

MATH WITH SOMEONE

Launching Brief

PHASE 1: FOUNDATION LESSONS

Teach these lessons before launching **Read to Someone**:

- Sit closely
- Voice level
- Take turns
- Choose a partner
- Choose an activity
- Get started quickly and quietly
- Choose a successful spot to work
- Coaching or time
- What to do when you need help

PHASE 2: LAUNCH

Use the 10 Steps to Teaching and Learning Independence to launch **Math with Someone**:

- 1 | Identify what is to be taught: **Math with Someone**
- 2 | Set a purpose: Create a sense of urgency
 - Help us get better at math
 - It is fun
- 3 | Identify the behaviors of **Math with Someone** on I-chart.
- 4 | Model most-desirable behaviors
- 5 | Model least-desirable, then most-desirable behaviors (same student)
- 6 | Students check in with their choices; 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	
Math with Someone <i>Independent</i>	
STUDENTS	TEACHER
<i>It's fun</i> Work on math the whole time Stay in one spot Get started right away Materials and voice are quiet Ignore distractions Work on math stamina Persevere	<i>Help us get better at math</i> Work with students

WHAT'S NEXT?

- With remainder of time in math block, continue to build stamina with **Math by Myself** and **Math Writing** as students participate in two rounds of Math Daily 3, checking in before each round.