

# User Guide

## TouchMath

### Digital Solution

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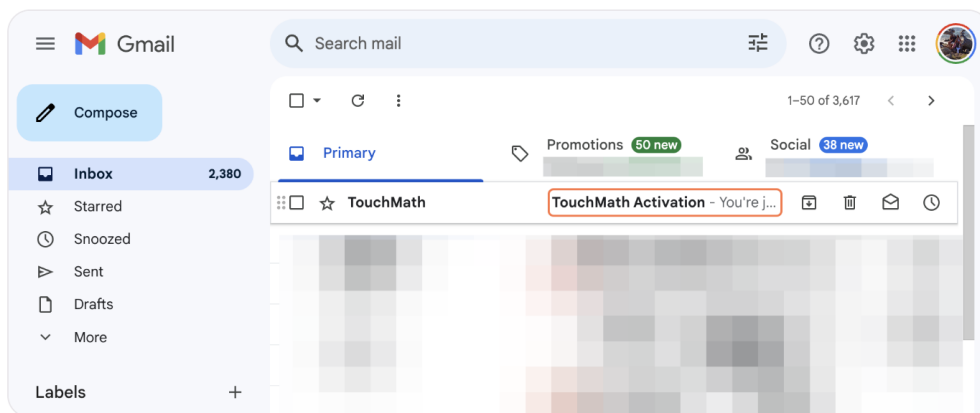
# Getting Started

## Activating Your TouchMath Account

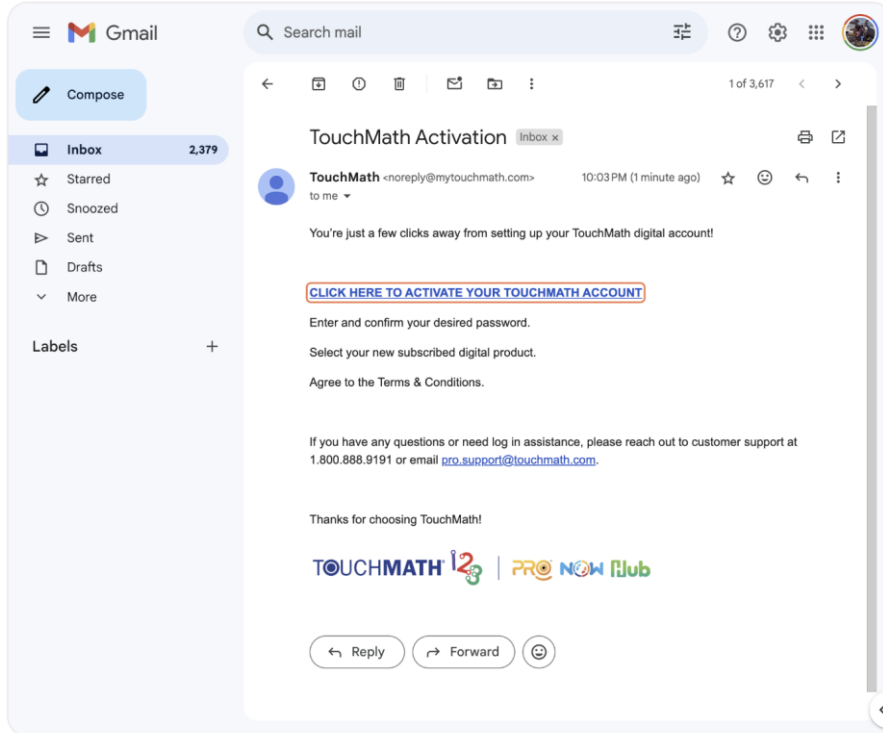
This step-by-step guide walks you through the steps of activating and creating your TouchMath account. For additional support on activating or creating your TouchMath account, please contact your school or district administrator or email [customerservice@touchmath.com](mailto:customerservice@touchmath.com).

### 1 Activate your TouchMath Account

Check your district assigned email for your activation email. The subject of the activation email is 'TouchMath Activation'.



- 2 Open the TouchMath Activation email and click on **CLICK HERE TO ACTIVATE YOUR TOUCHMATH ACCOUNT**



- 3 Create your TouchMath password

Do not share your TouchMath password with anyone.

A screenshot of the TouchMath password creation page. The page features the "MY TOUCHMATH" logo at the top. Below the logo, there are two input fields: "New Password" and "Repeat New Password". A "Submit" button is located at the bottom right of the form. At the bottom of the page, there is a footer with the text "Version 2.0 • ©2024 TouchMath® All Rights Reserved." and links for "Privacy" and "Terms".

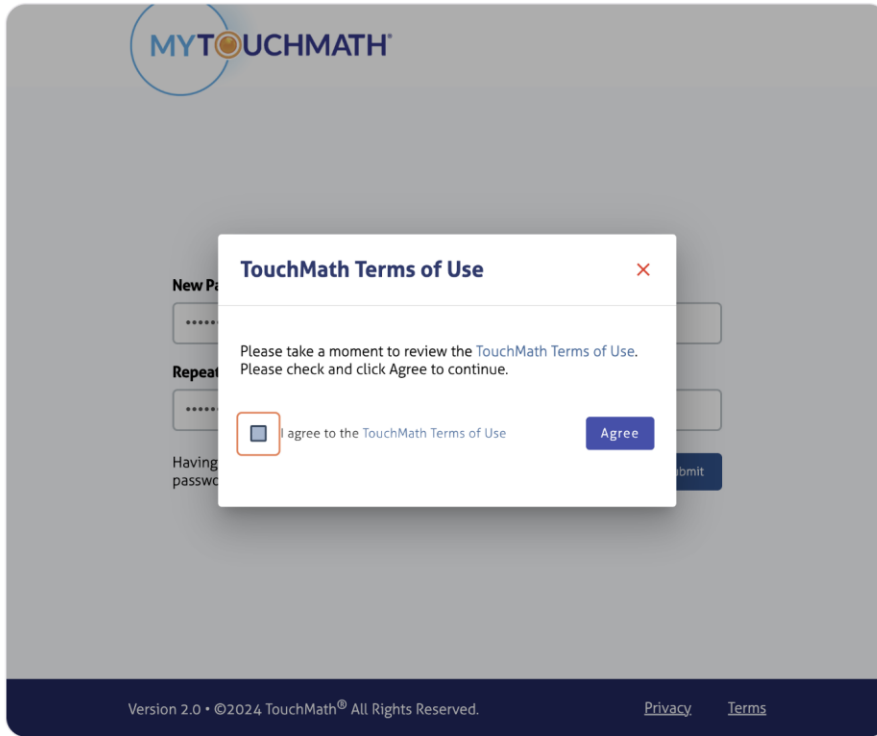
4 Click on Submit

The screenshot shows the MYTOUCHMATH logo at the top left. Below it, there are two password input fields. The first is labeled "New Password" and contains six dots. The second is labeled "Repeat New Password" and contains six dots. Below the second field, there is a link: "Having trouble setting your password? Click [here](#) to receive a new password." To the right of this link is a blue "Submit" button. At the bottom of the page, there is a dark blue footer with the text "Version 2.0 • ©2024 TouchMath® All Rights Reserved." and two links: "Privacy" and "Terms".

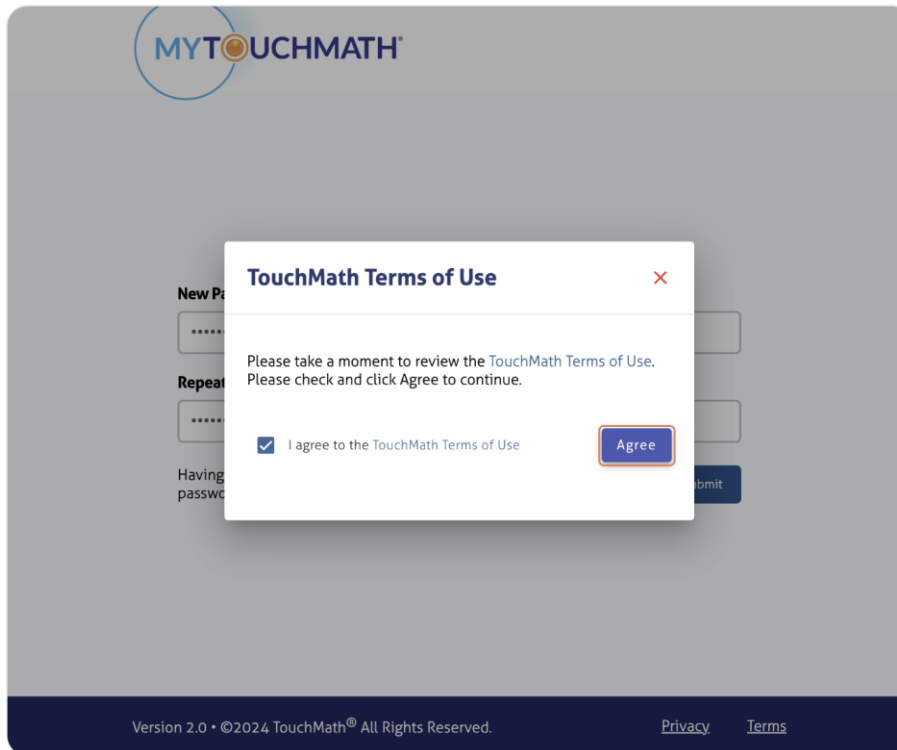
5 Click on TouchMath Terms of Use to read and review

The screenshot shows the same password creation page as above, but with a green success message at the top: "✓ Successfully set password." A white modal window titled "TouchMath Terms of Use" is overlaid on the page. The modal contains the text: "Please take a moment to review the [TouchMath Terms of Use](#). Please check and click Agree to continue." Below this text is a checkbox labeled "I agree to the TouchMath Terms of Use" and a grey "Agree" button. The background page is dimmed.

- 6 After reading and agreeing to the TouchMath Terms of Use, check I agree to the TouchMath Terms of Use



- 7 Click on Agree

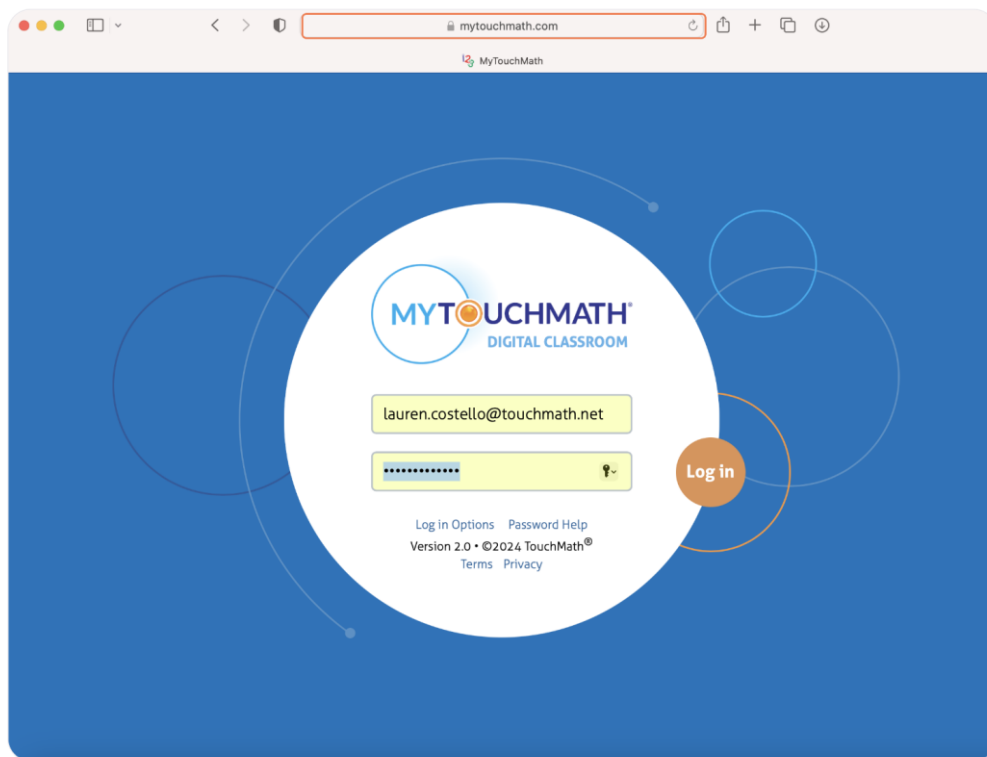


# Getting Started

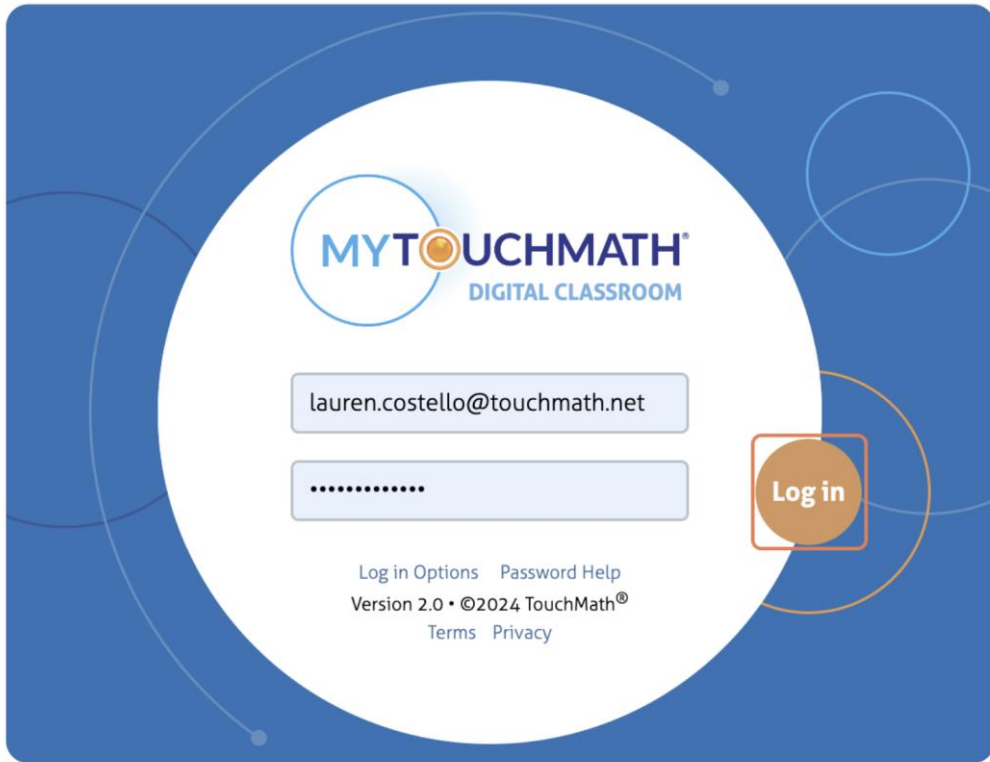
## How to Log In to Your TouchMath Digital Subscription

This step-by-step guide walks you through how to log in to your subscription to the TouchMath Digital Solution. TouchMath administrators, teachers, and students can access their account from [www.mytouchmath.com](http://www.mytouchmath.com), or from [www.touchmath.com](http://www.touchmath.com) by selecting the Login icon at the top of the site. For additional support on how to log in, please email [customerservice@touchmath.com](mailto:customerservice@touchmath.com).

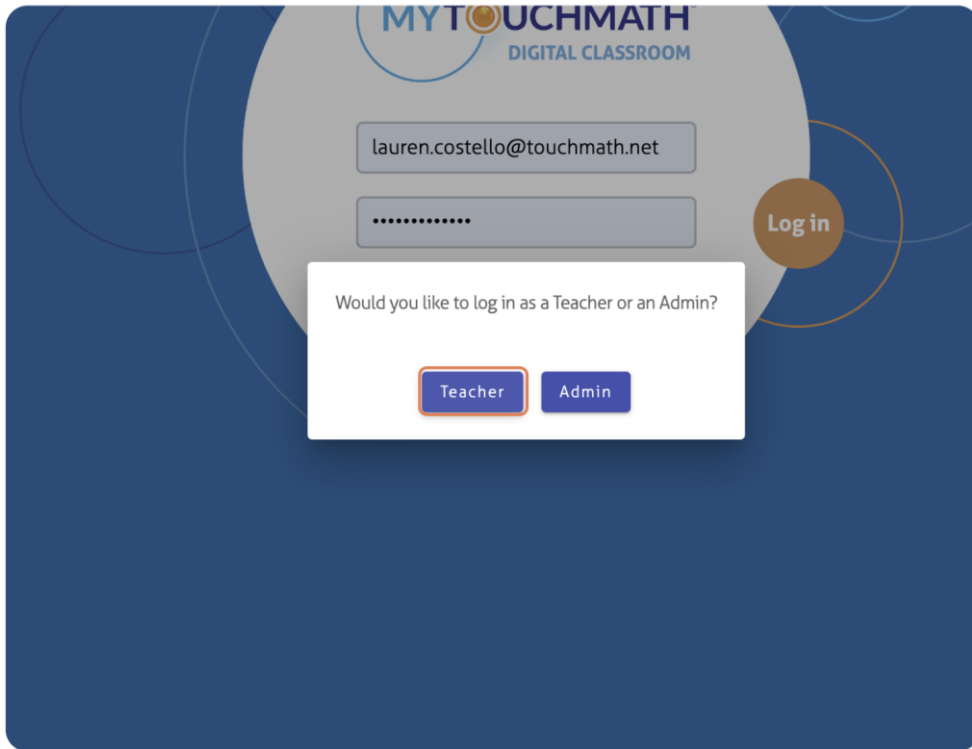
- 1 Login to your TouchMath account at [www.mytouchmath.com](http://www.mytouchmath.com)



2 Select Log in

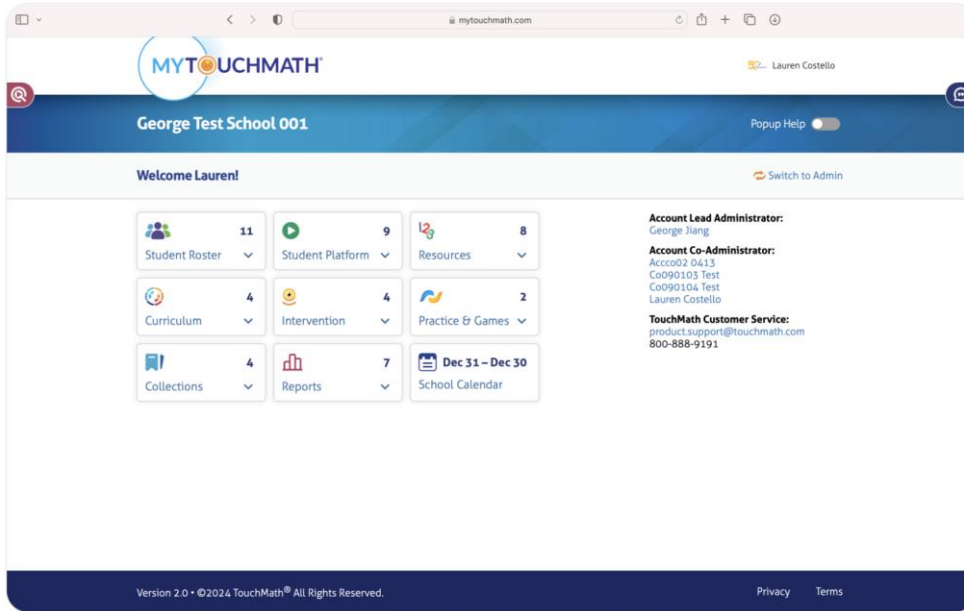


3 Select your role

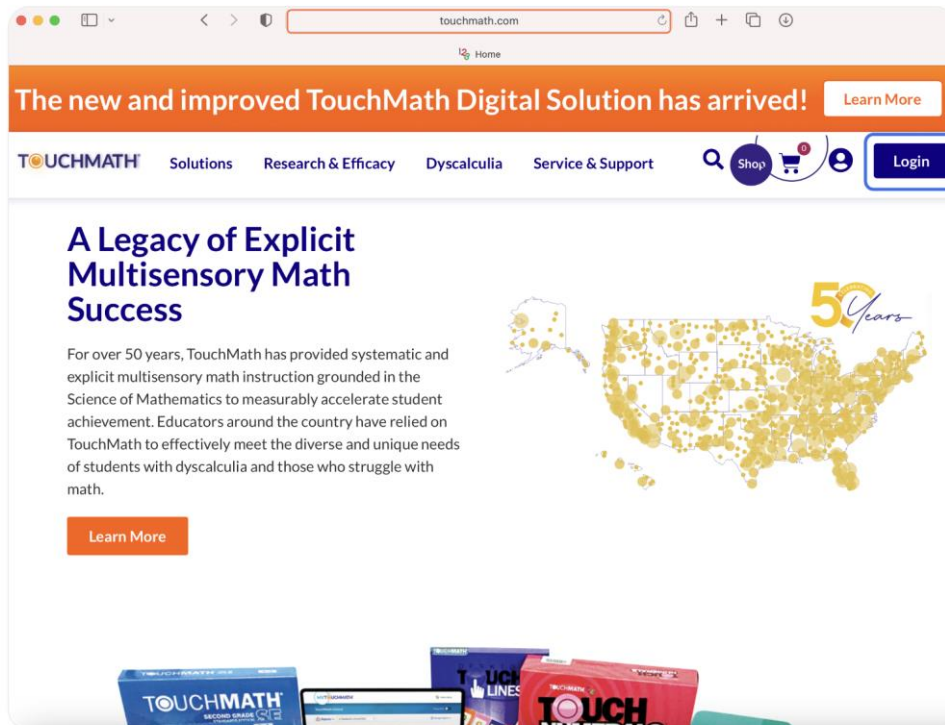




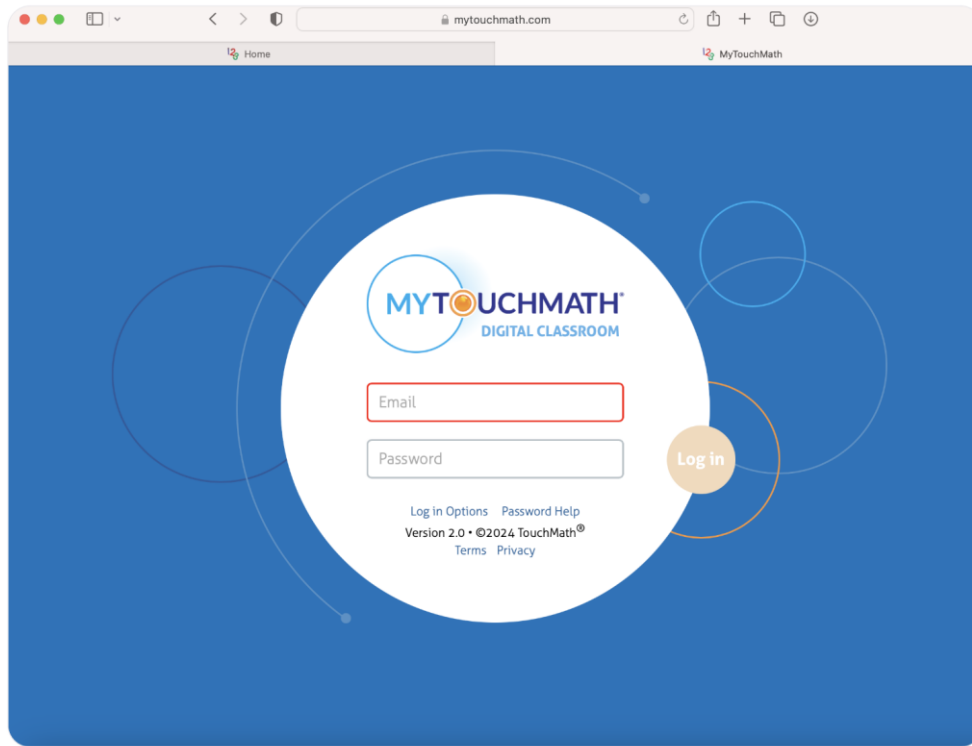
- 4 After signing in with your credentials and selecting your role, the MyTouchMath Dashboard will appear



- 5 You can also log in via the TouchMath website. Click on the Login button from the navigation bar



6 After clicking on the Login button, the MyTouchMath login page will appear

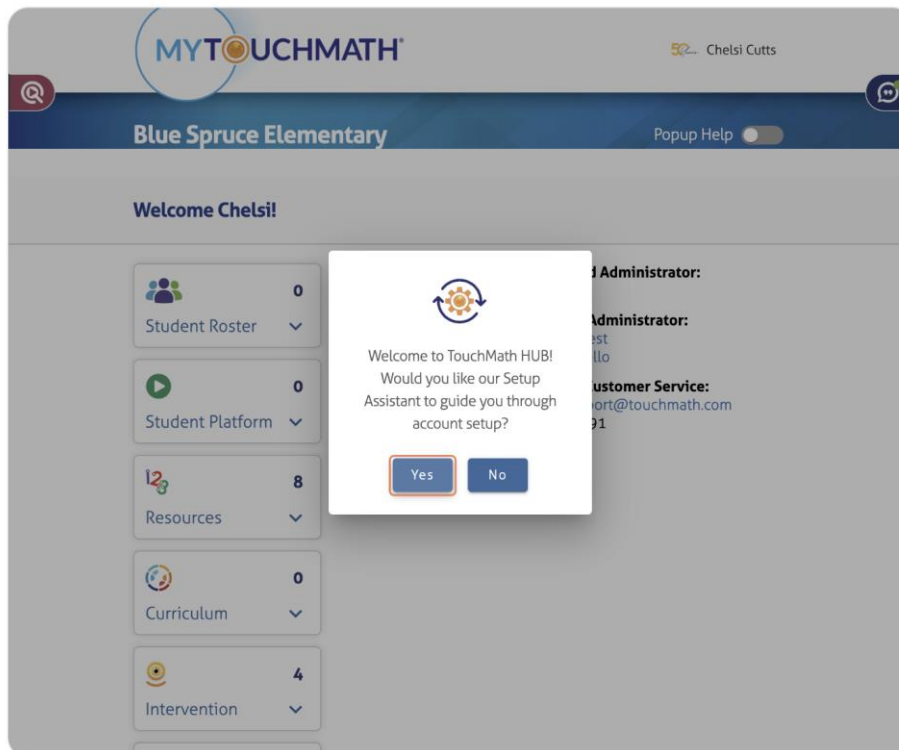


# Getting Started

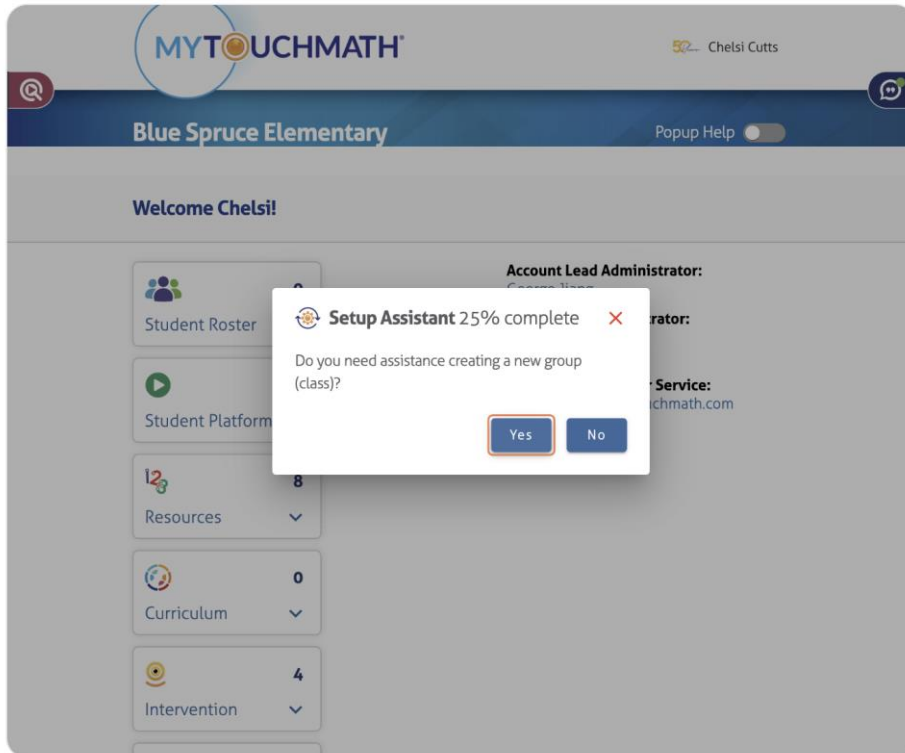
## Using the Quick Start Setup Assistance.

The Quick Start Setup Assistance tool provides educators with guided support in creating groups, adding student accounts, and creating collections of resources. This step-by-step guide walks you through how to use the Quick Start Set Up Assistance tool. For additional support on creating student accounts or accessing the TouchMath Digital Solution, please contact [customerservice@touchmath.com](mailto:customerservice@touchmath.com)

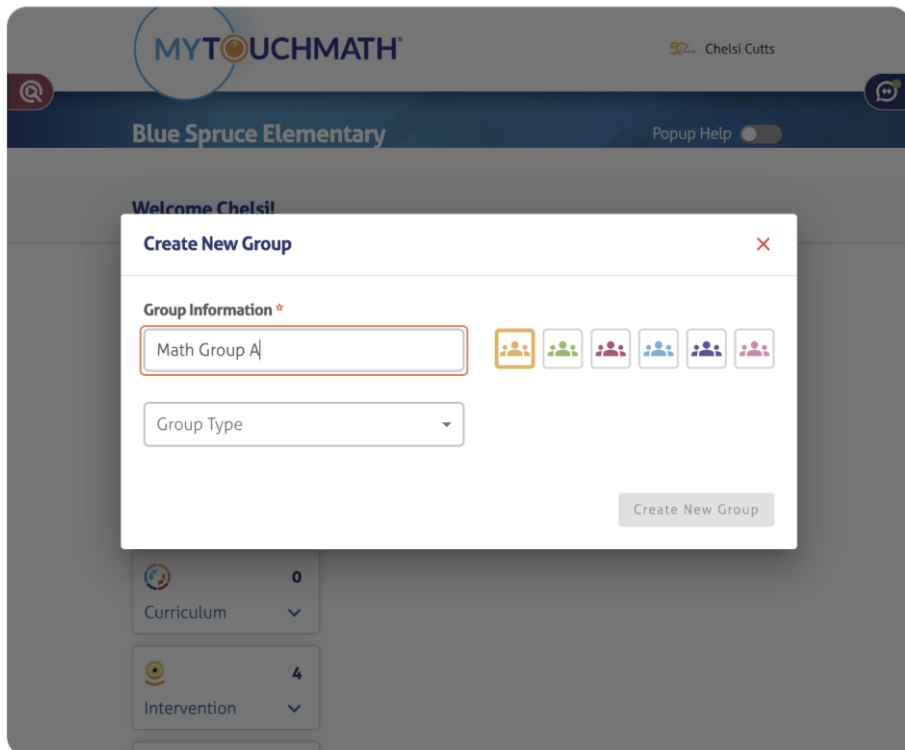
- 1 After logging in to MyTouchMath, select Yes to start the Setup Assistance



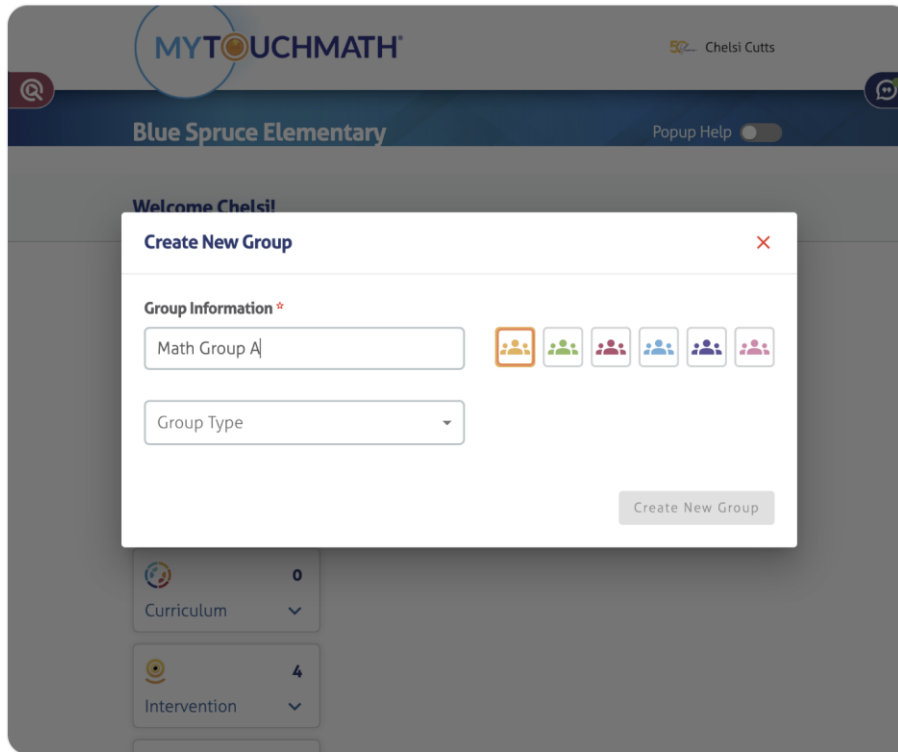
- 2 Click on Yes to create a new student group or class



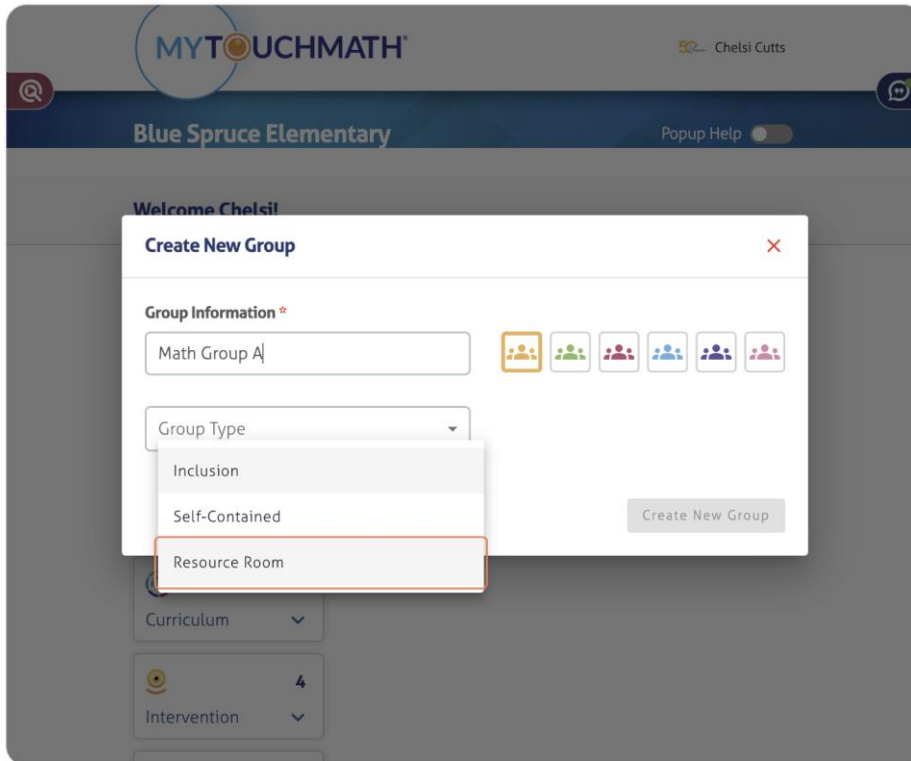
- 3 Name your group or class



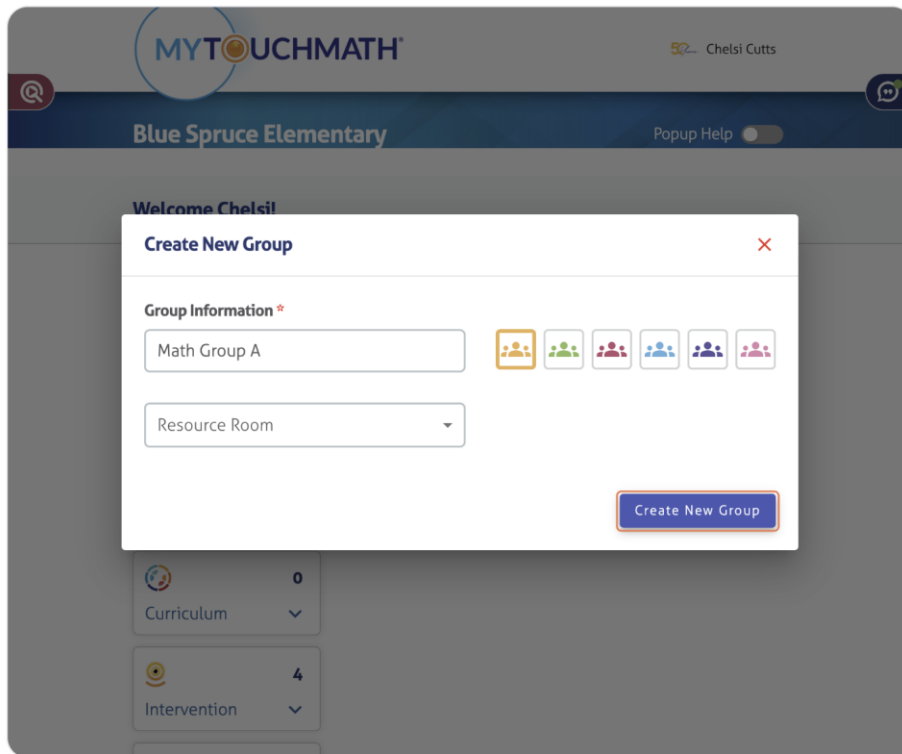
- 4 Select a color icon for your group or class



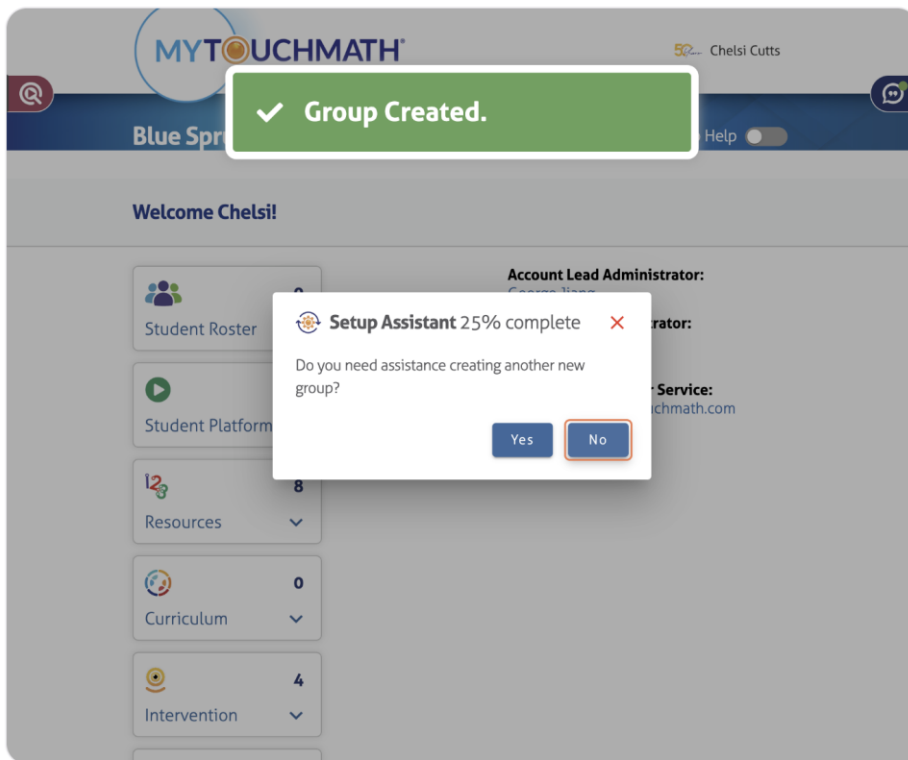
- 5 Click on Group Type or Instructional Setting



