

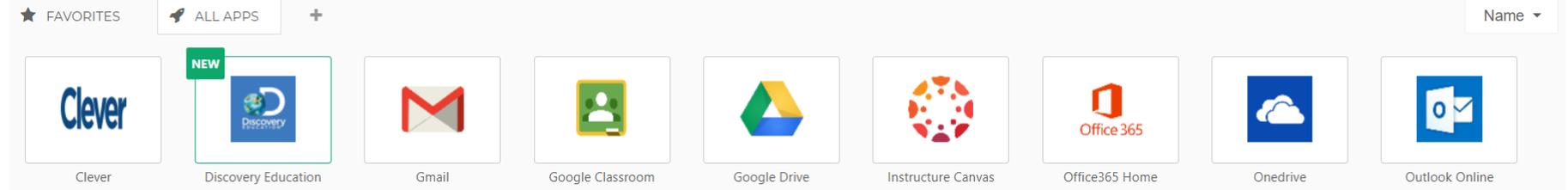
Renton School District Digital Resources

How to Access

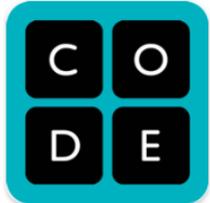
1. RSD Portal (www.rentonschools.us OR www.login.rentonschools.us)
2. Students login with their **username@rentonstudent.us** and their **password**



You will see all the apps that are available to your child in this space. All the apps are acceptable for students to use at home.



Click on the  app to access the following:

Digital Tool	Purpose						
	<p>DreamBox Learning's Math Program is an online, Intelligent Adaptive Learning program that helps all students achieve better, faster math proficiency. Because DreamBox is collecting data on student understanding and errors to decide what lessons should come next, <i>it is very important that you do not provide any math help while your student is using DreamBox.</i> Link to sample lessons: http://www.dreambox.com/training</p>						
	<p>myON is a personalized literacy program that provides access to the largest integrated collection of digital books with reading supports, customized to a student's interest and reading abilities. Created to enhance the reading experience, myON develops an individual profile for each student based on his or her interests and reading ability, and generates a recommended book list. Link to family resources: http://prodev.myon.com/at-home</p>						
	<p>Code.org provides the leading curriculum for K-12 computer science. There are courses for all ages of students.</p> <p>For pre-readers in elementary school classrooms</p> <table border="0"> <tr> <td data-bbox="535 1079 756 1356">  Course A An introduction to computer science for pre-readers. Ages: 4-7 </td> <td data-bbox="766 1079 997 1356">  Course B An introduction to computer science for pre-readers. (Similar to Course A, but with more variety for older students.) Ages: 5-8 </td> <td data-bbox="1008 1079 1228 1356">  Course C Learn the basics of computer science and create your own art, stories, and games. Ages: 6-10 </td> <td data-bbox="1239 1079 1459 1356">  Course D Quickly cover concepts from Course C, then go further with algorithms, nested loops, conditionals, and more. Ages: 7-11 </td> <td data-bbox="1470 1079 1701 1356">  Course E Quickly cover concepts in Course C & D and then go further with functions. Ages: 8-12 </td> <td data-bbox="1711 1079 1953 1356">  Course F Learn all the concepts in Computer Science Fundamentals and create your own art, story or game. Ages: 9-13 </td> </tr> </table>	 Course A An introduction to computer science for pre-readers. Ages: 4-7	 Course B An introduction to computer science for pre-readers. (Similar to Course A, but with more variety for older students.) Ages: 5-8	 Course C Learn the basics of computer science and create your own art, stories, and games. Ages: 6-10	 Course D Quickly cover concepts from Course C, then go further with algorithms, nested loops, conditionals, and more. Ages: 7-11	 Course E Quickly cover concepts in Course C & D and then go further with functions. Ages: 8-12	 Course F Learn all the concepts in Computer Science Fundamentals and create your own art, story or game. Ages: 9-13
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	<p>Typing Club is a typing program to develop typing skills. Go to their website: www.typingclub.com to access typing lessons. Students make their way through lessons and can save their progress if they sign in with their Office 365 account.</p>						