# UDL Portal – four steps to getting started

Access the UDL Science Portal at:

http://udl.portal.concord.org/

### 1. Sign up

To make full use of the Portal, you need to create an account. Or, if you just want to try the activities, click the link to <u>View our unit previews</u>.

To create a new account, click the link to Sign up as a teacher.

- 1. Enter your name, email address, and password.
- 2. Choose your school from the list. If your school is not listed, select "Other" and add the required information about your school (name, address, and so on).
- 3. Click "Continue."

#### 2. Add class

You'll need to complete two fields when you add a class:

- Class name: Create a name for your class (e.g., Science Period 2 or Science Grade 5).
- Sign-up word: Your students will use this word to sign up in this class. All students in your class will use the same word, which allows them to be directly registered into your class. *Students use this word only if they will register themselves.* Note: the class word must be unique in the system (e.g., pickle, plasma).

Click the button titled "Save this Class."

#### 3. Select activities

It's time to select various activities associated with your class. You may choose, for instance, Plants (Gold) and Friction (Gold), if you plan to use both units with your students. Or Electricity (Gold) and Electricity (Blue) if you want your students to have both levels of Electricity activities available to them.

When your students log in, they will now see only the units you selected.

After you've selected one or more units for your students, click the button titled "Save this Class."

You can preview what your students will see by going back to the home page, selecting the

class that you're interested in, and clicking this icon:

## 4. Add students

Now that you've created a class and selected the activities for your students, you need to add students to your class. Return to your home page.

Click the <u>Add a new student</u> link, and enter the following information for the first student on your list.

- First name
- Last name
- Password unique for this student (you could use first name followed by last initial, e.g., carolyns).
- Class select the class from the list
- Interface choose between Vernier Go!link and Vernier LabPro

After entering one student, you can:

- Add another new student
- View the roster for this student's class
- Edit this student
- Return to your home page

Continue to add students one at a time until you've completed your class roster.

You can then view the class roster to confirm you've entered all your students.

**Tip:** print the class roster page, which shows all student passwords. You can tell each student his/her username and password.

# UDL Portal – for your students

Have your students access the UDL Science Portal at:

http://udl.portal.concord.org/

Because you added students, they do not need to sign up as first-time users. They can immediately log in with their username and passwords (use the class roster to give each student his/her information). **Note:** usernames and passwords are *not* case-sensitive.

#### Running activities

When students run an activity from the Portal, a Java window will pop up.

Students should choose to open the file.

Depending on the connection speed, it may take anywhere from a few seconds to a couple minutes for the activity to open.

#### Saving data

Student data is saved when a student closes an activity. They do not need to click any special button!

#### Reviewing student work

When you sign in as a teacher, you have access to viewing student progress for the whole class or for an individual student.

You can see individual students' responses by clicking this icon:

# UDL Portal – a few extras

#### Icon legend

The UDL Portal allows you to do several different things - from adding classes and students to viewing reports.

These different features are available by clicking various icons. To learn about these icons, expand the icon legend in the upper-right corner of the Activities page by clicking the plus (+) symbol. Close it by clicking the minus (-) symbol. Or hold your mouse over an icon to read the short description.



When you're signed in to the Portal, you'll notice on the left below your name that there is an option to "Sign out." This is important if you've signed in on a student's computer, for instance, but don't want that student to have your access. In that case, be sure to sign out.

Sign out after your work session.

#### Changing your information

You can change your name, email address, or password.

You can also change your probe interface (by default the Vernier Go!Link is selected).