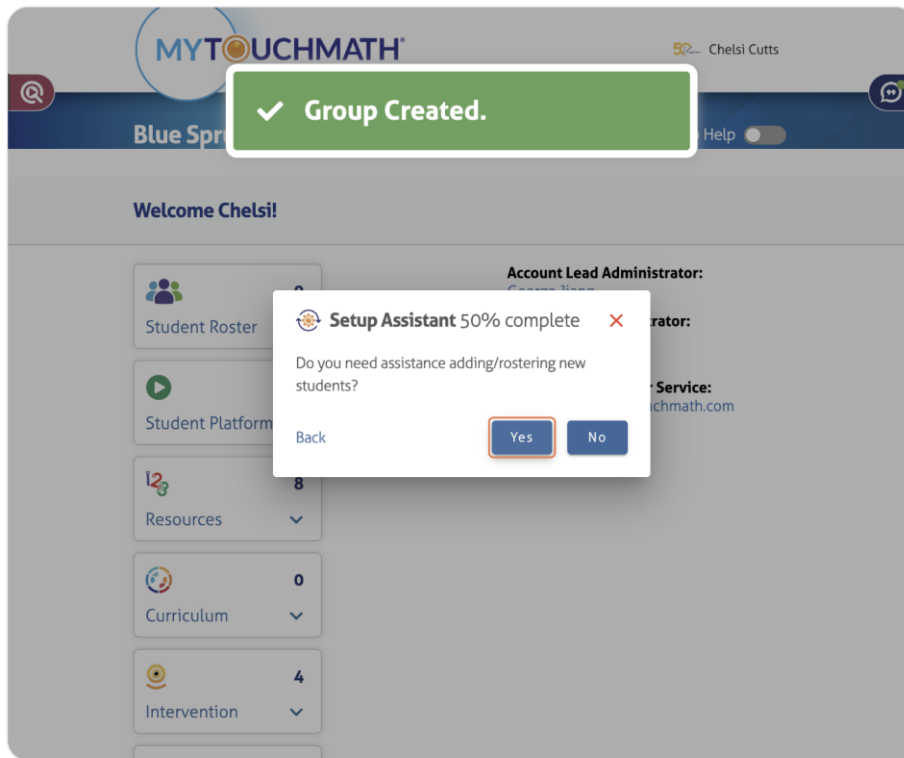
6 Click on Create New Group to finalize



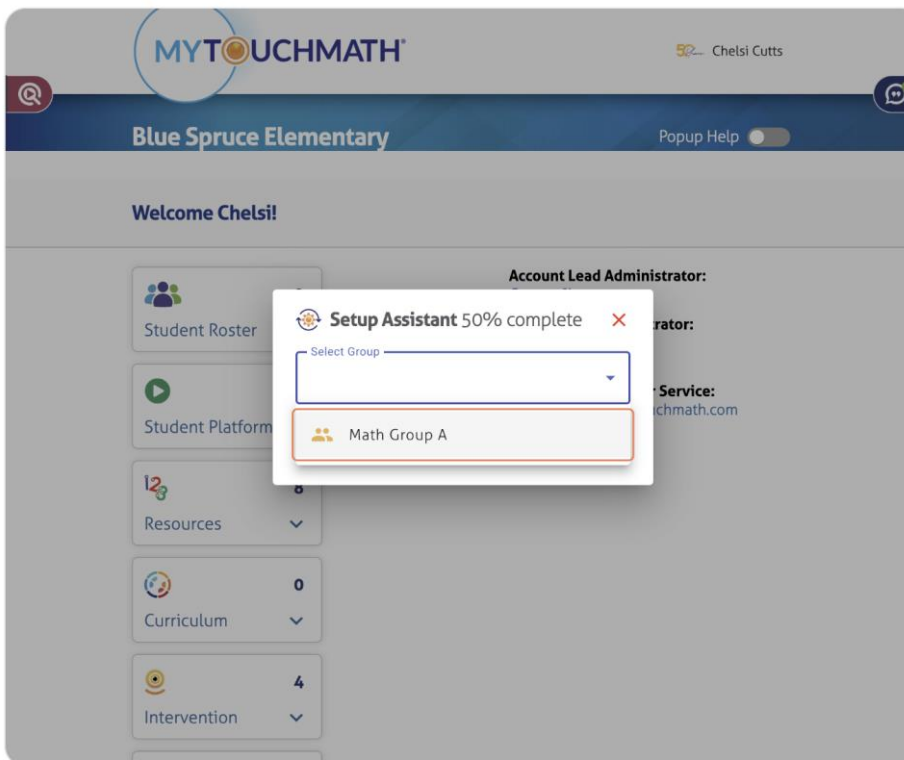
7 Click on No to continue with the Startup Assistance



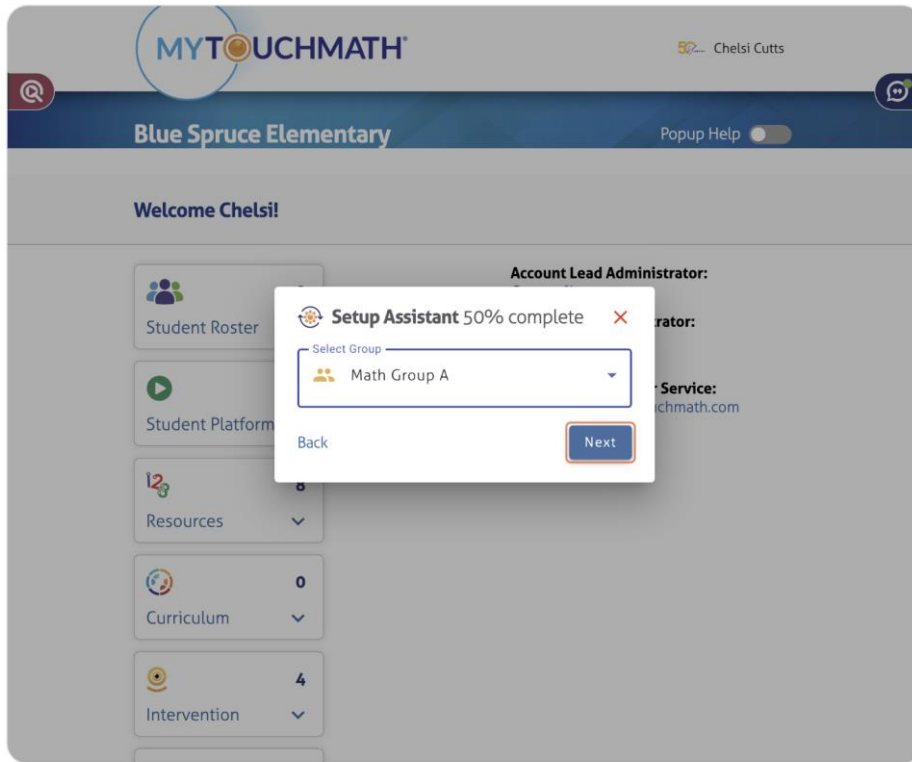
8 Click on Yes to add or roster new students to your group



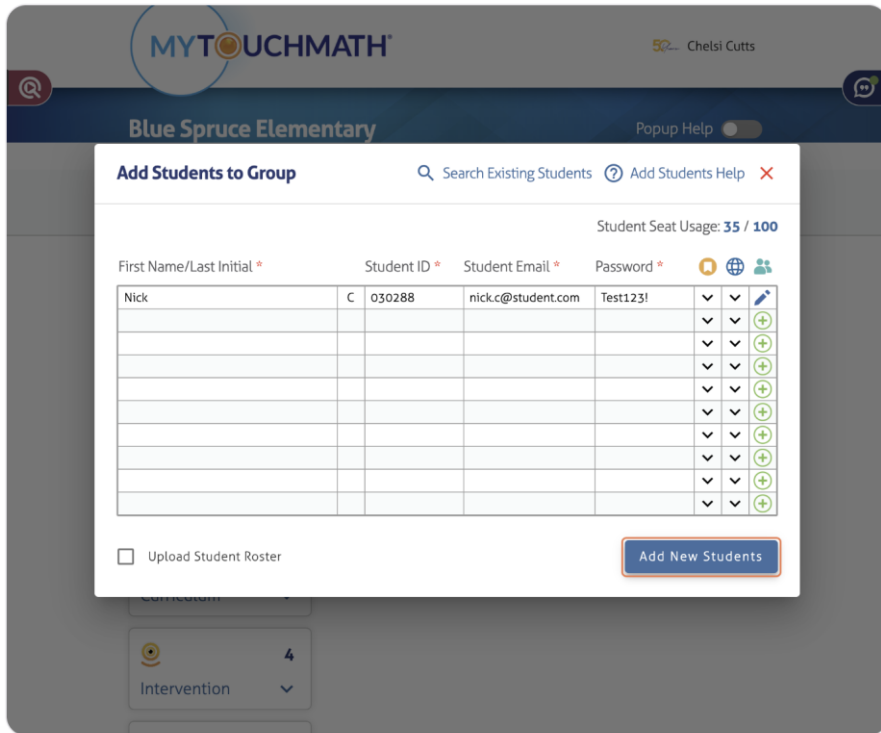
9 Select your group from the dropdown menu



10 Click on Next

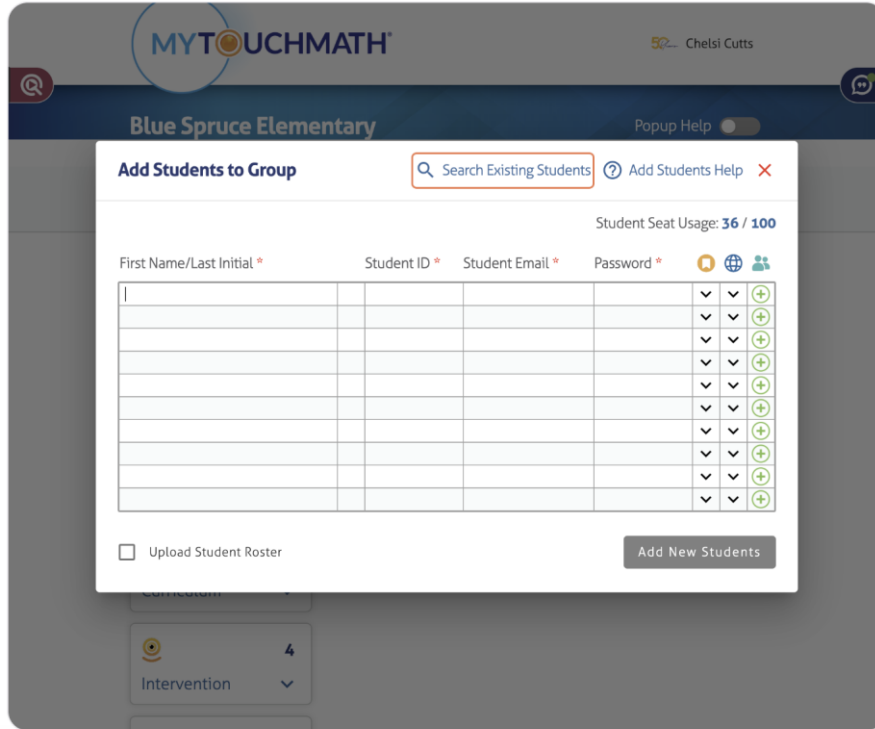


11 To add new students manually, complete the required fields. Click on Add New Students

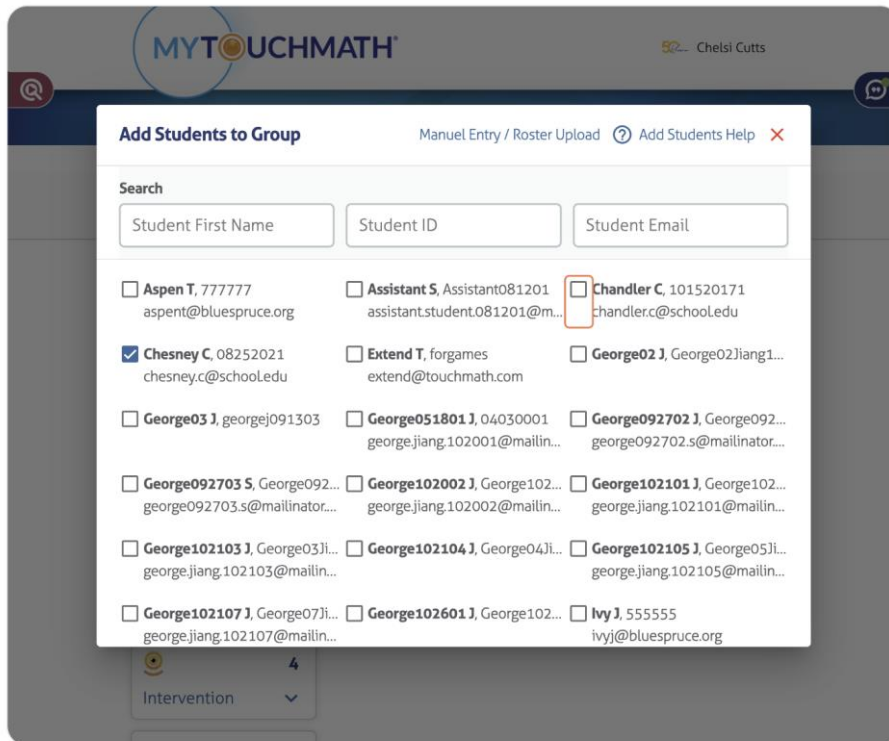




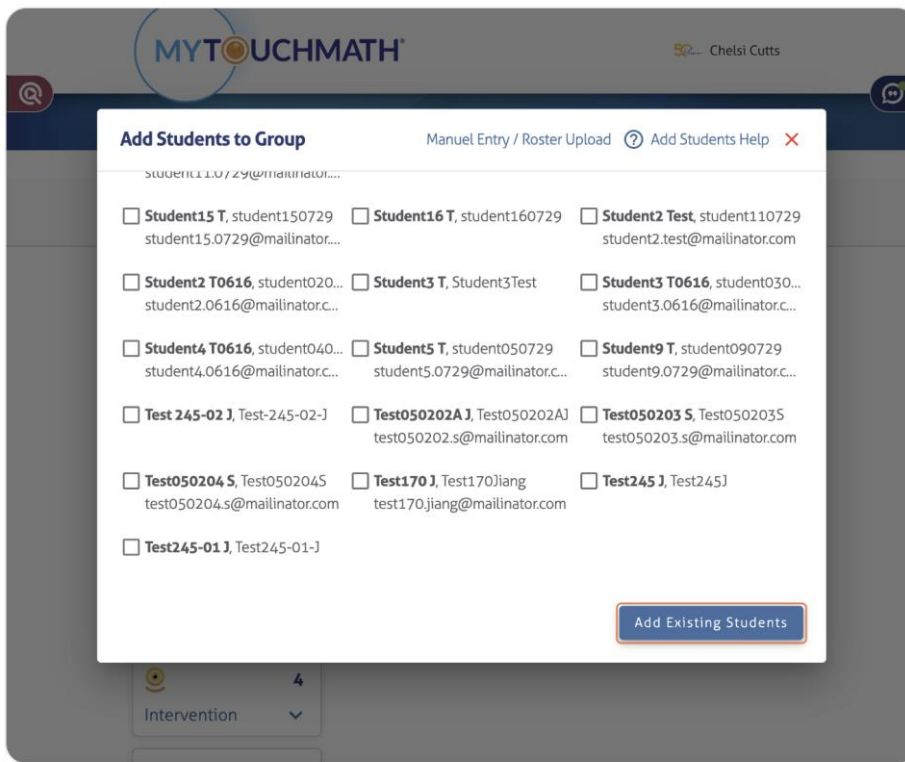
- 12 To add students who already have TouchMath accounts, click Search Existing Students



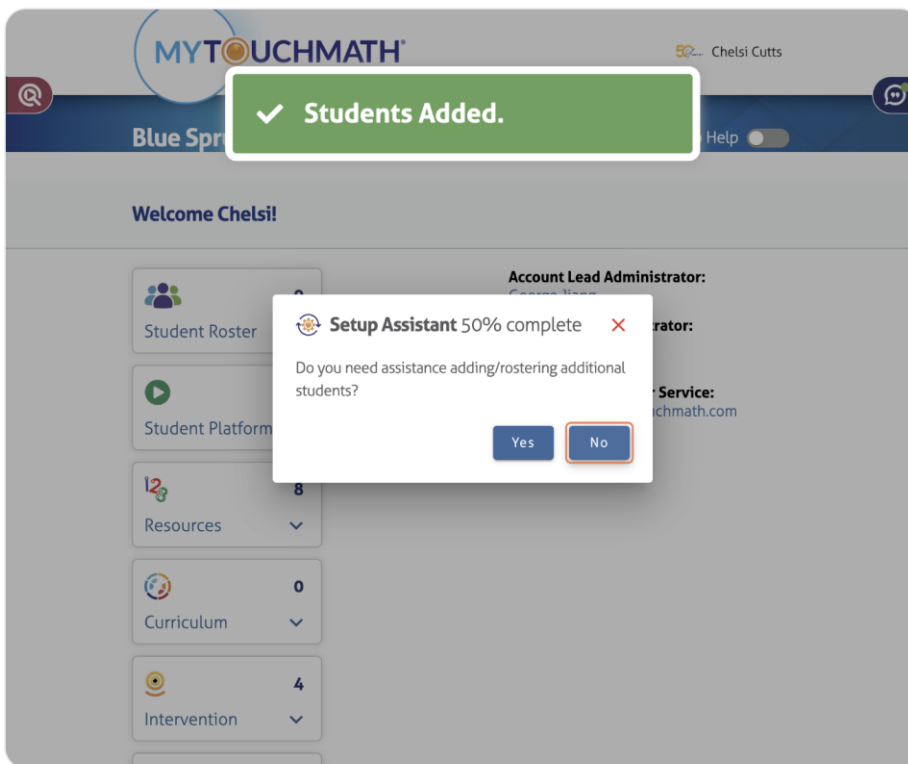
- 13 Find the student(s) to add to the group and check the checkbox next to their name(s)



14 Click on Add Existing Students to complete

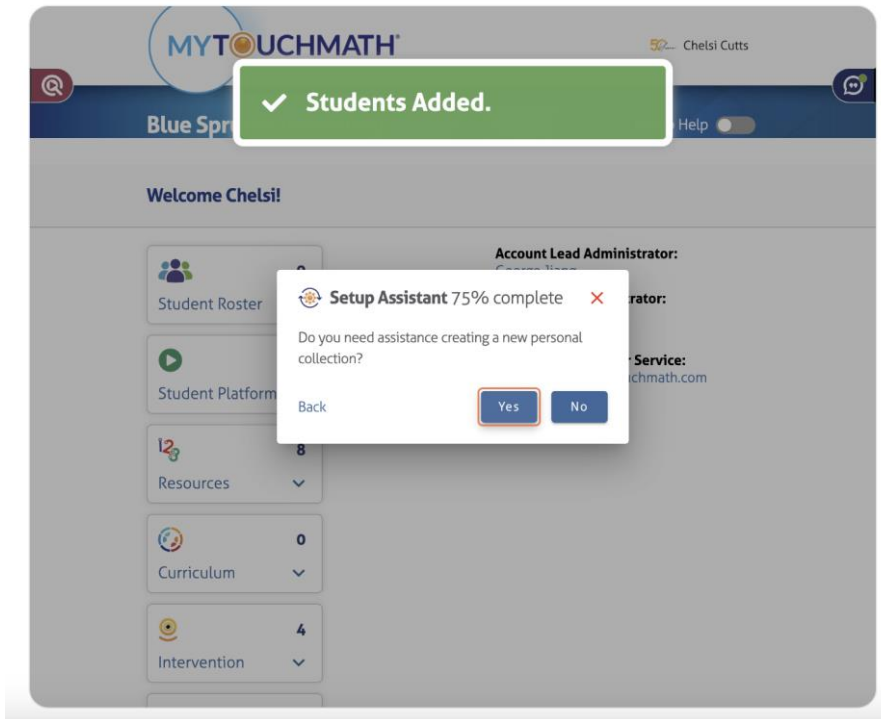


15 Click on No to continue with the Startup Assistance

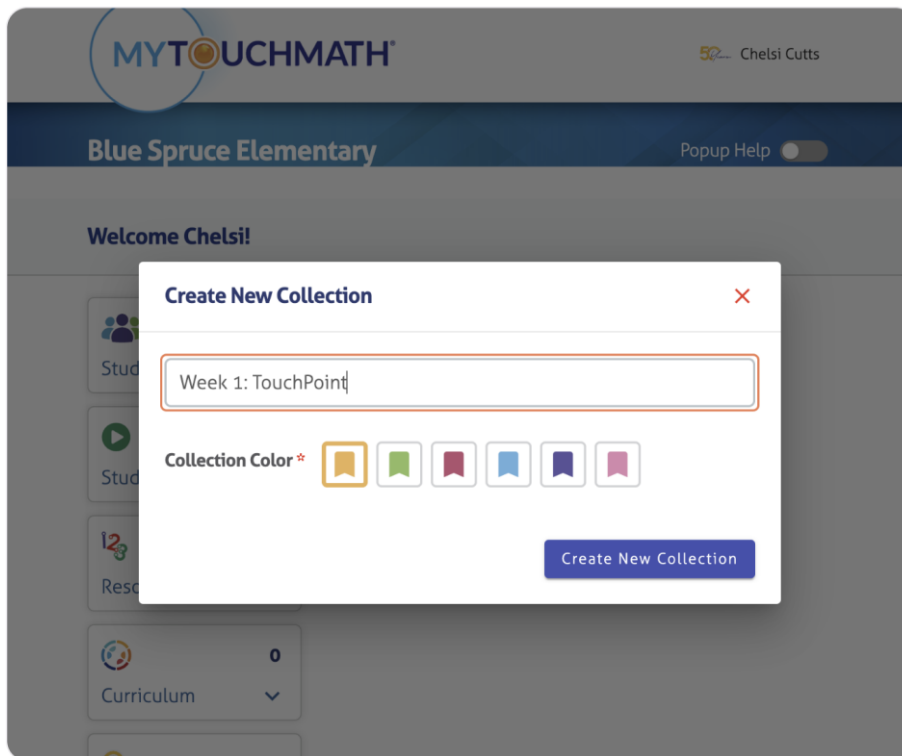


- 16 Click on Yes to creating a personal collection

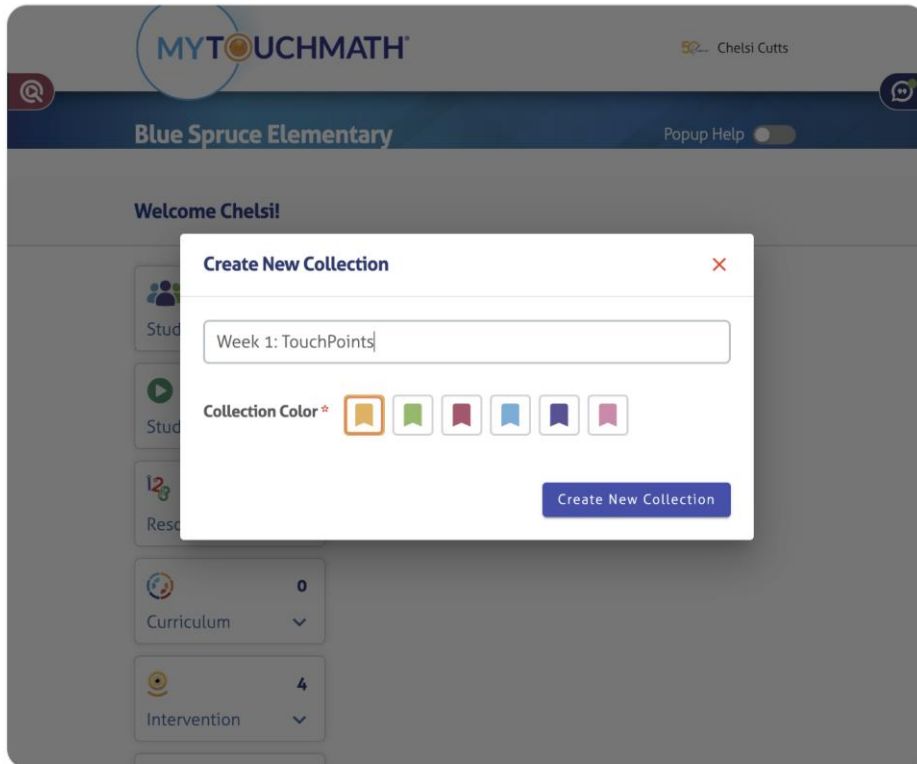
A collection allows you to save and organize curriculum materials and resources.



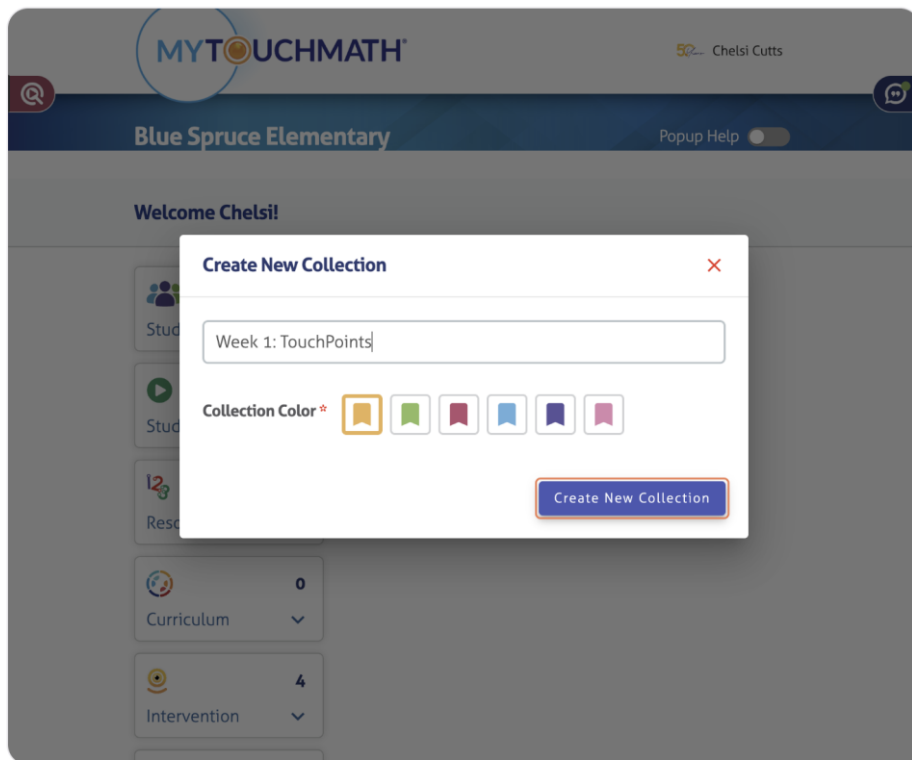
- 17 Name your new collection



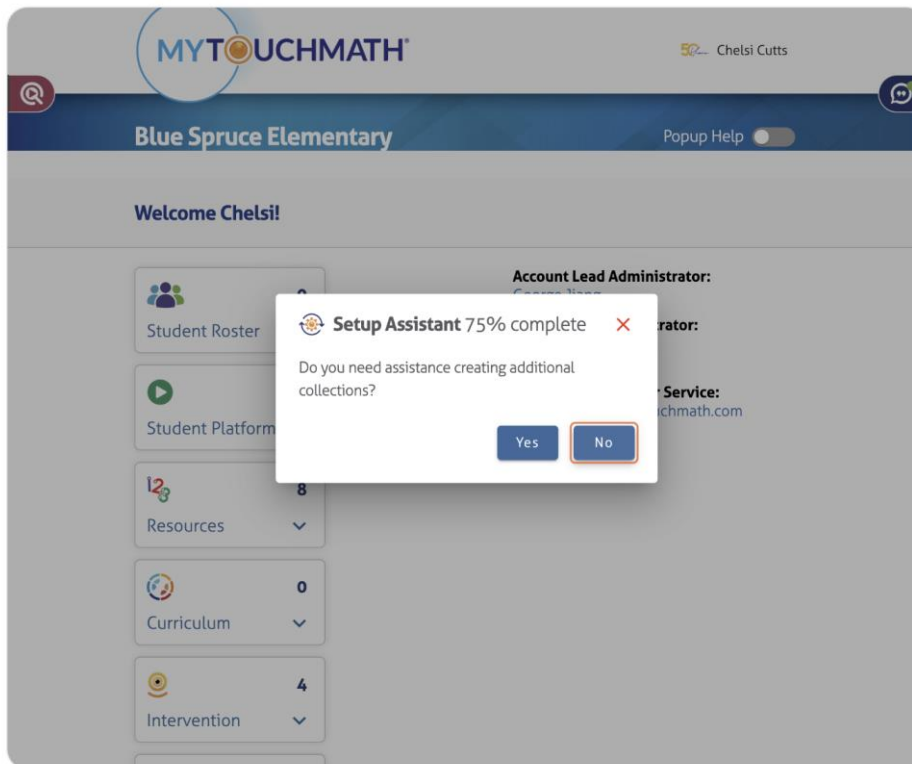
18 Select a color for your collection



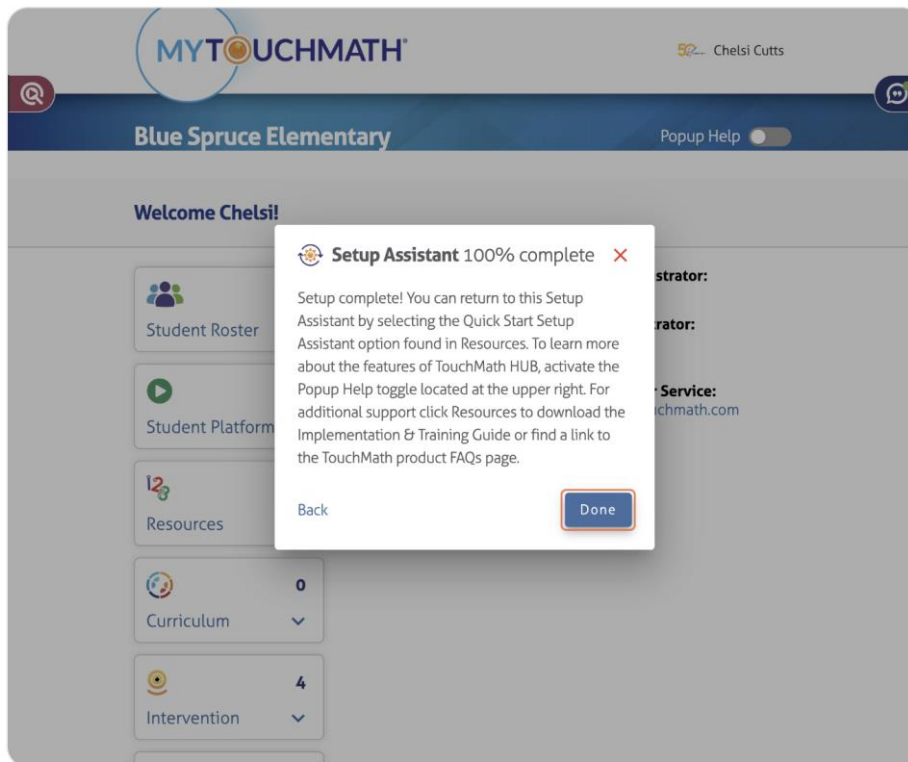
19 Click on Create New Collection



20 Click on No to continue with the Startup Assistance



21 Setup Assistance Complete! Click on Done



# Getting Started

## Technical Requirements

### Supported Devices

MyTouchMath Digital Classroom ([mytouchmath.com](http://mytouchmath.com)) is accessible from any internet-connected Smartboard, computer, or tablet device (touchscreen compatible). Chromebook, Android tablet, and iPad devices are all supported. If using a tablet, horizontal/landscape orientation is strongly recommended. Not recommended for use on smartphones or tablets with a screen smaller than 8 inches.

### Recommend Browsers

Google Chrome (PC/Mac), Safari (Mac), Microsoft Edge (PC), and Firefox (PC/Mac).

### Bandwidth

Many factors affect actual connection speed, including the following: proxy servers, firewalls, switches, and available bandwidth of the local network. The available bandwidth depends on the number of users and other applications running across the network.

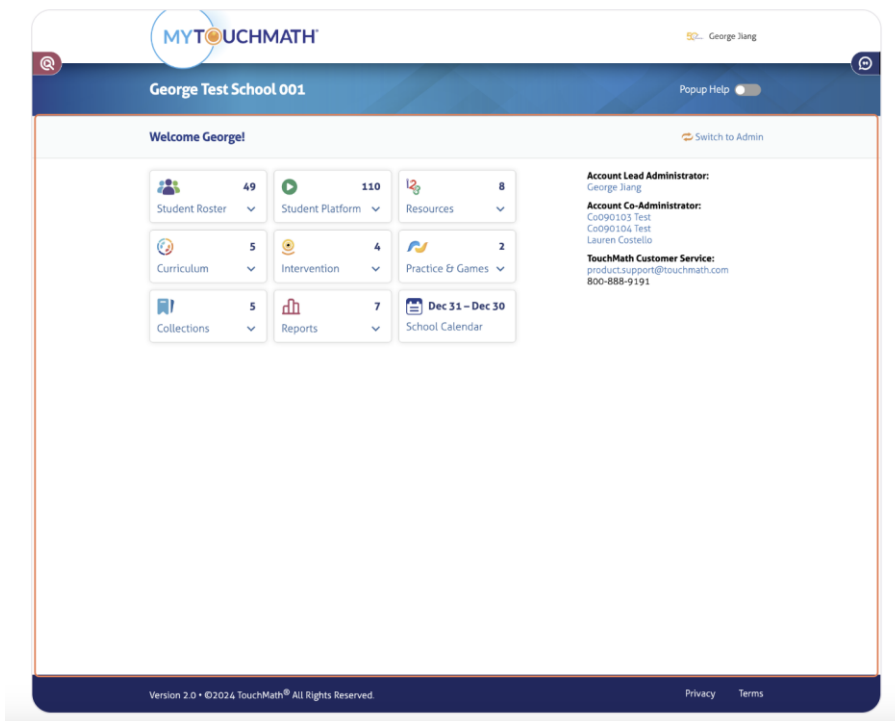
If other bandwidth-intensive activities (VoIP, streaming audio/video, and general network traffic) are running on the same network segment as MyTouchMath Classroom, the performance of the web-based application may suffer.

# Getting Started

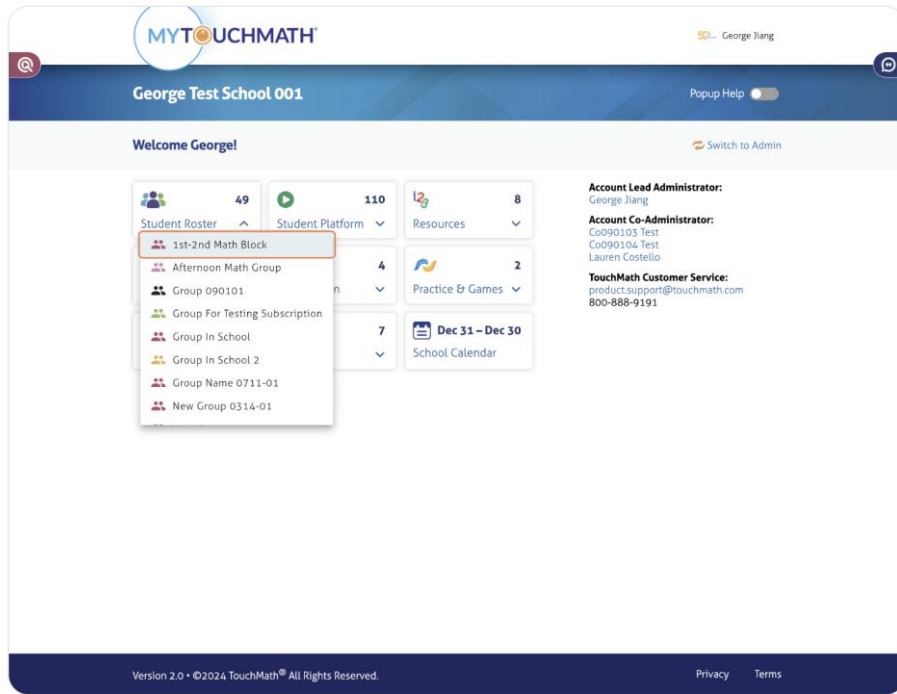
## Navigating the MyTouchMath Dashboard

This guide introduces the organization of the MyTouchMath Dashboard. From the dashboard, teachers and administrators can quickly and easily access the robust components of the TouchMath Digital Solution.

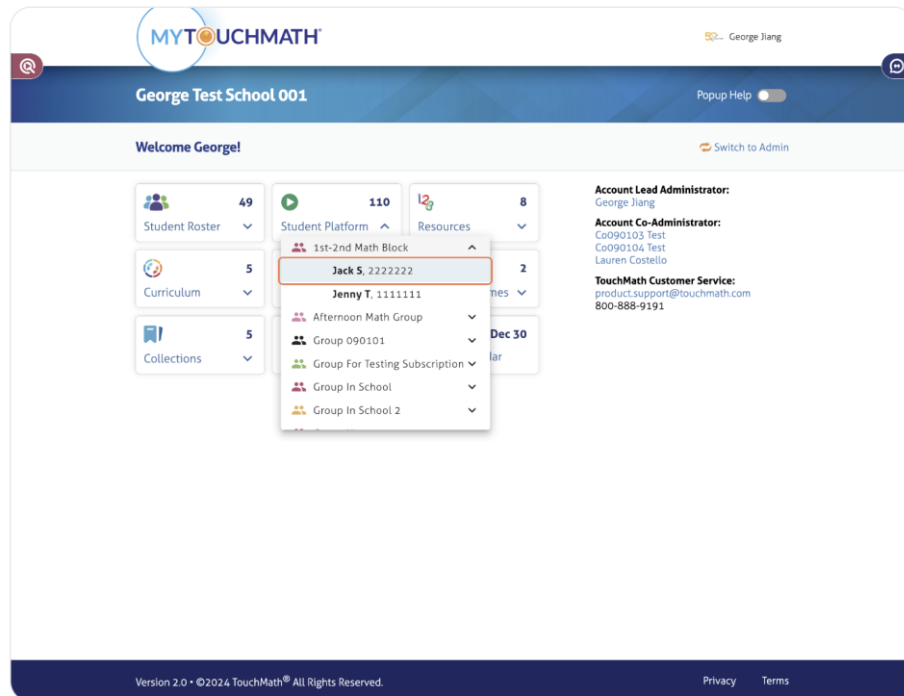
- 1 The MyTouchMath Dashboard provides users with an easy-to-navigate, visual interface that organizes all features and functionality of the TouchMath Digital Solution.



- 2 The Student Roster tile organizes student accounts into groups. Click on the dropdown arrow to create or access student groups. After a group is created, student accounts can be created or assigned.

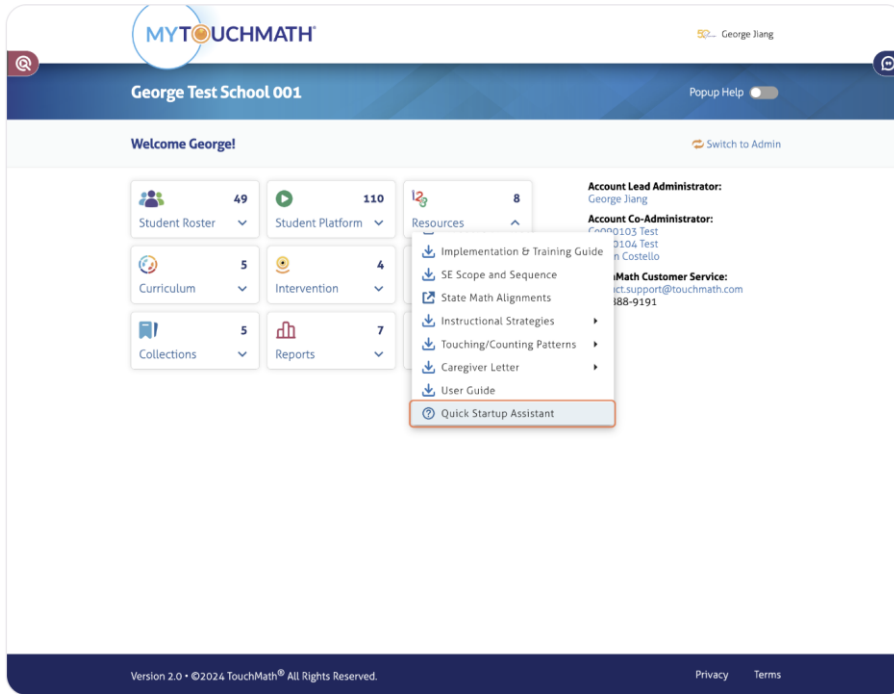


- 3 The Student Platform tile quickly and easily starts a student session. From the dropdown arrow, click on a student to open the Student Platform and start a student session.

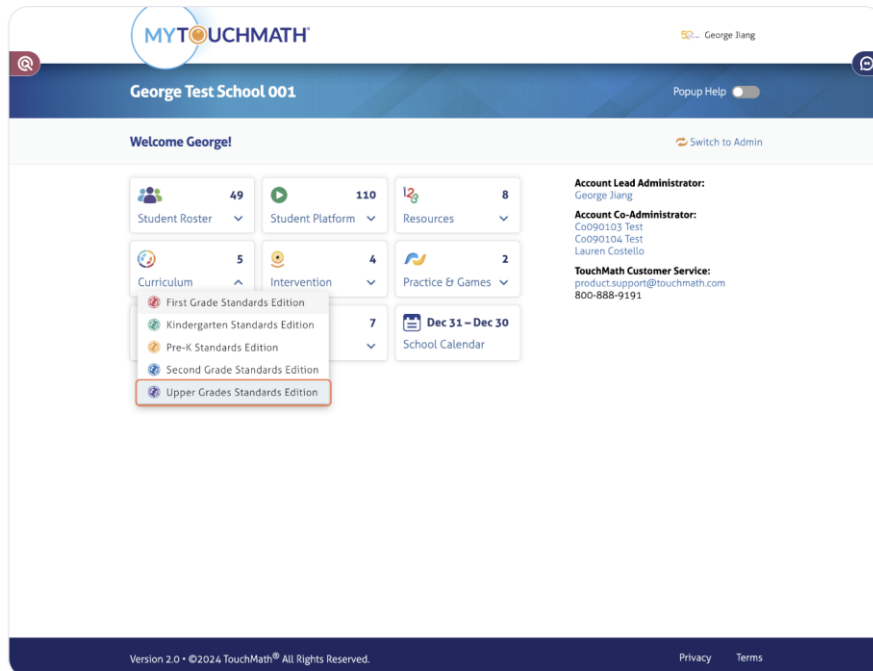




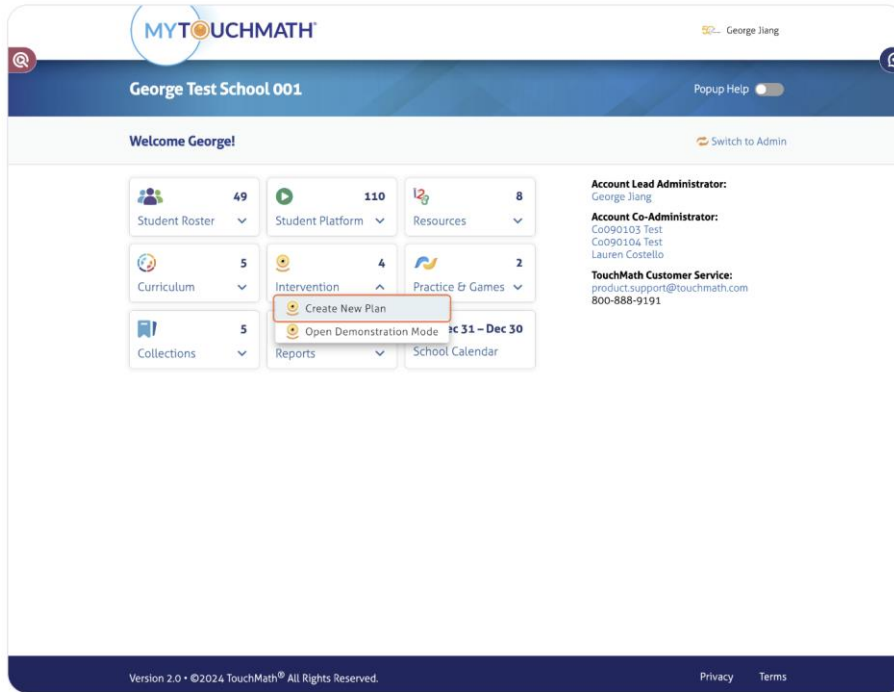
- The Resources tile organizes instructional resources, user guides, implementation and training supports, and provides a link to the Quick Startup Assistant.



