thumbnail Description
3	Space Cadets	Space Cadets
4	Training for a Half Marathon	Training for a Half Marathon
5	Massively Multiplayer Rock Paper Scissors	Massively Multiplayer Rock Paper Scissors
6	Shadow Puppets	Shadow Puppets
7	Comparing Dogs	Comparing Dogs
8	Honeycombs	Honeycombs
Algebra 1	Track and Field	Track and Field
Geometry	Hurricane!	Hurricane!
Algebra 2	Paper Measurements	Paper Measurements
Integrated I	Gold Alloys	Gold Alloys
Integrated II	Fuel Economy	Fuel Economy
Integrated III	Apparent Temperature	Apparent Temperature
	Carbon Atoms	Carbon Atoms
	Metronome Design	Metronome Design
	Canning Salsa	Canning Salsa

Game Library

The **Game Library** includes digital and print-based games for one or two players to help students practice skills learned in class. Teachers and students have access to all games across the Kindergarten through Algebra 2 curriculum. Spanish audio and translated PDFs are also included to help with engagement in class and at home.

How to Use

- 1 Find the **Game Library** in the site menu. It can also be found in the **Additional Resources** on the dashboard.
- 2 Choose Interactive or PDF.
- 3 Choose the grade level or grade band.
- 4 Select the game.

The screenshot shows the 'Game Library' interface. A callout box labeled '1' points to the 'Game Library' icon in the site menu and the 'Additional Resources' dropdown menu. The 'Additional Resources' menu lists: Game Library, Video Library, Math Tools, and eBook. A callout box labeled '2' points to the 'Interactive' and 'PDF' tabs. A callout box labeled '3' points to the 'Grade Level' dropdown menu, which is currently set to 'Middle School'. A callout box labeled '4' points to a game card for 'Pick Your Polygon'.

Grade Level	Game Title	Subject
K	M and M and M	Data Analysis
1	Let's Race!	Expressions and Equations
2	Tic-Tac-Toe	Expressions and Equations
3	Pick Your Polygon	Geometry
4		
5		

Math Tools

The **Math Tools** offer interactive manipulatives, Math Tool Paper, and Graphic Organizers to further support in-person or virtual learning.

How to Use

- 1 Find the **Math Tools** in the site menu. It can also be found in the **Additional Resources** on the dashboard.
- 2 Select the type of tool: Interactive Tools, Math Tool Paper, or Graphic Organizers.
- 3 Choose the grade band.
- 4 Choose the tool.

The image shows a screenshot of the Math Tools interface. On the left, a navigation menu lists: Dynamic Classroom, Student Reports, Practice, Assignments, and Assessments. In the center, a grid of icons includes Resources, Skills Trainer, Math Tools, and Game Library. On the right, a 'Dashboard' section contains Class Management and an 'Additional Resources' box listing Game Library, Video Library, Math Tools, and eBook. A red arrow points from the 'Math Tools' icon in the center to the 'Additional Resources' box. Below this, a larger screenshot shows the 'Math Tools' selection screen. It has tabs for 'Interactive Tools', 'Math Tool Paper', and 'Graphic Organizers'. A sidebar on the left allows selecting a grade level: K-5, Middle School, or High School. The main area displays a grid of tool icons with labels: Algebra Tiles, Answer Presentation Tool, Balance Scale, Desmos Geometry Tool, Desmos Graphing Calculator, Fraction Models, Multi-Language Glossary - High School, Number Line, Place Value, and Probability Tools. Red callout boxes with numbers 1 through 4 are overlaid on the image to indicate the steps: 1 points to the 'Math Tools' icon in the main menu; 2 points to the 'Interactive Tools' tab; 3 points to the 'High School' grade level selection; and 4 points to the 'Desmos Graphing Calculator' tool icon.

Math Musicals

Math Musicals are engaging math stories with catchy songs found in the K-5 curriculum. The songs come with the lyrics and sheet music, as well as an animated music video. The Differentiated Rich Math Tasks help teachers to meet students where they are at with engaging tasks associated with the stories. The **SEL Guiding Questions for Math Musicals** document in the Resources section ties social and emotional learning strategies into the stories.

How to Use

- 1 Find the **Math Musicals** in the site menu. It can also be found in the Additional Resources on the dashboard.
- 2 Choose the grade level.
- 3 Select the Math Musical to view the animation along with all the associated resources.

