SUPPLEMENTAL MATH INTERVENTION

Elementary and Middle School Learners

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Schools are under pressure to lift educational performance and graduation outcomes for all students. This brings an increased focus on educational equity—ing every student has access to the mean resources and educational rigor they need at the right moment in their education, despite race, gender,

Grade 8 at 33%, providing equitable access to a high-quality math curriculum is critical.[1] Striving learners need to be supported with instruction that provides enrichment, remediation, and intensive intervention.

Most US schools and districts employ multi-

-R need to develop strong competency for the challenges of

based, supplemental intervention

Carefully curated variety of multi-modal resources, a supplemental math intervention program can be

styles to support the needs of a diverse student population. The best programs align to regular instructional models, align with state standards, and enable teacher-led, independent learning, and engaging small-group activities. Supplemental intervention resources should easily integrate with various classroom implementation models, including:

- Special Education and Pull-Out Services
- Inclusion Classrooms and Push-In Services
- Blending Learning
- Flex Learning Programs
- Math Workshop
- Traditional Differentiation
- Homework and After-School
- Summer School

esearch-based supplemental intervention resources, provided in print-based and supplementary digital formats, provide teachers with flexible lessons and resources for K–8 to provide the instruction needed to close gaps in student understanding.

The Arrive Math Booster program was designed based on the science of learning. In addition to collaborating with math leaders and instructors, McGraw Hill Education conducted comprehensive research in a variety of topical areas to inform the development of Arrive Math Booster.

The focused research areas include:

1. Interactive, multi-modal learning experiences
2. Hands-on learning experiences
3. Game-based learning experiences

The content and resources in Arrive Math Booster support diverse student needs within the core [illegible] teachers with the ability to effectively differentiate instruction within the classroom. The program empowers teachers to close gaps in understanding early, and instill confidence in students' ability to learn and apply mathematics.

Arrive Math Booster provides teachers with a comprehensive set of lessons and activities to supplement regular core instruction, including:

- Activities that can be completed in whole group, small group or individually
- Appropriate mix of teacher-guided instruction, assignable student-driven lessons and games
- A balance between tactile, online and print-based learning moments
- [illegible]

development area within a single standard offers a lesson that includes a "Take Another Look" digital mini- [illegible] -group, hands-on mini-lesson.

[illegible]

prevalent in each section of the lesson:

Hands-on learning experiences

It is important for students to gain opportunities for hands-on, tactile learning experiences in the math classroom. Educators can use manipulatives and concrete examples to develop each learner's [illegible]

Manipulatives can be used both in physical form and through digital applications.

[illegible]

low self-efficacy or anxiety with math.[7]

[illegible] [8]

Hands-

[illegible] -led support, a "Guided Support" activity is [illegible]

[illegible] guidance of their teacher. Guided Support activities incorporate manipulatives and everyday classroom objects, and can be facilitated with an individual student or in a small group.

To reinforce and supplement Arrive Math Booster instruction, teachers can use the Arrive Math Games Kit. [illegible] -based and board games that align with K- [illegible]

Summary

School leaders to

For students who have fallen behind, curriculum resources are needed to supplement primary math instruction, allow educators to deeply differentiate instruction, and increase students' ability to access on-level learning and gain higher outcomes.

Finding well-packaged, research-
scaffolding instruction effectively is challenging, until now.

-on
-based learning experiences, Arrive Math Booster is proven to be beneficial in remediating knowledge gaps, providing meaningful practice, and building conceptual

About McGraw-Hill Education

-Hill Education is a learning science company that delivers personalized learning experiences

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