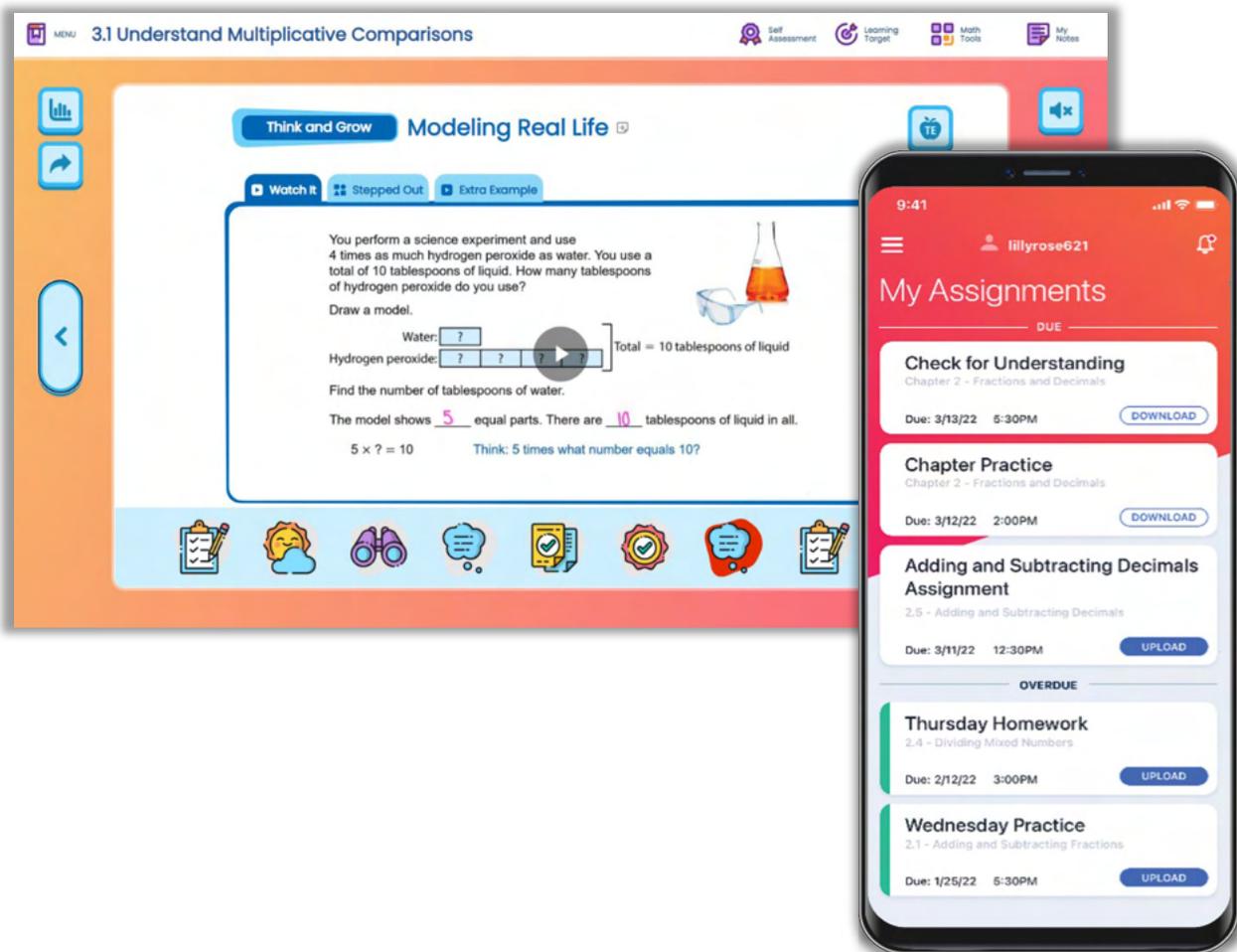


Oregon Math

© 2024

Digital Platform Guide



The image displays the Oregon Math digital platform interface. The main screen shows a lesson titled "3.1 Understand Multiplicative Comparisons" under the "Think and Grow" section, specifically "Modeling Real Life". The lesson content includes a word problem: "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?" Below the text is a bar model with 10 equal parts. The first part is labeled "Water" and contains a question mark. The next four parts are labeled "Hydrogen peroxide" and each contains a question mark. A bracket on the right side of the bar model is labeled "Total = 10 tablespoons of liquid". The text asks to "Draw a model." and "Find the number of tablespoons of water." The model shows 5 equal parts, with 10 tablespoons of liquid in all. The equation $5 \times ? = 10$ is shown, along with the thought process "Think: 5 times what number equals 10?".

The mobile app view shows the user's profile "lillyrose621" and a list of assignments:

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

Flexible Resources, Accessible Anywhere

Engaging technology for students and teachers is the heart of the *Oregon 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!

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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.

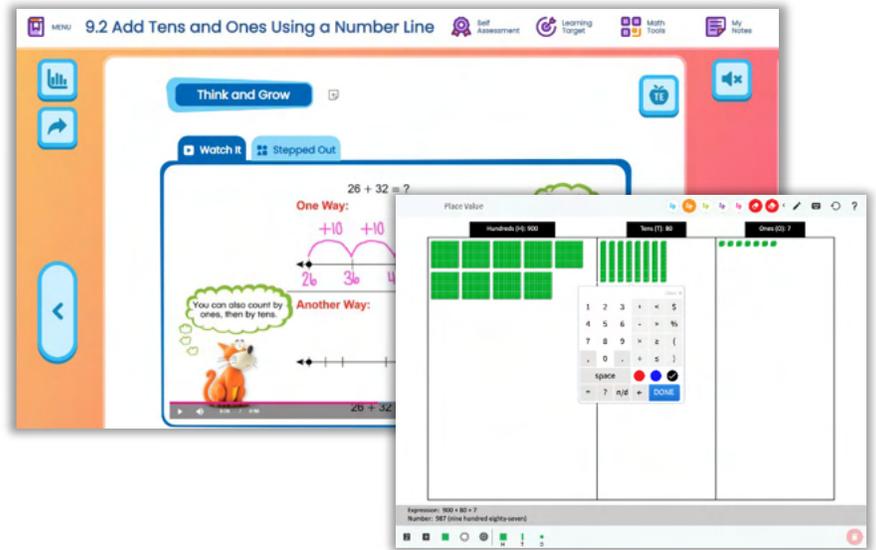
PROGRAM OVERVIEW

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.

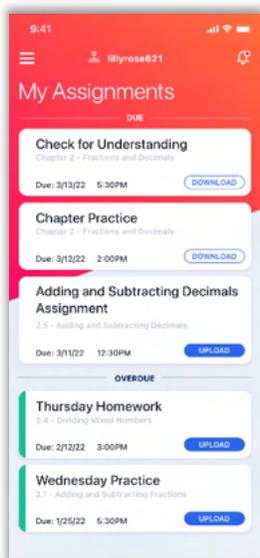
Dynamic Student Edition

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

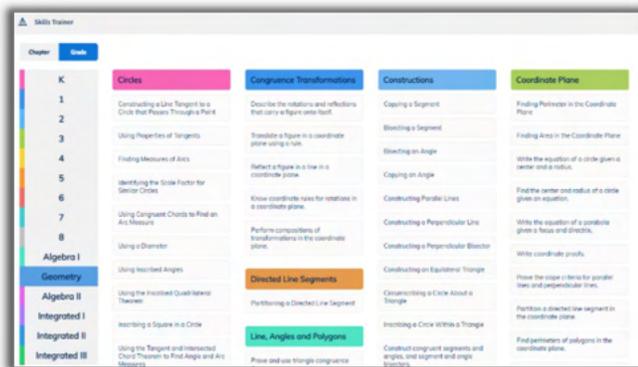
The Game Library contains interactive games with audio in both English and Spanish. The games are also available in print and are translated into Spanish to help with engagement in class and at home.



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!