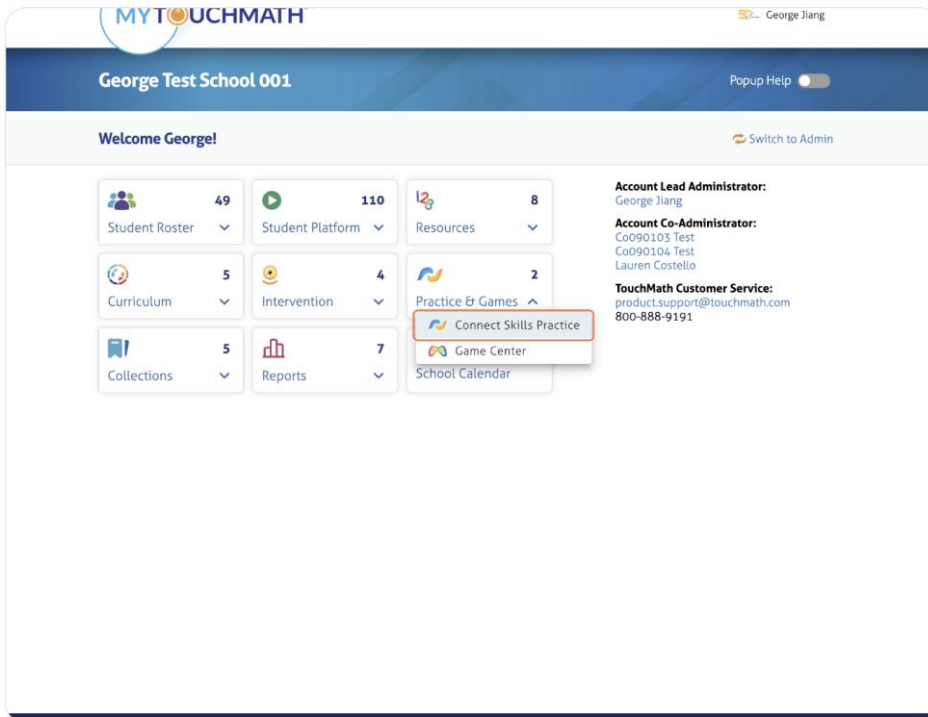
- From the Curriculum tile, click on the dropdown arrow to view the TouchMath Curriculum you are subscribed to. The TouchMath Curriculum includes teacher-led instruction via digital teacher guides and print on-demand student activity sheets.



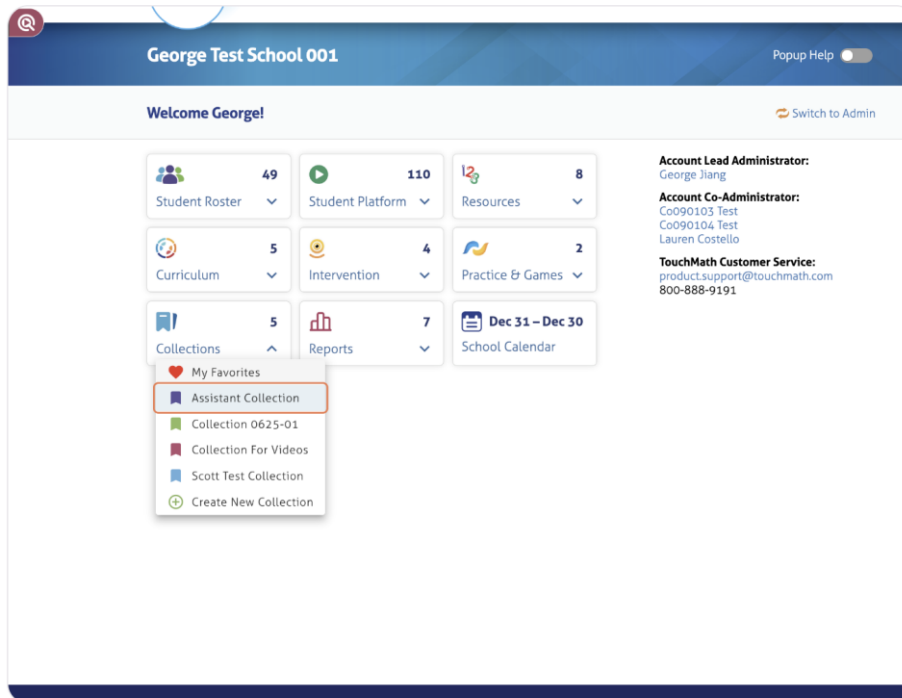
- 6 TouchMaths award-winning digital intervention tool is accessed via the Intervention tile. From this tile, Create a New Plan or Open Demonstration Mode. When you create a new plan, student-specific data is collected.



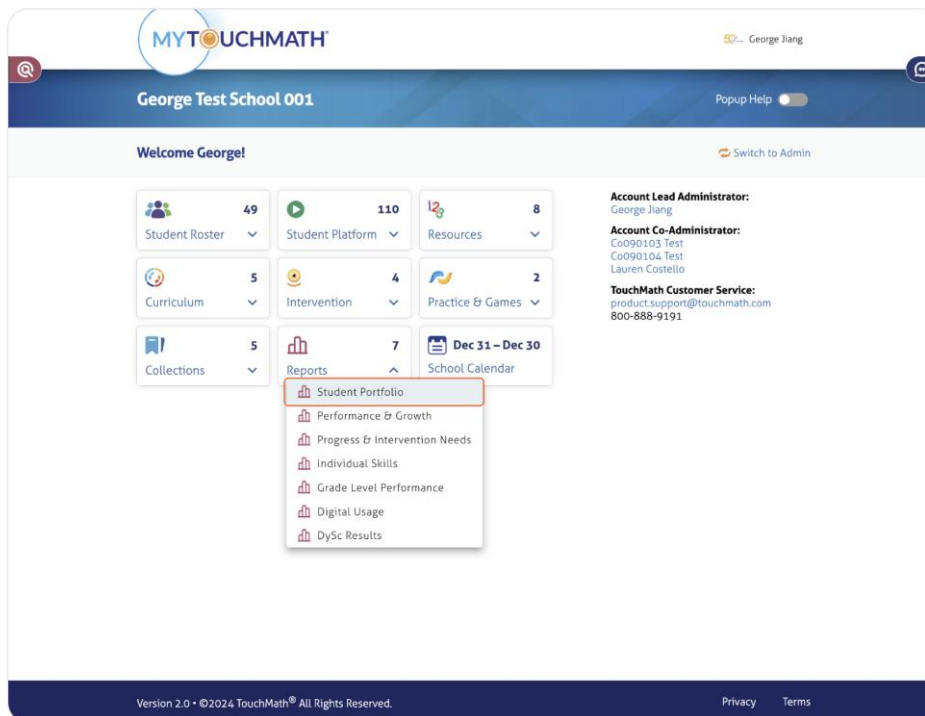
- 7 Access digital skills practice and the TouchMath digital Game Center from the Practice & Games tile.



- 8 Collections allow educational teams to create and save student activity sheets and video support tutorials using an easy-to-access, simple organizational system.

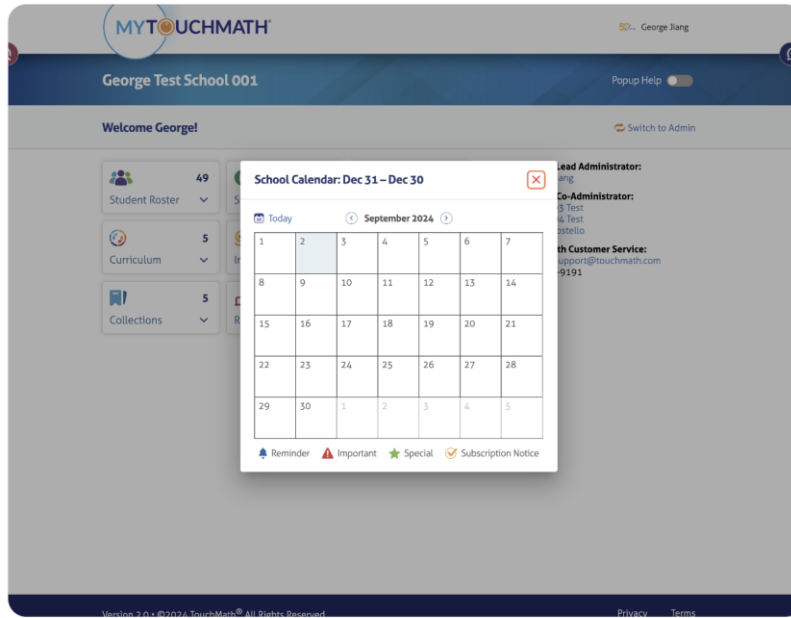


- 9 From the Reports tile, click on the dropdown arrow to navigate to dynamic, aggregate reports.



- 10 Click on the School Calendar tile to access a School Calendar. District administrators have the ability to add special events related to your implementation and information regarding to your subscription to the calendar.

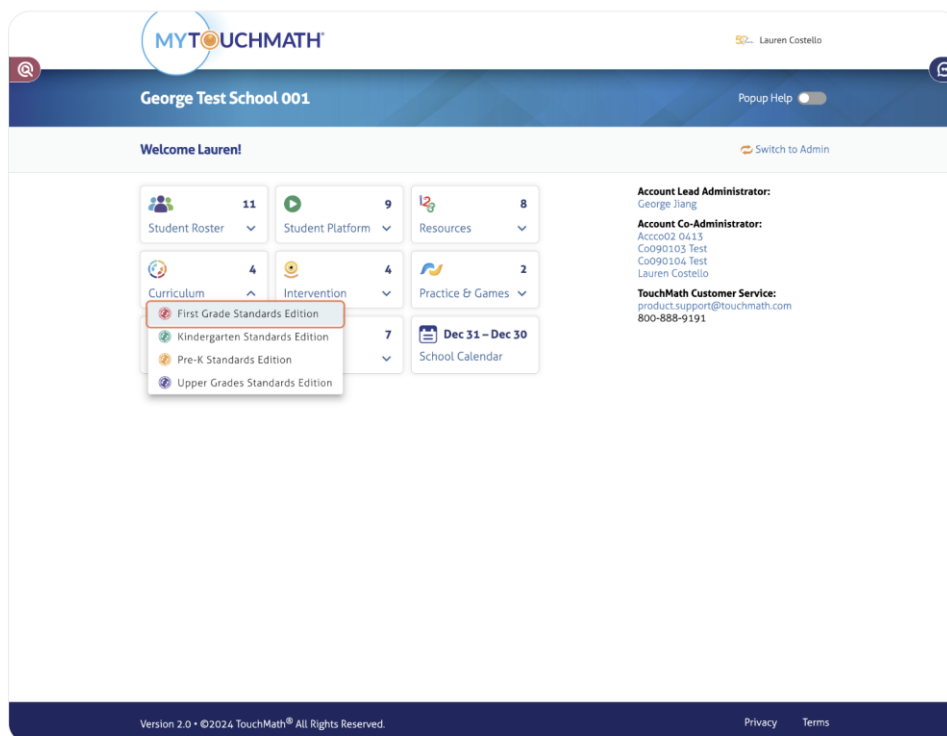
Note: This calendar does not auto-populate for your district. For more information on your district calendar, visit your district website or contact your district administrator.



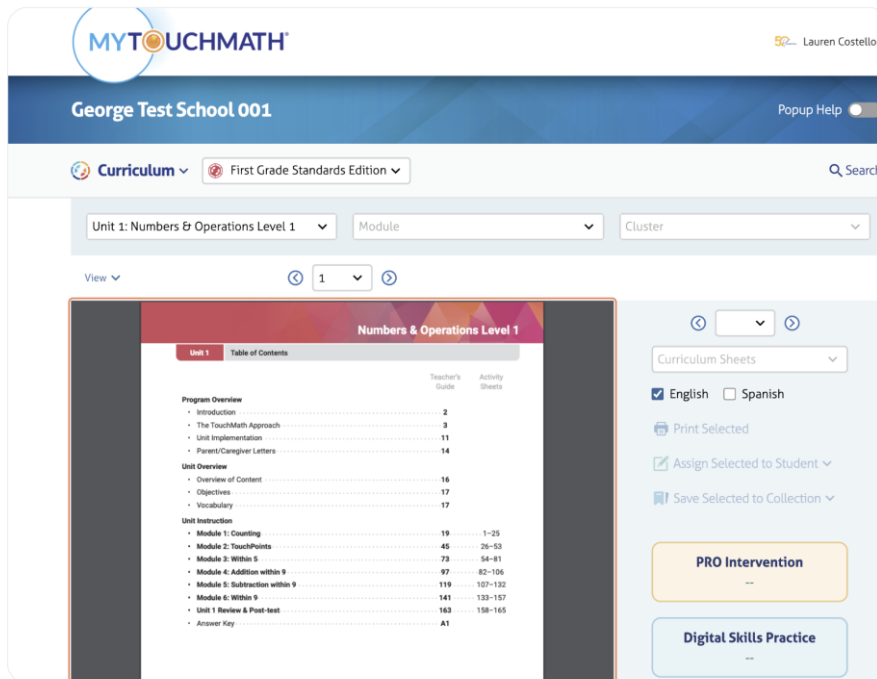
## How to Access the Teacher Guide and Student Activity Sheets

This step-by-step guide walks you through how to access and navigate the TouchMath Curriculum from the MyTouchMath dashboard. To access your TouchMath Digital Solution and the MyTouchMath dashboard, login to your TouchMath account at [www.mytouchmath.com](http://www.mytouchmath.com).

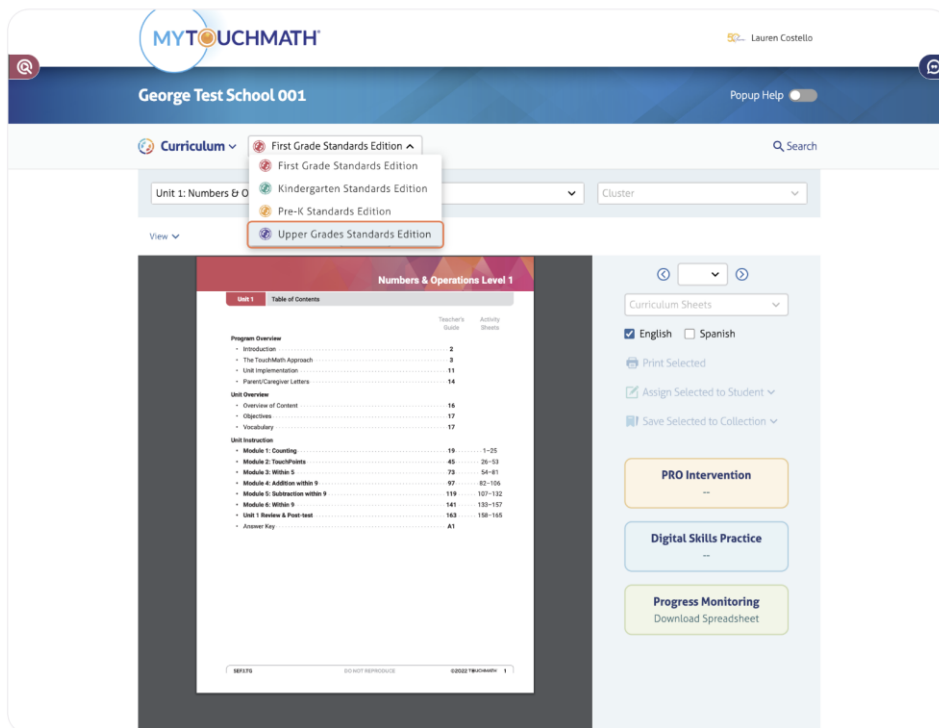
- 1 To access the TouchMath Curriculum, click on the dropdown list from the Curriculum tile and select a grade or program



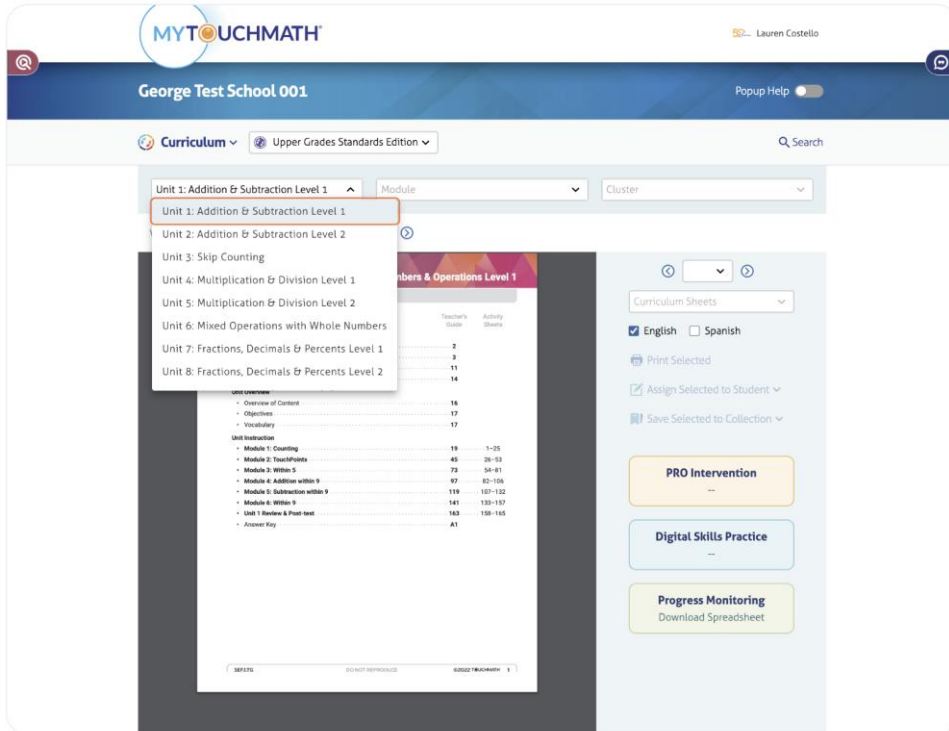
- On the Curriculum dashboard, the Teacher Guide for the first unit for the grade or program selected will automatically appear. Any coordinating curriculum sheets or resources will be displayed in the blue column next to the Teacher Guide.



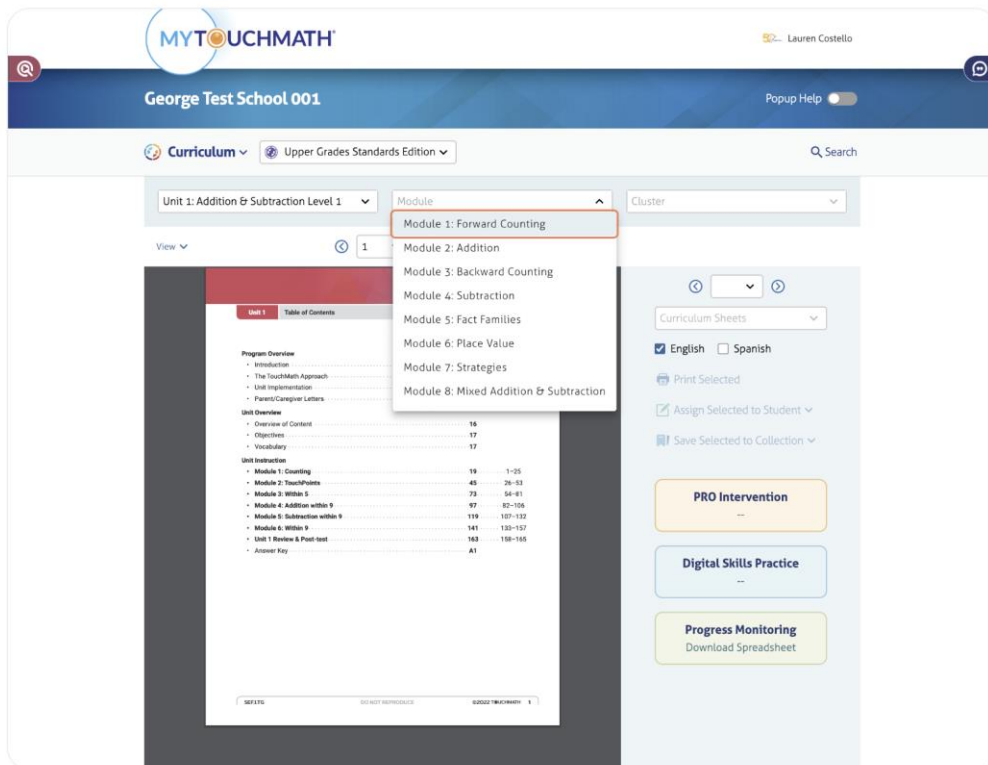
- To navigate to a new grade or program, select the dropdown list next to the Curriculum tab at the top of the dashboard



- 4 Each grade or program is organized by unit, module, and cluster. First, select a unit from the dropdown list



- 5 Next, select a module



6 Last, select a cluster

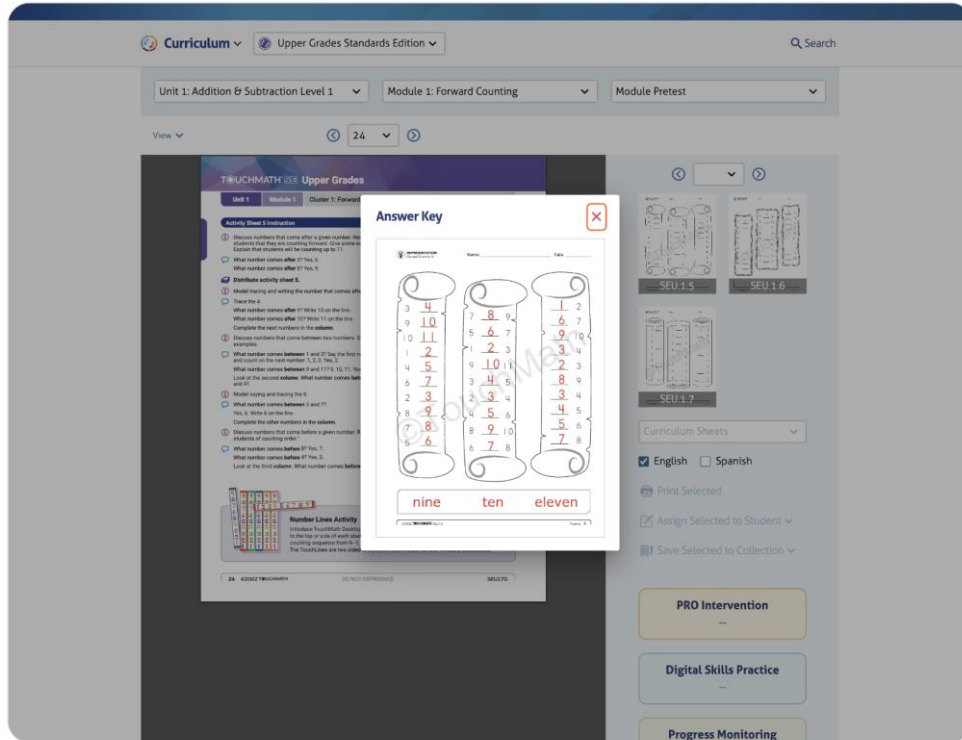
The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is logged in as Lauren Costello. The curriculum is set to 'Upper Grades Standards Edition'. The unit is 'Unit 1: Addition & Subtraction Level 1' and the module is 'Module 1: Forward Counting'. The page number is 21. The 'Cluster' dropdown menu is open, showing the following options: 'Module Pretest', 'Cluster 1: Forward Counting to 20', 'Cluster 2: Touching/Counting Patterns', 'Module Posttest', and 'Module Wrap-Up'. There are also language selection options for English and Spanish, and buttons for 'PRO Intervention', 'Digital Skills Practice', and 'Progress Monitoring'.

7 As you navigate the pages of Teacher Guide using arrows or dropdown list above the Teacher Guide, curriculum sheets and resources that correspond with the teacher instruction will auto populate

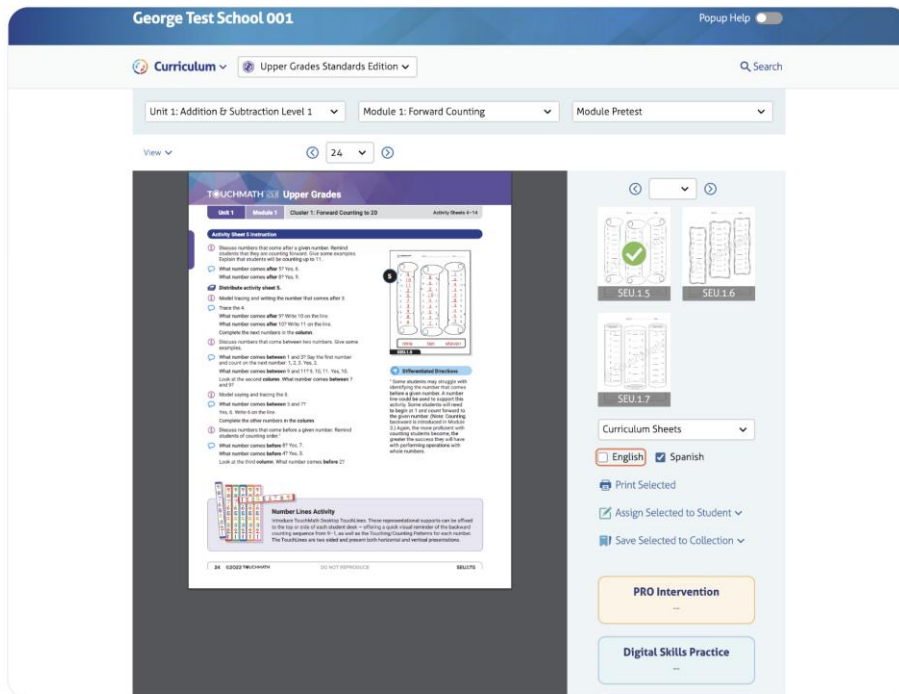
The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is logged in as Lauren Costello. The curriculum is set to 'Upper Grades Standards Edition'. The unit is 'Unit 1: Addition & Subtraction Level 1' and the module is 'Module 1: Forward Counting'. The page number is 22. The 'Cluster' dropdown menu is open, showing the following options: 'Module Pretest', 'Cluster 1: Forward Counting to 20', 'Cluster 2: Touching/Counting Patterns', 'Module Posttest', and 'Module Wrap-Up'. There are also language selection options for English and Spanish, and buttons for 'PRO Intervention', 'Digital Skills Practice', and 'Progress Monitoring'.



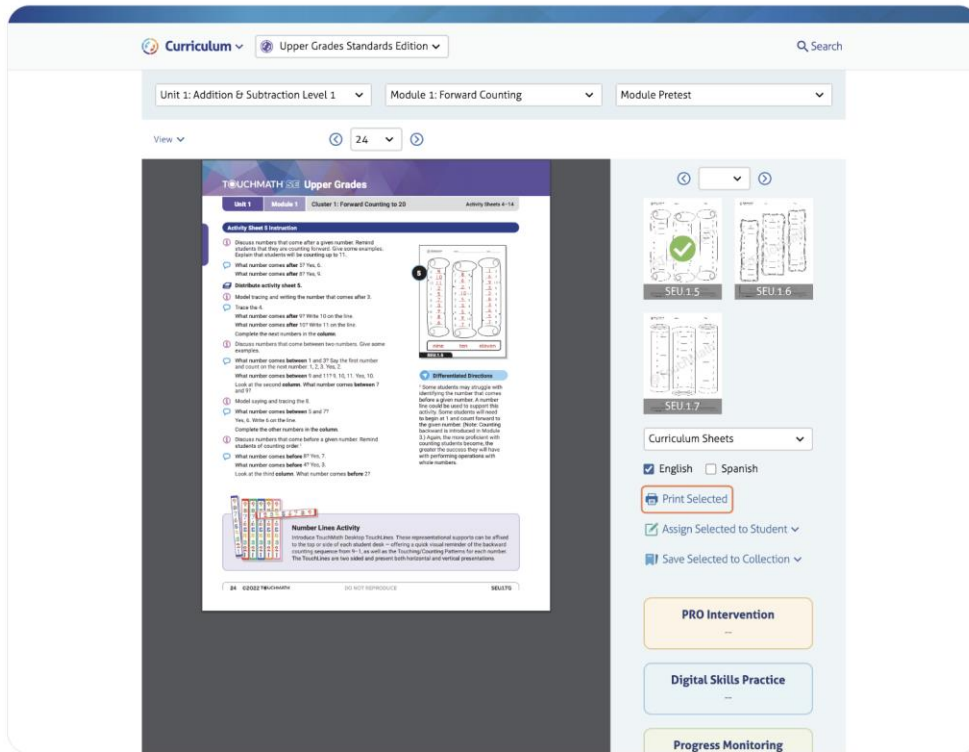
8 Double click on a curriculum sheet to view the answer key



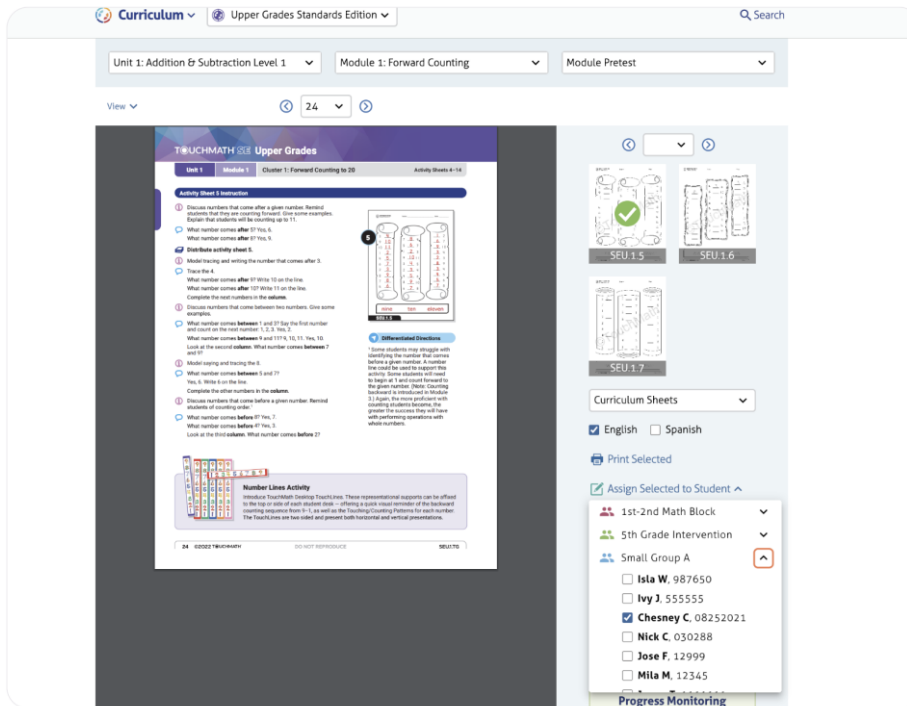
9 Select a curriculum sheet or resource(s). Easily translate student-facing curriculum sheets and resources into Spanish by selecting the Spanish box under the curriculum sheets



10 To print the selected sheet(s), click on Print Selected



11 To assign the curriculum sheet(s) to one or more student, select the dropdown list next to Assign Selected to Student. Select the dropdown list next to the name of a small group and select the student(s) to assign the curriculum sheets



- 12 Click on Save Selected to Collection and select a collection to save curriculum sheets and resources for later

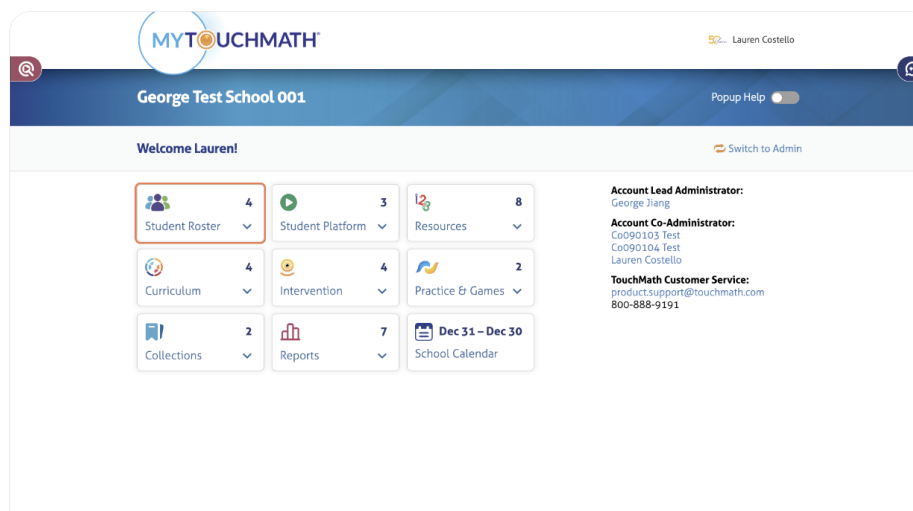
The screenshot shows the TouchMath curriculum interface. At the top, there are navigation menus for 'Curriculum', 'Upper Grades Standards Edition', and a search bar. Below these are dropdown menus for 'Unit 1: Addition & Subtraction Level 1', 'Module 1: Forward Counting', and 'Module Pretest'. A 'View' dropdown is set to '24'. The main content area displays a lesson page for 'Upper Grades' with 'Unit 1', 'Module 1', and 'Cluster 1: Forward Counting to 20'. The page includes 'Activity Sheet 8: Introduction' with various math problems and a 'Number Lines Activity' section. A sidebar on the right contains a 'Curriculum Sheets' dropdown, language selection (English/Spanish), and action buttons like 'Print Selected', 'Assign Selected to Student', and 'Save Selected to Collection'. The 'Save Selected to Collection' dropdown is open, showing options: 'My Favorites', 'Addition Practice', 'Skip Counting', 'TouchPoints', and 'Create New Collection'. A 'Progress Monitoring' button is at the bottom of the sidebar.

# Student Roster

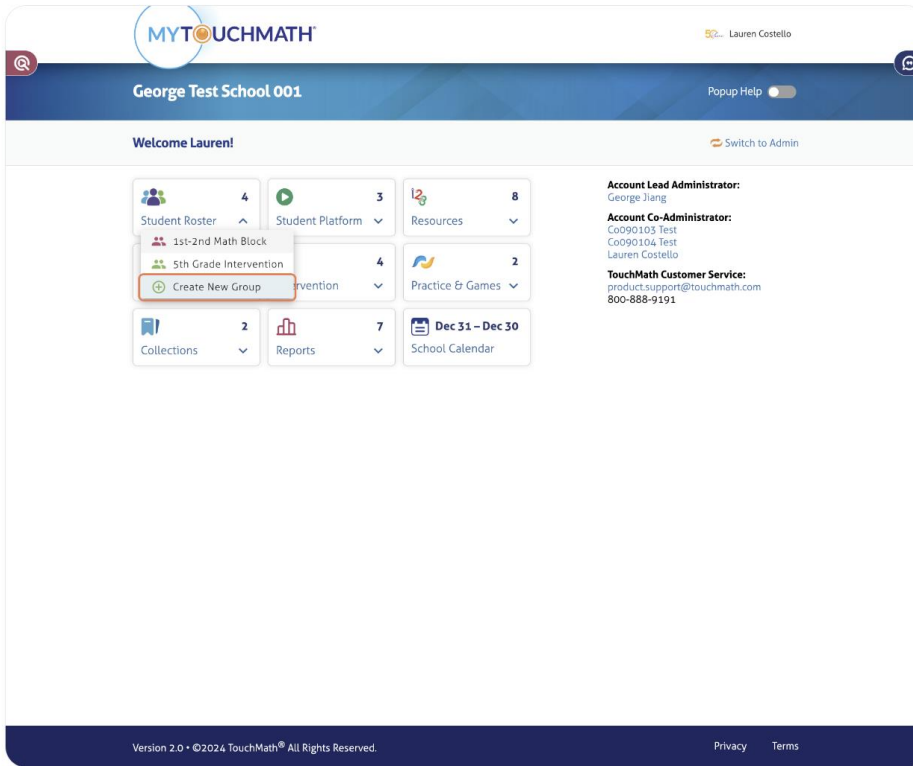
## Create a Group

This guide shows educators and administrators how to create a group. A group organizes one or more students into a category. A group could be a small group of students who work together, students who are in the same grade that you work with one-on-one or in small groups, skill-based or intervention based, and/or based on setting or time of instruction.

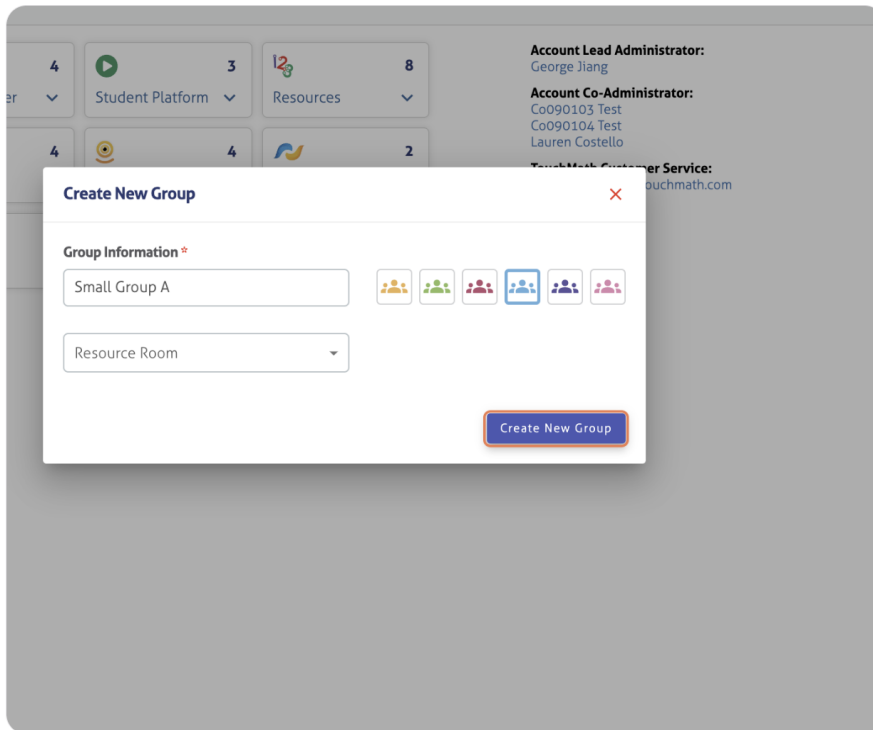
- 1 Click on Student Roster



2 Click on Create New Group



3 Complete the required information to create a new group. After, click on Create New Group



- 4 After successfully creating a group, a green Group Created notification will appear

The screenshot shows the MY TOUCHMATH dashboard for George Test School 001. A green notification box at the top center displays a checkmark and the text "Group Created." The user is identified as Lauren Costello. The dashboard includes a "Welcome Lauren!" message and a "Switch to Admin" button. A grid of widgets is visible, with "Small Group A" highlighted in a red box. The widgets include:

- Student Roster (4)
- Student Platform (3)
- Resources (8)
- 1st-2nd Math Block
- 5th Grade Intervention (4)
- Practice & Games (2)
- Create New Group
- Collections (2)
- Reports (7)
- Dec 31 - Dec 30 School Calendar

Administrative information on the right side includes:

- Account Lead Administrator:** George Jiang
- Account Co-Administrator:** Co090103 Test, Co090104 Test, Lauren Costello
- TouchMath Customer Service:** product.support@touchmath.com, 800-888-9191

At the bottom, the footer contains "Version 2.0 - ©2024 TouchMath® All Rights Reserved." and links for "Privacy" and "Terms".

# Student Roster

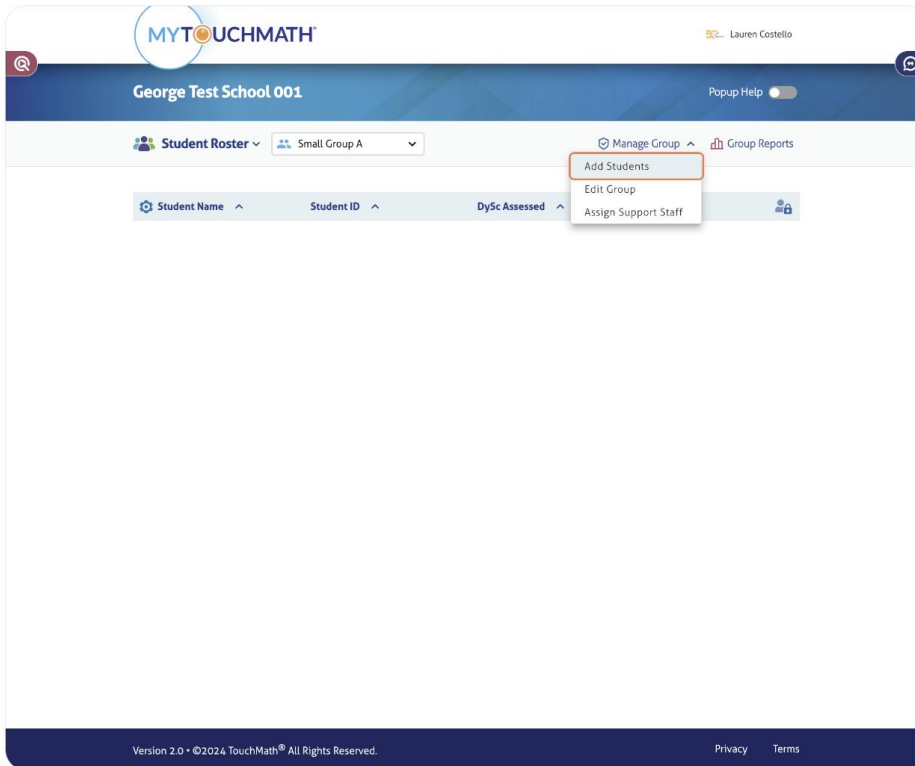
## Select Existing Students

This guide shows educators and administrators how to add existing students to a group. Existing students have used the TouchMath Digital Solution previously, or have accounts that are already created by educators, administrators, or accessible via single sign on.

