

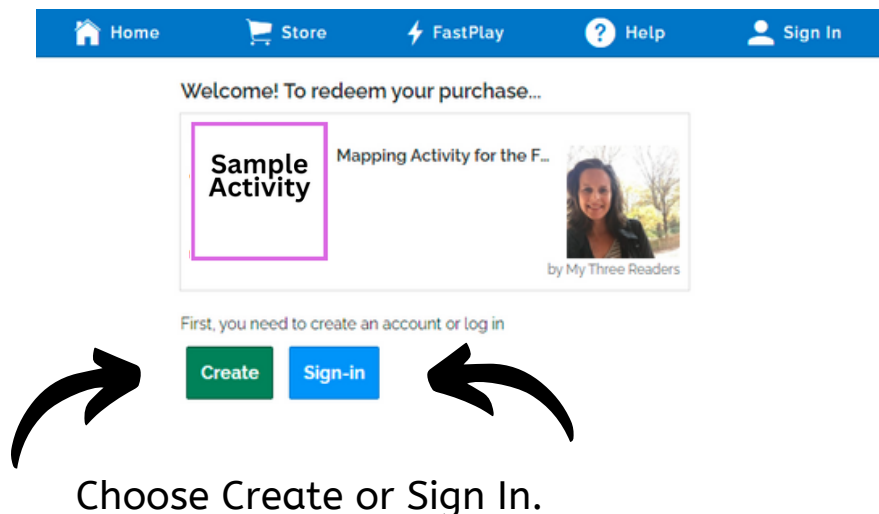
Instructions for using the digital activities.

Please note, even though I've laid this out in 9 steps and it may seem complicated, I promise it is not complicated! I've just laid it out as much as I can. This process only takes about 30 seconds to a minute once you've done it a time or two. Still, there are no dumb questions and you can e-mail me any time at amy@mythreereaders if you have questions! :)

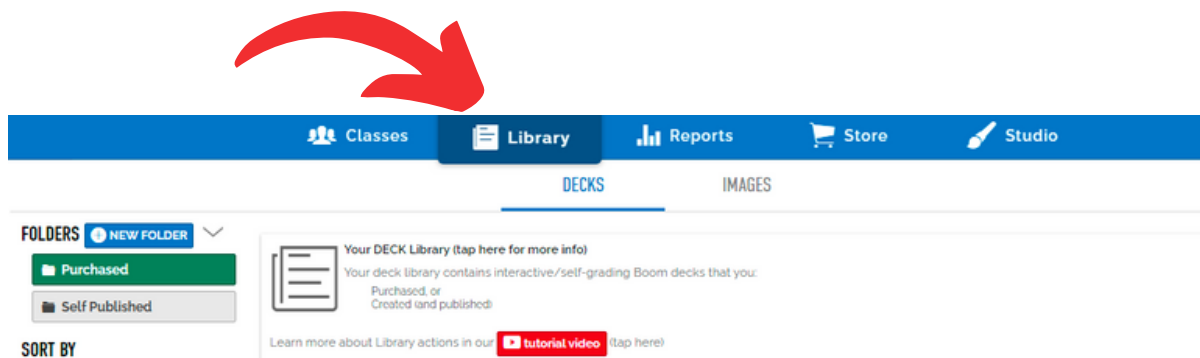
1. On your bundle page of activities, click on the one you would like to use/redeem.



2. This will take you to the boom learning website. Here you will either need to create a new account (if you a first-time user), or you will need to sign in.



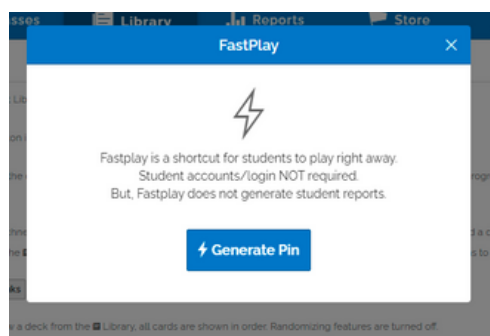
3. (If you created a new account, you may need to go back and click on the activity again to redeem it.) Once you open the activity, and you are logged in you can click on the red "redeem" button.
4. You have now redeemed your activity on Boom Learning! You can find your activity in the "library" area of your Boom account.



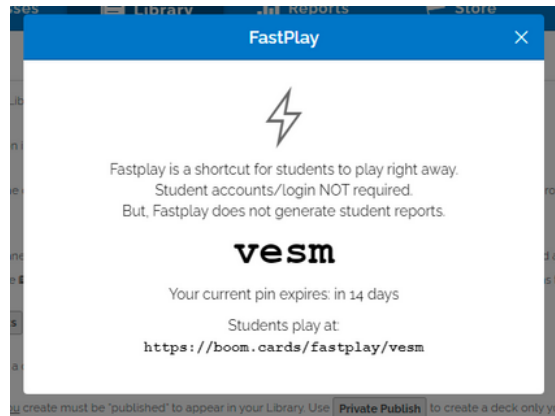
5. Click on the small blue "Action" area on your activity and select "Fast Pin".



6. Click on the small blue "Action" area on your activity and select "Fast Pin". Click on the blue "Generate Pin" button.

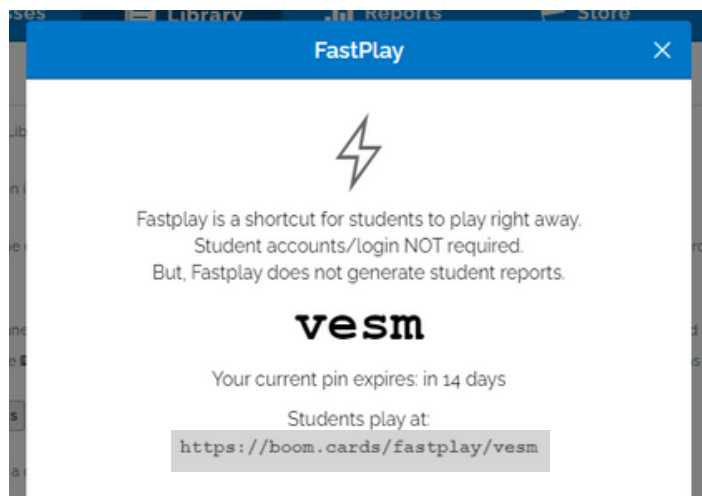


- Now, a screen like this one will appear with a temporary link (active for a few days) you can copy and give to your students to play the activity.



(Note, even though the link expires in a few days, you can create a new Fast Pin anytime you want.)

- Taking your mouse, click and drag over the entire link at the bottom. Right click and select "Copy" to copy the link.



Drag your mouse across this link to highlight it and then select "copy".

9. Give this link to as many students as you like. (You can paste the link anywhere, like an e-mail, Google assignments, etc.) They can simply click on this link and it will open to play in their internet browser.

You can do more advanced things like assign only certain cards, track student progress, etc. by creating classes in Boom and choosing different "actions" on the activity in your library.

It will take a little time to familiarize yourself with Boom, but once you do, you'll LOVE it and it won't seem very hard anymore. :)