TOUCHMATH®

YOUR GUIDE TO
IMPLEMENTATION

TOUCHMATH

TOUCHMATH IMPLEMENTATION GUIDE
Standards Edition Units & Extra Practice Kits

TOUCHMATH® Implementation Guide

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The Philosophy of TouchMath

The TouchMath philosophy is EASY TO TEACH and EASY TO LEARN. The educators who have developed and expanded the TouchMath Program throughout the last 47+ years have worked constantly to meet this goal. Every TouchMath unit, module, and activity sheet reflects their dedication. The success TouchMath has experienced is largely due to its multisensory approach and adherence to research-proven practices. It is unique in that it combines the use of the four major senses of seeing, saying, hearing, and touching, with the research-proven Concrete-Representational-Abstract (CRA) learning continuum by using the abstract numeral as a manipulative.

The CRA continuum reflects the sequence of instructional and research-based best practices for how most students learn. This is important because it helps students represent numbers and develop number sense quickly – preparing them for future success in math by ensuring they develop a tangible understanding of the math concepts they need to learn and have multiple strategies for solving math problems.

In addition, TouchMath incorporates other research-proven strategies in the lessons and activities, including Model, Lead and Test, which is also known as I Do, We Do, You Do. Educators will also find multiple ways for students to access, engage and express their learning, also known as Universal Design for Learning. Constant time delay or errorless learning is another strategy that is available for use with those students who need it.

We have made sure that TouchMath activities are meticulously scaffolded and provide all learners with ample opportunities for success. As each skill is mastered, the next simple step is introduced. The TouchMath activity sheets are clean and uncluttered with age-appropriate artwork. The variety, quantity, and quality of the activities provided make reinforcement immediately available on an as-needed basis. Teacher materials are straightforward and easy to use. Skills on each page are clearly defined, connected to the standards, and presented using specific methodology. Instructional strategies include real world connections, books to read, digital tools and group and individual work and games. The materials are effective in large group situations, in small groups, or for individual learners. Students master each concept as they see it, say it, hear it, touch it, and learn it.

TouchMath is committed to our mission of helping students conquer math. You can use the TouchMath program to give young children a head start, supplement a grade-level curriculum (Pre-K – Algebra), provide intervention, and achieve the best possible outcomes for any student.

Opening Your SE (Standards-Edition) Box

Each SE unit box contains double-sided reproducible activity masters, labeled tabs to keep the activity masters organized by module, and a spiral-bound Teacher's Guide. Unit boxes are designed for effortless organization, ease of use, and clutter-free storage when placed on a bookshelf or when stored in a drawer or filing cabinet.
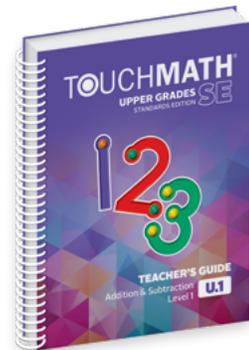
The spiral-bound Teacher's Guide includes a comprehensive overview of the TouchMath program with page-by-page instruction for unit activity masters including answer keys, progress monitoring, and QR codes to quickly access training videos, state alignments, Scope & Sequence, and more. See page 4 to learn more.

TouchMath Now customers will receive digital access to all of the same boxed activity sheet masters and Teacher's Guide support, accessible from any internet-connected computer or tablet device. See page 13 to learn more.

Click box for more information

23 colorful unit boxes make up the complete SE Curriculum: Pre-K (orange) 1 unit, Kindergarten (green) 4 units, First Grade (red) 4 units, Second Grade (blue) 4 units, and Upper Grades (purple) 10 units.

A Look at the Teacher's Guide

Each SE unit includes a spiral-bound Teacher's Guide. Each Teacher's Guide summarizes the content for that unit and is broken into modules with page-by-page instruction for every student activity sheet. Also included are activity sheet thumbnails, a comprehensive color answer key, parent/guardian communication letters in English & Spanish, and progress monitoring records for each module and assessment. These essential Teacher's Guides are organized for quick reference and easy use in a busy classroom. They contain the following:

- Unit and module overviews that provide the scope of content
- Find alignments to your state standards at touchmath.com/alignments
- Comprehensive list of objectives and vocabulary covered in the unit
- Objectives that define a focus for the skills presented
- Prerequisites that identify experiences needed prior to the lessons
- Vocabulary that emphasizes teacher language to be used in concept building
- Materials that will be necessary for the lessons
- Page-by-page instructional strategies matched with student activity sheets
- Pre- and post-test assessment tools
- Parent/guardian communication letters
- Progress monitoring records to track student progress and to plan differentiated instruction

Unit and module pre- and post-test instructions

Progress monitoring records

Downloadable Scope and Sequence

Overview with objectives, vocabulary and resources

English & Spanish parent/guardian letters

Differentiated directions and real world applications

Page-by-page directions with color answer keys
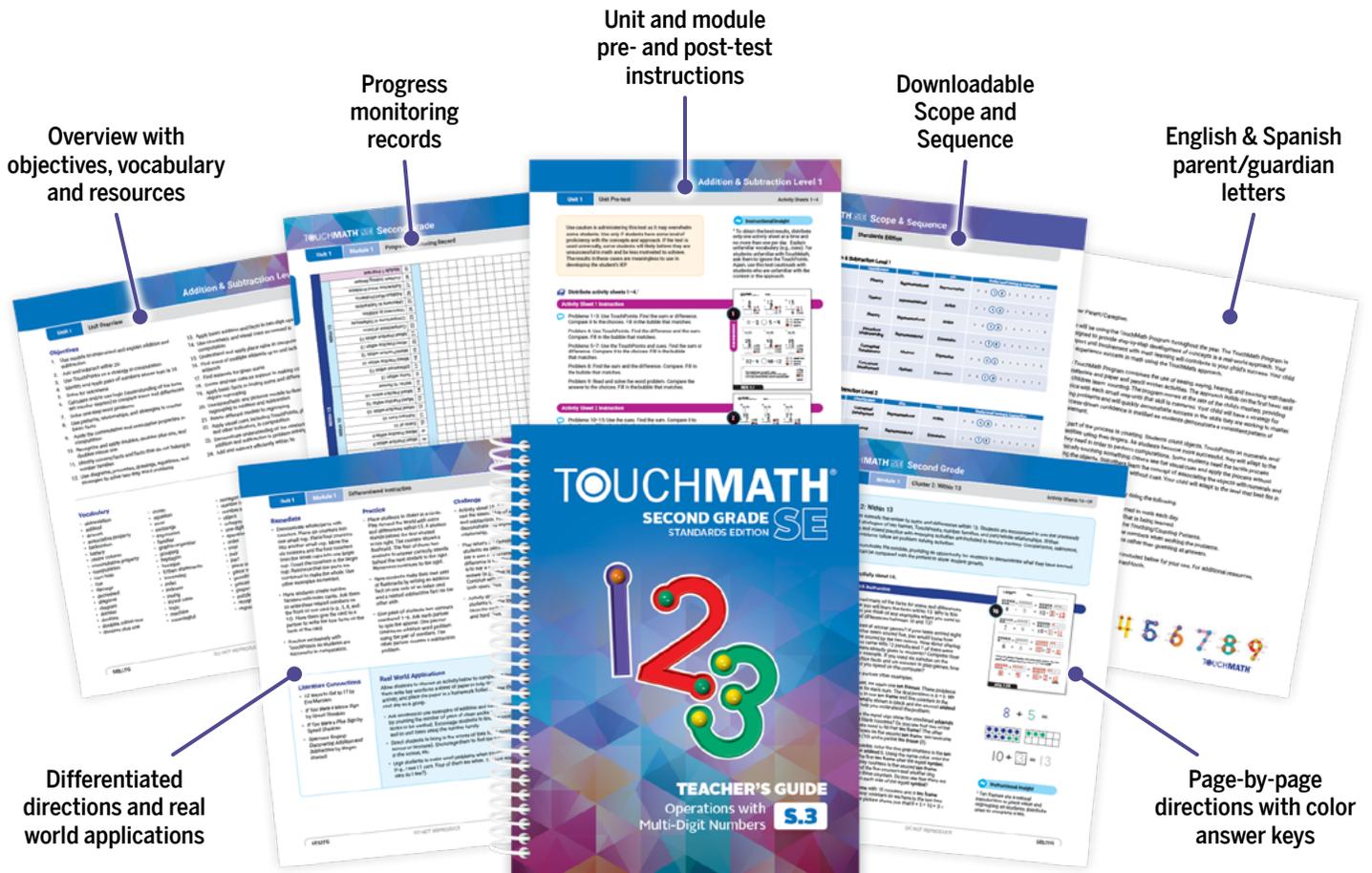
Guided Instruction Visual Features

Each Teacher's Guide includes page-by-page instructional strategies to be used with the student activity sheets. The two column presentation helps educators teach with ease by presenting easy to follow directions paired with activities and color answer keys.

