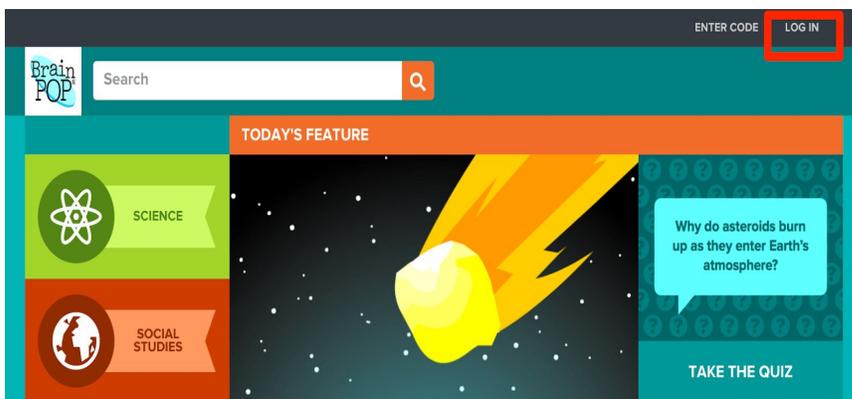


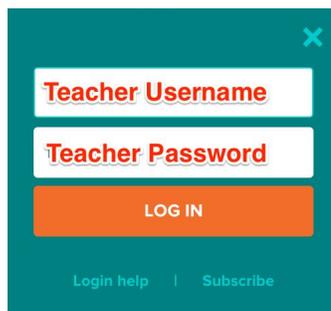


Creating Digital Citizenship Assignments and Custom Pathways

1) Go to brainpop.com and click **LOG IN** in the upper right-hand corner of the screen.



2) Enter your Individual Teacher Account Username and Password.



3) To make an assignment, navigate to a topic in the Digital Citizenship Unit. Select the feature you want to assign, such as Movie, Quiz, Challenge, etc., and click the **ASSIGN** button.

The screenshot shows the 'Media Literacy' interface. At the top, there's a video player with a progress bar at 0:00 / 5:46. To the right of the video is a grid of resource options: Movie, Quiz, Challenge, Make-a-Map, Make-a-Movie, Creative Coding, Primary Source, Related Reading, Worksheet, Graphic Organizer, Vocabulary, and Games. Below the video, there's a text block about advertising and persuasion, with links for 'Movie Transcript' and 'Full Description'. A section titled 'This Topic is Part of the Theme:' lists 'Digital Citizenship (19 Resources)'. At the bottom, there's a 'Teach This Topic' section with buttons for 'Standards', 'Lesson Ideas', 'Create Quiz', and 'Assign'. A red arrow points to the 'Assign' button.

4) Select the class whose students will be completing the assignment.

The screenshot shows the 'Assign Movie' form. At the top, there's a header 'Assign Movie'. Below it, there's a dropdown menu with 'Media Literacy Movie' selected. Under 'Instructions', there's a text box containing 'Optional'. Under 'Select a class', there's a dropdown menu with 'Digital Citizenship 1' selected and highlighted with a red box. Below it, 'Homeroom Ms. Glassman' is listed as an option.

5) Choose whether to assign the feature to the entire class, or only to specific students. You can also change the title of your assignment, provide instructions, and set a due date.

To assign this activity to more than one class, click **+ NEW CLASS**.

Assign Movie

Title 80
Media Literacy Movie x

Instructions
Optional

Digital Citizenship 1 ▼

▶ Assign to specific students

Due Date (Optional)
Mid/yy 📅

Schedule for later
Mid/yy 📅

+ New class

6) Click **ASSIGN** to create the assignment or to assign additional features, click **ASSIGNMENT BUILDER**.

Assign

Or

Add more features to this assignment:

Assignment builder

7) If you choose to assign a single feature, you will receive a message confirming that you've done so successfully.

Assign Movie



Successfully Assigned **Media Literacy Movie 1!**

All students in **Ms. Glassman**

[View assignment](#)

[Copy Assignment Link](#)

8) If you choose Assignment Builder to make additional assignments, the tool will load all available features for your chosen topic.

Select the features you want to assign.

To add features from other topics, click **ADD TOPIC**.

Assignment Builder

Select ————— Edit ————— Assign

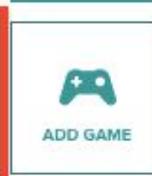
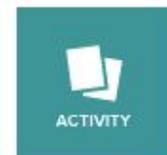
Select features to add to your assignment.



Media Literacy

Digital Etiquette

Online Safety



9) Select the topics and related features you want to add to your assignment.

