Reflex®

Math fact fluency

Problem *Solved!*

Engagement Kit

ExploreLearning® 110 Avon St. 3rd Floor, Charlottesville, VA 22902 866.882.4141 877.829.3039

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Welcome to ExploreLearning Reflex!

As your students play Reflex games, they will be building automaticity with their math facts, and they will also begin making the connection that in math, effort results in achievement. Here at ExploreLearning, we feel this is a very important lesson for students to learn. We want students to understand that there is no math gene that makes some people good at math and dooms those without it. We want them to realize that they do get better if they work at it, and that the more they work, the more they will achieve.

Reflex is designed to recognize and reward both student effort and achievement in order to help students come to this conclusion. Teachers can reinforce this by encouraging student effort and recognizing achievements.

In this packet, we provide you with tools and ideas to build and maintain student enthusiasm for Reflex. Here you will find:

- **Strategies for recognizing student effort in Reflex**
- **Ideas for rewarding students for increasing their fluency**
- **Blackline masters of Reflex character coloring pages***
- **Blackline masters of Reflex character nametags***
- **A Crabby poster for the school bulletin board**
- **A class set of "Get the Green Light!" stickers for each teacher who attended training**

*Electronic and color copies are available at: http://news.reflexmath.com/kit

You can find more ideas to support student engagement with Reflex on our blog at: http://blog.explorelearning.com/category/implementation-ideas/?tag=reflex. As you and your colleagues come up with more fun ideas for keeping the Reflex excitement humming at your school, be sure to share them on Twitter @ExploreLearning and on our Facebook page at: https://www.facebook.com/ExploreLearningReflex!

Have a great school year!

The *ExploreLearning* PD Team

Strategies to Support Usage and Encourage Effort

1. Get the Green Light 3 or more days each week!

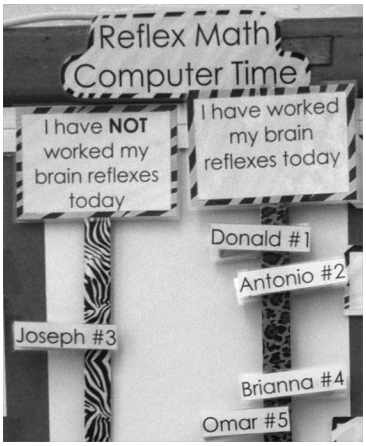
Once students have used Reflex for three Green Light days, give them a "Get the Green Light!" sticker.

Getting the "Green Light" in Reflex is very important! The Green Light shows that a student has had a good session for the day and gives them permission to go to the store. Green Light days also allow students to unlock new games.

On the Usage Detail report, you can see whether or not students achieved the Green Light. Using the report, you can reward students for the most total days achieving the Green Light, or for having the most consecutive days of getting the Green Light.

Every few Green Light days, students will be able to unlock a new game. You can use the coloring pages (included in this packet) as an additional reward on those days.

Fitting Reflex into your classroom routines can be achieved with a variety of strategies. Create a weekly chart listing all of your students and then mark off each time a student achieves a Green Light day (see the creative example to the right). This will help to make sure every student can get at least three days of usage each week. To fit Reflex into your schedule, take students to the computer lab, incorporate Reflex into a math station, and allow students to use Reflex during recesses, lunch and before and after school. Assign Reflex as homework 1-2 times each week and make sure parents are on board by using the Parent Letter that you can print from your Reflex class roster.



2. Collect Enough Tokens to Purchase a Targeted Item

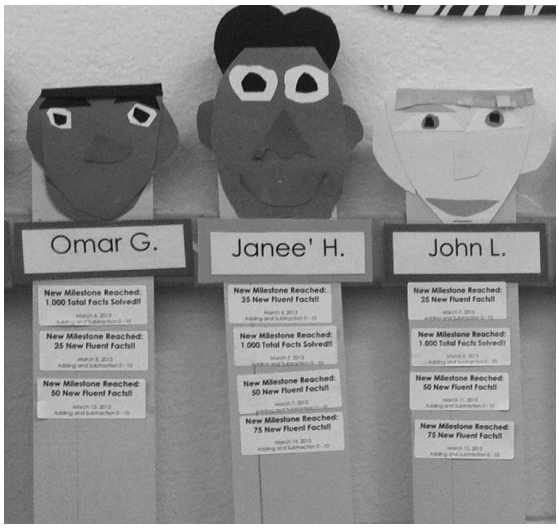
Set a group goal for every student to purchase a given item (e.g., treehouse or green hair) and give a group reward when everyone achieves the goal.