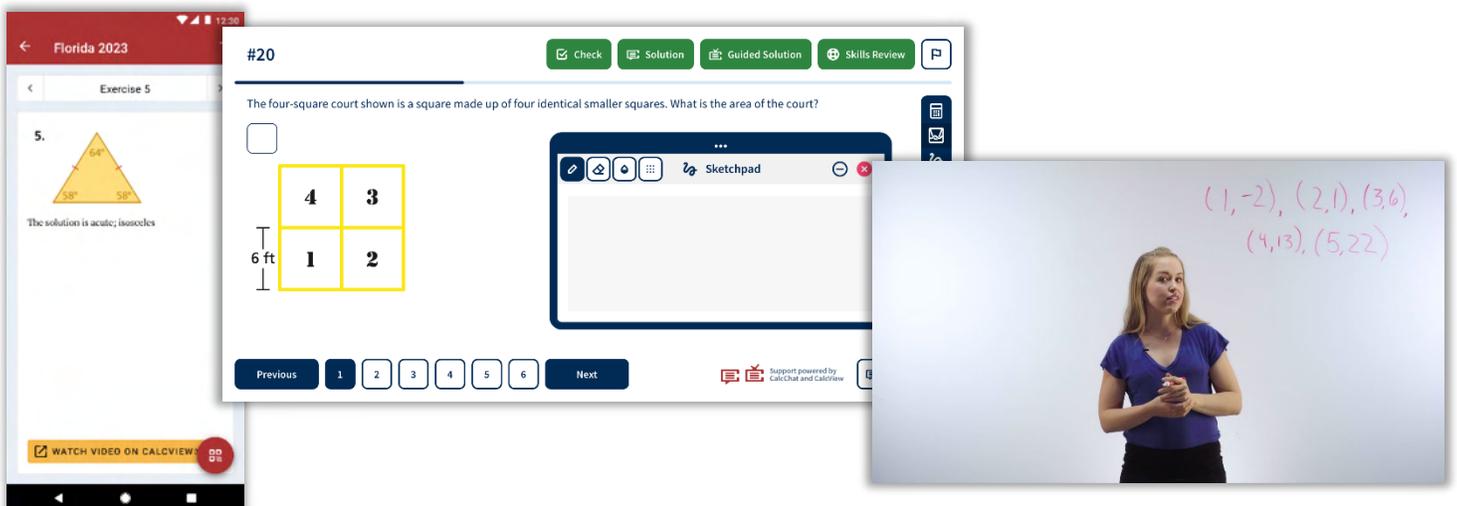


CalcChat

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.

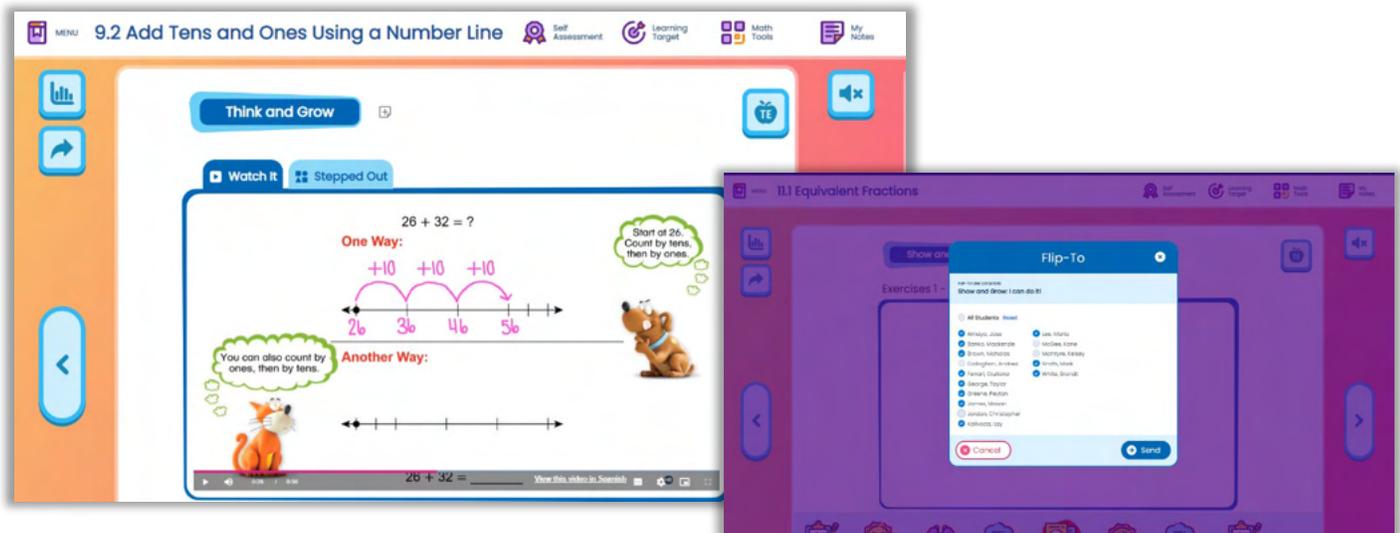


Planning and Teaching

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

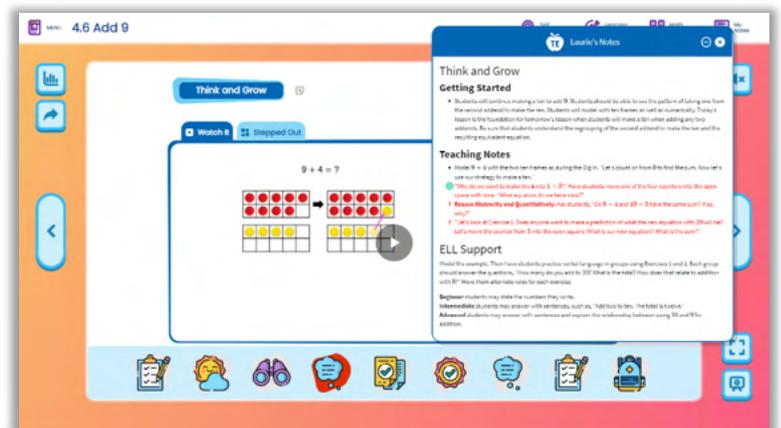
Dynamic Classroom

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.



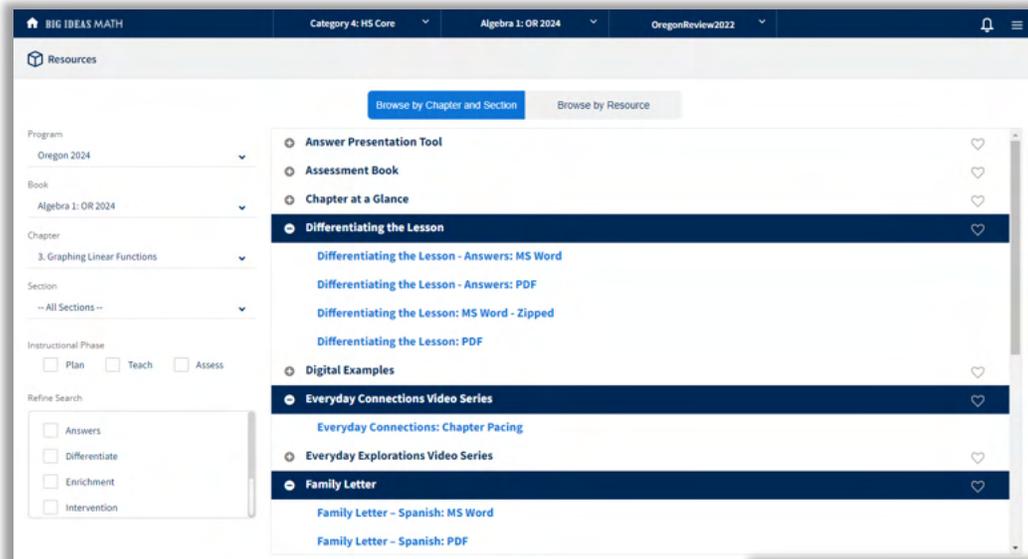
Laurie's Notes

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 learner: 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 on the blank side of the card. [-7.5y]

Say, "Find the four parenthesis cards and set them aside. Each has a minus sign on it and write a plus sign on the other side. 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 a ticket is 7 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, their values are the same. Ask your student to answer each question.

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

4. How much do ticket costs, driving times, or test scores, depend on? (These examples are uses of algebra.)

5. What algebraic rule could you use in daily life, such as calculating the constants? Have your student evaluate the expression for the variable(s).

