

Wixie is a publishing and creativity platform that lets students share what they know through their art, their voice, and their writing. Student work is done in and stored in the cloud making it easy to access and share from different locations and devices.

Because Wixie works in the cloud, it includes an entire suite of tools teachers can use to plan, implement, and evaluate student work.

To use the Wixie teacher tools, head to your Wixie domain: <a href="http://sitename.wixie.com">http://sitename.wixie.com</a>.

Log in with your teacher username and password.

Use the tabs on the left to see what is happening now in your class. Use the tabs on the right to find instructional tools and libraries for activities, assessments, and training materials.

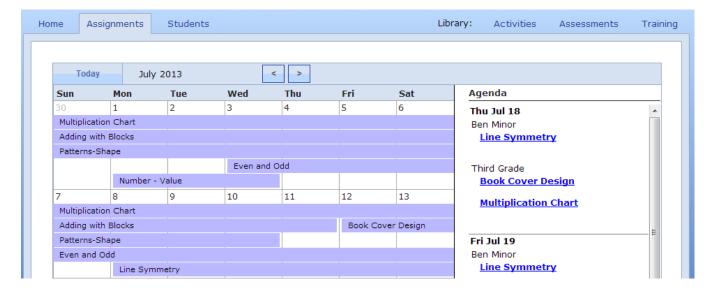


#### Home

When you open Wixie, you arrive at the Home tab or teacher dashboard that provides a button to launch the Wixie student tool, an overview of this week's activities, and current news for Wixie.

### **Assignments**

The Assignments tab provides a quick calendar overview of activities you have assigned to a class, group, or individuals. Click an activity in the calendar or the agenda to change dates and edit.



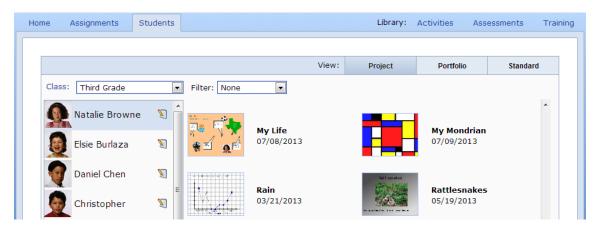


### **Students**

Because Wixie works in the cloud, your teacher account connects to the students in your classes. Use the **Students** tab to:

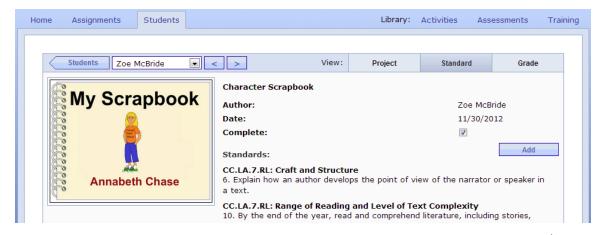
- View all of a student's projects with dates.
- Attach standards to student work.
- Add comments to student work.
- Evaluate and grade student projects using pass/fail, rubrics, or checklist assessments.
- Export a listing of projects for every student in a class.
- Export a list of Common Core standards that apply to work each has done.

When you open the Students tab, you will see a list of students on the left. The first student is selected and you will see their projects on the right.



Click a project to view it larger, mark it complete, and add comments.

Click the Standards button on the right to connect standards to student work.





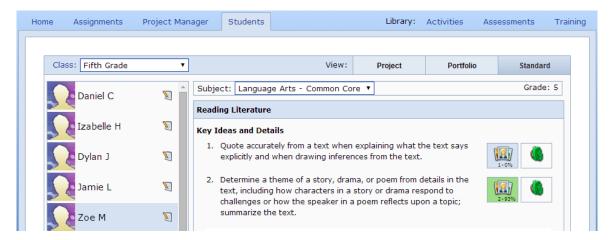
If you have assigned an activity from the library or attached an assessment to student work, click the Grade button to evaluate and score student work. You can also mark student work complete, which means students can no longer make changes to the file.

To score, click in the boxes that describe their performance.



This performance score also appears in the **Standard** view for each student.

You can use this view to find activities correlated to specific standards.





#### **Activities**

Wixie includes hundreds of standards-aligned activities.

Use the **Activities** tab to browse or search the library to find activities to use or customize. Activities are correlated to the Texas TEKS, Virginia SOLs, and the Common Core State Standards.



