

### PLAN



### **Behavior Support**

Review & plan to implement Breath Strategy in the On Demand Menu

# 8

### **Communication Support**

If applicable, review <u>AAC</u> <u>Device Template</u>

## **I**

### Instructional Materials

Review & plan to implement <u>Current Issue</u> with one activity in the paper



Review & plan to implement Leveled Book or Number Sense <u>Lesson</u> to recommended student grouping

### **Skill Reinforcement**



Select a <u>game</u> to reinforce skills within your <u>ULS instruction</u> to play on the board as a class

### TEACH

### Set the Stage for Learning

- Deliver <u>Breath Strategy</u> to center students & prepare for learning
  - Read <u>Current Issue</u> aloud & complete selected activity



### **Deliver Instruction**

Deliver selected <u>Lesson</u> using recommended student grouping



### **Skill Reinforcement**

Play <u>selected game</u> as a whole group to reinforce skills taught in today's lesson

### **LEARN**

### To Do

- Add Students
- Configure Student Dashboard
- Practice Assigning Material

### **Next Steps**

- □ What is an <u>iDoc</u> & Teacher View?
- □ What is <u>Student Dashboard</u>?
- How do I <u>Differentiate</u> activities?

### **HELP & SUPPORT**

### **D** Help

- Utilize help widget within site
- Access our Knowledge Base
- View our <u>library of webinars</u>

support@n2y.com • 800-697-6575 opt 2

# Phase 7

### PLAN

### **Continue Instruction & Behavior Plan**



- Plan to implement <u>Breath</u> <u>Strategy</u> throughout lesson
- Assign Current Issue & Activity to Student Dashboard



Assign next Leveled Book or Number Sense Lesson to Student Dashboard

### Login Support

Create Task Analysis to support students with <u>Login</u>. Prepare any needed materials.

### Data Collection & Intervention



Start Roadmap for student with next IEP due



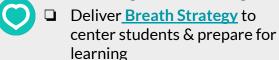
Select & assign <u>game</u> to reinforce skills within your ULS instruction to Student Dashboard



Select <u>Course</u> & assign <u>Course</u> <u>Pre-Assessment</u>

### TEACH

### Set the Stage for Learning







### **Deliver Instruction**

Practice Logging in & out of

Read Current Issue aloud &

complete selected activity

n2y to start building a routine

Deliver next Lesson using recommended student grouping

### **Support with Intervention**

Provide time for students to reinforce targeted skills with individual or in small group game play

Provide time for selected students to complete <u>Course</u> <u>Pre-Assessment</u>

### LEARN

### To Do

- Review student <u>Performance</u>
- Add <u>Class</u> & <u>Student</u> Schedules
- Start remaining student <u>Roadmaps</u>

### **Next Steps**

- Where else can I find <u>student data</u>?
- What assessments are available?

### **HELP & SUPPORT**

### **D** Help

- **Utilize help widget within site**
- Access our <u>Knowledge Base</u>
- View our <u>library of webinars</u>

<u>support@n2y.com</u> • 800-697-6575 opt 2



### PLAN

### **Expand Instruction & Behavior Plan**

- $\bigcirc$
- Plan to Implement <u>Breath</u> <u>Strategy</u> throughout lesson
- I
- Assign Current Issue & Activity to Student Dashboard



Assign Leveled Book & Number Sense <u>Lesson</u> to Student Dashboard



Prepare additional <u>Login</u> materials.

### Assessment Support



Create "Perseverance" <u>Social</u> <u>Narrative</u>



□ <u>Select</u> & assign appropriate <u>Benchmarks</u> to students

### Data Collection & Intervention



- Add <u>Benchmarks</u> to Roadmaps
- Select & assign <u>games</u> to students



Assign Lesson Pre-Assessment & Warm Up to students

### TEACH

### Set the Stage for Learning



- Deliver<u>BreathStrategy</u>
- Practice Logging in & out of n2y to start building a routine
- Read <u>Current Issue</u> aloud & complete selected activity

### **Deliver Instruction & Assessment**

- - Deliver next <u>Lesson</u> in series & first lesson in other subject
  - Deliver "Perseverance" <u>Social</u> <u>Narrative</u> to prepare for assessment
- 😰 🛛 Administer <u>Benchmark</u>

### Support with Intervention



Provide time for students to reinforce targeted skills with individual or in small group game play

Provide time for selected students to complete Lesson Pre-Assessment & Warm Up

### **LEARN**

### To Do

- Run a <u>Report</u>
- Explore <u>Checkpoint Assessments</u>
- Extend & enrich instruction with <u>ULS Courses</u>

### **Next Steps**

How can I deepen my knowledge with <u>Professional Learning</u>?

### **HELP & SUPPORT**

### **D** Help

- **Utilize help widget within site**
- Access our Knowledge Base
- View our <u>library of webinars</u>

<u>support@n2y.com</u> • 800-697-6575 opt 2

ohase