6. What is the constant?

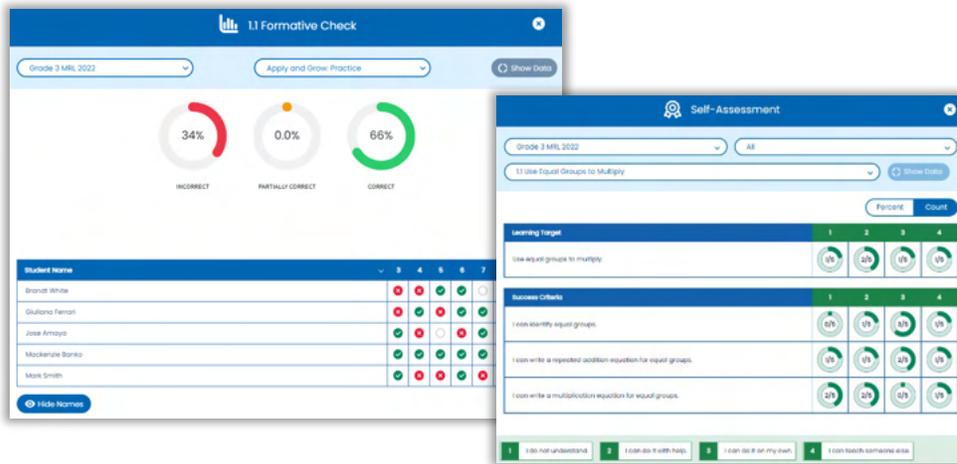
Big Ideas Math: Modeling Real Life Grade 7
Resources by Chapter

Assessing and Reporting

Assess students diagnostically, formatively, and summatively with *Oregon 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.

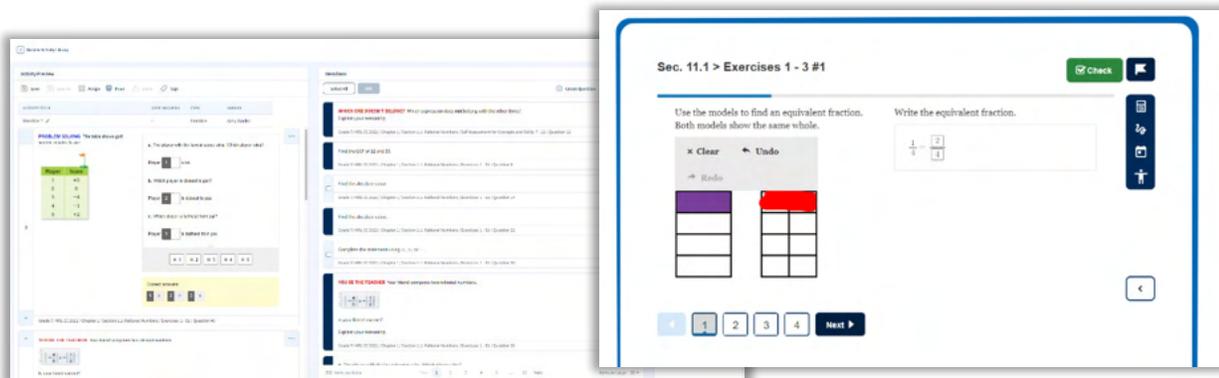
Formative Check and Self-Assessment Tool

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.



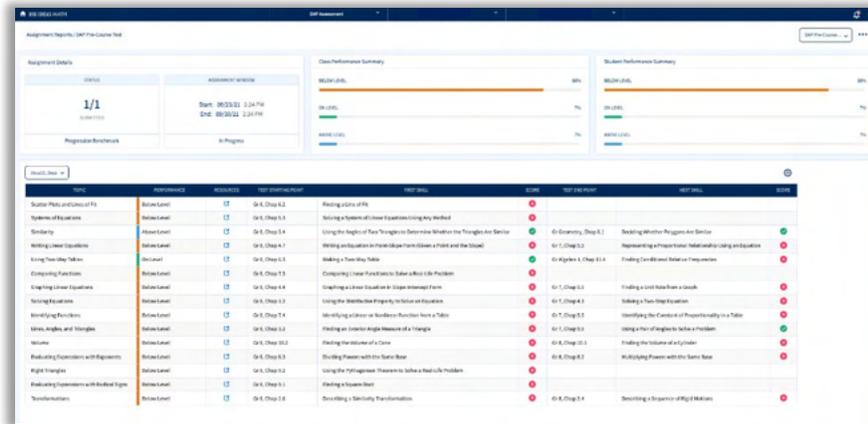
Assignment Builder

The Assignment Builder gives teachers the flexibility to create digital assignments and assessments from the *Oregon 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.



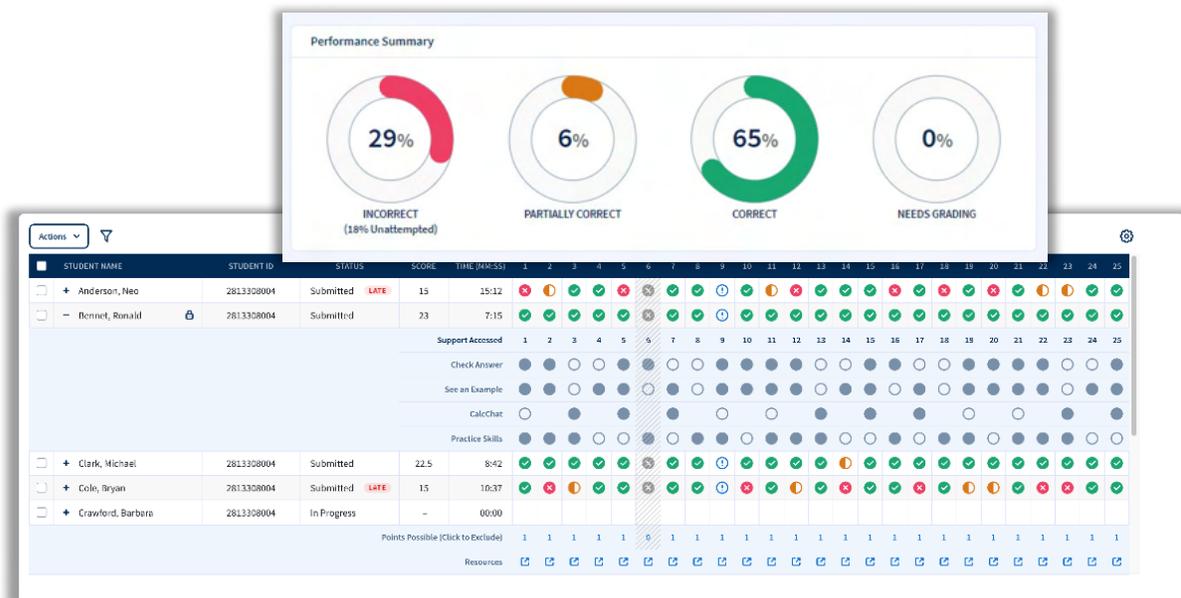
DAP (Diagnostic Adaptive Progression) Assessment

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 *Oregon 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.

