Dr. Don's 20-point Online Tutor (formerly Online Game) checklist

So you have an effective implementation

Links in this document take you to directions on how to accomplish it.

| 1. | Schedule a time slot for all students to do Rocket Math sessions daily. |
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| SET UP | AHEAD OF TIME FROM YOUR DASHBOARD |
| 2. | Start students in correct Learning Track. 1-3 Addition, 4th & up Multiplication. |
| 3. | <u>Enable Daily Progress Reports</u> : know who's completed sessions and who's passed levels. |
| 4. | Print out Color in Rocket Charts and give it to all students. |
| 5. | Enable Learning Track Alerts—so you can award them as soon as students finish. |
| 6. | Print out Parent Letter—so you can assign this as homework. |
| 7. | Ensure Fluency Promotion and Auto-Advance are enabled for all students. |
| 8. | Assign Fluency Testing (1-min Races). Do it the same day each week. |
| 9. | Post <u>Toughness Certificate</u> to use with those who need help with perseverance. |
| BEFORE THE FIRST SESSION | |
| 10. | Students (and you) should watch the <u>BASIC TRAINING VIDEO</u> . |
| BEFORE EACH DAILY SESSION | |
| 11. | Group recognition (stand up and take a bow) for students who have done Rocket Math as homework (more sessions completed than done in class the day before). |
| 12. | Group recognition (stand up and take a bow) for students who've improved on 1-minute race. |
| 13. | Award Star Effort Awards for any who've achieved that level of effort. |
| 14. | Award <u>Learning Track Certificates</u> for any who completed one. |
| 15. | Give students time to <u>color in their Rocket Charts</u> for parts passed yesterday (see 4). |
| 16. | Give star stickers for the Wall Chart (if you have it) to students who have passed a level. |
| DU | RING EACH DAILY SESSION |
| 17. | View and praise <u>Star Effort screen</u> for several students—note who might earn a certificate for 3, 4 or 5 star effort. |
| 18. | Walk around and monitorlook at screens and praise students who are working. Be sure <u>earphones are in and the sound is on</u> . |
| 19. | Require students to show you their "Session Completed" screen before logging off. |
| 20. | Check the difficulty score of students who complain. If their difficulty score is over 3.0, observe and diagnose their problem or <u>adjust speed</u> . If it's under 3.0 use <u>Toughness Certificate</u> |

¹ After 3rd graders have learned the concept of Multiplication they should be skipped ahead into Multiplication.