New York City Resources Site

https://amplify.com/amplify-science-nyc-doe-resources/



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Amplify Science Resources for NYC (K-5)

Welcome! This site contains supporting resources designed for the New York City Department of Education Amplify Science adoption for grades K-5.

UPDATE: Summer 2020

Introduction

Getting started resources

Planning and implementation resources

Admin resources

Parent resources

COVID-19 Remote learning resources 2020

Professional learning resources

Questions

UPDATE: Summer 2020

Account Access: It's an exciting time for Amplify Schave access to the many updates and upgrades in o your regular credentials to login and begin your sur curriculum until late August/early September whe rosters from STARS.

Site Resources

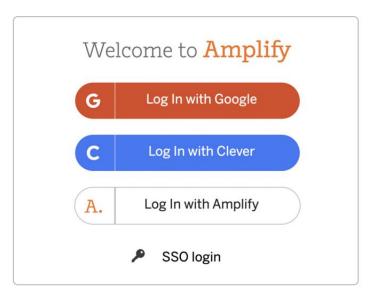
- Login information
- Pacing guides
- Getting started guide
- NYC Companion Lessons
- Resources from PD sessions
- And much more!

Any schools or teachers new to Amplify Science in 20/21 are encouraged to contact our Help Desk (1-800-823-1969) for access to your temporary login for summer planning.

Upcoming PL Webinars: Join us for our Summer 2020 Professional Learning opportunities in July for NEW teachers and administrators and August for RETURNING teachers and administrators. Links to register coming soon!

Welcome to Amplify Science!

Do Now: Please log in to your account



If you have your login information please use that. If not, please use the NYC DOE Review site, as indicated on the right.

Amplify.

https://amplify.com/amplify-science-nyc-doe-review/

Students take on the role of a scientist or engineer every day.

_

Amplify Science is a new blended curriculum developed to align to the New York City PK-8 Science Scope and Sequence 2018 that meets the New York State Science Learning Standards

The middle school grades of our K-8 curriculum recently received the only all-green rating by EdReports.



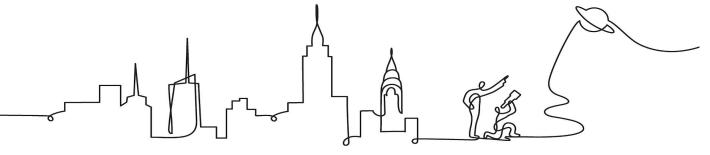


Amplify Science New York City

Introduction to Amplify Science Grades K-2

Date: XX

Presented by XX



Introductions!

Who do we have in the room today?

- Question 1: Which aspects
 of adopting a new science
 curriculum are you most
 excited or hopeful about?
- Question 2: What about adopting a new science curriculum to do you feel most hesitant about?



Remote Professional Learning Norms



Take some time to orient yourself to the platform

• "Where's the chat box? What are these squares at the top of my screen?, where's the mute button?"



Mute your microphone to reduce background noise unless sharing with the group



The chat box is available for posting questions or responses to during the training

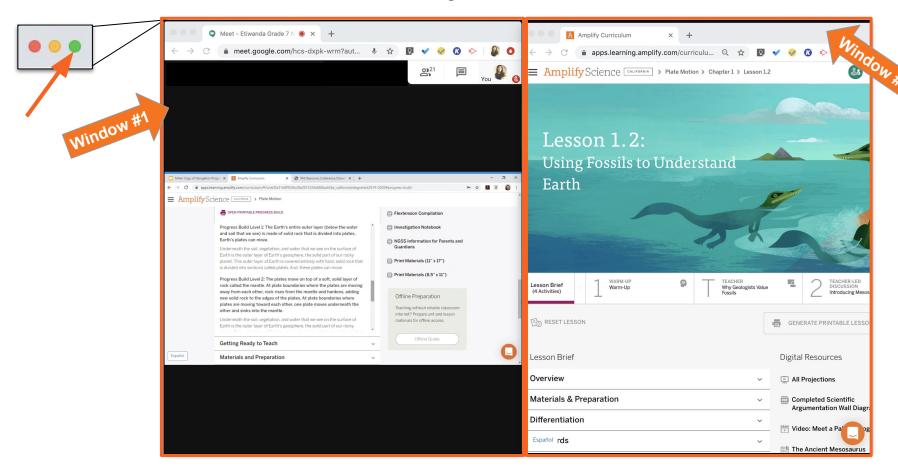


Make sure you have a note-catcher present



Engage at your comfort level - chat, ask questions, discuss, share!

Use two windows for today's webinar



Overarching goals

By the end of this workshop, you will be able to:

- Navigate the digital components of the Amplify Science curriculum.
- Understand the program's phenomenon-based approach.
- Apply the program essentials to prepare to teach in a remote & hybrid instructional context.

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Plan for the day

- Framing the day
 - Welcome and introductions
 - Anticipatory activity
- Overview of program & resources
 - NYC Resources site
 - Amplify Science approach
- Exemplar lesson
- @Home resources introduction
 - o @Home units
 - o @Home videos
- Overview of digital teacher's guide
 - Lesson brief
 - Progress build & assessments
- Guided Planning
- Closing
 - Reflection & additional resources
 - Survey

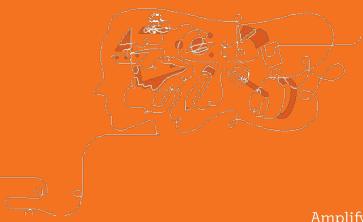
Questions?



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What is Amplify Science?

