

Imagine Learning Overview



Overview of the Imagine Learning Platforms

- Imagine Learning is an adaptive learning platform that provides students access to content that is appropriate for their ability levels.
- As students engage with the platform and content, the system adjusts the instruction based on student performance. Students are therefore always provided with extension and remediation that is appropriate for their independent levels.
 - If you feel your child's level is too high, the system will eventually scaffold instruction back to a place that more appropriate as the child progresses through various lesson activities.
- Imagine Learning is a gamified platform which enhances student engagement.
- Imagine Learning Literacy and Math are both research-based programs with a strong history of success.
 - [Research related to Imagine Literacy](#)
 - Research related to [Imagine Math Pre-2](#) and [Imagine Math 3+](#)

Benchmark Assessments in Imagine Learning Platforms

- Both platforms in Imagine Learning require students to take a benchmark assessment at the onset of the program.
 - In the upper grades students are launched into the assessment, in the younger grades, students may be exposed to some warm-up lessons to acclimate to the program-especially for the youngest learners.
- The benchmark assessment establishes the learning level and corresponding pathway for each student.
 - Students should participate in these opening assessment exercises independently so that the platform can get the best indication of the appropriate level to provide for the learner.
- Students who “level-up” may spend more time taking the initial assessment as the platform adjusts and works to find the appropriate instructional level.

Time Guidance for Imagine Learning Platforms

- Time guidance for each grade level is listed here:

Kindergarten and 1st	30 minutes Literacy	30 minutes Math
2nd and 3rd Grades	40 minutes Literacy	40 minutes Math
4th and 5th Grades	50 minutes Literacy	50 minutes Math

- It is suggested that students engage with the platform during these time parameters to avoid extended screen time and potential frustration, as there will be some productive struggle involved with the learning tasks.
 - Setting a timer is a great way for students to participate in managing their usage
 - When a student finishes for the day and logs out of the platform, his or her work will automatically be saved for the next log on.

Feedback Related to Platform Usage

- As students engage with the platforms, it is important for us to get feedback regarding their experiences.
- This will enable us to troubleshoot issues that may occur while students interact with the content.
- Please reach out to your child's teacher if you have a concern, and they can direct you to the appropriate staff member for support.
- Issues logging into the system through Clever can be directed to the Educational Technology Specialist assigned to your building.
- For more immediate issues, please feel free to email me at alfonej@middletownk12.org.

**THANK YOU FOR YOUR SUPPORT IN A SUCCESSFUL LAUNCH OF
THESE DIGITAL TOOLS**