



## 1. Create your class

- When all your students have an account set up, the first step is to organise your students into classes.
- Login at [www.pearsonplaces.com.au](http://www.pearsonplaces.com.au), select the blue **My Place** icon in the top menu bar and select **Class Admin**.
- To create a new class, select the blue **Create New Class** button, enter a class name and select **Create**.
- Select the students you would like to add to the class and then select the **blue arrow** button to add them to your class. Select **Save** when you're finished.
- The classes you create will only be visible to your login.

**Maths Class**  
Add or remove students from Maths Class.

**Students not in class**  
See: All Year Levels

	First Name	Last Name	Year
<input type="checkbox"/>	Benson		1
<input type="checkbox"/>	Jasper		1
<input type="checkbox"/>	Lola		1
<input type="checkbox"/>	Milo		1

Total: 4

**Students in class**

	First Name	Last Name	Year
<input type="checkbox"/>	Aida		1
<input type="checkbox"/>	Charlie		1
<input type="checkbox"/>	Monty		1
<input type="checkbox"/>	Rufus		1

Total: 4

**Save**

## 2. View resources

- Select the **enVisionMATHS** icon in your passport or select the black **e** icon in the top menu bar.
- On the left side, select a year level to display the list of topics. Select a topic to display the resources.
- The resources are grouped into three categories, Topic Resources, Lessons and Assessments. Select the category to view the list of associated resources.



## 3. Allocate resources to students

- As described above, select a topic and then select **Allocate Resources** to view the allocation table.
- In the upper right of the table, select your class.
- The first column contains the students in your class.
- To allocate a resource to a student, look for the resource in the column header and select the box next to the students' name.
- You can allocate a resource to all students by selecting the top box in a column.
- You can also turn access to the Game Centre on or off by selecting the box next to **Game Centre**. The Maths Tools will always be available for students.
- Select **Save** and the new resources will appear for your students.

Game Centre Maths Tools

**Year F**  
Year F Resources  
TOPICS

1. Sorting and Classifying

2. Position and Location

3. Numbers to 10

4. Length, Capacity and Mass

5. Addition Concepts

**1. Sorting and Classifying**

**Topic Resources**

**Allocate Resources**

**Lessons**

**Pre- and Post-Assessment**

## 4. Find more help

- Detailed help can be found on Pearson Places. From Pearson Places, select **Help** in the top menu bar or go to [pearsonplaces.com.au/help](http://pearsonplaces.com.au/help) and select an enVisionMATHS article.

**Allocate Resources**

Allocation Game Centre Maths Class

Student name	Lessons (Animation and Bridge)				
	1.1	1.2	1.3	1.4	1.5
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aida	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Benson	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charlie	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lola	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jasper	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Milo	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Monty	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rufus	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Save**