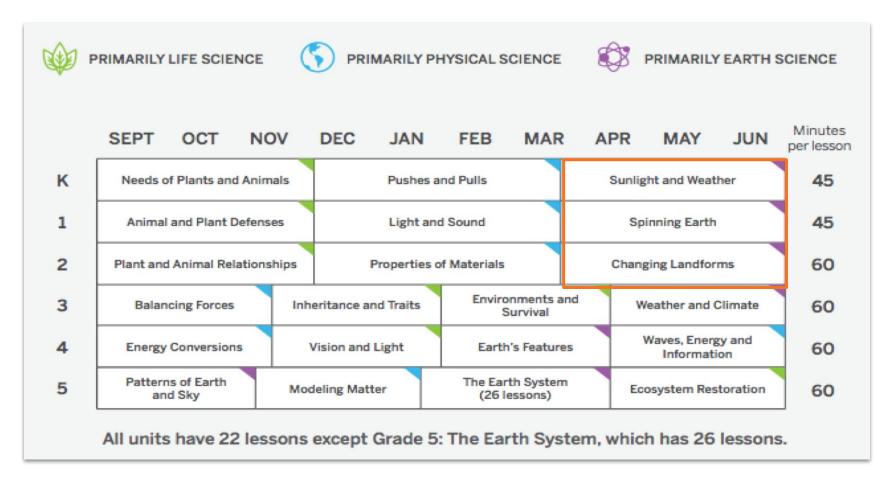






Amplify Science

Course curriculum structure



Digital Elementary school components

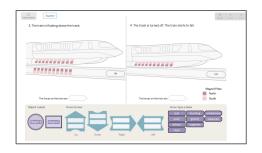


Hands-on investigation videos



Online Student books & read-alouds





Digital practice tools (grade 2)



Assessments



@Home resources

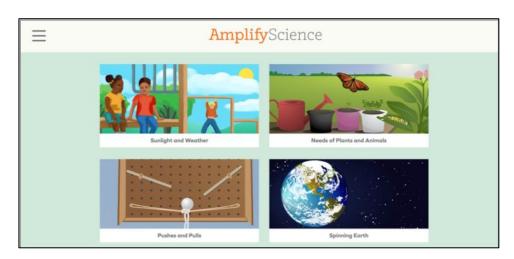


Classroom Slides

Students app page

Elementary digital experience for students grades K-5 is through the student apps page:

apps.learning.amplify.com/elementary





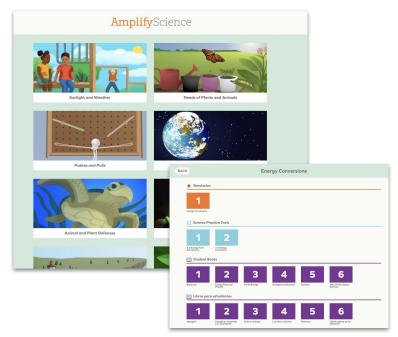
K-5 digital access

apps.learning.amplify.com/elementary



Username: nyck

Password: science1



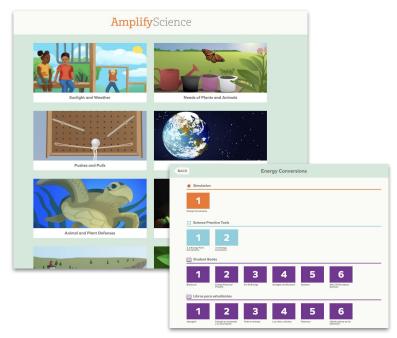
K-5 digital access

apps.learning.amplify.com/elementary



Username: nyc1

Password: science1



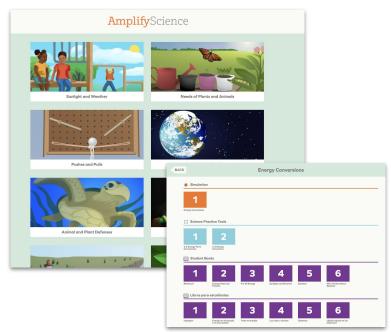
K-5 digital access

apps.learning.amplify.com/elementary



Username: nyc2

Password: science1



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Pacing guides

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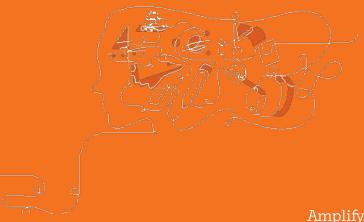
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Questions?

What is phenomenon-based instruction?



New York State Science Learning Standards

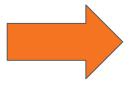
Think-Type-Discuss: How might learning be different?

Topic-based	Phenomenon-based
Ocean habitats	A sea turtle can survive in an ocean habitat where sharks live.
Electric circuits	A flashlight won't turn on, even though it used to work.
Mixtures and solutions	One substance dissolved in water but another substance didn't.

Comparing topics and phenomena

A shift in science instruction

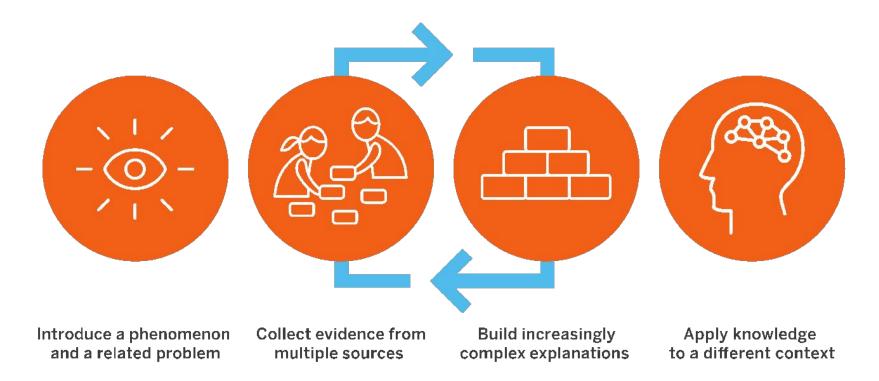
from learning about (like a student)



to figuring out

(like a scientist)

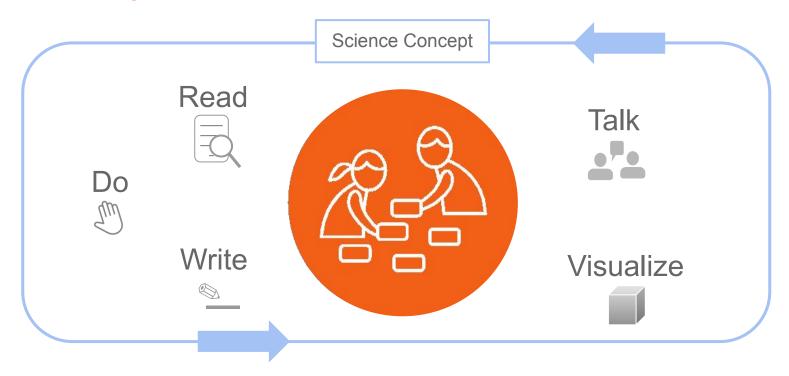
Amplify Science approach



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Multimodal learning

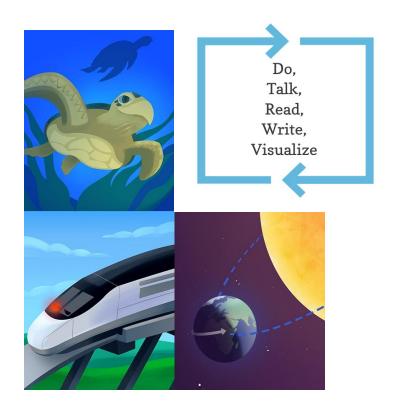
Gathering evidence from different sources



Multimodal, phenomenon-based learning

In each Amplify Science unit, students embody the role of a scientist or engineer to figure out phenomena.

