

DIRECTIONS:

Use this action plan each week to check-in on your class and student data, celebrate success and plan your curriculum.

CLASS/PERIOD:

DATE:

ST MATH USAGE EXPECTATION	STUDENT GOALS	CLASS GOALS
Examples: Number of minutes or puzzles/week	Examples: % growth/week, minutes/week, puzzles/week. Note: Goals may change as the year progresses.	

WEEKLY CHECK-IN ITEMS	GUIDING QUESTIONS	NOTES
Class Goals	<ul style="list-style-type: none"> • Are we on track to meet our weekly class goal? • Does the class goal need to be updated? • Do I need to implement any data trackers to support engagement? 	
Student Data: Top 3 Focus 3	<ul style="list-style-type: none"> • Top 3: Who has the most growth or highest number of minutes, puzzles, or progress? How will you celebrate? • Focus 3: Who has the lowest growth or lowest number of minutes, puzzles, or progress? • On Track: Who is on track/not to reach weekly minutes or puzzles goal? • Alerts: Are there any alerts? What objective and game are they playing? 	<p>Top 3:</p> <p>Focus 3:</p>
Student Support	<p>Individual/Small Group:</p> <ul style="list-style-type: none"> • What game are they stuck on? • When will you check in with them/pull them for a small group? • What will you use? (Problem Solving Process, Math Mats, manipulatives, etc.) <p>Whole class:</p> <ul style="list-style-type: none"> • What standard or objective will you focus on? Consider content to review/reteach, pre-teach, or target based upon assessment data. • Suggested Action: Puzzle Talk, Problem Solving Process questions. 	
Objectives/ Assignments	<ul style="list-style-type: none"> • Check completion of assigned objectives for the whole class or individuals. • What is coming up in our core math instruction? Do I want to assign any objectives for pre-teach or re-teach? 	

LEARN MORE ABOUT MONITORING DATA AND SUPPORTING STUDENTS: <https://play.stmath.com/academy/courses/essentials3>