

Teacher's Guide: Getting Started with Adobe Spark Classroom Accounts



Welcome to Adobe Spark for Education! Adobe Spark for Education is the recommended experience for educators and students. It includes all of the Spark Premium features for free, plus safe content guardrails and privacy protections.

Read on for quick, simple steps on how to get started with your classroom account. *(Don't yet have a Spark classroom account? Go [here](#) to get one.)*

Set up your Spark teacher classroom account.

To get started with your classroom in Adobe Spark, first, you'll need to **create a teacher classroom account in Spark**. Teacher classroom accounts let teachers create classrooms and give their students and themselves access to Adobe Spark for Education.

To create a classroom in Spark, you need to have:

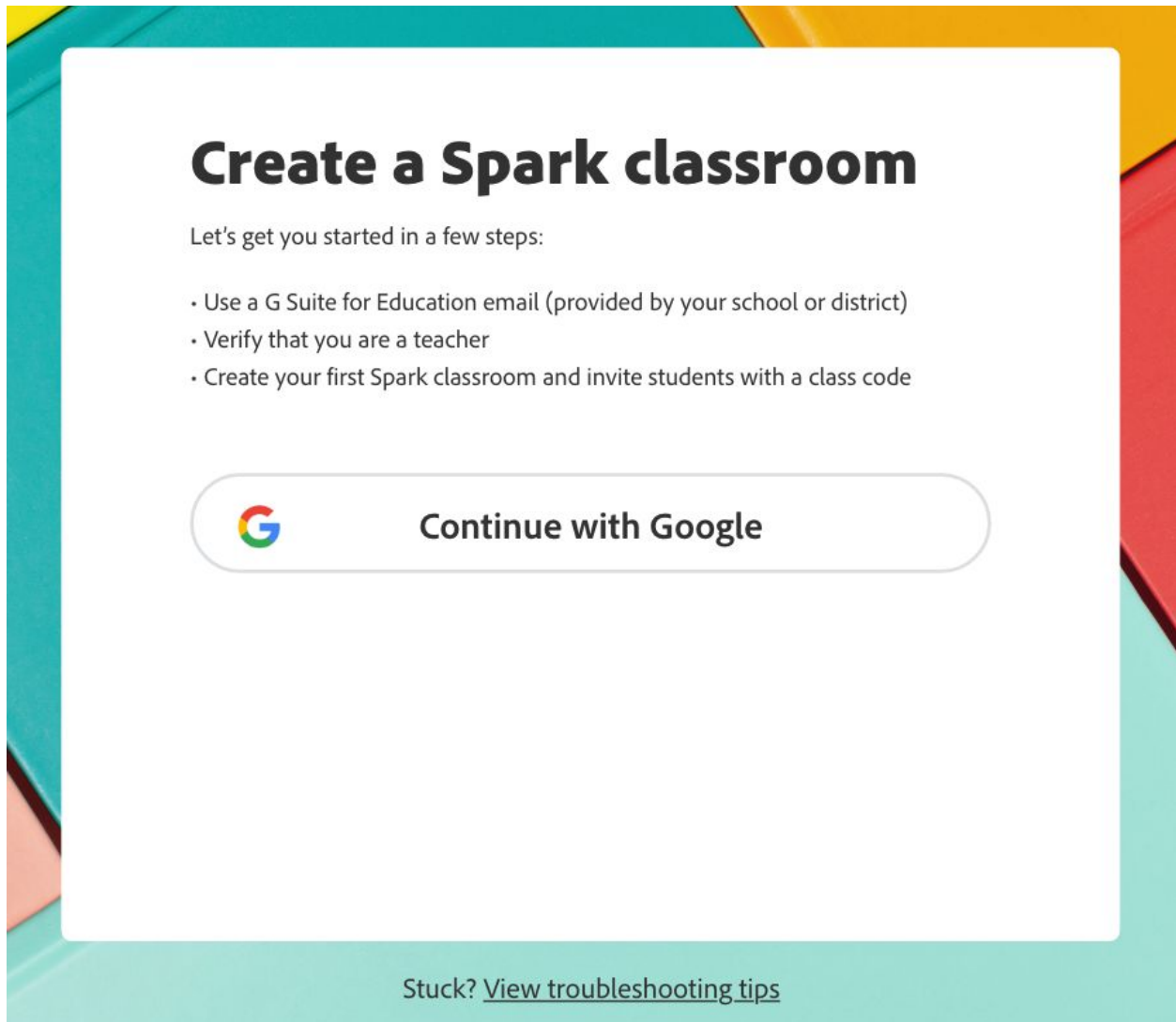
- A verified teaching credential in the United States
- An active G Suite for Education (Google) email
- And you have an .edu or k12.state.us email, or your IT admin has registered your school or district email with Adobe

To create your first classroom, go to spark.adobe.com/edu, go to the **"For teachers"** section, and choose the **Create a Classroom** option.



