Onshape for Education - Signup

Step 1

Go to [Onshape For Education](#)
Fill in the First Name / Last Name / Email address boxes

Step 2

What best describes you ?
- **Student**
- The school level I attend or teach is : **Grade school / K-12**

Step 3

- School Name : **Ecole Suger**
- School website URL : https://www.ecole-suger.com/
- Graduation Year : **2030**
- What are you using Onshape for : **For a scientific project in my school, where we design objects using Onshape and prints them using a 3D Printer**

Then click on Complete Sign up (after having checked all boxes)
That's fine if your kids are younger than 13 year old.

Step 4

Go to the email address you provided, and click on the link to **Activate your Account**
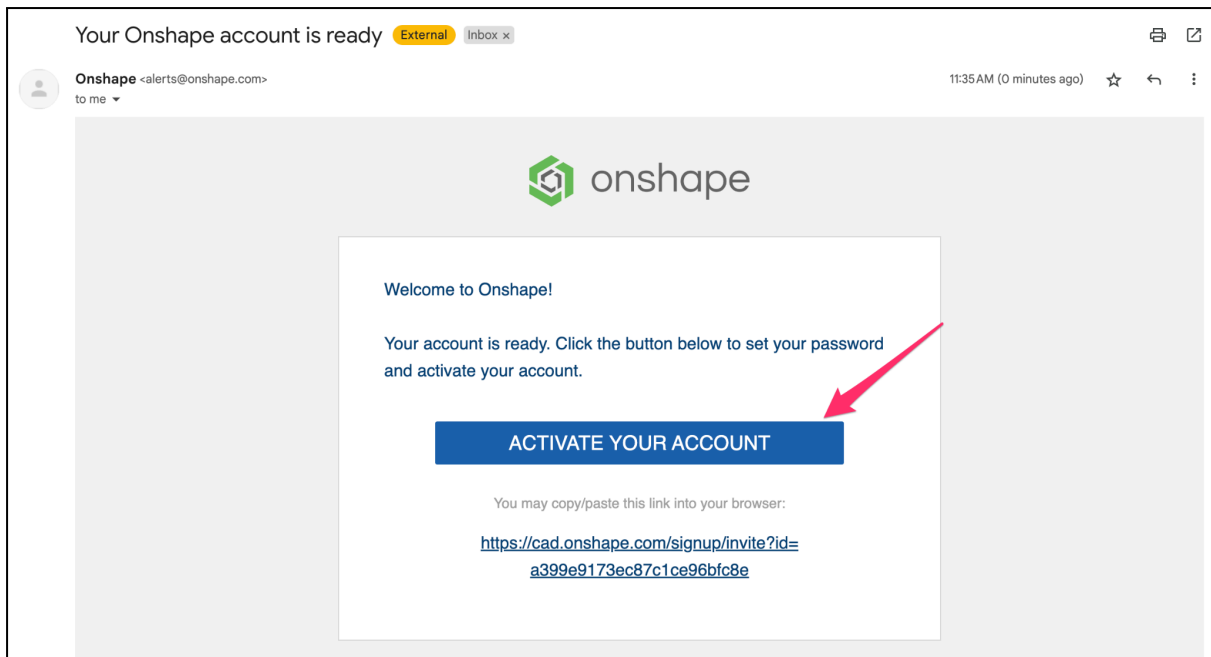
It will bring you to a page to Activate your account, which requests you to provide

- A password - **Please don't forget to have your kids write down their password.**
- A Company name : **Suger**

Step 5

Set the parameters
- Units
  - Length default unit : **centimeter**
  - Linear acceleration default unit : **meter per second squared**
  - Angle : leave as is
- Mouse controls
  - Nothing to do
- Profile
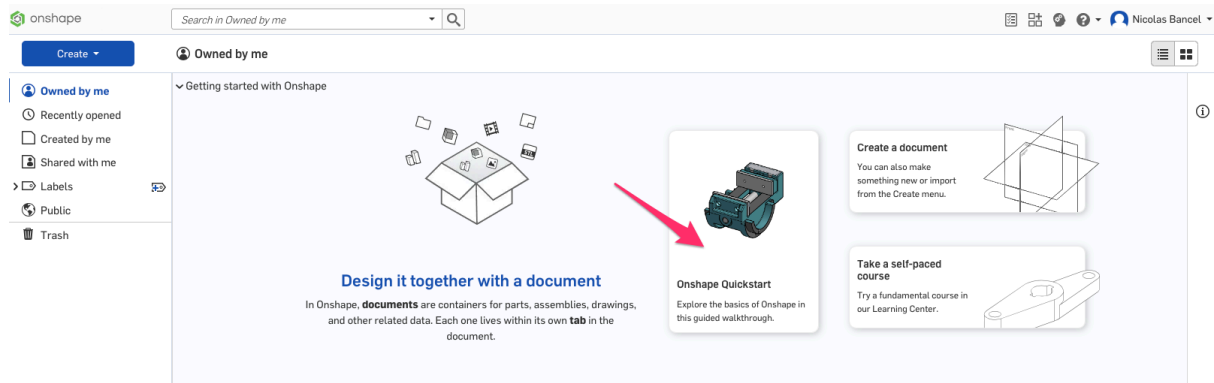 - Up to you - you can skip, or add a profile picture for your kid

Step 6 - **IMPORTANT**

Please test the full flow :
- Sign out
- And have your kid try to sign up with the email address and password you've just set

Step 7

Have your kid follow the Onshape Quickstart. It's a really good tutorial that enables them to get a sense of what's available / possible in Onshape.

This is not a mandatory step, I'll go over this tutorial in detail next week