They gather evidence from multiple sources, using multiple modalities.



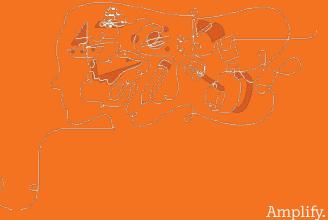
Questions?

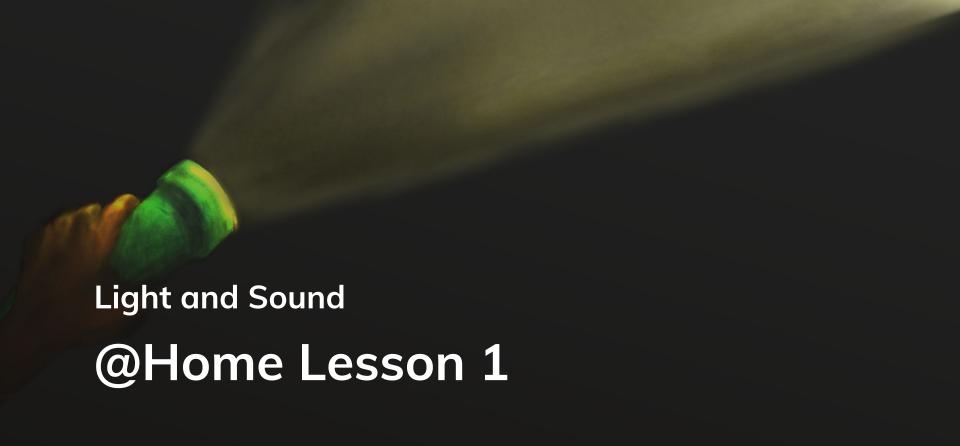


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Asynchronous instruction





We will start learning about **light and** sound.

We will be **engineers** who work with light and sound. Today we will learn what light and sound engineers do.

Let's get ready by **observing** some pictures. You will need a **partner** to talk with.



For each picture, describe what you notice.

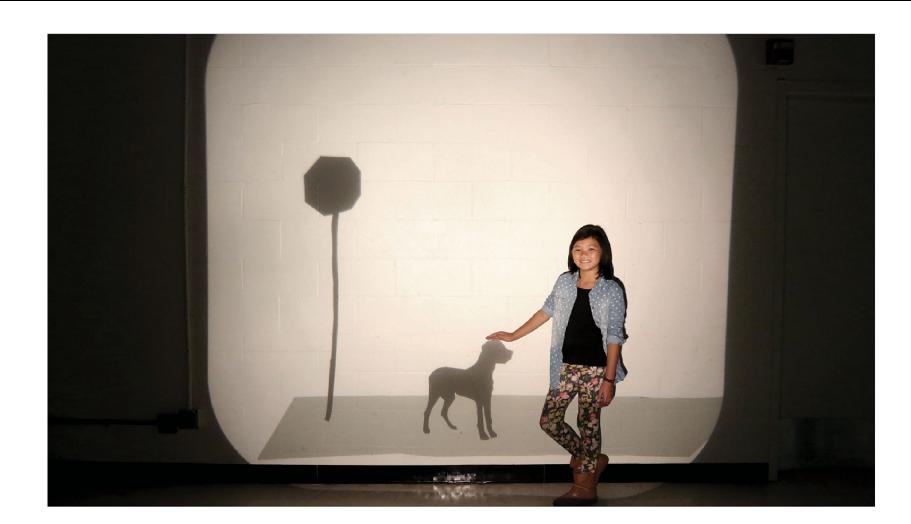






















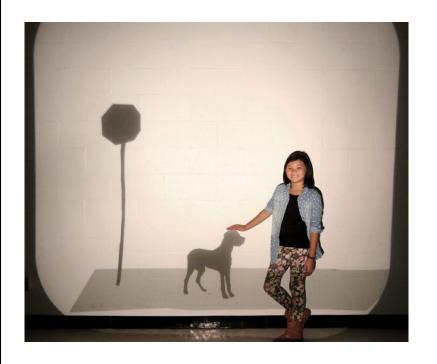




What was the **same** in all of the pictures we just observed?

Let's think about what we know about how brighter and darker areas on a surface, such as a wall or the ground, might be made.

We will look at one of the pictures again. It shows brighter and darker areas on a wall. We will **discuss our ideas** about why some areas are brighter and some areas are darker.





How do you think someone made those brighter and darker areas on the wall?

Name: Date:

Thinking About Brighter and Darker Areas

Directions:

- Think about what you know about how brighter and darker areas on a surface might be made.
- Look carefully at the picture.
- In the box, draw to show how you think someone made the brighter and darker areas on the wall.
- 4. Label your drawing.



Light and Sound @Home Lesson 1
© 2020 The Regents of the University of California, All rights reserved.

Find the **Thinking About Brighter and Darker Areas** page.



Draw to show how you think someone made the brighter and darker areas on the wall.

Label your drawing.



Now, look around you and find **bright and dark areas**.

Talk about **why** the areas you find are bright or dark.

A puppet-theater company has come to us with a problem that they think we can solve by using light and sound.

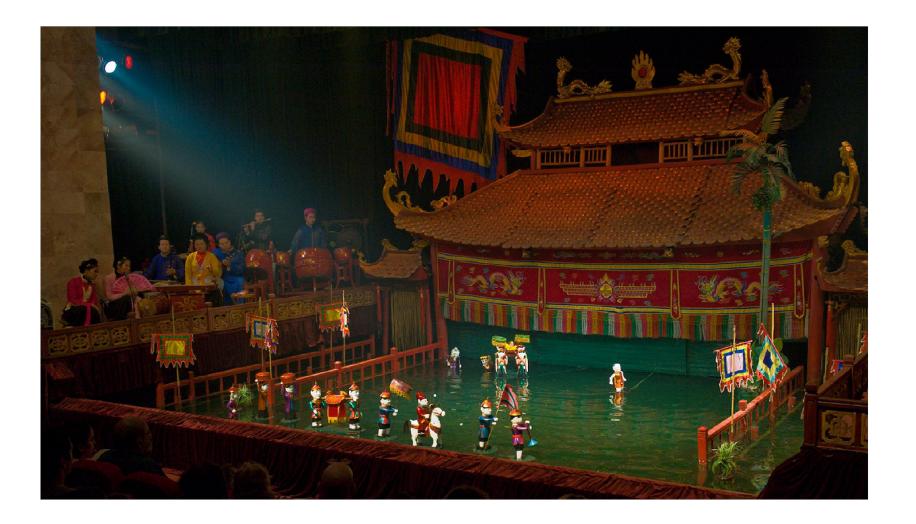
Their puppet shows use many heavy parts that are difficult to carry around.

