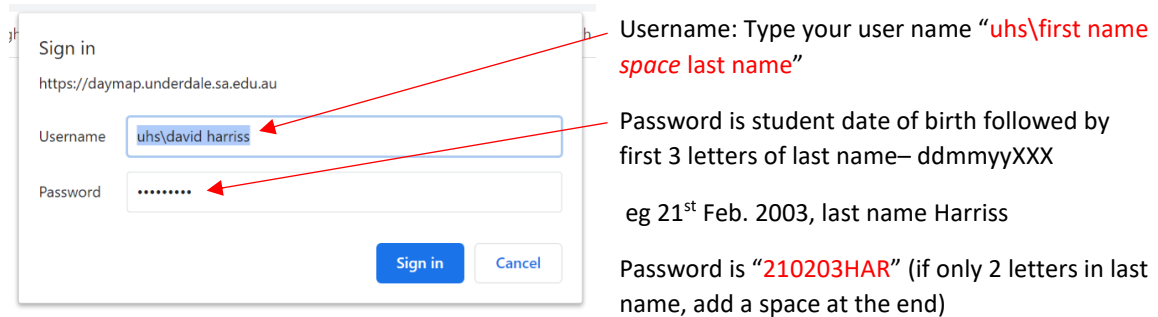
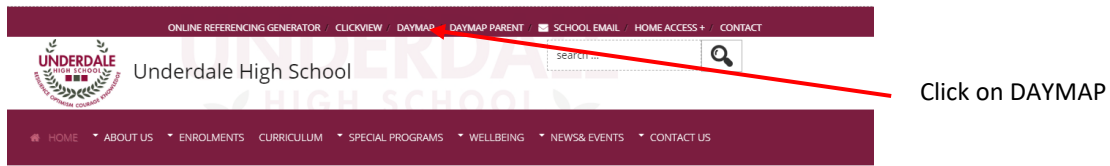
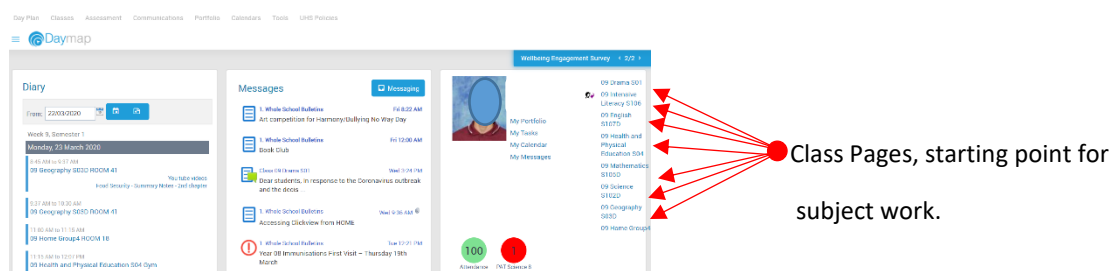
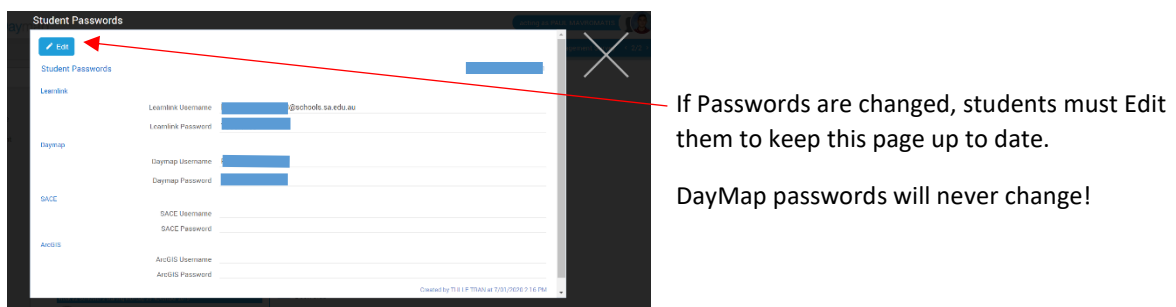
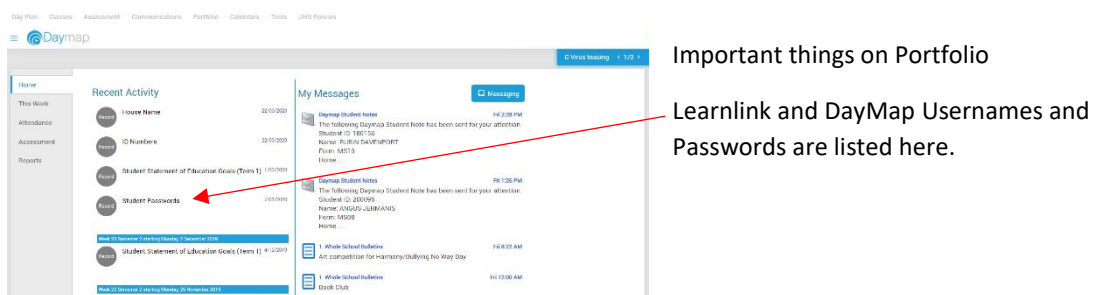