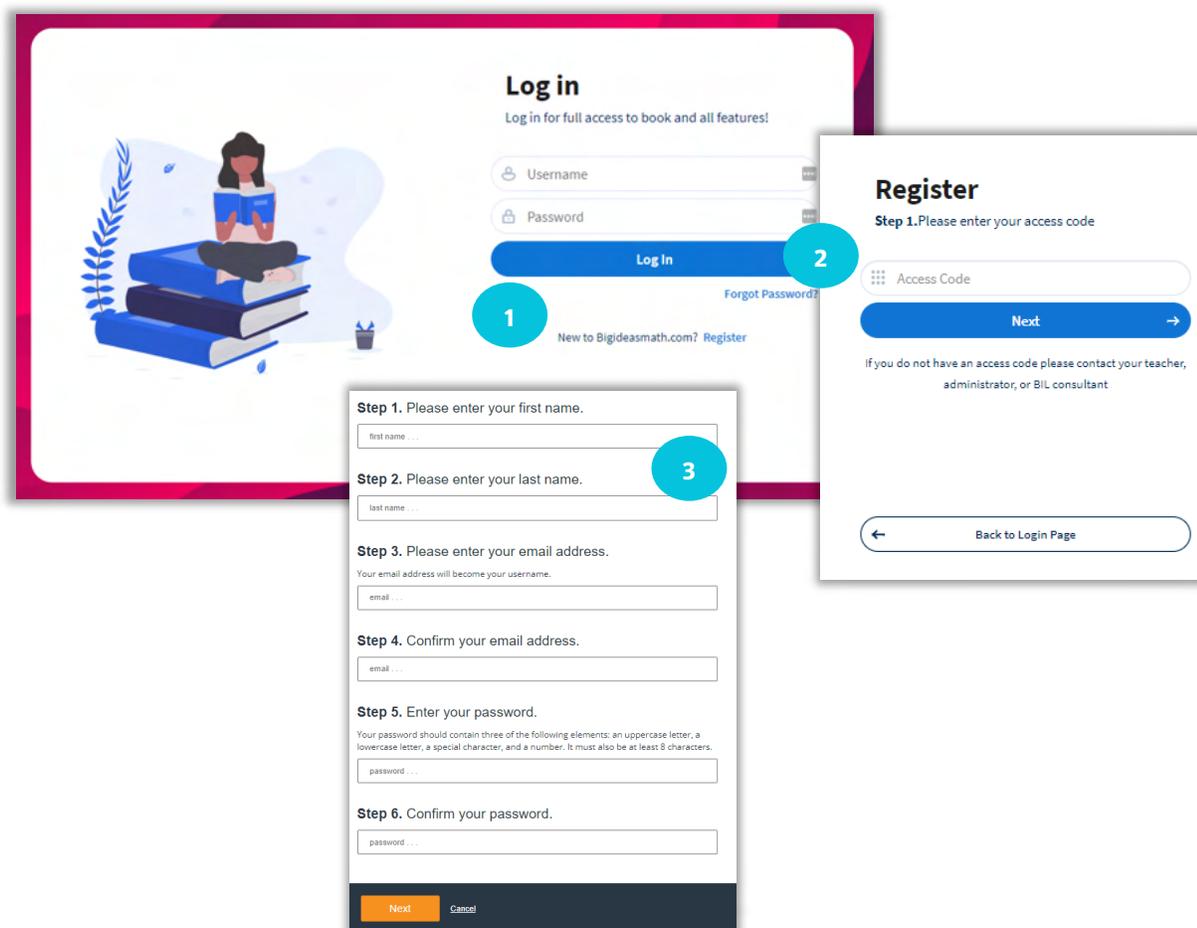


GET STARTED

Sign On

At **demo.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.

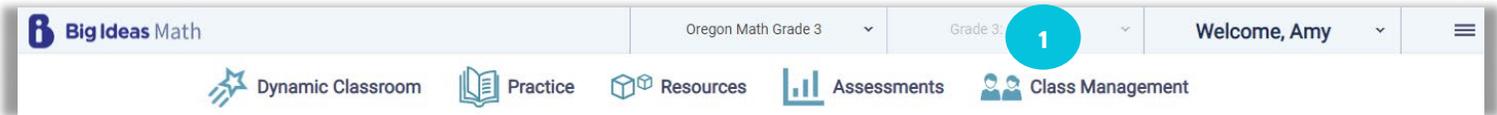


*See the **Appendix for District Review Access Codes**. If your district is not listed, please contact your **National Geographic Learning Representative**.

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 a table of existing classes with columns for 'Class', 'Book', 'Start Date', and 'End Date'. A modal form titled 'Add Class' is overlaid on the table. The modal contains fields for 'Class Name', 'Grade', 'Period (optional)', 'Dates', and 'Add Book'. The 'Add' button in the modal is highlighted with a blue circle containing the number 3.

Class	Book	Start Date	End Date
<input type="checkbox"/> Category 1: Grades K-2	Grade 1: OR 2024 + 2 more	05/24/2022	08/05/2022
<input type="checkbox"/> Category 2: Grades 3-5	Grade 3: OR 2024 + 2 more	05/24/2022	08/05/2022
<input type="checkbox"/> Category 3: Grades 6-8	Grade 6: OR 2024 + 3 more	05/24/2022	08/05/2022
<input type="checkbox"/> Category 4: HS Core	Algebra 1: OR 2024 + 1 more	05/24/2022	08/05/2022

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 screenshot illustrates the 'Class Management' interface. At the top, there are tabs for 'Active', 'Archived', 'Upcoming', 'Students', and 'Password Requests'. A '+ Add Class' button is visible in the top right. Below this is a table with columns for 'Class', 'Book', 'Start Date', and 'End Date'. The first row is highlighted with a red circle and the number '1', indicating the selection of a class. Below the table, there is a modal window for 'Category 4: HS Core'. This modal has tabs for 'Dates' and 'Access Code'. It displays the 'Primary Teacher' as 'Oregon State Reviewer' and the 'Co-Teacher' as 'No Co-teachers'. The 'Book' is 'Algebra 1: OR 2024 Geometry: OR 2024' and the 'Grade' is '9'. A red banner at the top of the modal says 'Add a Student'. Below this, there is a 'Student ID' input field with a red circle and the number '3' next to it, and an 'Add' button. To the right, there is another modal window titled 'Add a New Student'. This modal has a red circle and the number '2' next to it. It contains a message: 'Student ID not found. Complete this form to add new student to your class.' Below this message are input fields for 'Student ID', 'First Name', 'Last Name', 'Student Grade Level' (set to '5th Grade'), and 'Parent/Guardian Email (optional)'. There are 'Add' and 'Cancel' buttons at the bottom of this modal.

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 interface. At the top, there is a navigation bar with the Big Ideas Math logo, course selection (Algebra 1), and user information (Welcome, Oregon). Below this is a secondary menu with options: Classroom, Practice, Resources, Assessments, and Class Management. The main content area is divided into several sections:

- Left Sidebar:** Contains navigation options under 'PLAN' (Lesson Plan, Planning Resources, Create Practice, Create Assessments, Dynamic Classroom, Teacher Edition PDF), 'TEACH' (Resources by Chapter, Answer Presentation Tool, Skills Trainer, Additional Teaching Resources, Student Edition PDF, Teacher Edition PDF), and 'ASSESS' (Create Assessments).
- Student Self Assessment:** A section with a scale from 1 to 4. 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. It includes 'LEARNING TARGET' and 'SUCCESS CRITERIA' with progress indicators (0% to 100%) and a 'Formative Check' button.
- Current Assignments:** A table showing assignment details and status.
- Cumulative Performance Report:** A section at the bottom right with a question mark icon.

Average Score	Name	Submitted	In Progress	Not Started
79%	Chapter 1: Practice Test (1 - No Associated Program)	3	0	1
79%	Alg 1 Chapter 2: Test No Associated Program	3	0	1
83%	Section 1.1: Practice (1 - No Associated Program)	3	0	1
88%	Chapter 1: Test No Associated Program	3	0	1

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. The main content area displays 'Chapter 1 - Numbers and Arrays' with a table of lessons, learning targets, and success criteria. A 'MENU' button is highlighted in the bottom left corner.

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.

