

Getting Started with EnGiNE

Create your account, find a course, and get started — from the sign-up form to your first lesson.

About 5 minutes

Free for Maine educators and school staff

Before you begin

You need an email address and about five minutes. There's no password to create on the form — EnGiNE emails you a link to finish setting up.

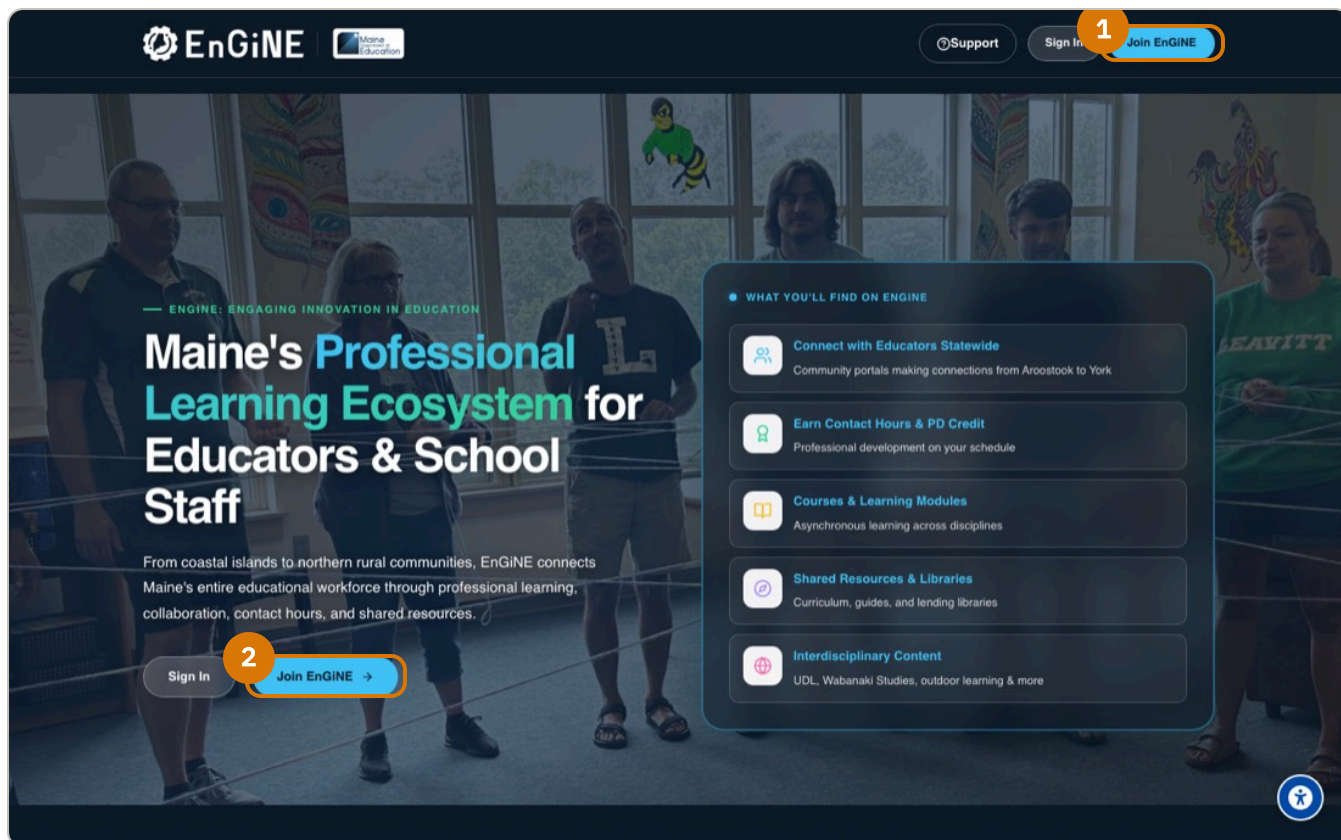
WHICH EMAIL SHOULD I USE?

Use your school or district email rather than a personal address — that's how we confirm your role. It's also what opens the school staff space: Community Forums, Collaboration Groups and Resource Sharing.

