

Math with Someone

Launching Brief

Foundation Lessons

Teach before introducing **Math with Someone**:

- Introduce choice between **Math by Myself** and **Math Writing** once **Math Writing** stamina is achieved.
- Math materials (location, set-up, and cleanup expectations)
- How to choose a partner
- How to get started
- How partners work together
- Review a few math games/activities from prior year's curriculum or **Math by Myself** games that can also be used in **Math with Someone**. Post each game/activity on the Math Daily 3 board under **Math with Someone**.

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 with Someone <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 with Someone**. Create I-chart (see sample above).
- Follow 10 Steps to Independence. Teacher partners students and places them around the room.
 - Students will choose **Math with Someone** game/activity from math board (taught in foundation lessons) when building stamina.
- Graph achieved minutes of class stamina.
- *Optional: Review 10 Steps and build stamina again if time allows.*
- Continue with math instruction: focus lesson followed by student choice between **Math by Myself** and **Math Writing** activity.

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Day 2 of Launch

- Review **Math with Someone** I-chart. Revise as needed.
- Review, and practice if necessary, how to choose a partner.
- Follow 10 Steps to Independence.
 - Students will choose **Math with Someone** game/activity from math board (taught in foundation lessons) when building stamina.
- Graph achieved minutes of class stamina.
- *Optional: Review 10 Steps and build stamina again if time allows.*
- Continue with math instruction: focus lesson followed by student choice between **Math by Myself** and **Math Writing** activity.

Day 3 of Launch

- Introduce a **new** math game that supports grade-level content. Do not post it on the math board.
- Review **Math with Someone** 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 when building stamina.
- Graph achieved minutes of class stamina.
- Continue with math instruction: focus lesson followed by student choice between **Math by Myself** and **Math Writing** activity.

Day 4 of Launch

- Review the game introduced on Day 3 and post it on the math board under **Math with Someone**.
- Review **Math with Someone** I-chart.
 - Students choose **Math with Someone** game/activity from the math board.
- Students practice game while building stamina.
- Graph achieved minutes of class stamina.
- Continue with math instruction: focus lesson followed by student choice between **Math by Myself** and **Math Writing** activity.

Day 5 of Launch

- Review **Math with Someone** I-chart.
- As necessary, review and refine rules for any previously taught math games.
 - Students choose **Math with Someone** game/activity from the math board.
- Students practice game while building stamina.
- Graph achieved minutes of class stamina.
- Students practice game while building stamina.
- Continue with math instruction: focus lesson followed by student choice between **Math by Myself** and **Math Writing** activity.

Introduce choice of Math Daily 3—**Math by Myself**, **Math Writing**, and **Math with Someone**—once **Math with Someone** stamina is achieved.