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To complete signup, you'll be asked to:

- Verify and sign up with your G Suite for Education (Google) school account - you might recognize this as your Google school email, or your Google single sign-on account for your school or district.
- Verify your information
- Add your school information
- Consent to Adobe's Terms of Service and Privacy policy
- Add your class information

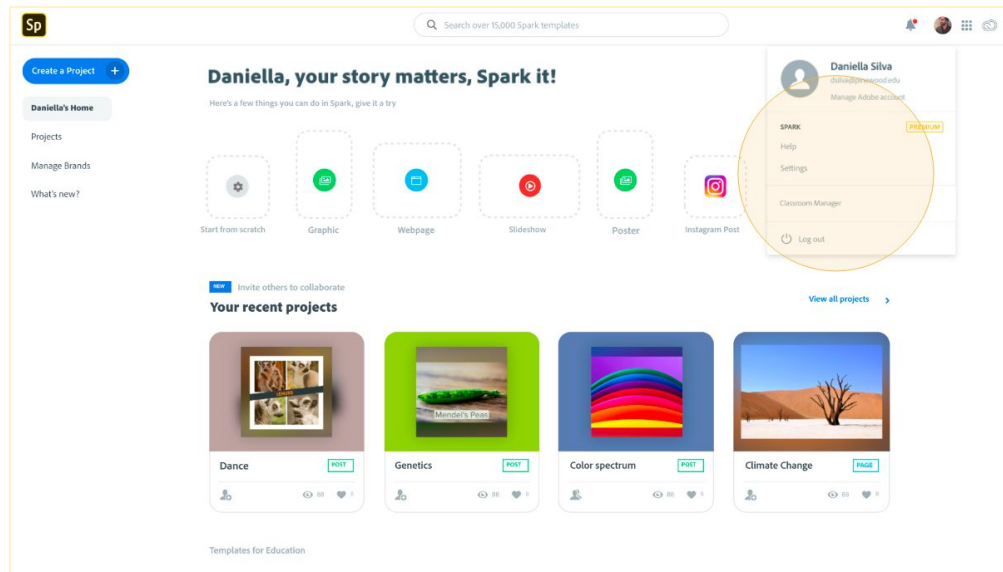


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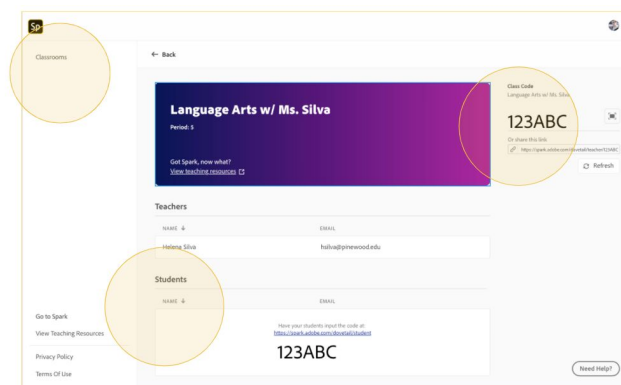
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Once you have created your classroom account, you will land on the **Classroom Manager**. You can also access the Classroom Manager from Spark via the profile menu.



The Classroom Manager provides the ability to update class codes for each classroom, manage the students in your classroom, see student work, and create new classrooms.



The Classroom Manager allows you to view all your created classrooms.

