

# Math by Myself Brief

**MATH DAILY 3**

**Math by Myself**

Math Writing

Math with Someone

## 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
- Choose a successful spot to work
- 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
  - Helps us get better at math
  - It is fun
- 3 Identify the behaviors of **Math by Myself** on I-chart. Sample I-chart:

<b>Math by Myself</b> <i>Independent</i>	
<i>It's fun</i>	<i>Help us get better at math</i>
STUDENTS	TEACHER
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	Work with students

- 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.

## 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.