

Digital Intervention

Lesson Modes

There are three lesson modes in the digital intervention tool, each providing a different approach to identify skill gaps and help push students forward. Start with an Assessment plan to quickly identify a recommended starting point. From there you can set a Learning Target plan that will align with student IEP goals or math learning targets. Provide Reinforcement plans as needed to reinforce skills gaps or ensure skill retention with targeted skills practice.

Assessment Mode

Use this digital mode to quickly identify the starting point for each new learner. The built-in proprietary algorithm will assess student answers in real time, pushing them forward to more advanced skills when proficiency is met, or dropping them down to reinforce the foundational skill when forward progress cannot be made. In addition to identifying the starting point, this mode can also be a powerful tool to help assess student skill gaps when used in conjunction with pre- and post-test activities found in the Standards Edition curriculum.

How to: Select a starting skill from the Skills Rainbow. A recommended starting point will be indicated at the conclusion of the assessment.

Learning Target Mode

This digital and print mode is a powerful tool to support IEP implementation and skills-based interventions – allowing you to create a learning plan designed to help a student reach a specific goal. On the Skills Rainbow, select two key foundational skills, one as a starting point, and the second as a targeted goal or end point. TouchMath Pro will chart a course by generating a lessons plan that includes each key foundational skill needed to help the student reach the set goal. After selecting both the starting point and end point, all connecting skills will be indicated on the Skills Rainbow. While you are free to set the goal as high or low as you want, it is recommended that you set achievable goals by creating plans with no more than 4 or 5 connecting skills. When the student reaches the first set goal, create a new plan with a new achievable goal.

How to: Select both a starting skill and a target skill from the Skills Rainbow. Next steps will be indicated at the completion of each skill.

Reinforcement Mode

This digital and print mode allows you to create learning plans for targeted practice on a particular skill (or combination of skills) while also reinforcing previously-learned skills to ensure retention. On the Skills Rainbow, select one or more key foundational skills in which the student needs reinforcement. TouchMath Pro will serve up targeted practice on the chosen skill(s) – with optional requisite skills sprinkled in for ongoing reinforcement. This mode is a suitable option for learners of all ages and preferences, allowing targeted practice for students that just need a little help, or meaningful repetition for students that need significant reinforcement – all without recycling problems.

How to: Select one or more practice skills from the Skills Rainbow. Next steps will be indicated at the completion of each skill.

