



Learning and Teaching with Learning Trajectories

USER GUIDE



Marsico Institute



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Getting Started

Logging On

Go to the LT2 home page at <https://www.learningtrajectories.org>

- Watch introductory videos on LT2 and Learning Trajectories.
- Log in if you are a returning user or register to create your account.

[LT]²



Learning and Teaching with *Learning Trajectories* [LT]²

[LT]² is a web-based tool for early childhood educators to learn about how children think and learn about mathematics and how to teach mathematics to young children (birth to age 8). The website provides teachers with access to information about *Learning Trajectories* for math. Teachers can also review short video clips of children's thinking along the math *Learning Trajectories*. Users can access hundreds of classroom activity ideas to support children's development along the math trajectories.

Watch the video below to learn more! Then review our *Learning and Teaching with Learning Trajectories [LT]² User Instructions* to learn more about how to set up your account and use the site.

Log In or Register



What is [LT]²?



Log in

Create new account

Reset your password

Create new account

First Name *

Test

Last Name *

Teacher

Photo

Optional: Upload your photo to be used with your class. You may add or edit this later.
One file only.
2 MB limit.
Allowed types: png gif jpg jpeg.

Choose File

E-mail *

A valid email address. All emails from the system will be sent to this address. The email address is not made public and will only be used if you wish to receive a new password or wish to receive certain news or notifications by email.

test.teacher@du.edu

Password *

••••

Password strength:

WEAK

Recommendations to make your password stronger:
Make it at least 12 characters
Add uppercase letters
Add numbers
Add punctuation

Confirm password *

••••|

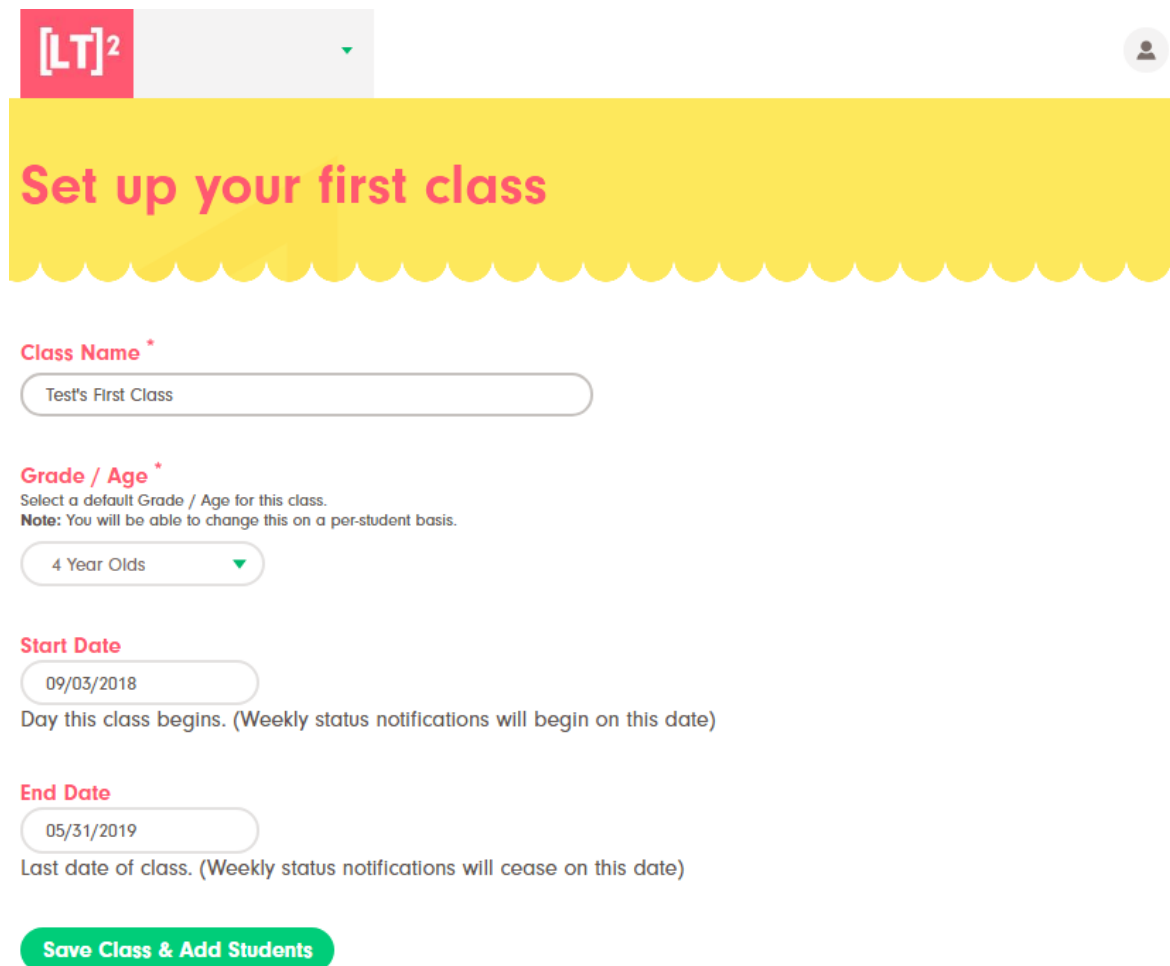
Passwords match:

YES

Create new account

Set up a class

A screen that looks like this should automatically pop up* after you have successfully created an account.



[LT]²

Set up your first class

Class Name *
Test's First Class

Grade / Age *
Select a default Grade / Age for this class.
Note: You will be able to change this on a per-student basis.
4 Year Olds

Start Date
09/03/2018
Day this class begins. (Weekly status notifications will begin on this date)

End Date
05/31/2019
Last date of class. (Weekly status notifications will cease on this date)

Save Class & Add Students

© 2018 Learning & Teaching with Learning Trajectories | [Website Feedback](#) | [FAQ](#) | [Resources](#) | [Privacy Policy](#)

Special Thanks To:

BILL & MELINDA
GATES foundation



**Trouble shooting: If this screen does not automatically populate, try the following:*

1. Log out.
2. Close out of [LT]².
3. Go to the "History" tab of your browser.
4. Select "Clear browsing data". This should reset [LT]² so you are able to set up a class and access the rest of the website.
5. Log in again. The above screen should now pop up.

Adding Children

You can add children one at a time or add a whole class roster with a .csv file.

