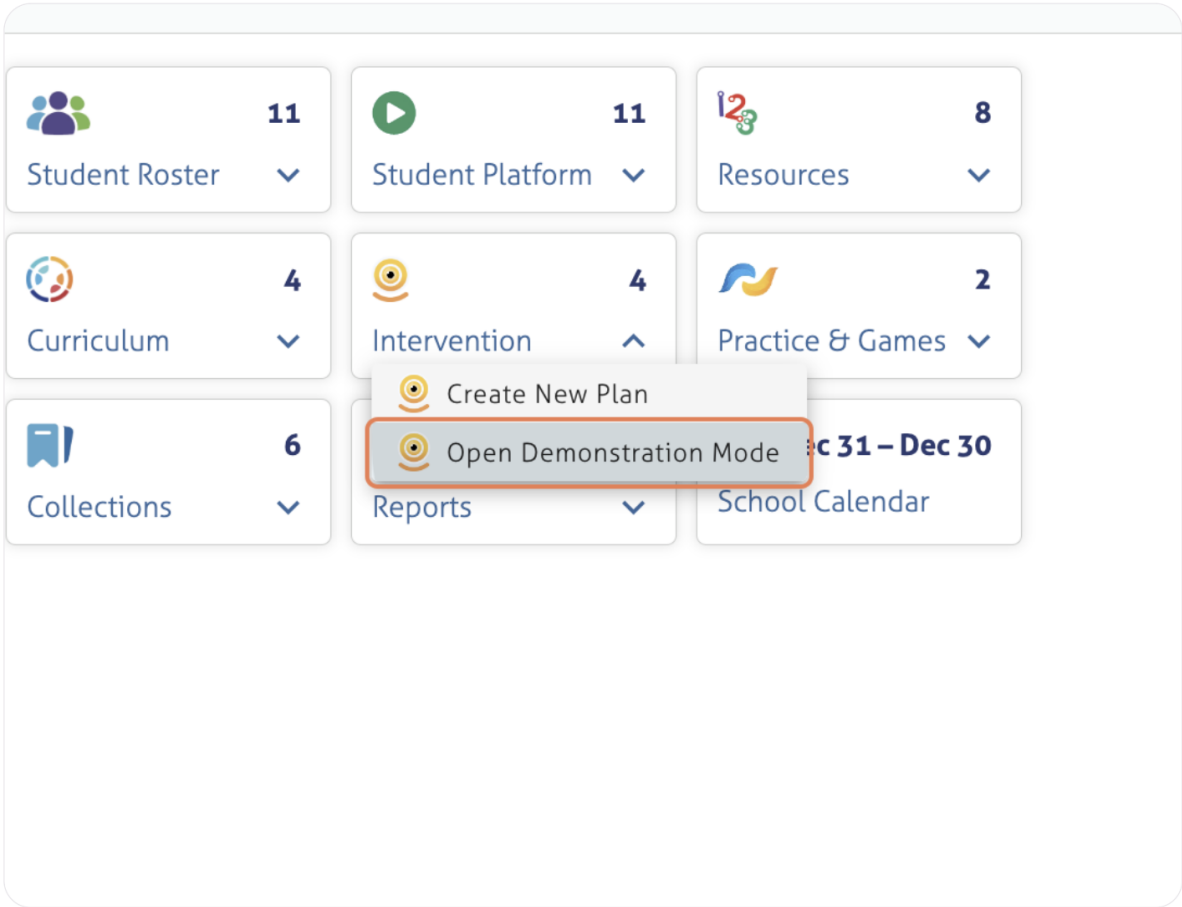


Digital Intervention

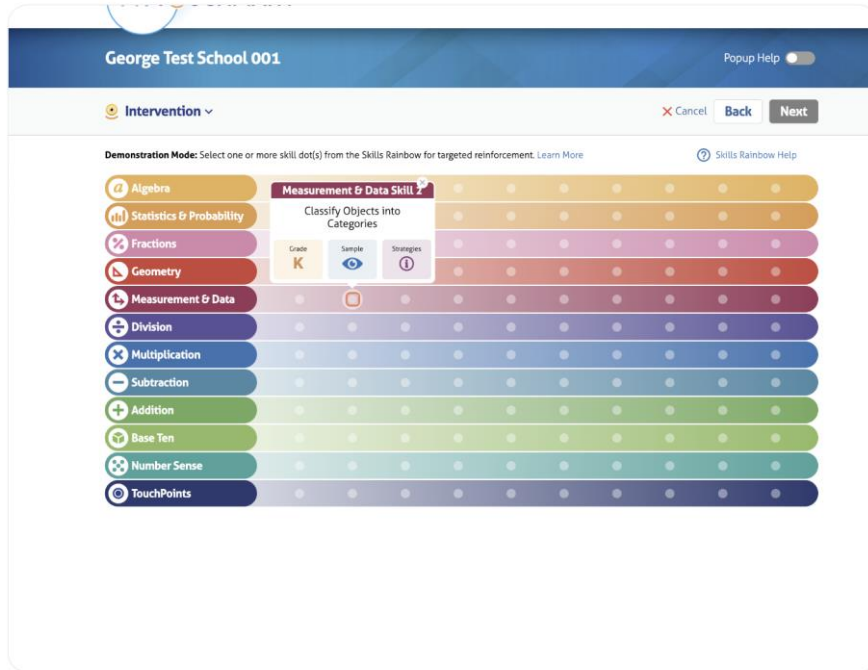
Open Demonstration Mode

Do you want to use the award-winning digital intervention tool, previously named TouchMath PRO, without assigning a lesson to a student and collecting student data? With the Open Demonstration Mode, educators now have the