Two very appealing things about Reflex are the avatar and the store. Students earn tokens to enhance their avatar with clothing, hairstyles, accessories and skin color. Some districts have had "purple," "pink," or "blue" parties once all the students have earned enough tokens to buy that color skin for their avatar. One school celebrated students' purple skin with a "purple party," where all the snacks served were purple. Another celebrated the avatar's green skin with an Alien Sundae party, tying their achievement to one of their favorite games.

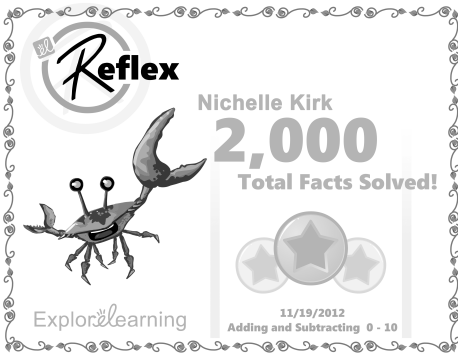
3. Recognize Effort-Based Milestones

Print and distribute milestone certificates highlighting the number of facts solved as students progress through the system.

The Individual Milestone reports include printable certificates that students love to take home and show off. As students solve more and more facts, they will receive certificates celebrating their efforts (e.g., 1,000 Total Facts Solved!).

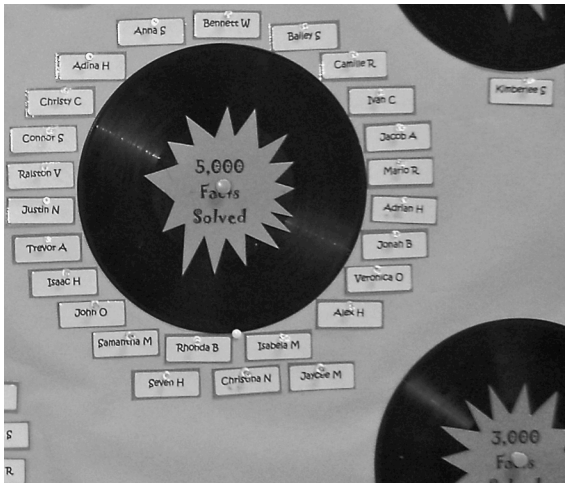


If you want to celebrate all the student milestones, but don't want to print every certificate, you can create your own milestone markers. One teacher has students create paper avatars to hold all of their milestones. As students answer more facts and reach more milestones, she types each achievement on a sticker and adds it to the avatar strip.



Another way to recognize student effort is to create a bulletin board with milestone designations and to move students' names from one place to the next as they learn their facts. For example, you could create lily pads for 1,000, 3,000 and 5,000 facts solved and make each student a paper frog to move from one milestone to another. A creative teacher used old vinyl records to create a "Reflex Rocks" milestone bulletin board.

The Group Milestones report includes class Milestone Certificates. Contests between classes to see who can solve the most facts, combined with a hallway display of all classes' milestones, are a great idea to boost student usage in their spare time and at home.

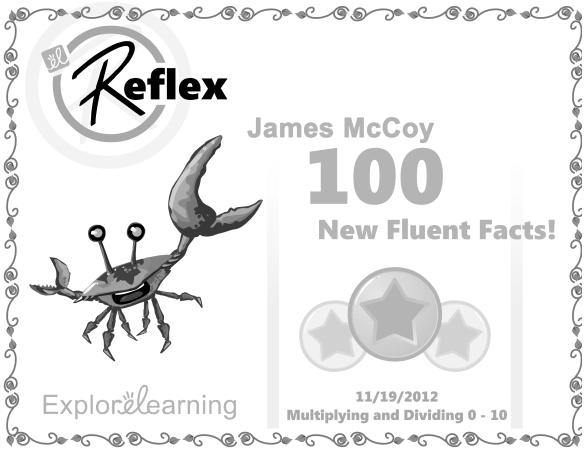


Setting group goals is a good way to unite the school community in becoming fluent in their facts. Try setting a goal for the school to solve 5,000,000 facts – you'll be surprised at how fast you will get there! There is no need to pool your class totals to see the school total facts solved – your school administrator can see those data in the Reflex administrator account!

