How To Log On to DreamBox

Go to wakeid.wcpss.net

This is the screen that should load.

"Select User Type"- Use the drop down menu to select "student"

"Your WakeID" type your student's WakeID.

Click "Continue to Log In"

"Your WakeID Password"- type in password. It is your student's lunch number.

Then click "Continue to Log In"
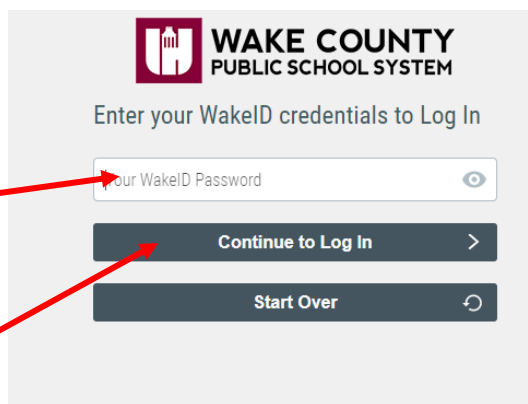
WAKE COUNTY PUBLIC SCHOOL SYSTEM
Enter your WakeID credentials to Log In
Your WakeID Password
Continue to Log In >
Start Over

Success Log In should link you to the screen below.

Click on "DreamBox"

WakeID Portal — Applications / Profiles: Destiny (Follett), My School WebS..., Office 365, Google (Student), Google Classroo..., Canvas, BrainPOP Jr., DiscoveryEd, DreamBox, EVERFI, Letterland, NCEdCloud, NCWise Owl, NYTimes, READVOLUTION, SAS Curriculum ..., TV
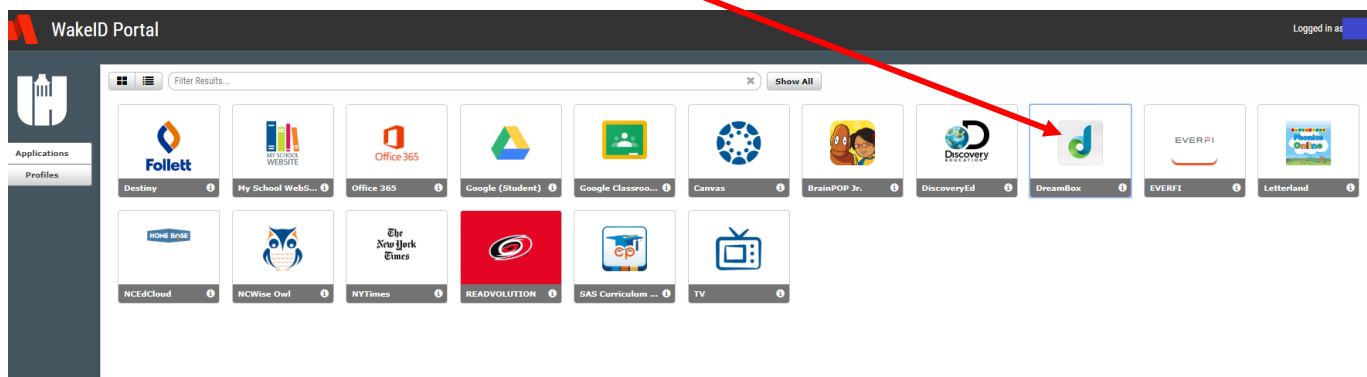
A screen with the word "Clever" will appear while DreamBox is loading. This screen may appear different than the one below.
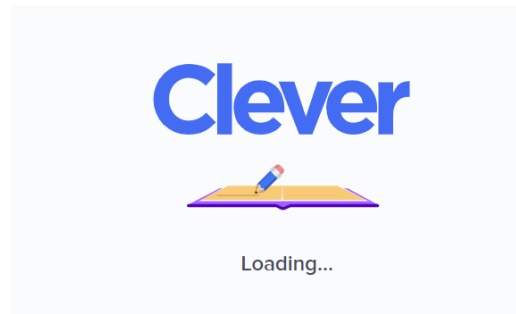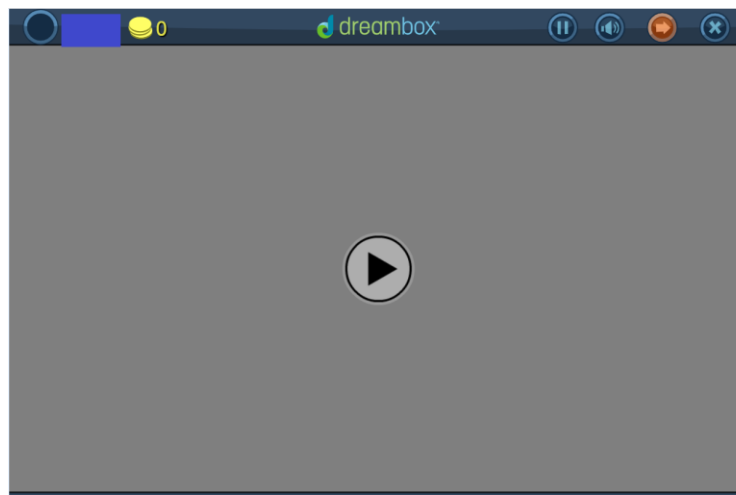

This links you to DreamBox without having to log in. Check to see you name in the left corner. Press the play button, if this is your first time logging on. If this is not your first time, skip to page 9.

NOTE: Use pages 4, 5, 6, 7 if you have **NOT** logged in to DreamBox with your WakeID.