flexibility to use the robust tool in many ways! This guide shows educators and administrators how to create and assign new digital intervention lessons.

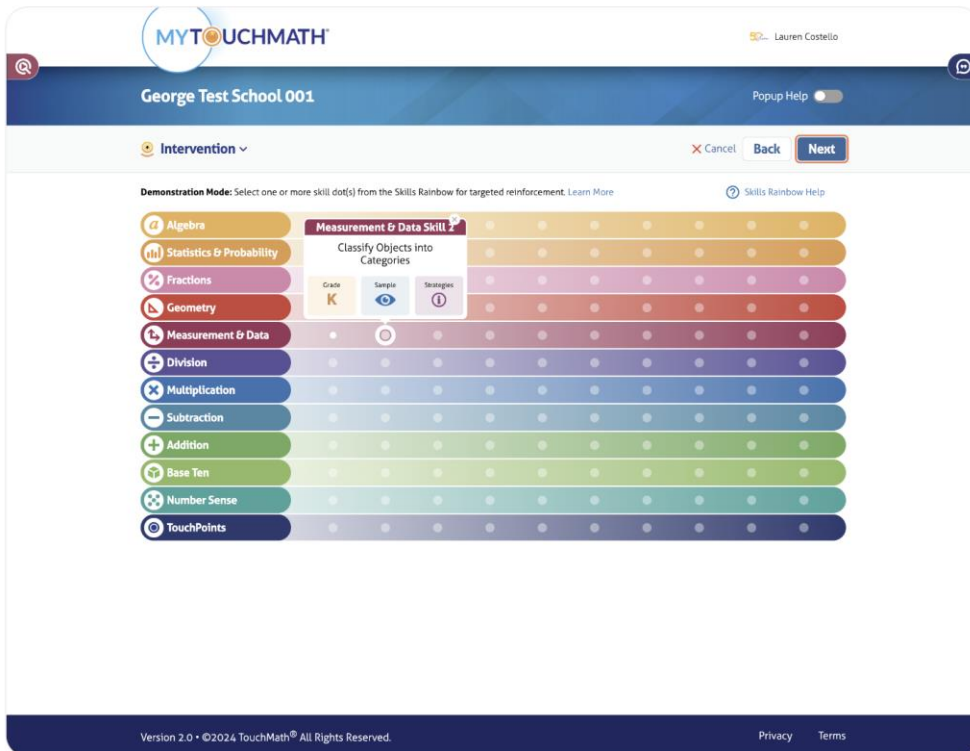
- 1 To use the digital intervention tool in a demonstration, or preview, mode, select Open Demonstration Mode from the dropdown list on the Intervention tile