Recognizing Students as They Achieve Their Fluency Goals

1. Highlight Student Progress with Fact Fluency

Help students monitor their individual and class progress with bulletin boards.



The reports section of Reflex is a veritable treasure trove of information that can be used to acknowledge student progress with their math facts. The Group and Individual Milestones reports include printable certificates suitable for hanging on a bulletin board or the refrigerator at home. As students reach benchmarks in new fluent facts (e.g., 25, 50, or 75 new fluent facts) or in percentage of total fluency (e.g., 60% or 70% fluent), they can be awarded a certificate.

Students love seeing their class fluency increase as much as their own individual fluencies. A Ninja to the Stars bulletin board like this one lets students see how the class average fluency changes over time, in comparison with other classes in the school.

Color and black and white nametags with seven different Reflex characters are available in a free PDF online. Use the frog graphic to create your own Swamp Chomper bulletin board with 70%, 80%, 90% and 100% fluency lily pads.

Each class (or student) can have a frog nametag and hop from one level to the next as their fluency increases. The ideas are endless – an Egyptian Conniption pyramid of facts to monitor an individual's fluent facts or a hot air balloon-themed Wind Rider bulletin board where the class balloons travel from the starting line to 100% fluency. Have fun with it!

2. Acknowledge Special Achievement in Special Ways

Identify milestones for special recognition.

When students achieve 90% or 100% fluency, it's important to recognize them in a special way – they have worked hard to master those facts! Identify the important milestones and determine ways to provide special recognition for students who achieve them.

- Maintain a grade-level or school-wide bulletin board listing students who are 70%, 80%, or 90% fluent with a distinct 100% fluent list. Everyone will watch the board for updates!
- Publicize special milestones on the school announcements.

- Award bumper stickers (available at www.zazzle.com/explorelearning) for achieving full fluency in an assignment.
- Select an activity to reward students who achieve a milestone such as an extra recess, an hour of kite-flying, or time to color one of our Reflex coloring pages (free PDF download at http://news.reflexmath.com/kit).
- Design a special t-shirt for students who become 100% fluent in all four operations.

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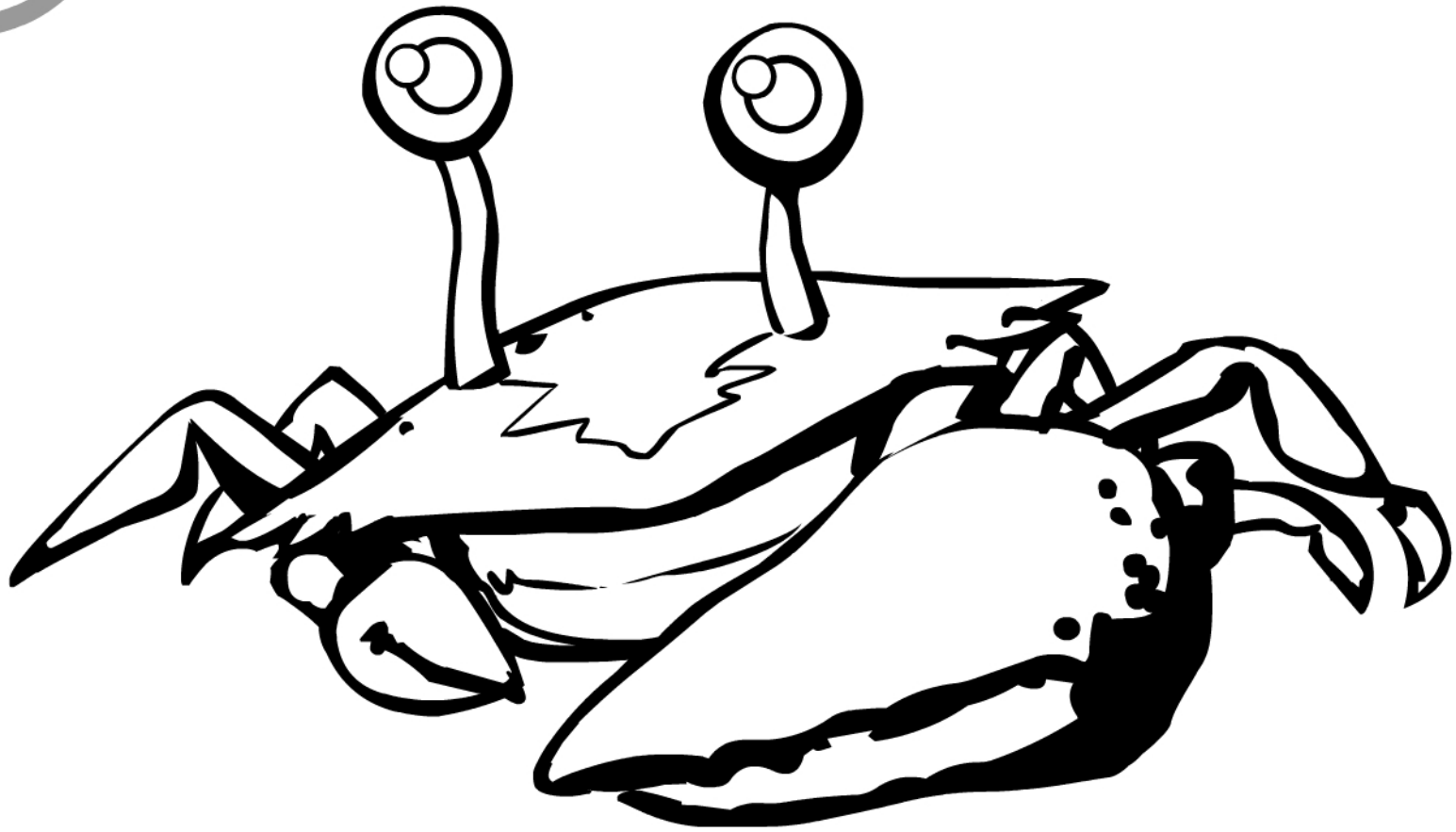

