



VIRTUAL FOCUS ON FLUENCY: A STORY OF RATIOS[®] AND A STORY OF FUNCTIONS[®]

Session Objectives

Participants will understand

- fluency as a concept and the need for students to have mathematical fluency;
- the purposes, delivery, and design of instructional tools; and
- how to leverage the power of these instructional tools for fluency development and short-term interventions.

TIME	AGENDA	DESCRIPTION
Zoom Session 1 2 hours	What Is Fluency? Counting Fluencies Integer Games	During the first virtual PD session, participants will <ul style="list-style-type: none"> • learn the definition of and purposes behind the fluency activities in <i>Eureka Math</i>, • internalize the usefulness of counting exercises and examine how that tool can be leveraged to address students' needs, and • practice using integer cards as tools that build conceptual understanding, develop fluency, and provide opportunities for application.
Interim Work and Lunch Break 2 hours	Professional Reading Play Integer Games	To prepare for the second virtual PD session, participants will <ul style="list-style-type: none"> • independently explore and play Integer Games and • read and annotate "Rapid Whiteboard Exchanges," "Architecture of a Sprint," and "Sprint History and Details."
Zoom Session 2 2 hours	Whiteboard Exchanges Sprints Conclusion/Q&A	During the second virtual PD session, participants will <ul style="list-style-type: none"> • read and annotate "Direction for Administration of Sprints"; • read the Sprint Index for Grades 4–8 and highlight Sprints you could use with your students; • prepare to deliver effective Rapid Whiteboard Exchanges / Whiteboard Exchanges from a sprint you plan to use with your students.

Two-Day Scheduling Option

It is recommended that schools complete parts 1 and 2 of the virtual session in one day. However, schools may choose to schedule parts 1 and 2 on two consecutive days.