- 2 Select one or more skills from the Skills Rainbow. These skills will be the skills presented during the demonstration mode, allowing students to interact with the content without assigning a digital intervention lesson plan or collecting data



- 3 Click on Next to continue



4 Customize the Focus and Visual Cues

The screenshot shows the TouchMath interface for 'George Test School 001'. At the top, the user is identified as 'Lauren Costello'. The page title is 'George Test School 001'. Below the title bar, there is a navigation area with 'Intervention' selected, and buttons for 'Cancel', 'Back', and 'Start Demonstration'. The main content area is divided into two columns. The left column contains a 'Demonstration Mode' section with three paragraphs of text explaining how to use the skill selector, hand button, and Assign Skill button. The right column contains a 'Customize' section with two dropdown menus: 'Focus' and 'Visual Cues'. The 'Focus' dropdown is set to 'MD.2' and 'Sort by 2 and 3'. The 'Visual Cues' dropdown is set to 'Use Shapes', and a red box highlights this option with a checkmark. Other options in the 'Visual Cues' dropdown include 'Use Pictures', 'Use Colored TouchPoints', and 'Use Mixed Images'. At the bottom of the page, there is a footer with 'Version 2.0 • ©2024 TouchMath® All Rights Reserved.', 'Privacy', and 'Terms'.

5 Click on Start Demonstration to begin

This screenshot is identical to the one above, showing the TouchMath interface for 'George Test School 001'. The 'Start Demonstration' button is now highlighted with a green border, indicating it is the next step in the process. The 'Visual Cues' dropdown menu is still set to 'Use Shapes'.

6 Drag highlighted image

Measurement & Data Skill 2

Assign Skill

Sort the objects into different groups.

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7 Select the touch icon to navigate between different interactive features

Measurement & Data Skill 2

Assign Skill

Sort the objects into different groups.

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9 Select the pencil icon and a color to draw or write on the page

Measurement & Data Skill 2

Assign Skill

Sort the objects into different groups.

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10 Select the touch icon to select and drag items on the page

