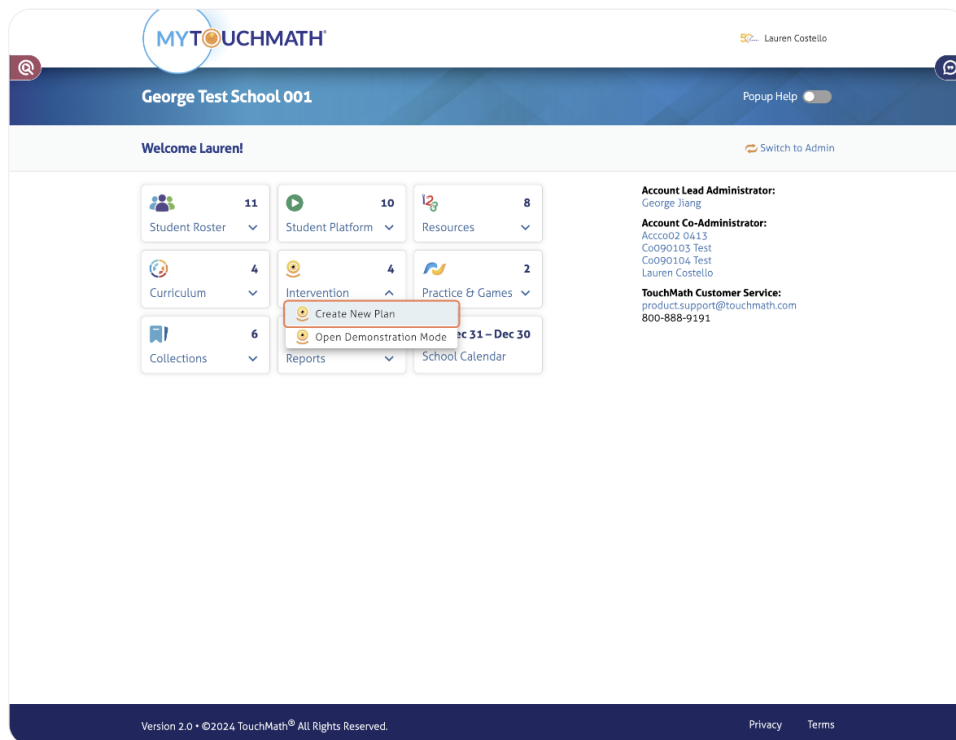


Digital Intervention

How to Create and Assign Digital Intervention Lessons

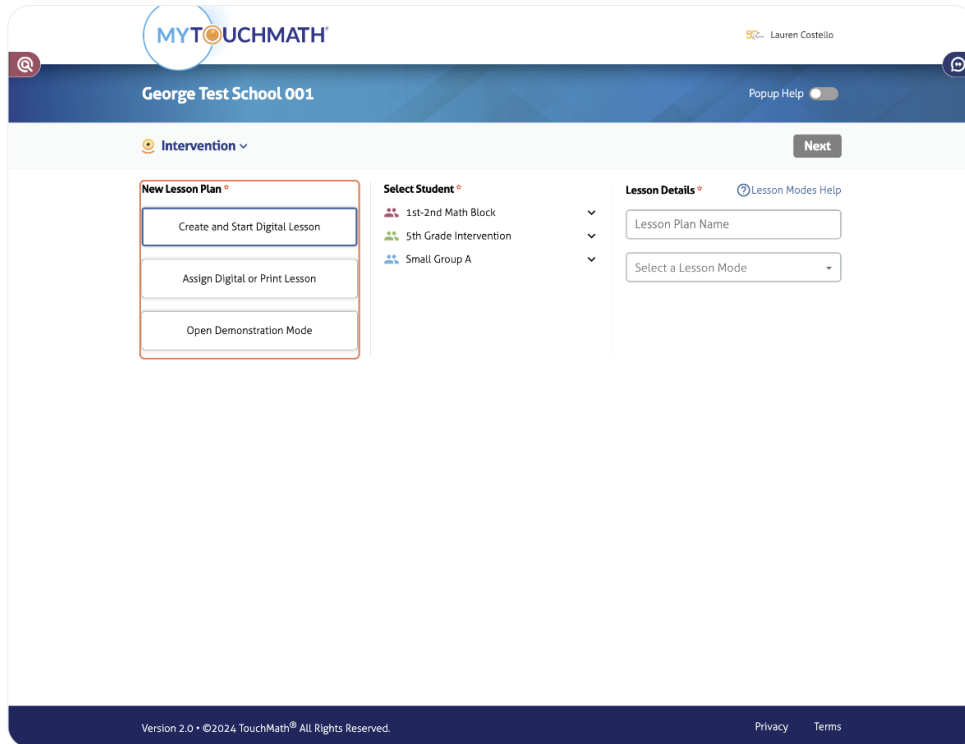
The award-winning digital intervention tool, previously named TouchMath PRO, provides a robust, innovative solution for assessing and addressing the math needs of students. With multiple modes and a sophisticated algorithm that adjusts to student responding, the digital intervention tool can be used in a variety of ways with students of varying needs. This guide shows educators and administrators how to create and assign new digital intervention lessons.