They are hoping that we can figure out how to use light to make a picture on a wall instead.

Using light to make a picture will make it so the puppet-theater company will not have to carry all the heavy parts to their shows. Now, we'll look at pictures of their puppet shows.



Think about what you **notice** in the pictures.





We can see **light** shining from the left side.

Light can be used to do many different things. It can help us see what is around us, it can send signals, and it can be used to make pictures on walls.



We can also see the musicians on the left side.

They are making **sound** for the show.

A **scene** is the **background** of a play or a puppet show.

The puppet-theater company wants us to create a picture on the wall using light for a scene in their puppet show.

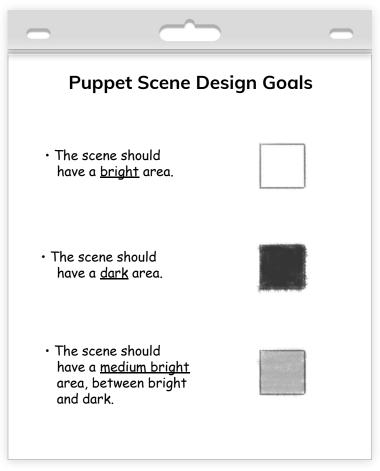






What do you think this scene is showing for the story?

Think about **how light is being used** in this scene.



This list shows our design goals.

The puppet-theater company asked us to make scenes that create **three different areas** on the wall.

By making these **three areas**, the puppet-theater company will be able to include many different things in their scenes.

Engineers who **study light** try to answer questions about **how to make brighter and darker areas**.

We will think about this question as we help the puppet-theater company solve its problem:

Unit Question

How do we make different parts of a surface brighter or darker?

Light and Sound @Home Lesson 1

Glossary

block: to stop something from passing through **bloquear:** no permitir que algo pase

design: to try to make something new that people want or need **diseñar:** intentar crear algo nuevo que las personas quieren o necesitan

engineer: a person who makes something to solve a problem ingeniero/a: una persona que crea algo para solucionar un problema

material: what something is made of material: lo que constituye algo

observe: to use any of the five senses (sight, hearing, smell, taste, touch) to learn more about something

observar: usar cualquiera de los cinco sentidos (vista, oído, olfato, gusto, tacto) para aprender más sobre algo

source: the place where something comes from **fuente:** el lugar desde donde viene algo

surface: the outside part of something **superficie:** la parte exterior de algo

vibrate: to move back and forth quickly vibrar: mover hacia adelante y hacia atrás rápidamente

Light and Sound @Home Lesson 1

You have a **Glossary** you can use if you need to find definitions for science words we are using.

End of @Home Lesson



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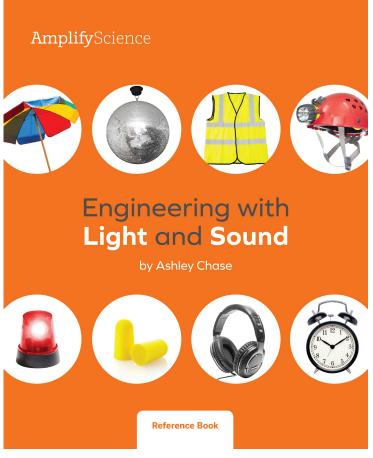
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Synchronous instruction



In order to help the puppet-theater company solve its problem, we will work as **light and sound engineers**.

Engineers are people who **make things** to solve problems.



We will read this book about engineering to find out more about what engineers do.

This is a special type of book called a **reference** book.

Contents

What Is an Engineer?	4
Designing Light Sources	7
Designing Things That Block Light or Let Light Pass Through	13
Designing Things That Reflect Light	22
Designing Sound Sources	26
Designing Things That Block Sound	33
Designing Things That Use Both Light and Sound	36
Glossary	39
Index	40

This is the **Contents** page.

It lists the different sections where we can find out more about what engineers do.

What Is an Engineer?

Engineers make things to solve problems. They call this **designing**. Engineers design **solutions** to problems.







These engineers are designing solutions.

First, engineers learn all they can about a problem. Next they plan how to solve the problem. Once they have finished planning, they make their solutions. Then engineers **test** their solutions to see if they work. They may need to change their solutions or try new solutions.

What Is an Engineer? 5

Let's explore this book.

Each section has the same two headings:

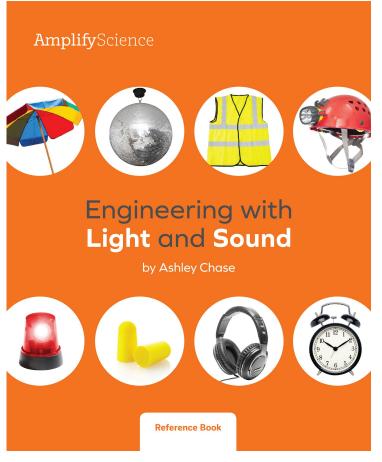
"The Problem" and "The Solution"



"The Problem" section describes something that people wanted or needed to do but could not.



"The Solution" section describes what the engineers made to solve that problem and help people do what they wanted or needed to do.



You and your partner will look at the **solutions** in the book to get ideas about what light and sound engineers do and make.

I will show you how.



Emergency Signal Mirror

The Problem

Sometimes, hikers become lost in the woods. Rescuers send planes to try to find them, but from a plane it is hard to see a person in the woods. Hikers need a way to send a signal to a search plane flying high overhead.