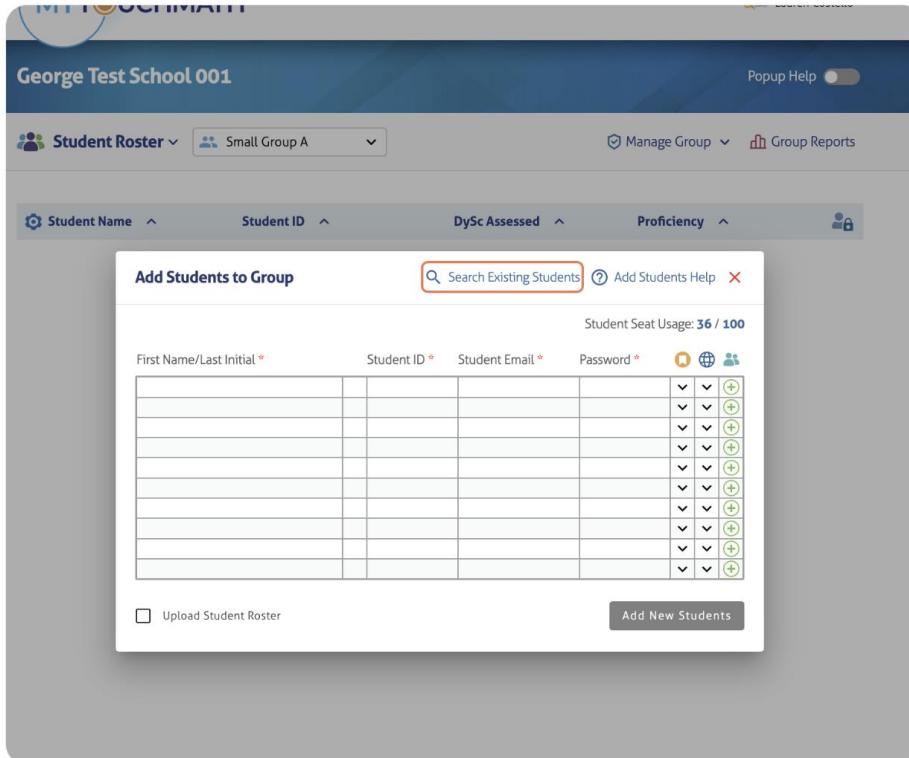
- 1 Click on the name of the group you want to add students to

The screenshot displays the MY TOUCHMATH dashboard for George Test School 001. A green notification box at the top center reads "Group Created." The user is identified as Lauren Costello. The dashboard includes a "Welcome Lauren!" message and a "Switch to Admin" button. A grid of navigation tiles is visible, with a dropdown menu open for "Small Group A". The dropdown menu lists "1st-2nd Math Block", "5th Grade Intervention", "Small Group A", and "Create New Group". Other tiles include "Student Roster" (4), "Student Platform" (3), "Resources" (8), "Intervention" (4), "Practice & Games" (2), "Collections" (2), "Reports" (7), and "School Calendar" (Dec 31 - Dec 30). On the right side, there is a list of administrators: Account Lead Administrator (George Jiang), Account Co-Administrator (Co090103 Test, Co090104 Test, Lauren Costello), and TouchMath Customer Service (product.support@touchmath.com, 800-888-9191). The footer contains the version information (Version 2.0 • ©2024 TouchMath® All Rights Reserved.) and links for Privacy and Terms.

2 From the Manage Group dropdown menu, click on Add Students



3 Click on Search Existing Students





- 4 Check the box next to the name of the student(s) you wish to add to the group.  
Click on Add Students to Group

The screenshot shows the MYTOUCHMATH interface for 'George Test School 001'. A modal window titled 'Add Students to Group' is open, displaying a list of students. Each student entry includes a checkbox, a name, and an email address. The following table represents the data shown in the dialog:

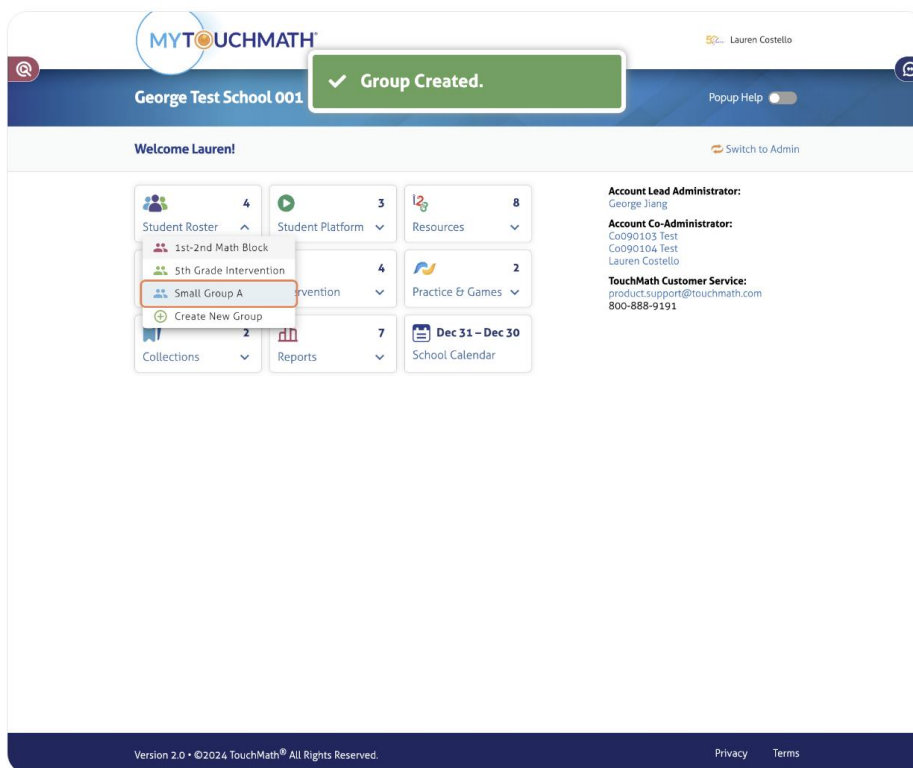
Checkbox	Name	Email Address
<input type="checkbox"/>	George092703 S, George0927...	george092703.s@mailinator.com
<input type="checkbox"/>	George102001 J, George1020...	george.jiang.102001@mailinat...
<input type="checkbox"/>	George102101 J, George1021...	george.jiang.102101@mailinat...
<input type="checkbox"/>	George102103 J, George03Jia...	george.jiang.102103@mailinat...
<input type="checkbox"/>	George102104 J, George04Jia...	george.jiang.102104@mailinat...
<input type="checkbox"/>	George102105 J, George05Jia...	george.jiang.102105@mailinat...
<input type="checkbox"/>	George102107 J, George07Jia...	george.jiang.102107@mailinat...
<input type="checkbox"/>	George102601 J, George1026...	george.jiang.102601@mailinat...
<input checked="" type="checkbox"/>	Ivy J, 555555	ivyj@bluespruce.org
<input type="checkbox"/>	Jack S, 222222	jack.s@bluespruce.org
<input checked="" type="checkbox"/>	Jenny T, 111111	jenny.t@bluespruce.org
<input type="checkbox"/>	Nick C, 030288	nick.c@student.com
<input type="checkbox"/>	S05001 J, S05001J	s05001j@mailinator.com
<input type="checkbox"/>	S082901 T, S082901T	s082901t@mailinator.com
<input type="checkbox"/>	S090601 J, S090601J	s090601j@mailinator.com
<input type="checkbox"/>	Scott A, 1234	touchmathstudent1234@mail...
<input type="checkbox"/>	Student01 T, Student01Test03...	student01.test0329@mailinat...
<input type="checkbox"/>	Student01 T, Student01Test04...	student01.test0401@mailinat...
<input type="checkbox"/>	Student02 T, Student02Test03...	student02.test0329@mailinat...
<input type="checkbox"/>	Student02 T, Student02Test04...	student02.test0401@mailinat...
<input type="checkbox"/>	Student082202 T, Student082...	student082202@mailinator.com
<input type="checkbox"/>	Student082203 T, Student082...	student082203@mailinator.com
<input type="checkbox"/>	Student082205 T, Student082...	student082205@mailinator.com
<input type="checkbox"/>	Student082206 T, Student082...	student082206@mailinator.com
<input type="checkbox"/>	Student090301 T, Student090...	student090301@mailinator.com
<input type="checkbox"/>	student1 T0616, student106...	student1.0616@mailinator.com
<input type="checkbox"/>	Student1 J, Student10331	student1.0331@mailinator.com
<input type="checkbox"/>	Student10 0616, Student1006...	student10.0616@mailinator.com
<input type="checkbox"/>	Student10 T, student100729	student10.0729@mailinator.com
<input type="checkbox"/>	Student102111 J, Student102...	student102111@mailinator.com
<input type="checkbox"/>	Student11 T, student110729	student11.0729@mailinator.com
<input type="checkbox"/>	Student12 T, student120729	student12.0729@mailinator.com

# Student Roster

## Upload a Roster

This guide shows educators and administrators how to add student accounts by uploading a roster spreadsheet. to a group. Using and uploading a TouchMath-provided spreadsheet, educators and administrators can quickly and easily create student accounts and build group rosters.

- 1 Click on the name of the group you want to add students to



2 Click on Add Students

The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is logged in as Lauren Costello. The page displays the 'Student Roster' for 'Small Group A'. A dropdown menu is open under the 'Manage Group' button, with 'Add Students' highlighted. The roster table contains the following data:

Student Name	Student ID	DySc Assessed	Actions
Chandler C	101520171		[Add] [Edit]
Chesney C	08252021		[Add] [Edit]
Declan F	121520		[Add] [Edit]
Ivy J	555555	08-27-2024	[Add] [Edit]
Jenny T	1111111		[Add] [Edit]
Nick C	030288		[Add] [Edit]

3 Click on Download Student Roster

The screenshot shows the MYTOUCHMATH interface with the 'Add Students to Group' modal open. The modal includes a search bar for existing students, a table for adding new students, and an 'Upload Student Roster' checkbox. The table has the following columns: First Name/Last Initial, Student ID, Student Email, Password, and a dropdown menu with a plus icon. The 'Upload Student Roster' checkbox is checked. Below the table, there are instructions: (1) Download Student Roster - Input student information into the downloaded spreadsheet. (2) Upload Student Roster - Data will appear in the table above, review and make any needed modifications.

Complete the student roster spreadsheet.

Student First Name *	Last Initial *	Student ID *	Student School Email *	Student Password *	Spreadsheet Directions
Mila	M	12345	mila.m@student.com	Test123!	<p><b>Spreadsheet Directions</b></p> <p>First name, last initial, student ID, student email, and student password are all required. Student ID and email must both be completely unique to the individual student. Do not use teacher credentials. Student passwords must contain 8 or more characters and include an uppercase letter, lowercase letter, number, and special character. You may use the same password for all students.</p> <p><b>Troubleshooting:</b> Do not alter column headers, column order, or add columns. Make sure all emails are properly formatted (name@school.domain) with no extra spaces or extra characters. Verify all student emails meet the requirements listed above. If the student ID and/or email already exists, remove duplicate from spreadsheet and try again.</p>
Jose	F	12999	jose.f@student.com	Test123!	
Isla	W	987650	isla.w@student.com	Test123!	

4 Click on Upload Student Roster

The screenshot shows the MY TOUCHMATH interface for George Test School 001. A modal window titled "Add Students to Group" is open, displaying a table for adding students. The table has columns for "First Name/Last Initial", "Student ID", "Student Email", and "Password". Below the table, there is a checkbox for "Upload Student Roster" which is checked, and an "Add New Students" button. Instructions at the bottom of the modal state: (1) Download Student Roster - Input student information into the downloaded spreadsheet. (2) Upload Student Roster - Data will appear in the table above, review and make any needed modifications.

5 Click on Add New Students

The screenshot shows the MY TOUCHMATH interface for George Test School 001. A modal window titled "Add Students to Group" is open, displaying a table of student information. The table has four columns: "First Name/Last Initial", "Student ID", "Student Email", and "Password". There are three rows of data and several empty rows below. To the right of the table, there are icons for adding and removing students. Below the table, there is a checkbox labeled "Upload Student Roster" which is checked, and a button labeled "Add New Students". At the bottom of the modal, there are two instructions: (1) Download Student Roster • Input student information into the downloaded spreadsheet. (2) Upload Student Roster • Data will appear in the table above, review and make any needed modifications.

First Name/Last Initial *	Student ID *	Student Email *	Password *		
Mila	M 12345	mila.m@student.com	Test123!	▼	⊕
Jose	F 12999	jose.f@student.com	Test123!	▼	⊕
Isia	W 987650	isia.w@student.com	Test123!	▼	⊕
				▼	⊕
				▼	⊕
				▼	⊕
				▼	⊕
				▼	⊕
				▼	⊕

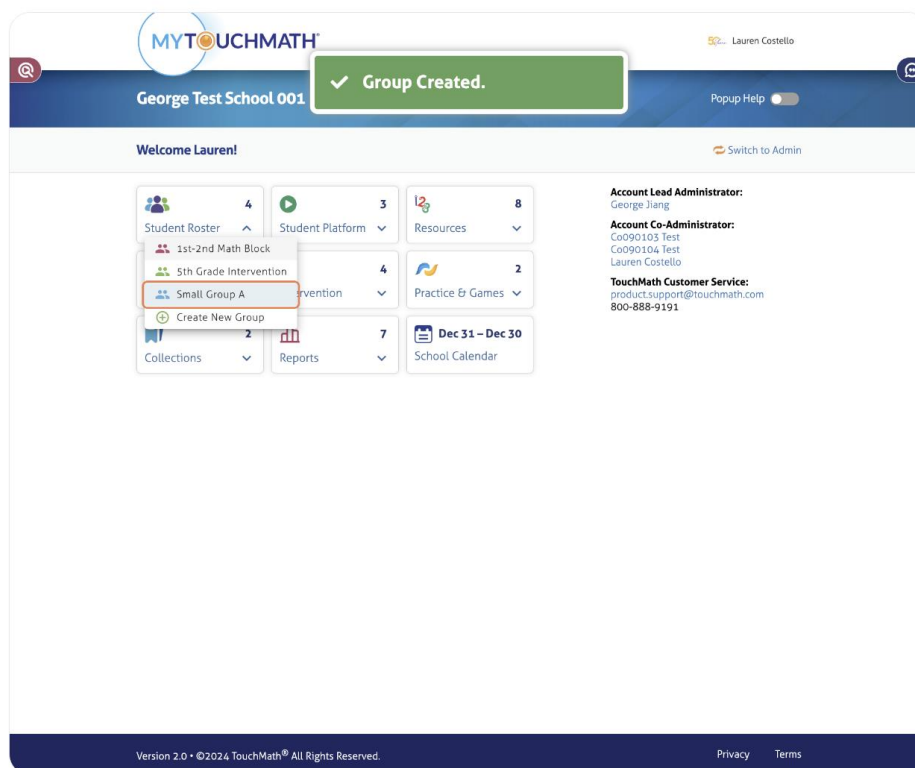
Upload Student Roster Add New Students

(1) Download Student Roster • Input student information into the downloaded spreadsheet.  
(2) Upload Student Roster • Data will appear in the table above, review and make any needed modifications.

## Add New Students Manually

This guide shows educators and administrators how to manually create new student accounts from Student Roster. To create a new student account, you need a student's first name and last initial, identification number, student email address, and password. If a student does not have an identification number or a student email address, please assign or create an identification number and fictitious student email address. No email correspondence will be sent to student emails. Last, teacher-created passwords are used to support students when they log in to the platform.

- 1 Click on the name of the group you want to add students to



The screenshot displays the MYTOUCHMATH user interface for George Test School 001. A green notification banner at the top center reads "Group Created." The user is identified as Lauren Costello. The main content area is titled "Welcome Lauren!" and features a grid of group options:

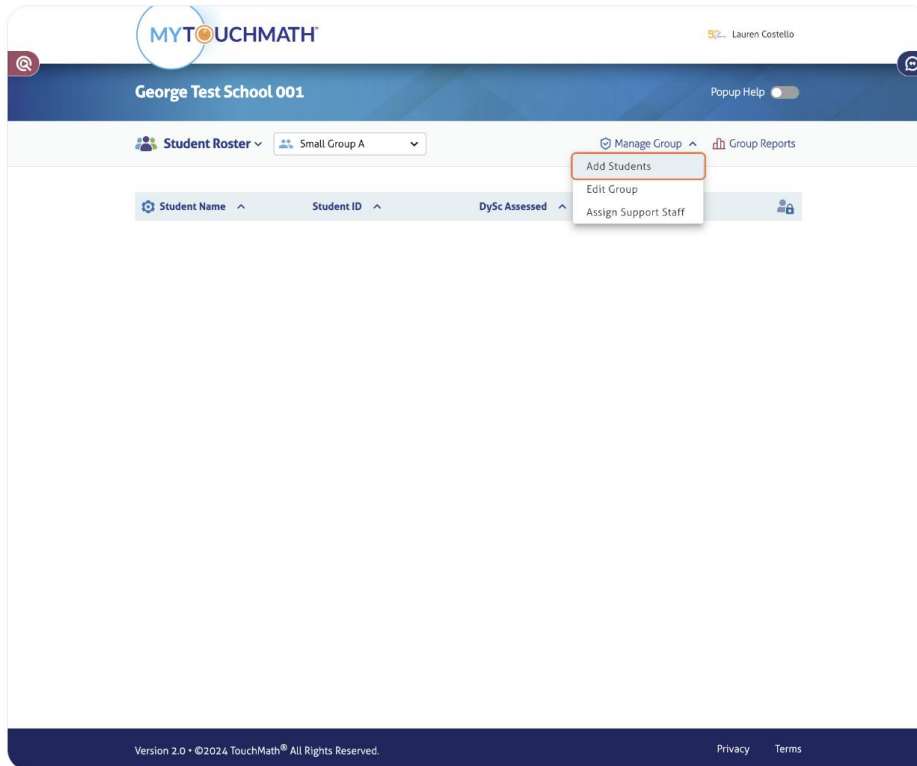
Student Roster (4)	Student Platform (3)	Resources (8)
1st-2nd Math Block	5th Grade Intervention (4)	Practice & Games (2)
<b>Small Group A</b> (2)	Reports (7)	Dec 31 - Dec 30 School Calendar
Create New Group		

Additional information on the right side of the interface includes:

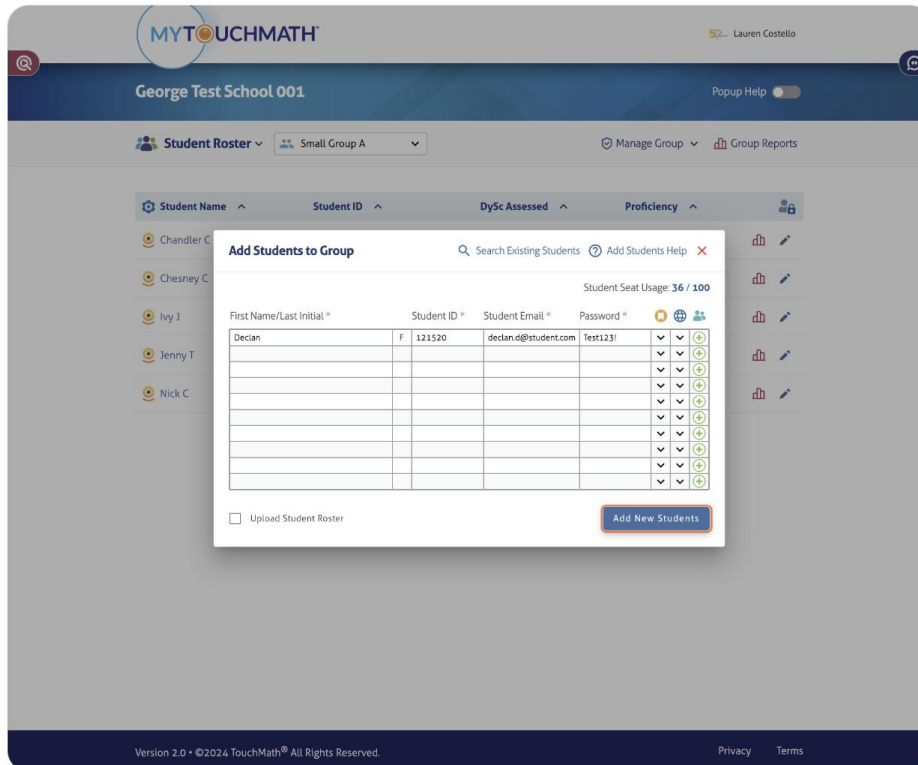
- Account Lead Administrator:** George Jiang
- Account Co-Administrator:** Co090103 Test, Co090104 Test, Lauren Costello
- TouchMath Customer Service:** product.support@touchmath.com, 800-888-9191

At the bottom of the page, the footer contains: "Version 2.0 • ©2024 TouchMath® All Rights Reserved." and links for "Privacy" and "Terms".

2 From the Manage Group dropdown menu, click on Add Students



3 Complete the required fields. Click on Add New Students

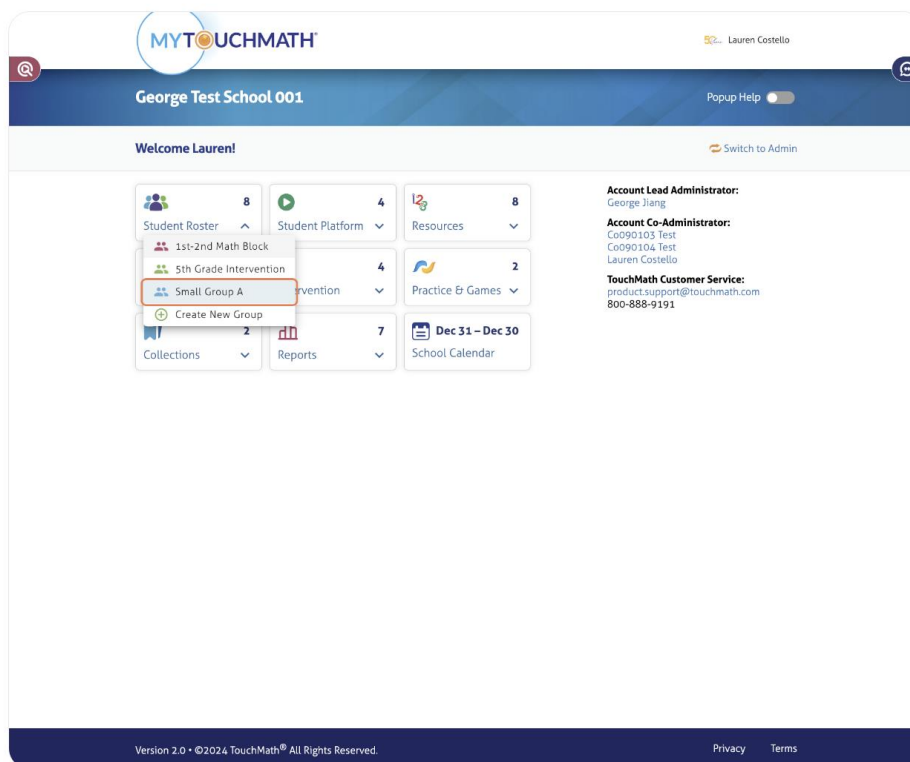


# Student Roster

## Edit Student Accounts

This guide shows educators and administrators how to edit and customize student accounts. Student accounts can be customized by assigning achievement badges based on age range, accessibility of language translation capabilities, and the ability to customize proficiency expectations.

- 1 Click on a group from the Student Roster tile





2 Click on the Edit Student icon

MYTOUCHMATH  
George Test School 001  
Student Roster | Small Group A | Manage Group | Group Reports

Student Name	Student ID	DySc Assessed	Proficiency
Chandler C	101520171		***
Chesney C	08252021		***
Declan F	121520		***
Ivy J	555555	08-27-2024	***
Jenny T	1111111		***
Nick C	030288		***

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3 Edit student information, assign student achievements, enable translation capabilities, and customize math proficiency expectations. Click Save to finalize

MYTOUCHMATH  
George Test School 001  
Student Roster | Small Group A | Manage Group | Group Reports

**Edit Student** | Edit Student Help

First Name \*  
Chandler

Last Initial \*  
C

Student ID \*  
101520171

Student School Email \*  
chandler.c@school.edu

Password \*  
\*\*\*\*\*

DySc Assessed Date  
[Calendar Icon]

Achievements  
Standard

Language  
English Only

Customize Math Proficiency Expectations  
[Slider: 50 to 100, currently at 75] | Reset

Parent Access  
chelslbrosh@gmail.com

Remove Student From Group | Save

● Proficient - Proceed  
● Making Progress - Review  
● Intervention - Reteach

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# Student Roster

## Assign Support Staff

This guide shows educators and administrators how to assign support staff members to student accounts. Support staff members could be instructional assistants, paraprofessionals, resource support personnel, and more.

- 1 The Student Roster organizes students into groups associated with a teacher account. To view student groups, click the dropdown arrow

The screenshot displays the MYTOUCHMATH user interface for George Test School 001. The user is Lauren Costello. The interface includes a navigation bar with the school name and a 'Popup Help' toggle. Below the navigation bar, there is a 'Welcome Lauren!' message and a 'Switch to Admin' button. The main content area features a grid of dashboard cards for various sections: Student Roster (54), Student Platform (3), Resources (8), Curriculum (4), Intervention (4), Practice & Games (2), Collections (2), and Reports (7). A 'School Calendar' card shows the dates Dec 31 - Dec 30. On the right side, there is contact information for the Account Lead Administrator (George Jiang), Account Co-Administrator (Lauren Costello), and TouchMath Customer Service.

Section	Count
Student Roster	54
Student Platform	3
Resources	8
Curriculum	4
Intervention	4
Practice & Games	2
Collections	2
Reports	7

**Account Lead Administrator:**  
George Jiang

**Account Co-Administrator:**  
Accco01 0413  
Lauren Costello

**TouchMath Customer Service:**  
product.support@touchmath.com  
800-888-9191

- 2 Click on a student group to view and/or add students

MYTOUCHMATH

George Test School 001

Welcome Lauren!

Account Lead Administrator: George Jiang

Account Co-Administrator: Accco01 0413 Lauren Costello

TouchMath Customer Service: product.support@touchmath.com 800-888-9191

Student Roster	54	Student Platform	3
1st-2nd Math Block		5th Grade Intervention	4
5th Grade Intervention		Afternoon Small Group Curriculum	
Intervention	4	Practice & Games	2
Collections	2	Reports	7

Dec 31 – Dec 30 School Calendar

- 3 Click on the dropdown arrow next to Manage Group. Click on Assign Support Staff to assign instructional assistants, classroom support staff, and related service team members to student accounts

MYTOUCHMATH

George Test School 001

Student Roster

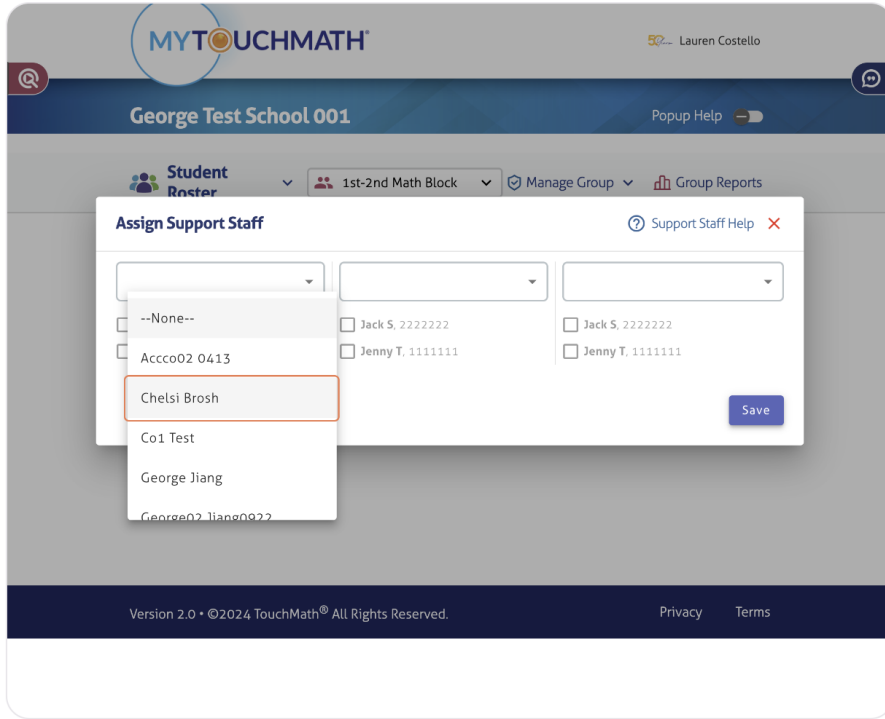
1st-2nd Math Block

Manage Group

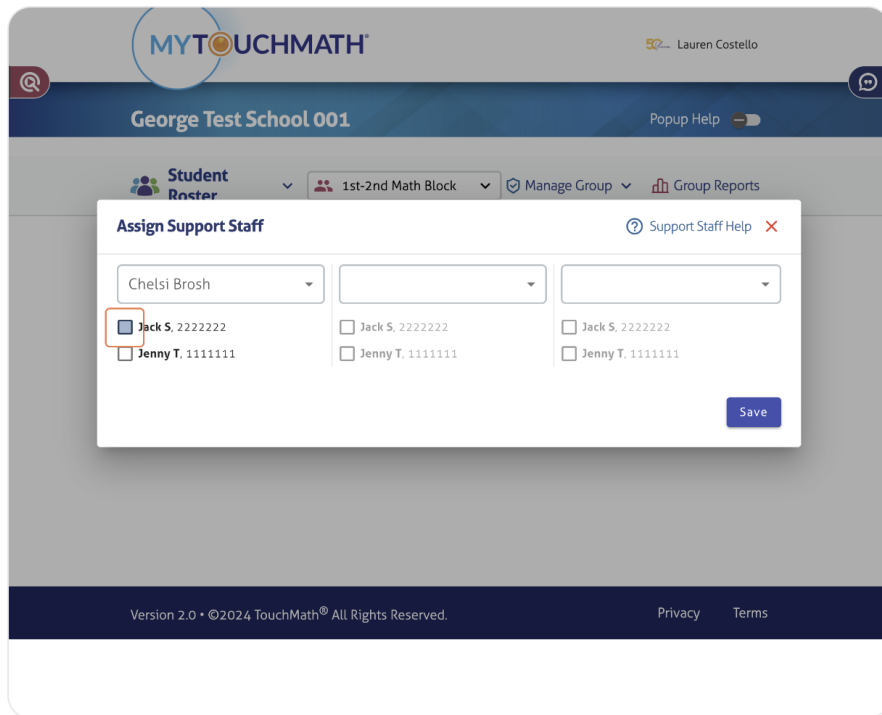
Group Reports

Student Name	Student ID	Assi	D
Jack S	2222222	08-22-2024	
Jenny T	1111111		53.3

- 4 In the dropdown menu, select the name of the support staff member



- 5 Check the box next to the student(s) you wish to assign the support staff member to

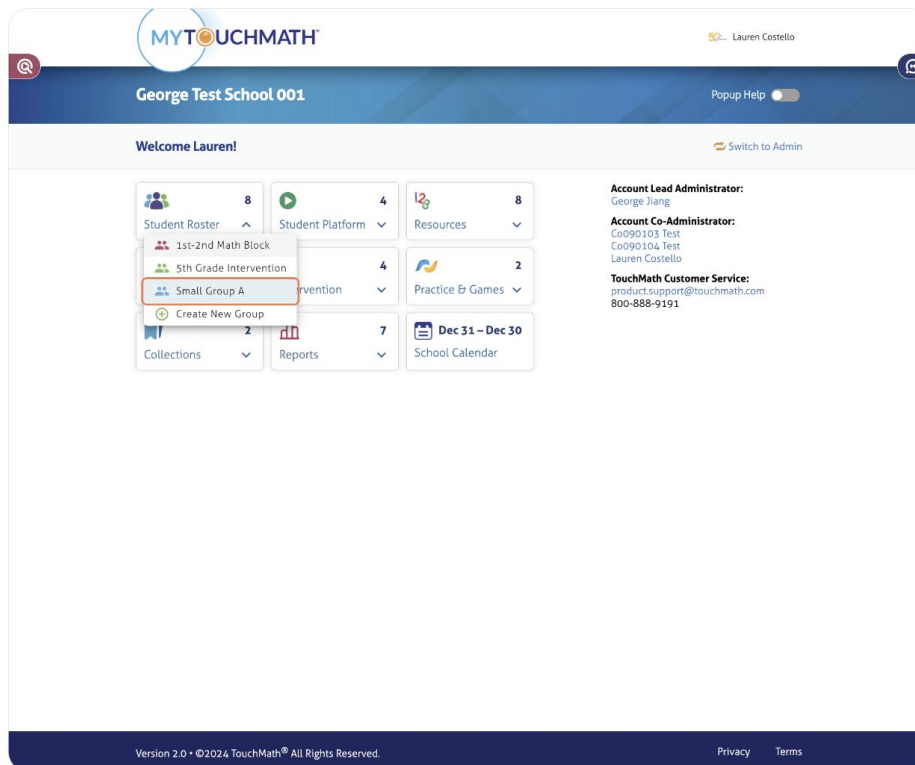


# Student Roster

## Assigning Student Activity Sheets via the Student Roster

This guide shows educators and administrators how to assign student activity sheets via the student roster.

- 1 Click on a group from the Student Roster tile



2 Click on the name of a student

The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is Lauren Costello. The page displays a 'Student Roster' for 'Small Group A'. The roster table has columns for Student Name, Student ID, DySc Assessed, and Proficiency. The student 'Chandler C' is highlighted with a red box.

Student Name	Student ID	DySc Assessed	Proficiency
Chandler C	101520171		---
Chesney C	08252021		---
Declan F	121520		---
Ivy J	555555	08-27-2024	---
Jenny T	1111111		---
Nick C	030288		---

3 Click on New Curriculum Activity from the Manage Lessons dropdown

The screenshot shows the MYTOUCHMATH interface for George Test School 001, with the user Lauren Costello. The page is now focused on the 'Manage Lessons' section for student 'Chandler C. 101520171'. The 'Manage Lessons' dropdown menu is open, and the 'New Curriculum Activity' option is highlighted with a red box. The menu options include: New Intervention Plan, New Curriculum Activity, New Connect Playlist, Add/Score Curriculum Sheet, Screen Student for Dyscalculia, Download Student Lesson List, Assign Selected as Homework, and Archive Selected Lessons.

4 Click on the TouchMath Grade and Unit from the dropdown list

The screenshot shows the MY TOUCHMATH interface for George Test School 001. The 'Curriculum' dropdown is set to 'First Grade Standards Edition'. The 'Unit 1: Numbers & Operations Level 1' dropdown menu is open, showing options for Unit 1, Unit 2, Unit 3, and Unit 4. The 'Unit 1: Numbers & Operations Level 1' option is highlighted. Below the dropdown, a table of contents is visible, showing the structure of the unit.

Program Overview	Teacher's Guide	Activity Sheets
Introduction	5	
The TouchMath Approach	5	
Unit Implementation	11	
Parent/Teacher Letters	14	
Unit Overview	16	
Overview of Content	17	
Objectives	17	
Vocabulary	17	
Unit Instruction		
Module 1: Counting	19	T-23
Module 2: TouchPoints	48	26-38
Module 3: Within 5	73	54-61
Module 4: Addition within 9	97	87-104
Module 5: Subtraction within 9	119	107-132
Module 6: Within 9	141	130-157
Unit 1 Review & Post-test	163	148-164
Answer Key	A1	

5 Click on the Module from the dropdown list

The screenshot shows the MY TOUCHMATH interface for George Test School 001. The 'Curriculum' dropdown is set to 'First Grade Standards Edition'. The 'Unit 1: Numbers & Operations Level 1' dropdown menu is open, and the 'Module 4: Addition within 9' option is highlighted. Below the dropdown, a table of contents is visible, showing the structure of the unit.

Program Overview	Teacher's Guide	Activity Sheets
Introduction	5	
The TouchMath Approach	5	
Unit Implementation	11	
Parent/Teacher Letters	14	
Unit Overview	16	
Overview of Content	17	
Objectives	17	
Vocabulary	17	
Unit Instruction		
Module 1: Counting	19	T-23
Module 2: TouchPoints	48	26-38
Module 3: Within 5	73	54-61
Module 4: Addition within 9	97	87-104
Module 5: Subtraction within 9	119	107-132
Module 6: Within 9	141	130-157
Unit 1 Review & Post-test	163	148-164
Answer Key	A1	

6 Click on the Cluster from the dropdown list

The screenshot shows the MyTouchMath interface for George Test School 001. The user is logged in as Lauren Costello. The curriculum is set to 'First Grade Standards Edition'. The current selection is 'Unit 1: Numbers & Operations Level 1' and 'Module 4: Addition within 9'. A dropdown menu for 'Cluster' is open, showing options: 'Module Pretest', 'Cluster 1: Adding 1-5' (highlighted), 'Cluster 2: Adding 6-9', 'Module Posttest', and 'Module Wrap-Up'. Below the menu are checkboxes for 'English' and 'Spanish', and buttons for 'Print Selected', 'Assign Selected to Student', and 'Save Selected to Collection'. On the right side, there are buttons for 'PRO Intervention', 'Digital Skills Practice', and 'Progress Monitoring' (with a 'Download Spreadsheet' link).

7 Click on the Student Activity Sheets to select and assign to a student. Click on the Assign Selected to Student dropdown

The screenshot shows the MyTouchMath interface for George Test School 001. The user is logged in as Lauren Costello. The curriculum is set to 'First Grade Standards Edition'. The current selection is 'Unit 1: Numbers & Operations Level 1', 'Module 4: Addition within 9', and 'Cluster 1: Adding 1-5'. The page displays a 'First Grade' activity sheet for 'Cluster 1: Adding 1-5'. On the right, there are buttons for 'PRO Intervention', 'Digital Skills Practice', and 'Progress Monitoring'. The 'Assign Selected to Student' dropdown menu is open, showing options: 'Assign Selected to Student' (highlighted), 'Save Selected to Collection', and 'Print Selected'. Below the menu are checkboxes for 'English' and 'Spanish', and buttons for 'Print Selected', 'Assign Selected to Student', and 'Save Selected to Collection'.



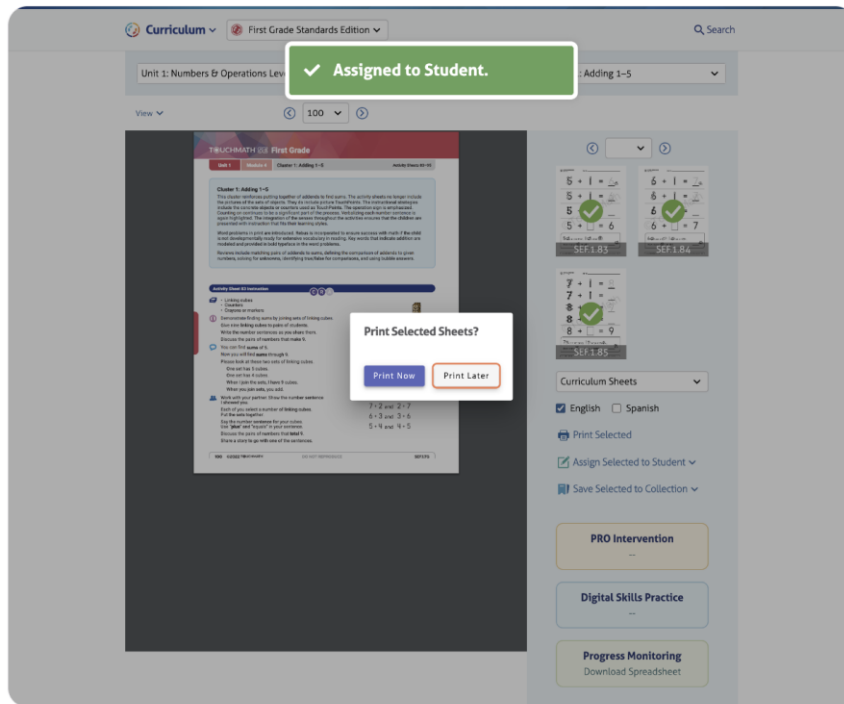
8 Select the group and check the box or boxes to select students

The screenshot shows the MY TOUCHMATH interface for George Test School 001. The curriculum is set to 'First Grade Standards Edition'. The selected lesson is 'Unit 1: Numbers & Operations Level 1', 'Module 4: Addition within 9', and 'Cluster 1: Adding 1-5'. The main content area displays the lesson plan for 'Cluster 1: Adding 1-5', which includes a description of the cluster and a list of activities. The right-hand pane shows a list of student activity sheets with checkboxes for selection. A dropdown menu is open, showing a list of students with 'Chandler C. 101520171' selected.

9 If you are creating a new lesson with the selected Student Activity Sheets, check the box New Lesson and add a name for the lesson. If you are adding the selected Student Activity Sheets to an existing lesson, check the box Add to Lesson and select the lesson

The screenshot shows the MY TOUCHMATH interface for George Test School 001. The curriculum is set to 'First Grade Standards Edition'. The selected lesson is 'Unit 1: Numbers & Operations Level 1', 'Module 4: Addition within 9', and 'Cluster 1: Adding 1-5'. The main content area displays the lesson plan for 'Cluster 1: Adding 1-5'. The right-hand pane shows a list of student activity sheets with checkboxes for selection. A dropdown menu is open, showing a list of students with 'Chandler C. 101520171' selected. Below the student list, there are checkboxes for 'New Lesson' and 'Add to Lesson', and a text input field for a lesson name.