- 1 From the Intervention tile on the MyTouchMath dashboard, click on Create New Plan



2 Before creating a New Lesson Plan, select how you plan to use the tool

Select 'Create and Start Digital Lesson' to start a student session immediately after creating the plan. This option allows educators to assign a new lesson plan to one student only. Select 'Assign Digital or Print Lesson' to create a new lesson plan for a student or students to access at a later time. This option allows educators to create and assign a new lesson plan to multiple students at once. Select 'Open Demonstration Mode' to use the digital intervention tool in a presentation mode. In this mode, no student-specific data is collected.



- 3 To create a New Lesson Plan for students to access at a later time, click on Assign Digital or Print Lesson

George Test School 001

Intervention ▾

New Lesson Plan *

- Create and Start Digital Lesson
- Assign Digital or Print Lesson**
- Open Demonstration Mode

Select Student *

- 1st-2nd Math Block
- 5th Grade Intervention
- Small Group A

- 4 To assign the new plan to students in your group, select students from the dropdown list

MYTOUCHMATH Lauren Costello

George Test School 001 Popup Help

Intervention ▾ **Next**

New Lesson Plan *

- Create and Start Digital Lesson
- Assign Digital or Print Lesson**
- Open Demonstration Mode

Select Student(s) *

- 1st-2nd Math Block
- 5th Grade Intervention
- Small Group A
- Isla W. 987650
- Ivy J. 555555
- Chesney C. 08252021
- Nick C. 030288
- Jose F. 12999
- Mila M. 12345
- Jenny T. 1111111
- Chandler C. 101520171**
- Declan F. 121520