If you are a parent or educator (e.g. administrator, instructional coach) without a class, create a fake class of 1-3 children. This will fulfill the class requirements of the website and allow you to access the content within the website. After you register and create the class, you do not need to do anything with the class on the website if you do not want.

Option 1: Adding children one at a time

1. Add each student's name and click "Save" after each student.
2. Repeat for each new student.

The screenshot shows the 'Roster' page for a class named 'Test's First Class'. The page has a yellow header with the class name and '4 Year Olds'. A green notification bar states 'Class Test's First Class has been created.' Below this, it says 'No students have been added for this class.' and provides a 'Printable Roster' link. The main section is titled 'Add a new student:' and contains three input fields: 'FIRST NAME *' with 'Alex', 'LAST NAME' with 'M', and 'GRADE / AGE *' with '4 Year Olds'. A blue arrow points to the 'FIRST NAME' field. A green 'Save' button is to the right. Below the form is a table with columns for 'GRADE / AGE', 'STATUS', 'PASSWORDS FOR STUDENTS', and 'SCREEN TIME LIMIT', with values '4 Yrs', 'Active', 'On', and 'Unlimited' respectively. An 'Edit Class Details' button is at the bottom right.

[LT]² Test's First Class Learning Trajectories Roster Activity Explorer

Test's First Class 4 Year Olds

✓ Class Test's First Class has been created.

No students have been added for this class.

[Printable Roster](#)

Add a new student:

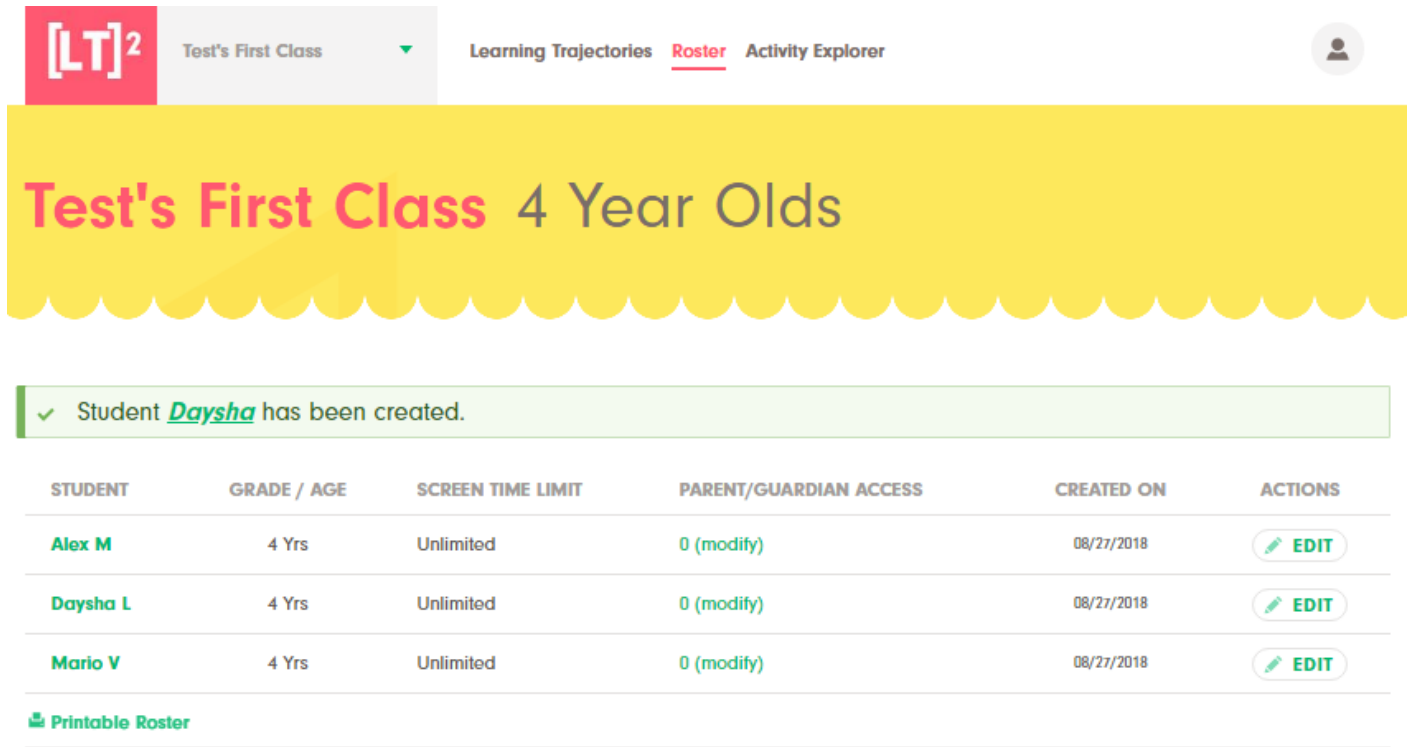
FIRST NAME * Alex **LAST NAME** M **GRADE / AGE *** 4 Year Olds **Save**

[Add multiple students at a time](#)

GRADE / AGE	STATUS	PASSWORDS FOR STUDENTS	SCREEN TIME LIMIT	Edit Class Details
4 Yrs	Active	On	Unlimited	

Option 2: Adding Multiple Children at Once

1. Click on the button below to add multiple children to the roster at a time.
2. Follow the instructions below to create a .csv file.



The screenshot shows the [LT]² interface for 'Test's First Class'. The navigation bar includes 'Learning Trajectories', 'Roster', and 'Activity Explorer'. A yellow banner at the top reads 'Test's First Class 4 Year Olds'. A green confirmation message states: '✓ Student Daysha has been created.' Below this is a table with the following data:

STUDENT	GRADE / AGE	SCREEN TIME LIMIT	PARENT/GUARDIAN ACCESS	CREATED ON	ACTIONS
Alex M	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT
Daysha L	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT
Mario V	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT

Below the table is a 'Printable Roster' link. The 'Add a new student:' section contains three input fields: 'FIRST NAME *', 'LAST NAME', and 'GRADE / AGE *'. The 'GRADE / AGE *' field is pre-filled with '4 Year Olds'. A green 'Save' button is to the right. A teal arrow points to the 'Add multiple students at a time' link below the first name field.



Add Multiple Students to Your Class

CSV File *

Upload a .csv file in the correct format. [Download](#) the example .csv file.