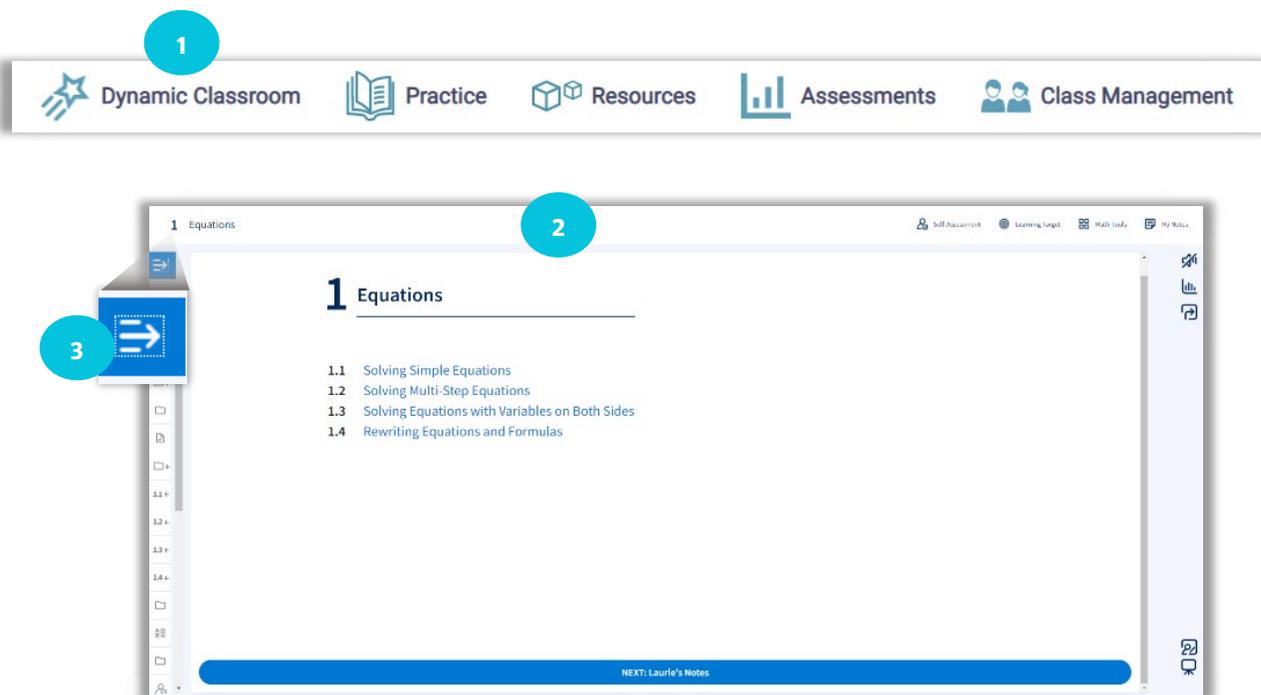
The image shows two screenshots of the Dynamic Classroom interface. The top screenshot shows the main menu for '1.1 Use Equal Groups to Multiply'. A red circle with the number '1' points to the 'Start the Chapter', 'Start a Lesson', and 'End the Chapter' buttons. A red circle with the number '2' points to the 'Start a Lesson' button. A red circle with the number '3' points to the left and right navigation arrows at the bottom of the menu. A red circle with the number '4' points to the 'Self Assessment', 'Learning Target', 'Math Tools', and 'My Notes' icons at the top right. The bottom screenshot shows the lesson content for 'Using Equal Groups to Multiply'. A red circle with the number '5' points to the 'TE' icon in the top right corner. A red circle with the number '3' points to the left and right navigation arrows at the bottom of the lesson content.

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 Classroom interface for the lesson "1.1 Solving Simple Equations".

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

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) and a central 'Additional Resources' menu. The interface includes a left sidebar with navigation icons (Contents, Bookmarks, Notes, Highlights, Settings, Help), a top toolbar with search and drawing tools, and a main content area showing two pages of math lessons. The left page is titled '1.2 Lesson' and contains 'EXAMPLE 1 Solving a Two-Step Equation' and 'EXAMPLE 2 Solving a Multi-Step Equation'. The right page is titled 'Using the Distributive Property to Solve an Equation' and includes a 'Self-Assessment for Concepts & Skills' section. A central blue box labeled 'Additional Resources' lists 'Game Library', 'Video Library', 'Math Tools', and 'eBook'. Callout 1 points to the 'eBook' link in the menu. Callout 2 points to the 'Contents' icon in the sidebar. Callout 3 points to the search and drawing tools in the top toolbar. Callout 4 points to the video and example icons on the lesson page. Callout 5 points to the language selection icons at the bottom of the page.

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	Incorrect	Partially Correct	Correct	Self-Assessment
Student 14	✗	✓	✗	i
Student 15	✓	✓	✓	i
Student 2	✓	✓	✓	i
Student 3	○	✗	✗	i
Student 4	✓	✗	✗	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	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%

3.1 Understand Multiplicative Comparisons

Think and Grow Modeling Real Life

Watch 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

hydrogen peroxide:

and the number of tablespoons of water.

The model shows 5 equal parts. There are 10 tablespoons of liquid in all.

$5 \times 7 = 10$ Think: 5 times what number equals 10?

Self-Assessment

Oregon Math Grade 3 All

1.1 Use Equal Groups to Multiply Show Data

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**. Click on any answer to reveal the worked-out solution.

TEACH

Resources by Chapter

1 Answer Presentation Tool

Skills Trainer

Additional Teaching Resources

Student Edition PDF

ANSWER PRESENTATION TOOL **3**

Grade 3 - Student Edition | 1 | 2 - Homework and Practice | 1-9 | ALL | EVEN | ODD | Show Solutions **4**

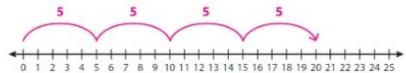
1. Find 3×6 .

Number of jumps: 3 Size of each jump: 6



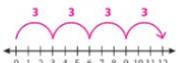
$3 \times 6 = \underline{18}$

2. Find 4×5 .



$4 \times 5 = \underline{20}$

3. **Structure** Complete the multiplication equations in two different ways. Model each equation on the number line.
Sample answer:

$$\begin{array}{r} 4 \\ \times 3 \\ \hline 12 \end{array}$$


$$\begin{array}{r} 3 \\ \times 4 \\ \hline 12 \end{array}$$


4. **Writing** Explain how you can use a number line to find 5×3 .

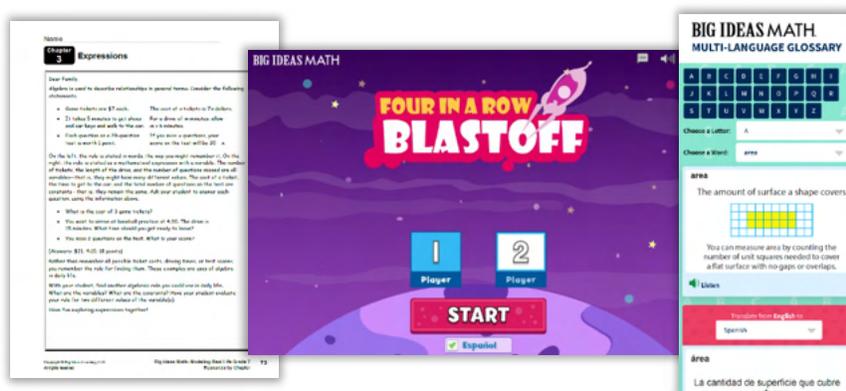
5×3 means 5 groups of 3. Number of jumps is 5. Size of each jump is 3.

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
- Chapter at a Glance
- Complete Materials List
- Counting Stories
- Cross-Curricular Projects
- Differentiated Rich Math Tasks
- Differentiating the Lesson
- Digital Examples
- Everyday Connections Videos
- Everyday Explorations Videos
- Explorations
- Family Letters
- Game Library
- Graphic Organizers
- Instructional Resources
- Interactive Tools
- Learning Targets and Success Criteria
- Lesson Example PowerPoints
- Lesson Plans
- Lesson Tutorials
- Math Musicals
- Math Tool Paper
- Multi-Language Glossary
- Opportunities to Practice the Modeling Process
- Pacing Guides
- Performance Tasks
- Practice Workbook (Grades K-2)
- Resources by Chapter
- SEL Resources
- Skills Review Handbook
- State Resources
- STEAM/STEM Videos
- Student Edition
- Teaching Edition
- Test Prep and Practice Workbook (Grades 3-Algebra 2)
- 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.



Dynamic Classroom



Practice



Resources



Assessments



Class Management

1

2

Browse by Chapter and Section

Browse by Resource

Resources

Program: Oregon 2024

Book: Algebra 1: OR 2024

Chapter: 3. Graphing Linear Functions

Section: -- All Sections --

Instructional Phase: Plan Teach Assess

Refine Search: Answers Differentiate Enrichment Intervention

Browse by Chapter and Section | Browse by Resource

- Answer Presentation Tool
- Assessment Book
- Chapter at a Glance
- Differentiating the Lesson**
 - Differentiating the Lesson - Answers: MS Word
 - Differentiating the Lesson - Answers: PDF
 - Differentiating the Lesson: MS Word - Zipped
 - Differentiating the Lesson: PDF
- Digital Examples
- Everyday Connections Video Series**
 - Everyday Connections: Chapter Pacing
- Everyday Explorations Video Series
- Family Letter**
 - Family Letter - Spanish: MS Word
 - Family Letter - Spanish: PDF

3

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, a sidebar lists 'Additional Resources' including Game Library, Video Library, Math Tools, and eBook. The main area has a top navigation bar with categories: Life on Earth, Concepts & Tools, Pedagogical Approach, and STEAM. Below this is a 'Grade Level' filter with options 3, 4, 5, 6, 7, and 8. The main content area displays a grid of video thumbnails with titles and 'More' links. A '4' in a blue circle highlights a video thumbnail.