- 10 After successfully assigning Student Activity Sheets to a student account, a green Assigned to Student notification will appear. Select whether or not to print the Student Activity Sheets now or later

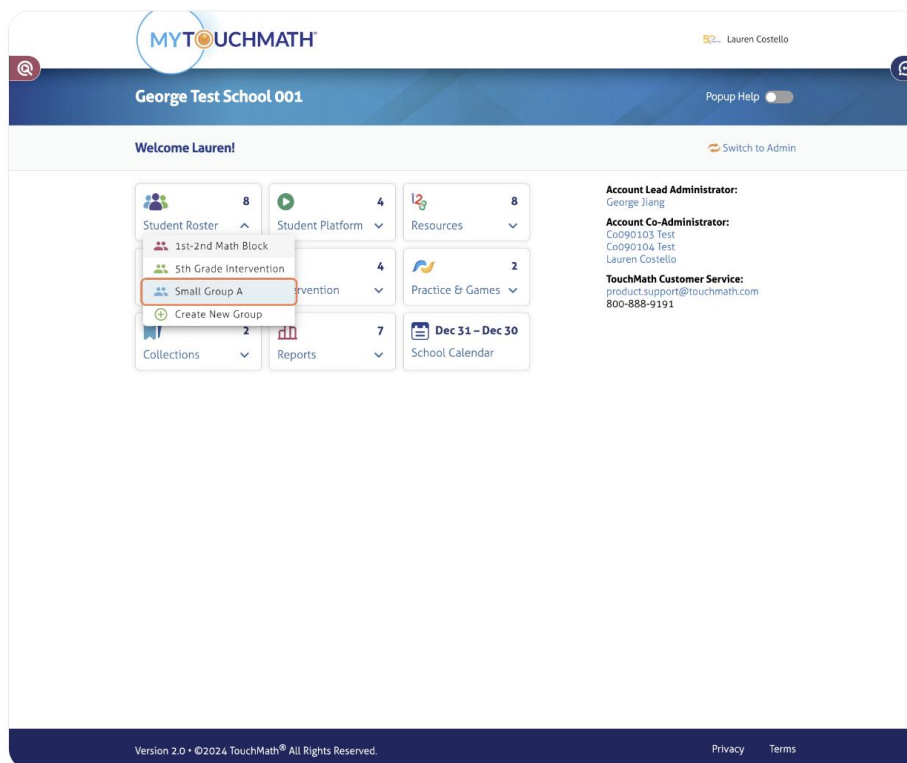


# Student Roster

## Assigning Digital Practice via the Student Roster

This guide shows educators and administrators how to assign digital skills practice, otherwise known as TouchMath Connect, to students via the Student Roster. Using TouchMaths digital skills practices, students interact with an engaging, technology-delivered interface that promotes skill development and generalization. Digital skills can be organized into playlists and accessed individually or using teams.

- 1 Click on a group from the Student Roster tile



2 Click on the name of a student

The screenshot shows the MYTOUCHMATH interface for George Test School 001. At the top right, the user is identified as Lauren Costello. Below the school name, there are navigation options for 'Student Roster' (selected), 'Small Group A', 'Manage Group', and 'Group Reports'. A 'Popup Help' toggle is also visible. The main content is a table with the following columns: Student Name, Student ID, DySc Assessed, and Proficiency. The first row, for 'Chandler C' with ID 101520171, is highlighted with a red box. Other students listed include Chesney C, Declan F, Ivy J, Jenny T, and Nick C. The footer contains 'Version 2.0 • ©2024 TouchMath® All Rights Reserved.', 'Privacy', and 'Terms'.

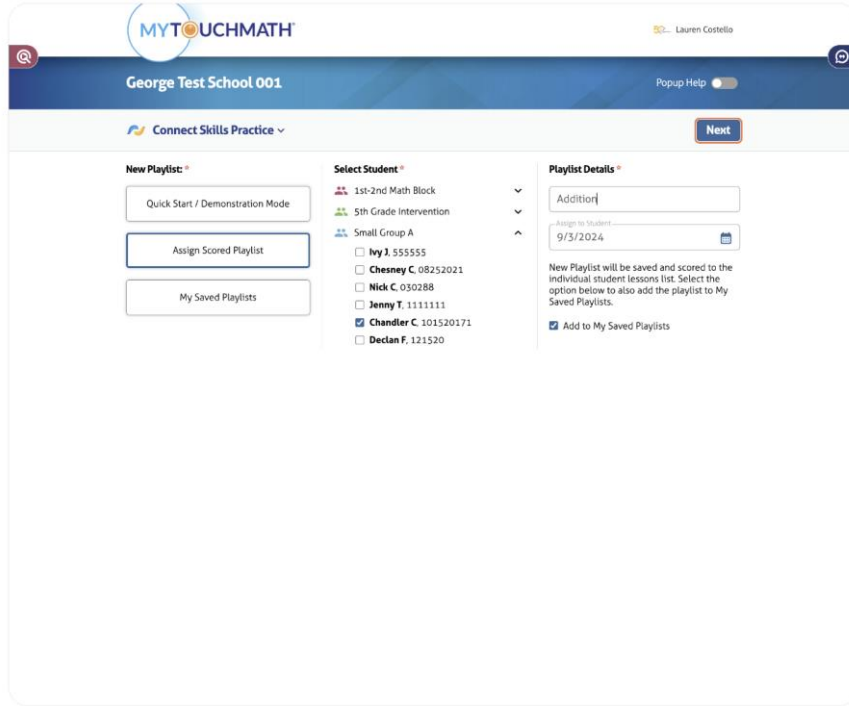
Student Name	Student ID	DySc Assessed	Proficiency
Chandler C	101520171		...
Chesney C	08252021		...
Declan F	121520		...
Ivy J	555555	08-27-2024	...
Jenny T	1111111		...
Nick C	030288		...

3 Click on New Connect Playlist from the Manage Lessons dropdown list

The screenshot shows the MYTOUCHMATH interface for George Test School 001, now focused on the student 'Chandler C. 101520171'. The 'Student Roster' dropdown is open, showing '1 lesson' and '0 Proficiency'. The 'Manage Lessons' dropdown menu is open, displaying several options. The 'New Connect Playlist' option is highlighted with a red box. Other options include 'New Intervention Plan', 'New Curriculum Activity', 'Add/Score Curriculum Sheet', 'Screen Student for Dyscalculia', 'Download Student Lesson List', 'Assign Selected as Homework', and 'Archive Selected Lessons'. The background shows a table with lesson details for 'Addition' on '09-03-2024'. The footer contains 'Version 2.0 • ©2024 TouchMath® All Rights Reserved.', 'Privacy', and 'Terms'.

Lesson	Date	Activity Type
Addition	09-03-2024	Assessment Digital Placement
Addition	09-03-2024	Curriculum Print

- Click on Assign Scored Playlist. Select which student or students to assign the digital practice playlist to. Add a name and date to the playlist details. Click Next



- Drag the digital practice skills to the playlist



6 Click on Assign and Play to finalize

MY TOUCHMATH

George Test School 001

Connect Skills Practice

Assign and Play

Drag skills into desired playlist order. Double click skills in playlist to customize.

Addition

- Beginning Addition with Objects
- Beginning Addition with Object TouchPoints
- Single Digit Addition with Counting On

Available Math Skills

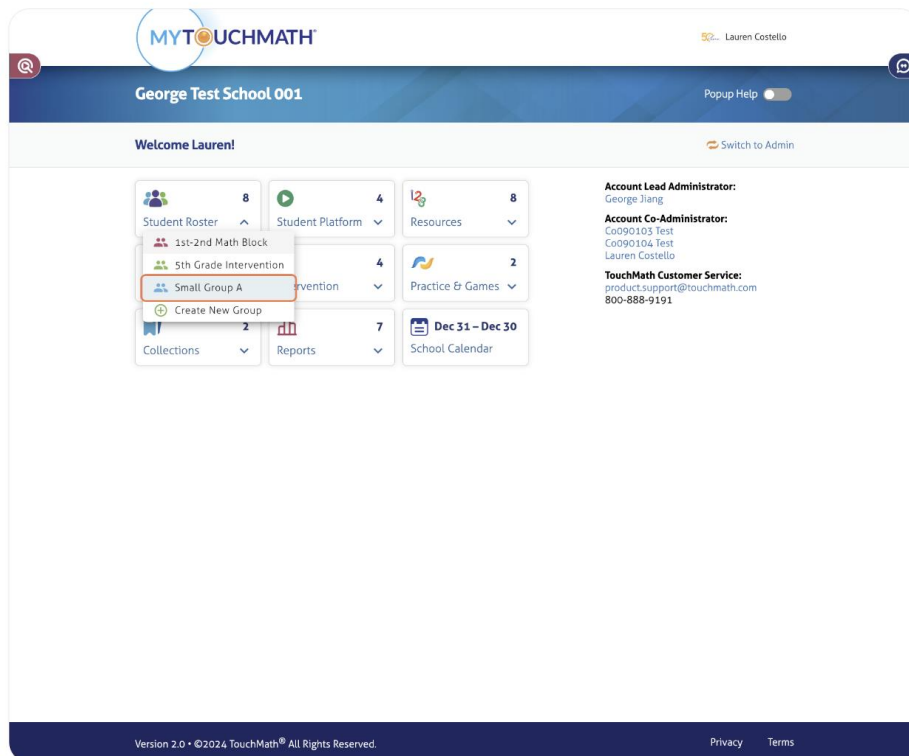
- Place Value to 99
- Place Value to 999
- Double-Digit Addition with Counting On
- Double-Digit Addition
- Three-Digit Addition

# Student Roster

## Creating and Assigning a New Intervention Plan via the Student Roster

This guide shows educators and administrators how to create and assign a digital intervention plan to a student via the Student Roster.

- 1 Click on a group from the Student Roster tile



2 Click on the name of a student

The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is Lauren Costello. The page displays a 'Student Roster' for 'Small Group A'. The roster table has columns for Student Name, Student ID, Dy5c Assessed, and Proficiency. The student 'Chandler C' with ID 101520171 is highlighted.

Student Name	Student ID	Dy5c Assessed	Proficiency
Chandler C	101520171		---
Chesney C	08252021		---
Declan F	121520		---
Ivy J	555555	08-27-2024	---
Jenny T	1111111		---
Nick C	030288		---

3 Click on the Manage Lessons dropdown. Click New Intervention Plan

The screenshot shows the MYTOUCHMATH interface for George Test School 001, with the user Lauren Costello. The 'Student Roster' is filtered to show 'Chandler C, 101520171'. The 'Manage Lessons' dropdown menu is open, showing options: New Intervention Plan, New Curriculum Activity, New Connect Playlist, Add/Score Curriculum Sheet, Screen Student for Dyscalculia, Download Student Lesson List, Assign Selected as Homework, and Archive Selected Lessons. The 'New Intervention Plan' option is highlighted.



- 4 Click on Create and Start Digital Lesson. Check the box next to the name or names of the students you are creating the digital intervention lesson for.

MYTOUCHMATH  
George Test School 001  
Lauren Costello  
Popup Help

Intervention **Next**

**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
  - Ivy J, 555555
  - Chesney C, 08252021
  - Nick C, 030288
  - Jenny T, 111111
  - Chandler C, 101520171
  - Declan F, 121520

**Lesson Details** Lesson Modes Help

Lesson Plan Name

Select a Lesson Mode

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- 5 Create a name for the Digital Intervention Lesson and Select a Lesson Mode. Click Next

MYTOUCHMATH  
George Test School 001  
Lauren Costello  
Popup Help

Intervention **Next**

**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
  - Ivy J, 555555
  - Chesney C, 08252021
  - Nick C, 030288
  - Jenny T, 111111
  - Chandler C, 101520171
  - Declan F, 121520

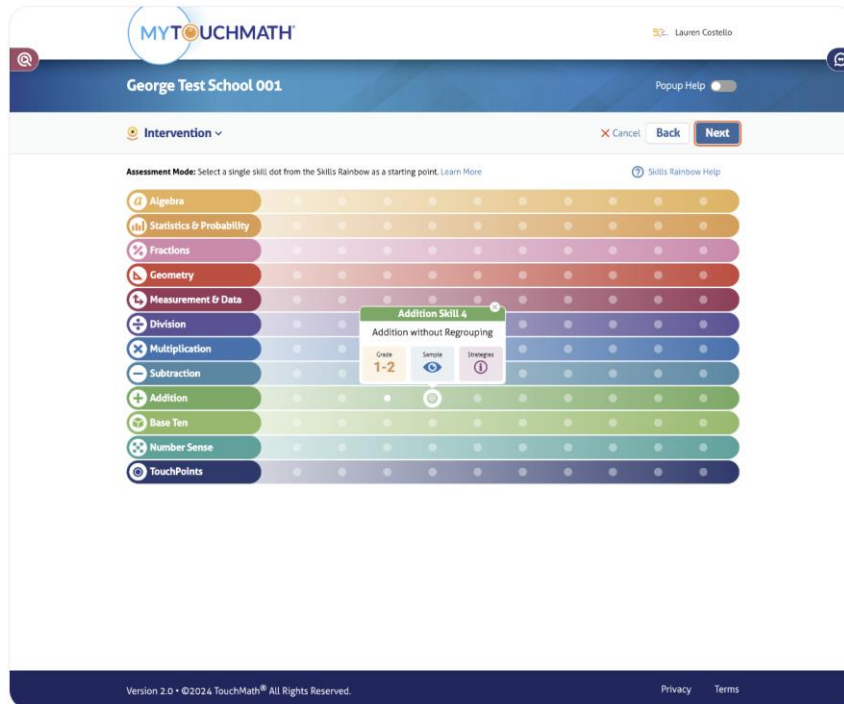
**Lesson Details** Lesson Modes Help

Addition

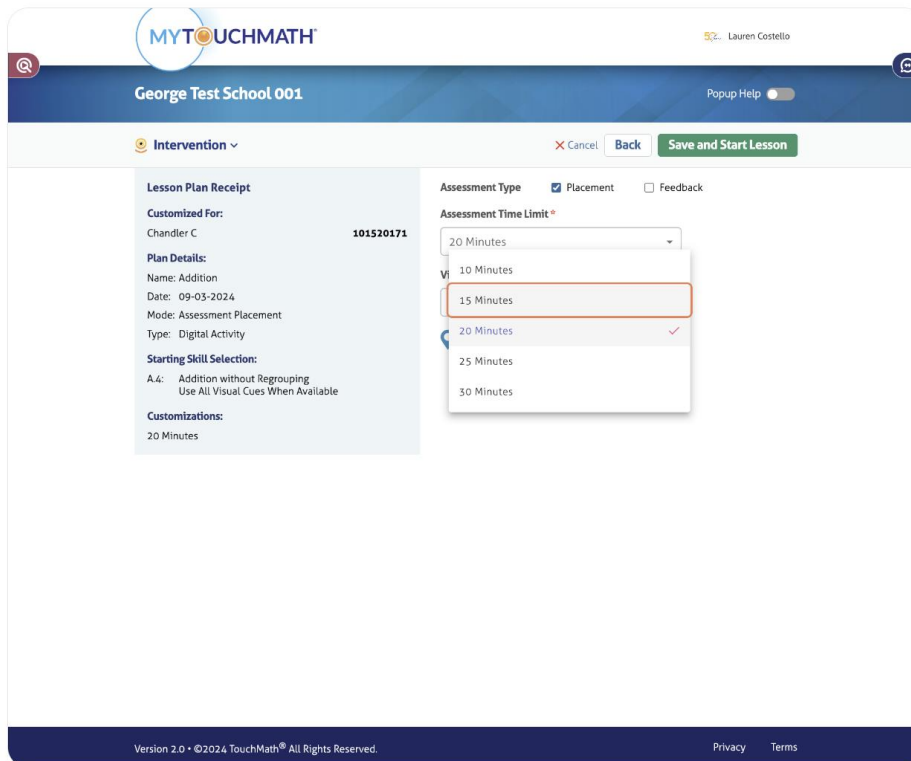
Assessment

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- 6 Identify the skill or skills you want to address with your Digital Intervention Lesson. For Assessment Mode, select a single skill dot from the Skills Rainbow. Click Next



- 7 Identify the time limit for the Digital Intervention Lesson



8 Select the level of visual support for the Digital Intervention Lesson

The screenshot shows the MY TOUCHMATH interface for a lesson configuration. The header includes the logo, user name 'Lauren Costello', and school name 'George Test School 001'. The main content area is titled 'Intervention' and contains a 'Lesson Plan Receipt' on the left and configuration options on the right. The 'Lesson Plan Receipt' includes details for 'Chandler C' (ID: 101520171), 'Addition', and 'Assessment Placement' mode. The configuration options include 'Assessment Type' (Placement checked), 'Assessment Time Limit' (15 Minutes), and 'Visual Cues' (Use All Visual Cues When Available selected). A dropdown menu for 'Visual Cues' is open, showing options: 'Use All Visual Cues When Available' (checked), 'Use Only TouchPoints When Available', 'Use Only Place Value Cues When Available', and 'No Visual Cues'. Buttons for 'Cancel', 'Back', and 'Save and Start Lesson' are visible at the top right.

9 Click on Save and Start Lesson

This screenshot is identical to the previous one, showing the same lesson configuration interface. The 'Save and Start Lesson' button is now highlighted with a green border, indicating it is the next step in the process. The 'Visual Cues' dropdown menu is no longer open, and the 'Use All Visual Cues When Available' option is now the selected state in the main configuration area.

10 The Digital Intervention Lesson immediately appears in the lesson list

The screenshot displays the MYTOUCHMATH interface for George Test School 001. At the top, the user is identified as Lauren Costello. The school name is prominently displayed. Below this, there are navigation options for 'Student Roster' and 'Chandler C. 101520171'. A 'Manage Lessons' button is highlighted with a red box. Below the navigation, there are tabs for 'Lessons' and 'Proficiency'. A table lists the assigned lessons:

Lesson	Date	Activity Type	Status	Score
Addition	09-03-2024	Assessment Digital Placement	Assigned	

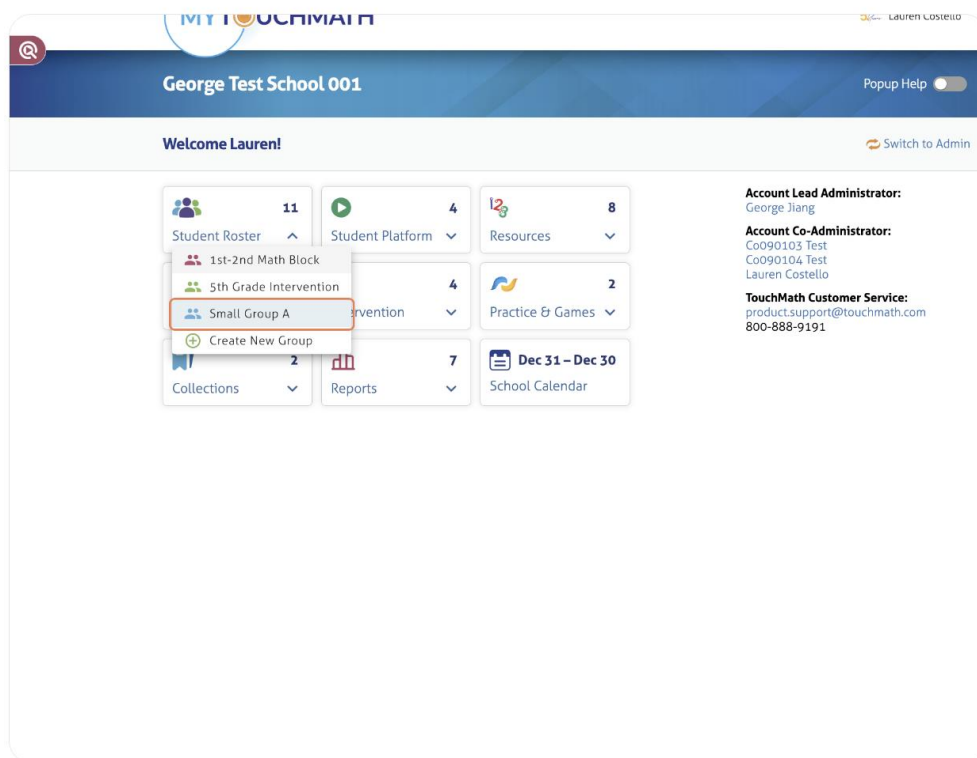
At the bottom of the interface, there is a footer with the text 'Version 2.0 - ©2024 TouchMath® All Rights Reserved.' and links for 'Privacy' and 'Terms'.

# Student Roster

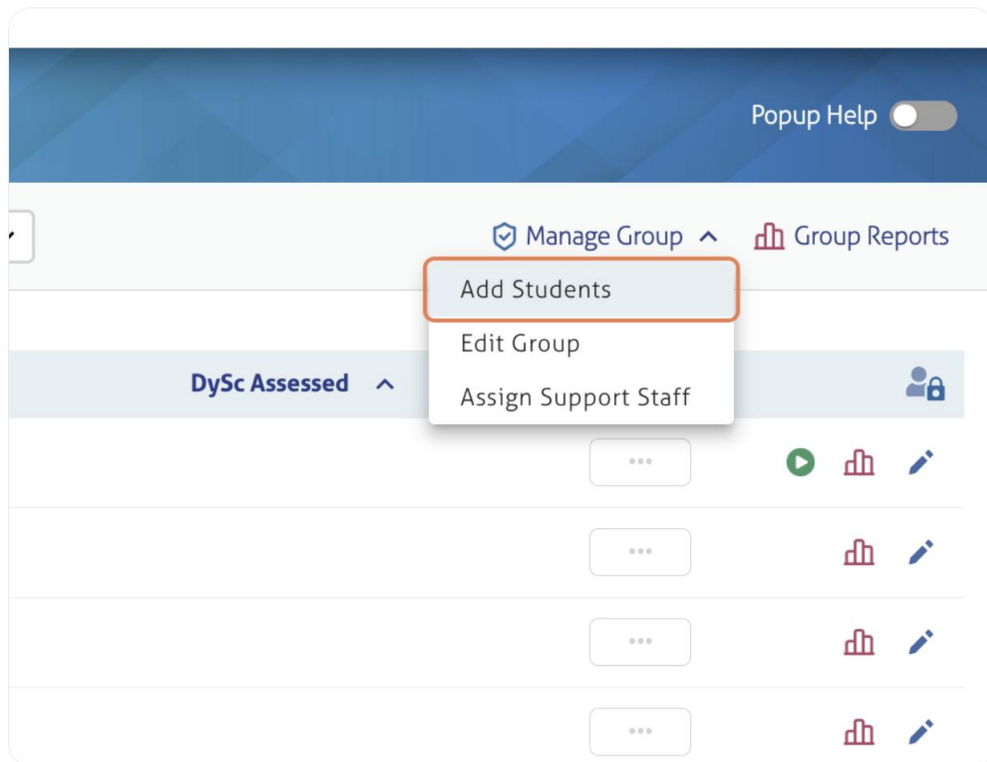
## Customizing Student Accounts

This guide shows educators and administrators how to customize and update student-specific features when creating and editing a student account.

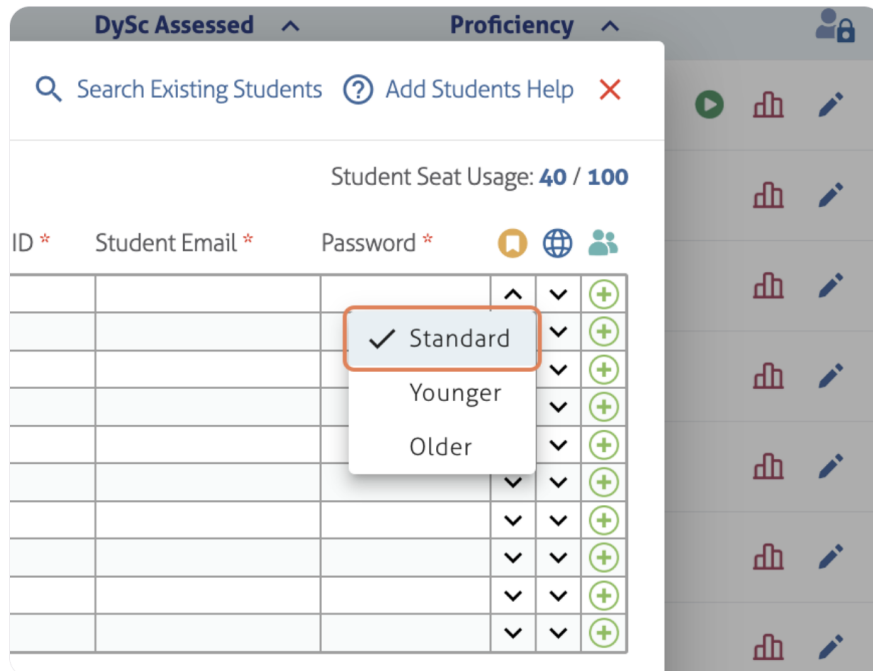
- 1 Click on a student group from the Student Roster tile



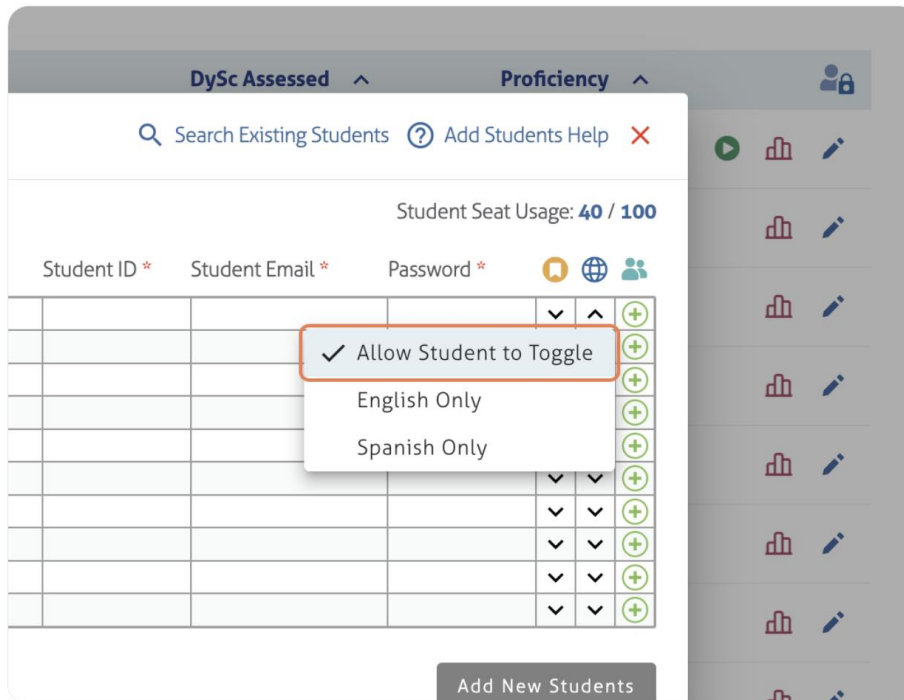
- 2 Click on Add Students from the Manage Group dropdown list



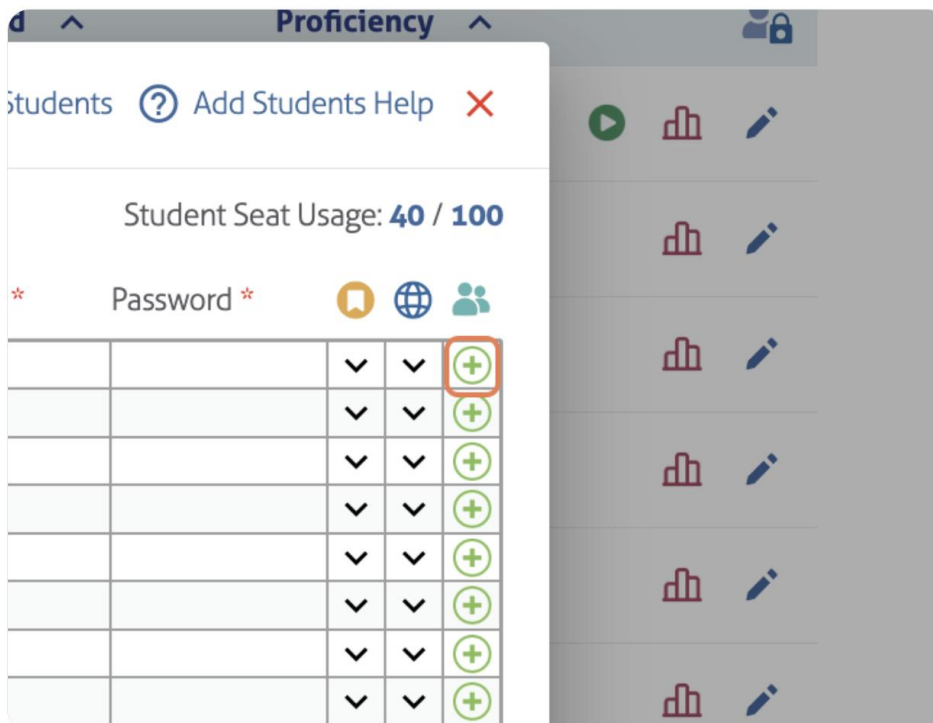
- 3 Click on the dropdown list under the Achievement Badge icon. Students earn Achievement Badges when completing lessons and sessions on the Student Platform. Achievement Badges are organized by Standard (generic, not age-specific), Younger and Older



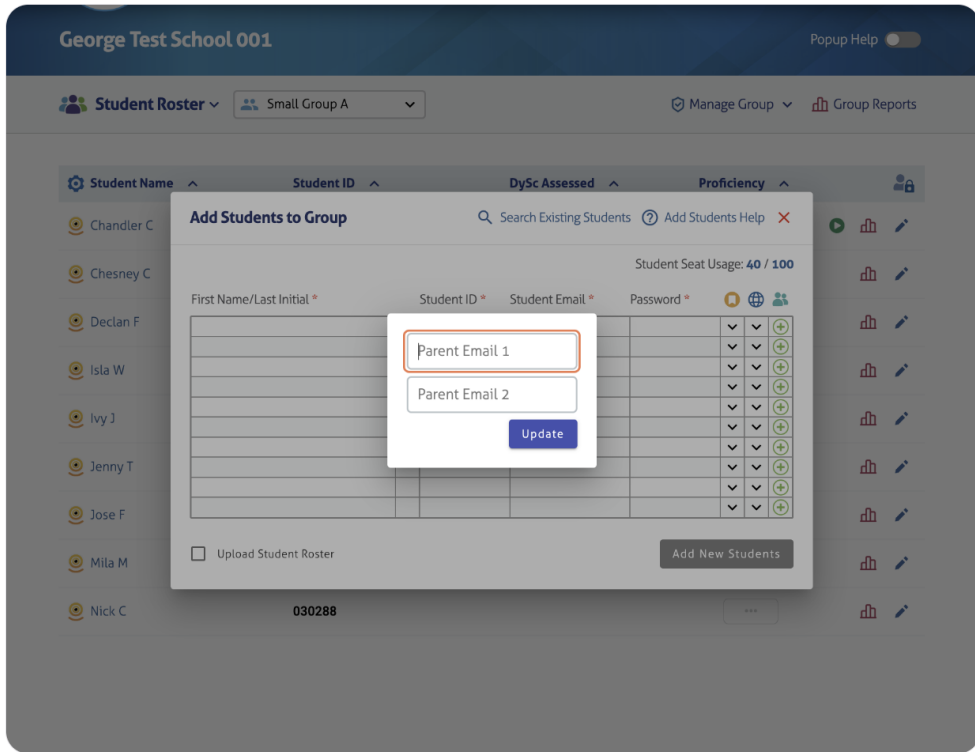
- Click on the dropdown list under the Translation icon. Select the language (English or Spanish) for student-facing instructional content, or select the option that allows students to toggle between English and Spanish



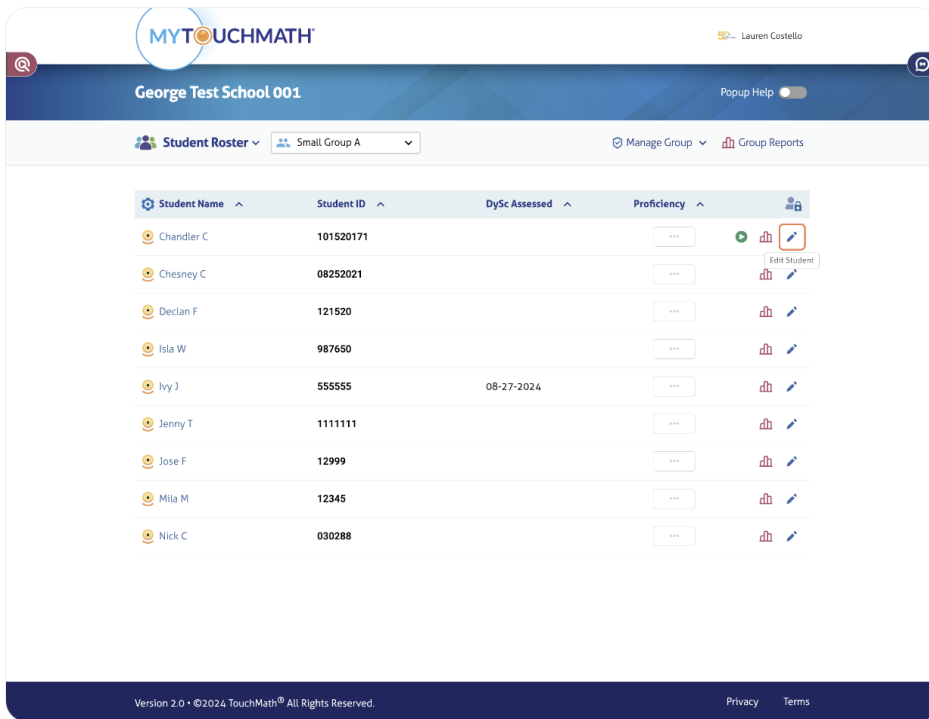
- Click on the dropdown list under the Parent icon to add parent or guardians to a student account



6 Add up to two parent or guardian emails to each student account

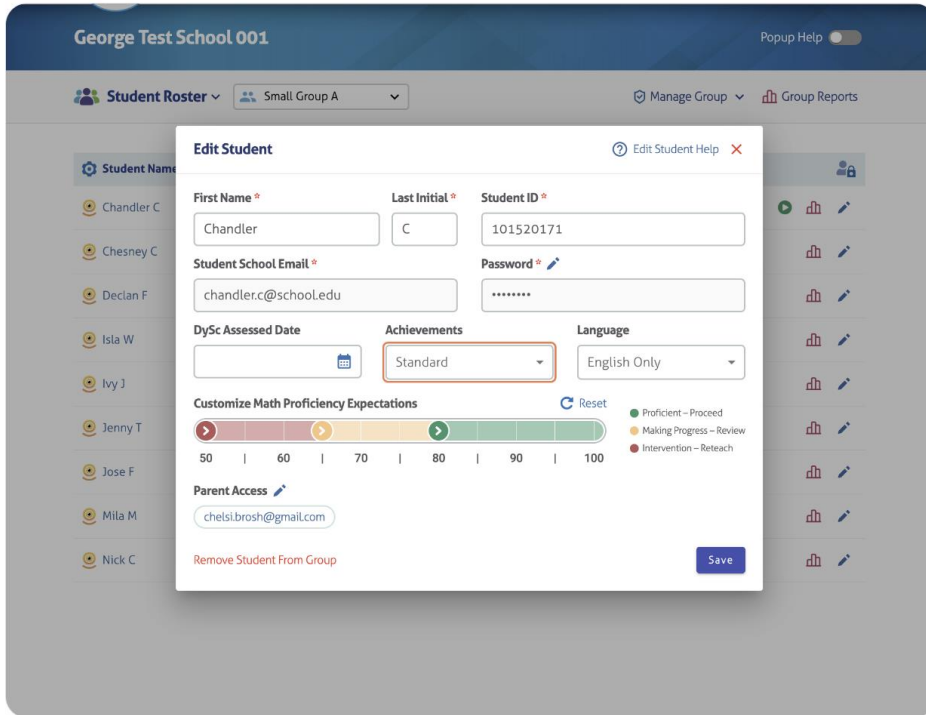


7 Another way to customize a student account is to click on the Edit Student icon from the Student Roster page

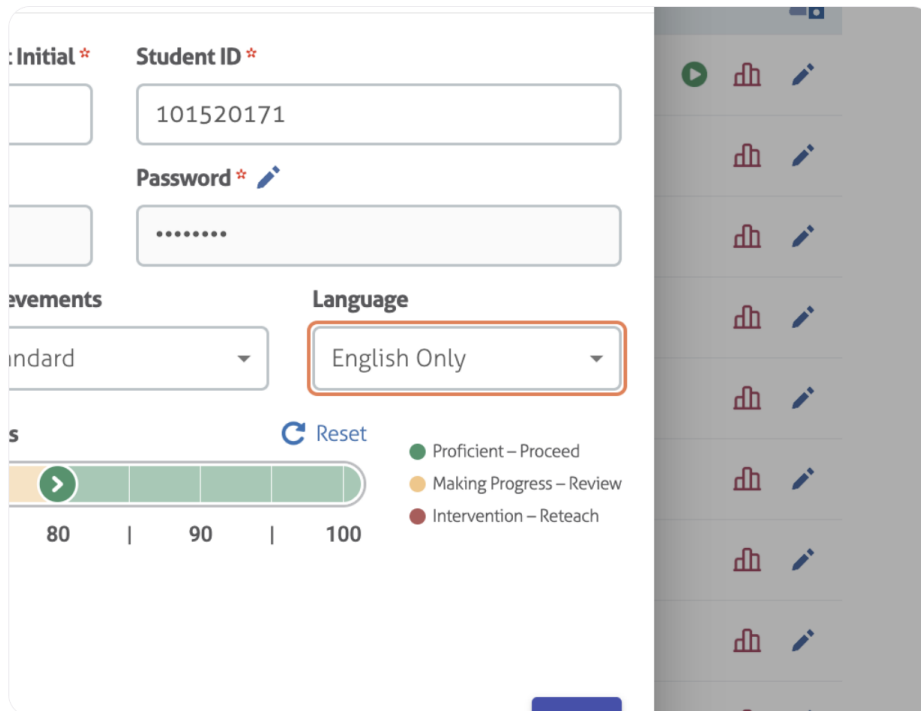




- 8 Select the Achievements dropdown list to customize the student achievement badges



- 9 Select the Language dropdown list to assign English, Spanish, or allow students to toggle between the two when accessing student-facing instructional content



- 10 Click on the Edit Parent Access icon to edit or add parent or guardian emails

The screenshot displays a user interface for editing student information. On the left, a vertical list of student names is visible: Declan F, Isla W, Ivy J, Jenny T, Jose F, Mila M, and Nick C. The main content area is a settings card for Declan F, which includes the following sections:

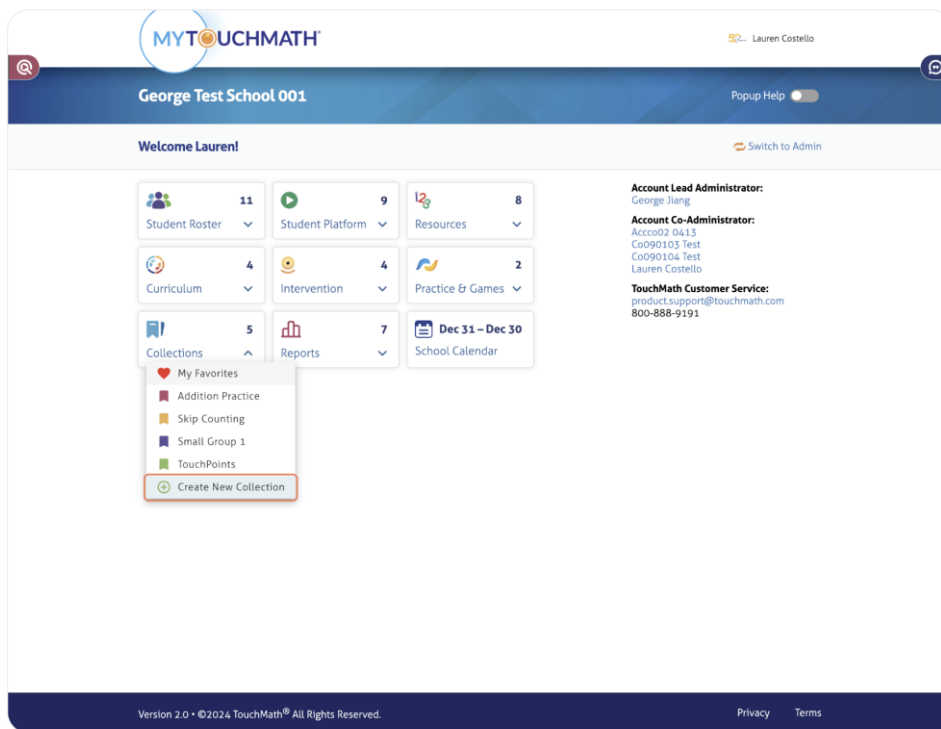
- Student School Email**: A text input field containing "chandler.c@school.edu".
- Password**: A masked password field with a pencil icon for editing.
- DySc Assessed Date**: A date selection field with a calendar icon.
- Achievements**: A dropdown menu currently set to "Standard".
- Customize Math Proficiency Expectations**: A horizontal slider with numerical markers at 50, 60, 70, 80, and 90. The slider is positioned at 80, with a green arrow pointing right.
- Parent Access**: A section with an edit icon and a text input field containing "chelsi.brosh@gmail.com".
- Remove Student From Group**: A red text link at the bottom of the card.