The Solution

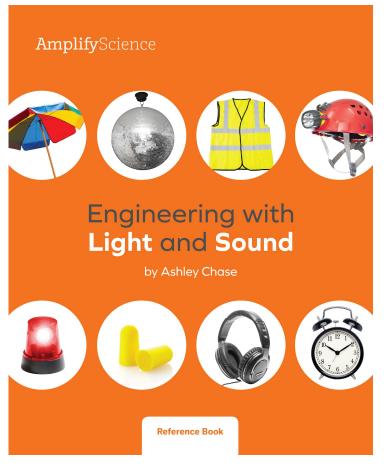
Engineers designed signal mirrors. A lost hiker can use the mirror to reflect sunlight in flashes. People in search planes can see the flashes of light. The reflected light sends a signal. It tells the people in the plane that the lost hiker is below.



Designing Things That Reflect Light 23

This section looks interesting. This person is wearing a raincoat and a backpack, and there are trees behind him.

I wonder if he is hiking or camping.



Now you will do what I did.



Look for a page you think is **interesting**. Talk to your partner about the **problem** and the **solution**.

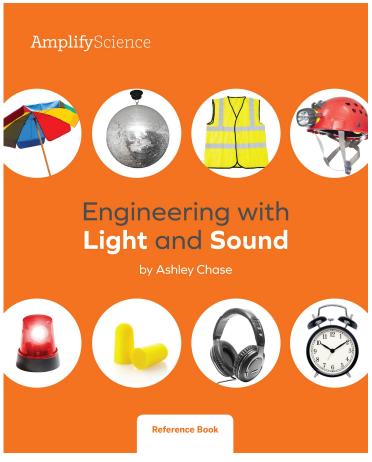
What Is an Engineer?

Engineers make things to solve problems. They call this **designing**. Engineers design **solutions** to problems.





What did you learn about what **engineers** do?





What problems and solutions did you look at?

People depend on the **solutions** engineers make, like the examples we saw today. Engineers are people who use what they know to make things to solve problems.

We will work like **engineers** as we help the puppet-theater company solve their problem.

End of Lesson



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Example lesson reflection

Think-Type-Discuss

Share your insights and wonderings about the example lesson.

"I think...I wonder..."





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Selecting a resource

We'll take a deeper look at each resource type, following this structure:

- Brief overview of the resource
- Exploration time
- Share insights, ask questions
- Summarize key features of resource

Resource options



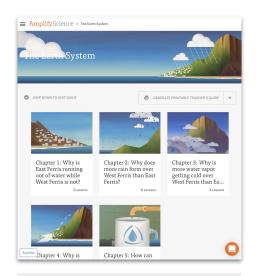
Original Amplify
Science curriculum



Amplify Science@Home

Resource options

Related but unique resources



Original Amplify
Science curriculum



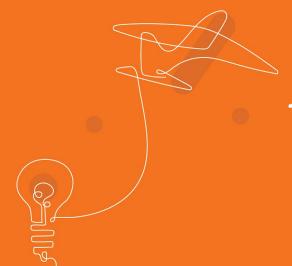






Amplify Science@Home

@Home Videos



Amplify Science@Home

A suite of resources designed to make extended remote and hybrid learning easier for teachers and students.

AmplifyScience@Home

- Built for a variety of instructional formats
- Digital and print-based options
- No materials required
- Available in English and Spanish (student and family materials)





AmplifyScience@Home

Two different options:

@Home Units

 Packet or slide deck versions of Amplify Science units condensed by about 50%

@Home Videos

Video playlists of Amplify
 Science lessons, taught by real
 Amplify Science teachers

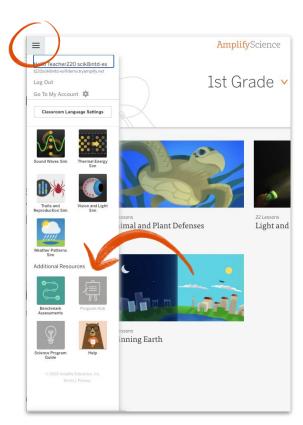




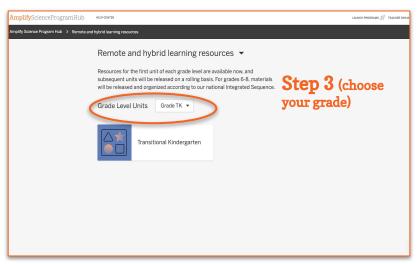
Accessing Amplify Science@Home

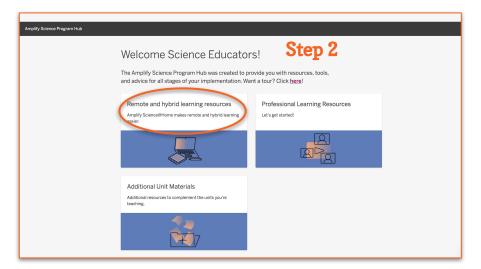
Amplify Science Program Hub

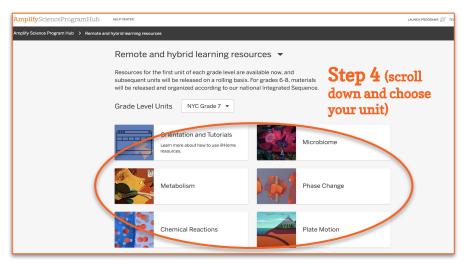
- Site containing Amplify
 Science@Home and additional PL resources
- Accessible via the Global Navigation menu
- Additional units rolling out throughout back-to-school











Explore your @Home Unit

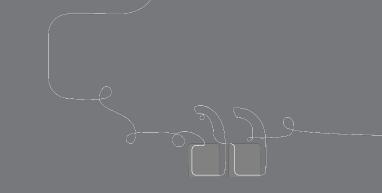
Navigate to the Program Hub and explore. You may choose to start with the Teacher Overview, or dig into a lesson.

During your exploration time, consider how you will utilize these resources.



Share insights

How will you utilize these @Home Units?



Questions?

