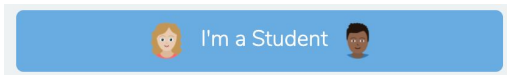




How to Log In on Chromebooks

1. Go to <https://app.seesaw.me/#/login> in the web browser
2. Select “I’m a Student”



3. Select “Sign in with Google” before typing in the email (fillable boxes appear below the button, but select the button first or the credentials won’t be accepted)



4. Select an existing student account or select “Use another account” and type in the student’s Google username and password

 Use another account

Chromebooks Video tutorial: <https://youtu.be/dO93DavDnvE>

Connecting Family Members

Use this invite link to join our classroom. After creating an account or signing into Seesaw, you can select your child’s name to be attached to their account. Multiple family members can use this same link to join. Need help? [This video](#) outlines the process. [Seesaw’s Help Center](#) also has visual directions.

First Google Meet

Watch this video or **read these written instructions** on joining a Google Meet through the Seesaw app. I will post our class Meet link prior to our Tuesday meeting. You may want to allow for additional time before the meeting to join, because there can be pop-ups and settings changes to navigate.

From the Technology Services Team

Keeping Devices Updated

- Chromebooks
 - Please do a full restart once a week to catch any updates pushed out

Keeping Devices Safe

- Designate a spot in your home where students store their devices when not using it for school.
- This will decrease the change of it getting damaged or misplaced.

Account Information

- Google Accounts
 - Students all have the same structure for their Google accounts
 - Student ID # (ID#) should be 5 digits long
 - Username: first.last@mgschools.net
 - Password: mgroveID# **OR** mgsdID#

Help Desk Ticket

- Please email the help desk if your student's device is damaged (i.e., screen cracked, keys missing, broken charger), issues with your Google account, or other technical problems.
- Email helpdesk@mgschools.net and include:
 - Student's full name
 - School
 - Description of the issue