

Achieving Universal Student Success



Arrive  
**MATH**<sup>TM</sup>  
**BOOSTER**



*On-demand, targeted instruction to support K-8 skill development.*

## Targeted Instruction for All

Providing access to on-level learning is essential for students to succeed. Finding appropriate resources that differentiate and scaffold instruction effectively can be difficult. The *Arrive Math Booster* can be flexibly used to target any standard from kindergarten through eighth grade. This supplemental intervention program provides teachers with resources to meet every student at their level and provide the appropriate amount of support or challenge they need to be successful, confident mathematicians. Designed to strengthen core math curriculum, the *Arrive Math Booster* makes on-level learning more accessible by:

- Extending the teacher's reach through digital mini lessons.
- Supporting conceptual understanding through hands-on, concrete modeling.
- Providing opportunities for fluency practice and discourse through purposeful game-play.

# Strengthen Math Instruction, No Matter the Model

Equitable access to high-quality instruction manifests in the today's classroom through various strategies and implementation models. Through multi-modal resources, the *Arrive Math Booster* complements core instruction and accommodates various learning and expression styles to support the needs of a diverse student population.

The *Arrive Math Booster* provides teacher-led, independent, and engaging small-group activities to boost various implementation models including the following:

- Inclusion Classrooms
- Blending Learning
- Push-in Intervention
- Math Workshop
- Small Group Instruction
- Intervention and Enrichment Blocks

## Easily Integrate With Any Core Program

By complementing your core program and instructional methods, *Arrive Math Booster* can prevent wider, more cumbersome learning gaps from occurring by differentiating in the moment of instruction, front-loading crucial prerequisite knowledge, and supporting universal understanding. With access to multiple grade-level of content in one subscription, teachers can easily select appropriate resources to support approaching-level students and extend on-level instruction to challenge gifted and talented students.



Digital Mini Lesson



Hands-On Lesson



Game

# Unpack Complex Standards, Focus on Learning Targets

Each content standard across kindergarten through eighth grade is broken into single skill sets to make up a module of instructional resources to target misconceptions, building to full standard understanding. Each skill has an associated Take Another Look digital mini-lesson and a Guided Support hands-on lesson that can be used together or separately to reinforce skills within the standard.

## **Module:** Model Equivalent Fractions

4 Lessons



**Lesson 1**

Equivalent Fractions with Models



**Lesson 2**

Equivalent Fractions Using Number Lines



**Lesson 3**

Recognize Equivalent Fractions



**Lesson 4**

Equivalent Fractions with Whole Numbers

## **Build Confidence Through Ongoing Success**

As students work through a module of Take Another Looks and Guided Supports, they will experience bursts of success and understanding to build confidence as they work towards full standards mastery. The *Arrive Math Booster* provides extra support in building a solid conceptual and skill foundation that helps students manage the rigorous demands of core instruction. Given attainable, focused learning objectives, students gain resilience in learning and a growth mindset as they systematically achieve success.

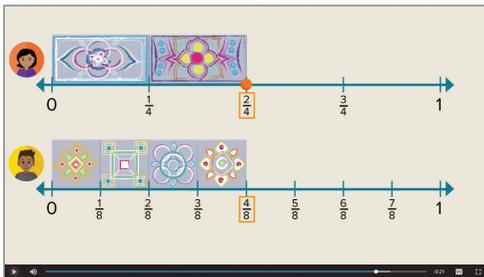
## **Target Learning Gaps Early**

Module assessments help indicate the skills and concepts for which students may need additional support to master a standard. Teachers choose which Take Another Looks and Guided Supports would be the most beneficial to target a student's misconception early and effectively.

# Extend Teacher Reach With Independent Student Learning



Teachers can easily assign a Take Another Look mini-lesson for students to complete during independent work time. Each student is supported with a three-part, gradual release activity that mitigates distraction and curbs potential frustration.



## Part One: Model Concept

A two- to three-minute video or animation introduces and models the skill or concept using essential math vocabulary.

**Learn and Apply**

Clare has  $\frac{1}{6}$  of a carrot.  
Click the number line pips to build an equivalent fraction.  
Click the 7 until the equivalent fraction appears.

Clare  
Max

$\frac{1}{6} = \frac{2}{12}$

## Part Two: Interactive Practice

A series of engaging activities provide students immediate feedback and encourage confidence through scaffolded repetition.

**Assess**

Equivalent Fractions Using Number Lines: TAL |

Question 2 | Section 1: 2/3

What fraction is equivalent to  $\frac{1}{3}$ ?

Choose the correct equation.

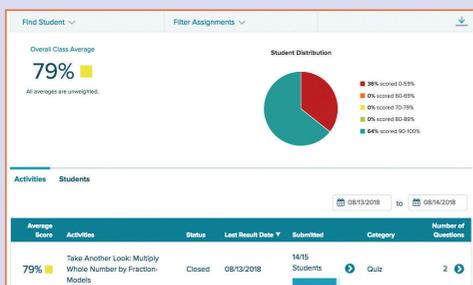
$\frac{1}{6} = \frac{2}{12}$

$\frac{1}{6} = \frac{2}{6}$

$\frac{1}{6} = \frac{2}{3}$

## Part Three: Data Check

A quick three-to-five question assessment checks student understanding and provides teachers with data to inform instruction.



Beyond traditional worksheets, the Take Another Look digital min-lessons provide quick, actionable data to help inform instruction.

