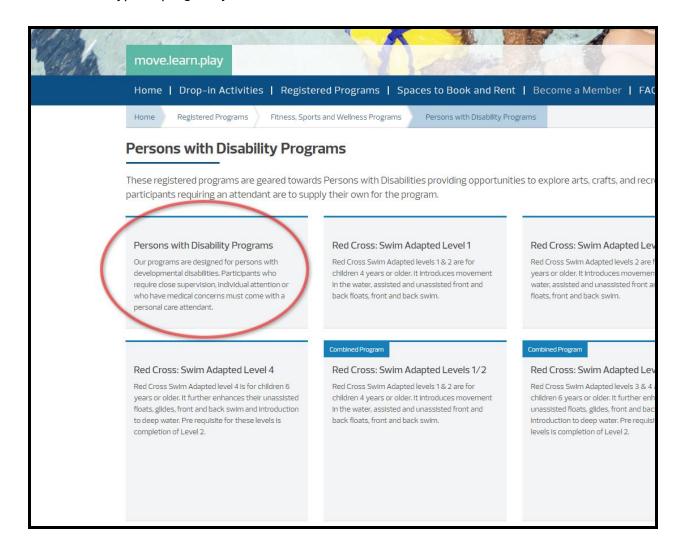
## Finding a Course in Move.Learn.Play

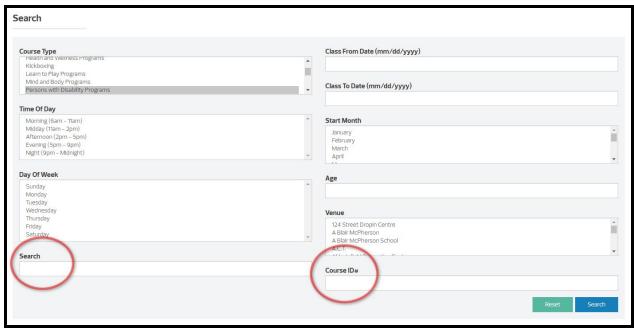
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**1.** Select the type of program you want to book:

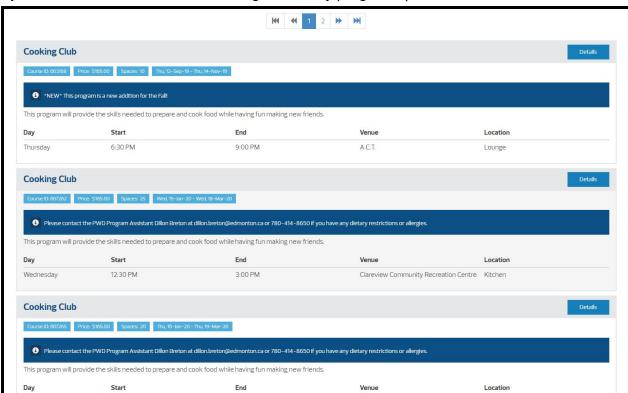


2. Find the course that's right for you. There are 2 options for finding a course.

Option 1: Search for your course, either by name or by course ID.



Option 2: Scroll down to browse through the many program options.

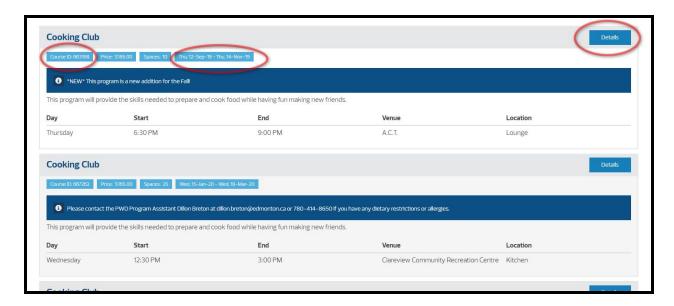


## Registering for a Course in Move.Learn.Play

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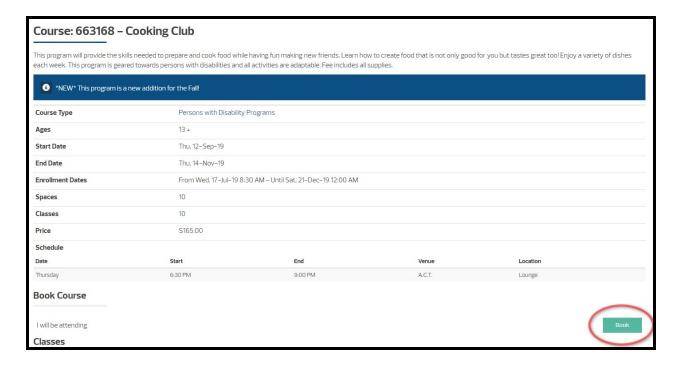
1. Make sure you're looking at the correct barcode/session, then click "Details".

**Note:** Look at the dates of the program closely. You will be able to see both current and future programs. We would hate for you to accidentally register for the wrong session!



2. Review all of the course details. If you're ready to book, click "Book".

**Note:** If you're not logged into Move.Learn.Play, you will see a "Log in to Book" button instead. Once you have logged in, you will be able to book the course.



**3.** Next, you can either continue shopping, or check out. (Just like online shopping!) If you click the "Checkout" button, you will be prompted to input your credit card and billing details.