Grade Level	Video Title	Thumbnail Description
3	Space Cadets	Space Cadets
3	Training for a Half Marathon	Training for a Half Marathon
3	Massively Multiplayer Rock Paper Scissors	Massively Multiplayer Rock Paper Scissors
3	Shadow Puppets	Shadow Puppets
3	Comparing Dogs	Comparing Dogs
3	Honeycombs	Honeycombs
4	Track and Field	Track and Field
4	Hurricane!	Hurricane!
4	Paper Measurements	Paper Measurements
4	Gold Alloys	Gold Alloys
4	Fuel Economy	Fuel Economy
4	Apparent Temperature	Apparent Temperature
5	Carbon Atoms	Carbon Atoms
5	Metronome Design	Metronome Design
5	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 main dashboard menu. Another callout box labeled '1' points to the 'Additional Resources' dropdown menu, which lists 'Game Library', 'Video Library', 'Math Tools', and 'eBook'. A callout box labeled '2' points to the 'Interactive' and 'PDF' tabs at the top of the Game Library page. A callout box labeled '3' points to the 'Grade Level' sidebar, which includes 'Middle School' and 'High School' options. A callout box labeled '4' points to a game tile titled 'Pick Your Polygon'.

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 screenshot displays the user interface for the Math Tools section. On the left, a vertical navigation menu includes options like Dynamic Classroom, Student Reports, Practice, Assignments, and Assessments. The main content area shows a grid of resources: Resources, Skills Trainer, Math Tools, and Game Library. A callout box labeled '1' points to the 'Math Tools' icon in the main menu and the 'Additional Resources' section on the right, which lists Game Library, Video Library, Math Tools, and eBook. Below this, the 'Math Tools' page is shown with tabs for 'Interactive Tools', 'Math Tool Paper', and 'Graphic Organizers'. The 'Interactive Tools' tab is active, displaying a grid of tools categorized by grade level (K-5, Middle School, High School). The tools include 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.

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 image shows a screenshot of the Big Ideas Learning website. On the left, a navigation menu includes: Dynamic Classroom, Student Reports, Practice, Assignments, Resources, Skills Trainer, Math Tools, Game Library, and Math Musicals. A blue box labeled "Additional Resources" is overlaid on the left, with an arrow pointing to the "Math Musicals" link in the menu. The "Math Musicals" page is shown on the right, featuring a grade level selector (K-5) and a grid of musical story cards. Three numbered callouts (1, 2, 3) highlight the "Math Musicals" menu item, the grade level selector, and a specific musical story card respectively.

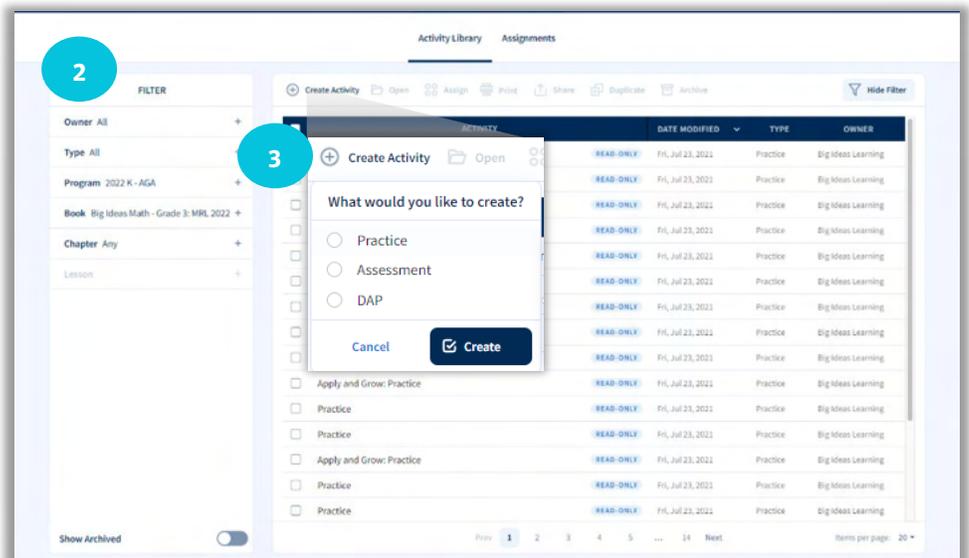
PRACTICE, ASSESSMENT, AND REPORTS

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 **Practice** or **Assessments** 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.



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.

The screenshot displays the Assignment Builder interface. On the left is the 'Activity Preview' section, which includes a table of activities with columns for 'NAME', 'DATE MODIFIED', 'TYPE', and 'OWNER'. A 'PROBLEM SOLVING' activity is highlighted, showing a table of player scores. A menu with options 'Recalculate', 'Duplicate', and 'Remove' is overlaid on this activity. On the right is the 'Item Bank' section, which lists various questions with their respective grades and standards. A 'FILTER' sidebar is visible on the far right. Numbered callouts (1-5) point to these specific features.

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. A modal window titled 'What would you like to create?' is open, with 'DAP' selected. A second modal window titled 'DAP' is open, showing the configuration options. Callout 1 points to the 'Create Activity' button in the top navigation bar. Callout 2 points to the 'DAP' modal window, which includes sections for 'Program and Book' (with dropdowns for '2022 K - AGA' and 'Grade 8: MRL 2022'), 'Test' (with a dropdown for 'Select Your Assessment' and radio buttons for 'Pre-Course Test', 'Quarter 1', 'Quarter 2', 'Quarter 3', and 'Post-Course Test'), 'Tools' (with checkboxes for 'Calculator' and 'Desmos Calculator'), and 'Date and Time' (with fields for start and due dates and times). Callout 3 points to the 'Pre-Course Test' option in the 'Test' section. The background shows a table of activities with columns for 'ACTIVITY', 'DATE MODIFIED', 'TYPE', and 'OWNER'.

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 shows the 'Assignments' page in the Big Ideas Learning interface. The page has a top navigation bar with 'Activity Library' and 'Assignments' tabs. A callout box labeled '1' points to the 'Assignments' tab. Below the navigation bar, there are several action buttons: 'Create Activity', 'Open', 'Assign', 'Print', 'Share', 'Duplicate', and 'Archive'. A table with columns 'ACTIVITY', 'DATE MODIFIED', 'TYPE', and 'OWNER' is visible. A callout box labeled '2' points to a checked checkbox in the table. To the left, there is a 'FILTER' sidebar with options for 'Owner', 'Book', 'Chapter', and 'Lesson'. A callout box labeled '3' points to the 'View Report' button in this sidebar. The main content area shows a list of activities, including 'Assessment 1' and 'Practice 1'. The 'Assessment 1' row is expanded, showing a table with columns: 'ASSIGNMENT NAME', 'ASSIGNEES', 'DUE DATE', 'AVERAGE SCORE', and 'STUDENT PROGRESS'. The 'Assessment 1' row in this table has a 'COMPLETED' status, a due date of 'Tomorrow', and an average score of '67%'. The 'View Report' button for 'Assessment 1' is highlighted with a callout box labeled '2'. Below the table, there is a 'Practice 1' section with a 'View Activity' button. At the bottom, there is a 'Show Archived' toggle and a pagination control showing 'Prev 1 2 3 4 5 ... 14 Next' and 'Items per page: 20'.

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 'Go to Assignments', 'Performance', 'Standards', and 'Skills Trainer'. Below the tabs, there is a search bar with 'All students selected' and a date range from '12/08/2019' to '01/08/2021'. A 'Load Report' button is highlighted with a red circle labeled '2'. The table below displays student performance data for 'Ch2 Practice 11/02/2020' and 'Chapter 2 Quiz 11/13/2020'.