Teachers can utilize activity and standard reports to inform instruction and communicate performance with families.

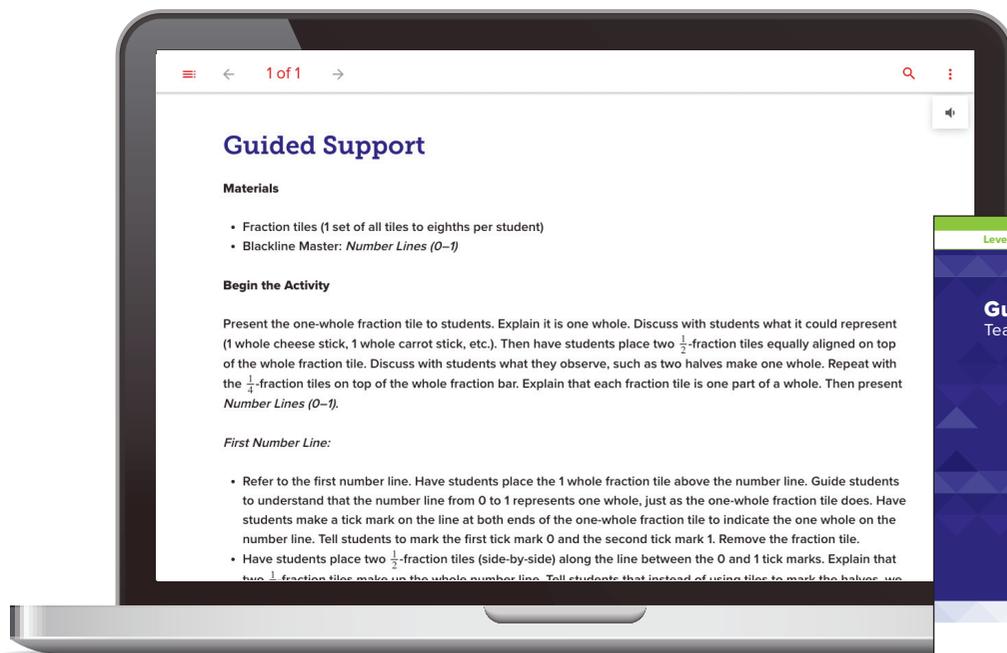
# Ground Abstract Concepts in a Concrete Reality



In addition to the Take Another Look mini-lesson, the Guided Support Lessons provide a teacher-facilitated small group lesson around each skill and concept. Guided Support lessons use manipulatives or everyday classroom objects to accommodate additional learning styles by connecting concepts to something more concrete, making math more meaningful for the students. Guided Support lessons can be completed with individual students or in a small group.

## Facilitate Meaningful Discussion

Guided discussion questions within the lesson foster small group discussion, allowing for verbal exploration and expression of understanding in a safe environment. These discussions help teachers reinforce mathematical vocabulary, uncover misconceptions, and discuss reasoning in problem-solving.



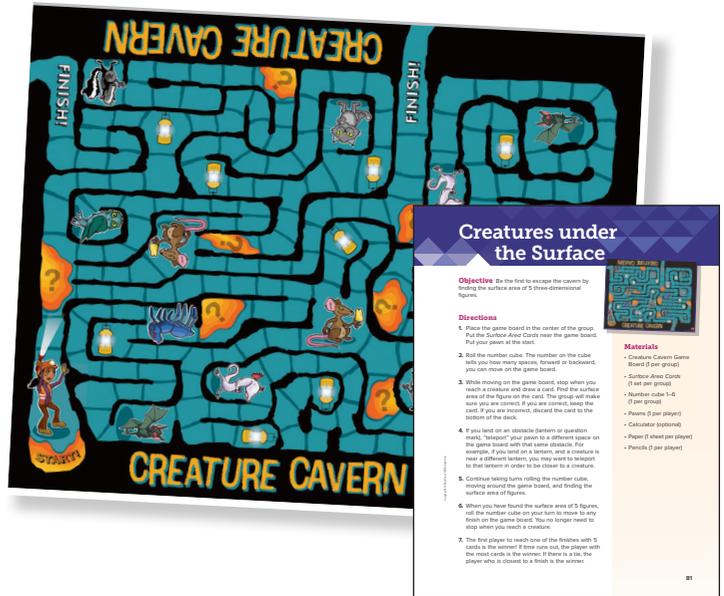
Teachers have access to all of the Guided Support instruction in a digital and printable format. Spiral-bound Guided Support Teacher Guides are available through Create Easy Order.

# Foster a Love of Math Through Purposeful Game Play



Games create memorable learning experiences where students have fun and practice math with their peers. The Games Kit offers 54 unique, board or manipulative-based games that:

- Align with critical skills kindergarten through eighth grade.
- Allow students to build fluency of critical math skills.
- Promote participation in mathematical discourse.
- Accommodate a range of needs through suggested game play variations.



*The Arrive Math Games Kit contains two sets of all the physical materials and instructions needed to play 54 games from kindergarten to eighth grade.*



## Student-Directed Instructions, Guided Discussion Support

Instructional Cards allow students to set up and play games with minimal teacher guidance at a math station or as free time. Each game includes support for the teacher to facilitate classroom discussions focusing on the connections between game play and the math concept being practiced.



Arrive  
**MATH**<sup>TM</sup>  
**BOOSTER**

*For additional information and samples,  
please visit [arrivemath.com](http://arrivemath.com)*