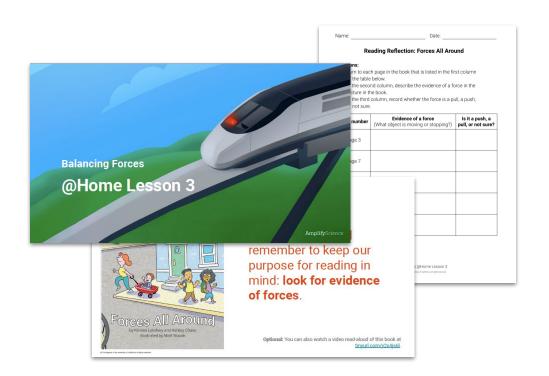
@Home Units: A Summary Overview

Strategically modified versions of Amplify
Science units, highlighting key activities from the
program



@Home Units

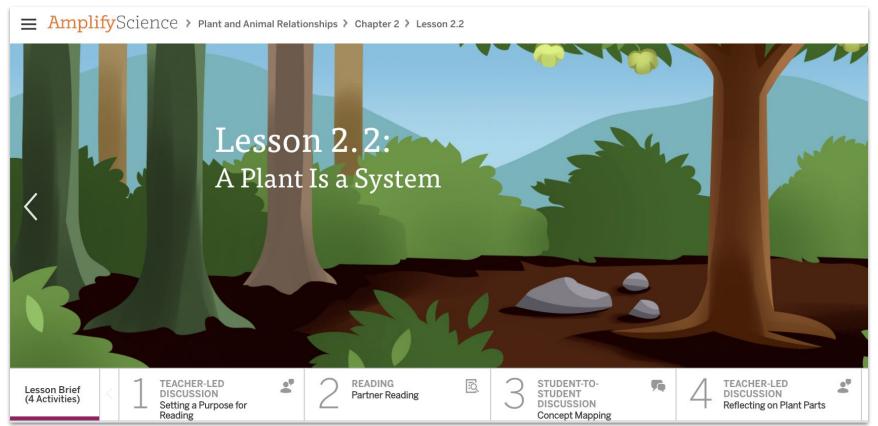
- Solution for reduced instructional time
- Print-based and tech-based access options
- Available in .pdf and Google Slides/Docs format



@Home Unit resources

All resources are fully editable and customizable

- Family Overview
 - Provides context for families
- Teacher Overview
 - Outlines the unit and summarizes each lesson
 - Suggestions for adapting for different scenarios
- Student materials
 - ~30-minute lessons (slide decks or packets) featuring prioritized activities from Amplify Science curriculum



@Home Lesson 8: Combined lessons 2.2 & 2.3

@Home Lesson 8

Adapted from: Amplify Science Plant and Animal Relationships Lesson 2.2 and 2.3

Key Activities

- Read: Students read A Plant Is a System and record what they learn about plant parts as they
 read.
- Talk: Students discuss what they have learned about what different plant parts do and how a
 plant is a system.
- Write: Students draw and write to show what they have learned about how a plant uses sunlight and water, and how the parts of a plant work together as a system.

Ideas for synchronous or in-person instruction

Prior to meeting, have students read *A Plant Is a System* and complete the What Do the Parts of a Plant Do? page. While meeting, introduce the vocabulary words and lead students in a discussion about their new understandings (as in *Plant and Animal Relationships* Lesson 2.2, Activity 2). While meeting, you can also have students complete the A Plant Is a System page, and then invite students to share their ideas with classmates.

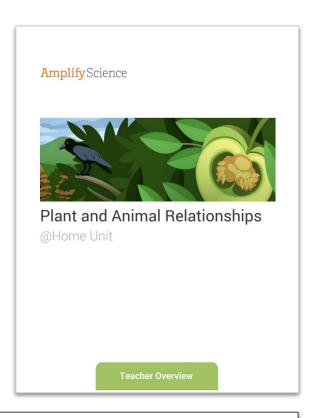
Teacher Overview

Unit-level

- Overview of resources
- Pacing
- Planning for instructional routines
- Assessment considerations

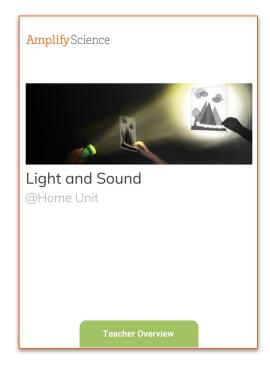
Lesson-level

- Chapters at a glance
- Lesson outlines



*Appendix provides the student investigation notebook pages that go with each lesson.

Revisiting exemplar lesson...





Light and Sound @Home Teacher Overview **Chapter Outlines** @Home Lesson 1 Adapted from: Amplify Science Light and Sound Lessons 1.1 and 1.2 **Key Activities** • Talk: Students observe a series of images and discuss what they notice in the images. . Draw and Write: Students draw and/or write their ideas about how they think someone made brighter and darker areas on a surface. • Introducing the Puppet-Theater Company: Students are introduced to the puppet-theater company's problem and the design goals they will work toward to help solve the problem. . Read: Students are introduced to their role as light and sound engineers and browse the reference book to gather information about the kinds of problems addressed by engineering. Ideas for synchronous or in-person instruction While meeting, have students observe the series of images and discuss what they notice in the images and how they think someone made brighter and darker areas on the wall in the final image in the series. Then, introduce the puppet-theater company's problem and students' role as light and sound engineers.

Explore your @Home Videos

Navigate to the Program Hub and explore a video lesson. You may want to compare the video lesson to the lesson in the Teacher's Guide.

During your exploration time, consider how you plan to use these resources.



Share insights

How will you utilize the @Home Videos?



@Home Videos: A Summary Overview

Versions of original Amplify Science lessons adapted for remote learning and recorded by real Amplify Science teachers



@Home Videos

- Lesson playlists include all activities from original units
- Great option if have the same amount of instructional time as you typically would for science
- Requires tech access at home
- Use videos as models for making your own lesson videos or leading online science class