The screenshot illustrates the navigation process for finding Math Musicals. It shows a main dashboard with a menu on the left containing icons for Dynamic Classroom, Student Reports, Practice, Assignments, Resources, Skills Trainer, Math Tools, Game Library, and Math Musicals. A blue callout box labeled 'Additional Resources' is positioned over the 'Math Musicals' icon, with an arrow pointing to it. A red circle with the number '1' is placed over the 'Math Musicals' icon in the main menu. A second red circle with the number '2' is placed over the 'Grade Level' selector on the Math Musicals page, which is currently set to '1'. A third red circle with the number '3' is placed over a specific Math Musical card titled '100 Waves'.

PRACTICE, ASSESSMENT, AND REPORTS

Activity Library

Teachers can find and create assignments in the **Activity Library**. They can choose from premade assignments aligned to course content, create their own assignments, or use assignments created and shared by other teachers within the district.

How to Use

- 1 Find the **Activity Library** in the site navigation.
- 2 Use the filters to find past saved or shared assignments to assign.
- 3 Or, select **Create Activity** to create a new Practice or Assessment, or assign the DAP (Diagnostic Adaptive Progression) Assessment.

The screenshot illustrates the 'Activity Library' interface. At the top, a navigation bar includes 'Dynamic Classroom', 'Practice', 'Resources', 'Assessments', and 'Class Management'. A red circle '1' points to the 'Practice' icon. Below the navigation bar, a table lists activities with columns for 'ACTIVITY', 'DATE MODIFIED', 'TYPE', and 'OWNER'. A red circle '2' points to the 'FILTER' sidebar on the right, which includes options for 'Owner', 'Type', 'Program', 'Book', and 'Chapter'. A red circle '3' points to a 'Create Activity' modal that asks 'What would you like to create?' with radio button options for 'Practice', 'Assessment', and 'DAP', and 'Cancel' and 'Create' buttons.

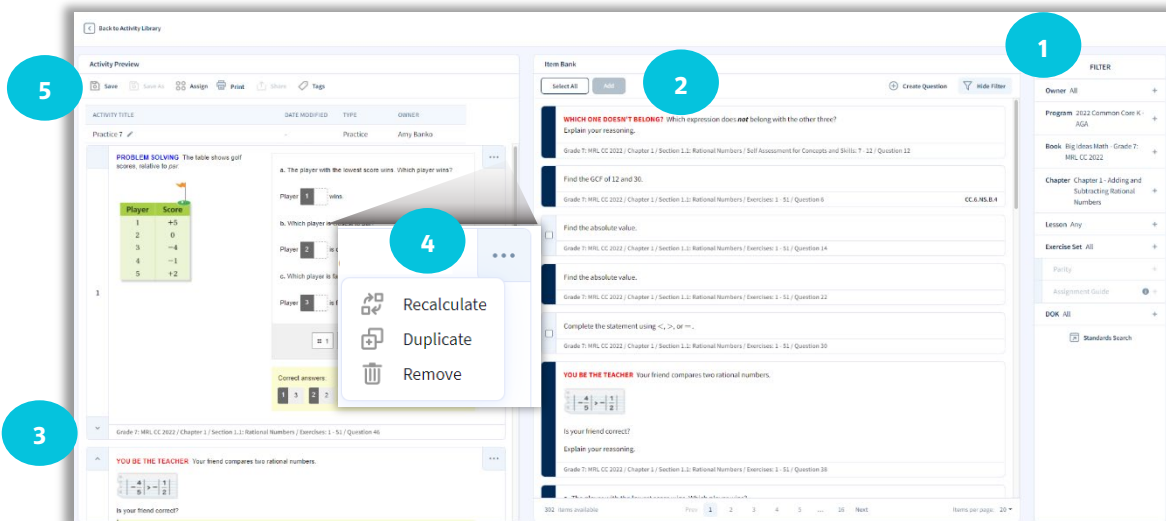
ACTIVITY	DATE MODIFIED	TYPE	OWNER
Practice	READ-ONLY Thu, Jul 2, 2020	Practice	Big Ideas Learning
Apply and Grow: Practice	READ-ONLY Thu, Jul 2, 2020	Practice	Big Ideas Learning
Practice	READ-ONLY Thu, Jul 2, 2020	Practice	Big Ideas Learning
Apply and Grow: Practice	READ-ONLY Thu, Jul 2, 2020	Practice	Big Ideas Learning
Chapter Practice	READ-ONLY Thu, Jul 2, 2020	Practice	Big Ideas Learning
Connect and Grow	READ-ONLY Thu, Jul 2, 2020	Practice	Big Ideas Learning
Apply and Grow: Practice	READ-ONLY Mon, Mar 2, 2020	Practice	Big Ideas Learning
Homework & Practice	READ-ONLY Mon, Dec 2, 2019	Practice	Big Ideas Learning
Practice Test	READ-ONLY Fri, Jul 26, 2019	Assessment	Big Ideas Learning
Chapter Test	READ-ONLY Fri, Jul 26, 2019	Assessment	Big Ideas Learning
Apply and Grow: Practice	READ-ONLY Wed, May 22, 2019	Practice	Big Ideas Learning
Homework & Practice	READ-ONLY Mon, Aug 13, 2018	Practice	Big Ideas Learning