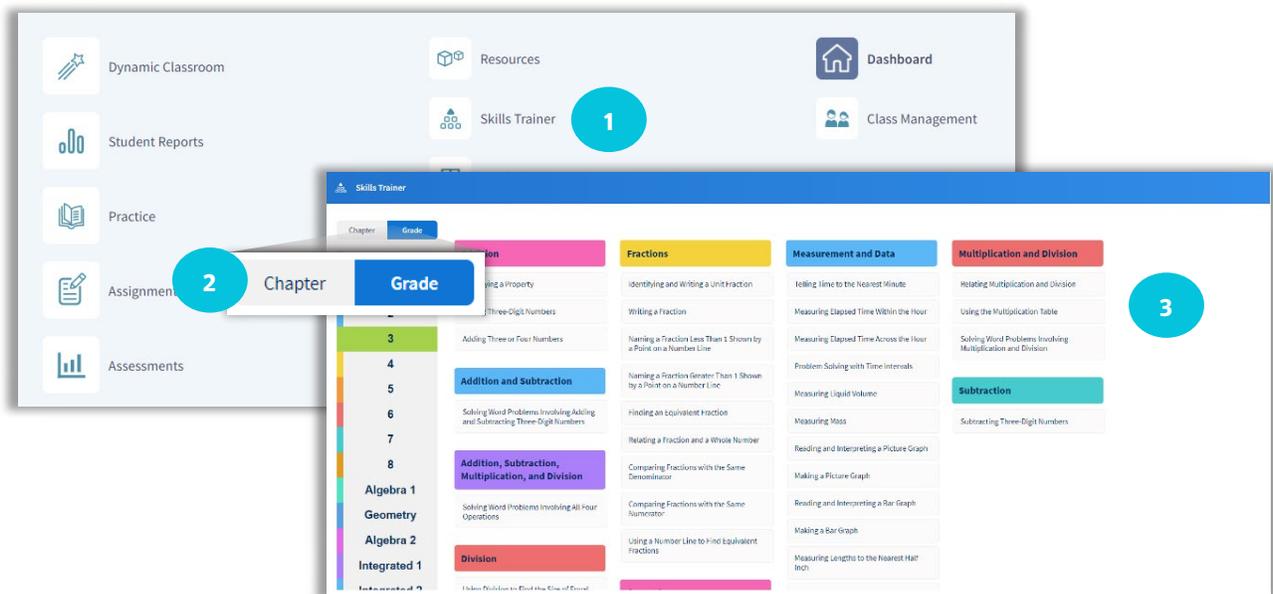
Last Name	First Name	Student ID	Ch2 Practice 11/02/2020	Chapter 2 Quiz 11/13/2020
Randy	Railey	wef51f2wef5	20/20	11/12
Kayleigh	Caldwell	wef51w9e5f12	14/20	5/12
Daquan	Johnson	45674/98786	20/20	11/12
Marlah	Cross	851651sdg0fg	18/20	3/12
Shanice	Dunn	a45fd54a	17/20	10/12
Dizane	Francis	a4s1d5aasd	14/20	9/12
Darryl	King	as4d5es1d65	20/20	10/12
Keryn	Floyd	5c1fg6sdF1g	14/20	8/12
Trey	Pierce	s56d1f58svg	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.



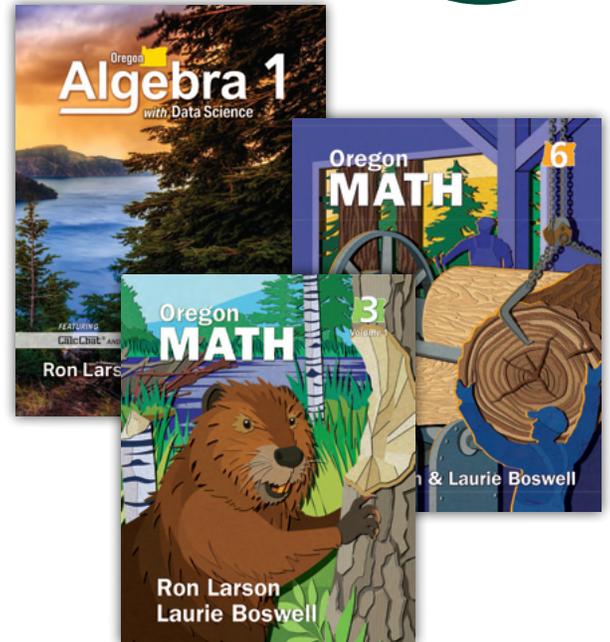
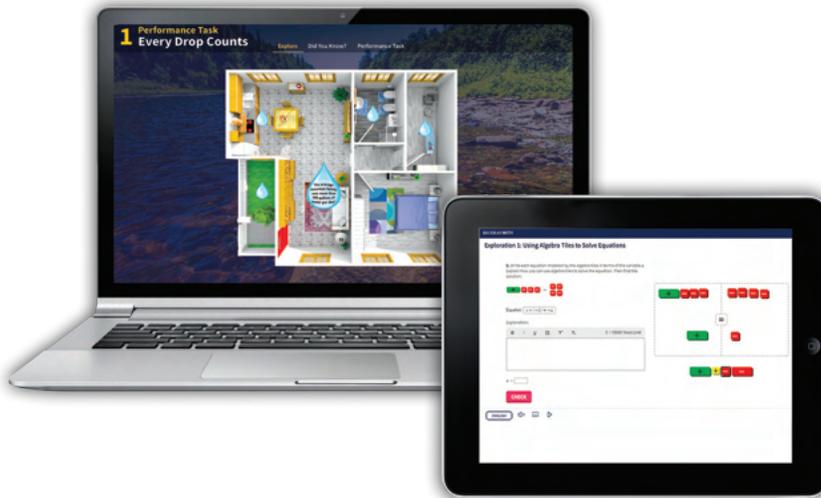
Have questions? We are here to help!

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

Review Digital Resources for Oregon Math!

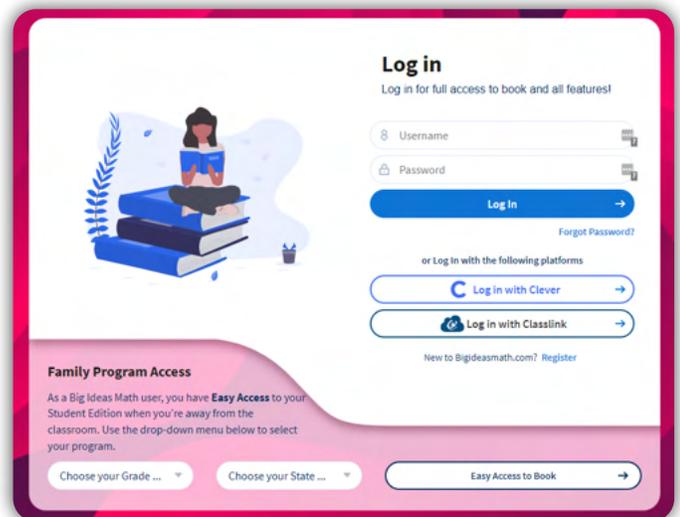


By Ron Larson and Laurie Boswell



Review Digital Resources for Your District!