The left column contains detailed page-by-page directions with teacher script, materials lists, bold vocabulary words, and icons for multisensory engagement, including:

Materials Needed	C-R-A Sequence	Teacher Information	Teacher Script	Multisensory Directions	Teamwork Activities	Teacher Modeling	Student Movement	Centers Activities

The right column contains answer key thumbnails, activities, and whiteboard samples to be modeled and/or discussed. The Second Grade and Upper Grades programs also include basic background (information related to the skill), instructional insights (purpose of the strategy), and differentiated directions (suggestions for meeting various needs of individual learners).

Lesson-by-lesson C-R-A sequence identification

Modules are broken into clusters for targeted skill focus

Icons to suggest multisensory student engagement

Easy navigation with printed module tabs
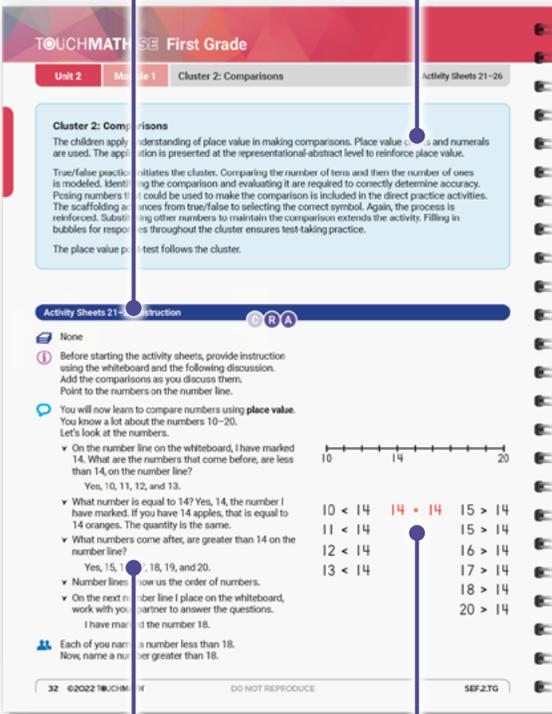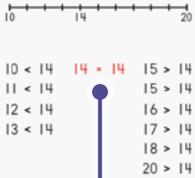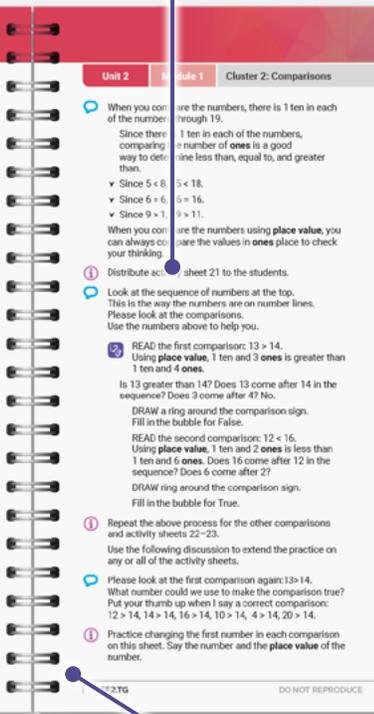
Guided teacher script and activity sheet directions

Sample problems to be modeled on the whiteboard

Spiral bound for ease of use in or out of the classroom

Answer sheet thumbnails with answer key

SE Activity Sheets

Each Standards Edition unit contains reproducible student activity sheets, which are organized by skill into modules. These pages are aligned with current, rigorous state standards – and follow current state ESSA plans that mandate a culture of high expectations for all students. All skills are built upon the Concrete-Representational-Abstract (CRA) approach and Universal Desgin for Learning (UDL) framework, allowing all students to access a range of tools for building the foundational math skills they must master to succeed in critical math domains.

The activity sheets are designed to incorporate TouchMath manipulatives and common classroom materials where appropriate. They feature opportunities to discuss and build mathematical language naturally. The clean, uncluttered pages also allow students the necessary space to develop tactile skills as they master new concepts. As children see, say, hear, and touch while they practice math, they learn and remember.

Color thumbnail answer keys to all activity sheets can be found in the Teacher's Guide alongside the instructional strategies. A comprehensive answer key can also be found in the back of the Teacher's Guide.

Designed to pair with TouchMath manipulatives

Activity sheets are clean and uncluttered

UDL and skill identified on every page

Cues and models make concepts accessible

Fun and engaging artwork helps relate real world concepts
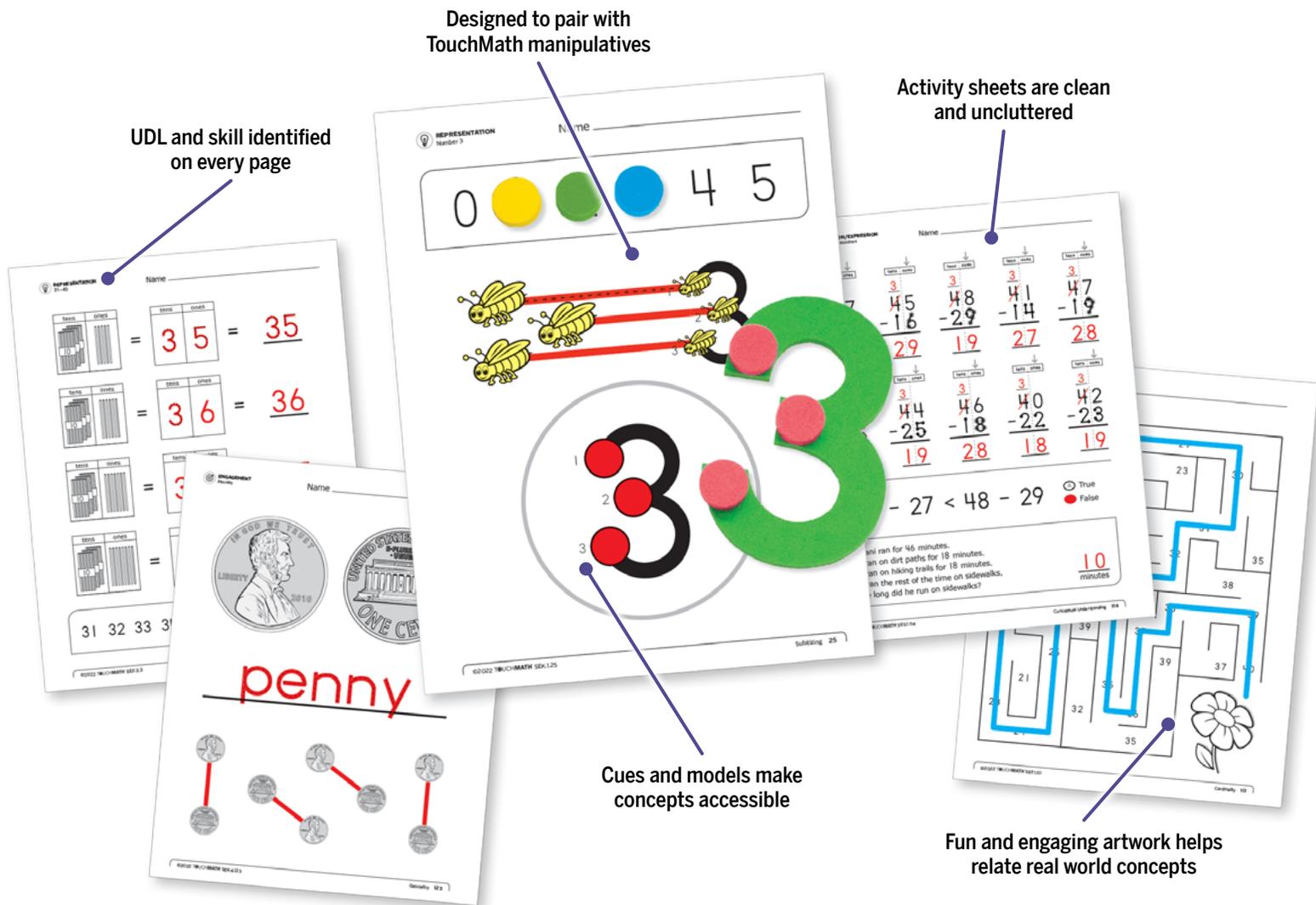
Opening Your XP (Extra Practice) Box

