

# Math by Myself

## Launching Brief

### Foundation Lessons

Teach before introducing **Math by Myself**:

- Math tools expectations (tools, not toys)
- Math materials (location, set-up, and clean up expectations)
- Review a few math games/activities from prior year's curriculum. Post each game/activity on the Math Daily 3 board under **Math by Myself**.

**Proceed to launching lessons only after foundation lessons are secure.**

The number of days this takes may vary, based on age of students, variety of materials, and prior student experience.

### Urgency

- Helps us become better at math.
- It is fun.

### Sample I-Chart

Math by Myself <i>Independent</i>	
Students	Teacher
Work on math the whole time Stay in one spot Materials and voice are quiet Get started right away Build Math stamina Ignore distractions	Work with students

### Launching Math by Myself

#### Day 1 of Launch

- Introduce **Math By Myself**. Create I-chart (see sample above).
- Follow 10 Steps to Independence.
  - Students will choose **Math by Myself** game/activity from math board (taught in foundation lessons) when building stamina.
- Graph achieved minutes of class stamina.
- Use remaining math block time to preteach and/or review another math game or activity and add to math board.
- *Optional: Review 10 Steps and build stamina again if time allows.*

# Math by Myself

## Launching Brief

### Launching Lessons

#### Day 2 of Launch

- Review **Math by Myself** I-chart. Revise as needed.
- Follow 10 Steps to Independence.
  - Students will choose **Math by Myself** game/activity from math board (taught in foundation lessons) when building stamina.
- Graph achieved minutes of class stamina.
- Use remaining math block time to preteach and/or review another math game or activity and add to the math board.
- *Optional: Review 10 Steps and build stamina again if time allows.*

#### Day 3 of Launch

- Introduce a **new** math game that supports grade-level content. Do not post it on the math board.
- Review **Math by Myself** I-chart. (If necessary, practice all 10 Steps again and continue to place students around the room, or if they are ready allow them to choose.)
  - Students will practice the new game while building stamina.
- Graph achieved minutes of class stamina.

#### Day 4 of Launch

- Review the game introduced on Day 3 and post it on the math board under **Math by Myself**.
- Review **Math by Myself** I-chart
- Students choose **Math by Myself** game/activity from the math board.
- Students practice game while building stamina.
- Graph achieved minutes of class stamina.
- Teach **Math Writing** or **Math With Someone** foundation lesson.

#### Day 5 of Launch

- Review **Math by Myself** I-chart.
- As necessary, review and refine rules for any previously taught math games.
- Students choose **Math by Myself** game/activity from math board.
- Students practice game while building stamina.
- Graph achieved minutes of class stamina.
- Teach a second **Math Writing** or **Math With Someone** foundation lesson.