Add Students

Creating a CSV file

Microsoft Excel

1. [Download](#) the example CSV file and open in Microsoft Excel.
2. Leaving the header row intact, add a new row for each student.
3. Go to the "File" menu and select "Save As."
4. In the "Save as type" menu, select "CSV (Comma delimited) (*.csv)."
5. Click Save (Name the file as you wish).
6. On the first popup, select "OK" and the second popup, select "Yes."
7. Upload your newly created CSV file to add students.

Google Sheets

1. [Download](#) the example CSV file and open in Google Sheets.
2. Leaving the header row intact, add a new row for each student.
3. Go to the "File" menu and select "Download as."
4. In the "Save as type" menu, select "Comma-separated values (.csv, current sheet)."
5. Upload your newly created CSV file to add students.

Update Class Details

Now that you have created a class, update the class details if you choose.

- Set the entire class to have a specific screen time limit.
- Set whether children need to use a password, or not, to sign onto games.

GRADE / AGE	STATUS	PASSWORDS FOR STUDENTS	SCREEN TIME LIMIT	
K	Active	On	Unlimited	

Optional: Set email notifications.

- Add an email address to receive notifications for your classroom.

TEACHERS

carrie.germeroth@du.edu

Add an additional teacher:
Teacher Email *

- Add another person to share your classroom account with (e.g. teacher, administrator). This will give that person access to all of the information for the single class (not individual children) you just set up on [LT]². You will need to add that teacher to other classes on [LT]² if you want to have access to those student accounts and progress as well.

Modify Notifications

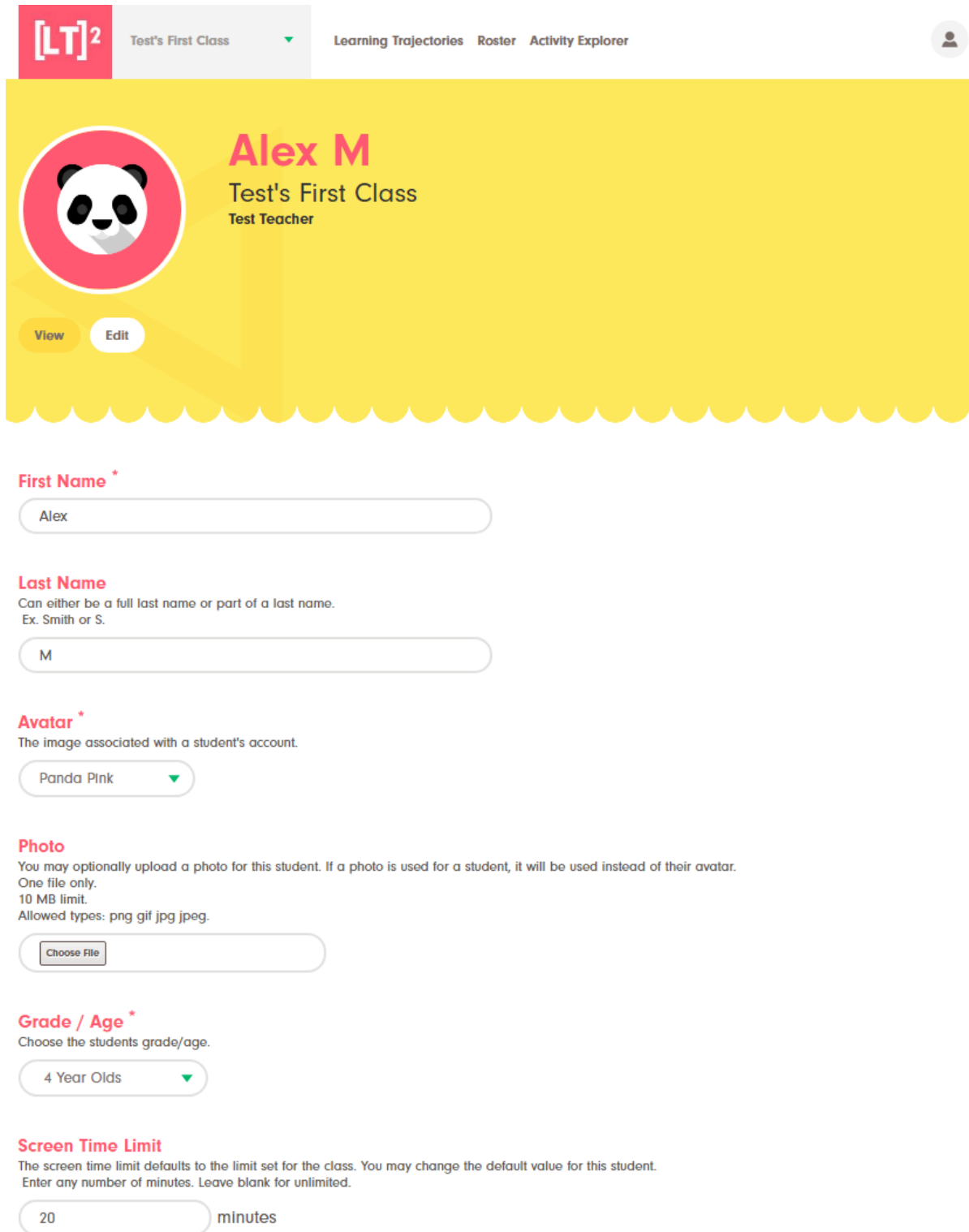
A recap will be sent to the email listed below on Friday. This recap will include information on the progress changes made during the week.

Email
Send student progress notifications to this email address

 [Stop Notifications](#)

Optional: Add details to each student

- Add a headshot or avatar
- Add age/grade and screen time limits unique to each child



[LT]² Test's First Class Learning Trajectories Roster Activity Explorer

Alex M
Test's First Class
Test Teacher

View Edit

First Name *
Alex

Last Name
Can either be a full last name or part of a last name.
Ex. Smith or S.
M

Avatar *
The image associated with a student's account.
Panda Pink

Photo
You may optionally upload a photo for this student. If a photo is used for a student, it will be used instead of their avatar.
One file only.
10 MB limit.
Allowed types: png gif jpg jpeg.
Choose File

Grade / Age *
Choose the students grade/age.
4 Year Olds

Screen Time Limit
The screen time limit defaults to the limit set for the class. You may change the default value for this student.
Enter any number of minutes. Leave blank for unlimited.
20 minutes

- Add a parent, guardian, or other authorized user to the student.

Parent/Guardian Email Addresses for Access

Add one or more email addresses of parents, guardians, etc. to provide access to this students account.
One email address per line please.

+

Add another item

- A three-image password is automatically assigned to each student so they can login to play games. You can update this password, if desire. The unique password allows the games to track individual children’s progress in the games and pick up at the level where they ended for each game.