Not a Maine educator or school staff member? School community partners can still join and take part in certain learning modules, trainings and portals. Sign up and check the **Community Member** box. You'll have access to the **Learning Opportunities** side of EnGiNE — courses, trainings and portals — but not the school staff space.

1 Go to engine.maine.gov

Open engine.maine.gov. Choose **Join EnGiNE** — it's in the top-right corner, and again below the welcome text.



The EnGiNE home page. Join EnGiNE appears twice — top right (1) and in the main panel (2).

2 Fill in the form

You'll be asked for your first name, last name and email address. That's it — there's no password field.

If you don't have a school-based email but you work with Maine educators and school staff, tick **Are You A Community Member?** before submitting.

The Join EnGiNE form. Tick the Community Member box (1) only if you do not have a school email, then choose Join EnGiNE (2).

3 Watch for the email

You don't pick a password on the form — EnGiNE emails you a link instead. The message welcomes you and says your last step is to create your password. Open the **Create Your Password** link inside it.

NOTHING ARRIVED?

Check your junk or spam folder first — school mail filters catch it sometimes. If it still hasn't appeared, email doe.engine@maine.gov.

4 Create your password

A link that expires after 24 hours opens a page confirming it's a one-time login for your username. Choose **Sign in**, and you'll be asked to set a password.

Enter it twice and choose **Save**. Passwords can't reuse an old one, and can't contain three of the same character in a row.

Please set a new password to access your account.

Password *

Passwords must contain less than three consecutive characters and old passwords cannot be reused.

Password strength:

Confirm password *

Passwords match:

To change the current user password, enter the new password in both fields.

Save

Setting your password after following the link from your email.

THE LINK WORKS ONCE

If it's already been used, or the 24 hours have passed, ask for a fresh one at engine.maine.gov/user/password — a new link is emailed to you.

[Join](#) [Sign in](#)

EnGiNE MAINE INNOVATIVE LEARNING MODELS ▾

[Home](#) | [Reset Your Password](#)

Email Address *

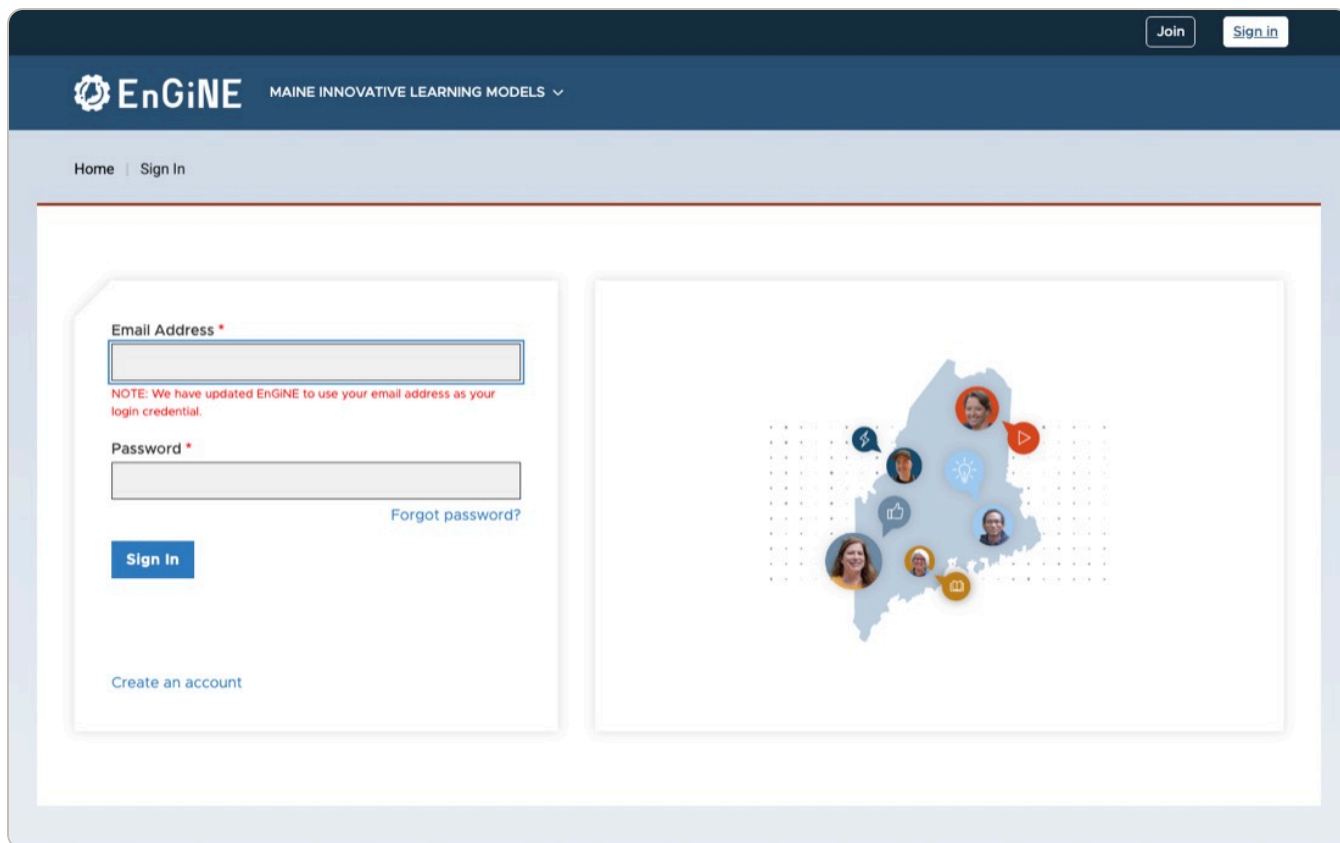
Password reset instructions will be sent to your registered email address.

