

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

The screenshot shows a dashboard with several navigation tiles and account information on the right. The tiles are arranged in a grid:

- Student Platform**: 11 items, dropdown arrow.
- Resources**: 8 items, dropdown arrow.
- Intervention**: 4 items, dropdown arrow.
- Practice & Games**: 2 items, up arrow. A dropdown menu is open, showing:
 - Connect Skills Practice** (highlighted with a red box)
 - Game Center
 - School Calendar
- Reports**: 7 items, dropdown arrow.

On the right side, the account information is listed:

- Account Lead Adm**: George Jiang
- Account Co-Admin**:
 - Accco02 0413
 - Co090103 Test
 - Co090104 Test
 - Lauren Costello
- TouchMath Custor**:
 - product.support@
 - 800-888-9191

- 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

The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is Lauren Costello. The page title is 'Connect Skills Practice'. Under 'New Playlist:', there are three buttons: 'Quick Start / Demonstration Mode' (highlighted with a red box), 'Assign Scored Playlist', and 'My Saved Playlists'. To the right, the 'Save Playlist' checkbox is checked. Below it is a 'Playlist Name' input field. A note states: 'New Playlist will be added to My Saved Playlists.' A 'Next' button is located in the top right corner.

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

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- 4 Drag and drop skills into a desired Playlist

The screenshot shows the MYTOUCHMATH interface for George Test School 001. At the top, there is a search icon and the school name. Below that is a "Connect Skills Practice" section with "Cancel" and "Back" buttons. The main area contains instructions: "Drag skills into desired playlist order. Double click skills in playlist to customize." There are two "Addition" skill cards: "Beginning Addition with Objects" (Quantity: 15, Focus: Within 9 Alternate, Cues: TouchPoints) and "Single Digit Addition with Counting On". Below these are "Available Math Skills" with a dropdown arrow and the instruction "Double click skills to view sample problem." The available skills include: "Sense" (with a grid), "Number Sense" (Place Value to 99), "Number Sense" (Place Value to 999), "Addition" (Beginning Addition with Object TouchPoints), and "Addition" (Double-Digit Addition with Counting On).

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

The screenshot shows the MYTOUCHMATH interface for Lauren Costello. At the top, there is a "50 Years" logo and the name "Lauren Costello". Below that is a "Popup Help" toggle switch. The main area contains "Cancel", "Back", and "Save and Play" buttons. The "Save and Play" button is highlighted with a red box, and its dropdown menu is open, showing "Single Player" and "Multiplayer" options, both also highlighted with red boxes. There are also left and right navigation arrows at the bottom.

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

Beginning Addition with Objects

CON.11 | 09-06-2024

Touch and count to add the objects. Then choose the correct answer.

8
9
7

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	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