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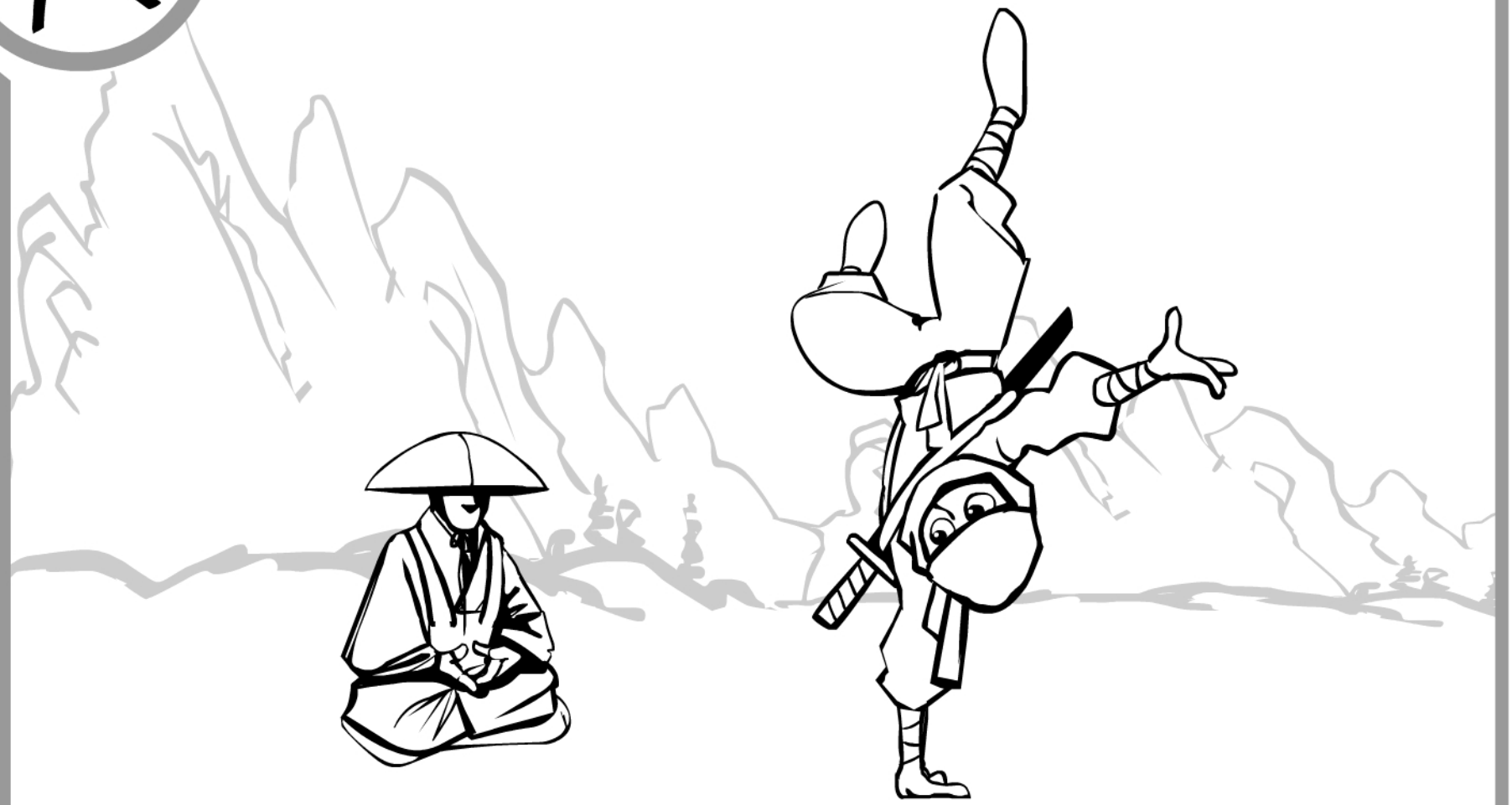