Submit

Requesting a new link if the original has expired.

5 Sign in

From then on, use **Sign In** at the top of `engine.maine.gov` with your email address and the password you just created. Signing in takes you straight to the **Learning Opportunities** dashboard.

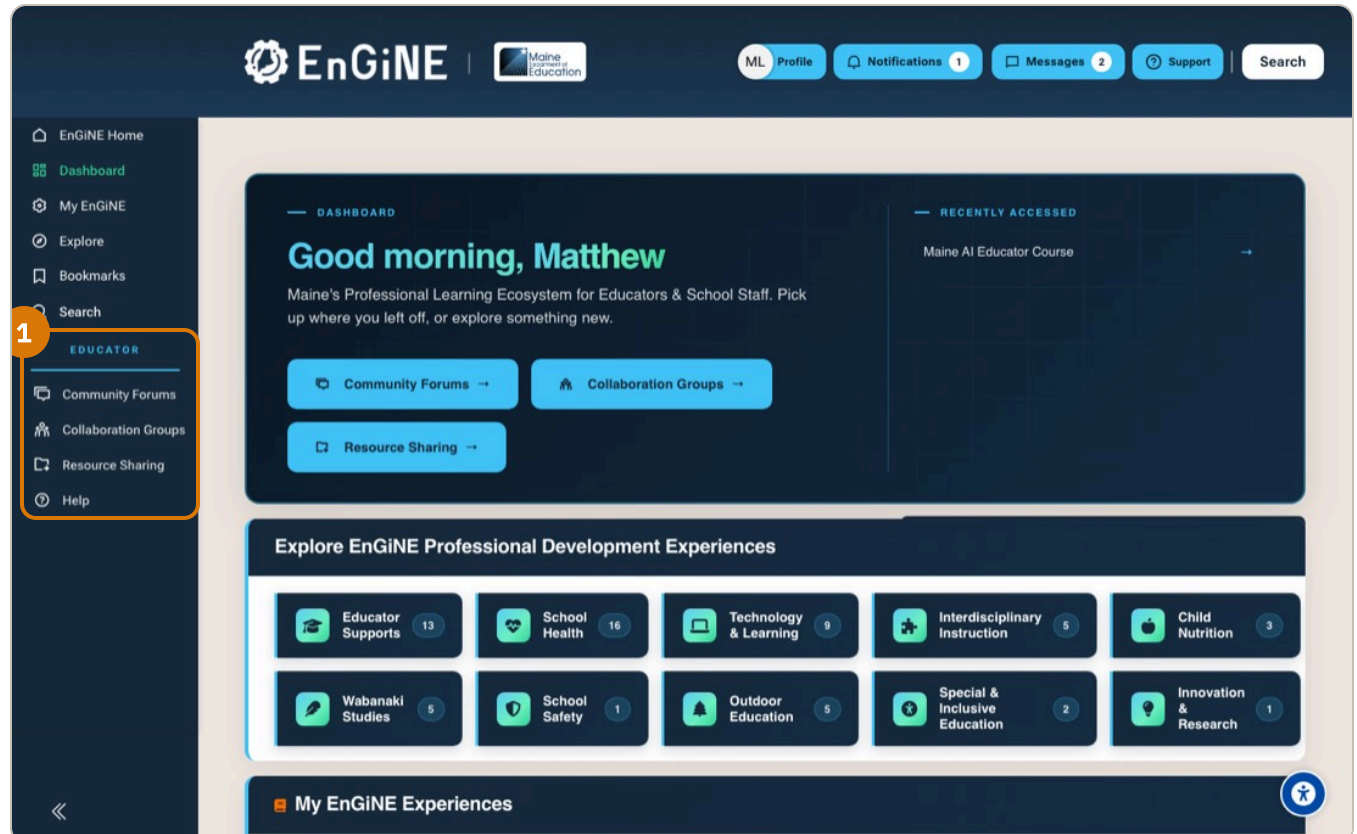
The screenshot shows the EnGiNE website's sign-in page. At the top, there's a dark blue header with the EnGiNE logo and the text "MAINE INNOVATIVE LEARNING MODELS". In the top right corner of the header, there are "Join" and "Sign in" buttons. Below the header, a breadcrumb trail shows "Home" and "Sign In". The main content area is divided into two columns. The left column contains a sign-in form with fields for "Email Address *" and "Password *". A red note below the email field states: "NOTE: We have updated EnGiNE to use your email address as your login credential." Below the password field is a "Forgot password?" link. A blue "Sign In" button is at the bottom of the form, and a "Create an account" link is at the very bottom. The right column features a graphic of the state of Maine with several circular icons overlaid, representing different learning opportunities or user profiles.

