

Set up your students' devices

To use Blueprint, your students will need:

- A **desktop/laptop** computer or a **tablet** (at least 1GB of RAM is required).
- An internet connection.
- Headphones, to avoid distracting other students.

To access Blueprint on a Student's Device

- Open up a web browser. On desktops/laptops, we recommend using **Google Chrome**.
- Navigate to the **student login page** given in your teacher account.
- We recommend **bookmarking** the student login page on the devices students will use.

To add a bookmark on a computer:

<https://my.reasoningmind.org/blueprint/#w07bdwn>

To add a bookmark on an iPad:

Navigate to the **student login page** the url next to here in Safari.



Tap the **Share** button.



Tap **Add to Home Screen**.

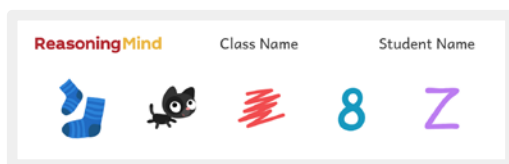


On the next window, tap **Add**.



The Reasoning Mind icon is now on your home screen.

To **log in**, students should enter the five pictures that are shown on the login card for their student accounts.



Example login card for a student account.

Click the Back button if a picture was entered incorrectly.



Using Blueprint as a Student



Blueprint activities are organized into **lessons**, which are about 15–25 minutes long. Students go through the lessons in order. There are about 100 lessons in each grade level.

When students log in for the first time, they complete the **Introductory Lesson**, which shows them how to use the program.

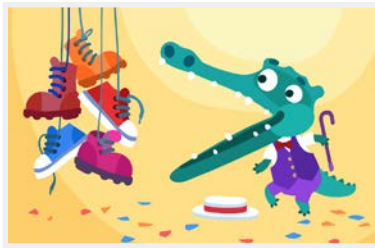
After logging in, the student is taken to the **map**. A lesson is available to the student in the location on the map that is not faded out. Click on the location to **start or continue the lesson**.



Students need to return to the map to **log out** of the program.

- Click **Pause**.
- Click  to log out.
- If you did not intend to log out, click  to return to the map.

After the student has completed 1 new lesson, several reward locations become available: **Treasure Island**, the **Info Center**, and the **Music Hall**. The student can enter each location once -- then it's back to work with the next lesson!



Many lessons in Blueprint include educational songs. At the **Music Hall**, students can watch these songs on demand.




At the **Info Center**, students can learn more about Ruby, Oliver and the other Blueprint characters, as well as review the Introductory Lesson.






Treasure Island shows all the tokens a student has earned. A student can also click missing tokens to try and earn them.

Navigating within a lesson




Click  to start the exercise or go on to the next exercise.



Click  to submit your answer.
Click  to hear the question again.
Click  to pause the lesson.



From the pause screen:
Click  to continue the lesson.
Click Map to exit the lesson.

Tokens and Targeted Review



At the end of each lesson, students earn one completion token. They also earn tokens for every activity where their accuracy was above 50%. If the student did not earn all possible tokens, they will be asked if they want to earn the missing tokens in the **Targeted Review**. Clicking **Yes** will bring the student back to the exercises where they had trouble. Clicking **No** will bring the student to the map. (Students can try to earn these missing tokens again in Treasure Island.)

Placement Test

After completing the **introductory Lesson**, all students will take the a **diagnostic pretest** to place them in the curriculum. Blueprint may recommend moving Students forward in the curriculum, and may recommend additional **remediation lessons**. You can disable these recommendations in the **Diagnostics Report** in the **Reports** tab of your teacher account.

Automatic placement is **enabled**.
Assigned start lesson: **K-08** Disable

Automatic remediation is **enabled**.
Assigned **7** remediation lessons. Disable

Personalized curriculum after pretest with remediation

K-01 Skipped based on initial placement Remediation lessons Regular lessons K-87