

How to use Canvas as a student!



Canvas is the new learning management system that all students in the Moscow School District will be using this year. It will be your way of organizing everything you need to be successful this school year in one convenient place! Within a Canvas course, you can submit assignments, participate in discussions, view grades, and collaborate with other students. What is available in your course will depend on what has been implemented by your instructor

The following are some resources showing you how to navigate your way through Canvas.

[Getting started with Canvas as a Student:](#) This 4-minute video will provide you with an overview of how you will use Canvas for your different classes. Learn how to use Canvas, set your notification preferences, use the Canvas Student app, navigate the dashboard, and access and submit assignments.

The following links reinforce the information covered in the video.

View the lessons below for some of the basics of Canvas courses.

- [How do I use the Course Home Page as a student?](#)
- [How do I view Assignments as a student?](#)
- [How do I submit an online assignment?](#)
- [How do I participate in a discussion?](#)
- [How do I view my grades in a current course?](#)
- [How do I use the Inbox as a student?](#)
- [How can I use Canvas on my mobile device as a student?](#)

[Getting started in Canvas in 10 steps:](#) This link provides you with a quick visual reference for how to use Canvas.

[Glossary of terms used in Canvas:](#) New Canvas users may encounter new terminology throughout Canvas. This document identifies the most common terms used in Canvas.

Instructions for Student Login to Canvas:

Using a web browser, log in to Canvas at <https://msd281.instructure.com>. Use your Network username, (full email address) and password.

- Student Username will look like this: abc123@msd281.org
- Student Password will look like this: [msdXyz456](#)

Note: You will begin to see classes on your dashboard this week as they are published.