The sign-in page.

6 Get your bearings

Signing in brings you to your **dashboard**. The menu down the left is how you move around EnGiNE — here's what each part is for.

MENU ITEM	WHAT IT'S FOR
EnGiNE Home	Back to the main EnGiNE homepage
Dashboard	Your personal starting point — where you land when you sign in
My EnGiNE	The courses you're already enrolled in
Explore	The course catalog — everything available to join
Bookmarks	Anything you've saved to come back to
Community Forums SCHOOL STAFF ONLY	Official forums for topic-based conversation
Collaboration Groups SCHOOL STAFF ONLY	Create your own group and collaborate with colleagues across the state
Resource Sharing SCHOOL STAFF ONLY	Upload resources, or browse the statewide repository others have added to
Help and Support Center	Guides, answers, and how to reach the EnGiNE team



The dashboard after signing in. The EDUCATOR group in the left menu (1) holds the school staff space.

WORTH DOING EARLY

Your **profile** lives here too — open it from the top right. Adding a bit about your interests helps other EnGiNE users find and connect with you.

Your email address, username and password live separately, under **Account Details**. To change any of them, go to `engine.maine.gov/user/` and choose **Edit**. There's also a **Change password** link in the profile popup that takes you straight there.

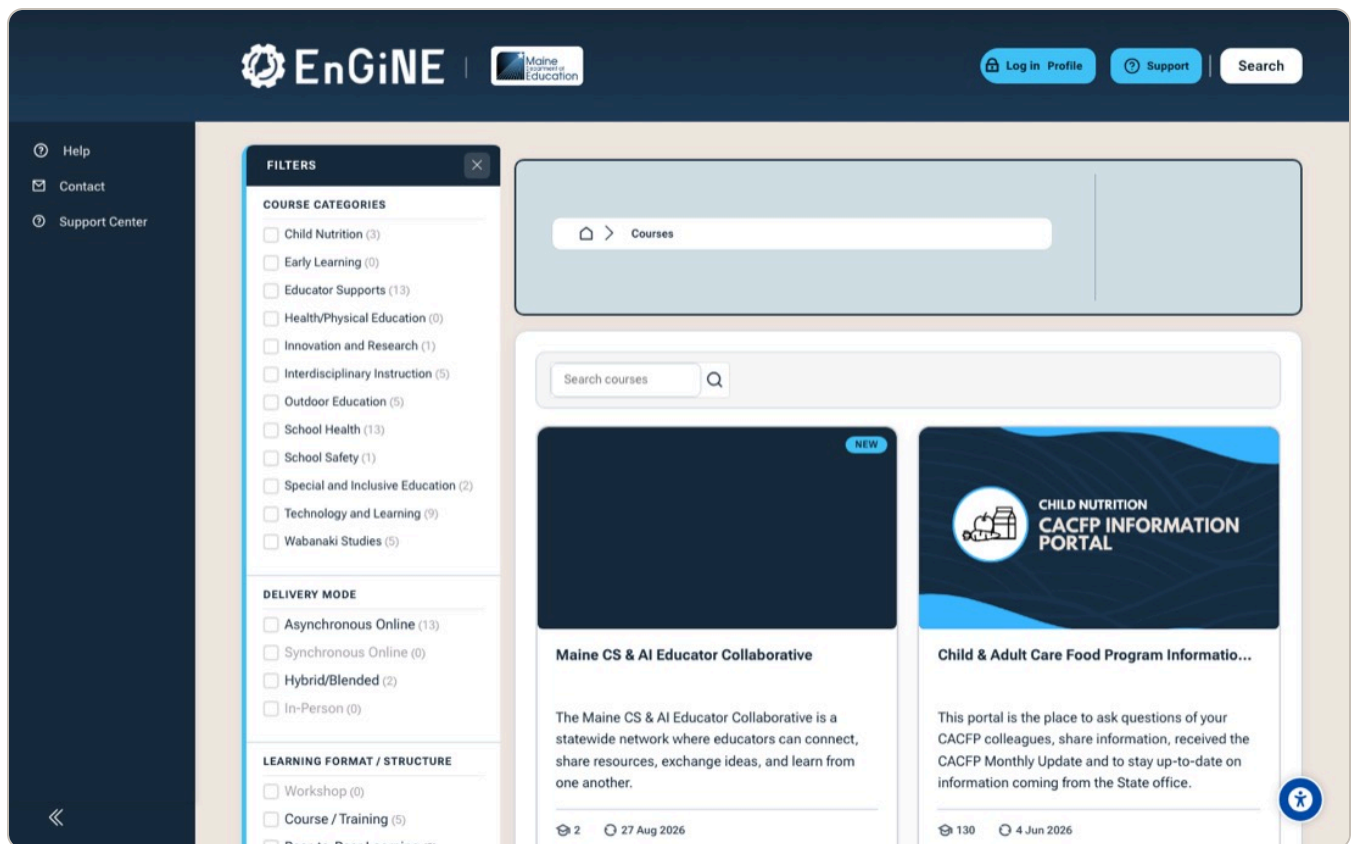
STUCK AT ANY POINT

Help and the **Support Center** are in that same left menu — guides and answers to the common questions. If you'd rather just ask someone, email doe.engine@maine.gov.

7

Find something to learn

Choose **Explore** in the sidebar to see everything on offer. You can filter by subject area, delivery mode and format, or search by name.