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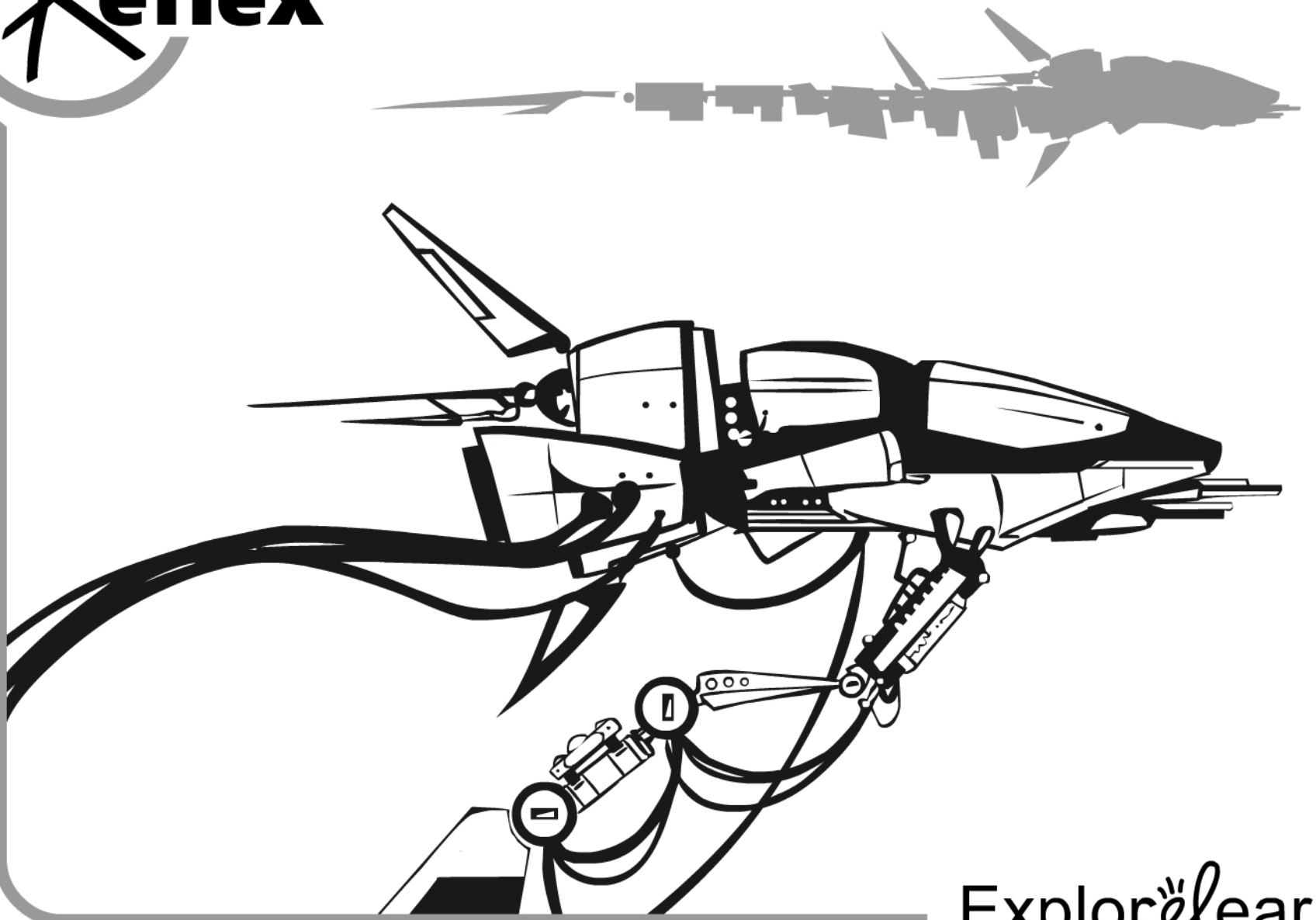