Each XP kit box contains double-sided reproducible activity masters, labeled tabs to keep the activity masters organized by section, instructional strategies, and teaching aids. Kit boxes are designed for effortless organization, ease of use, and clutter-free storage when placed on a bookshelf or when stored in a drawer or filing cabinet.
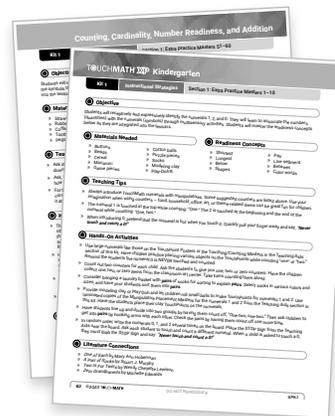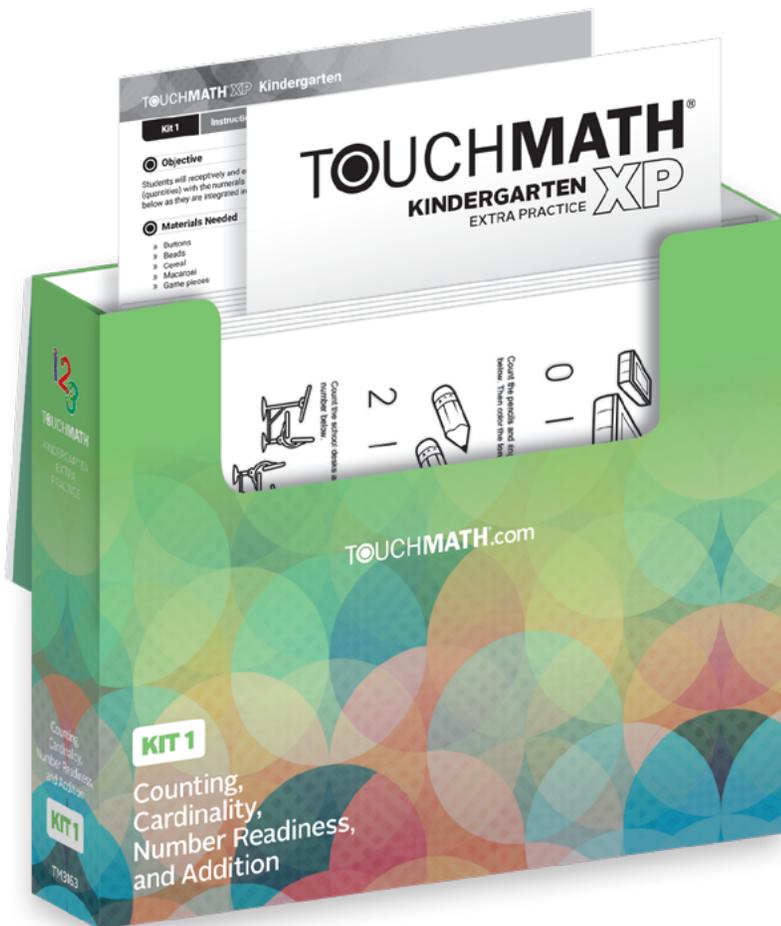
Instructional strategies provide an overview of each new concept with suggested activities for each 15-page section. Included teaching aids enhance and expand the wide range of concepts, helping to reinforce the mathematical concepts that are introduced. See page 8 to learn more.

TouchMath Now customers will receive digital access to all of the same boxed activity sheet masters and instructional strategy support, accessible from any internet-connected computer or tablet device. See page 13 to learn more.

Click box for more information

10 colorful kit boxes make up the complete XP lineup: Kindergarten (light green) 3 kits, First Grade (pink) 3 kits, Second Grade (light blue) 3 kits, and Money (dark green) I kit.

A Look at the Implementation Strategies

Each XP kit includes a set of instructional strategies pages offering valuable information in a simple and convenient format. Each implementation strategies page presents a straightforward, uncomplicated collection of lesson extensions, helpful ideas, and relevant information that may be integrated into plans for each group of lessons. You can easily use these strategies to develop lessons for students at both ends of the learning spectrum and for every student in between. Each implementation strategies page is divided into six separate sections:

- Objective: The written objective uses key mathematical vocabulary and indicates the underlying rationale
- Materials Needed: Suggested materials to support the lesson
- Math Concepts: Key vocabulary that your students will encounter in the activity pages
- Teaching Tips: Educator tips that make each lesson more powerful
- Hands-On Activities: A wide variety of games, crafts, story starters, and multisensory activities
- Literature Connection: Math literature reviewed by TouchMath with a clever tie-in with language and reading

Objective ——————

Materials Needed ——————
Math Concepts ——————

Teaching Tips ——————

Hands-On Activities ——————

Literature Connection ——————

TOUCHMATH XP Kindergarten

Kit 1 | Instructional Strategies | Section 1: Extra Practice Masters 41–50

◎ **Objective**

Students will receptively and expressively identify the numbers 9 and 10. They will learn to associate the quantities with the symbols through multisensory activities. Students will master the readiness concepts below as they are integrated into the lessons.

◎ **Materials Needed**

» Bow-tie pasta
» Popcorn
» Building blocks
» Coins
» Dried beans
» Plastic dinosaurs
» Erasers
» Paper clips
» Stick figure drawing

◎ **Readiness Concepts**

» Group/Set
» Heaviest
» Bottom
» Left
» Total
» Longest
» Beside
» Above
» Greater than
» Estimate

◎ **Teaching Tips**

» Because touching and counting the 9 is a challenging task for some students, spend the time needed to ensure mastery. Involve your students with manipulatives and counters presented in a variety of ways. The 9 is touched and counted from top to bottom counting the double TouchPoints first: "One-two, three-four, five-six, seven-eight," followed by the single TouchPoint, "nine." Tell the students the numeral 9 wears a "hat" (1-2) on his head and also has a "nose" (9).

» When comparing two numbers to determine **greater than** and/or **less than**, be sure you begin by using numbers with the greatest disparity (such as comparing the 2 and 9 with TouchPoints). Integrate the concepts of **greater/greatest**, **less/least** often, when opportunities present themselves in the classroom setting. (For example, ask, "Who has the **greatest** number of crayons?").

◎ **Hands-On Activities**

» Draw a large stick figure on the board. Place two dots on the head, shoulders, knees, and toes, with one dot serving as the nose. Count all nine dots. Lead students in singing, "Head, shoulders, knees, and toes — touch your nose!" Have each student use both hands to touch his head, shoulders, knees, and toes, but use only one finger (or the palm of his hand) to touch his nose.

» Ask children to count nine TouchPoints on each other's head, shoulders, knees, toes, and nose.

» Chant the verses of "Ten Little Monkeys Jumping on the Bed." Have students hold up their fingers when they sing/chant the numbers. Chant again and point to the numerals on the board. Spread a large blanket on the floor or grass. Have one student take the role of the mother, one student play the doctor, and 10 students pretend to be the monkeys. Enact the story.

» Copy the reproducible Numeral Booklet from the Teaching Aids section. Each student may then make her own personal booklet of the numerals 0 through 9. Children may color each page and bind their booklet using staples, ribbons, or brads.

