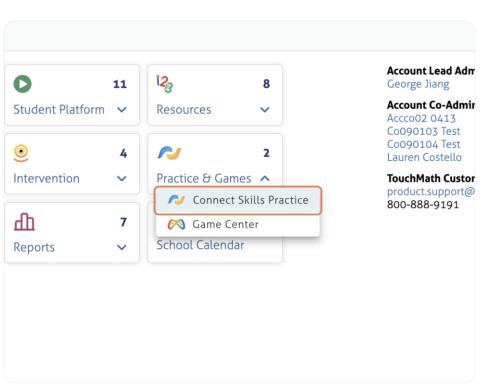# Digital Practice

Quick Start / Demonstration Mode

The TouchMath Digital Solution provides educators with a robust, user-friendly digital practice tool proven to help accelerate student learning. Previously called TouchMath Connect, the digital practice tool provides an interactive experience that brings the TouchMath methodology into the virtual world. This step-by-step guide will guide you through the Quick Start / Demonstration Mode of TouchMaths digital intervention tool. In this mode, skill playlists do not need to be assigned to individual students and no student-specific data is collected.

1   To access the interactive digital practice tool, select Connect Skills Practice from the Practice & Games tile

2   Select how you want to create your lesson playlist. Quick Start / Demonstration
    Mode does not collect student data. Assign Scored Playlist assigns digital
    practice skills to individual students and collects data

3   Check the Save Playlist box to save the Playlist for later access. Create a name
    for the Playlist and click Next

4 Drag and drop skills into a desired Playlist

5 Click on Save and Play to immediate start a digital practice session. From the dropdown list, select Single Player or Multiplayer

6   In Quick Start / Demonstration Mode, the digital practice session will automatically open after creating and saving a skills playlist

Category	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: 1)	Bar Graphs with Up To Six Categories (Grade: 2)	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 Denominators (Grade: 4)	Add & Subtract with Unlike Denominators (Grade: 5)	Relating Fractions Using Models (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: 5)
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 to Hundredths (Grade: 5-6)
Addition	Find the Missing Number (Grade: K)	Counting On & Making 10 (within 20) (Grade: K-1)	Two-Digit Addition without Regrouping (Grade: 1)	Addition without Regrouping (Grade: 1)	Add & Subtract within 100 (No Regrouping) (Grade: 2)	Round to Nearest Tenth or Hundredth (Grade: 3)	Addition with Regrouping (Grade: 3-4)	Identify Arithmetic Patterns (Grade: 2-3)	Write Addition Expressions (Grade: 5)	Identify Parts of an Expression (Grade: 6)
Base Ten	Quantities to 20 (Grade: K)	Identify the Larger Number (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)	Place Value & Expanded Form (Grade: 5)	Identify the Largest Number (Grade: 6)
Number Sense	Count to 10 (Grade: K)	Count to 20 (Grade: K)	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)	Mixed Operations (Grade: 5)
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)

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