Assignment Builder

Teachers can use the **Assignment Builder** when they are ready to create their own assignments.

How to Use

- 1 Start on the right to filter the questions by owner, program, book, chapter, and lesson. Filter the exercises to show only even or odd or follow the Assignment Guide suggestions from the Teaching Edition. The last option is to search by standard.
- 2 This populates questions to choose in the Item Bank. Select the items to add to the assignment, and then click **Add** to move them to the assignment.
- 3 In the **Activity Preview**, rearrange the questions by using the arrows on each question.
- 4 On assessments, recalculate the values in the questions or duplicate the question to add an additional question of the same type with different values.
- 5 Once satisfied with the assignment, save, assign, or print the assignment. Adding tags will help to easily find the assignment again later in the Activity Library. When assigning the activity, the options change based on whether the activity is a practice or an assessment.



DAP (Diagnostic Adaptive Progression) Assessment

The DAP (Diagnostic Adaptive Progression) Assessment measures learning across grades periodically throughout the year. The DAP Assessment gives teachers full insight into where students fall on the continuum of skills using questions that adapt based on student responses.

How to Use

- 1 From the Activity Library, click on **Create Activity**. Choose **DAP**.
- 2 Fill out the required information to assign the test.
- 3 The test options include a Pre-Course Test, Quarter 1, Quarter 2, Quarter 3, and the Post-Course Test.

The screenshot shows the 'Create Activity' workflow in a learning management system. It features a top navigation bar with options like 'Create Activity', 'Open', 'Assign', 'Print', 'Share', 'Duplicate', and 'Archive'. A 'FILTER' section on the right allows filtering by 'Owner' and 'Type'. The main content area is titled 'ACTIVITY' and includes a table with columns for 'DATE MODIFIED', 'TYPE', and 'OWNER'. A 'What would you like to create?' dialog box is open, showing radio buttons for 'Practice', 'Assessment', and 'DAP'. The 'DAP' option is selected. A 'DAP' configuration form is also visible, with sections for 'Program and Book' (Program: 2022 K - AGA, Book: Grade 8: MRL 2022), 'Test' (with a dropdown for 'Select Your Assessment' and options for Pre-Course Test, Quarter 1, Quarter 2, Quarter 3, and Post-Course Test), 'Tools' (with 'Calculator' checked), and 'Date and Time' (with start and due dates and times set to 11/12/2021 and 11:11 AM). A 'MESSAGE' field is at the bottom for adding a message to students. The bottom of the screen shows '1 CLASS 0 STUDENTS' and 'Cancel' and 'Assign' buttons.

Reports

When students complete assignments, data is populated in the **Reports**. The detailed reports for individual assignments allow teachers to make data-driven decisions to accelerate learning. The **Reports** from the site menu allow teachers to compare data, which helps track performance and see growth over time.

How to Use

View individual assignment reports by going back to the Activity Library.

- 1 Click on **Assignments**.
- 2 Check the box of an activity.
- 3 Click **View Report**.