» Students with exceptional fine motor control may practice writing numerals using the Handwriting Masters from the Teaching Aids. They may also review each number's value by drawing the quantity.

◎ **Literature Connections**

» *Nine Things Nathan Noticed at Night* by Christy Baldwin.
» *My Nine Book (My First Steps to Math)* by Jane B. Moncure.
» *Zin! Zin! Zin! A Violin* by Lloyd Moss.
» *Ten, Nine, Eight* by Molly Bang.

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About the Teaching Aids

Each XP kit includes a wide variety of teaching aid masters to enhance your lesson plans, integrate hands-on learning, and pique your students' interest as you introduce new math concepts. Preview all the clever multisensory teaching aids included in each kit and expand upon them with TouchMath manipulatives and common classroom materials where appropriate to tailor the materials to your own classroom.
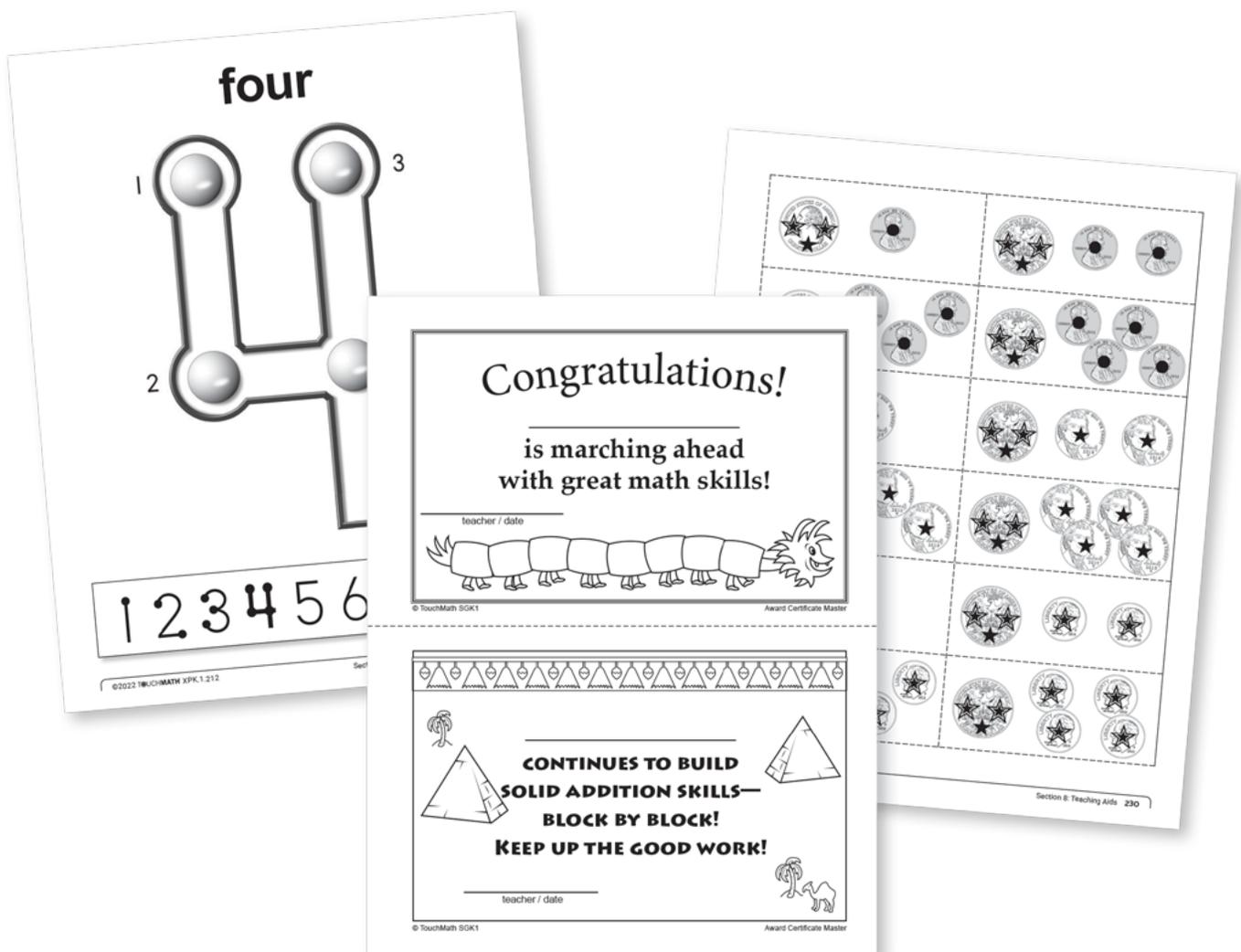
XP Activity Sheets

Each XP kit contains reproducible student activity sheets, which are organized by skill into sections. Implementation strategies will guide you through each 15-page section. All skills are built upon the Concrete-Representational-Abstract (CRA) approach, allowing all students to access a range of tools for building the foundational math skills they must master to succeed in critical math domains.

The activity sheets are designed to incorporate TouchMath manipulatives and common classroom materials where appropriate. They feature opportunities to discuss and build mathematical language naturally. The clean, uncluttered pages also allow students the necessary space to develop tactile skills as they master new concepts. As children see, say, hear, and touch while they practice math, they learn and remember.

A comprehensive answer key can be found at the back of each kit.

Pair with TouchMath manipulatives

Activity sheets are clean and uncluttered

Cues and models make concepts accessible

Fun and engaging artwork helps relate real world concepts

Activity sheet footers list skill or topic covered on page
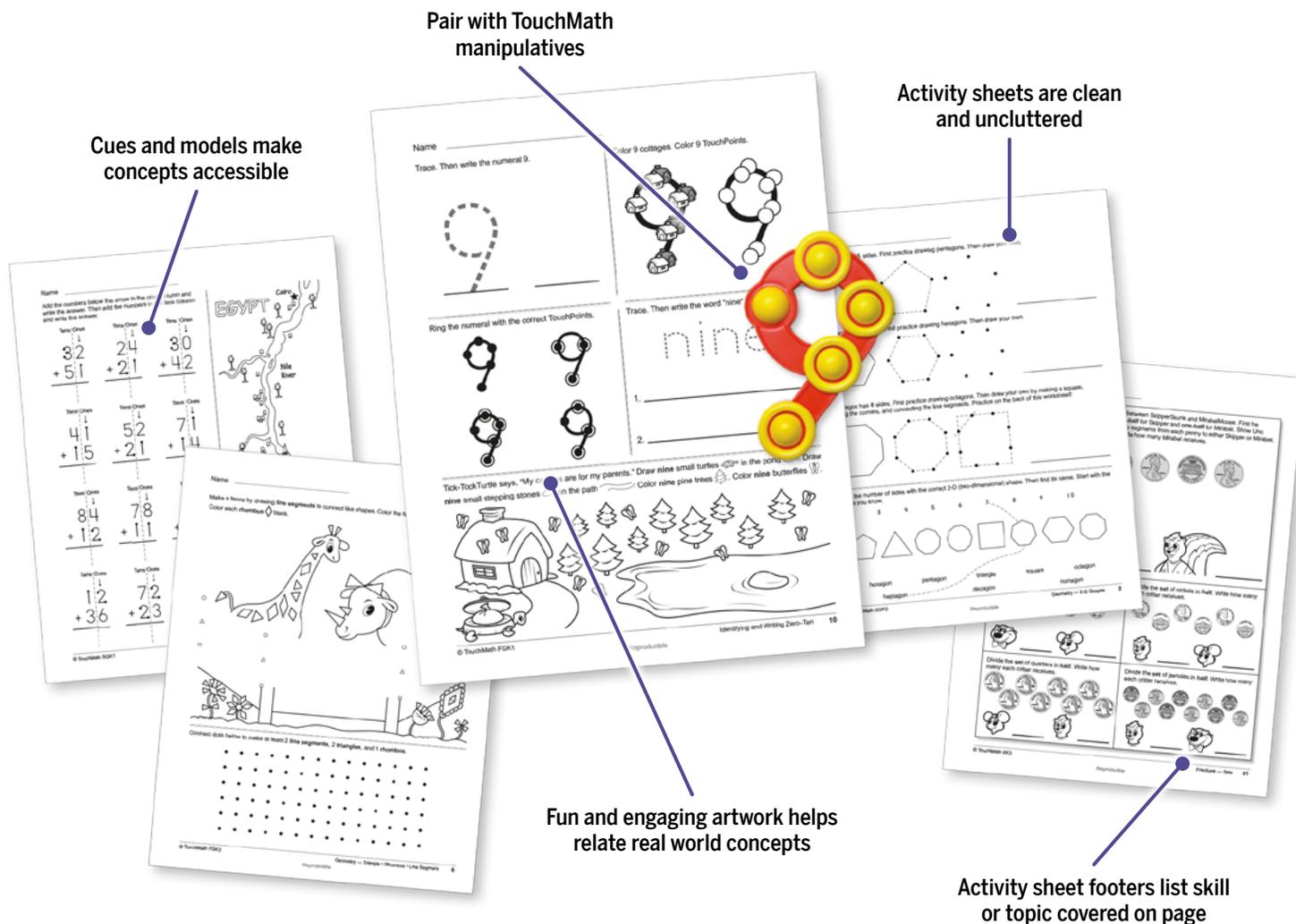
Connect School to Home