Lesson Details * Lesson Modes Help

Lesson Plan Name

Assign to Student

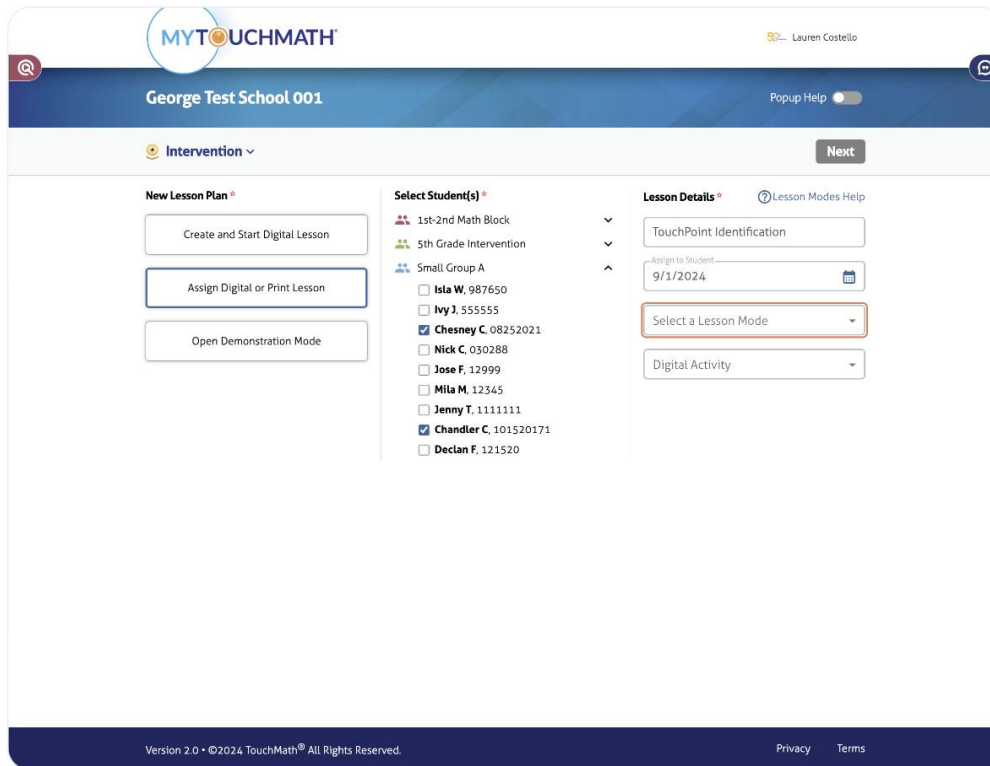
9/5/2024

Select a Lesson Mode

Digital Activity

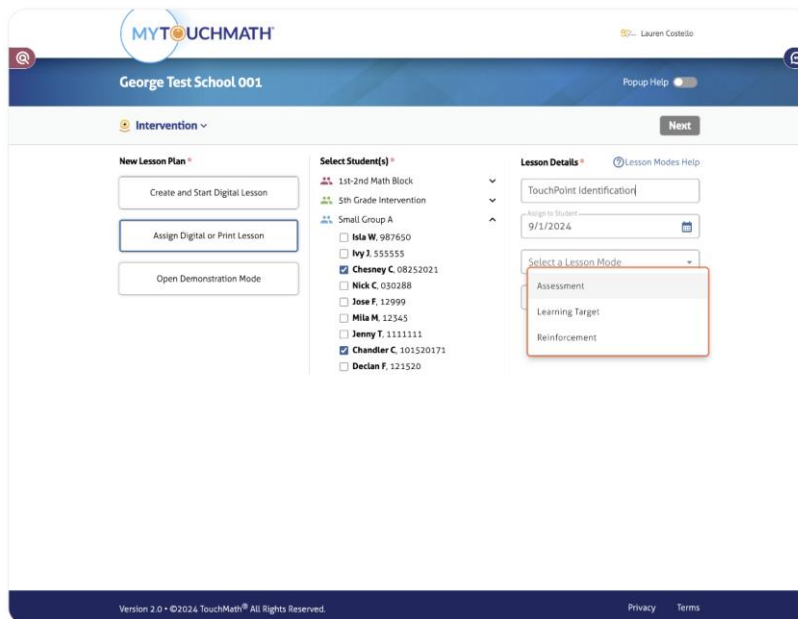
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5 Create a name for your lesson plan and select a date to assign the plan



6 Select a Lesson Mode for the plan

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



- 7 To align instruction to student-specific needs or IEP goals, select Learning Target

The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is Lauren Costello. The page is titled 'Intervention' and has a 'Next' button. The 'New Lesson Plan' section has three buttons: 'Create and Start Digital Lesson', 'Assign Digital or Print Lesson', and 'Open Demonstration Mode'. The 'Select Student(s)' section lists several students, with 'Chesney C, 08252021' and 'Chandler C, 101520171' selected. The 'Lesson Details' section has a dropdown menu for 'Select a Lesson Mode' with options: 'Assessment', 'Learning Target', and 'Reinforcement'. The 'Learning Target' option is highlighted.

- 8 Click on Next to continue

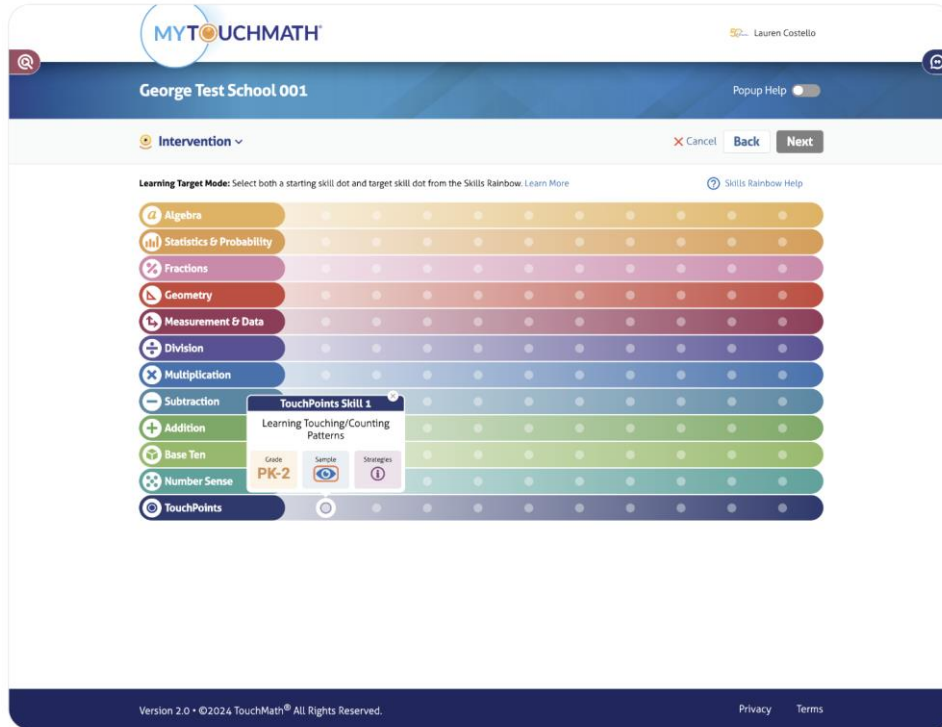
The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is Lauren Costello. The page is titled 'Intervention' and has a 'Next' button. The 'New Lesson Plan' section has three buttons: 'Create and Start Digital Lesson', 'Assign Digital or Print Lesson', and 'Open Demonstration Mode'. The 'Select Student(s)' section lists several students, with 'Chesney C, 08252021' and 'Chandler C, 101520171' selected. The 'Lesson Details' section has a dropdown menu for 'Select a Lesson Mode' with options: 'Assessment', 'Learning Target', and 'Digital Activity'. The 'Learning Target' option is selected. The 'Next' button is highlighted in red.

