

DreamBox Learning Relaunch

Lesson Plan for Reintroducing DreamBox in the Classroom

Student Healthy Habits

Review the following healthy habits that contribute to student success with DreamBox.

- ✓ **Try every problem** – persist even when it’s hard
- ✓ **Explore the manipulatives** – use the tools provided to solve problems
- ✓ **Finish every lesson** – persevere instead of choosing a new lesson
- ✓ **Utilize in-lesson support** – listen to the feedback, hints, and help
- ✓ **Work by yourself** – DreamBox adapts for you!

Lesson Plan

Objective: At the end of this lesson, students will successfully log in to DreamBox, complete at least 1 lesson, and describe a behavior that is expected when playing DreamBox lessons.

Step 1: Establish Expectations for DreamBox (10 – 15 minutes)

- Discuss the weekly classroom goal for completing lessons. DreamBox recommends at least **5 lessons** each week.
 - Resource: [Student Lesson Goals Worksheet](#)
- Discuss the importance of perseverance and productive struggle.
 - Resource: [Thinking Independently Student Checklist](#)
- Optional: Formally Introduce DreamBox to students. Use the provided Google Slides presentation as a resource in either [English](#) or [Spanish](#).



Step 2: Practice Logging In (5 minutes)

- Model how students should log in to DreamBox and give students an opportunity to practice this procedure.
 - Resource: How Students Sign-In [Directly to DreamBox](#)
 - Support Article: [Locating Login Information](#)
 - Resource: How Students Sign-In via [Single Sign-On \(SSO\)](#)



Step 3: Explore & Reflect (20-30 minutes)

Once students are logged in, allow them time to explore their learning environment and complete at least 1 lesson.

After students have had time to explore, reflect with students about what they noticed or wondered when exploring DreamBox, as well as one expectation for playing.

Students will:

- ✓ Explore the environment
- ✓ Play 1-2 lessons
- ✓ Exit DreamBox