The screenshot displays the 'Assignments' page in the Big Ideas Learning interface. The page is divided into several sections:

- Top Navigation:** 'Activity Library' and 'Assignments' tabs are visible. A blue callout '1' points to the 'Assignments' tab.
- Activity List:** A table lists activities with columns for 'ACTIVITY', 'DATE MODIFIED', 'TYPE', and 'OWNER'. A blue callout '2' points to the checkbox next to 'Assessment 1'.
- Filters:** A 'FILTER' sidebar on the right allows filtering by Owner and Type.
- View Report:** A modal window titled 'View Report' is open, showing a detailed view of 'Assessment 1'. A blue callout '3' points to the 'View Report' button. The report includes a table with the following data:

ASSIGNMENT NAME	ASSIGNEES	DUE DATE	AVERAGE SCORE	STUDENT PROGRESS
Assessment 1		Tomorrow	67%	<div style="width: 67%;"></div>

The report also shows the assignment is 'COMPLETED' and provides options to 'View Activity', 'Collect', 'Assignment Details', 'Delete', and 'Share to Google Classroom'. A 'FILTER' sidebar on the right of the report allows filtering by Class, Type, Status, Owner, and Date Range.

Reports, cont.

How to Use, cont.

Comparative data reports are available by Performance, Standards, and the Skills Trainer.

1 Select the student(s) and enter a date range.

2 Click **Load Report**.

The screenshot shows the 'Student Reports' interface. At the top, there are tabs for 'Performance', 'Standards', and 'Skills Trainer'. Below the tabs, there is a search and filter area with a dropdown menu set to 'All students selected', two date input fields (12/08/2019 and 01/08/2021), and a 'Load Report' button. A red circle with the number '1' is around the dropdown menu, and a red circle with the number '2' is around the 'Load Report' button. Below this is a table with the following data:

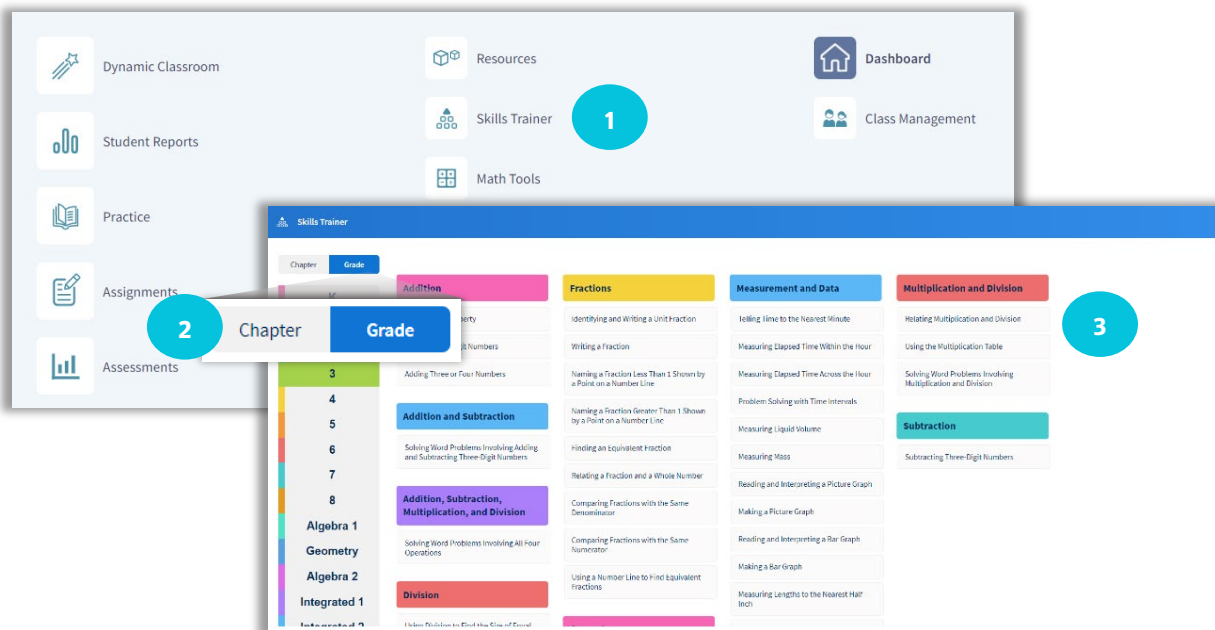
Last Name	First Name	Student ID	Ch2 Practice 11/02/2020	Chapter 2 Quiz 11/13/2020
Randy	Halley	wef51f2wef5	20/20	11/12
Kayleigh	Caldwell	wef51w9ef112	14/20	5/12
Daquan	Johnson	45674796786	20/20	11/12
Mariah	Cross	851651sdg0fg	18/20	3/12
Shanice	Dunn	a45afd54a	17/20	10/12
Diane	Francis	a4s1d5aasd	14/20	9/12
Darryl	King	a4d5es1d85	20/20	10/12
Keryn	Floyd	5d1fg66dfg	14/20	8/12
Trey	Pierce	s56d1f56srg	19/20	10/12
Sean	Castro	w56ef15wef	14/20	12/12

Skills Trainer

The **Skills Trainer** allows students to practice independently on skills aligned to each chapter in their book or aligned to a specific grade. Track progress over time in the Reports from the site menu.