9 Select a starting skill on the Skills Rainbow

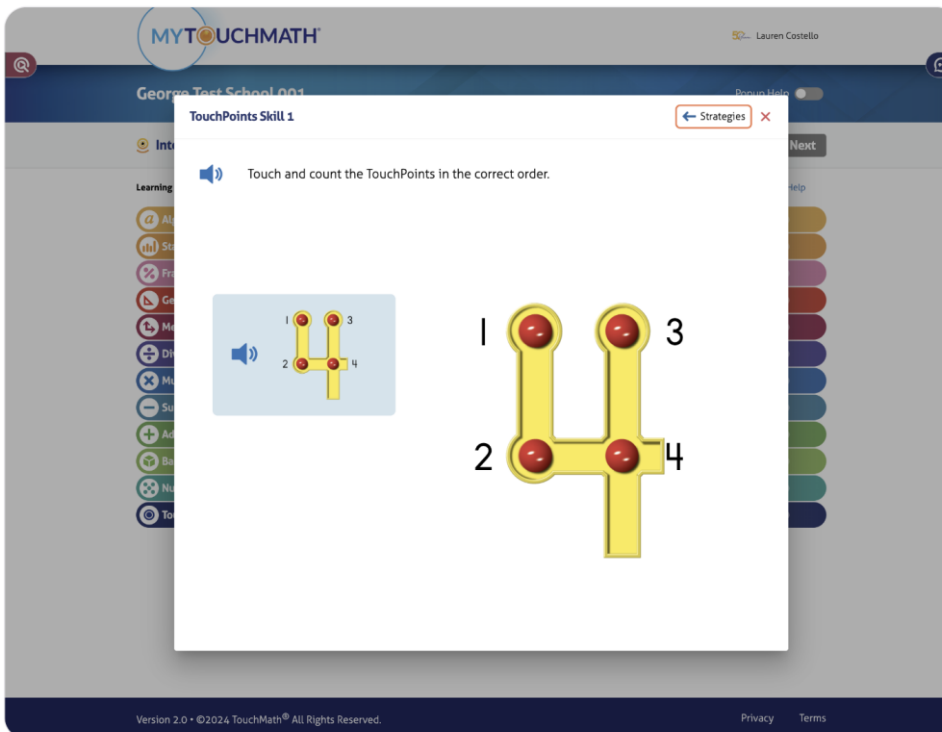
The TouchMath Skills Rainbow includes the key foundational skills students need to succeed in different math domains. Skill strands build vertically from Number Sense through Algebra in the same manner as standard math progressions. Each skill strand includes 10 key foundational skills which grow in difficulty and grade level as you move to the right.

The screenshot shows the TouchMath Skills Rainbow interface. At the top, the MY TOUCHMATH logo is on the left, and the user name "Lauren Costello" is on the right. Below the logo, the school name "George Test School 001" is displayed, along with a "Popup Help" toggle. The main area is titled "Intervention" and includes "Cancel", "Back", and "Next" buttons. A "Learning Target Mode" instruction is present, along with a "Skills Rainbow Help" link. The Skills Rainbow grid consists of 11 horizontal rows of colored bars, each representing a math domain: Algebra (orange), Statistics & Probability (yellow), Fractions (light purple), Geometry (red), Measurement & Data (dark red), Division (purple), Multiplication (blue), Subtraction (teal), Addition (green), Base Ten (light green), and Number Sense (dark green). Each bar contains 10 dots representing skills. A "TouchPoints Skill 1" pop-up window is open over the "Addition" row, showing "Learning Touching/Counting Patterns" and options for "Grade" (PK-2), "Sample", and "Strategies". The bottom of the screen features the version "2.0" and copyright "©2024 TouchMath® All Rights Reserved.", along with "Privacy" and "Terms" links.

