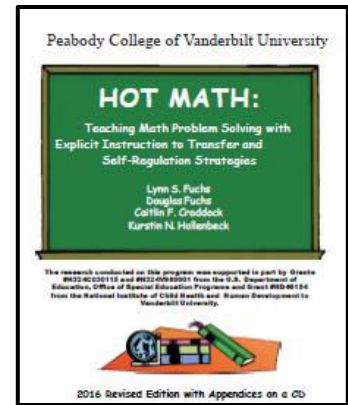


PROGRAM BASICS

Hot Math

Developed at Vanderbilt University



A. Key Implementation Criteria:

1. Whole class instruction.
2. Students work in assigned pairs or small groups.
3. All teacher-directed lessons prepared as scripts to help convey information and instruction to the class.
4. 30 sessions, 13 week implementation schedule. (Each of the 5 topics have 6 days of work)
5. 20 - 30 minute sessions, 3 times a week.

B. Program Skills:

1. Students learn to get “hot” in math by practicing skills such as practicing, working on mistakes, and asking for help.
2. Checking your work.
3. Buying Bags – Using addition, subtraction or multiplication to solve word problems; ignoring irrelevant information; transferring math skills.
4. Shopping List – Students learn to define the problem; organize their work and prepare neat work; solve problems with multiple steps.
5. Half – Students learn to find equal halves of a number or object to solve a problem.
6. Pictograph – Solving problems from pictographs.

C. Benefits:

1. Motivates students to be better in math
2. Involves all students.
3. Gives lower-performing students an opportunity to play an important role in a valued activity.
4. Fosters positive and productive peer interactions.
5. Helps students organize their work and produce neat work.
6. Reinforces math skills needed for solving a problem

D. Costs:

1. Hot Math Unit Price: \$69.00
2. Hot Math 1 Year Licensing Fee: \$10.00
3. OR Hot Math 1 Year Licensing Fee + Perpetuity: \$30.00

E. Student Rewards / Recognition:

1. Through partner and individual work, students earn points by answering questions correctly and for using the five behaviors of checking their work.
2. Partners of the Day are recognize and earn a reward (i.e., special pencil) for being on task, talking only about math with their partner, offering help, and checking their answer sheets.