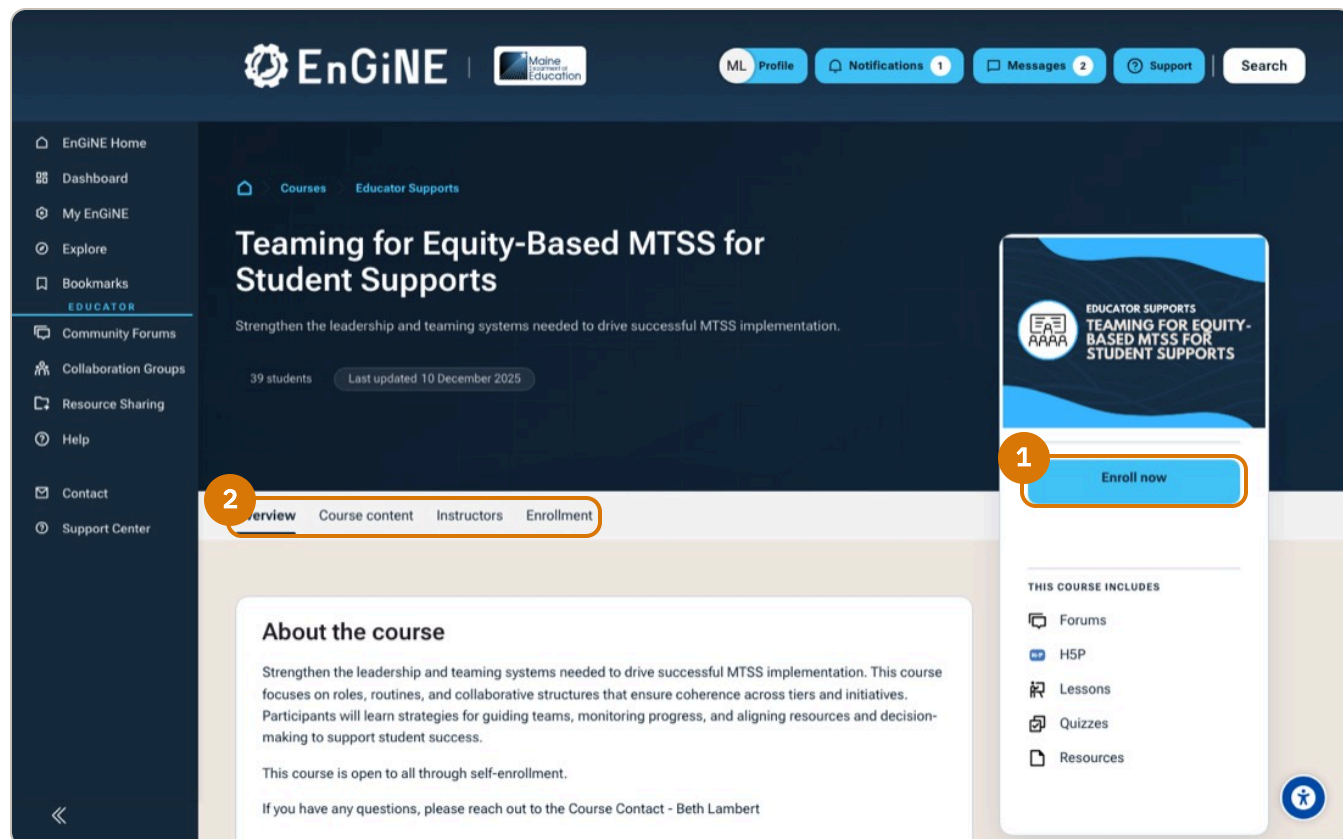
The course catalog. Filter down the left, or search by name.

You can browse before you've even signed in, so it's worth a look while you're waiting on your email.

8 Open a course and enroll

A course page shows what it covers, who teaches it, how many people have taken it, and what's inside — forums, lessons, quizzes and resources. When you're ready, choose **Enroll now**.