Password Item One *

These values may be changed, but will automatically be selected when a new student is created.



Password Item Two *

These values may be changed, but will automatically be selected when a new student is created.



Password Item Three *

These values may be changed, but will automatically be selected when a new student is created.



Save Student

Print Class Roster

Print a class roster to support children's ability to independently login to play games.

[LT]² Test's First Class Learning Trajectories **Roster** Activity Explorer

Test's First Class 4 Year Olds

STUDENT	GRADE / AGE	SCREEN TIME LIMIT	PARENT/GUARDIAN ACCESS	CREATED ON	ACTIONS
Alex M	4 Yrs	20 minutes	1 (modify)	08/27/2018	EDIT
Daysha L	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT
Mario V	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT

[Printable Roster](#)

Select "Print" from your browser's menu to print this page.

[LT]² Test's First Class Learning Trajectories Roster Activity Explorer

Printable Class Roster

Alex M

- Bicycle icon
- Yellow dot icon
- Red square icon

Daysha L

- Sailboat icon
- Yellow dot icon
- Red circle icon

Mario V

- Green airplane icon
- Two yellow dots icon
- Red star icon

Learning Trajectories

- The Learning Trajectory page includes 17 learning trajectories.
- You can expand or collapse the trajectories by clicking on the green arrow.

The screenshot shows the Learning Trajectories web application interface. At the top, there is a navigation bar with the [LT]² logo, a dropdown menu for 'Test's First Class', and links for 'Learning Trajectories', 'Roster', and 'Activity Explorer'. A user profile icon is visible in the top right corner. Below the navigation bar is a large yellow banner with the title 'Learning Trajectories' and a search bar containing the text 'Search for activities and games'. Underneath the banner, there is a section for 'PRE-SCHOOL' with a timeline of age/grade levels: '0-12 months', '12-24 months', '2 Yrs', '3 Yrs', '4 Yrs' (highlighted), '5 Yrs', 'K', '1st', '2nd', and '3rd'. To the left of this timeline is a red text label: 'Highlight typical levels for age / grade'. Below the timeline is a section for 'Filter trajectories by category' with four categories: 'Number', 'Operations & Algebraic Thinking', 'Geometry', and 'Measurement and Data'. Each category has a red icon and a red 'x' to indicate it is selected. Below this is an 'Assessment Filter' section with a red circle and the text 'TSG'. The main content area displays 17 learning trajectory cards arranged in a grid. Each card has a red icon, a title, a small grey bar, and a green or red arrow indicating its status. A large blue arrow points down to the 'Subitizing' card. The cards are: Counting, Subitizing, Comparing Number, Patterning, Adding / Subtracting, Multiplying / Dividing, Composing Numbers, Shapes, Composing 3D Shapes, Composing 2D Shapes, Disembedding Geometric Figures (2D), Spatial Visualization, Spatial Orientation, Measuring Length, Measurement: Area, Measurement: Volume, and Measurement: Angle and Turn Measurement.

- Each trajectory has a brief introductory video explaining what you will find in that trajectory. You can access this video by clicking on the video camera icon next to each trajectory label.

Number

Counting

Choose a Level

To count a set of objects, children must learn to count verbally—saying the list of number names in order and the system that generates new numbers names, to enumerate objects (i.e., saying number words in correspondence with objects), to understand that the last number word said when counting refers to how many items have been counted, and to use counting strategies to solve problems.

An Introduction to the Counting trajectory by Dr. Douglas Clements.

Levels

- Number Sayer: Foundations
- Chanter
- Reciter
- Reciter (10)
- Corresponder
- Counter (Small Numbers)
- Counter (10)
- Producer (Small Numbers)
- Counter and Producer (10+)
- Counter Backward from 10
- Counter from N ($N + 1, N - 1$)
- Skip Counter by 10s to 100
- Counter to 100
- Counter On Using Patterns
- Skip Counter
- Counter of Imagined Items
- Counter On Keeping Track
- Counter of Quantitative Units/Place Value
- Counter to 200+
- Number Conserver
- Counter Forward and Back

1. Start with any trajectory. If you are unsure where to start, Counting is a good place to start.

The screenshot shows the Learning Trajectories website interface. At the top, there is a navigation bar with the [LT]² logo, a dropdown menu for 'Test's First Class', and links for 'Learning Trajectories', 'Roster', and 'Activity Explorer'. A search bar is located below the navigation bar. The main content area features a yellow header with the title 'Learning Trajectories' and a search bar. Below the header, there is a navigation menu with 'PRE-SCHOOL' selected. The menu includes options for '0-12 months', '12-24 months', '2 Yrs', '3 Yrs', '4 Yrs' (highlighted in yellow), '5 Yrs', 'K', '1st', '2nd', and '3rd'. To the left of the menu, there is a note: 'Highlight typical levels for age / grade'. Below the menu, there are filter buttons for 'Number', 'Operations & Algebraic Thinking', 'Geometry', and 'Measurement and Data'. The 'Assessment Filter' section shows 'TSG' selected. Three trajectory cards are displayed: 'Counting', 'Subitizing', and 'Comparing Number'. Each card has a list of activities, with some items highlighted in yellow to match the selected '4 Yrs' level.

2. The trajectory levels highlighted in yellow on the Learning Trajectories page represent the typical age/grade of the class details you entered. If you want a different age/grade level highlighted, just click on it at the top of the Learning Trajectories page. You can change the default age/grade filter at any time for the class by going into the Roster tab and changing class details as noted above.

This close-up screenshot shows the 'PRE-SCHOOL' navigation menu. The options are '0-12 months', '12-24 months', '2 Yrs', '3 Yrs', '4 Yrs' (highlighted in yellow), '5 Yrs', 'K', '1st', '2nd', and '3rd'. To the left of the menu, there is a note: 'Highlight typical levels for age / grade'.

- Select a level to start reviewing for your preferred Trajectory. Read the descriptions and watch the developmental video(s) to determine if that is the correct level for some, most, or all of your children. Some of your children may be at the level before or after the typical levels.
- Level pages will provide one or more developmental video examples. These videos capture a child performing at this level. The captions under the videos help specify exactly what mathematical abilities the child is demonstrating to be at this level.