All Standards Edition units and Extra Practice kits include parent/caregiver communication letters in both English and Spanish. These letters can be found in the SE Teacher's Guides, or in the XP kit introduction. The introductory letter informs parents that TouchMath will be used with students during the school year. The letters are designed to be printed on school letterhead and signed by the teacher. Letters are also available on the Teacher Tools page of the website. In addition to an overview of the TouchMath approach, letters suggest ways parents can help at home, and include the Touching/Counting Patterns to help parents better support their child.

Formatting designed to copy or print on your school's letterhead

Space is available for your signature

TouchMath Touching/ Counting Patterns

Estimados Padres de Familia,

Durante todo el año estaremos utilizando el programa TouchMath. El programa TouchM está diseñado para proporcionar, paso a paso, el desarrollo de conceptos con un enfoq basado en la realidad. Su apoyo y participación en el aprendizaje de las matemáticas contribuirá al éxito de sus hijos. Utilizando el método TouchMath, ellos aumentarán su conocimiento de matemáticas.

El programa TouchMath les permite ver, decir, oír y experimentar con materiales prác actividades escritas en papel y lápiz. El método empieza a partir de la habilidad bási niños aprenden: contar. El programa avanza despacio, ofreciendo prácticas para ca hasta que se tenga dominio de la habilidad. Sus hijos seguirán una estrategia para problemas y demostrarán rápidamente el éxito en sus cálculos. A medida que los demuestran un patrón consistente de logros, se inculca una confianza basada en

Contar es una parte clave del proceso. Usando sus dedos, los estudiantes cuent TouchPoints en los números y/o cantidades. A medida que los estudiantes van el éxito, ellos se adaptarán al nivel donde necesitan estar para hacer sus cálcul estudiantes necesitan seguir el proceso táctil de tocar algo físicamente. Otros, pistas visuales y aplican el proceso sin tocar los objetos. Y aún otros, aprende asociación de objetos con números y hacen sus cálculos sin ninguna pista. P sus hijos se adaptarán al nivel que mejor acomoda a sus necesidades.

Ustedes pueden ayudar a sus hijos en la casa de las siguientes maneras:

1. Pregunten a sus hijos acerca de lo que aprendieron de matemáticas c
2. Ayuden a sus hijos a utilizar las matemáticas que están aprendiendo.
3. Trabajen con sus hijos para que aprendan los Patrones Tocar/Contar
4. Animen a sus hijos a decir los números mientras trabajan en los prol
5. Manténgase firmes sobre el uso del proceso en lugar de adivinar la

Para su uso, los Patrones de Tocar/Contar se incluyen al final de la págir recursos adicionales, visite www.touchmath.com/parent-tools-es.

Cordialmente,

Dear Parent/Caregiver,

We will be using the TouchMath Program throughout the year. The TouchMath Program is designed to provide step-by-step development of concepts in a real-world approach. Your support and involvement with math learning will contribute to your child's success. Your child will experience success in math using the TouchMath approach.

The TouchMath Program combines the use of seeing, saying, hearing, and touching with hands-on materials and paper and pencil written activities. The approach builds on the first basic skill that children learn: counting. The program moves at the rate of the child's mastery, providing practice with each small step until that skill is mastered. Your child will have a strategy for solving problems and will quickly demonstrate success in the skills they are working to master. A success-driven confidence is instilled as students demonstrate a consistent pattern of achievement.

A key part of the process is counting. Students count objects, TouchPoints on numerals, and/ or quantities using their fingers. As students become more successful, they will adapt to the level they need in order to perform computations. Some students need the tactile process of physically touching something. Others see the visual cues and apply the process without touching the objects. Still others learn the concept of associating the objects with numerals and perform operations with numbers without cues. Your child will adapt to the level that best fits in order to be successful.

You can help your child at home by doing the following:

1. Ask about what has been learned in math each day.
2. Help your child use the math that is being learned.
3. Work with your child to learn the Touching/Counting Patterns.
4. Encourage your child to say the numbers when working the problems.
5. Be firm about using the process rather than guessing at answers.

The Touching/Counting Patterns are included below for your use. For additional resources, please visit www.touchmath.com/parent-tools.

Sincerely,

Review. Assess. Record.

Regular assessment of specific skills is essential to ensure student success. Formal assessments combined with ongoing classroom teacher observations measure what has been taught. These assessments should occur upon completion of work on particular skill, and the results should be used for re-teaching and intervention.

Progress monitoring records are included with both SE units and XP kits. Teachers may use any appropriate record keeping method they wish (e.g., check marks, different colors for completed or needs help, letter grades, etc.). When used effectively, these monitoring records provide an ongoing snapshot of each student's progress and are very helpful for conferences with the parent/guardian. Electronic (.xlsx) versions are available on the Teacher Tools page of the TouchMath website.

XP Progress Monitoring Record

SE Progress Monitoring Record
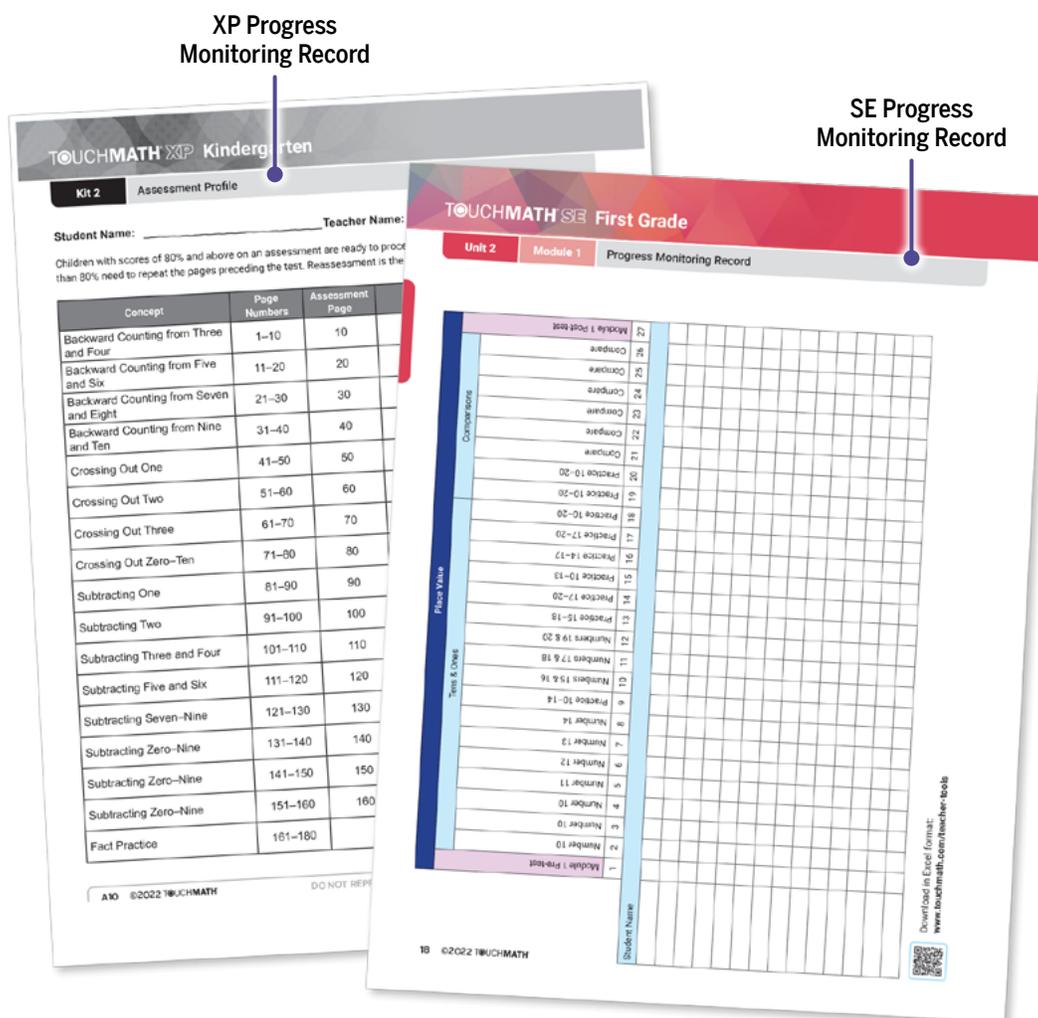
TouchMath SE and XP activity sheet* scores can also be recorded in TouchMath Hub, our digital tool for student information and reporting. TouchMath Hub is included with all TouchMath Pro subscriptions and can be added free to any TouchMath SE or XP program purchase (student data privacy agreement required). Learn more on page 15. Consult your educational account specialist for enrollment information.