For example, if you have used the link on my website: thehornerhowler.weebly.com

When the log in screen appears, click on "No classroom code? Click here."

Scroll all the way to the bottom and click on "Horner First Grade"

628 Math Grade 1 14 3(A-E)   628 Math Grade 1 90 3(A-E)   628 Math Grade 2 11 3(A-E)   628 Math Grade 2 20 3(A-E)   628 Math Grade 2 21 3(A-E)

628 Math Grade 2 22 3(A-E)   628 Math Grade 2 90 3(A-E)   628 Math Grade 3 30 3(A-E)   628 Math Grade 3 31 3(A-E)   628 Math Grade 3 32 3(A-E)

628 Math Grade 3 33 3(A-E)   628 Math Grade 3 91 3(A-E)   628 Math Grade 4 41 3(A-E)   628 Math Grade 4 42 3(A-E)   628 Math Grade 4 43 3(A-E)

628 Math Grade 4 91 3(A-E)   628 Math Grade 5 51 3(A-E)   628 Math Grade 5 52 3(A-E)   628 Math Grade 5 53 3(A-E)   628 Math Grade 5 91 3(A-E)

628 Math Kindergarten...(A-E)   628 Math Kindergarten...(A-E)   628 Math Kindergarten...(A-E)   628 Math Kindergarten...(A-E)   628 Math Kindergarten...(A-E)

Horner First Grade

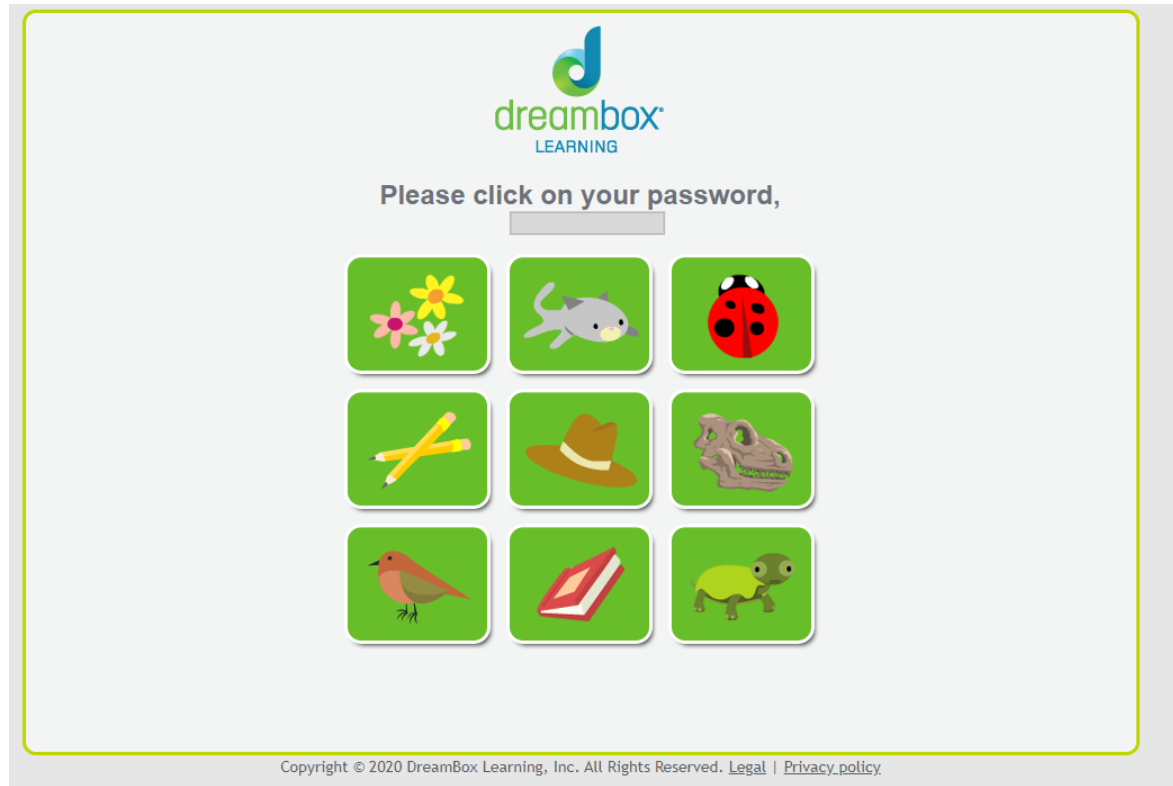Click on your avatar or name. They appear under the pictures. I have taken them off to protect the student's privacy.

628 Math Grade 1 11 3(A-E)

Click on your picture password. There are more than 9 pictures so you may have different choices.

This is the Welcome screen. If it is your first log in the DreamBox avatar will welcome you and tell you what to do. You should see your name here. If this is not your first log in, proceed to the next page.

If this is not your first log in, you will be directed to this screen. Your avatar is in the middle. Click on any of the six circles to walk around the town. (The six spaces you can click on are circled in hot pink.) This moves your avatar to that area. For the example, I clicked on the circus tent.

For this example, I clicked on the Circle Tent. Your avatar will walk to the circle you picked and a screen containing the games will appear. Click on the game you want to play.

For this example, I clicked on the Dunk Tank. The game will load. The DreamBox avatar will tell you the directions. Listen to the directions to play the game.

If you need to pause, push the pause button.

If want to exti, push the "x" button.

To go back to the menu, push the back button.

dreambox

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| 50 | 57 | 54 | 43 | 53 | 68 |
| 74 | 56 | 66 | 98 | 88 | 45 |

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