Counter and Producer (10+)

Counts and counts out objects accurately beyond 10 (usually to 30 or more). Has explicit understanding of cardinality (numbers tell how many). Keeps track of objects that have and have not been counted, even in different arrangements. Writes or draws to represent 1 to 10 (then 20, then 30). Gives next number (usually to 20s or 30s) if allowed to generate a "running start." Recognizes errors in others' counting and can eliminate most errors in own counting (point-object) if asked to try hard.

Activities

Student Progress

You may see this:

1
2

The child correctly counts the scattered arrangement of 15 pennies, keeping track of each one as he moves it. He also knows that there are a total of 15 pennies when asked, "how many."

Examples:

- Counts a scattered group of 19 chips, keeping track by moving each one as they are counted

5. At the bottom of each “Level Page” are activities (i.e. computer, whole group, small group) to help teach the concepts of this level to your children.

Help Your Student Become a Counter and Producer (10+)

Computer Activity



Concentrate: Counting Cards 1-12
Computer Activity



Concentrate: Tens Frame to Domino Patterns 1-12
Computer Activity



Concentrate: Tens Frame to Numeral 1-12
Computer Activity

Small Group



Cookie Game
Small Group



Count Towers (Beyond 10)
Small Group



Dinosaur Shop - Fill Orders
Small Group



Knock it Down
Small Group

6. Select any activity to view a video of the instruction or view instructions and materials.

Counting > Counter and Producer (10+)

Count Towers (Beyond 10)

SMALL GROUP

Children stack as many objects (e.g., coins) as they can, and count them to see how many they stacked. Children are challenged by estimating which objects will stack the highest.



Directions

1. Set up stations with different objects to stack. Instruct them to make towers with different types of objects, such as coins, or whatever allows them to make stacks of more than 20 objects.
2. Challenge children to estimate (make a smart guess) how many they can stack and then build a tower as high as they can.
3. To count even higher, have children make pattern "walls." They build a pattern-block wall as long as they can. This allows them to count to higher numbers.

Variations:

- Pairs can play a game in which they take turns placing coins.
- Roll a number cube to determine how many coins to put on the tower.
- Adopt this activity to any number of settings. For example, how many cans of food, such as soup (or other heavy objects) can two children hold when each holds two corners of a towel? Repeat this with very large or small cans. With your guidance, they could also try to make a tower of the cans (ordering them by size, with the largest on the bottom).

Materials Needed

[CounterandProducer10_CountTowersBeyond10.pdf](#)

Learning Trajectories

Search for activities and games



PRE-SCHOOL

Highlight typical levels for age / grade

- 0-12 months
- 12-24 months
- 2 Yrs
- 3 Yrs
- 4 Yrs**
- 5 Yrs
- K
- 1st
- 2nd
- 3rd

Filter trajectories by category

- Number**
- Operations & Algebraic Thinking
- Geometry
- Measurement and Data

Assessment Filter

- TSG**

Counting ▲

- Number Sayer: Foundations
- Chanter
- Reciter
- Reciter (10)**
- Corresponder
- Counter (Small Numbers)
- Counter (10)
- Producer (Small Numbers)
- Counter and Producer (10+)
- Counter Backward from 10
- Counter from N (N + 1, N - 1)
- Skip Counter by 10s to 100
- Counter to 100

- Subitizing** ▲
- Adding / Subtracting** ▲
- Shapes** ▲
- Disembedding Geometric Figures (2D)** ▲
- Measuring Length** ▼
- Measurement: Angle and Turn Measurement** ▼

- Comparing Number** ▲
- Multiplying / Dividing** ▲
- Composing 3D Shapes** ▲
- Spatial Visualization** ▲
- Measurement: Area** ▼

Observe and Record Student Progress

1. Write any notes pertaining to student progress at each trajectory level.
2. The teacher notes are for you only.
3. Parent/guardian notes will be sent to the child's authorized email address(es).

Student Progress

[See progress in the Counting trajectory ▶](#)

Alex Ready to Start Introduced Developing Proficient [Notes ▲](#)

Teacher Note

Parent/Gaurdian Note

Alex is performing exceptionally well. She is able to count to 10 and beyond consistently.

Mario Ready to Start Introduced Developing Proficient [Notes ▼](#)

Daysha Ready to Start Introduced Developing Proficient [Notes ▼](#)

[Save Progress](#)

4. You can keep track of your children’s progress in each trajectory by viewing the Trajectory page.

Number

Counting

Choose a Level ▾

To count a set of objects, children must learn to count verbally—saying the list of number names in order and the system that generates new numbers names, to enumerate objects (i.e., saying number words in correspondence with objects), to understand that the last number word said when counting refers to how many items have been counted, and to use counting strategies to solve problems.



An Introduction to the Counting trajectory by Dr. Douglas Clements.

Levels

- Number Sayer: Foundations
- Chanter
- Reciter
- Reciter (10)
- Corresponder
- Counter (Small Numbers)
- Counter (10)
- Producer (Small Numbers)
- Counter and Producer (10+)
- Counter Backward from 10
- Counter from N ($N + 1, N - 1$)
- Skip Counter by 10s to 100
- Counter to 100
- Counter On Using Patterns
- Skip Counter
- Counter of Imagined Items
- Counter On Keeping Track
- Counter of Quantitative Units/Place Value
- Counter to 200+
- Number Conservator
- Counter Forward and Back

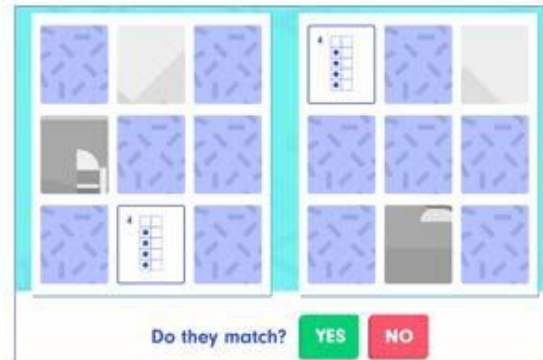
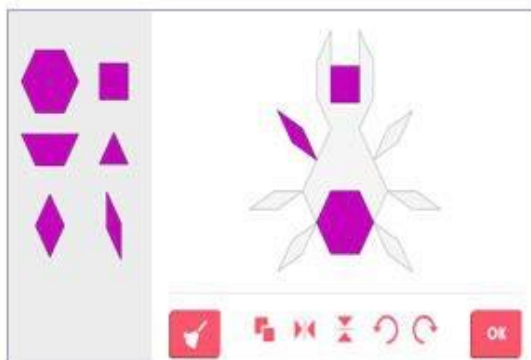
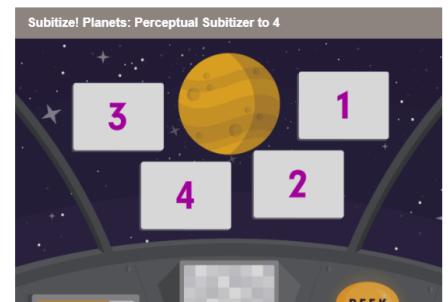
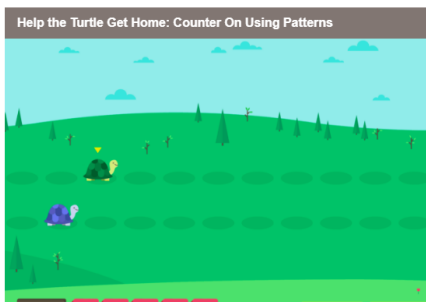
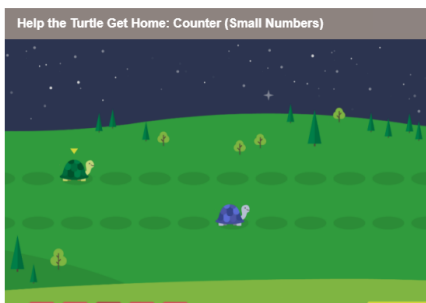
Student Progress