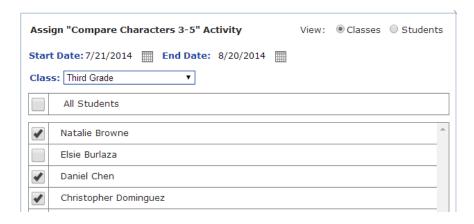
Click the Search field to type a topic you are seeking or search for activities by standard.



Click the activity you want to use with students or customize on your own. You will see a larger image of the activity, a description, and buttons that allow you to assign, customize, and view.



Click the Assign button to choose a date you will assign this activity to your entire class or specific students to differentiate instruction.



Click the Customize button to open this activity in the Wixie student tools so you can edit instructions and resources on the page.



### **Assessments**

Not only can students create and complete curriculum-based projects with Wixie, the tools and resources in the **Assessments** tab provides teachers with the ability to create, modify, assign, and score evaluations of student work!

Wixie includes a library of assessments developed for primary, elementary, and middle school age students. From pass/fail style, to checklist, to performance rubric, there are sample assessments to get you started.



You can edit any of these assessments or create your own.

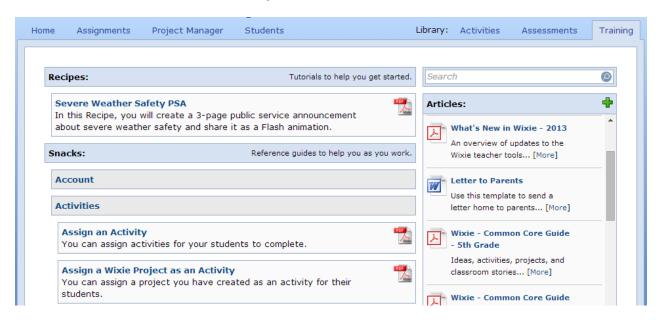




# **Training**

The Wixie Training tab contains resources to help you get started using Wixie with your students and facilitate integration once you are working.

The left-hand side includes resources for using both the student and teacher tools in Wixie.



The top **Recipes** section contains a step-by-step tutorial for the Wixie student tool to help you learn the basics of text, paint, images, pages, and voice narration.

The **Snacks** area contains reference files for specific Wixie tools and features organized by category. Click the grey box to open a category. Click the title of the reference to open it or click the PDF icon to open a file you can download or print.

Both the Recipes and Snacks related to the student tool are leveled for readability and computer proficiency. Changing the reading level will change which recipe tutorial appears at the top.

Level: • 1 • 2 • 3 Select the best reading level for your Recipes and Snacks.

Even if you are proficient, you can switch to Level 1 and 2 to find ways to word instructions for new readers.

The **Articles** section on the right includes resources and support materials for integrating Wixie into your classroom curriculum, including grade-specific Common Core guides. There are also sample documents you can use to connect with parents.



Here are some ideas for first Wixie projects that will help students get used to logging in, using the tools, and sharing their work.

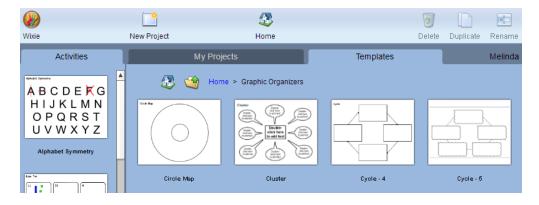
## **Getting Students Logged In**

Print out the list of users for your class, including their usernames and passwords. Create a shortcut on student computers to your site's Wixie page. It should look something like this: <a href="http://sitename.wixie.com">http://sitename.wixie.com</a>. In many browsers, you can drag a shortcut from the URL address to your Desktop. You could also create a favorite in the browser.

Help students find and launch the shortcut to the site or the shortcut to your browser application and the favorite you have saved. Have students enter their username and password into your Wixie home page and click the Arrow button.



The Wixie student tool will launch and open to Projects view. Students can start from a blank project or open general templates like graphic organizers. If you have assigned an activity, these will appear on the left.



## **Getting Started with All About Me**

Creating a project where you already know the content makes it much easier to learn a new technology tool. Before you begin, assign the All About Me template to your students.

The template consists of 6 pages. In completing the project, students will learn to move between pages, use the paint tools, stickers, and type text into existing text boxes.