# Collections

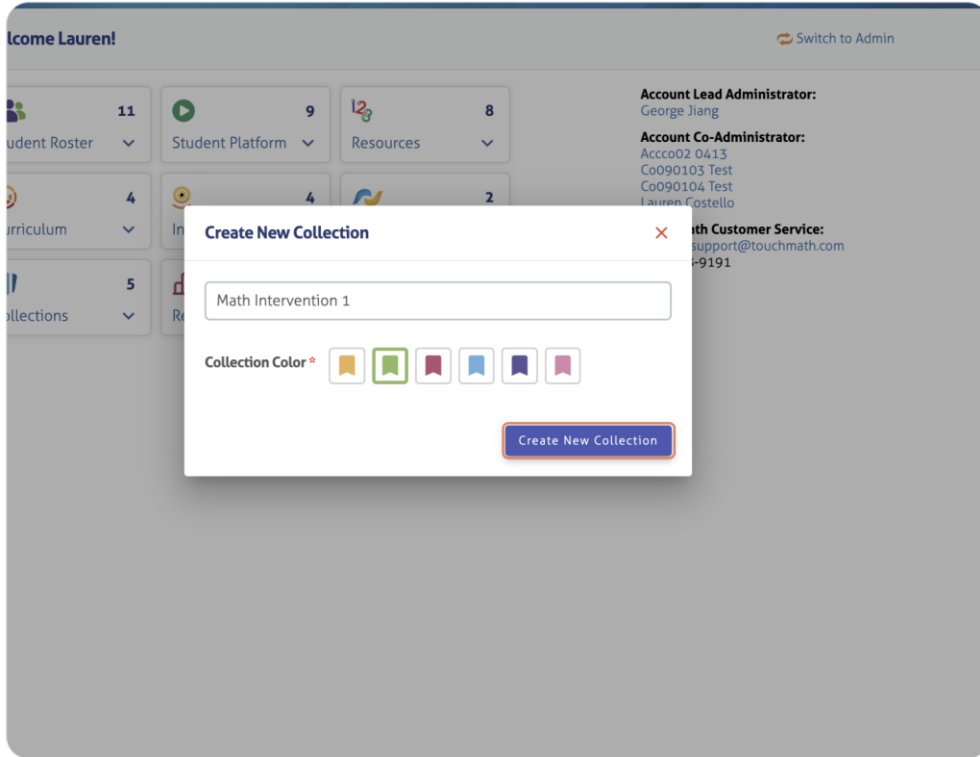
## Creating and Using Collections to Store Resources

This guide shows educators and administrators how to create and use Collections. Collections in the TouchMath Digital Solution are saved curriculum sheets, resources, and video tutorials. Collections allow quick and easy access to organized folders of resources and support tools. Collections can be created for specific students, groups of students, math topics or skills, or curriculum resource types (i.e., pretest and posttests, student activity sheets for a specific day or week, etc.).

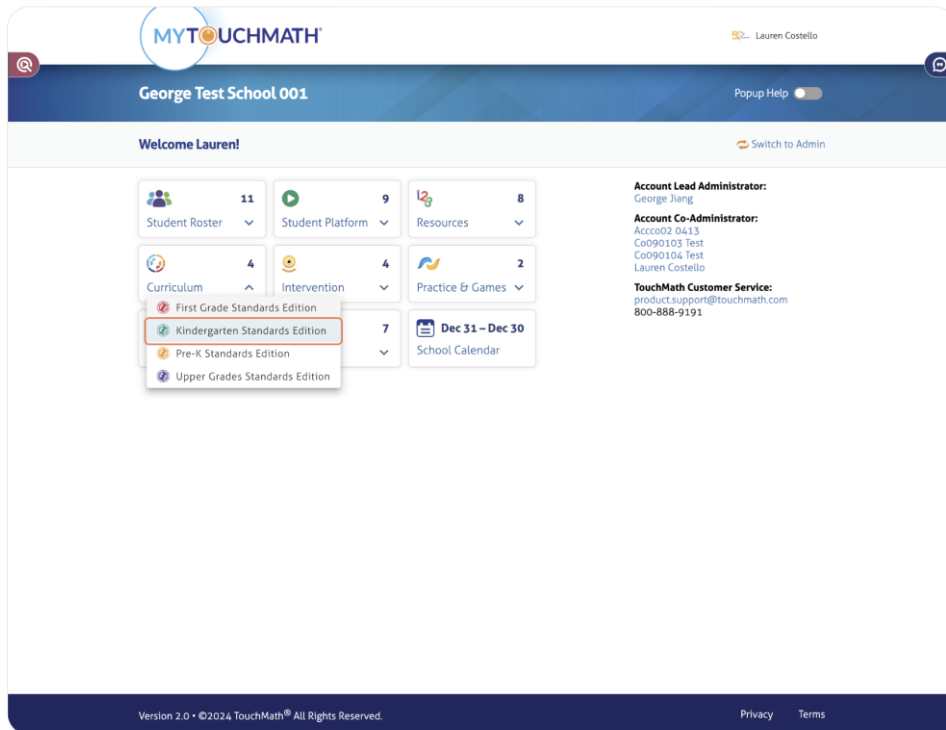
- 1 To view or create Collections, select the dropdown menu on the Collections tile. To create or add a new Collection, select Create New Collection



- 2 Name the new collection and assign a color. Click Create New Collection



- 3 To begin adding curriculum sheets to the collection, select the grade or program from the dropdown menu on the Curriculum tile



- 4 Navigate the Teacher Guide by unit, module, and cluster. Select a module from the dropdown list

The screenshot shows the MY TOUCHMATH interface for George Test School 001. The user is in the 'Curriculum' section, viewing 'Kindergarten Standards Edition'. The 'Unit 1: Numbers & Operations Level 1' dropdown is selected. The 'Module' dropdown menu is open, showing the following options: Module 1: Representing 0-3, Module 2: Representing 4-5, Module 3: Comparing, Module 4: Addition, Module 5: Subtraction, Module 6: Addition & Subtraction, and Unit Assessments. The 'Cluster' dropdown is currently empty. The main content area displays a 'Table of Contents' for Unit 1, and the right sidebar contains options for 'Curriculum Sheets', language selection (English/Spanish), and buttons for 'PRO Intervention', 'Digital Skills Practice', and 'Progress Monitoring'.

- 5 Select a cluster from the dropdown list

The screenshot shows the MY TOUCHMATH interface for George Test School 001. The user is in the 'Curriculum' section, viewing 'Kindergarten Standards Edition'. The 'Unit 1: Numbers & Operations Level 1' dropdown is selected, and the 'Module 1: Representing 0-3' dropdown is also selected. The 'Cluster' dropdown menu is open, showing the following options: Cluster 1: Representing 0-2, Cluster 2: Representing 3, Module Posttest, and Module Wrap-Up. The main content area displays a 'Module Overview' for 'Representing 0-3', including a table of contents, standards, and objectives. The right sidebar contains options for 'Curriculum Sheets', language selection (English/Spanish), and buttons for 'PRO Intervention', 'Digital Skills Practice', and 'Progress Monitoring'.

- 6 Navigate the teacher guide using the arrows, or find a specific page from the dropdown list

The screenshot shows the MY TOUCHMATH interface for George Test School 001. The user is logged in as Lauren Costello. The curriculum is set to Kindergarten Standards Edition. The selected unit is Unit 1: Numbers & Operations Level 1, Module 1: Representing 0-3, and Cluster 1: Representing 0-2. The page number 21 is selected in the view dropdown. The main content area displays the 'Representing 0-3' activity sheet, which includes instructions for the teacher and a 'One Problem' section with a math problem. The right sidebar contains navigation options: Curriculum Sheets, Language (English/Spanish), Print Selected, Assign Selected to Student, Save Selected to Collection, and buttons for PRO Intervention, Digital Skills Practice, and Progress Monitoring (Download Spreadsheet).

- 7 Select a curriculum sheet or resource. Click on Save Collected to Collection

The screenshot shows the MY TOUCHMATH interface for George Test School 001. The user is logged in as Lauren Costello. The curriculum is set to Kindergarten Standards Edition. The selected unit is Unit 1: Numbers & Operations Level 1, Module 1: Representing 0-3, and Cluster 1: Representing 0-2. The page number 22 is selected in the view dropdown. The main content area displays the 'Kindergarten' activity sheet, which includes instructions for the teacher and a 'Activity Sheet 1 Instruction' section with a math problem. The right sidebar contains navigation options: Curriculum Sheets, Language (English/Spanish), Print Selected, Assign Selected to Student, Save Selected to Collection, and buttons for PRO Intervention, Digital Skills Practice, and Progress Monitoring (Download Spreadsheet).

8 Select the box next to the collection name to save the resource

The screenshot shows the TouchMath curriculum interface. At the top, it displays 'Curriculum' and 'Kindergarten Standards Edition'. Below this, there are dropdown menus for 'Unit 1: Numbers & Operations Level 1', 'Module 1: Representing 0-3', and 'Cluster 1: Representing 0-2'. A 'View' dropdown is set to '22'. The main content area shows a lesson page for 'Kindergarten' with 'Activity Sheet 1 Instruction'. The right sidebar contains a 'Curriculum Sheets' dropdown, language options for 'English' and 'Spanish', and a 'Save Selected to Collection' dropdown menu. This menu is open, showing several collection options: 'My Favorites', 'Addition Practice', 'Math Intervention 1' (which is highlighted with a red box), 'Skip Counting', 'Small Group 1', 'TouchPoints', and 'Create New Collection'. Below the menu are 'Progress Monitoring' and 'Download Spreadsheet' options.

9 After successfully saving a curriculum sheet or resource, a green Added to Collection notification will appear

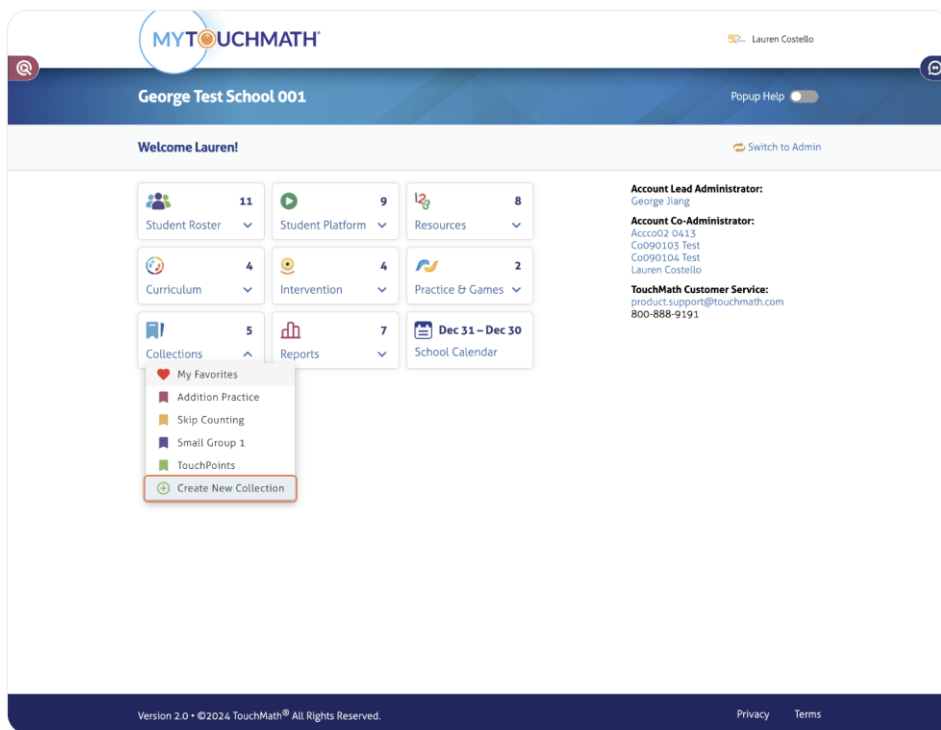
This screenshot shows the same curriculum interface as above, but with a green notification banner at the top center that reads 'Added to Collection.' with a checkmark icon. The notification is positioned over the 'Curriculum' and 'Kindergarten Standards Edition' header. The rest of the interface, including the lesson content and the collection selection menu, remains the same as in the previous screenshot.

# Collections

## Adding Video Supports to Collections

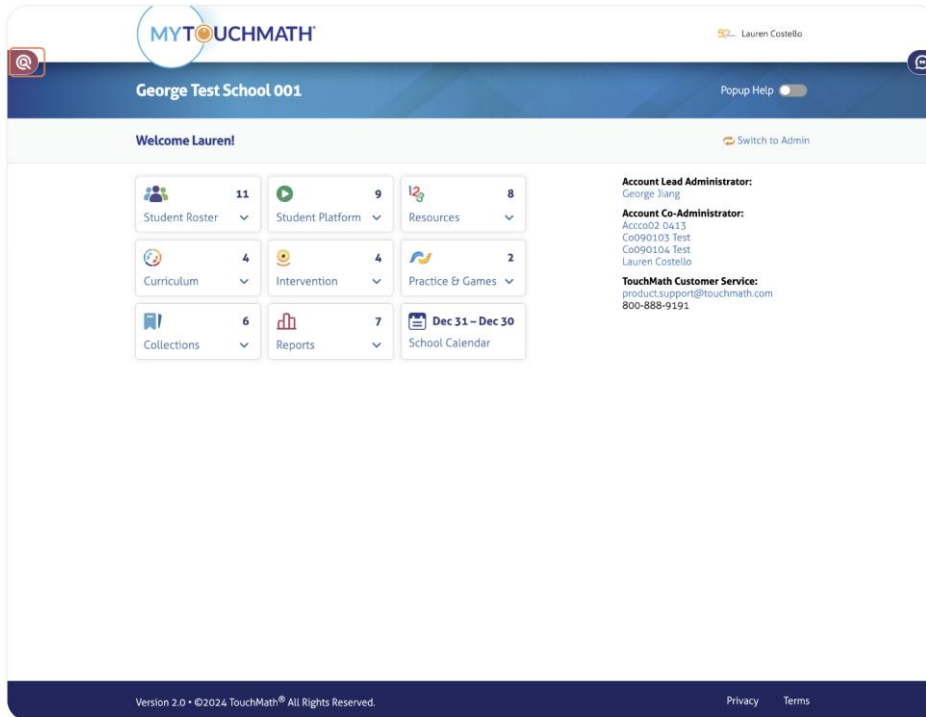
This guide shows educators and administrators how to add video tutorials to Collections. Collections in the TouchMath Digital Solution are saved curriculum sheets, resources, and video tutorials. Collections allow quick and easy access to organized folders of resources and support tools. Collections can be created for specific students, groups of students, math topics or skills, or curriculum resource types (i.e., pretest and posttests, student activity sheets for a specific day or week, etc.).

- 1 To view or create Collections, select the dropdown menu on the Collections tile. To create or add a new Collection, select Create New Collection

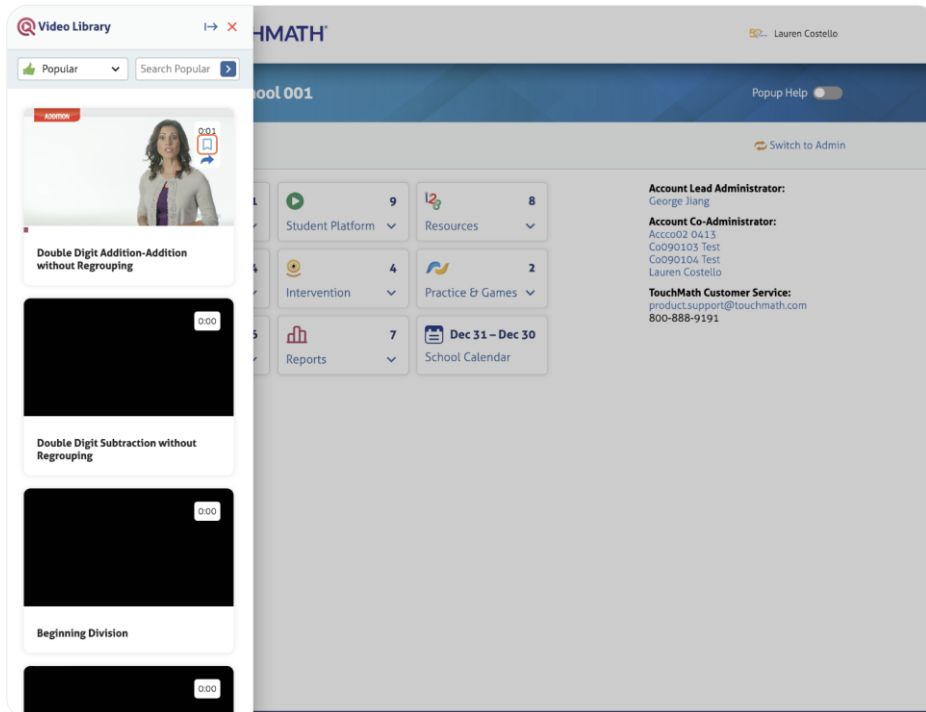




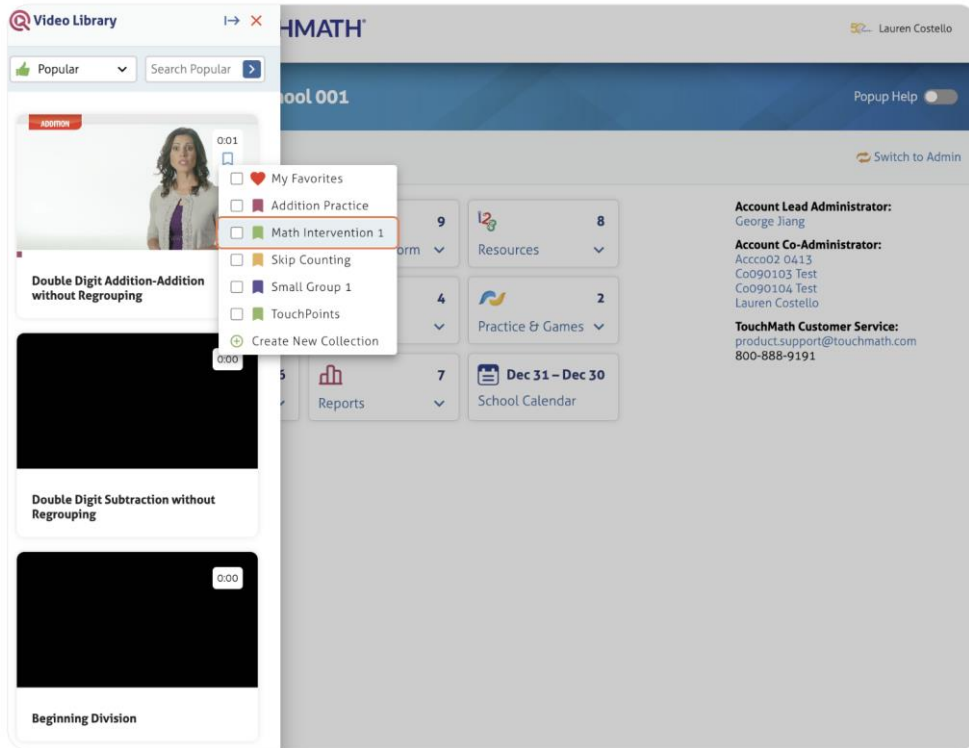
- Return to the MyTouchMath Dashboard. Select the Video Support icon slider on the side of your screen



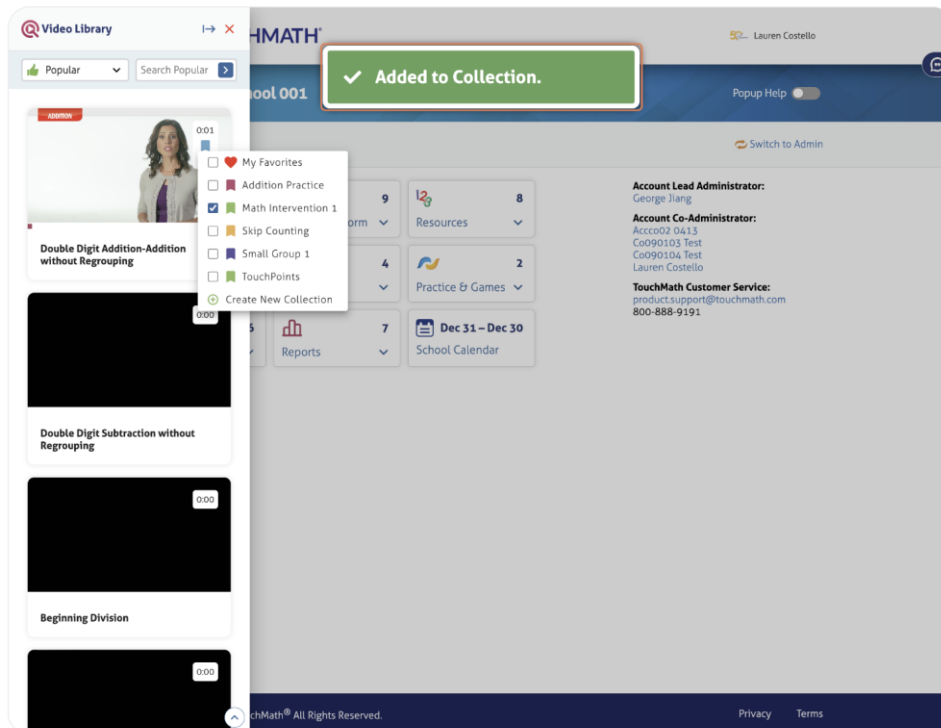
- The Video Library will appear. To save a Video Tutorial to a collection, select the Collection icon on the video



5 From the dropdown list, check the box next to the collection to save



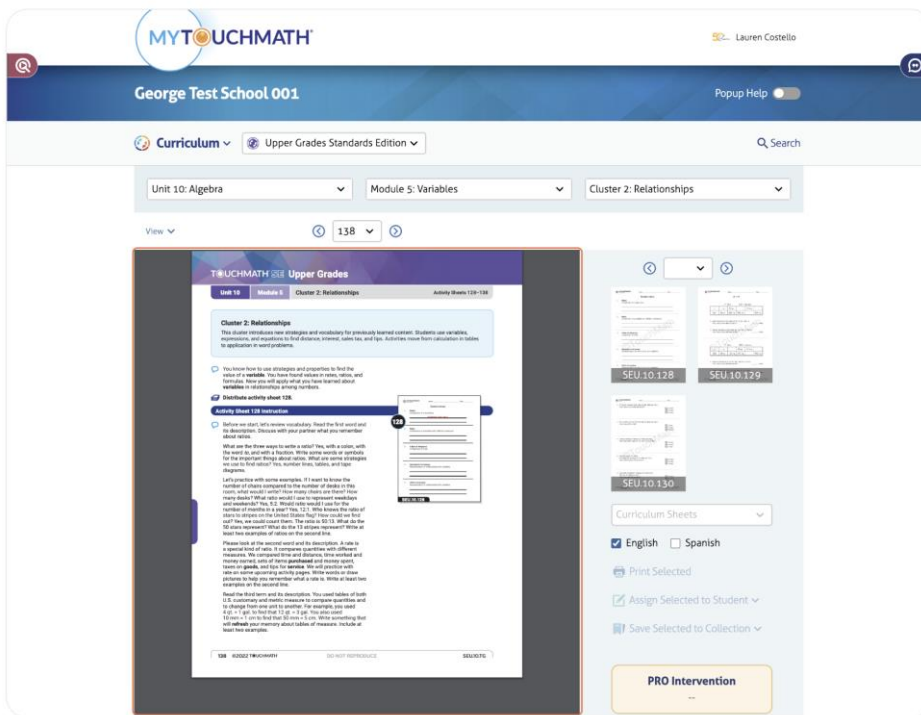
6 After successfully saving a video from the Video Library, a green Added to Collection notification will appear



# Translating Student Activity Sheets

Translation student-facing content into Spanish is one click away! This guide shows educators and administrators how to translate student curriculum sheets into Spanish.

- 1 In the TouchMath Curriculum, student-facing materials can quickly and easily be translated into Spanish. Navigate to a unit, module, and cluster of instruction in the Teacher Guide



3 Click on Spanish

Activity Sheets 128–138

Previously learned content. Students use variables, and tips. Activities move from calculation in tables

128

SEU.10.128

SEU.10.128

SEU.10.129

SEU.10.130

Curriculum Sheets

English  Spanish

Print Selected

Assign Selected to Student

Save Selected to Collection

PRO Intervention

4 Double-click on a Student Activity Sheet to view the Answer Key

les

Cluster 2: Relationships

Activity Sheets 128–138

variables, calculation in tables

SEU.10.128

SEU.10.129

SEU.10.130

- 5 As shown, the Student Activity Sheet and the Answer Key are automatically translated into Spanish

The screenshot shows a digital interface for an 'Answer Key' titled 'Relaciones'. At the top, there are fields for 'Nombre' and 'Fecha'. Below this, five numbered sections are listed, each with a title and a brief description in Spanish, followed by blank lines for answers:

- 1. **Proporción:** Comparación de 2 cantidades. *Respuestas pueden variar.*
- 2. **Relación:** Comparación de cantidades con diferente medida.
- 3. **Tabla de Medidas:** Comparación de unidades.
- 4. **Fórmulas Geométricas:** Representación de relaciones con variables.
- 5. **Otras Fórmulas:** Representación de relaciones con variables.

At the bottom of the page, it says '©2022 TOUCHMATH® SEU 10 128' and '128'. The interface also shows a sidebar on the left with 'Upper Grades' and 'Cluster 2: Relations' visible, and a right sidebar with 'SEU.10.128' and 'Curriculum Sheets'.

# MyTouchMath Resources

## Accessing Implementation Resources

This guide shows educators and administrators how to access implementation and support resources from the TouchMath Digital Solution dashboard. Available resources include training and implementation support documentation, scope and sequences, state alignments, and more.

- 1 To access additional support and implementation resources, select the dropdown menu from the Resources tile

The screenshot shows the MyTouchMath dashboard for George Test School 001. The user is Lauren Costello. The dashboard features a grid of resource tiles with the following counts:

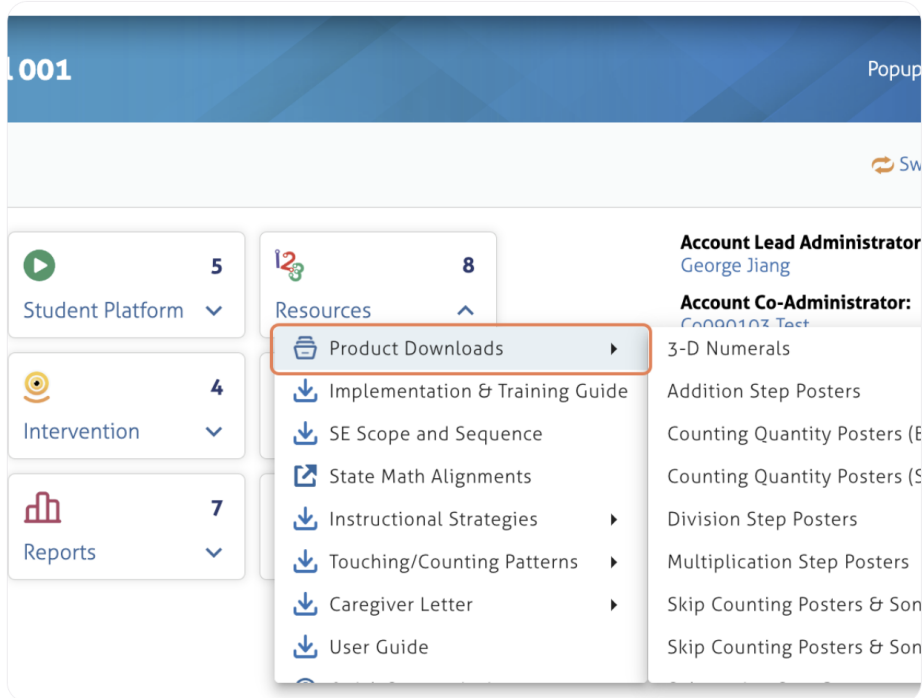
Student Roster: 11	Student Platform: 5	Resources: 8
Curriculum: 4	Intervention: 4	Practice & Games: 2
Collections: 3	Reports: 7	School Calendar: Dec 31 - Dec 30

Account Lead Administrator:  
George Jiang

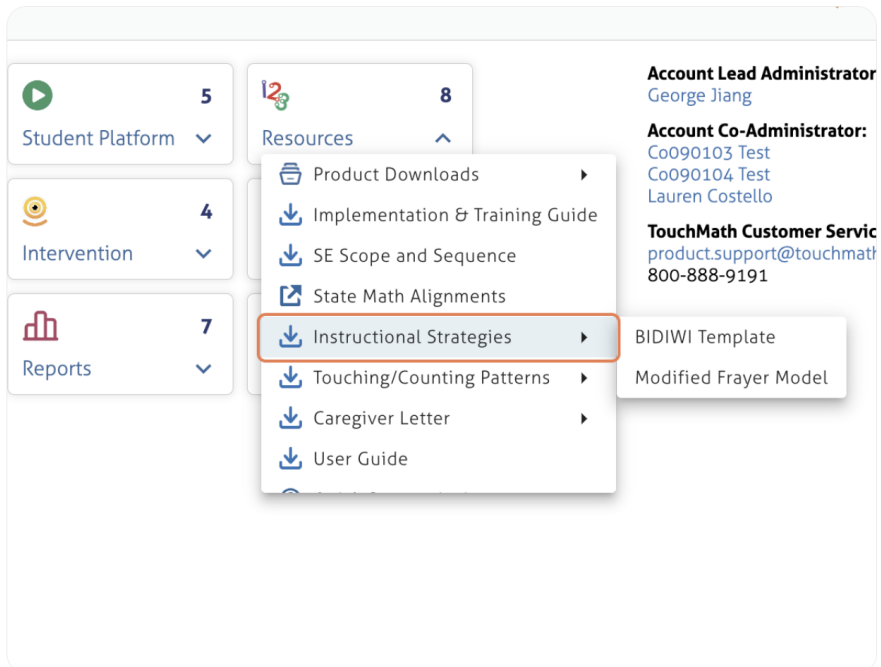
Account Co-Administrator:  
Co090103 Test  
Co090104 Test  
Lauren Costello

TouchMath Customer Service:  
product.support@touchmath.com  
800-888-9191

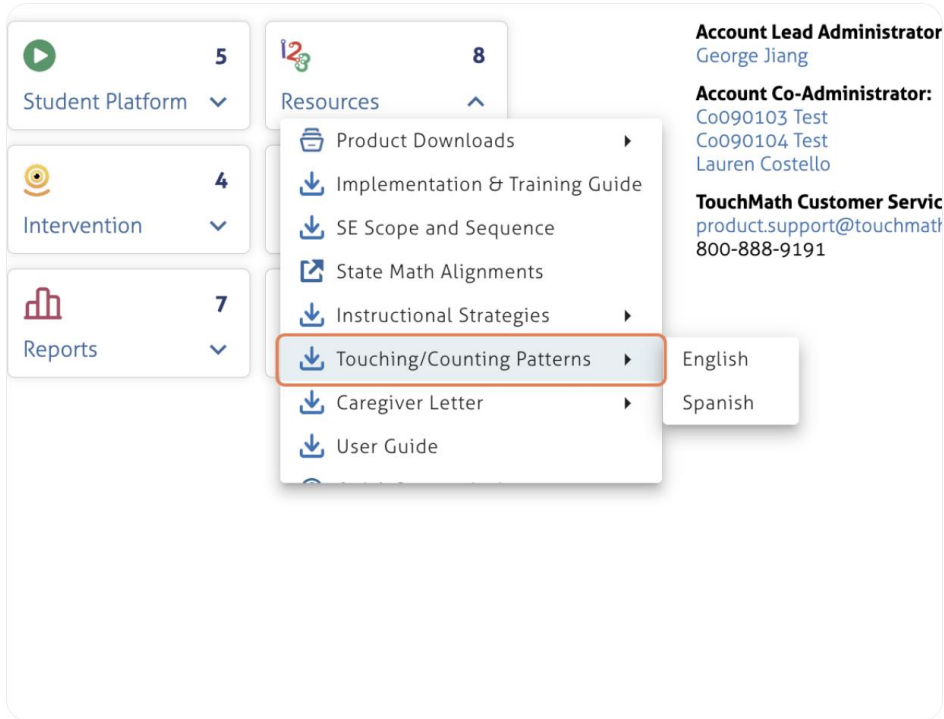
- Product Downloads are related to TouchMaths hands-on, proprietary manipulatives and instructional supports. Select a product or instructional support to download its supporting resources



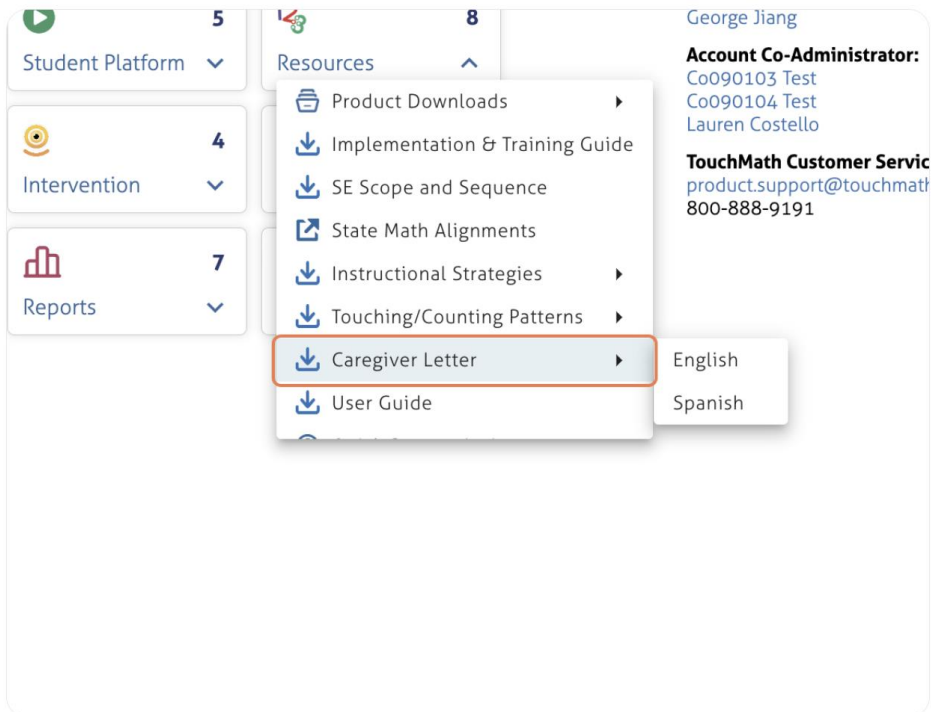
- Under the Resources tile, you will find Product Downloads, the Implementation & Training Guide, the Scope and Sequence for the curriculum, state-specific alignments, and more. Instructional Strategies such as the BIDIWI Template and Modified Frayer Model are also accessible



- 4 Touching and Counting Patterns specific to the TouchMath approach are available to download in English and in Spanish



- 5 Caregiver Letters introducing the TouchMath program are available to download in English and in Spanish.



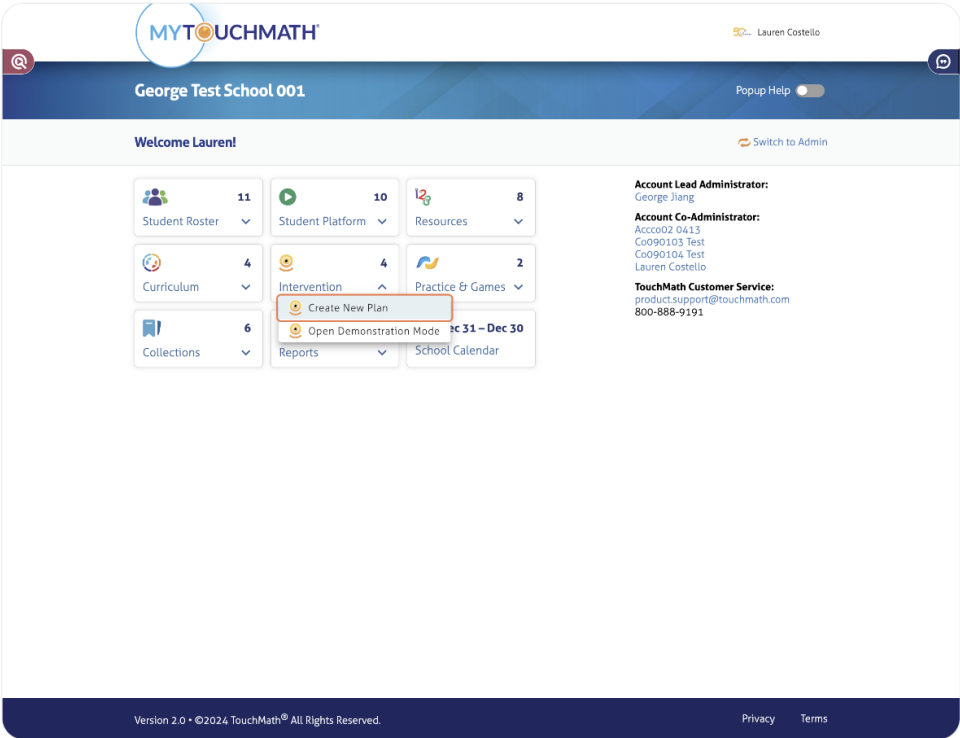


# Digital Intervention

## How to Create and Assign Digital Intervention Lessons

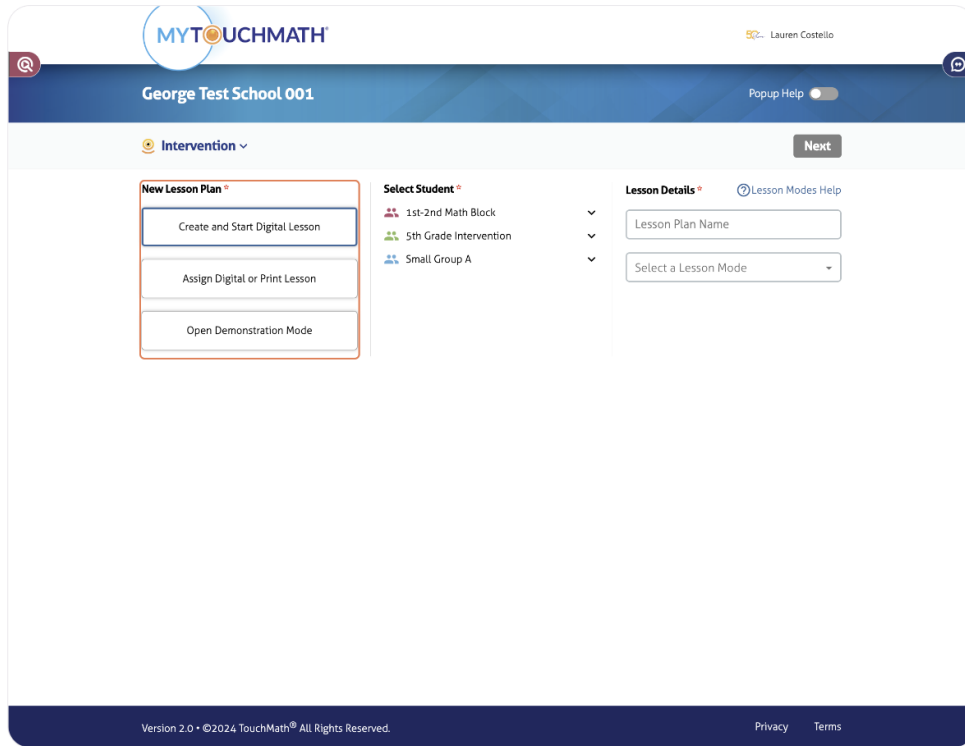
The award-winning digital intervention tool, previously named TouchMath PRO, provides a robust, innovative solution for assessing and addressing the math needs of students. With multiple modes and a sophisticated algorithm that adjusts to student responding, the digital intervention tool can be used 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) \***

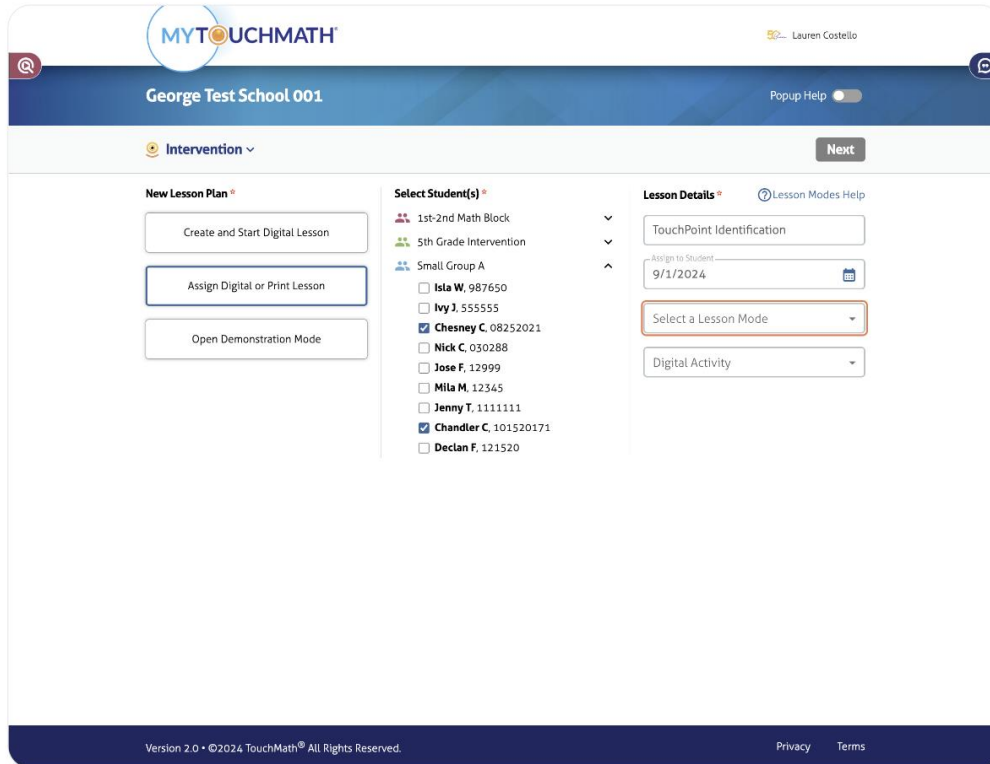
- 1st-2nd Math Block
- 5th Grade Intervention
- Small Group A
  - Isla W. 987650
  - Ivy J. 555555
  - Chesney C. 08252021
  - Nick C. 030288
  - Jose F. 12999
  - Mila M. 12345
  - Jenny T. 1111111
  - Chandler C. 101520171
  - Declan F. 121520

**Lesson Details \*** Lesson Modes Help

- Lesson Plan Name
- Assign to Student: 9/5/2024
- Select a Lesson Mode
- Digital Activity

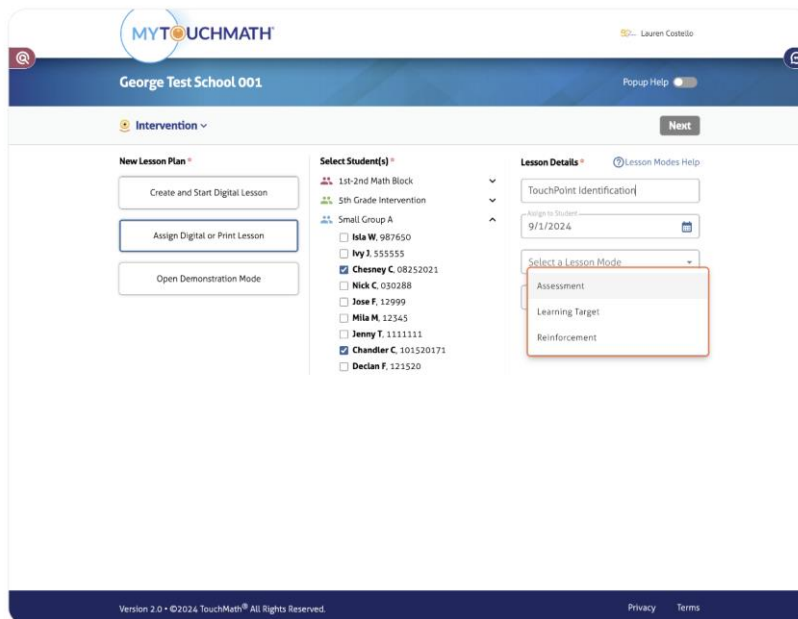
Version 2.0 • ©2024 TouchMath® All Rights Reserved. Privacy Terms

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.



