

Facilitating and building activities with Desmos Activity Builder

Agenda and objectives

desmos classroom

Agenda	Objectives
Welcome & Introduction	By the end of this session, participants will be able to:
PART 1	
Experience Desmos Activities <ul style="list-style-type: none">• Participate in Desmos activities as a student	<ul style="list-style-type: none">• Understand Desmos activities from both student and teacher perspectives.• Facilitate Desmos activities with the teacher dashboard.
Facilitate Desmos Activities with the Teacher Dashboard <ul style="list-style-type: none">• Use the teacher dashboard to facilitate classroom discussion• Highlighting student brilliance	<ul style="list-style-type: none">• Choose and assign Desmos activities.• Understand the Desmos Activity Design Principles.
Choose, Find & Assign Desmos Activities <ul style="list-style-type: none">• Name goals for choosing an activity• Find potential activities & assign them to students• Start your own activity collection	<ul style="list-style-type: none">• Use Activity Builder to create dynamic activity screens that engage and delight students.• Know where to go for more learning.
PART 2	
Desmos Design Principles <ul style="list-style-type: none">• Explore the Desmos Activity Design Principles• Participate in activity screens as a student	
Explore and Build Activities <ul style="list-style-type: none">• Explore different screens and component types in Desmos Activity Builder• Learn how to build your own activity	
Save and Organize Activities <ul style="list-style-type: none">• Find your custom-built activities• Organize your activities into collections• Collaborate with your team	
Next Steps, Q&A and Survey	