1. Visit demo.bigideasmath.com.
2. Click **Register**.
3. Enter your Oregon 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
OR.BigIdeasLearning.com

Oregon District Access Codes

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

OR.BigIdeasLearning.com/meet-the-team

Account Name	Access Code	Account Name	Access Code	Account Name	Access Code
Adrian School District 61	NBYZ-JZAT-3STM	Grant School District 3	8HKH-EAKA-JEPB	Perrydale School District 21	YEHD-M3B5-T2K5
Alsea School District 7J	XX38-SXAK-8NT8	Grants Pass School District 7	7M34-4PA7-52HS	Philomath School District 17J	EGP4-YJZD-4MH7
Amity School District 4J	8P7Z-S723-SZTS	Greater Albany Public School District 8J	ADYR-HDPT-ZJTR	Phoenix - Talent School District 4	XA2G-HNDY-S3ZJ
Ashland School District 5	4H3E-NTKA-KB48	Gresham - Barlow School District	AM2S-TGNB-24TB	Pilot Rock School District 2R	TR5Y-KEMJ-ZSBY
Astoria School District 1C	SBJN-Z2BN-53DE	Harney County School District 3	32J8-TTEG-AB8T	Pleasant Hill School District 1	ES34-2RPB-3XSM
Athena - Weston School District 29RJ	HTYG-KYH8-SK7J	Harney County School District 4	ESYX-BZXH-NJNY	Portland School District 1J	SYAS-GPZG-TTER
Baker School District 5J	XH4T-H73D-JMSE	Harney County Union High School District 1J	M5NE-SPRK-Y5ZS	Rainier School District 13	44MB-XRNX-8DA8
Bandon School District 54	X4RY-R3E5-THR7	Harrisburg School District 7	B32G-P3KK-ZJ2P	Redmond School District 2J	ENDX-GR8S-2G8K
Banks School District 13	8BT7-JMYE-ZRSM	Hermiston School District 8R	DRJZ-34AS-EHTT	Reedsport School District 10S	MAJ7-H2GG-SK3K
Beaverton School District	8ZA4-5NZM-KGGR	Hillsboro School District 1J	DJRJ-TMPZ-5MPB	Reynolds School District 7	8N7X-3PKE-MNZP
Bend - La Pine School District 1	GDN8-MPZ3-5TZG	Hood River County School District	ENMB-5EDH-JXSA	Riddle School District 70	MNM4-YNKR-SNZX
Bethel School District 52	NMB2-PSGB-7HX7	Jefferson County School District 509J	NKYG-R8RX-J7NM	Riverdale School District 51J	XXEH-DT73-8ABY
Blachly School District 90	YZS3-XPMS-ZN72	Jefferson School District 14J	83XR-5ABE-S5XB	Rogue River School District 35	MDDS-YM37-8JH3
Brookings-Harbor School District 17C	ESEG-42BN-JDZD	Junction City School District 69	KSPX-TTXY-8KG5	Roseburg School District 4	KZ43-3EYG-GPTG
Canby School District 86	37NZ-4NY8-5SMT	Klamath County School District 600	EZ87-KYYJ-XPTN	Salem - Keizer School District 24J	X35D-5B28-SB7H
Cascade School District 5	KMXH-ZJGG-2ZRZ	Klamath Falls City Schools	BYGP-5XJP-G7D7	Santiam Canyon School District 129J	MKZS-ZAYP-MXP8
Centennial School District 28J	TTPH-PX27-TN4T	Knappa School District 4	84EY-MPHH-M55H	Scappoose School District 1J	S3TY-NZ5Y-B8K4
Central Curry School District 1	BTE5-8GHR-GKJ8	La Grande School District 1	B7GG-3A4A-4N4H	Scio School District 95C	TNTS-AA3H-GTJG
Central Linn School District 552C	5XJH-KTZR-GHPT	Lake County School District 7	54EJ-KKR7-DH7D	Seaside School District 10	TMHZ-77HP-HHTR
Central Point School District 6	RSB7-DRG7-D5H4	Lake Oswego School District 7J	MJPP-YJM2-BE3J	Sheridan School District 48J	YJYA-KRJJ-ENYB
Central School District 13J	PBRK-AR2M-SXEK	Lebanon Community School District 9	AZY3-Z4AS-SYXG	Sherwood School District 88J	GMPD-STNG-ZMZJ
Clatskanie School District 6J	K5A5-A7NT-XXE8	Lincoln County School District	4KR5-2XZX-A5M4	Silver Falls School District 4J	XZ2G-K7MA-MA4B
Colton School District 53	YZNS-N7PX-ZMK3	Lowell School District 71	R55P-5HZ5-JPXX	Sisters School District 6	87MX-GE5K-55N4
Coos Bay School District 9	PJGX-25MN-4A77	Marcola School District 79J	JRHP-2JPD-MTPP	Siuslaw School District 97J	3743-JS4Z-HNTM
Coquille School District 8	RKX4-SKJ3-TKJB	McMinnville School District 40	5GAJ-3S45-M5HH	South Lane School District 45J3	ZZH2-DTRJ-4RTA
Corbett School District 39	XGDX-8MJJ-DDSZ	Medford School District 549C	AM3K-DADR-5SAN	South Umpqua School District 19	SG2J-3KZX-35YX
Corvallis School District 509J	47NR-P45K-7MPM	Milton Freewater Unified School District 7	KRHH-4528-Y8JJ	Springfield School District 19	E45D-TYD4-4K7A
Cove School District 15	XYED-TYKE-8H2K	Mitchell School District 55	7XKB-MK3H-ZR4X	St Helens School District 502	8TAE-3YZM-SXK5
Creswell School District 40	DKPZ-B7GP-8TZE	Molalla River School District 35	STJD-Y5AN-352H	St Paul School District 45	Z3TM-2SD3-YRTG
Crook County School District	YZAS-3ZKT-XS7Z	Monroe School District 1J	AMY2-NNYM-PKMY	Stanfield School District 61R	MPN3-Y5GE-Y3ED
Culver School District 4	DMYA-5GTR-YDBB	Morrow County School District 1	4ZHX-JAT2-RSTK	Sutherlin School District 130	2AJH-EPMT-TSPS
Dallas School District 2	ZMG4-8JRA-A8G3	Mount Angel School District 91	N24H-3KZD-DE8K	Sweet Home School District 55	ZT4R-5477-2M2D
David Douglas School District 40	B248-SRPA-AMJG	Myrtle Point School District 41	DKSX-NXZN-AX8J	Three Rivers School District	473E-X8PS-TJXK
Dayton School District 8	D4PB-7PXD-YASP	Neah-Kah-Nie School District 56	XKST-NAJN-Y73A	Tigard Tualatin School District 23J	NGE7-4HNE-2523
Dufur School District 29	B7BK-HH8H-543J	Nestucca Valley School District 101	KYKR-ZADP-YHRP	Tillamook School District 9	7EEB-YPXX-RY7A
Eagle Point School District 9	RT2B-KP8K-DKE4	Newberg School District 29J	JMPJ-4RRN-2JAX	Umatilla School District 6R	H443-SH3D-E2R2
Echo School District 5R	5RXK-YJ2Z-35KR	North Bend School District 13	HBNA-5NS5-NZMJ	Union School District 5	5K2R-GHX5-ATZ8
Elgin School District 23	58HG-8MMJ-4PZN	North Clackamas School District	58X3-HMKX-AYP3	Vale School District 84	7TAS-PKDP-AKZR
Enterprise School District 21	55X2-KHZX-XTS4	North Douglas School District 22	5GJH-5KK5-MMSH	Vernonia School District 47J	DY5T-NP3S-AH33
Estacada School District 108	DPAS-3RAB-M7ZB	North Marion School District 15	XTS5-EJH8-G88T	Warrenton Hammond School District 30	TBTT-4ANR-HPBG
Eugene School District 4J	J8AJ-Z2TE-GHNS	North Santiam School District 29J	EPTP-GTJP-SNA5	West Linn - Wilsonville School District 3	3JJ8-BPBY-H8DH
Fern Ridge School District 28J	MH7D-YMTH-PTED	North Wasco County School District 21	BNHG-578R-YHT4	Willamina School District 30J	5EHK-3Y74-788D
Forest Grove School District 15	A7M4-ASZZ-XRNG	Nysa School District 26	2GR5-38A7-G722	Winston - Dillard School District 116	ZAK7-JG7J-A5MS
Fossil School District 21J	3ZZJ-XXGH-285H	Oakland School District 1	TSMS-GZ42-B5JH	Woodburn Public School District 103	4ZA3-GEA4-TB8X
Frenchglen School District 16	NPST-GSE7-TGGN	Oakridge School District 76	R4YN-TEHR-GEP5	Yamhill Carlton School District	2YGT-8BJK-DT5N
Gaston School District 511J	KJTH-R45J-RGNA	Ontario School District 8C	EAN4-7ERK-5DND		
Gervais School District 1	SZ35-22JR-HARJ	Oregon City School District 62	JNZK-5DZP-GD2J		
Gladstone School District 115	P78K-BDYG-NZG5	Oregon Trail School District 46	K5T4-YJ5X-XZYX		
Glendale School District 77	SHX7-YKMZ-PTRH	Parkrose School District 3	8EXD-YXZ3-4AX5		
Glide School District 12	SB55-5RDP-ZP8B	Pendleton School District 16R	AA43-ZXNH-7Z4H		