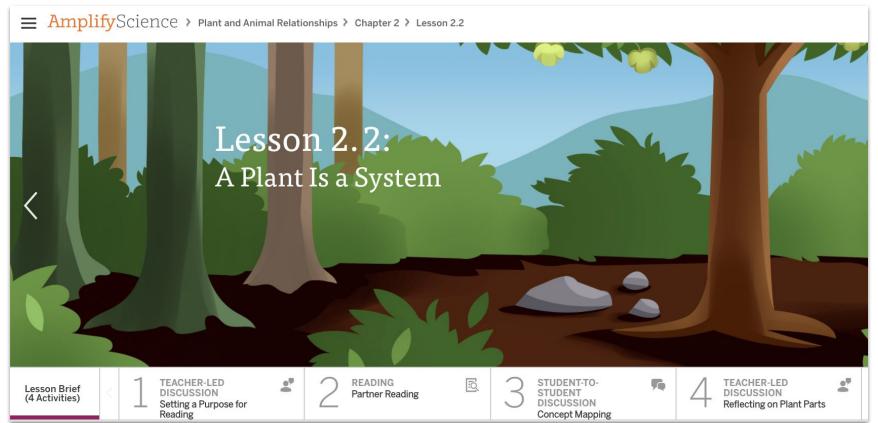


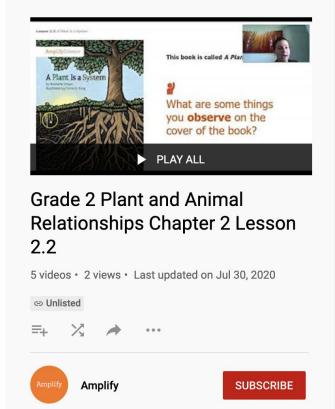
Interactive video experience

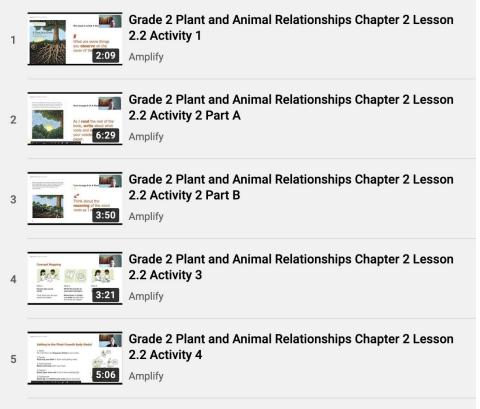
- Calls to action
 - Think prompts, pause and take notes, stand up and try it, talk to someone
- Stand-alone videos within lesson playlists
 - Read-alouds, digital tool uses, hands-on
- Options to use notebooks and/or materials if available

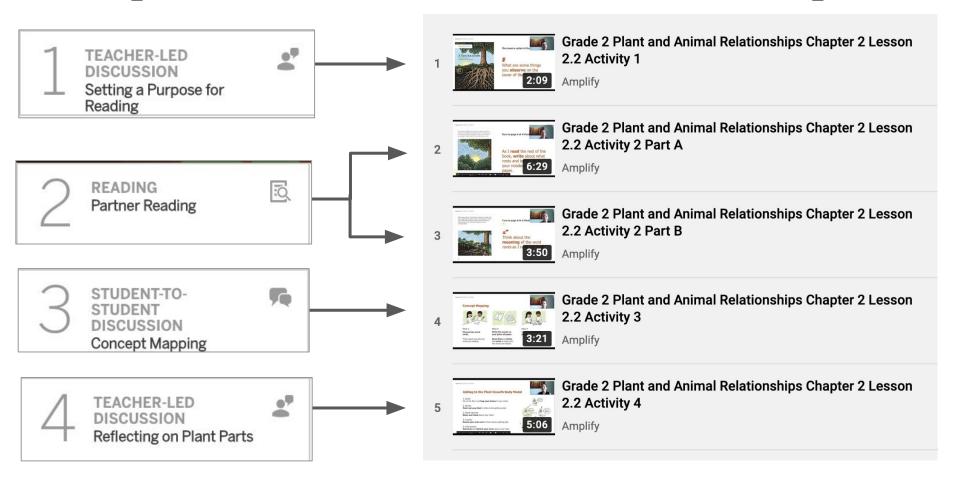












@Home Videos

Using the resources

- Assign videos for students to watch during remote, asynchronous time
- Leverage synchronous time for live teaching
 - Lots of time? Teach full lessons
 - Less time? Revisit and preview (see table)

Synchronous time

- Online discussions
- Hands-on investigations (option for teacher demo)
- Digital tool demonstrations
- Interactive read-alouds
- Shared Writing
- Co-constructed class charts

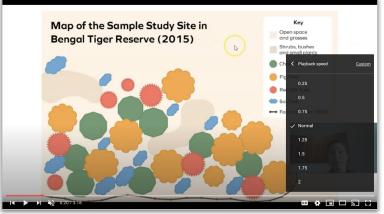
Planning suggestions: @Home Videos

The Teacher's Guide is the best planning tool for @Home videos.

- Use the Lesson Overview
 Compilation in the Unit Guide as a pacing and planning tool.
- Refer to the lessons themselves to plan for synchronous instruction.

Try adjusting the playback speed of videos to preview them.







Plan for the day

- Framing the day
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- Closing
 - Reflection & additional resources
 - Survey

Brief overview of digital teacher's guide





Explore digital teacher's guide

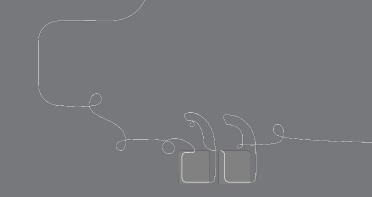
You may choose to start with the unit landing page, or dig into an original lesson.

During your exploration time, consider how you will utilize these resources.



Share insights

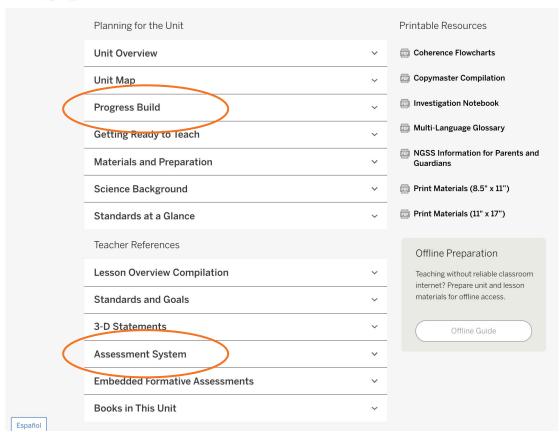
How will you utilize the digital teacher's guide?



Questions?

Unit Guide

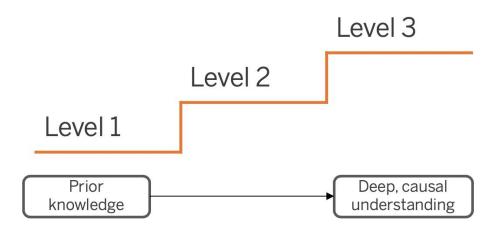
■ AmplifyScience > Animal and Plant Defenses



Progress Build

Teaching tip

Being familiar with your unit's Progress Build means you know what's coming. This will help you avoid giving ideas away too early in the unit!



Types of Assessments



Pre-Unit

Designed to gauge students' initial understanding and pre-conceptions about core ideas in the unit.

On-the-Fly

Quick check for understanding designed to help monitor and support student progress throughout the unit.

Critical Juncture

Designed to occur at points in the unit in which it is especially important that students understand the content before continuing.