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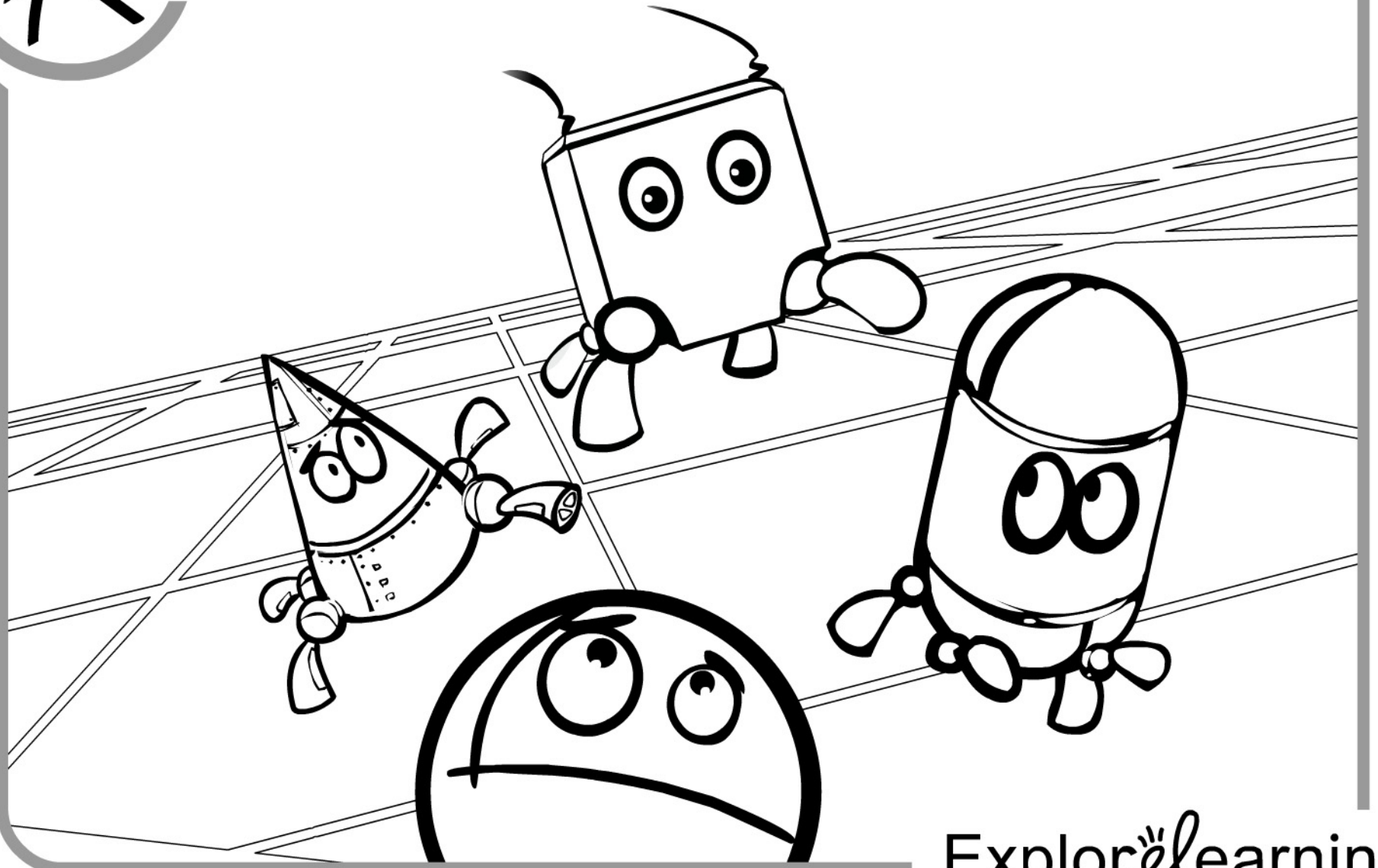