*Excludes XP Money Kit activity sheets.

Print On Demand with TouchMath Now

TouchMath Now is our eco-friendly option that allows you to digitally access your TouchMath SE units and/or XP kits from any internet-connected computer or tablet device. No need to transport boxed units or Teacher's Guides, everything you need has been digitized in an easy-to-use platform that lets you download and print only the resources you need, when you need them. Download the User Guide for detailed setup and navigation information.

Account Admin:

1. Look for the Getting Started email in your inbox and click the link to activate your account.
2. Set your password.
3. Log in to the TouchMath Admin Portal to add teacher users and manage your subscriptions.

Teachers:

1. Look for the Getting Started email in your inbox and click the link to activate your account.
2. Set your password.
3. Log in to your TouchMath Now Dashboard for instant access to your assigned resources.

Your assigned SE and XP resources will appear in the Active Subscriptions section. Legacy (pre-2022) resources will appear below.

Lesson Planning folder help you keep organized.

Download helpful resources such as the user guide, scope and sequence, parent letters or state alignments.

Preview additional TouchMath resources.

Download module-specific Teacher's Guide and progress monitoring record.

Easy-to-use filters help you navigate available resources and find Spanish activity sheets (SE only)

Click once to select. Double click to view answer key and instructional strategies. Click + Shift key to select sequential sheets. Click + ⊞ or ⌘ keys to select multiple pages.

Digital Intervention with TouchMath Pro

The TouchMath Pro Skills Rainbow and four dynamic learning modes make it easy to create and assign digital and print leaning plans for targeted intervention, from number sense to algebra. TouchMath Pro subscriptions include teacher access to TouchMath Pro and TouchMath Hub; student access to MyTouchMath; and account administrator access to the TouchMath Admin Portal. Download the User Guide for detailed setup and navigation information.

The Skills Rainbow makes it easy to visually chart a course for personalized student achievement.
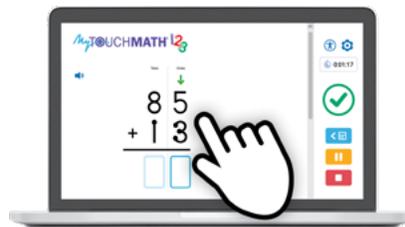
Students complete lessons digitally with familiar visual cues and multisensory stimulation to engage all learners.

Individual and classroom dashboards provide detailed reports to help drive decisions for continued progress.

TOUCHMATH® PRO — Teacher Platform

The TouchMath Pro Skill Rainbow and four dynamic learning modes make it easy to create and assign digital and print learning plans for targeted intervention, from number sense to algebra.

TOUCHMATH® Hub — Teacher Platform

Track and score TouchMath Pro and TouchMath curriculum activities as you assemble a personalized student lesson portfolio, completely customized to meet the individual proficiency targets of each student.

MyTOUCHMATH® 123 — Student Platform

TouchMath Pro lessons come to life in the MyTouchMath student portal with a variety of interactive problem types that let students touch, drag, and answer their way to success – accessible in English and Spanish.

TOUCHMATH® 123 — Admin Portal

The TouchMath Admin Portal gives account Administrators complete control over all connected digital platforms with the ability to manage users, subscriptions, and view user progress and platform usage data.

Account Admin:

1. Look for the Getting Started email and click the link to activate your account.
2. Set your password.
3. Log in to the Admin Portal to add teacher users, upload student rosters, and manage classes.

Teachers:

1. Look for the Getting Started email and click the link to activate your account.
2. Set your password.
3. Log in to TouchMath Hub to setup your class and begin creating lessons.

Students:

1. Log in to the MyTouchMath student platform using the credentials provided at setup.

Bringing It All Together in TouchMath Hub

TouchMath Hub is the centralized location for student rosters, digital and print activity scoring, reporting, and lets educators create a digital portfolio of student work. TouchMath Hub access is included with TouchMath Pro subscriptions and can be added free to track and score TouchMath Now and/or in-classroom SE/XP print activity sheets* (student data privacy agreement required).

Choose custom proficiency levels for this student.   ● Remediation   ● Needs Intervention   ● Approaching Proficient   ● Proficient   ● Mastery   ⟳

| 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

Set individual proficiency targets for each individual student to help them close the achievement gap in a way that is consistent with their math journey and/or IEP goals.

Track and score digital and print lessons from TouchMath Pro, TouchMath Now, and in-classroom SE units or XP kits.

Digital lessons are auto scored with easy access to view student responses.

Upload a scan/picture of completed print activity sheets to build a digital portfolio of student work – everything you need all in one place.

Student dashboards showcase student progress across all TouchMath print and digital lessons, with reports that highlight student growth, average score by skill, grade level by skill, intervention and reteaching needs by skill, and digital usage data. Each report can be customized and exported to share with co-teachers and caregivers.

*Excludes XP Money Kit activity sheets.

Interactive Whiteboard Software

TouchMath Connect is an interactive software program that brings the TouchMath methodology into the virtual world. Students of all age levels and abilities can engage directly with their touchscreen tablet, desktop computer (mouse/keyboard), or classroom interactive whiteboard, to count, add, subtract, skip count, multiply, divide, and more. Customizable problem choices, playlists, and TouchPoints gives educators the power to create individualized learning experiences for each student, group, or classroom. Sample problems, guided voice directions with positive reinforcement, and step-by-step interaction makes TouchMath Connect great for classroom instruction or independent use.

TouchMath Connect 1 Software

- Touching/Counting Patterns
- Number Concepts
- Addition
- Subtraction

TouchMath Connect 2 Software

- Touching/Counting Patterns
- Skip Counting
- Multiplication
- Division
- Pre-Algebra
- Fractions

Connect software is completely downloadable. For purchases made directly through the TouchMath website, Login to your account and navigate to the Downloads tab. For all other purchases, visit cf.touchmath.com/orderdl and enter your PO number or TouchMath order number.

Visit touchmath.com/connect to see demo videos and learn about tech requirements for PC/Mac desktop and laptop computers. Mobile App versions of Connect 1 and Connect 2, as well as our Counting App and Jungle Addition App are available for iPad, Chromebook, and Android tablets on the Apple App Store and Google Play Store. Visit our Mobile Math Apps page to learn more.