Used to measure student learning at the end of instruction

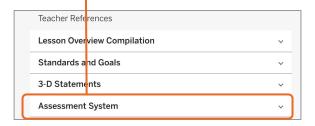
End-of-Unit

Final evaluation of students' understanding of core ideas in the unit.

Review an assessment

Part 1: Choose an Assessment Opportunity

1.Navigate to the *Assessment System* reference in the Unit Guideo



- **2.**Choose an 'Assessment opportunity' to preview. *i.e:* Pre-Unit, On-the-Fly, Critical Juncture, or End-of-Unit
- **3.**Navigate to the lesson and review the assessment

Part 2: Review the Assessment

- **4.** As you review the assessment, answer these questions:
 - **a.** What are students doing?
 - **b.** What would student performance tell me about student understanding?
 - **c.** How could I adjust instruction based on student performance?
 - **d.** How could I record student data?

Questions?

Sex Sex



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Guided Planning



Navigation Temperature Check

Rate yourself on your comfort level accessing the Amplify Science digital curriculum.

```
1 = Extremely Uncomfortable
```

2 = Uncomfortable

3 = Mild

4 = Comfortable

5 = Extremely Comfortable

@Home Resources example use case

Remote Model: with synchronous & asynchronous learning



Days 1 & 2
Asynchronous

Assign: Lesson 1.1 @Home Video and sheets for students to work through on their own



Day 3

Synchronous

Teach: Lesson 1.2 using clips from the @Home Video



Day 4

Asynchronous

Assign: Lesson 1.3
@Home Packet or
@Home Slides for
students to work
through on their own



Day 5

Synchronous

Revisit: hands-on or discourse-based activities from the week's lessons

114

Let's discuss and plan on



How do you plan to use these resources?











Planning with @Home Resources: Work time

@Home Resources: Pacing and planning tool Directions: Use your class schedule to complete the first row of the table. Then follow the directions to map your week in the bottom row. Day 1 Day 2 Day 3 Day 4 Day 5 Minutes for science: Instructional format: Instructional format: Instructional format: Instructional format: Instructional format: Asynchronous Asynchronous Asynchronous Asynchronous Asynchronous Online class Online class Online class Online class Online class If you have reduced science instructional time: Use the Teacher Overview to familiarize yourself with the upcoming @Home Lessons. If applicable, pay attention to the guidance for synchronous or in-person instruction and suggestions for further condensing or expanding the unit, which are available at the unit level as well as for each lesson or chapter. Then, map your week in the row below. If you have the same amount of science instructional time: Use the Lesson Overview Compilation in the Unit Guide to familiarize yourself with upcoming lessons. Refer to Suggestions for Synchronous Time on the next page to consider the best format for different parts of the lesson(s). Then, map your week in the row below. Lesson: Lesson: Lesson: Lesson: Lesson: Students work ☐ Students work □ Students work Students work Students work independently independently independently independently independently ☐ Teach live lesson (using (using (using (using (using synchronous synchronous synchronous synchronous synchronous suggestions) suggestions) suggestions) suggestions) suggestions) Assign video ☐ Assign video Assign video ☐ Assign video Assign video ☐ Preview ☐ Preview ☐ Preview ☐ Preview ☐ Preview ☐ Review ☐ Review ☐ Review □ Review □ Review Notes: Notes: Notes: Notes: Notes:

Questions?

Sex Sex



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Revisiting our objectives

Do you feel ready to to...

- Navigate the digital components of the Amplify Science curriculum.
- Understand the program's phenomenon-based approach.
- Apply the program essentials to prepare to teach in a remote & hybrid instructional context.

1- I'm not sure how I'm going to do this!

3- I have some good ideas but still have some questions.

5- I have a solid plan for how to make this work!



New York City Resources Site

https://amplify.com/amplify-science-nyc-doe-resources/



Amplify.

Amplify Science Resources for NYC (K-5)

Welcome! This site contains supporting resources designed for the New York City Department of Education Amplify Science adoption for grades K-5.

UPDATE: Summer 2020

Introduction

Getting started resources

Planning and implementation resources

Admin resources

Parent resources

COVID-19 Remote learning resources 2020

Professional learning resources

Questions

Account Access: It's an exciting time for Amplify Sc have access to the many updates and upgrades in or your regular credentials to login and begin your sur curriculum until late August/early September whe rosters from STARS.

UPDATE: Summer 2020

Getting started guide

Login information

- NYC Companion Lessons
- **Resources from PD sessions**
- And much more!

Pacing guides

Site Resources

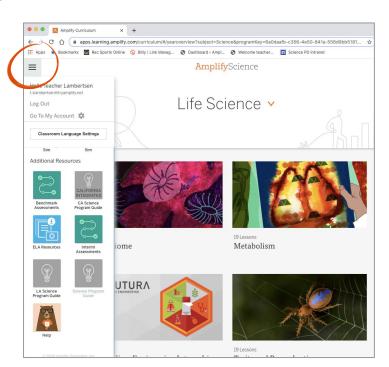
Any schools or teachers new to Amplify Science in 20/21 are encouraged to contact our Help Desk (1-800-823-1969) for access to your temporary login for summer planning.

Upcoming PL Webinars: Join us for our Summer 2020 Professional Learning opportunities in July for NEW teachers and administrators and August for RETURNING teachers and administrators. Links to register coming soon!

Amplify Science Program Hub

A hub for Amplify Science resources

- Videos and resources to continue getting ready to teach
- Amplify@Home resources
- Keep checking back for updates



Additional Amplify resources



Program Guide

Glean additional insight into the program's structure, intent, philosophies, supports, and flexibility.

https://my.amplify.com/programguide/content/national/welcome/science/

Amplify Help

Find lots of advice and answers from the Amplify team.

my.amplify.com/help

Additional Amplify Support

Customer Care

Seek information specific to enrollment and rosters, technical support, materials and kits, and teaching support, weekdays 7AM-7PM EST.



scihelp@amplify.com



800-823-1969



Amplify Chat

When contacting the customer care team:

- Identify yourself as an Amplify Science user.
- Note the unit you are teaching.
- Note the type of device you are using (Chromebook, iPad, Windows, laptop).
- Note the web browser you are using (Chrome or Safari).
- Include a screenshot of the problem, if possible.
- Copy your district or site IT contact on emails.

Final Questions?

Please provide us feedback!

URL: https://www.surveymonkey.com/r/BY56SBR

Presenter name: XX