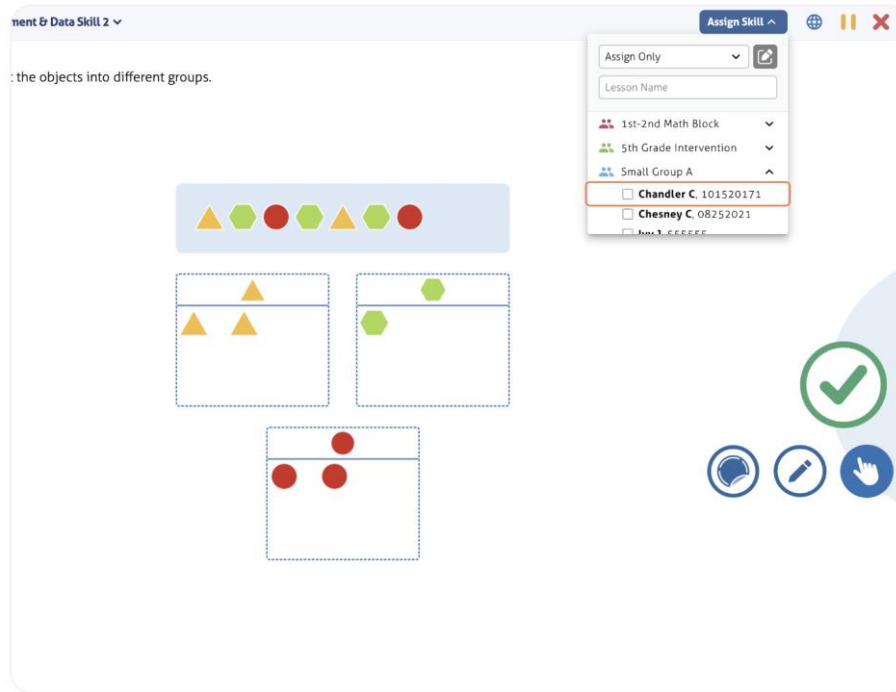
Measurement & Data Skill 2

Assign Skill

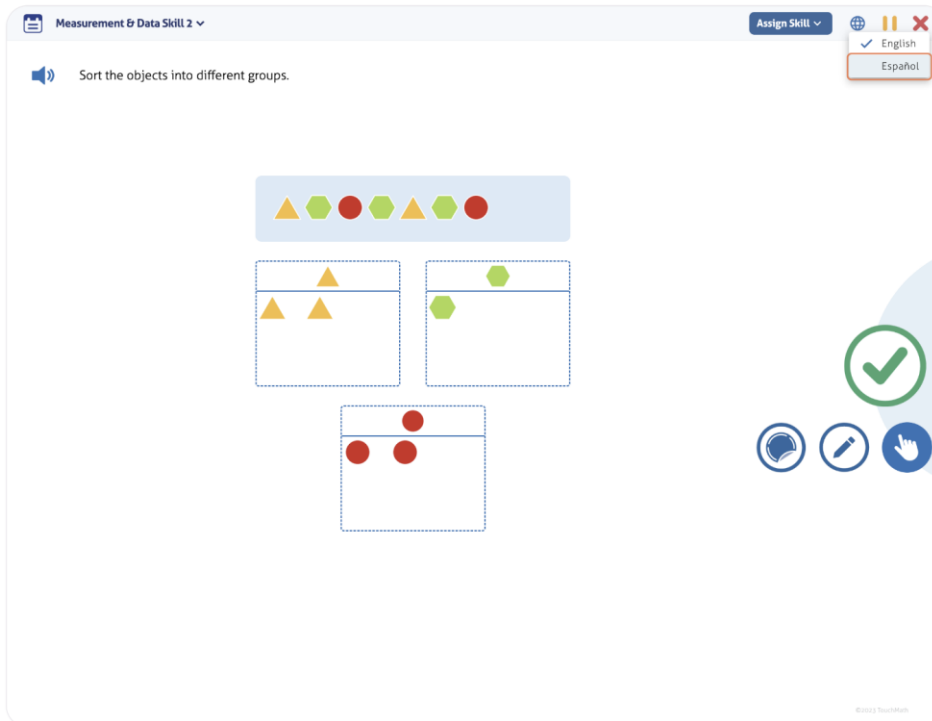
Sort the objects into different groups.

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- 11 Click on Assign Skill to assign the lesson to a student or students. From the dropdown list, select a group and student(s) to add the lesson as an assigned digital intervention lesson



- 12 To translate student-facing content to Spanish, select the world language icon and click on Español from the dropdown list



- 13 To pause a lesson, select the yellow pause icon. To quit a lesson, select the red X icon.

The screenshot shows a digital lesson window titled "Measurement & Data Skill 2". At the top right, there are controls for "Assign Skill", a globe icon, a yellow pause icon, and a red X icon. The main instruction reads "Ordena los objetos en grupos diferentes." (Sort the objects into different groups). A sequence of shapes (yellow triangles, green hexagons, red circles) is shown in a light blue box. Below this, three dashed boxes represent sorting bins: the first contains two yellow triangles, the second contains two green hexagons, and the third contains two red circles. On the right side, a green checkmark icon indicates a successful completion, with three smaller icons (a globe, a pencil, and a hand) below it. The copyright notice "©2013 TouchMath" is visible in the bottom right corner.