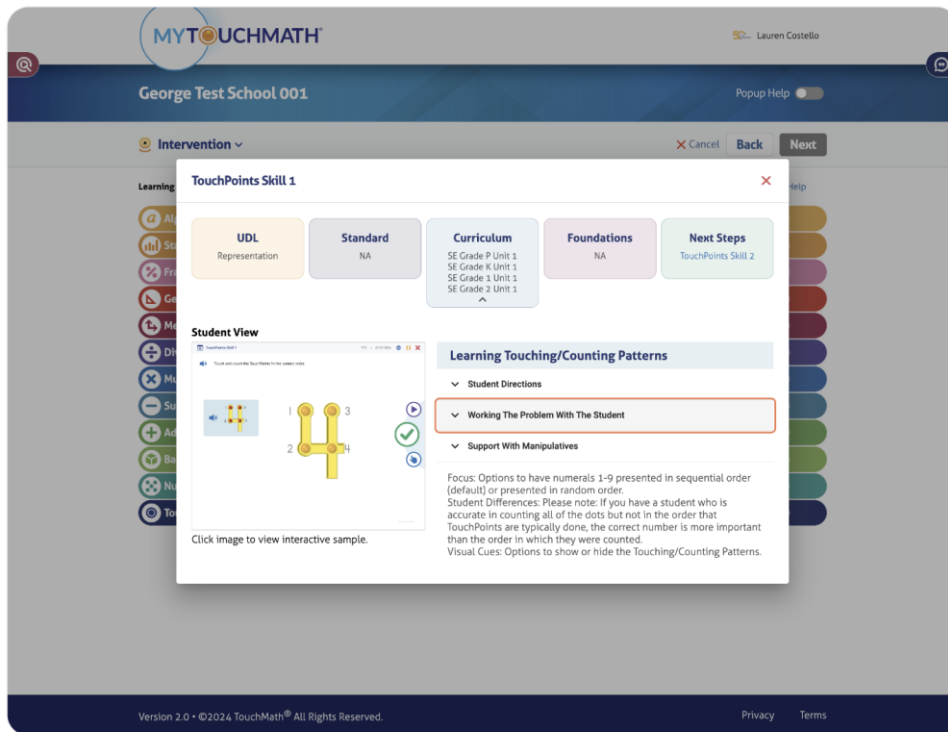
- 10 To validate the starting skill, select the View icon under Sample to review a sample of content related to the skill



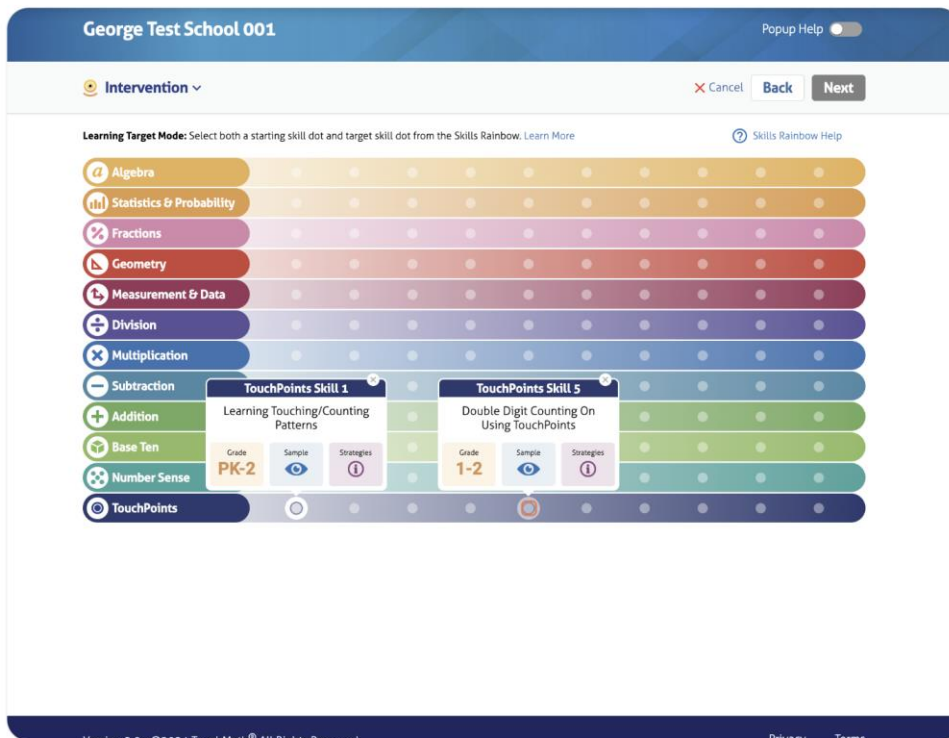
- 11 After reviewing the skill sample, click on Strategies to see additional information related to the skill and how to support student progress