How to Use

- 1 From the site menu, choose **Skills Trainer**.
- 2 Choose Chapter or Grade.
- 3 Select the topic.

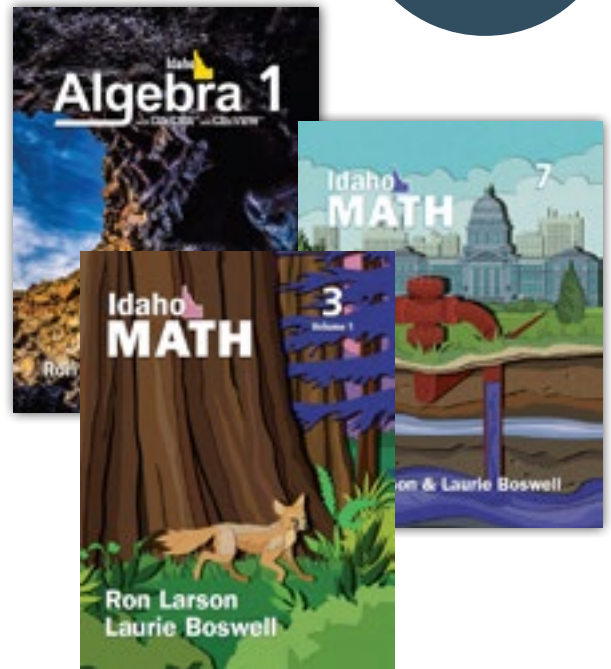


Have questions? We are here to help!

Visit the Help Center from the main navigation. For further support, find additional resources to be successful with *Idaho Math* at bigideaslearning.com/customer-support.

Review Digital Resources for Idaho Math!

By Ron Larson and Laurie Boswell



Review Digital Resources for Your District!

1. Visit bigideasmath.com.
2. Click **Register**.
3. Enter your Idaho district's access code, found on the back.
4. Fill out the required information and click **NEXT**.
5. Log in with your username (email address) and password.
6. You must have an active class to use the site.
Click **GET STARTED**, and then fill out the required information to create a class.



For technical support, please visit the Help Center or contact the Big Ideas Learning® Tech Support team Monday – Friday from 8:00 AM – 5:00 PM ET.

Big Ideas Learning Technical Support
877.552.7766 or BigIdeasLearning.com/contact-support
BigIdeasLearning.com/customer-support

ID.BigIdeasLearning.com

Idaho District Access Codes

If you don't see your district access code, please contact your National Geographic Learning Sales Consultant.

