

First in math[®]

Implementation Guide



Create Baseline Data

Build Fluencies

Monitor Progress

Explore & Practice

Set Goals

See Results

STEP 1: Create Baseline Data with Just The Facts



Select **JUST THE FACTS**, then number type & operation. This is a 5-minute PRE-TEST. After your students take the PRE-TEST, use the data to point them toward

skills they need to develop. Practice GYMS, Skill Sets® or VIFs® [Very Important Facts] often fit the bill. Subsequent plays are recorded as a POST-TESTS.

JUST THE FACTS tests measure fact fluency at each skill level so teachers can quickly assess skills with whole numbers, fractions, decimals, integers.

STEP 2: Build Fluencies with Practice Modules



Very Important Facts® - Videos and activities teach concepts of foundational facts & build automaticity; three-tier interactive system isolates essential rules and fundamentals students must master, instead of hundreds of facts they would typically memorize.



Skill Sets® - Students build equations from single-step addition to multi-step algebra; a great gauge of problem-solving ability and procedural fluency.



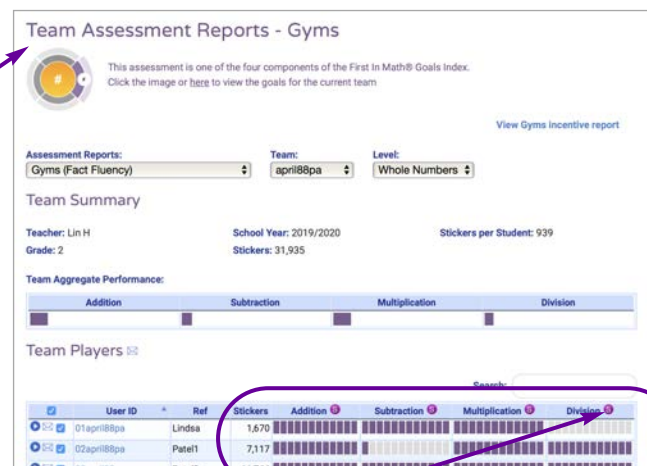
Practice GYMs - Build fact fluency through practice. Students can work on all four operations with whole numbers, fractions, decimals, and integers.



Know & Show - Practice targeted to specific grade levels and mathematical domains, in word-problem format.

STEP 3: Use Assessment Data to Monitor Progress and...

Monitor progress in core modules from the start, then track throughout the year to gauge growth over time. (Click Assessment & select Module) *Pro tip: Suggest goals, but allow students to progress at their own pace.*



Click the small purple "S" icon of a game to suggest to it your student(s) for practice. (see page 3)

...Suggest Content from Assessment pages



The screenshot shows a 'Team Players' table with columns for User ID, Ref, Stickers, Addition, Subtraction, Multiplication, and Division. A purple circle highlights a small 'S' icon in the Division column for user '01april88pa'. A purple arrow points from this icon to a message composition window titled 'Send a message to player 01april88pa - Lindsa:'. The window contains a text area with a pre-written message and two buttons: 'EDIT HERE (optional)' and 'PREVIEW MESSAGE'. At the bottom, it says 'Send the message << CLICK TO SEND MESSAGE'.

Click the small purple "S" icon of a game or games you would like to suggest to your student(s) for practice, then click the ENVELOPE next to the User Name to send a live link to the child's FIM mailbox so they can click directly to the activity.

Add optional text. Enter additional text/directions or leave blank; preview message.

Send the message. Your student(s) will instantly receive this assignment/suggestion in their FIM Notifications.

[Click here to suggest activities for students by GRADE or MATH STANDARD](#)

STEP 4: Set Goals

Target activity & practice | Measure fluency growth

Reaching goals begins with practice. The GOALS INDEX provides a quick measure of student activity and mastery of skills in focused areas. Graphs provide more detailed data.



The **Team GOALS INDEX** on your Team Leader Homepage measures class performance in four areas: activity, fact fluency, word problem fluency, and procedural fluency. Each Goal category contributes up to 25 points toward an overall GI of 100.

Students have a **MY GOALS** page to track their own individual progress.

Pro tip: Raising the Classroom or School Goals Index can become a wonderful rallying point! Challenge students to reach new heights by asking them to level-up to the next goal and posting results to social media when they succeed!

+ More: Valuable Connections



[FamilyLink®](#) | [K-2 World](#)

Parental involvement drives long-term achievement. Each participating child receives a free FamilyLink® User ID in addition to their own. FamilyLink players can learn or refresh skills and monitor student progress at the click of a button.

Use K-2 games as guided practice for math lessons to motivate young students. Introduce basic math skills, improve focus and help students understand the importance of setting and achieving short-term goals. Most games require no reading!

+ All In: Become a Pro User

[Focus Mode](#): Curate content to customize the experience



We now automatically set a Focus Mode, but each Teacher retains the flexibility to make adjustments. The Focus Mode is set by grade level of the team; override it from the Focus link on the Teacher Homepage. A Teacher can make changes for the entire classroom or just override options for a specific student.

- Click the Focus link on your Teacher Homepage, follow instructions.
- Edit the whole class, or edit individually by student – change Focus categories at any time.

[Notifications](#): Communicate with in-app messaging



Teacher Notifications already keep you up-to-date about everything First In Math, but you can also use in-app notifications to create engagement! Students simply click their NOTIFICATIONS envelope icon to receive messages from you.

- Students can message you, too! (*Pro Tip: Be sure you have filled in a "Team Leader Display Name" on your Team Info page so students see the name they are used to calling you, ex: Mrs. Jones*)

[Awards, awards, awards!](#)



Whether students are working on addition or algebra, built-in rewards encourage achievement and keep them energized to sustain accelerated effort over time.

- [Electronic Awards](#), in the form of colorful Badges and Certificates of Completion, appear in student Notifications automatically.

[First In Math virtual PD and Tutorials library](#)

[Learn about the depth and rigor of First In Math with free PD tools that are only a click away!](#)