

Introduction to Desmos Activity Builder

Agenda and objectives

desmos classroom

Agenda	Objectives
Welcome	By the end of this session, participants will be able to:
Introduction <ul style="list-style-type: none">• Purpose of this session• Get to know each other	<ul style="list-style-type: none">• Understand the Desmos Activity Design Principles.• Use Activity Builder to create dynamic activity screens that engage and delight students.
Desmos Design Principles <ul style="list-style-type: none">• Explore the Desmos Activity Design Principles• Participate in activity screens as a student	<ul style="list-style-type: none">• Know where to go for more learning.
Explore and Build Activities <ul style="list-style-type: none">• Explore different screens and component types in Desmos Activity Builder• Learn how to build screens	
Save and Organize Activities <ul style="list-style-type: none">• Find your custom-built activities• Organize your activities into collections• Collaborate with your team	
Work Time <ul style="list-style-type: none">• Build your own activity using Desmos Activity Builder	
Next Steps, Q&A and Survey	