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.

SET UP AHEAD OF TIME FROM YOUR DASHBOARD

2. ____ Start students in correct Learning Track. Grade 1-3 Addition,[1] 4th & up Multiplication.
3. ____ Enable Daily Progress Reports: 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 Toughness Certificate to use with those who need help with perseverance.

BEFORE THE FIRST SESSION



10. ____ Students (and you) should watch the BASIC TRAINING VIDEO.

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 Learning Track Certificates for any who completed one.
15. ____ Give students time to color in their Rocket Charts 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.



DURING EACH DAILY SESSION

17. ____ View and praise Star Effort screen for several students—note who might earn a certificate for 3, 4 or 5 star effort.
18. ____ Walk around and monitor--look at screens and praise students who are working. Be sure earphones are in and the sound is on.
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 adjust speed. If it's under 3.0 use Toughness Certificate.

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