Connect with TouchMath Online

1. **Visit touchmath.com**

2. **Click Login to setup your Free TouchMath Account**

   After setup you will want to explore the website to learn more about TouchMath and our family of classroom programs. You can also access Professional Training and Workshops, browse Research papers and testimonials, view and download Alignments to your state standards, follow our Blog for TouchMath tips and industry insights, watch instructional Videos, gain access to Teacher Tools and Free Stuff, plus a whole lot more.
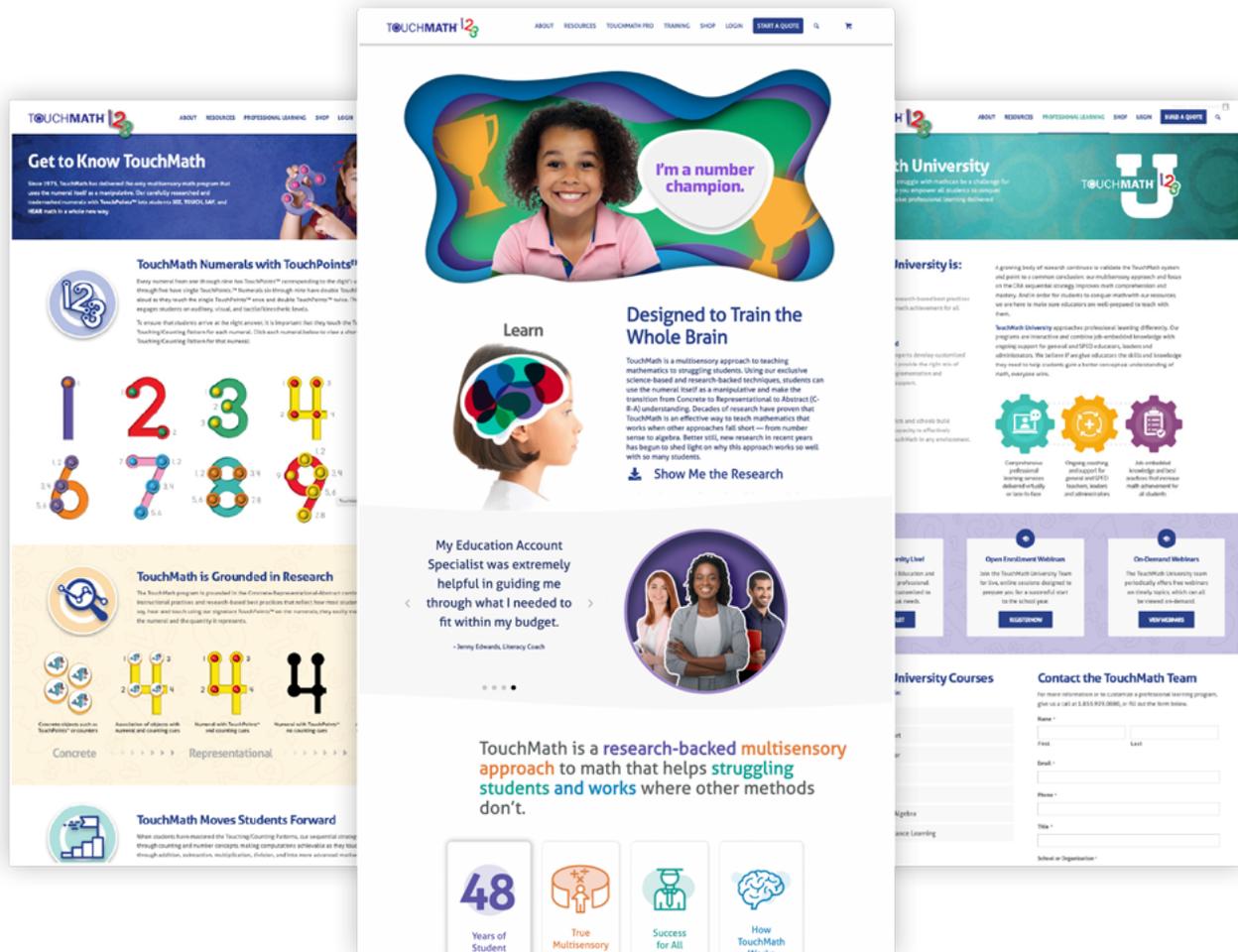
Social Media

TouchMath has also embraced social media as a way to keep you informed. There are plenty of ways to stay up to speed with the latest and greatest, and receive valuable information that will help you and your students succeed in the classroom.

- Receive special offers and exclusive discounts
- Get the latest news and information on programs and products
- Have the ability to ask questions of fellow educators and TouchMath experts
- Share and receive best practices, teaching strategies, and program adaptations
- See what your peers are saying about TouchMath

Hands-On Tools For the Classroom

TouchMath manipulatives provide numerous ways to teach math concepts in a way that appeals to students of all learning styles. For tactile/kinesthetic learners, or students needing concrete support tools, nothing beats the hands-on approach of TouchMath, with versatile aids for relating math skills to concepts they can touch.

Texture Cards

Includes 36 total 6"x 9" cards (numerals 1–9) in four fun and recognizable textured and tactile pattern sets: Animals, Fruit, Shapes, and TouchPoints.

TouchNumerals

Includes three sets of form numerals 0–9, operation signs, TouchPoints, and USB with printable activities and instructional strategies.

TouchPoints

Includes 500 one-inch textured TouchPoints in eight colors, and USB with printable activities and instructional strategies.

TouchPoints with Pictures

Includes 1,440 one-inch form TouchPoints with space and animal pictures – pairs directly with the Pre-K Standards-Based Program.

3-D Numerals

Includes two sets of textured magnetic numerals 0–9, operation signs, and USB with printable activities and instructional strategies.

TouchShapes

Includes 324 textured, multi-color shapes (6 different shapes) in three sizes, and USB with printable activities and instructional strategies.

Domino Cards

Includes five unique sets of textured playing cards (55 cards in each set) with a variety of pictures, arrays, TouchPoints, and numerals.

TouchCards

Three reversible sets (Addition, Subtraction, Multiplication) help reinforce fact mastery with and without TouchPoints.

Student Number Cards

Includes ten sets of hand-sized reinforcement cards for numerals 1–9, reversible with and without Touching/ Counting Patterns.

Desktop TouchLines

Includes 24 perforated TouchLines, reversible with horizontal and vertical numeral presentations. Laminate for extra durability and tape to any desk.

Vibrant Visual Reinforcement

TouchMath poster sets turn your classroom into a veritable resource for a variety of math skills, prompts, and reminders of the TouchMath process. TouchMath posters offer additional opportunities to reach and teach visual learners, and serve as immediate classroom references when students need support.

TouchPoint Posters

Two unique sets (TouchPoint Posters and TouchPoint Animal Posters) each include 8.5"x 11" reversible posters for numerals 1–9, with and without Touching/Counting Patterns. Each set comes with downloadable activities and instructional strategies.

Counting Quantity Posters

Two unique sets (Pre-K: Space and Kindergarten: Birds) each include ten 5.5"x 17" posters covering numbers 1–10, and two 11"x 17" posters, one each for numbers 20 and 30. Each set comes with downloadable activities, instructional strategies, and digital versions of each poster.

Skip Counting Posters & Songs

Two unique sets (Primary and Upper) each include eight 11"x 17" posters for skip counting patterns 2–9. Each set comes with downloadable songs that accompany each poster, printable activities, printable instructional strategies, and digital versions of each poster.

Computation Step Posters

Four unique sets (Addition, Subtraction, Multiplication, Division) each include six 11"x 17" posters covering all steps of the TouchMath approach. Each set comes with downloadable activities, instructional strategies, and digital versions of each poster.

Remediate. Practice. Test.

TouchMath single-use workbooks and standards-based assessments provide students the chance to back up, practice, master the foundational skills they may have missed, and move forward to grade level, or more advanced concepts. From learning Touching/Counting Patterns through Fractions & Decimals, Pre-K through Upper Grades, workbooks and assessments give students of all ages and abilities the opportunity to conquer math.