	SKILL 1	SKILL 2	SKILL 3	SKILL 4	SKILL 5	SKILL 6	SKILL 7	SKILL 8	SKILL 9	SKILL 10
Algebra	Make a Number Using Addition & Subtraction Grade: K	Add and Subtract within 10 Using Pictures Grade: 1	Fact Families within 100 Grade: 2	Solve for the Variable (within 144) Grade: 3	Make a Repeating Pattern with Pictures Grade: 4	Two-Variable Relationship Table Grade: 5	Write Numerical Expressions Grade: 5	Write Variable Expressions Grade: 6	Identify Parts of an Expression Grade: 6	Graph Inequalities on a Number Line Grade: 6
Statistics & Probability	Interpret Data in Two and Three Categories Grade: 1	Picture Graphs with Three and Four Categories Grade: 2	Bar Graphs with Up to Six Categories Grade: 3	Line Plots (Whole, Halves, Fourths) 8 Data Points Grade: 3	Line Plots (Halves, Fourths, Eighths) 15 Data Points Grade: 4	Interpret Data Line Plots Grade: 5	Identify Statistical Questions Grade: 6	Display Quantitative Data on a Histogram Grade: 6	Interpret Data from Histograms Grade: 6	Calculate Mean, Median, Mode, and Range Grade: 6
Fractions	Fractions Using Fraction Bars Grade: 3	Fractions Using Number Lines Grade: 3	Equivalent Fractions Using Models Grade: 3	Identify Equivalent Fractions Grade: 4	Composing Fractions with Like Denominators Grade: 4	Find the Missing Factor Using Models Grade: 4	Add & Subtract with Unlike Denominators Grade: 5	Relating Fractions and Division Grade: 5	Multiply Fractions Using Models Grade: 5	Divide Fractions by Whole Number Grade: 5
Geometry	Identify 2-D and 3-D Shapes Grade: K	Identify Shapes by Sides and Corners Grade: K	Identify Shapes and their Attributes Grade: 1	Tile Rectangles to Find Area Grade: 2	Identify Quadrilaterals Grade: 3	Identify Lines and Angles Grade: 4	Recognize Lines of Symmetry Grade: 4	Using a Coordinate Plane Grade: 5	Identify Shapes by Attributes Grade: 5	Measure Volume of Fractional Edge Lengths Grade: 6
Measurement & Data	Measurable Attributes of Objects Grade: K	Classify Objects Into Categories Grade: K	Compare Lengths of Three Objects Grade: 1	Telling and Writing Time Grade: 1	Measuring Length of Objects Grade: 2	Graphing Data Grade: 3	Line Plot to Display a Data Set Grade: 4	Convert Standard Measurements Grade: 5	Measure Volume by Counting Unit Cubes Grade: 5	Measure Volume of Rectangular Prisms Grade: 5
Division	Subtract Multiples of 10 Grade: 1-2	Division as Objects in Equal Groups Grade: 3	Relate Arrays and Division Sentences Grade: 3	Relate Multiplication and Division Grade: 3	Division as an Unknown Factor Problem Grade: 3	Division Fluency within 144 Grade: 3	Relationship Between Place Values Grade: 4	Up to 4 Digits by up to 2 Digits No Remainders Grade: 4	Up to 4 Digits by up to 2 Digits With Remainders Grade: 5	Divide to Find Equivalent Ratios Grade: 6
Multiplication	Find Groups of Tens and Add Ones Grade: 1	Compare Multiples of 5, 10, and 100 Grade: 2	Multiplication as Equal Groups of Objects Grade: 3	Multiplication as Repeated Addition Grade: 3	Multiplication Fluency within 144 Grade: 3	Multiplication as a Comparison Grade: 4	Identify Unknown Factors Grade: 4	Multiply Improper Fractions Grade: 5	Multiply Ratios Grade: 6	Multiply to Find Equivalent Ratios Grade: 6
Subtraction	Decompose Numbers within 10 Grade: K	Add and Subtract within 20 Grade: K	Unknowns within 20 Grade: 1	Subtraction as an Unknown Addend Problem Grade: 1	Subtraction within 100 Grade: 2	Subtract Multiples of 10 & 100 Grade: 2	Three-Digit Subtraction with Unknowns Grade: 2-3	Compare Numerical Patterns Grade: 4-5	Subtract Whole Numbers within 99,999 Grade: 5	Subtract Decimals Ten Thousands to Hundredths Grade: 5-6
Addition	Find the Missing Number Grade: K	Counting On & Making 10 (within 20) Grade: K	Even & Odd Numbers to 20 Grade: K-1	Addition without Regrouping Grade: 1-2	Compare Multi-Digit Numbers Grade: 2-3	Identify Arithmetic Patterns Grade: 2-3	Addition with Regrouping Grade: 3-4	Compare Numerical Patterns Grade: 4-5	Write Addition Expressions Grade: 5	Identify Parts of an Expression Grade: 6
Base Ten	Quantities to 20 Grade: K	Identify the Larger Number Grade: 1	Two-Digit Addition without Regrouping Grade: 1	Subtract Multiples of 10 without Regrouping Grade: 1	Add & Subtract within 100 (No Regrouping) Grade: 2	Round to Nearest Tenth or Hundredth Grade: 3	Place Value with Base Ten Models Grade: 4	Numbers Using Expanded Form Grade: 5	Place Value & Expanded Form Grade: 5	Mixed Operations with Decimals Grade: 6
Number Sense	Count to 10 Grade: K	Count to 20 Grade: K	More Than/Less Than within 20 Grade: 1	Make 10 Strategy for Addition Grade: 1	Add & Subtract without Regrouping Grade: 2	Order Numbers Least to Greatest Grade: 3	Mixed Operations with and without Decimals Grade: 4-5	Identify Larger & Smaller Numbers Grade: 4-5	Mixed Operations Grade: 5	Identify the Largest Number Grade: 6
TouchPoints	Learning Touching/ Counting Patterns Grade: PK-2	Placing TouchPoints Grade: PK-2	Identify Correct TouchPoint Placement Grade: K-2	Single Digit Counting On Using TouchPoints Grade: 1-2	Double Digit Counting On Using TouchPoints Grade: 1-2	Backward Counting Using TouchPoints Grade: 1-2	Skip Counting Using TouchPoints Grade: 2-4	Multiplication Using TouchPoints Grade: 2-6	Place Value Using TouchPoints Grade: 2-6	Coin Value Using TouchPoints and TouchStars Grade: K-6