

Instructional Resource Evaluation Screencast: Zearn

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What is Zearn?

- Online learning platform
- Math curriculum for grade K-5
- Based on [Engage New York](#) and [Eureka Math](#)
- Built by teachers
- 2 components (independent and small group)



Evaluation Tool

- Critical Evaluation of a Web Site: Web Sites for Use by Educators

Pros	Cons
Background information	Copyright 2002-2012
Thought provoking	Confusing/Incomplete
Good starting point	Unable to answer all questions




Teacher Dashboard

ZEARN K KINDERGARTEN 1-5 GRADES Classes ZearnPD Help Kelli Stowe


Welcome, Kelli!

THE ZEARN MATH APPROACH



3 minutes on partnering with Zearn in your classroom (G1-G5)

NEXT STEPS



CREATE STUDENT ACCOUNTS
Add your students so they are ready on day one.

[GO TO CLASSES](#)

WHAT'S NEW

Join the Zearn Community!
Be a part of the [Zearn Community on Facebook](#) and connect with educators across the country using Zearn Math. Jump in and join the conversation!

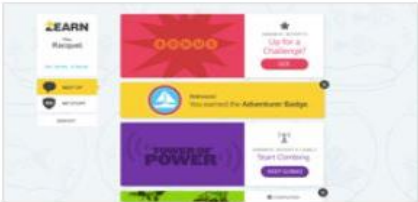
Independent Digital Lesson FAQs
Stephanie, Zearn Chief Academic Officer, shares her answers to the top Digital Lesson questions from our community. Read the FAQs [here](#).

Share Your #BackToSchool
Share a classroom photo, start of school story, or favorite Zearn Math moment with @zearned on Twitter!

Classroom Anchor Charts
Set up for the new year with [classroom visuals](#) that track and celebrate student progress, encourage independent learning, support growth mindsets, and more!

Getting Started Checklist
Planning for the first weeks with Zearn Math this school year? Check out our [Getting Started Checklist](#) for tips!


TRY ZEARN AS A STUDENT



See what your students see when they log in on their devices.

[View student feed](#)

ZEARN IN YOUR MATH BLOCK



[Structuring your math time](#)

- Principles of Design
- Multimedia Principle



Student Dashboard

ZEARN
Hey,
Ms.
AI

NEXT UP
MY STUFF
SIGN OUT

Number Gym
FORM TO FORM
Start ▶

LESSON 2
Lesson Unlocked!
Can You Dig It?
Multiply and Divide Friendly Numbers

Lesson Complete!
Lesson 1 Need for Speed
Multiply and Divide Friendly Numbers
✓ WATCHED THE VIDEO
✓ CLIMBED THE TOWER OF POWER

TOWER OF POWER
NEED FOR SPEED
COMPLETED!

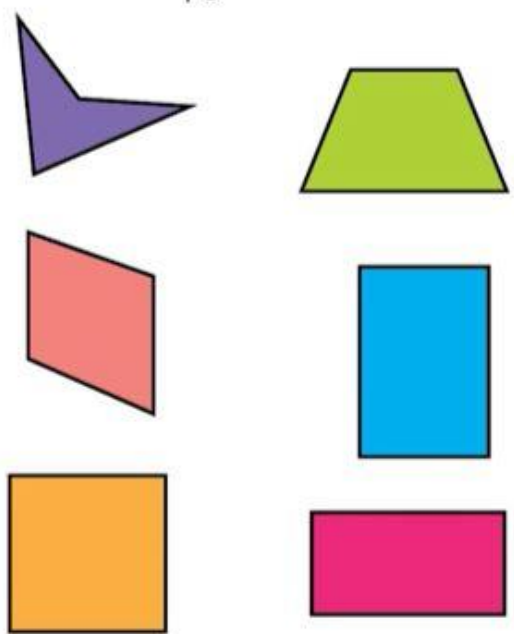
math chat
NEED FOR SPEED
COMPLETED!

- Principles of Design
- Multimedia Principle




Segmenting Principle

Polygons



Visual representation of segment divisions



Personalization and Embodiment Principles




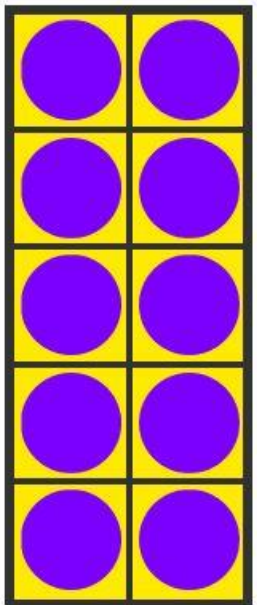

Zearn. (n.d.). Retrieved from <https://www.zearn.org/>

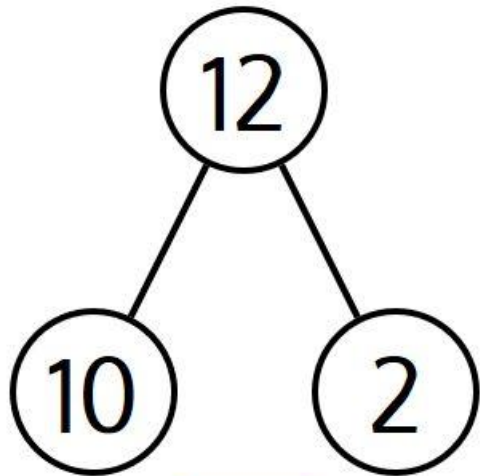


Multimedia Principle


M7|L5  Make And Break

 10 plus what number equals 12? ◀▶



$10 + \boxed{} = 12$





References

Clark, R. C., & Mayer, R. E. (2016). E-learning and the science of instruction: Proven guidelines for consumers and designers of multimedia learning (4th ed.). Hoboken, New Jersey: John Wiley & Sons.

Engage New York <https://www.engageny.org/>

Eureka Math <https://greatminds.org/math>

Schrock, K. (2002-12). Critical evaluation of a web site: Web sites for use by educators. Retrieved from <http://www.schrockguide.net/uploads/3/9/2/2/392267/evalteacher.pdf>

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