Above+Beyond Workbooks

Two unique sets built on learning progressions, one for Multiplication and one for Division, help educators easily remediate across grade levels. Each progression contains six color-coded single-use workbooks (25 pages each), covering standards from Kindergarten through Grade 4. Checkpoint assessments and progress monitoring are included in each workbook. Teacher editions (one for each progression) contain full-page answer keys and recommendations for remediation.


Grade Level Skills Workbooks

Grade level and skill focused, each 56-page workbook offering meaningful repetition with scaffolded problems, visual cues, and TouchPoints. Single-use workbooks for Pre-K through Upper Grades cover a variety of targeted skills including TouchPoints, Number Concepts, Counting, Addition, Subtraction, Skip Counting, Multiplication, Division, Time, Money, and Fractions & Decimals. Teacher's guides (one for each grade/skill) contain answer keys and guidance for success.
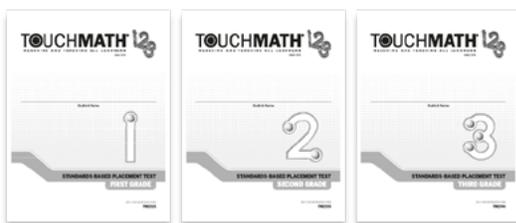
Standards-Based Placement Tests

Placement tests are designed for beginning -of-year assessment based on the previous grade-level standards to ensure grade-level readiness. These single-use assessments are available for Grade 1 through Grade 5. Teacher editions (one for each grade) contain page-by-page directions, answer keys, progress monitoring, accommodations for learners with disabilities, and recommendations for remediation within the Standards-Based Program.
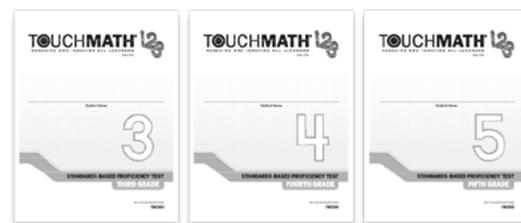
Standards-Based Proficiency Tests

Proficiency tests are designed for end-of-year assessment based on the standards and content presented throughout the year. These single-use assessments are available for Kindergarten through Grade 5. Teacher editions (one for each grade) contain page-by-page directions, answer keys, progress monitoring, accommodations for learners with disabilities, and recommendations for remediation within the Standards-Based Program.

Make It Easy On Yourself

Having the TouchMath Program in the classroom is one part of a successful overall strategy to implement quality math instruction. To ensure user fidelity and augment the effectiveness of the program, suggestions are included for classroom use.

TouchMath Classroom Setup

- Display all TouchMath classroom aids during math instruction, and use them with the students.
- Provide centers featuring TouchNumerals, counters, and other manipulatives to reinforce learning.
- Have books identified in literature connections available to read.
- Place the progress monitoring records in an easily accessible place.
- Store the unit and/or kit boxes on a shelf for later use.
- Schedule a paraprofessional to meet with students needing individual instruction.
- Establish small group areas for use with a paraprofessional or parent volunteer to differentiate instruction and provide individualized guidance.

TouchMath Program Implementation

- Incorporate the objectives listed in the teacher's guides and/or implementation strategies into your lesson plans and/or IEPs.
- Include in your lessons the visual, auditory, and tactile/kinesthetic components mentioned in the instructional strategies.
- Model using TouchMath materials, manipulatives, and counters during whole group instruction.
- Use the vocabulary words included for each objective in your instruction with the children.
- Assess students at the end of each module to monitor progress.
- Send home the completed activity sheets to keep parents/guardians informed of the program material.
- Send home the parent/guardian communication letter at the beginning of the unit and/or kit.
- Use opportunities outside of math instructional time (art, snack time, transitions) to reinforce TouchMath strategies and provide meaningful repetitions.
- Incorporate the skills in the TouchMath Program throughout the day.

TouchMath Program Implementation Tips

- TouchPoints: Provide explicit instruction to master the Touching/Counting Patterns.
- Instructional Strategies: Modify the teacher input/modeling, checking for understanding, and directions for guided practice, implementing those that work for you and your learners.
- Activity Sheets: Use only the activity sheets that are needed to advance the learning of individual students.
- Practice: Use enough activity sheets to provide meaningful repetition of the skill for the developmental level of the student.
- Extra support: Schedule a parent volunteer or paraprofessional to work with small groups or individuals who need more experience with the skill.
- Classroom setup: Locate details and examples in this implementation guide.
- Amount of time: In general, structure activities within the two to two-and-a-half times the learner's developmental age (e.g., If the student is 6 years old developmentally, activities will be most effective if they are 12 to 15 minutes long.). Independent time provides opportunities for additional experiences. Using one to four pages per day will provide ample opportunities for learning throughout the year.

Classroom Guide Checklist

Use all TouchMath classroom aids during math instruction.

Set up small group areas.

Feature TouchNumerals, TouchPoints, and other counters in centers.

Keep the Progress Monitoring Records in an accessible place.

Store the unit and/or kit boxes.

Schedule paraprofessionals or parent volunteers.

Include objectives from the instructional strategies in lesson plans and IEPs.

Incorporate visual, auditory, and kinesthetic components in lesson plans.

Modify instructional strategies to meet the needs of the learners.

Identify and use student activity sheets for meaningful repetition.

Allocate time based on the developmental level of the learner.

Model using TouchMath materials during large group instruction.

Provide explicit instruction with TouchPoints.

Include vocabulary words in instruction.

Read books listed in literature connections.

Reinforce TouchMath strategies throughout the day.

Assess students at the end of each module.

Send home parent/guardian communication letters.

Regularly send home completed student activity sheets.

Studied. Published. Proven.

TouchMath is an evidenced-based, multisensory approach to teaching all skills and concepts in elementary math. This method is consistent with foundational educational research and has been proven effective across educational settings, various student demographics, and all different student abilities. TouchMath incorporates a See It, Say It, Hear It, and Touch It approach to learning each math skill introduced to ensure that the learner is engaged at his level of understanding and the way he best learns information.

TouchMath is the only program that uses the actual numeral as a manipulative by having TouchPoints (concrete level) and uses visual cues (pictorial/representative level) throughout the program to eventually remove visual cues and TouchPoints so the student can demonstrate a symbolic/abstract comprehension of the skill.

The TouchMath Program supports and connects both conceptual and procedural learning.

Whitepapers, case studies, action research, and quasi-experimental design studies have been conducted related to the effectiveness of the TouchMath Program. All of the research provides evidence of improved achievement for general education and special education students at all levels.

To view the studies, please visit touchmath.com/research

Get Going with TouchMath University

A growing body of research continues to validate the TouchMath system and point to a common conclusion: our multisensory approach and focus on the CRA sequential strategy improves math comprehension and mastery. And in order for students to conquer math with our resources, we are here to make sure educators are well-prepared to teach with them.

TouchMath University approaches professional learning differently. Our programs are interactive and combine job-embedded knowledge with ongoing support for general and SPED educators, leaders and administrators. We believe if we give educators the skills and knowledge they need to help students gain a better conceptual understanding of math, everyone wins.

TouchMath University Live!

Join our team of Special Education and math experts, for live professional learning experiences customized to meet your individual needs. Onsite, virtual, and blended training options available with over 20 courses to choose from. See course offerings and descriptions at touchmath.com/tmuniversity.

- TouchMath Jumpstart
- TouchMath Refresher
- TouchMath Pro Foundations
- TouchMath Pre-K
- TouchMath K–2
- TouchMath 3–Algebra
- TouchMath & the RtI Process
- TouchMath Train-the-Trainer
- and a whole lot more!

TouchMath Teach

Experince TouchMath training on your own schedule and at your own pace with our asynchronous virtual training course. Offering TouchMath Jumpstart and TouchMath Pro 101, these courses are an interactive introduction to the TouchMath methodology and program. Learn more on the TouchMath Teach page of our website.

Workshops

The TouchMath University team periodically offers free workshops on timely topics. You can browse available workshop recordings on-demand on our Workshops page. Sign-up for TouchMath emails, visit our News & Events page, or follow TouchMath on social media to stay up to date on upcoming workshop events.