The screenshot displays the 'Assignment Builder' interface. At the top, a dark teal header contains the title 'Assignment Builder'. Below the header, a progress bar shows three stages: 'Select', 'Edit', and 'Assign', with 'Select' being the active stage. The main instruction reads 'Select features to add to your assignment.' To the right of this instruction is a document icon with a red circle containing the number '3'. Below the instruction, there are three topic categories, each with a right-pointing arrow and a circular icon: 'Media Literacy', 'Digital Etiquette', and 'Online Safety'. The 'Online Safety' category is expanded, revealing a grid of feature options. The first two rows of the grid contain eight teal-colored buttons with white icons and text: 'MOVIE' (clapperboard icon), 'MOVIE QUIZ' (circle with Q icon), 'MIXED QUIZ' (circle with Q icon), 'MAKE-A-MAP' (network icon), 'MAKE-A-MOVIE' (video camera icon), 'PRIMARY SOURCE' (document icon), 'FYI' (bookshelf icon), and 'ACTIVITY' (stack of papers icon). The third row contains two white buttons with teal icons and text: 'ADD TOPIC' (plus sign icon) and 'ADD GAME' (game controller icon).

10) Use Assignment Builder to create customized learning pathways for your students.

After selecting topics and features, you can reorder them by clicking and dragging. To remove a feature, click the **TRASH CAN** icon to the right.

When you're ready, click **NEXT**.

The screenshot displays the 'Assignment Builder' interface. At the top, there is a dark teal header with the text 'Assignment Builder'. Below the header, a progress bar shows three stages: 'Select', 'Edit', and 'Assign', with 'Edit' being the active stage. The main content area includes a 'Title' field with the text 'Media Literacy Assignment' and a character count of '75'. Below this is an 'Instructions' field containing the text 'Optional'. A section titled 'In this assignment:' lists three selected topics: 'Online Safety', 'Digital Etiquette', and 'Media Literacy', each with a corresponding icon. Below the topics is a list of five activity types: 'MOVIE', 'CHALLENGE (REVIEW)', 'FYI', 'MOVIE', and 'MAKE-A-MOVIE'. Each activity type has a trash can icon to its right. At the bottom of the interface, there is a dark grey bar with two buttons: 'SAVE' and '→ NEXT'. The '→ NEXT' button is highlighted with a red border.

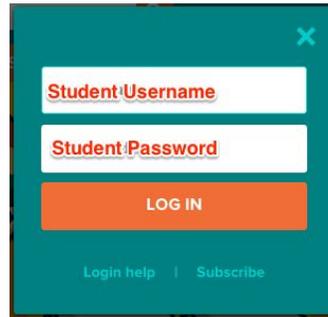
11) Confirm your assignment details, then click **ASSIGN**.

The screenshot shows the 'Assignment Builder' interface. At the top, there is a dark green header with the text 'Assignment Builder'. Below the header, there are three tabs: 'Select', 'Edit', and 'Assign', with 'Assign' being the active tab. The main content area includes a 'Title' field with the text 'Multi-topic Digital Citizenship Assignment' and a character count of '58'. Below the title is an 'Instructions' field with the text 'Optional'. There is a dropdown menu for 'Digital Citizenship 1'. A section titled 'Assign to specific students' is partially visible. Below that, there is a 'Due Date (Optional)' field with the date 'Aug 28, 2017' and a calendar icon. A 'Schedule for later' field has the text 'Mid/yy' and a calendar icon. At the bottom of the main content area, there is a '+ New class' link. At the very bottom of the interface, there is a dark grey bar with two buttons: 'SAVE' and 'ASSIGN'. The 'ASSIGN' button is highlighted with a red rectangular box.

12) To view and manage your assignments, click **DASHBOARD** at the top of the screen.

The screenshot shows the 'Dashboard' interface. At the top, there is a dark grey header with the text 'Dashboard' and a navigation menu with items: 'DASHBOARD', 'QUIZ MIXER', 'BRAINPOP 101', '13%', 'ENTER CODE', and 'jglassman'. Below the header, there is a large illustration of a robot teacher and four students in a classroom. Below the illustration, there is a 'Classes' section with a '+ New Class' button and a list of classes: 'test', 'Ms. Glassman', 'Jackie's Class', 'Homeroom Ms. Glassman', and 'Period 3 Social Studies, Ms. Glassman'. Below the classes section, there is an 'Assignments' section with a '+ New assignment' button and a list of assignments: 'Media Literacy Movie 2 Ms. Glassman', 'Media Literacy Movie 1 Ms. Glassman', and 'Conflict Resolution Assignment Homeroom Ms. Glassman'. Each assignment card shows a progress indicator: '0 Done 1 Not Done' for the first two, and '0 Done 3 Not Done' for the third. The 'DASHBOARD' button in the top navigation menu is highlighted with a red rectangular box.

13) To do the assignments, students log in to BrainPOP using their individual username and password.



14) Current assignments appear in Notifications. Students clicks the assignment to access it.