Computer Activities

Currently, there are four computer activities for children. These activities are designed for children to play independently, without needing adult assistance, after the child's initial acclimation to the computer activity.

1. *Help the Turtle Get Home* is aligned to four levels in the Counting Trajectory: Counter (Small numbers), Counter (10), Producer (Small Numbers), and Counter on Using Patterns.
2. *Subitize! Planets* is aligned with six levels in the Subitizing Trajectory: Small Collection Namer, Perceptual Subitizer to 4, Perceptual Subitizer to 5, Conceptual Subitizer to 5, Conceptual Subitizer to 10, and Conceptual Subitizer to 20.
3. *Shape Puzzles* is aligned with four levels in the Shape Composer Trajectory: Piece Assembler, Picture Maker, Shape Composer, and Substitution Composer.
4. *Concentration* is aligned with one level in the Subitizing Trajectory (Conceptual Subitizer to 20), two levels in the Counting Trajectory (Counter 10 and Counter and Producer 10+), and two levels in the Shapes Trajectory (Shape Matcher – Identical, Orientations, Sizes and Shape Matcher – More Shapes, Sizes & Orientations, Combinations).



Accessing the Computer Activities

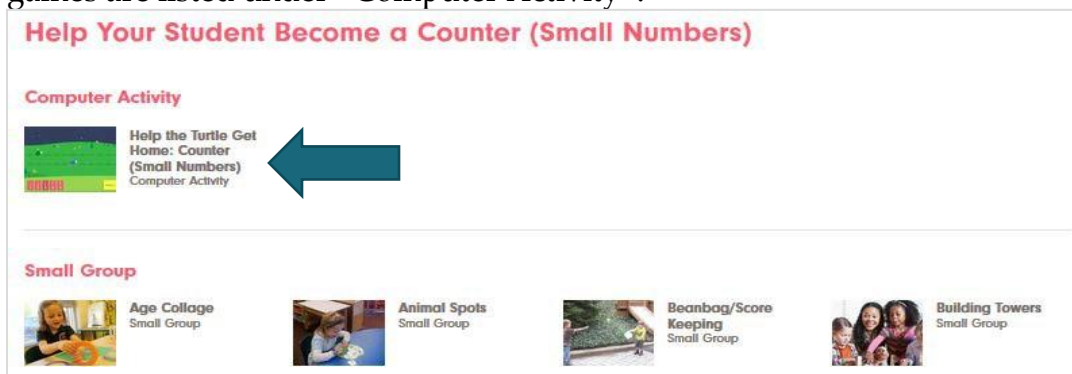
There are two ways to access the games.

1. Through the activities on the level pages.
2. Through the Activity Explorer tab.

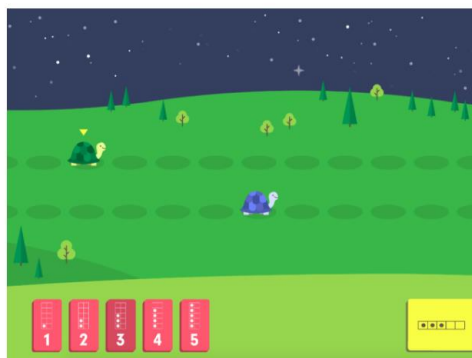
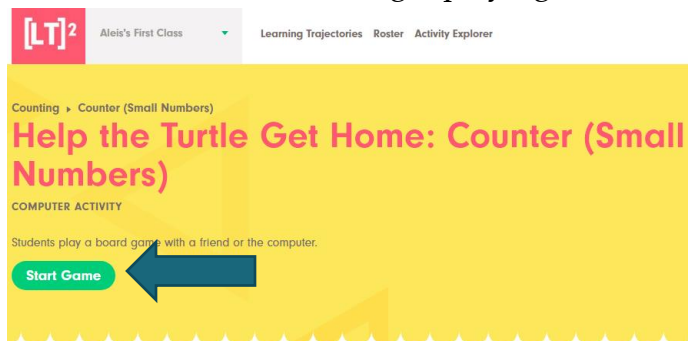
OPTION 1: Level Pages

Accessing the computer activities through the activities list on the level pages will not require children to log into their individual account. However, when a child plays the games through the level pages their progress will not be recorded since they are not logged in with their own username and password.

1. Select the computer activity from the activities listed under specific level pages. Not every level at every trajectory will have a computer activities associated with it. The games are listed under “Computer Activity”.



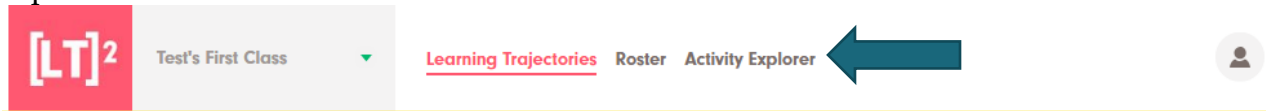
2. Select “Start Game” and begin playing.



OPTION 2: Activity Explorer

Accessing the computer activities through the Activity Explorer will require children to log into their individual account, which will allow a child's progress to be recorded as they play each game.

