

# MATH BY MYSELF

## Launching Brief

### PHASE 1: FOUNDATION LESSONS

Teach these lessons before launching **Math by Myself**:

- Material setup and material cleanup
- Choose materials to use
- Review and/or teach 1–2 math games/activities
- Post each math game/activity on the math choice board
- What to do when you need help

### PHASE 2: LAUNCH

Use the 10 Steps to Teaching and Learning Independence to launch **Math by Myself**:

- 1 | Identify what is to be taught: **Math by Myself**
- 2 | Set a purpose: Create a sense of urgency
  - Help us get better at math
  - It is fun
- 3 | Identify the behaviors of **Math by Myself** on I-chart
- 4 | Model most-desirable behaviors
- 5 | Model least-desirable, then most-desirable behaviors (same student)
- 6 | Students check in with **Math by Myself**; teacher places students around the room
- 7 | Practice and build stamina
- 8 | Stay out of the way; when necessary, confer and set behavior goals
- 9 | Use a quiet signal—come back to group
- 10 | Group check-in: “How did it go?” Graph stamina.

SAMPLE I-CHART	
STUDENTS	TEACHER
<p><i>It's fun</i></p> <p><b>Math by Myself</b> <i>Independent</i></p> <p>Work on math the whole time Stay in one spot Get started right away Materials and voice quiet Ignore distractions Work on math stamina Persevere</p>	<p><i>Help us get better at math</i></p> <p>Work with students</p>

### WHAT'S NEXT?

- With remainder of time in math block, pre-teach and/or review another math game or activity to add to the math board. Begin modeling and teaching foundation lessons for the next Math Daily 3.
- Continue building **Math by Myself** stamina until students reach stamina goal.