- Review strategies and information on student directions, how to work through the problem with a student, and how to support the skill with hands-on manipulatives



- Select a target skill from the Skills Rainbow. A target skill is the skill you are aiming to master



14 Click on Next to continue

15 Identify if the lesson plan is Teacher Managed or Unmanaged and select the number of problems per lesson

For Teacher Managed plans, individual skills are released by the educator only when the student is ready to progress. For Unmanaged Plans, the proprietary algorithm will automatically identify and assign new skills based on student progress

Customize:	Focus	Visual Cues
TP1	Numerals 1-9 in Sequence	Touching/Counting Patterns
TP2	Numerals 1-9 in Sequence	Touching/Counting Patterns
TP3	Numerals 0-9	Touching/Counting Pattern...
NS.1	Count to 10	Use TouchPoints
NS.2	Count to 20	Use TouchPoints
BT.1	Quantities to 20	Use TouchPoints
TP4	sums within 18	Touching/Counting Patterns
TP5	sums within 29	Touching/Counting Patterns

16 Customize the focus of the lesson based on student need

MY TOUCHMATH Lauren Costello

George Test School 001 Popup Help

Intervention Cancel Back Save And Assign

Lesson Plan Receipt

Customized For:
 Chandler C 101520171
 Chesney C 08252021

Plan Details:
 Name: TouchPoint Identification
 Date: 09-01-2024
 Mode: Learning Target Teacher Managed
 Type: Digital Activity

Skill Selection:
 TP1: Learning Touching/Counting Patterns
 Numerals 1-9 in Sequence
 Touching/Counting Patterns
 TP2: Placing TouchPoints
 Numerals 1-9 in Sequence
 Touching/Counting Patterns
 TP3: Identify Correct TouchPoint Placement
 Numerals 0-9
 Touching/Counting Pattern Description
 NS.1: Count to 10
 Count to 10
 Use TouchPoints
 NS.2: Count to 20
 Count to 20
 Use TouchPoints
 BT.1: Quantities to 20
 Quantities to 20
 Use TouchPoints
 TP4: Single Digit Counting On Using TouchPoints
 sums within 18
 Touching/Counting Patterns
 TP5: Double Digit Counting On Using TouchPoints
 sums within 29
 Touching/Counting Patterns

Lesson Type Teacher Managed Unmanaged

Number of Problems Per Lesson *
 12 Problems Per Skill

Customize: Focus Visual Cues

	Focus	Visual Cues
TP.1	Numerals 1-9 in Sequence	Touching/Counting Patterns
TP.2	Numerals 1-9 in Sequence ✓	Touching/Counting Patterns
TP.3	Numerals 1-9 in Random Order	Touching/Counting Pattern...
NS.1	Count to 10	Use TouchPoints
NS.2	Count to 20	Use TouchPoints
BT.1	Quantities to 20	Use TouchPoints
TP.4	sums within 18	Touching/Counting Patterns
TP.5	sums within 29	Touching/Counting Patterns

Next steps will be indicated at the end of this plan
Proceed Review Reteach

17 Assign visual cues based on student need

MY TOUCHMATH Lauren Costello

George Test School 001 Popup Help

Intervention Cancel Back Save And Assign

Lesson Plan Receipt

Customized For:
 Chandler C 101520171
 Chesney C 08252021

Plan Details:
 Name: TouchPoint Identification
 Date: 09-01-2024
 Mode: Learning Target Teacher Managed
 Type: Digital Activity

Skill Selection:
 TP1: Learning Touching/Counting Patterns
 Numerals 1-9 in Sequence
 Touching/Counting Patterns
 TP2: Placing TouchPoints
 Numerals 1-9 in Sequence
 Touching/Counting Patterns
 TP3: Identify Correct TouchPoint Placement
 Numerals 0-9
 Touching/Counting Pattern Description
 NS.1: Count to 10
 Count to 10
 Use TouchPoints
 NS.2: Count to 20
 Count to 20
 Use TouchPoints
 BT.1: Quantities to 20
 Quantities to 20
 Use TouchPoints
 TP4: Single Digit Counting On Using TouchPoints
 sums within 18
 Touching/Counting Patterns
 TP5: Double Digit Counting On Using TouchPoints
 sums within 29
 Touching/Counting Patterns