# 1. Accessing DAYMAP from Website



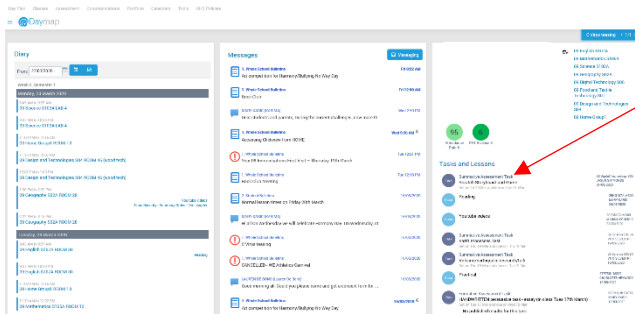
## How to navigate DayMap



## CLASS PAGES

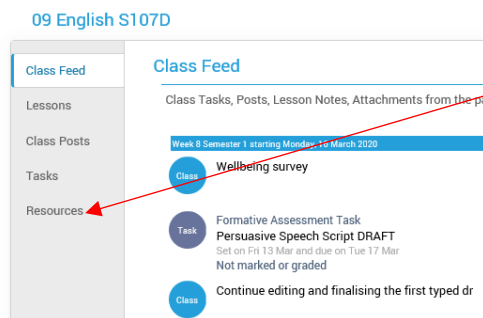
- Messages – all communication between staff, students and parents through messages.
- Tasks
- Resources
- Submitting Tasks
- Receive Feedback

## DAYMAP TASKS

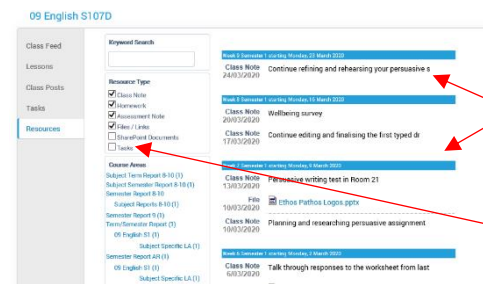


Students can access their DayMap tasks here (or from their Class page).

## RESOURCES



Select your class, then click on resources.



You will now see a list of resources for that class.

If you also want to see the Tasks, you can click here.

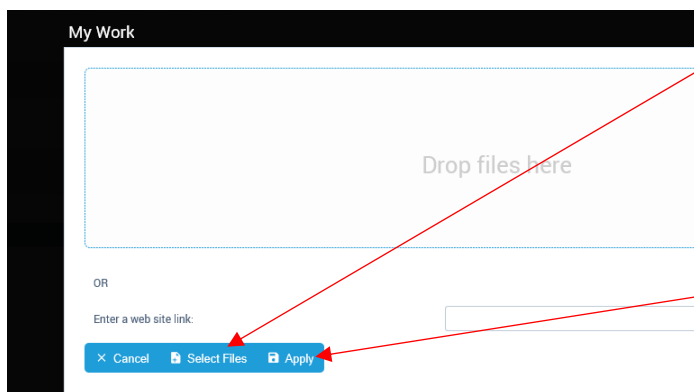
## SUBMITTING TASKS



Open the Task

To submit click on My Work

(Task instructions etc are here)



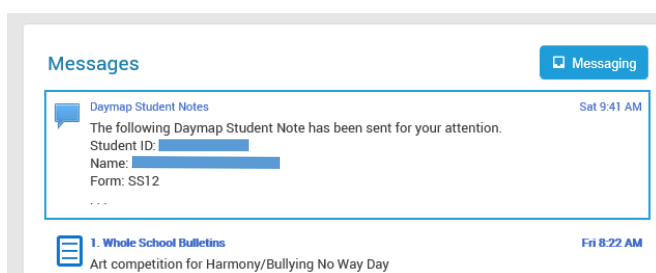
Select file (task) from where it is stored (USB, LapTop, Student Drive, OneDrive...wherever – ideally on cloud storage)

then..

Apply

## FEEDBACK

There are many ways students can receive feedback, depending on the teacher.



As a DayMap message...parents can also see this message and the teacher may have emailed this message to parents as well.

...and/or



Open your task, and you may see a comment and / or a direction to open the edited document, or a feedback document.

If you are directed to open the edited document, or a feedback document you may see a different page with your feedback, or your task with inbuilt feedback, such as:

We need food, are you suggesting we give up animal products all together. It may be your source of food, but there are other foods that can substitute the meat because they contain the nutrients that meat has. This may include mushrooms for b12, tofu for iron and orange for vitamin c. Imagine if your pet was in their spot. Would you like it if your pet was slaughtered, kept in tight spaces and mistreated to the point that their body cannot sustain longer than a couple years.

On your task, you may see a comment bubble, click on it to get feedback from the teacher.

**Teachers and students will communicate with each other through DayMap.**