

# Intervention Planner



**ST Math**  
Created by MIND Research Institute

Teacher \_\_\_\_\_ Date \_\_\_\_\_

AREA(S) OF CONCERN		ST MATH OBJECTIVE > GAME > LEVEL(S)	
LESSON OBJECTIVE(S)		MATERIALS NEEDED	
STUDENT NAMES		PLANNING QUESTIONS	
		1. What math concepts are represented in this puzzle?	
		2. What skills do students need to solve this puzzle?	
		3. How can the visuals in the puzzle support intervention?	
		4. How can the visuals in the puzzle be used to stretch student thinking?	
		5. What will be the evidence of student understanding?	
FACILITATION QUESTIONS			



## POSSIBLE MISCONCEPTIONS

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## ACADEMIC TRIGGERS (WORDS/ACTIONS THAT ALERT TO A MISCONCEPTION) & PLAN OF ACTION

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## VISUAL TO SYMBOLIC CONNECTION

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## CONNECTIONS TO OTHER CONCEPTS AND/OR CLASSROOM INSTRUCTION

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## OBSERVATIONAL NOTES

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