- 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 'TouchPoint Identification' dropdown, an 'Assign to Student' field with '9/1/2024', and a 'Select a Lesson Mode' dropdown menu. The dropdown menu is open, showing 'Assessment', 'Learning Target' (highlighted), and 'Reinforcement'. The footer contains 'Version 2.0 • ©2024 TouchMath® All Rights Reserved.', 'Privacy', and 'Terms'.

- Click on Next to continue

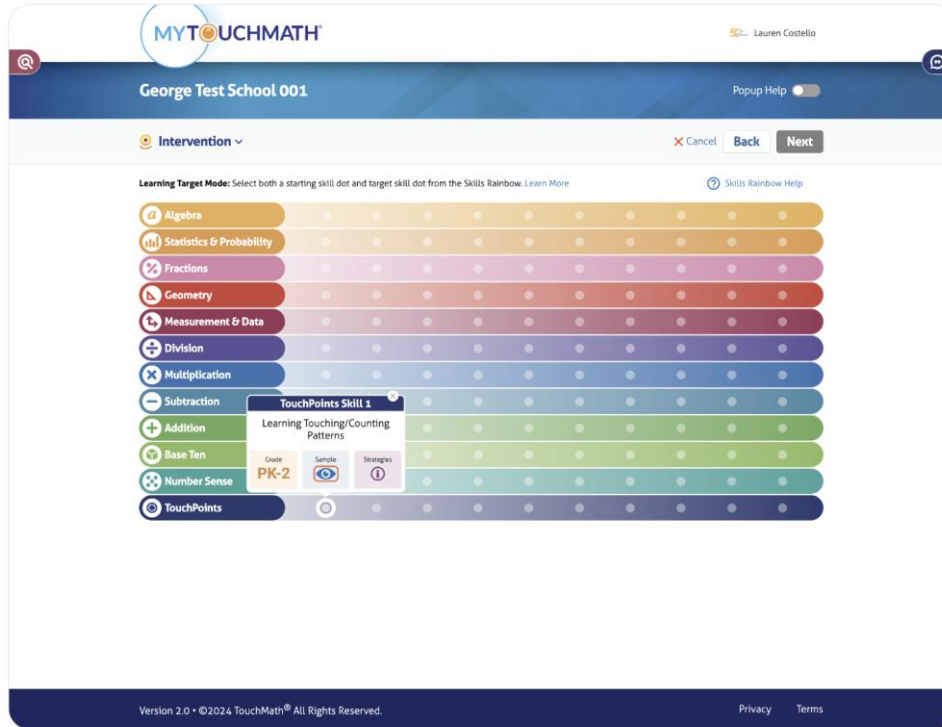
The screenshot shows the MYTOUCHMATH interface for George Test School 001. The user is Lauren Costello. The page is titled 'Intervention' and has a 'Next' button highlighted in a red box. The 'New Lesson Plan' section has three buttons: 'Create and Start Digital Lesson', 'Assign Digital or Print Lesson', 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 'TouchPoint Identification' dropdown, an 'Assign to Student' field with '9/1/2024', a 'Learning Target' dropdown, and a 'Digital Activity' dropdown. The footer contains 'Version 2.0 • ©2024 TouchMath® All Rights Reserved.', 'Privacy', and 'Terms'.

9 Select a starting skill on the Skills Rainbow

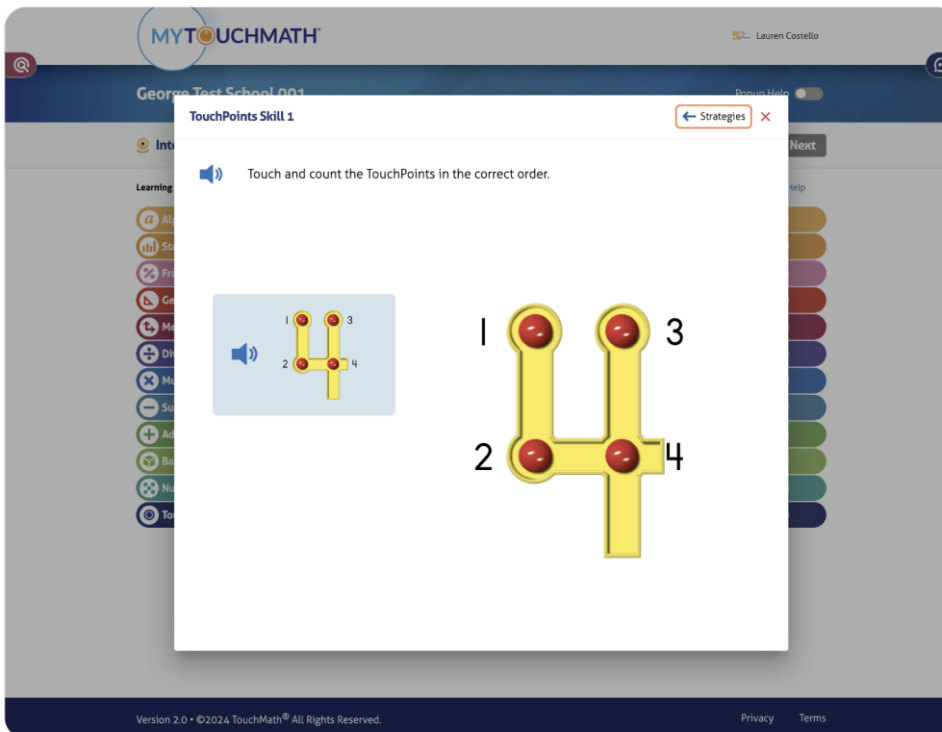
The TouchMath Skills Rainbow includes the key foundational skills students need to succeed in different math domains. Skill strands build vertically from Number Sense through Algebra in the same manner as standard math progressions. Each skill strand includes 10 key foundational skills which grow in 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: 'Select both a starting skill dot and target skill dot from the Skills Rainbow. Learn More'. A 'Skills Rainbow Help' link is also visible. The Skills Rainbow itself consists of 11 horizontal rows of colored dots, 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), Number Sense (teal), and TouchPoints (dark blue). A popup window titled 'TouchPoints Skill 1' is overlaid on the Addition row, showing 'Learning Touching/Counting Patterns' and options for 'Grade' (PK-2), 'Sample', and 'Strategies'. The bottom of the interface shows 'Version 2.0 • ©2024 TouchMath® All Rights Reserved.' and links for 'Privacy' and 'Terms'.

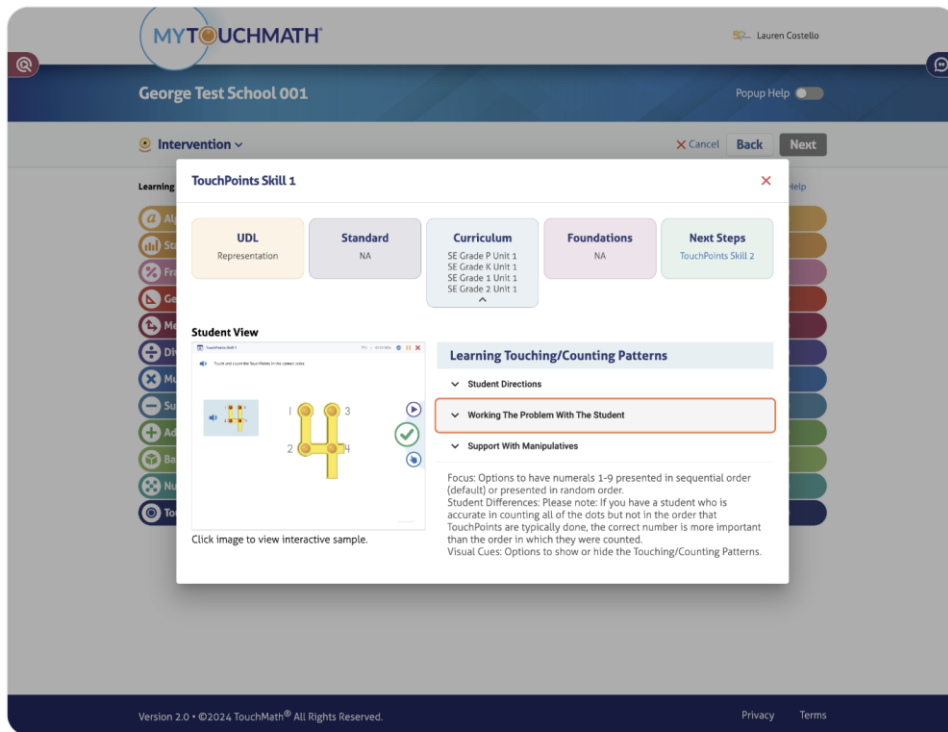
- 10 To validate the starting skill, select the View icon under Sample to review a sample of content related to the skill



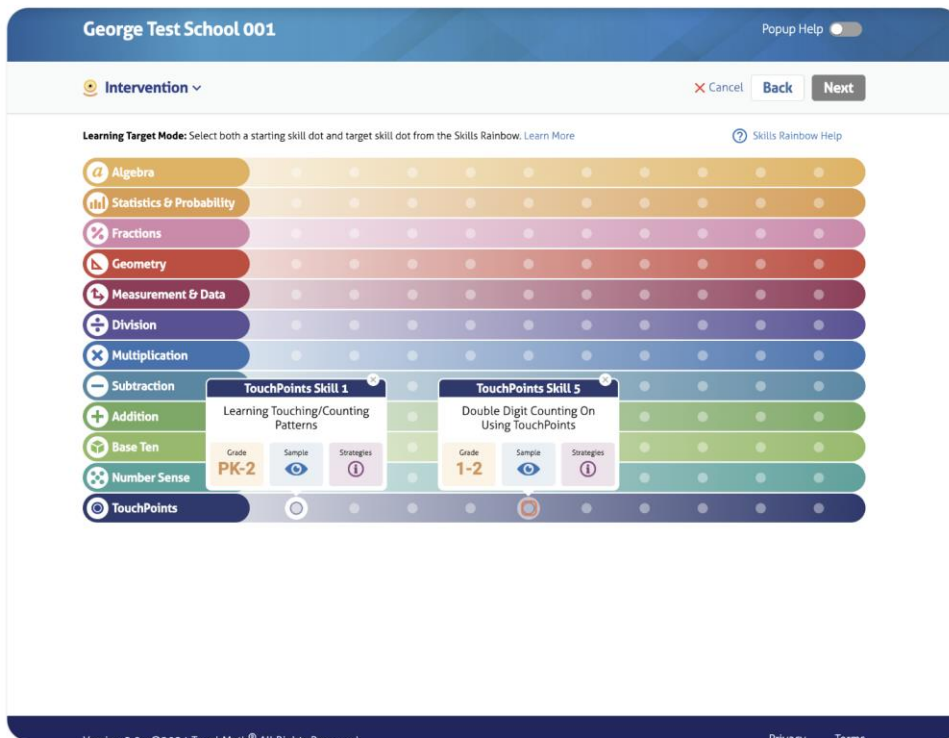
- 11 After reviewing the skill sample, click on Strategies to see additional information related to the skill and how to support student progress



- 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

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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

**Lesson Plan Receipt**

Lesson Type:  Teacher Managed  Unmanaged

Number of Problems Per Lesson: 12 Problems Per Skill

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

Next steps will be indicated at the end of this plan

Proceed Review Reteach

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

**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

TP.4: Single Digit Counting On Using TouchPoints  
 sums within 18  
 Touching/Counting Patterns

TP.5: 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
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

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

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

**Lesson Plan Assigned.**

**Welcome Lauren!**

Switch to Admin

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

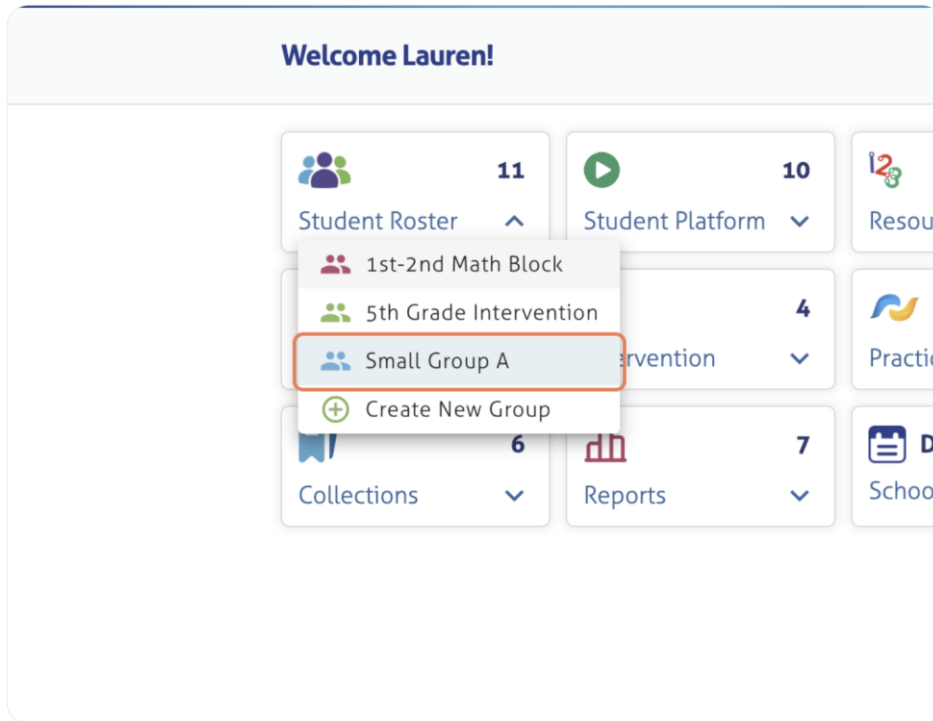
**Account Lead Administrator:**  
 George Jiang

**Account Co-Administrator:**  
 Acc002 04.13  
 CO090103 Test  
 CO090104 Test  
 Lauren Costello

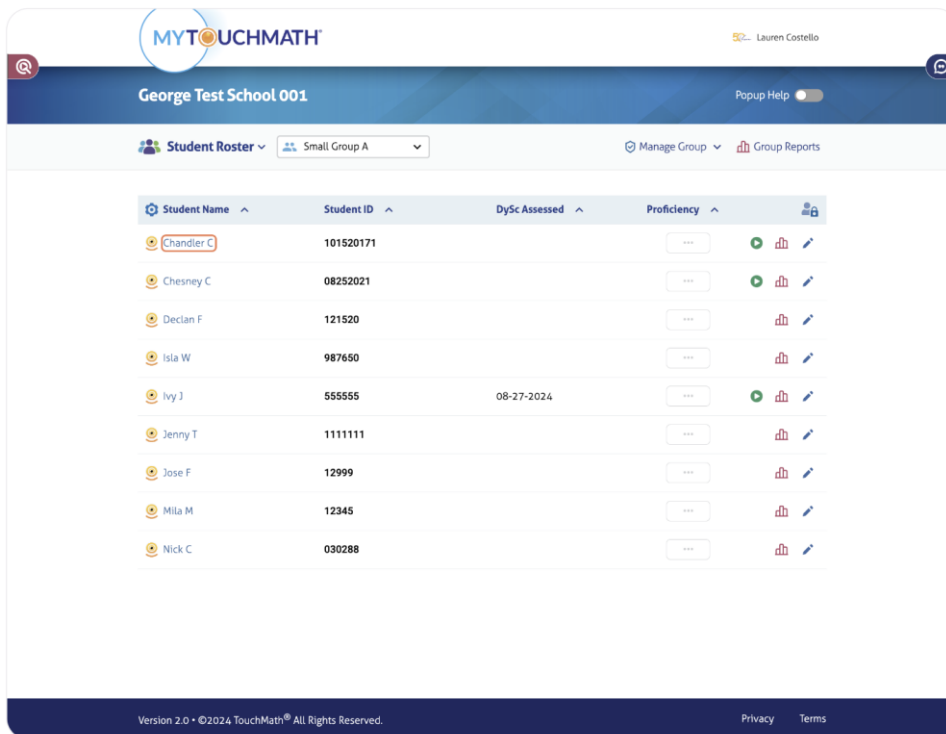
**TouchMath Customer Service:**  
 product.support@touchmath.com  
 800-888-9191

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- 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 shows the MYTOUCHMATH interface for George Test School 001. The user is Lauren Costello. The interface displays the Student Roster for Chandler C. 101520171. Below the roster, there are buttons for '5 Lessons' and '0 Proficiency'. A table lists the lessons assigned to the student.

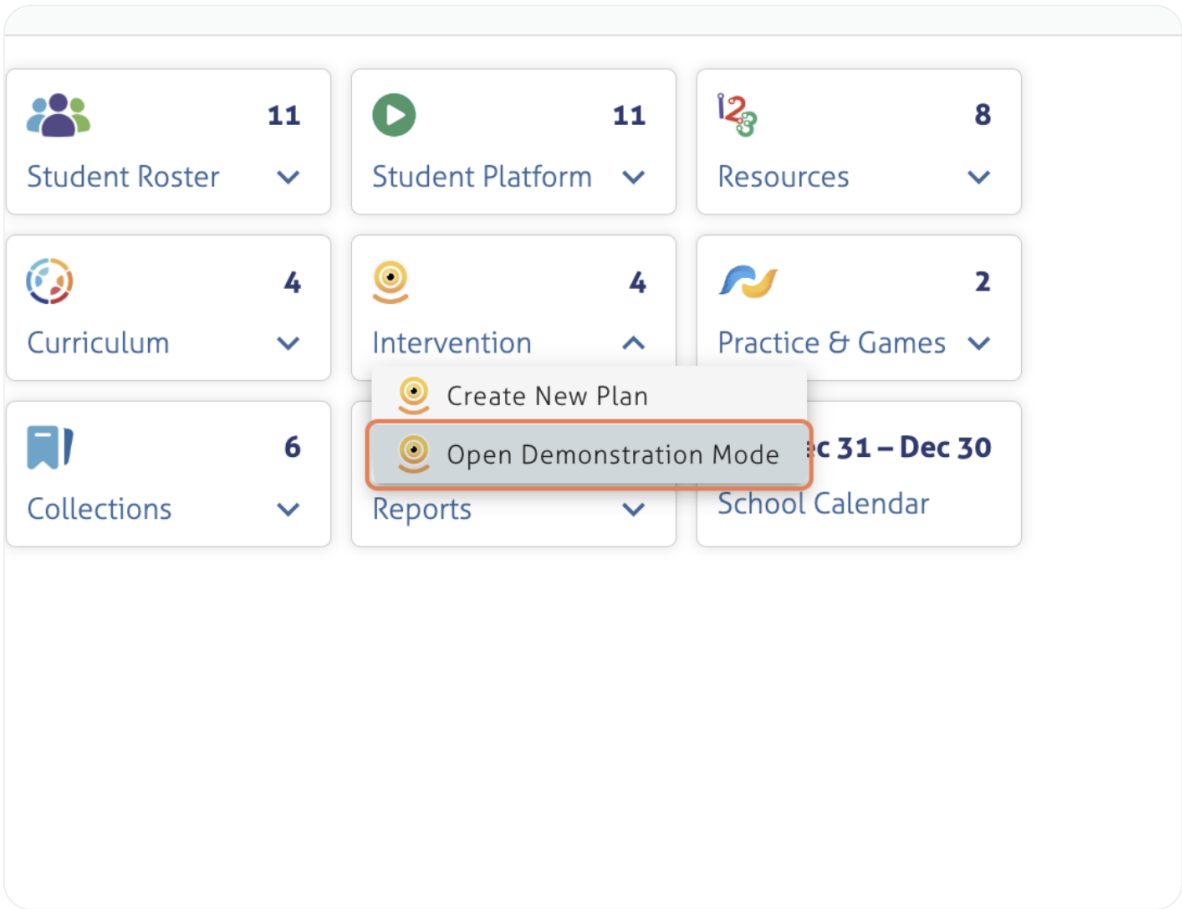
Lesson	Date	Activity Type	Status	Score
TouchPoint	09-05-2024	Learning Target Digital- Managed	In Progress	---
Addition Within 9	09-04-2024	Assessment Digital- Placement	Assigned	---
Addition	09-03-2024	Assessment Digital- Placement	In Progress	---
Addition	09-03-2024	Connect Playlist Digital Skills Practice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

# Digital Intervention

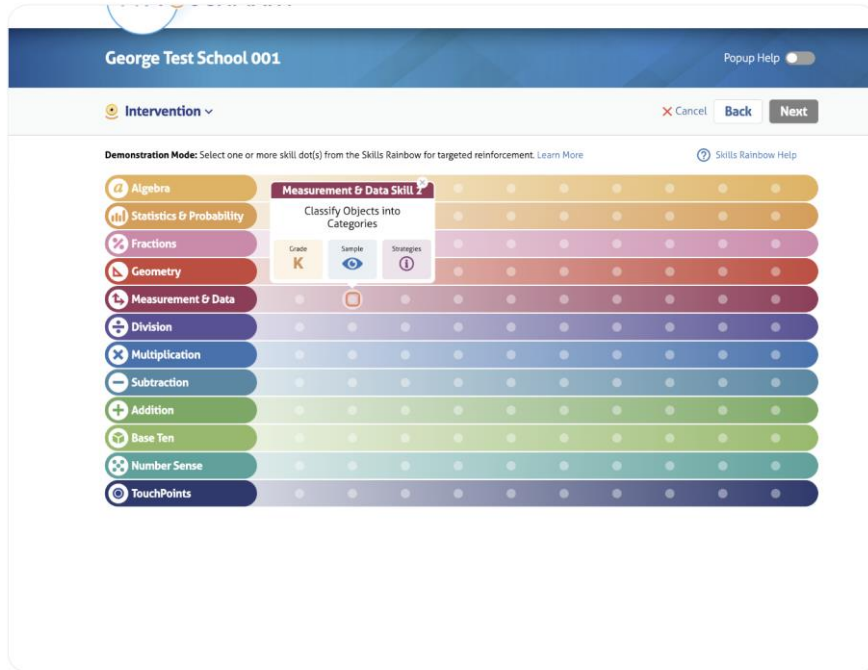
## Open Demonstration Mode

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.

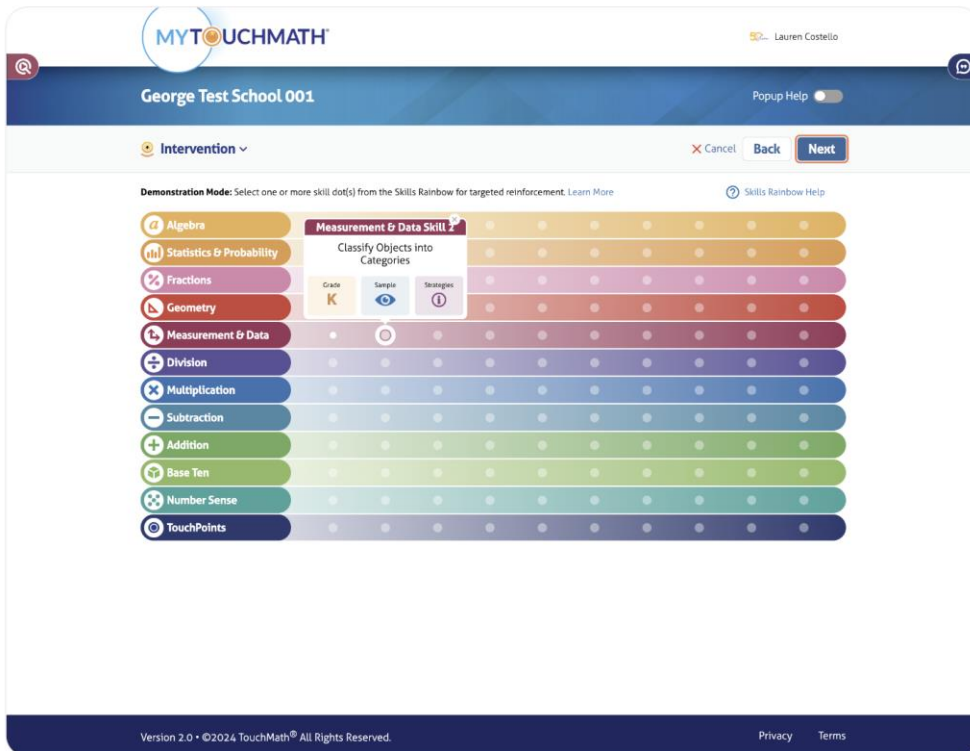
- 1 To use the digital intervention tool in a demonstration, or preview, mode, select Open Demonstration Mode from the dropdown list on the Intervention tile



- 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

MYTOUCHMATH<sup>®</sup> Lauren Costello

George Test School 001 Popup Help

Intervention Cancel Back Start Demonstration

**Demonstration Mode**

Customize the focus and visual cues for each skill, then click Start Demonstration. The demonstration panel will open in a new window. This mode will allow you to freely demonstrate skills on an interactive whiteboard, desktop monitor, or touchscreen tablet device – perfect for group instruction or individual student support.

Use the skill selector drop down in the upper left to toggle between assigned skills or blank whiteboard. You will have an unlimited number of questions while in demonstration mode.

Click the hand button to toggle between answer entry, drawing tools, and digital manipulatives. You can draw and/or place images directly on top of the interactive problem and/or blank whiteboard areas.

Click the Assign Skill button to add the previewed skill to selected students' lessons list as a Reinforcement Plan. You can choose to activate the assigned interactive session now, or can assign the skill to be completed later within the TouchMath student platform.

Customize: Focus Visual Cues

MD.2 Sort by 2 and 3 Use Shapes

- Use Shapes ✓
- Use Pictures
- Use Colored TouchPoints
- Use Mixed Images

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5 Click on Start Demonstration to begin

MYTOUCHMATH<sup>®</sup> Lauren Costello

George Test School 001 Popup Help

Intervention Cancel Back Start Demonstration

**Demonstration Mode**

Customize the focus and visual cues for each skill, then click Start Demonstration. The demonstration panel will open in a new window. This mode will allow you to freely demonstrate skills on an interactive whiteboard, desktop monitor, or touchscreen tablet device – perfect for group instruction or individual student support.

Use the skill selector drop down in the upper left to toggle between assigned skills or blank whiteboard. You will have an unlimited number of questions while in demonstration mode.

Click the hand button to toggle between answer entry, drawing tools, and digital manipulatives. You can draw and/or place images directly on top of the interactive problem and/or blank whiteboard areas.

Click the Assign Skill button to add the previewed skill to selected students' lessons list as a Reinforcement Plan. You can choose to activate the assigned interactive session now, or can assign the skill to be completed later within the TouchMath student platform.

Customize: Focus Visual Cues

MD.2 Sort by 2 and 3 Use Shapes

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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.

©2021 TouchMath

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.

©2021 TouchMath

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

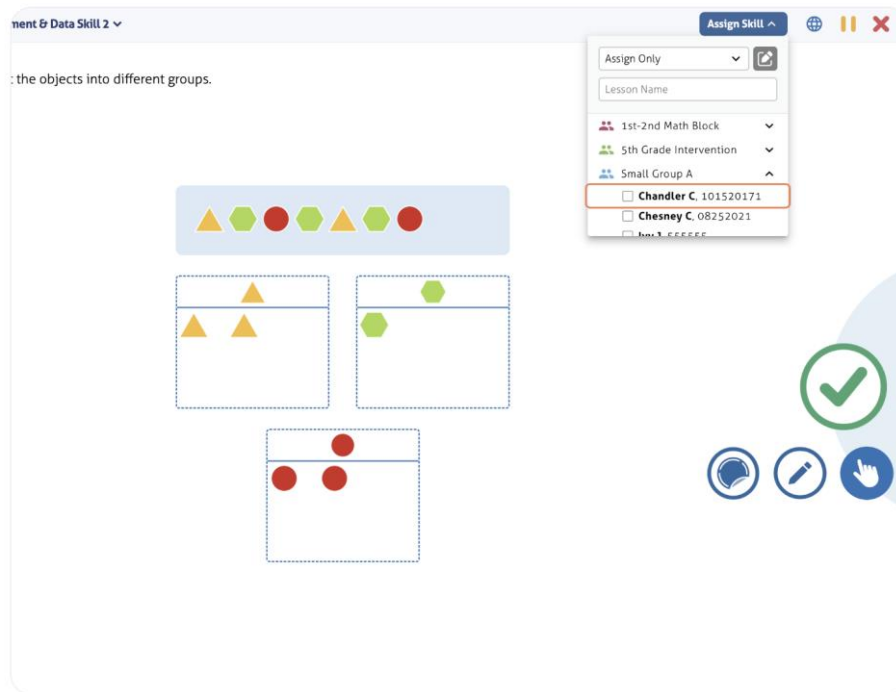
Measurement & Data Skill 2

Assign Skill

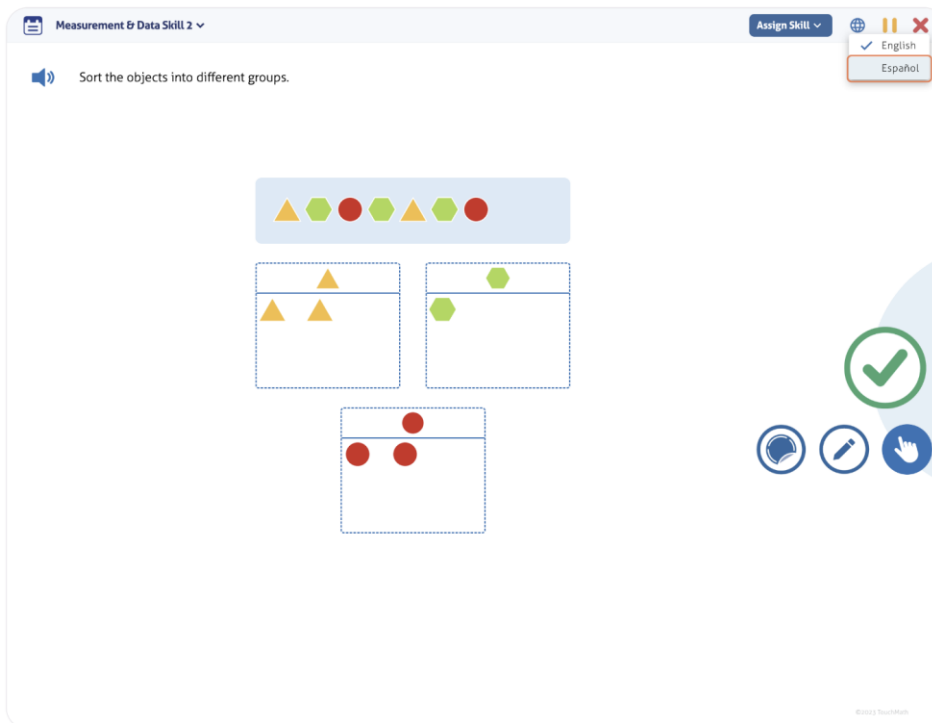
Sort the objects into different groups.

©2021 TouchMath

- 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



- 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.

Measurement & Data Skill 2

Assign Skill

Ordena los objetos en grupos diferentes.

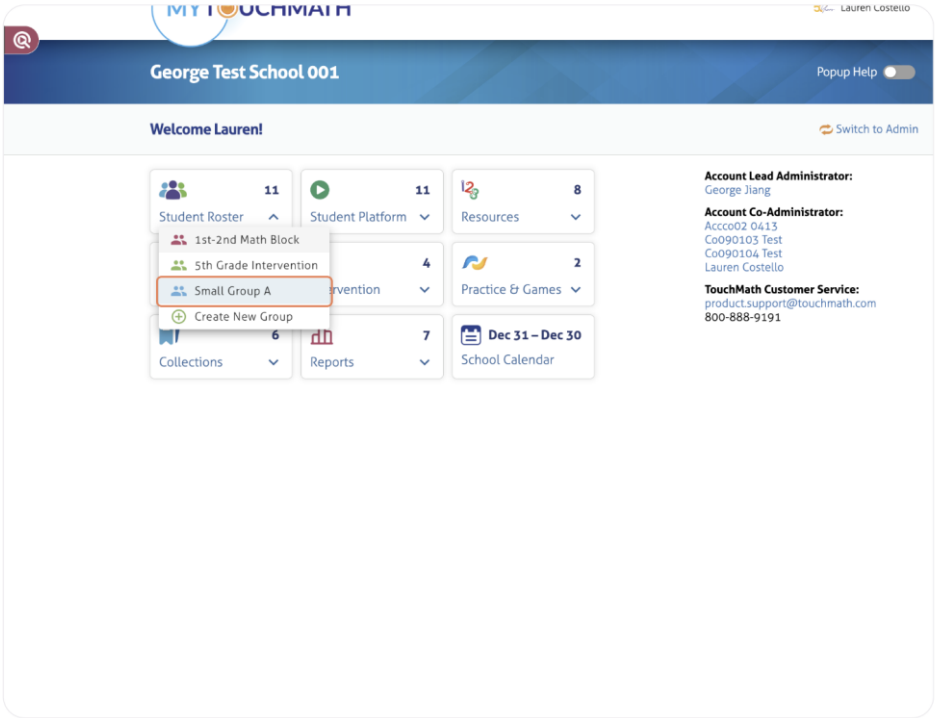
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# Digital Intervention

## Edit Intervention

Have you created a digital intervention lesson that you want to edit or revise? This guide shows educators and administrators edit previously created digital intervention lessons.

- 1 To edit an existing plan, navigate to a student lesson list. First, select a group from the dropdown list on the Student Roster tile



2 Click on a student

MYTOUCHMATH® Lauren Costello

George Test School 001 Popup Help

Student Roster Small Group A Manage Group Group Reports

Student Name	Student ID	DySc Assessed	Proficiency
Chandler C	101520171		---
Chesney C	08252021		---
Declan F	121520		---
Isla W	987650		---
Ivy J	555555	08-27-2024	---
Jenny T	1111111		---
Jose F	12999		---
Mila M	12345		---
Nick C	030288		---

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3 From the lesson list, select the Activity Type of the lesson you want to edit

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George Test School 001 Popup Help

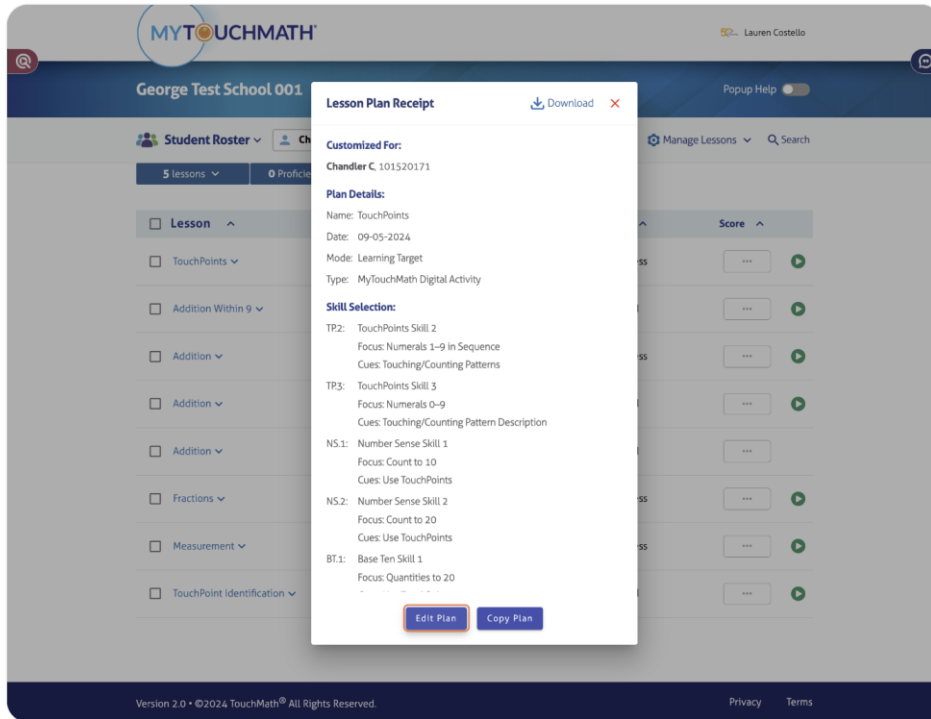
Student Roster Chandler C, 101520171 Manage Lessons Search

5 Lessons 0 Proficiency

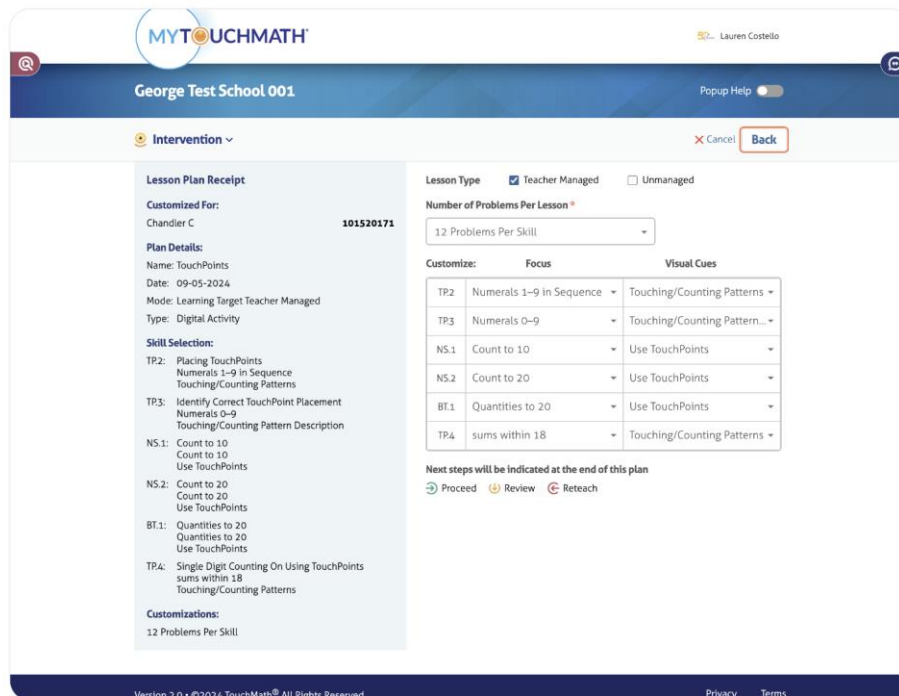
Lesson	Date	Activity Type	Status	Score
TouchPoints	09-05-2024	Learning Target Digital+ Managed	In Progress	---
Addition Within 9	09-04-2024	Assessment Digital+ Placement	Assigned	---
Addition	09-03-2024	Assessment Digital+ Placement	In Progress	---
Addition	09-03-2024	Connect Playlist Digital Skills Practice	Assigned	---
Addition	09-03-2024	Curriculum Print	Assigned	---
Fractions	09-03-2024	Assessment Digital+ Placement	In Progress	---
Measurement	09-03-2024	Reinforcement Digital+ Unmanaged	In Progress	---
TouchPoint Identification	09-01-2024	Learning Target Digital+ Managed	Assigned	---

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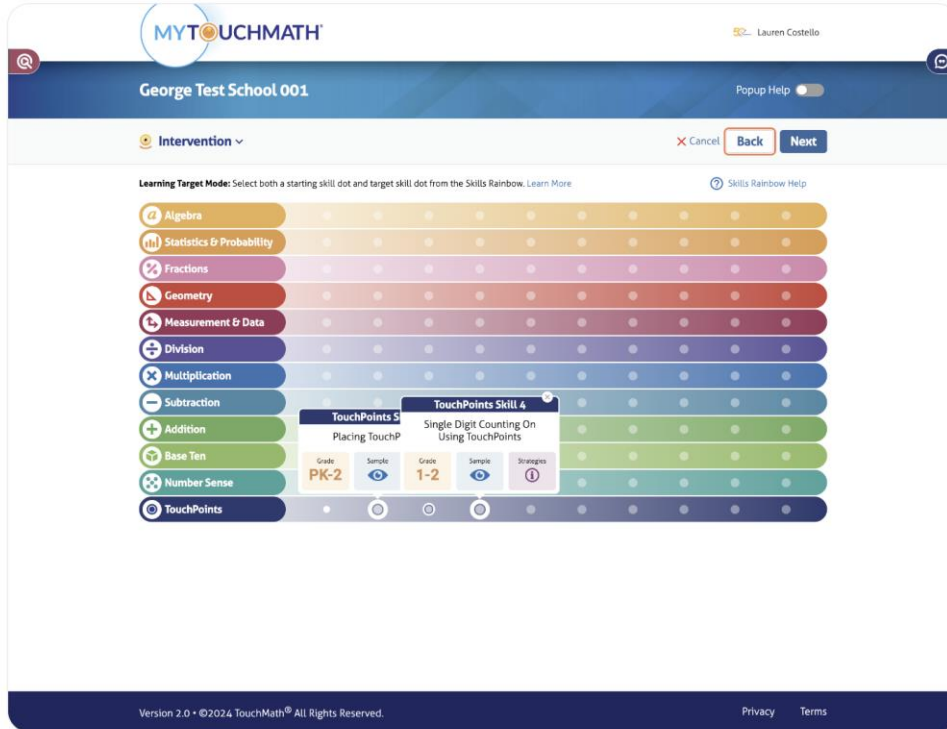
- A summary of the lesson plan will appear. To edit the plan, select the Edit Plan button at the bottom of the receipt



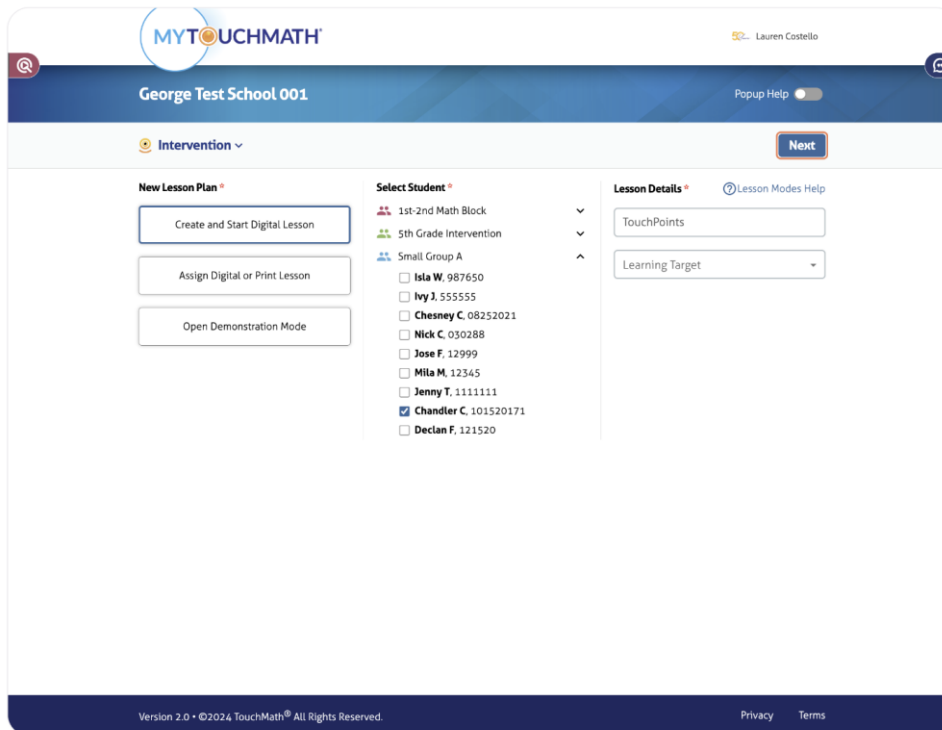
- When editing a plan, you will start at the last step of creating a lesson. If you wish to edit more than the lesson type, number of problems, and customization features, select the Back button



- 6 Next, you will have the option to edit or revise the selected skills on the Skills Rainbow. If you wish to edit more than the skills, select the Back button



- 7 Last, edit or revise the initial steps to create a lesson, including the lesson name and learning target mode.