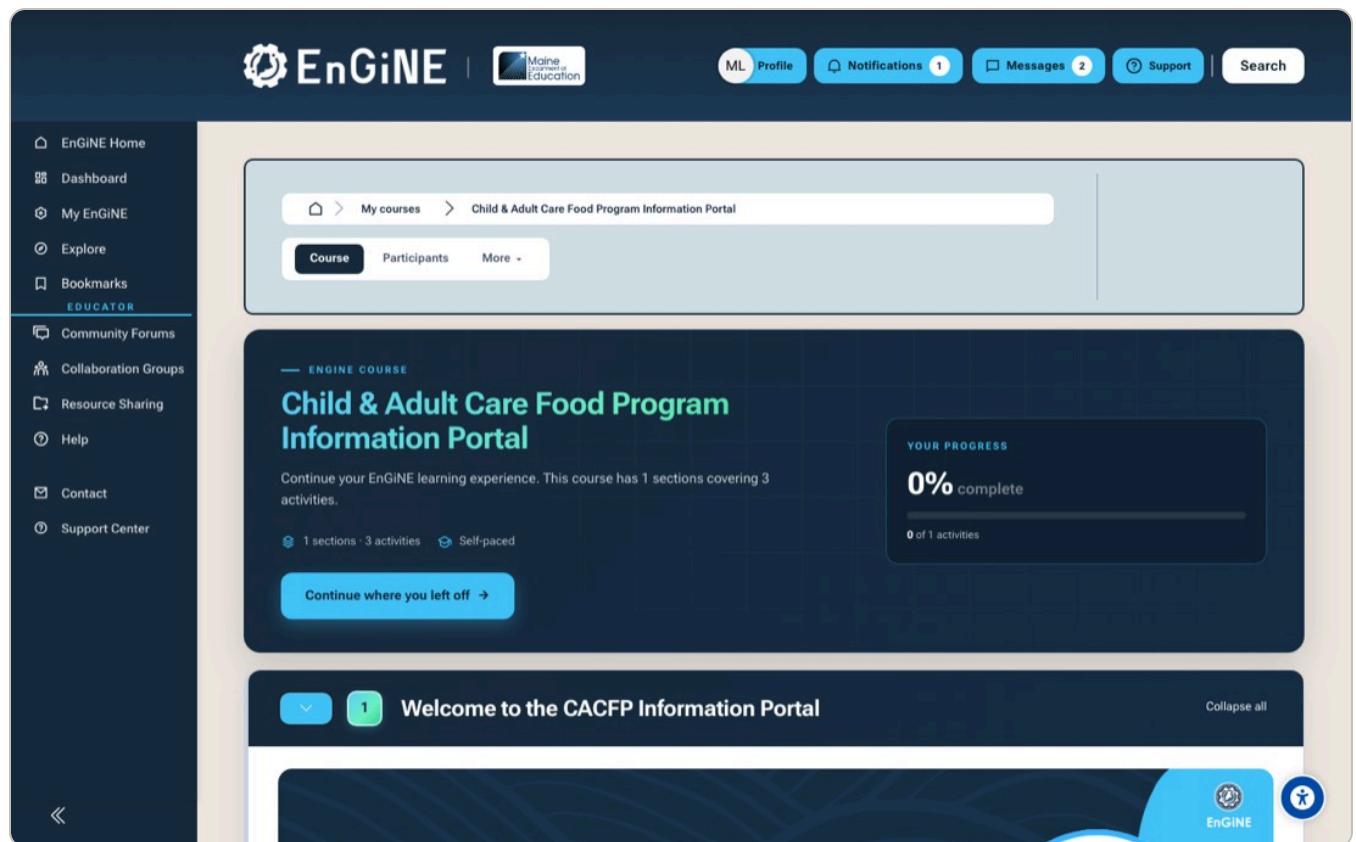
Most courses you can join yourself. Some ask for an **enrollment key** — a short code from whoever is running it. If you've been invited to a specific course, the organizer will either enroll you directly or send you the key along with the link.



A course page. Enroll now (1) joins you; the tabs above (2) hold the course content, instructors and enrollment details.

9 Start learning

Once you're in, work through the course at your own pace. Many courses earn **contact hours**.



Inside a course, with the section list and your progress.

What you get

EnGiNE is organized around two areas.

AREA	WHAT'S THERE	WHO CAN USE IT
Learning Opportunities	Courses, self-paced modules, live sessions and portals — many earning contact hours	Everyone with an EnGiNE account
School staff space	Community Forums, Collaboration Groups, Resource Sharing	Educators and school staff who signed up with a school or district email

START HERE

New accounts are enrolled automatically in **Fellowship of the EnGiNE** — a short orientation course covering how to get around the platform. It's the easiest place to begin.

If something goes wrong

WHAT YOU'RE SEEING	WHAT TO DO
No confirmation email	Check junk or spam. Still nothing after a few minutes — email support.
You can't find the Forums or Groups	Those are for school district email addresses. If you signed up as a Community Member, you'll see courses but not the school staff space.
A course asks for an enrollment key	That course is invitation-based. Ask whoever invited you — the key comes from them, not from EnGiNE.
Anything else	Email doe.engine@maine.gov , or ask your course organizer.

EnGiNE is the Maine Department of Education's statewide platform for collaboration and professional learning. Questions: doe.engine@maine.gov