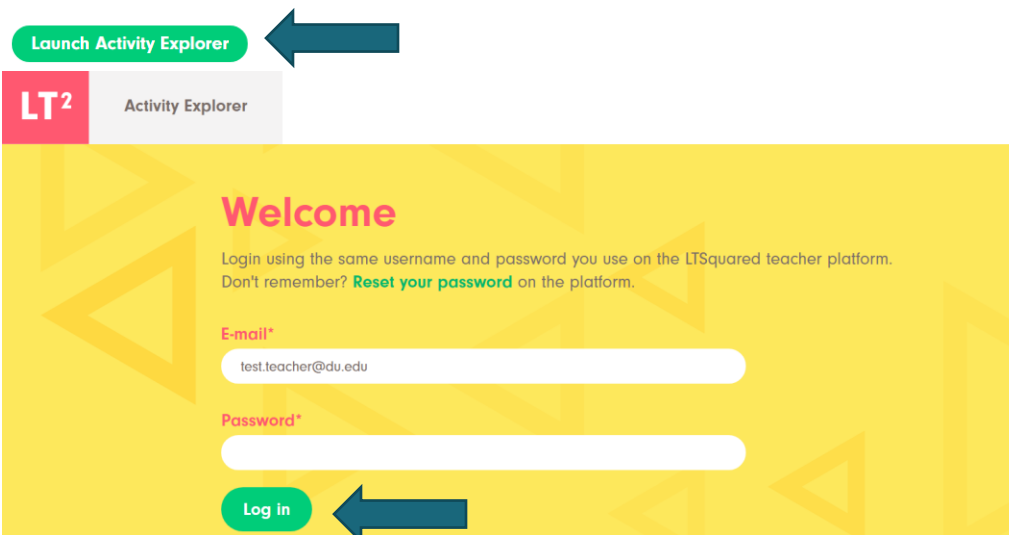
1. Click on the "Activity Explorer" tab at the top of the page. This will redirect you to a separate site.



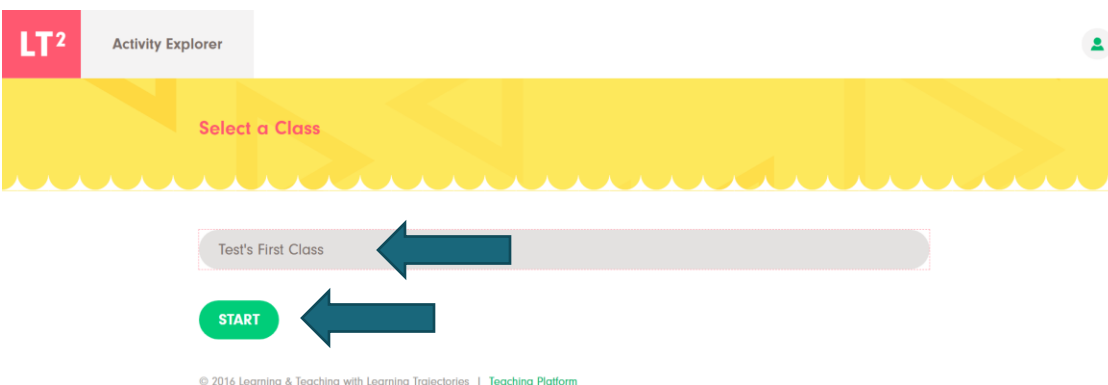
2. Log in using your same username and password.



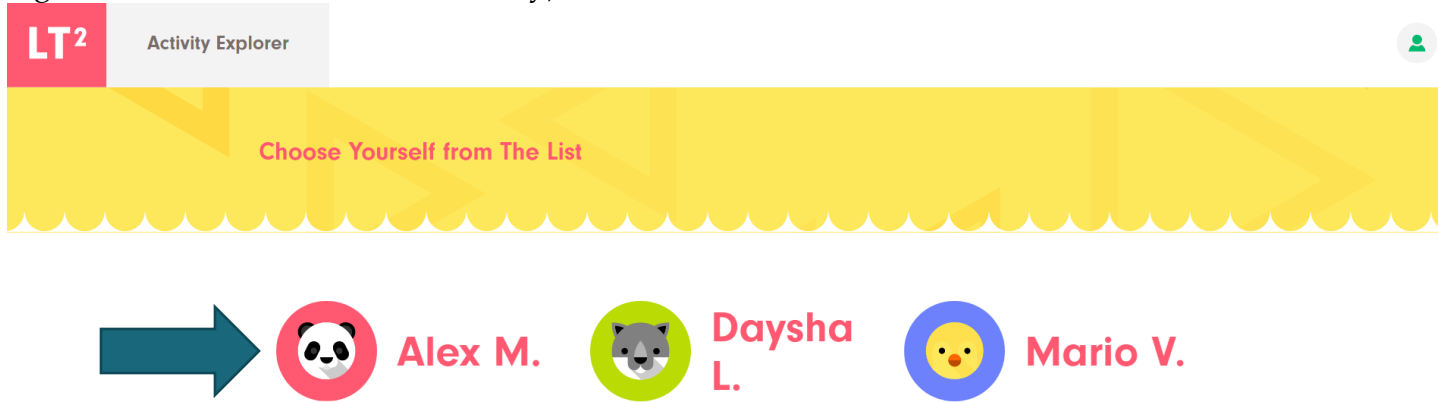
To best protect your teacher account and student data, you will be logged out before continuing to the Activity Explorer.



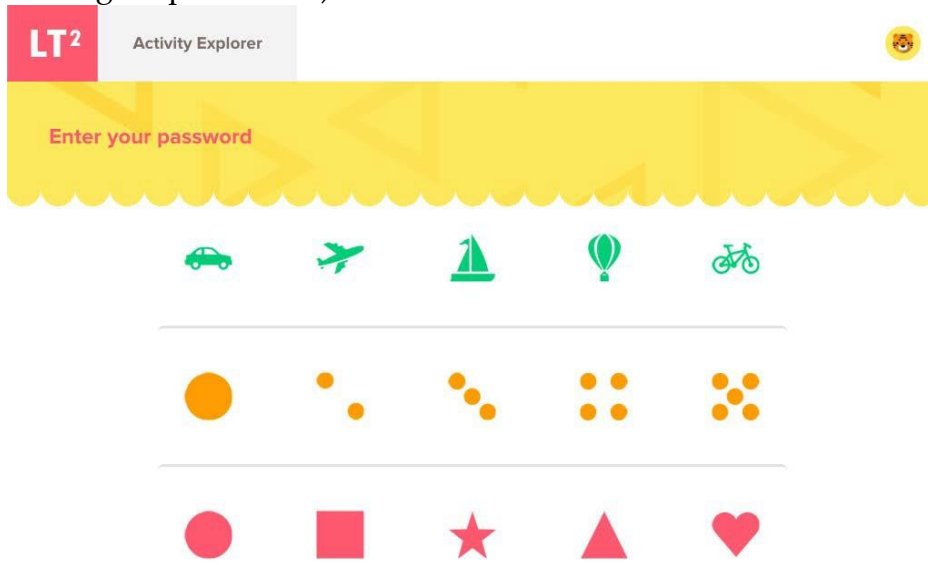
3. Select the appropriate class. Then, click "Start".