# Digital Intervention

## Student Experience

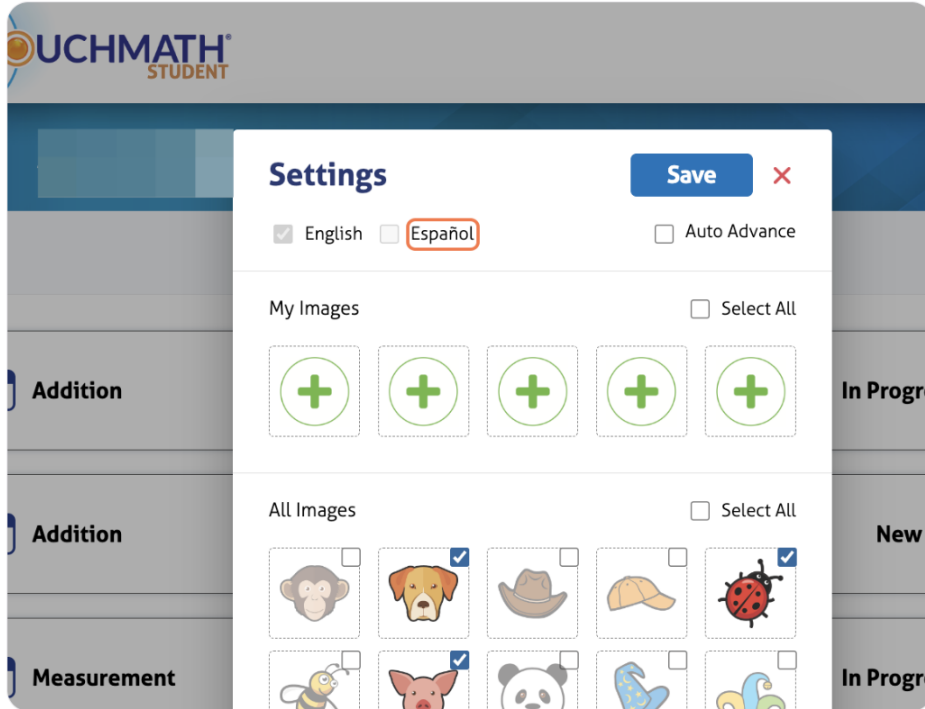
This guide provides educators and administrators with information on how to start and customize the student experience.

- 1 To quickly and easily start a student session, select the dropdown list from the Student Platform tile and select the name of the student who is starting a session

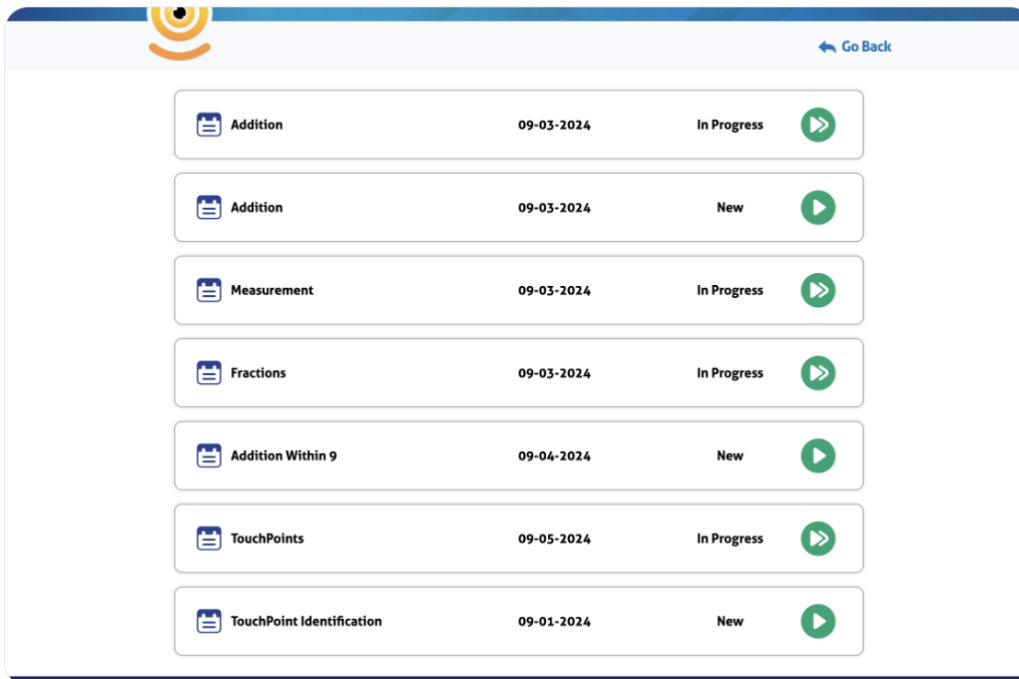
Note: Only students who have a green play icon next to their name have lessons assigned and are ready to start a student session

The screenshot shows a user interface titled "Welcome Lauren!". It features several tiles: "Student Roster" (11), "Student Platform" (11), "Resources" (8), "Curriculum" (4), "Collections" (6), and "1st-2nd Math Block" (2). The "Student Platform" tile is expanded, showing a dropdown menu with the following options: "1st-2nd Math Block", "5th Grade Intervention", "Small Group A", "Chandler C, 101520171", "Chesney C, 08252021", "Declan F, 121520", "Isla W, 987650", and "Ivy J, 555555". The "Chandler C, 101520171" option is highlighted with a red box. A calendar tile for "31 - Dec 30" is also visible.

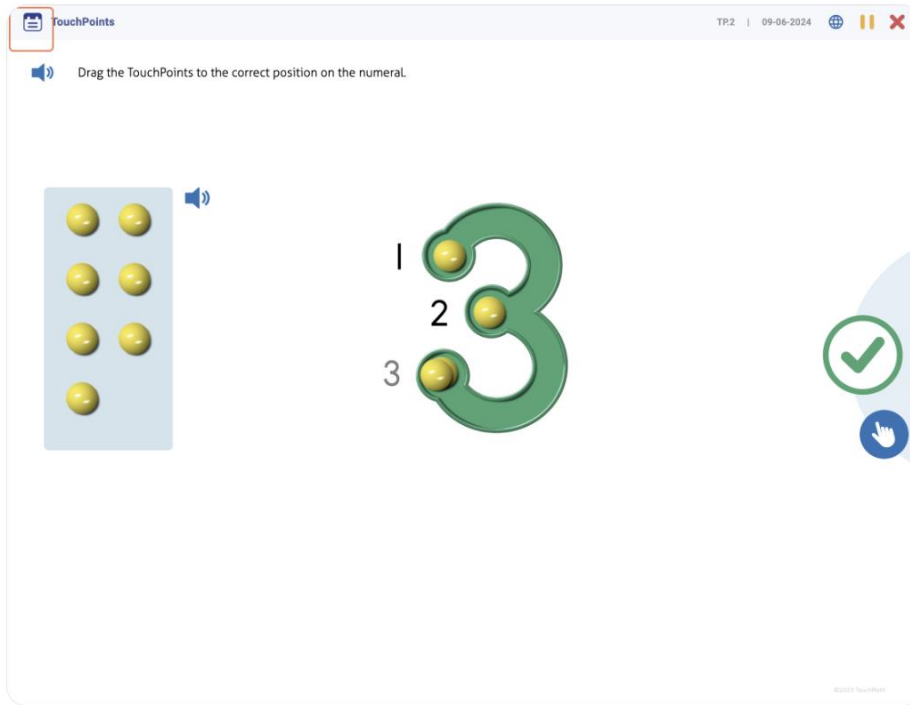
- 2 Select the Setting icon next to the name of the student to customize settings and images. Easily translate to Spanish content, select auto advance to auto advance trials, upload personalized images to use throughout the lessons, and select images from a preset list to use



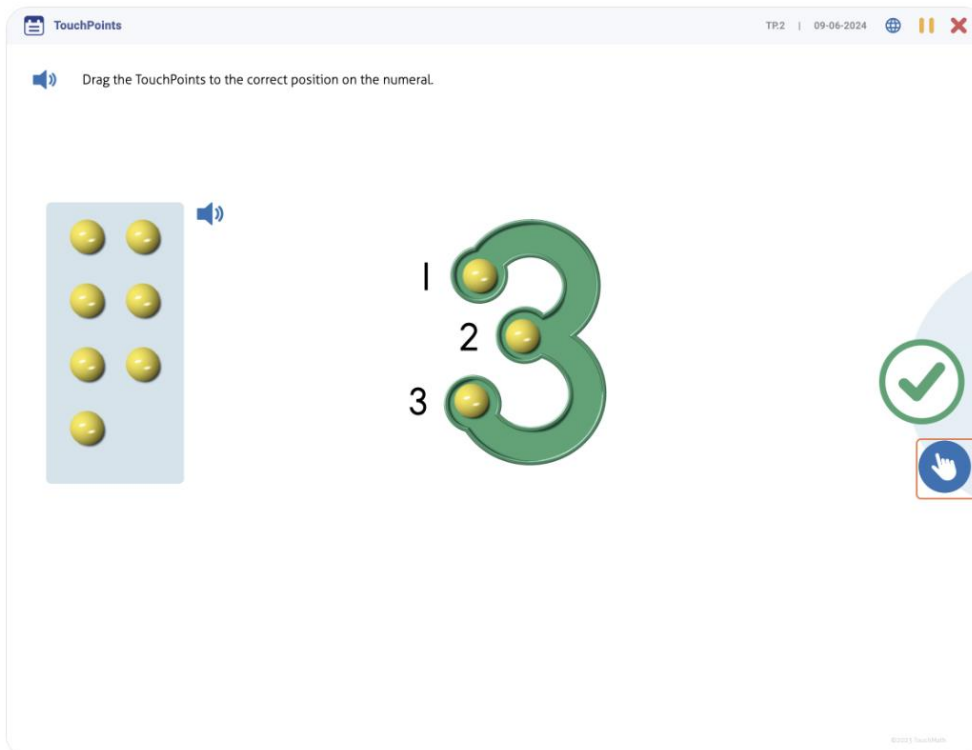
- 3 From the student dashboard, easily view a list of lessons assigned to the student. To begin a lesson, select a green Start or Restart icon



- 4 After starting a lesson, students will interact with the student experience in many ways. Varied response options, accessibility tools, and engagement features are thoughtfully embedded throughout the platform



- 5 Use the touch icon to select, drag, and drop.



6 Use the pencil icon to draw, write, or solve problems

TouchPoints TP2 | 09-06-2024

Drag the TouchPoints to the correct position on the numeral.

1 2 3

3

3

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7 Students will record their answers by selecting the green check mark

TouchPoints TP2 | 09-06-2024

Drag the TouchPoints to the correct position on the numeral.

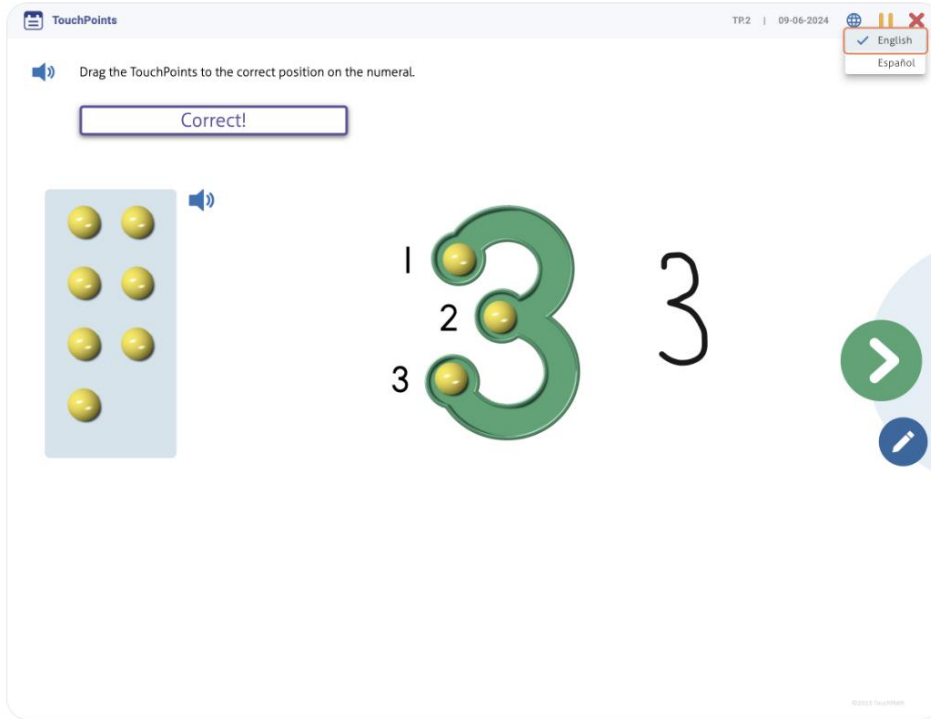
1 2 3

3

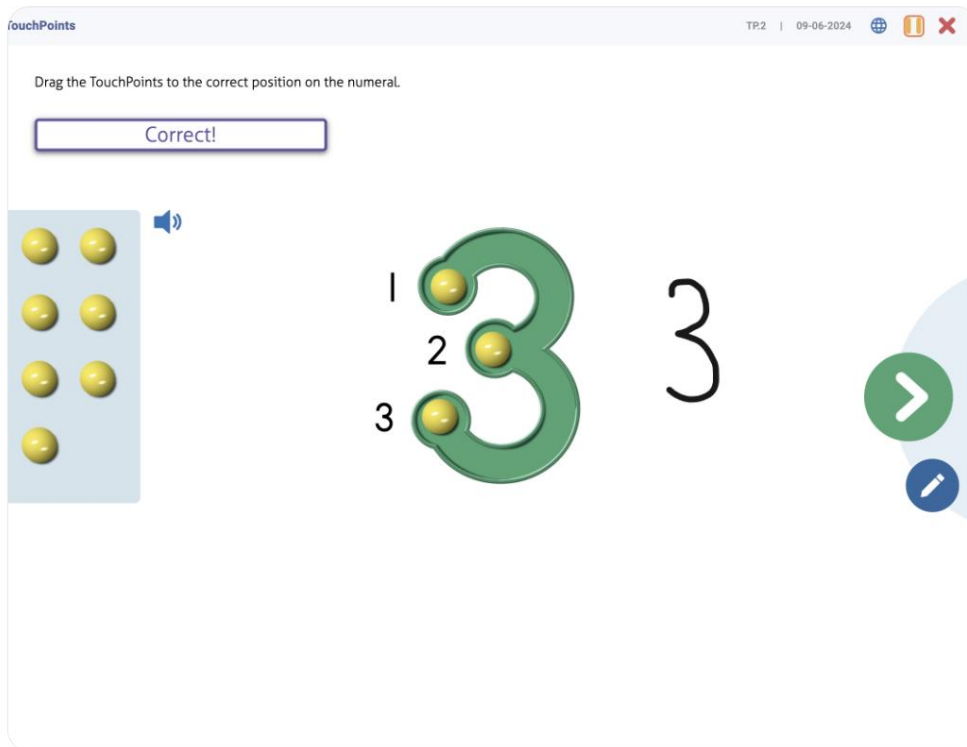
3

©2022 TouchMath

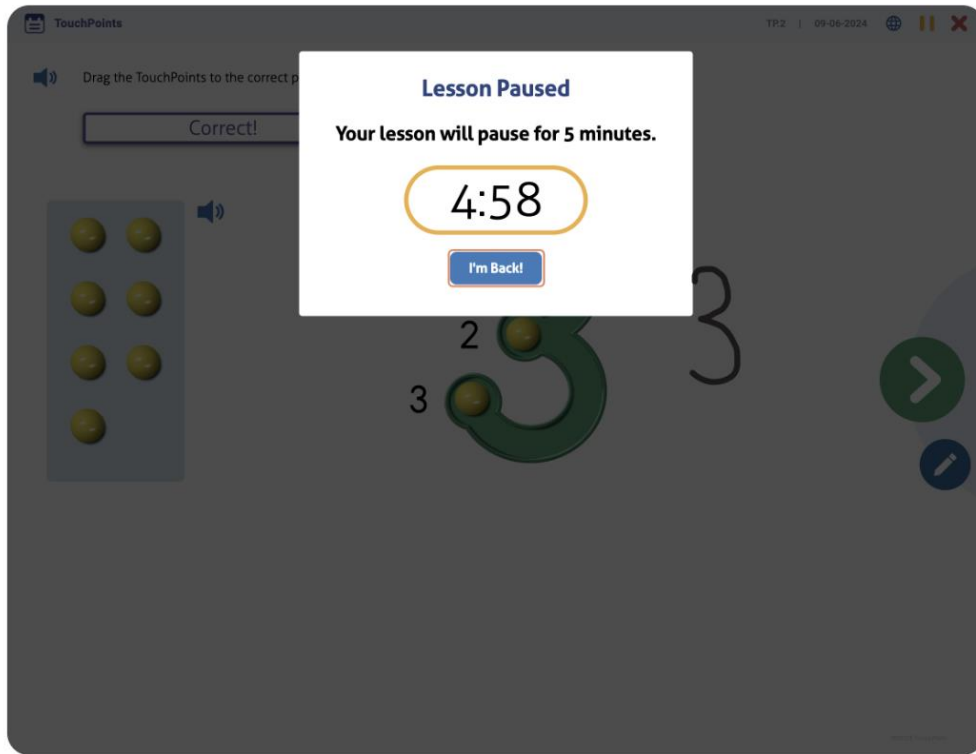
- 8 From the student platform, select the world language icon to translate student-facing content into Spanish



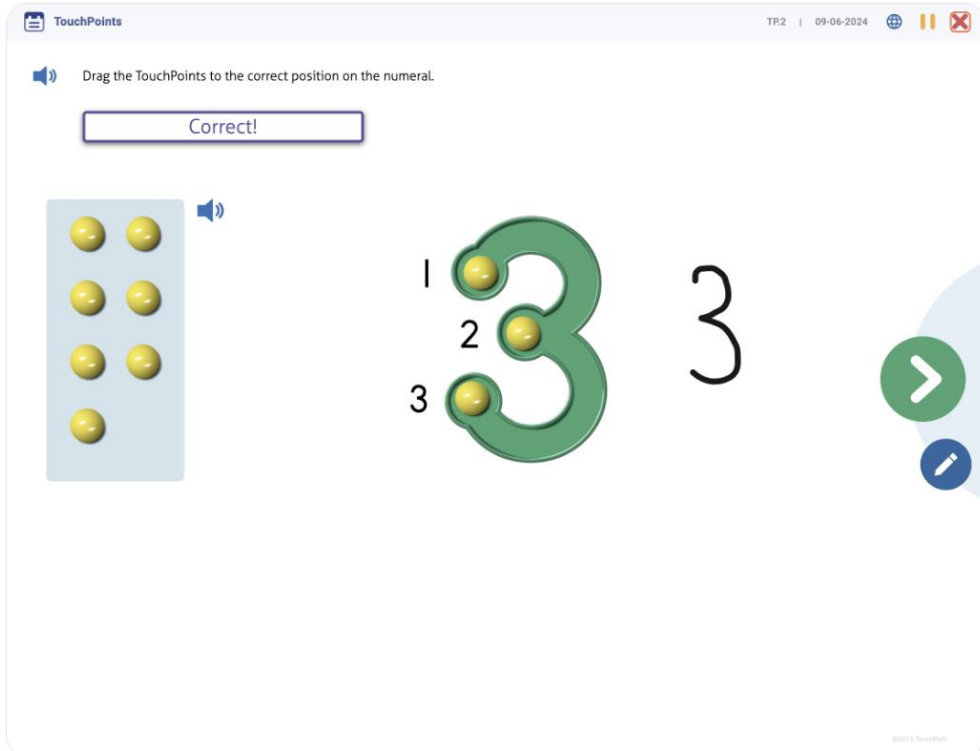
- 9 Select the Pause icon to pause the student session



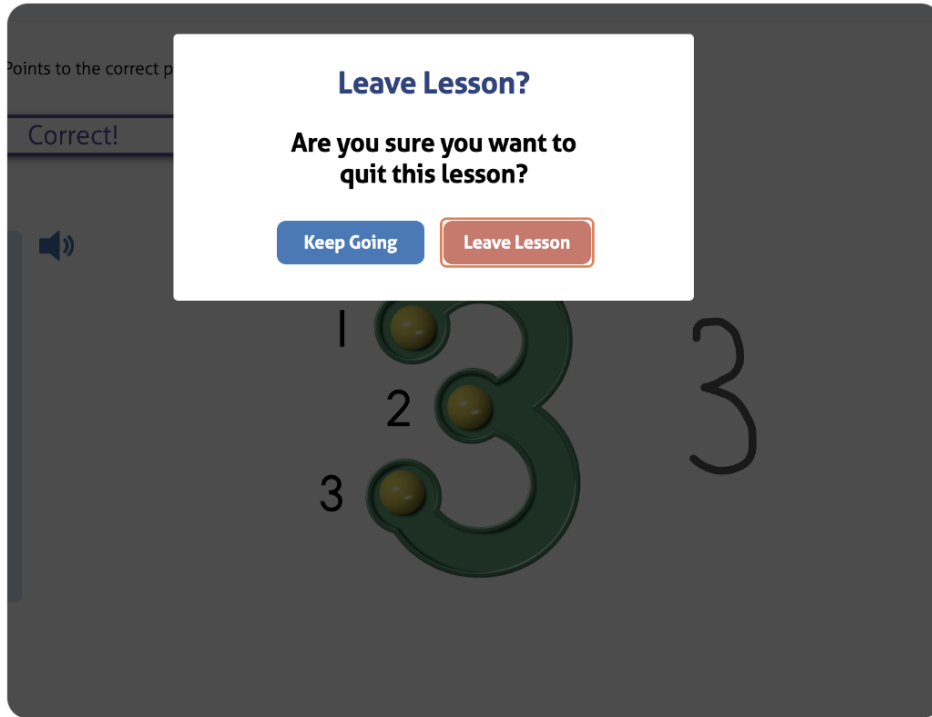
- 10 Lessons will automatically pause for 5 minutes



- 11 Click on the red X icon to end or leave the leave



- 12 After selecting the red X icon, students will confirm if they want to leave the lesson or keep going



# Digital Intervention

## 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. This presentation gives educators (who may be unfamiliar with how math skills are strategically scaffolded) the ability to quickly identify a skill within each domain for targeted intervention. Hover/click each skill dot to view the skill description, grade-level association, sample interactive problems, and strategies.\*

It's not necessary to fully complete a skill strand before moving onto the next. In most cases, students will move upwards before moving to the right. Assessment plans will identify the starting point based on real-time student responses. Learning Target and Reinforcement plans will both guide next steps throughout the lesson. In all lesson modes, the foundational skill dot will be highlighted on the Skills Rainbow for quick and easy intervention. Reference the strategies for each skill to view next steps and/or crosswalk with the TouchMath Standards Edition Curriculum.

TouchPoint skills are offered at the base on the Skills Rainbow for students that are new to TouchMath or for students that are best suited using the TouchMath approach for basic counting and computations. TouchPoint skills are integrated in the algorithm and may appear during Assessment and Learning Target plans. Please make sure your students are familiar with the TouchMath touching/counting patterns and the TouchMath systematic approach. It is recommended that you work 1:1 with all students to make sure they understand the presented skill and to validate there are no digital barriers.

*\* The Skills Rainbow is not a full representation of math progressions, but rather the key foundational skills from which all other skills are built upon. The grade-level association of each skill is approximate based on standards alignment and available Focus customizations.*



	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

# 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.

# Digital Practice

## Overview

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. Increase student engagement with TouchMaths student-facing interactive practice tool that is accessible on classroom interactive surfaces and personal devices. The digital practice tool in the TouchMath Digital Solution is found on the MyTouchMath dashboard.

## Sample Practice Skills Include...

### TouchPoints

- Learning the Touching / Counting Patterns
- Placing TouchPoints

### Number Sense

- Counting to 20
- One-to-One Correspondence to 20
- Greater/Less Than, Equal To within 20
- Counting to 100
- Place Value to 999

### Addition

- Beginning Addition with Objects
- Beginning Addition with Object TouchPoints
- Single Digit Addition with Counting On
- Double-Digit Addition with Counting On
- Double-Digit Addition
- Three-Digit Addition
- Double-Digit Addition with Regrouping

### Subtraction

- Backward Counting within 100
- Beginning Subtraction Crossing Out Objects
- Beginning Subtraction with Objects and TouchPoints

- Beginning Subtraction with Backward Counting
- Mixed Addition & Subtraction Fact Families
- Double-Digit Subtraction
- Three-Digit Subtraction

# 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

MYTOUCHMATH  
George Test School 001  
Connect Skills Practice  
Next

**New Playlist:**  
Quick Start / Demonstration Mode  
Assign Scored Playlist  
My Saved Playlists

**Save Playlist**  
Playlist Name  
New Playlist will be added to My Saved Playlists.

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

MYTOUCHMATH  
George Test School 001  
Connect Skills Practice  
Next

**New Playlist:**  
Quick Start / Demonstration Mode  
Assign Scored Playlist  
My Saved Playlists

**Save Playlist**  
Addition  
New Playlist will be added to My Saved Playlists.

- 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 "Connect Skills Practice" button with a dropdown arrow, and "Cancel" and "Back" buttons. Below this, a instruction reads: "Drag skills into desired playlist order. Double click skills in playlist to customize." The main area displays two "Addition" skill cards. The first is "Beginning Addition with Objects" (Quantity: 15, Focus: Within 9 Alternate, Cues: TouchPoints) showing a grid with 6 objects. The second is "Single Digit Addition with Counting On" showing equations like  $6 + 1 = 7$ ,  $6 + 2 = 8$ , and  $6 + 3 = 9$ . Below these is a section for "Available Math Skills" with a dropdown arrow and the instruction "Double click skills to view sample problem." This section contains five skill cards: "Sense" (a grid), "Number Sense" (Place Value to 99), "Number Sense" (Place Value to 999), "Addition" (Beginning Addition with Object TouchPoints) showing  $3 + 5 = 8$  and  $7$ , and "Addition" (Double-Digit Addition with Counting On) showing  $29 + 3 = 30$ ,  $32$ , and  $33$ .

- 5 Click on Save and Play to immediate 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 "50th Anniversary" logo and the name "Lauren Costello". Below this is a "Popup Help" toggle switch. At the bottom, there are "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 of the screen.



- 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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# Digital Practice

## Assign Scored Playlist

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 steps to assign Playlists in TouchMaths digital intervention tool. In this mode, skill playlists will be assigned to students and data will be 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)
- Resources (8 items)
- Intervention (4 items)
- Practice & Games (2 items) - This tile is expanded to show:
  - Connect Skills Practice (highlighted with a red box)
  - Game Center
  - School Calendar
- Reports (7 items)

Account information on the right includes:

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

2 Create and Assign a Scored Playlist to assign and collect data

### George Test School 001

Connect Skills Practice ▾

**New Playlist: \***

Quick Start / Demonstration Mode

Assign Scored Playlist

My Saved Playlists

**Save Playlist**

Playlist Name

New Playlist will be added to My Saved Playlists.

3 Assign the Playlist by selecting student(s)

Demonstration Mode

Scored Playlist

My Saved Playlists

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

Playlist Name

Assign to Student

9/6/2024

New Playlist will be saved to My Saved Playlists. Select the individual student lessons option below to also add to My Saved Playlists.

Add to My Saved Playlists

4 Name the Playlist and click Next

**MY TOUCHMATH** Lauren Costello

George Test School 001 Popup Help

Connect Skills Practice **Next**

**New Playlist \***

- Quick Start / Demonstration Mode
- Assign Scored Playlist
- My Saved Playlists

**Select Student \***

- 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

**Playlist Details \***

Subtraction

Assign to Student: 9/6/2024

New Playlist will be saved and scored to the individual student lessons list. Select the option below to also add the playlist to My Saved Playlists.

Add to My Saved Playlists

5 Build a skills playlist by dragging and dropping skills into the playlist panel

**MY TOUCHMATH** Lauren Costello

George Test School 001 Popup Help

Connect Skills Practice Cancel Back **Assign and Play**

Drag skills into desired playlist order. Double click skills in playlist to customize. Reset

**Subtraction**

- Subtraction
- Backward Counting within 18
- Quantity: 15
- Focus: Within 50
- Cues: Number Line
- Beginning Subtraction Crossing Our Objects

**Available Math Skills**

- Double-Digit Addition
- Three-Digit Addition
- Double-Digit Addition with Regrouping
- Backward Counting within 100
- Beginning Subtraction with Objects and TouchPoints

6 Click on Assign and Play

The screenshot shows the MY TOUCHMATH interface for George Test School 001. At the top right, the user name 'Lauren Costello' is visible. Below the school name, there are 'Cancel', 'Back', and 'Assign and Play' buttons. The 'Assign and Play' button is highlighted with a red box. Below the buttons, there is a section for 'Connect Skills Practice' with a 'Reset' button. The main area displays a 'Subtraction' playlist with two items: 'Backward Counting within 18' and 'Beginning Subtraction Crossing Out Objects'. Below this, there is a section for 'Available Math Skills' with several skill cards for Addition and Subtraction. The 'Assign and Play' button is highlighted with a red box.

7 Drag highlighted text

The screenshot shows a subtraction problem on a number line. The number line has boxes for 40, 41, 42, 43, 44, 45, 46, 47, and 48. The number 47 is highlighted in a blue box, and the number 48 is also highlighted in a blue box. Below the number line, there is a light blue box containing the numbers 42, 45, 46, 41, 43, and 44. A red box highlights the number 42. A speech bubble icon is on the left, and a green arrow icon is on the right. The text reads: 'Starting with the greatest number below, drag it to its correct place on the number line. Continue counting backwards until the number line is complete.'

- 8 Student response options and customization are skill-based features. After completing the session, the platform will return to the student dashboard

The screenshot shows a web browser window titled "Subtraction" with the URL "CON.18 | 09-06-2024". The main content area contains a number line with five empty boxes followed by three boxes containing the numbers 46, 47, and 48. Below this, a light blue box contains five numbered tiles: 42, 45, 41, 43, and 44. A green arrow icon and a blue hand icon are visible on the right side of the interface. A small copyright notice "©2023 TouchMath" is located in the bottom right corner of the window.

## Overview

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## Sample Practice Skills Include...

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- Learning the Touching / Counting Patterns
- Placing TouchPoints

### Number Sense

- Counting to 20
- One-to-One Correspondence to 20
- Greater/Less Than, Equal To within 20
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- Place Value to 999

### Addition

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- Beginning Addition with Object TouchPoints
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- Double-Digit Addition with Regrouping

### Subtraction

- Backward Counting within 100
- Beginning Subtraction Crossing Out Objects
- Beginning Subtraction with Objects and TouchPoints

- Beginning Subtraction with Backward Counting
- Mixed Addition & Subtraction Fact Families
- Double-Digit Subtraction
- Three-Digit Subtraction



# Game Center

## Digital Games

The TouchMath Game Center, found in the TouchMath Digital Solution, gives educators the opportunity to access digital math games to supplement and support their instruction, providing an additional way for students to build math competencies. This guide provides an overview on how to access and use the Game Center.

- 1 Click on Game Center from the dropdown list on the Practice & Games tile

The screenshot shows a grid of tiles on the left side of the interface. The tiles are:

- Student Platform (11 items)
- Intervention (4 items)
- Reports (7 items)
- Resources (8 items)
- Practice & Games (2 items)
- School Calendar

The Practice & Games tile is expanded, showing a dropdown menu with the following options:

- Connect Skills Practice
- Game Center** (highlighted with a red box)
- School Calendar

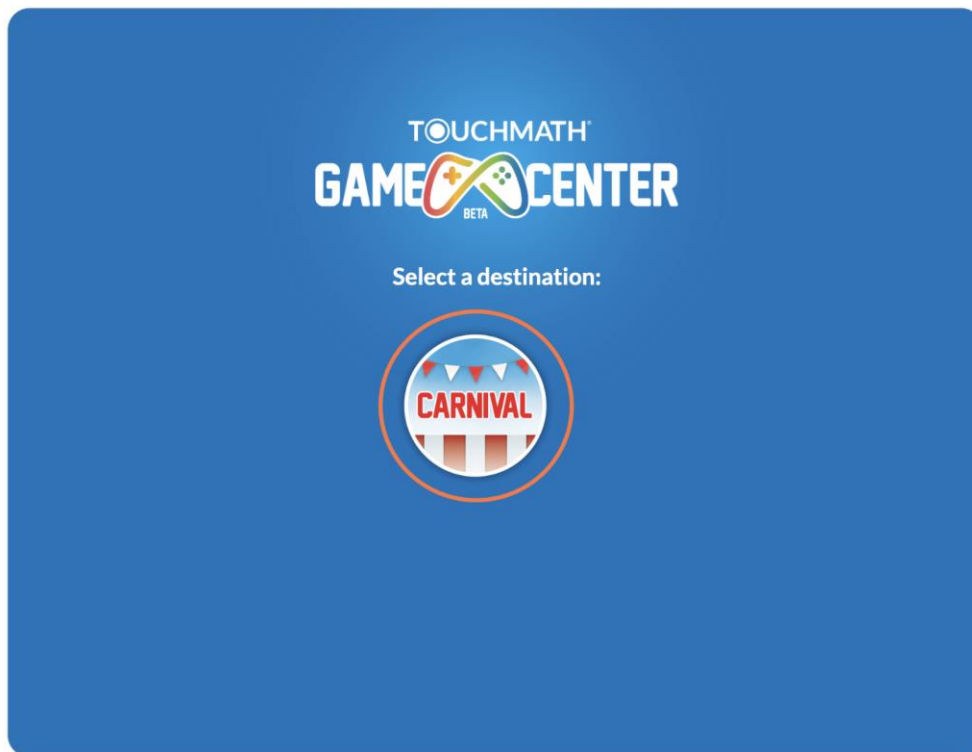
On the right side of the interface, contact information is displayed:

- Account Lead Administrator**  
George Jiang
- Account Co-Administrator**  
Accco02 0413  
Co090103 Test  
Co090104 Test  
Lauren Costello
- TouchMath Customer Support**  
product.support@touchmath.com  
800-888-9191

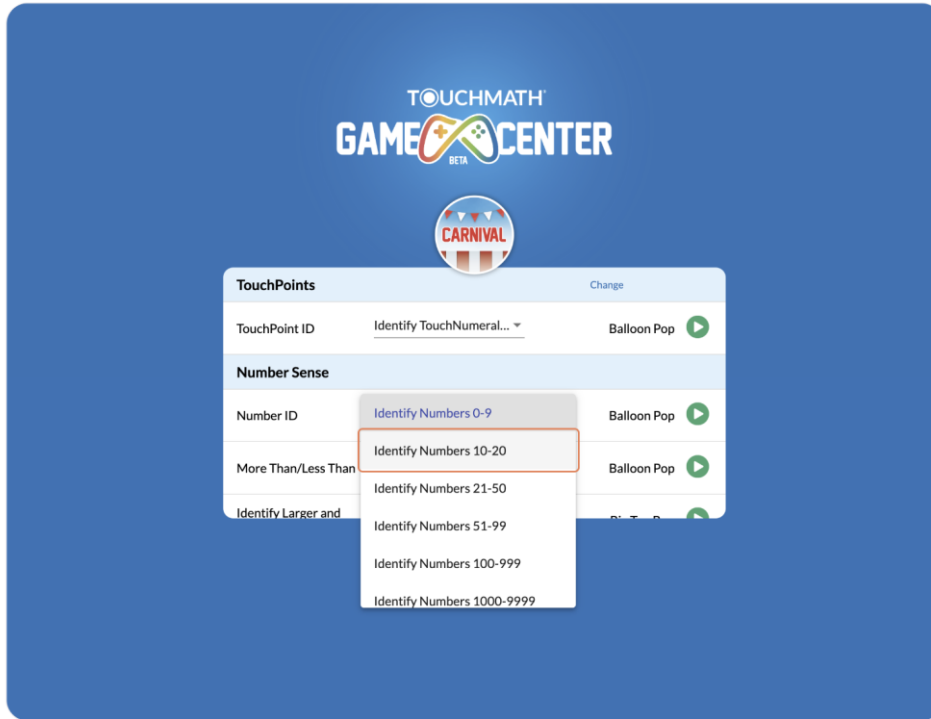
- 2 Select Quick Start to start playing. Select Assign To to assign games to specific students



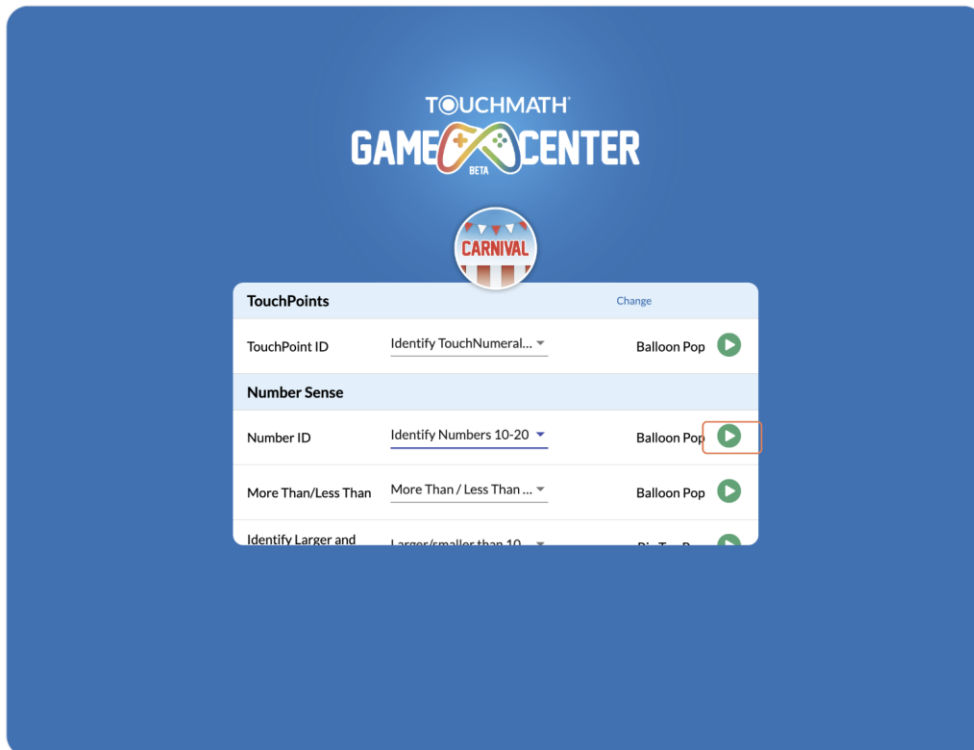
- 3 Select the game theme or destination



- 4 Games and target practice skills are organized by domain, skill, and then game module. Select a skill from the dropdown list to customize the game



- 5 Click on the green start icon next to the name of a game (i.e., Balloon Pop)



- 6 After selecting the play button, the game will automatically open. Students will have unlimited access to the game and practice skills