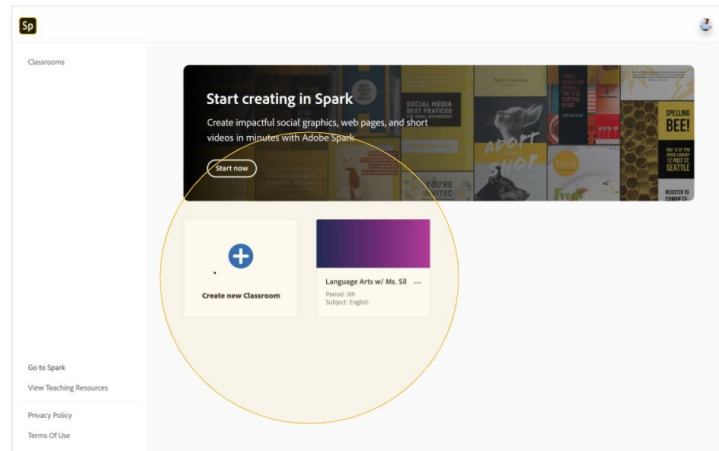


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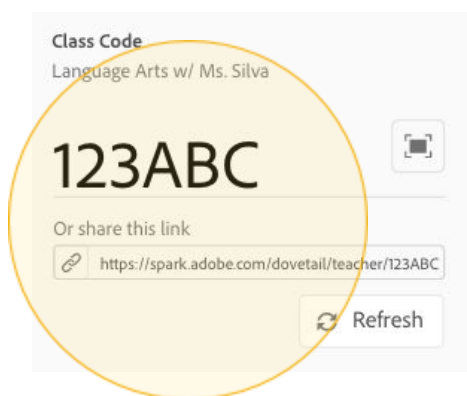
From here, you can also create New Classrooms. Clicking into a classroom shows you a list of the students belonging to that classroom.



* The Classroom Manager currently does not support deleting, editing, or renaming classrooms. Additionally, the Classroom Manager does not allow you to delete students. Until this functionality is available, you can keep creating new classrooms and new class codes as a workaround.

Step 1: Invite students to join your classroom with a class code

Each classroom has a **class code**, a unique combination of numbers and letters that lets students join your class. Each class code also has an associated **class code link**. Every time you create a classroom, it will get a distinct class code. Remember that you can always create as many classrooms as you need.

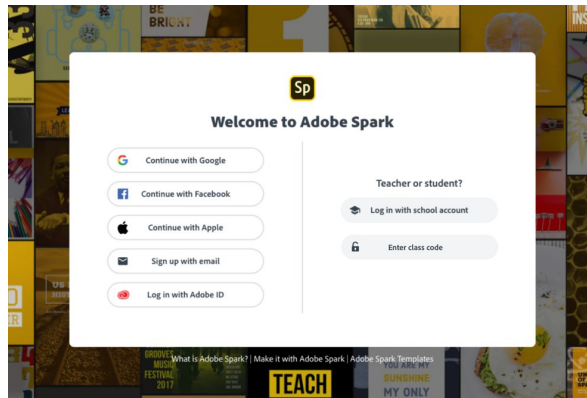


Invite students to join your class by sharing your class code or class code link with them. Students can join a class by clicking the class code link, typing in a class code at <https://spark.adobe.com/classroom/join>, or at <https://spark.adobe.com/spf->



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Here are some ways we recommend sharing the class code or class code link with students:

- Write your class code on the whiteboard during class
- Copy the class code link and paste it into your LMS (Google Classroom, Canvas, etc)
- Copy the class code link and send your students an email invite with the link

Please only share your class code or link with students you want in your class - any student who has your code and a G Suite for Education email that matches your domain will be able to join the class.



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Need to change your class code or class code link? Use the Refresh button to update the class code and link. After refreshing your code, the students who already joined your class will still be in your classroom, but any new students will need to join with the new class code or link. If you refresh your code, make sure you update any old class code links (in your learning management systems, bookmarks, etc) with the new class code link.



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Step 2: Teach with Adobe Spark

Now that your students have access to Spark, you're ready to get to the fun part - teaching with Spark!

If you'd like lesson ideas to get you started, here are some resources we recommend:

- **Need to get started quickly?** For those first few lessons, we recommend ["Got Spark, Now What? Your first three lessons for Spark in the classroom."](#)
- **Want to explore?** The [Adobe Education Exchange](#) is where Adobe for Education has all our educational resources and courses, and where teachers go to share their lessons with each other. Pro tip - if you sign up as a member, you'll get updates on the latest lessons and curriculum ideas in our newsletter.
- **Interested in connecting with other educators and learning best practices?** The [Adobe Creative Educator](#) program covers the fundamentals on teaching creatively with Adobe tools across all subjects and connects you with other creative educators.



