LGL Edge - Administrative Guide

Essential Background Information:

LGL Edge provides online instruction to students in either math or English Language Arts.

- 1) Perform the **regular** system check on all lab computers. See document referenced above.
- 2) Be sure headphones and audio are set up for your students prior to using LGL Edge.
- 3) Read the "Administration Script" to prepare students.

Administration Script:

Read the following aloud to students prior to beginning Edge for the first time:

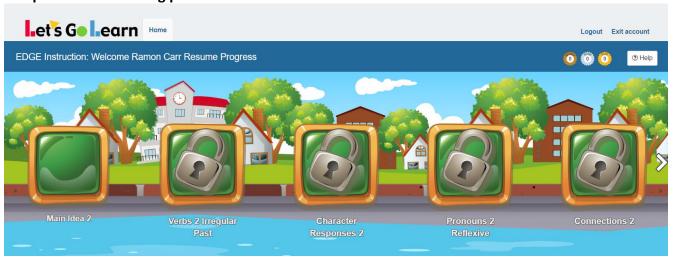
For Middle School and Above-Aged Students:

"Hello class! Today we are going to be doing some personalized (math or reading) lessons. These lessons were chosen individually for each of you based on the previous assessment you completed. The *LGL Edge* series uses a combination of music, animations, and graphics to keep the lessons engaging. As you know, some topics are hard to learn! Based on research and evidence, we know that music and graphical content helps us learn difficult topics more easily. So, if you hear a song about 'the slope of a line' or see graphic animations about 'the main idea,' please embrace these lessons, because this is probably something that you need to learn to advance your knowledge."

For Elementary-Aged Students:

"Hello class! Today we are going to be doing some personalized (math or reading) lessons. These lessons were chosen individually for each of you based on the previous assessment you completed. The *LGL Edge* series uses a combination of music, animations, and graphics to keep the lessons fun. Each lesson will teach you about a topic and then you'll get to play a game. Your goal will be to get to 100 points with the highest level of accuracy. During the section challenges, you will try to get as many points as possible. So, in those cases, you will go above 100 points."

Sample student learning path:



Sample student learning path once the student has completed lessons:



Additional Notes to Administrator:

- Before students begin working, it is important to set targets for time spent on task or for the number of lessons to be completed (for example: 2 hours of time on task each week or 6 lessons completed per week, etc.).
- Students must get 75% or higher or they will repeat the lesson.
- When students complete a lesson, they must let the system push them back to the "Lesson Map" shown above. Hitting the exit button early may prevent the end-of-lesson scores from being recorded.
- Lessons must be fully completed for students to get credit. So, you may want to tell students not to start a new lesson if there are less than 5 minutes left in class.
- If students do not complete a lesson, they will repeat it when they log in next.
- When students do not complete a lesson, usage is only recorded when they hit the exit button, so instruct them not to just close their browsers.
- Students cannot review a "Bronze" or "Silver" completed lesson until <u>two days</u> have passed. This is to ensure that they haven't simply committed the activity to short-term memory.
- Students are given lessons in order. Teachers cannot change this order, but they can turn lessons on or off by editing students' courses from the <Edge 3.0> tab.
- Section and Final Challenges can have scores over 100, up to 200! This can be a fun way to get students to compete for the high score. Post the highest "Challenge" scores on a wall. Leave off the specific challenge number, though.
- In order to monitor student progress, it is important to check the <Usage> tab in "Instruction" or to run the "Instructional Usage" report in the "Reports" tab.
- Make sure you encourage students whose usage is low. The more time spent on task, the greater gains you will see in the classroom and on state tests and our assessments.