Lesson Type Teacher Managed Unmanaged

Number of Problems Per Lesson *
 12 Problems Per Skill

Customize: Focus Visual Cues

	Focus	Visual Cues
TP.1	Numerals 1-9 in Sequence	Touching/Counting Patterns
TP.2	Numerals 1-9 in Sequence	Touching/Counting Patterns ✓
TP.3	Numerals 0-9	No Visual Cues
NS.1	Count to 10	Use TouchPoints
NS.2	Count to 20	Use TouchPoints
BT.1	Quantities to 20	Use TouchPoints
TP.4	sums within 18	Touching/Counting Patterns
TP.5	sums within 29	Touching/Counting Patterns

Next steps will be indicated at the end of this plan
Proceed Review Reteach

18 To finalize the Lesson Plan, click on Save And Assign

The screenshot shows the 'Lesson Plan Receipt' section on the left and the 'Lesson Type' configuration on the right. The 'Lesson Plan Receipt' includes details for 'Chandler C' and 'Chesney C' with IDs '101520171' and '08252021'. It lists 'Plan Details' such as 'Name: TouchPoint Identification', 'Date: 09-01-2024', and 'Mode: Learning Target Teacher Managed'. The 'Skill Selection' section lists various touchpoints (TP1-TP5, NS1-NS2, BT1) with their respective skills and visual cues.

The 'Lesson Type' configuration shows 'Teacher Managed' selected. The 'Number of Problems Per Lesson' is set to '12 Problems Per Skill'. A table titled 'Customize:' shows the following configurations:

Customize:	Focus	Visual Cues
TP1	Numerals 1-9 in Sequence	Touching/Counting Patterns
TP2	Numerals 1-9 in Sequence	Touching/Counting Patterns
TP3	Numerals 0-9	Touching/Counting Pattern...
NS.1	Count to 10	Use TouchPoints
NS.2	Count to 20	Use TouchPoints
BT.1	Quantities to 20	Use TouchPoints
TP4	sums within 18	Touching/Counting Patterns
TP5	sums within 29	Touching/Counting Patterns

At the bottom, it states 'Next steps will be indicated at the end of this plan' with buttons for 'Proceed', 'Review', and 'Reteach'.

19 After successfully creating and assigning a Lesson Plan, a green Lesson Plan Assigned notification will appear

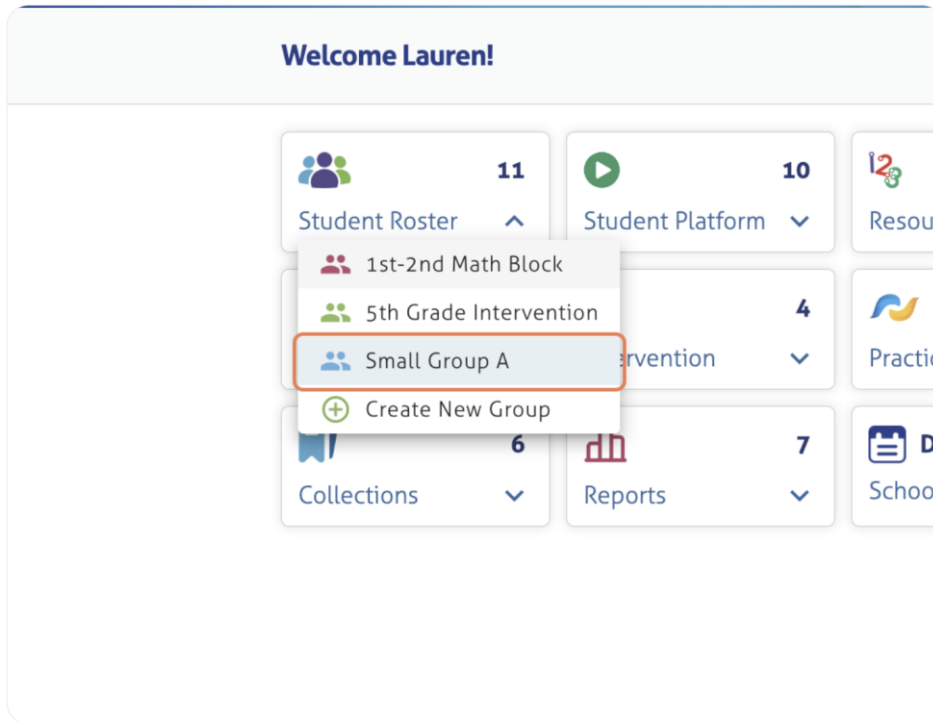
The screenshot shows the 'MY TOUCHMATH' dashboard for 'George Test School 001'. A green notification box at the top center displays 'Lesson Plan Assigned.' with a checkmark. Below the notification, the dashboard includes a 'Welcome Lauren!' message and a grid of widgets:

- Student Roster: 11
- Student Platform: 10
- Resources: 8
- Curriculum: 4
- Intervention: 4
- Practice & Games: 2
- Collections: 6
- Reports: 7
- School Calendar: Dec 31 - Dec 30

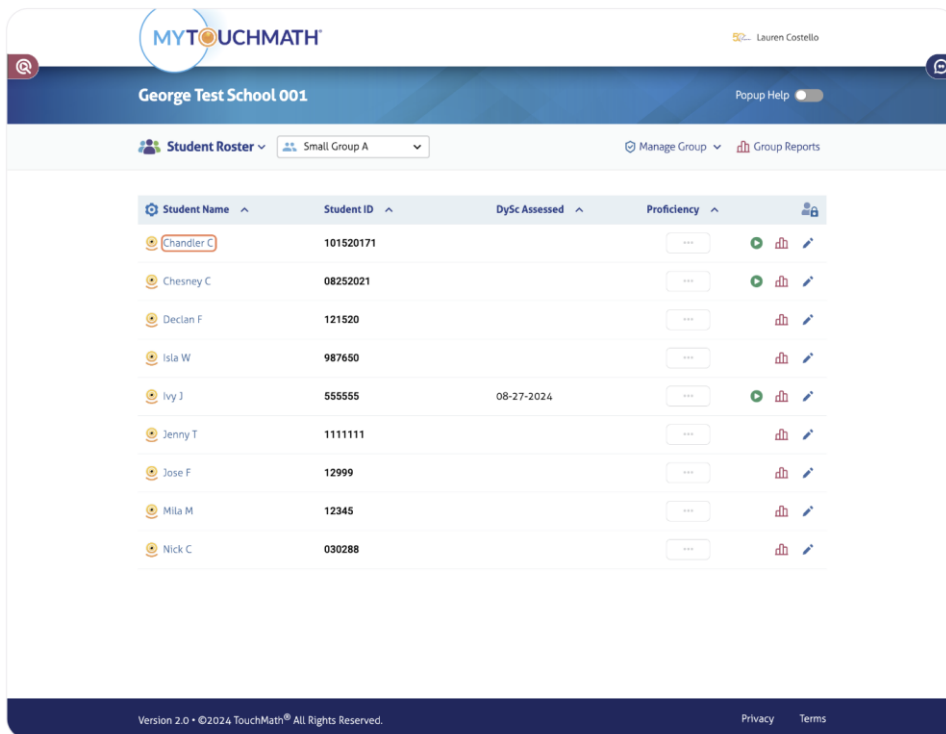
On the right side, contact information is provided for the Account Lead Administrator (George Jiang), Account Co-Administrator (Lauren Costello), and TouchMath Customer Service.

At the bottom, the footer includes 'Version 2.0 • ©2024 TouchMath® All Rights Reserved.' and links for 'Privacy' and 'Terms'.

- 20 To confirm the new lesson plan was created and successfully assigned to a student, confirm under the Student Roster. Select the name of a group



- 21 Click on the name of a student who you created and assigned the new digital intervention lesson to



- 22 After selecting the student, review the Lesson list and confirm the new digital intervention lesson was successfully added

The screenshot displays the MYTOUCHMATH interface for George Test School 001. The user is Lauren Costello. The interface shows the 'Student Roster' for student Chandler C. 101520171. Below the roster, there are two tabs: '5 Lessons' and '0 Proficiency'. A table lists the lessons with columns for Lesson, Date, Activity Type, Status, and Score.

Lesson	Date	Activity Type	Status	Score
<input type="checkbox"/> TouchPoint	09-05-2024	Learning Target Digital- Managed	In Progress	---
<input type="checkbox"/> Addition Within 9	09-04-2024	Assessment Digital- Placement	Assigned	---
<input type="checkbox"/> Addition	09-03-2024	Assessment Digital- Placement	In Progress	---
<input type="checkbox"/> Addition	09-03-2024	Connect Playlist Digital Skills Practice	Assigned	---
<input type="checkbox"/> Addition	09-03-2024	Curriculum Print	Assigned	---
<input type="checkbox"/> Fractions	09-03-2024	Assessment Digital- Placement	In Progress	---
<input type="checkbox"/> Measurement	09-03-2024	Reinforcement Digital- Unmanaged	In Progress	---
<input type="checkbox"/> TouchPoint Identification	09-01-2024	Learning Target Digital- Managed	Assigned	---