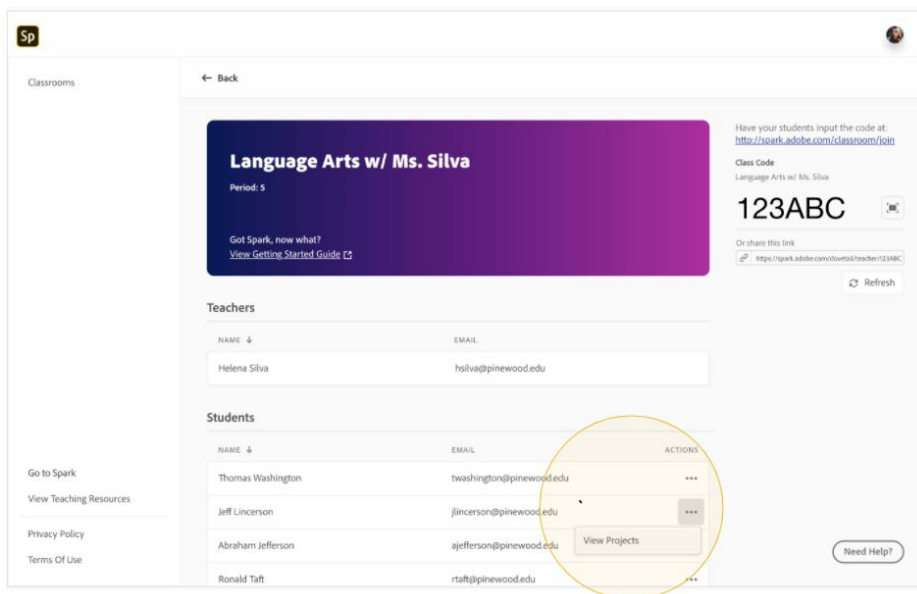
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Step 3: Review student work

Once you've finished a lesson, you probably want to see how your students are progressing. To check on a student's work in their folder anytime by clicking the "..." next to a student's name, select **View Projects**, and you can click on the student's project you want to see.



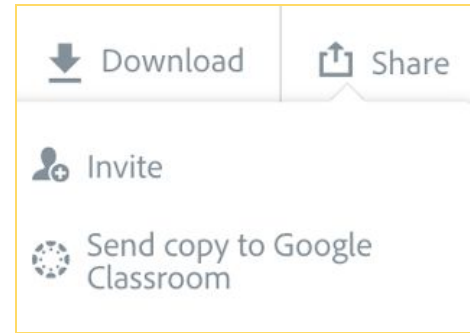
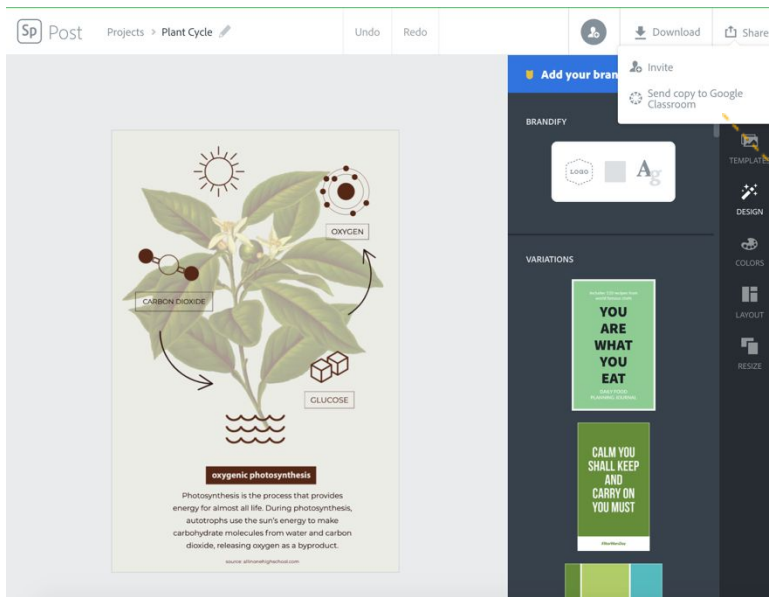
For students to share their work*, you have a few options:

- Students can download their final Spark Post, Page (via PDF), and Video projects and upload them to your LMS or send over email.
- Students can invite teachers and students to their Spark projects to share their work.
- **Coming Soon!** Students can share to Google Classroom directly by making a copy of the project to the teacher's account



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**At this time, students using Spark through a Classroom “account” are unable to publish their projects directly to the open Internet and create a URL to share to LMS or social media platforms.*

Congratulations, you're ready to use Adobe Spark in your class.

Have fun sparking creativity in your classroom!



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