## How to Set a Goal in Renaissance

1. From the Home page, select either Star Reading or Star Math > Manage Goals and Benchmarks.

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Home	[	Upgrade Tool	kit		
				<b>N</b> Disco	ver what's new
ASSESS STUDENTS Determine the skill level for each student	PLAN INSTRUCTION Teach skills recommended by Star	VIEW RI Explore y	PORTS	' results	
ST Star Reading For Grades 1-12	P Planner Assign articles, quizzes, and assignments	R	Reports	<b>S</b> eports	
Manage Goals & Benchmarks Record Book	MANAGE CONTENT Import book quizzes, articles, or assessments	R	Data Sł	naring	
Reports Growth Expectation	Manage Content Books, quizzes, articles, or assessments	R	Custon	n Reports	6

2. From the Goals & Benchmarks page, select Set a Goal.

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Goals & Benchmar	ks									
< Back										
∲ Set a Goal				View or Edit Benchmarks						
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These goals are for:		Select								
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Туре	Subject	Start Date - End Date	Goal	Actual	Goal St	atus				
No items found										

3. On the next page, select what class you are setting this goal for. You are also going to select the type of goal (Reading or Math) and SGP. Select your start and end dates for the goal. When naming the Goal, make sure you are specific. This information will appear in the report as well. Click Apply > Save Goals.

