

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](#). 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

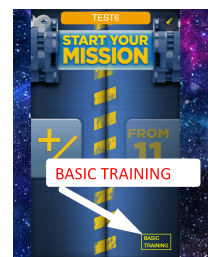
10. ____ Students (and you) should watch the [BASIC TRAINING VIDEO](#).

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.