- Let the child select themselves (you may want to print out the student roster with login information and have that ready).



- Let the child enter their password using their log in card. (See note below about turning off passwords).



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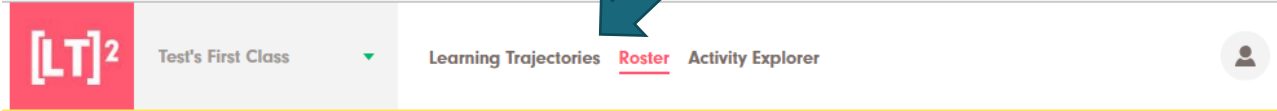
- The student can select between the four games available: *Help the Turtle Get Home*, *Subitize!*, *Planets*, *Shape Puzzles*, and *Concentration*.
 - Help the child select the appropriate level that corresponds to where the child is on the Counting, Subitizing, Shape, or Shape Composer trajectories.
 - If you are unsure what level the child is at, start with the lowest level in each game and have the child keep playing progressively higher levels until the game becomes challenging. This is the appropriate level for the child. When using the Activity Explorer, the games should automatically advance the child to the next level if they successfully play the game without making many errors. If the child makes several errors, the game will adjust and have the child play that level again until they have successfully mastered that level.

Turning off Passwords

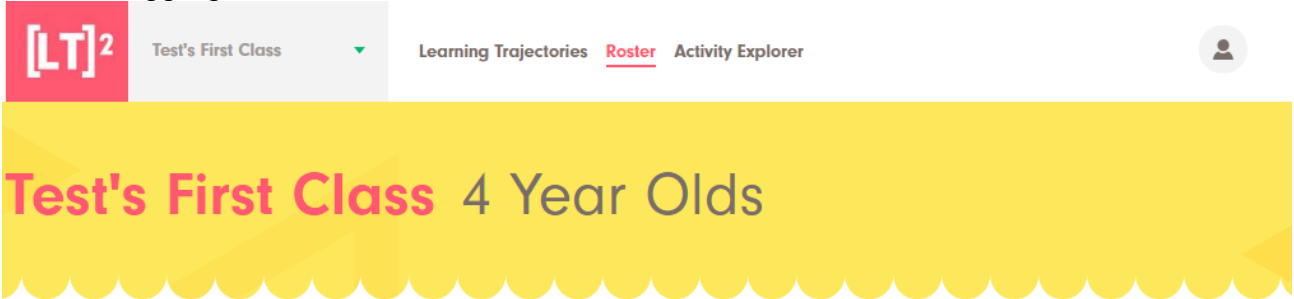
If you would prefer for children to not have to enter their passwords to play the game, but still select their individual accounts, you can turn off the password setting on the main [LT]² website.

1. Return to the main [LT]² website. You may have to log back in.

2. Select the “Roster” tab at the top of the page.



3. Select the appropriate class (if there is more than one class) and click on “Edit Class Details”.



STUDENT	GRADE / AGE	SCREEN TIME LIMIT	PARENT/GUARDIAN ACCESS	CREATED ON	ACTIONS
Alex M	4 Yrs	20 minutes	1 (modify)	08/27/2018	EDIT
Daysha L	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT
Mario V	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT

[Printable Roster](#)

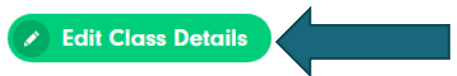
Add a new student:

FIRST NAME * LAST NAME GRADE / AGE * [Save](#)

[Add multiple students at a time](#)

GRADE / AGE: 4 Yrs | STATUS: Active | PASSWORDS FOR STUDENTS: On | SCREEN TIME LIMIT: Unlimited

[Edit Class Details](#)



- Switch the “Passwords for Students” from ON to OFF.

Class Name *

Test's First Class

Grade / Age *

Select a default Grade / Age for this class.

Note: You will be able to change this on a per-student basis.

4 Year Olds ▼

Screen Time Limit

Enter any number of minutes. Leave blank for unlimited. Note: this will only affect new students.

unlimited minutes

Passwords for Students *

- ON
- OFF



Determines if your students will need to enter their password.

- You can also turn passwords off for individual children, instead of the entire class, by selecting the “Edit” button next to each child.

STUDENT	GRADE / AGE	SCREEN TIME LIMIT	PARENT/GUARDIAN ACCESS	CREATED ON	ACTIONS
Alex M	4 Yrs	20 minutes	1 (modify)	08/27/2018	EDIT
Daysha L	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT
Mario V	4 Yrs	Unlimited	0 (modify)	08/27/2018	EDIT

Printable Roster



Resources

The Resources page includes link to more information on early math including websites, videos, research, and curricula used to inform [LT]² activities. Access the Resources page from a link at the bottom of any [LT]² page.

The screenshot shows the Learning Trajectories website interface. At the top left is the [LT]² logo and a dropdown menu for 'Test's First Class'. Navigation links include 'Learning Trajectories', 'Roster', and 'Activity Explorer'. A user profile icon is in the top right. A yellow banner contains the title 'Learning Trajectories' and a search bar. Below the banner, a 'PRE-SCHOOL' filter is active, with '4 Yrs' highlighted among other options (0-12 months, 12-24 months, 2 Yrs, 3 Yrs, 5 Yrs, K, 1st, 2nd, 3rd). Filter sections include 'Filter trajectories by category' with 'Number', 'Operations & Algebraic Thinking', 'Geometry', and 'Measurement and Data' selected; and 'Assessment Filter' with 'TSG' selected. A grid of 15 activity cards is displayed, each with a category icon and a green up arrow. A footer bar contains copyright information and links for 'Website Feedback', 'FAQ', 'Resources', and 'Privacy Policy'. A blue arrow points from the 'Resources' link in the footer to the 'Resources' link in the footer.