

Virtual Workshop for *Focused Mathematics Intervention* Notetaking Guide

#1 STOP AND DO

Teacher's Guide Key Pages

- Playing the Math Fluency Games: pp. _____ – _____
- Playing the Digital Math Fluency Games: pp. _____ – _____
- Pacing Plans: pp. _____ – _____
- Correlations: pp. _____ – _____
- Teacher Glossary: begins on p. _____
- Digital Resources Chart: begins on p. _____

#2 STOP AND DO

Teacher's Guide G2G: _____

Thoughts/ideas about Teacher Background and Student Misconceptions:

#3 STOP AND DO

Student Guided Practice Book G2G: _____

Thoughts/reflections about Math in the Real World tasks:

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Assessment Guide Key Pages

- Pretest and Posttest Item Analysis: p. _____
- Using the Electronic Assessments: pp. _____ – _____
- Correlation Charts for Performance Tasks: pp. _____ – _____
- First page of Answer Keys: _____



Assessment Guide G2G: _____

Titles of Performance Tasks:

- _____
- _____
- _____
- _____
- _____

Ideas about how to use Performance Tasks:



Digital Resources USB: USER files

- Folder: _____
- Folder: _____
- Filename: _____
- Filename: _____

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As you explore the Digital Resources USB, record any thoughts or questions below.



Digital Resources USB G2G: _____

How I can use the portability of the USB to my advantage:



Math Fluency Game Sets

- Game Title and Skill: _____
- Game Title and Skill: _____
- Game Title and Skill: _____



Pacing Plans

Record your selected pacing plan OR brainstorm how to modify to fit your needs:

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#11



Section in Lesson Plan (Teacher's Guide)	Page in Student Guided Practice Book

#12



Three most memorable/important ideas:

- _____

- _____

- _____

Questions?