ID.BigIdeasLearning.com/meet-the-team

Account Name	Access Code
Arbon Elementary School District 383	APDJ-EEK2-8J4E
Avery School District 394	NPYJ-TDYR-HEKJ
Basin School District 72	PD8P-48AA-A88R
Bear Lake County School District 33	YBYZ-KGDG-N85A
Blackfoot School District 55	8P4X-4AND-AAA3
Bliss Joint School District 234	4NDB-PHZP-KR77
Bonneville Joint School District 93	KJHY-RGPG-AN3B
Buhl Joint School District 412	JJA8-YJME-NTXM
Butte County School District 111	TD2Y-TH58-NMMM
Caldwell School District 132	BG55-B5J7-8BS8
Camas County School District 121	T44P-YSA2-E4KR
Cambridge School District 432	47AA-845Y-4PRD
Castleford Joint School District 417	2G8Z-DPTZ-MAAS
Challis Joint School District 181	P8RD-HZH8-AR8Y
Clark County School District 161	SD2K-4BJ8-D8NH
Cottonwood Joint School District 242	PXGP-8ASP-Z7J2
Council School District 13	DEK3-8RAR-HYAS
Culdesac Joint School District 342	KYTP-K7RZ-BEJH
Dietrich School District 314	XMTM-B43D-8NMN
Emmett Independent School District 221	5GDZ-228K-GATM
Filer School District 413	3GJT-GKGT-AHYX
Firth School District 59	KBHX-8PXH-PE7Y
Fruitland School District 373	2REH-RB4B-XSM3
Garden Valley School District 71	3XYP-N52K-47BS
Gem Preparatory Online School	57BH-KDM4-5B8D
Genesee Joint School District 282	KHKB-MTYR-5NH4
Glenns Ferry Joint School District 192	E8X2-HRJS-HZ5X
Gooding Joint School District 231	EEBG-RJGR-NPDZ
Grace Joint School District 148	7SMY-MGS8-3Z25
Hagerman Joint School District 233	RSP8-4NGM-GRKA
Hansen School District 415	RRTH-Z2P3-3JBH
Homedale Joint School District 370	GJRE-YZX8-AEK8
Horseshoe Bend School District 73	YKKD-PBAB-43R5
Idaho Falls School District 91	4ZRY-MP35-3453
Independent School District of Boise City 1	AXNS-S4TP-KX5B
Jefferson County Joint School District 251	XGEM-5RJB-B3Z7
Jerome Joint School District 261	E5B4-MG22-HH2H
Kamiah Joint School District 304	JP8B-8ZKB-SJP8
Kellogg Joint School District 391	7R23-ZNJP-Y8XA
Kendrick Joint School District 283	SEB8-BASS-PR5K
Kimberly School District 414	G2M8-G5ZD-34KK
Kootenai School District 274	GGTS-XJGY-SAKY
Lapwai School District 341	JZYG-BH5Z-AT2A
Lewiston Independent School District 1	NNA2-MTY7-KJEK
Mackay Joint School District 182	XY5N-NMKN-5XS3

Account Name	Access Code
Marsh Valley Joint School District 21	Y2JJ-NAPP-PH7K
Marsing Joint School District 363	S558-PSZE-XJYJ
McCall - Donnelly School District 421	TTZY-RRYK-JKRH
Meadows Valley School District 11	SMXR-AZM8-24BE
Melba Joint School District 136	ZHRH-ZPMA-XGYB
Midvale School District 433	KESK-4BAY-B83X
Minidoka County Joint School District 331	3AXN-MN2Y-2R25
Moscow School District 281	TJX2-BZ45-ZYDP
Mountain Home School District 193	3ZDX-S4KB-NE83
Mullan School District 392	K5ZJ-PNG7-4KEE
Murtaugh Joint School District 418	D4MG-5YTD-AB42
Nampa School District 131	77GA-2PA5-XTMR
Nezperce Joint School District 302	GDHK-2PGG-7YPN
North Gem School District 149	P4MJ-EHG7-MYBR
Notus School District 135	YTD5-ZRB2-PTY2
Oneida School District 351	E45Y-NZYP-Y545
Parma School District 137	PBXT-4AEK-EMD5
Plummer - Worley School District 44	P4KZ-KRYN-2P4N
Post Falls School District 273	8BEB-5HYJ-YMZX
Potlatch School District 285	DS2X-7ZGB-A8TT
Prairie Elementary School District 191	Z55E-2J7K-25JT
Preston School District 201	DJAN-TZ4P-YP4K
Richfield School District 316	JGG7-DAJM-X74Y
Rockland School District 382	AE3B-YE83-8H53
Salmon River Joint School District 243	J7T3-D47M-G2AR
Salmon School District 291	N8KM-XR8J-3B7M
Shoshone Joint School District 312	TKSA-ZZHS-D34S
Snake River School District 52	J5AE-TH3D-4RYE
South Lemhi School District 292	ASRA-M3ME-YD7Z
St Maries Joint School District 41	EH3K-XT2G-GK5Z
Swan Valley School District 92	32YD-5RPP-BDH8
Teton School District 401	552H-HKHZ-NKR5
Three Creek Elementary Joint School District 416	TNYX-YA88-XKD4
Troy School District 287	285P-YER5-ESR7
Valley School District 262	GPSN-MJ2E-P8HZ
Wallace School District 393	AAJN-5DTT-3ZZM
Weiser School District 431	RRET-GJXA-EZ2J
West ADA School District	MEGG-G54J-3NAR
West Jefferson School District 253	4PPZ-SAZT-PN4X
Whitepine Joint School District 288	7YG3-T4TD-T3HX
Wilder School District 133	GJHH-8854-KKXB

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