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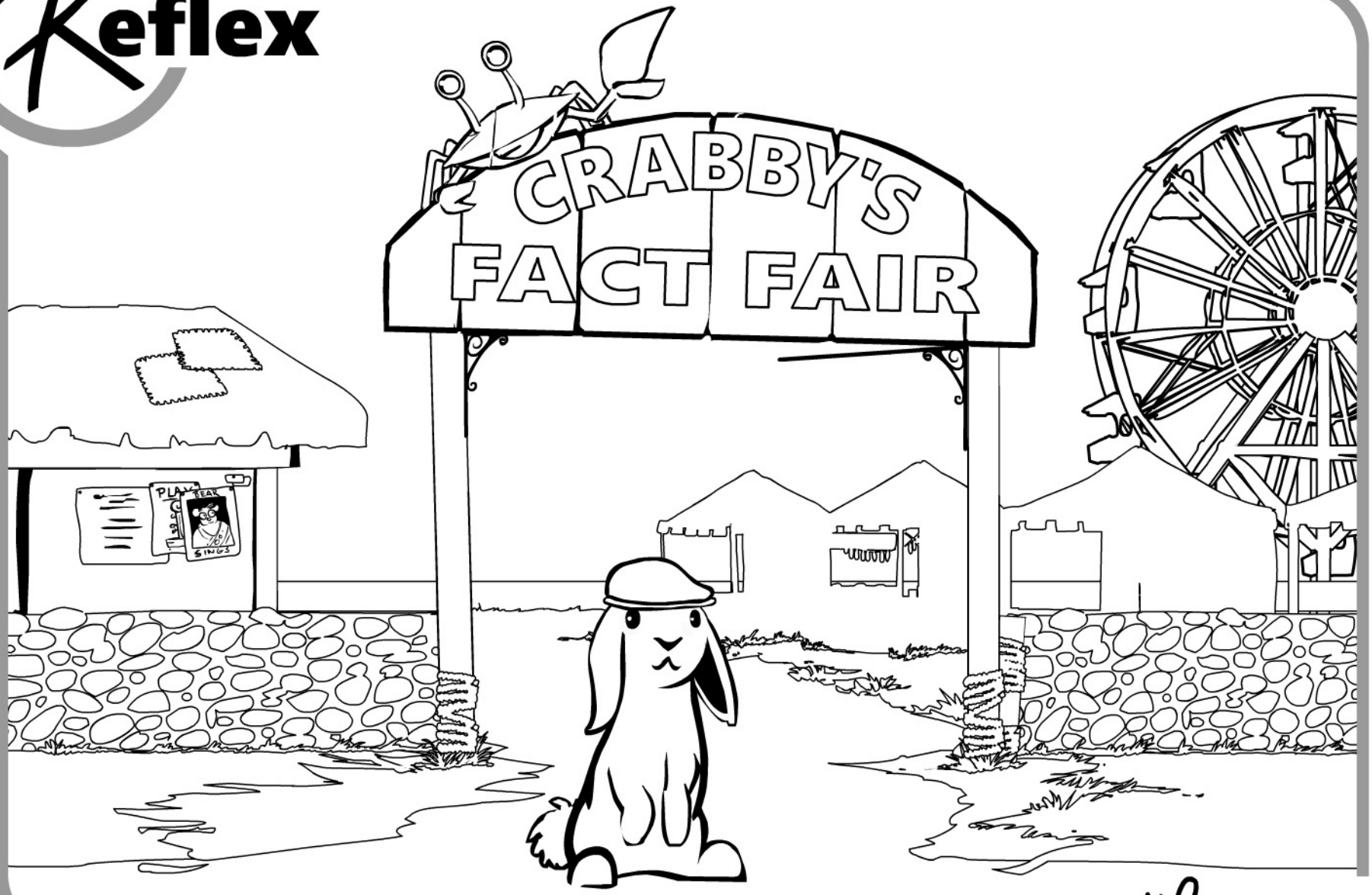

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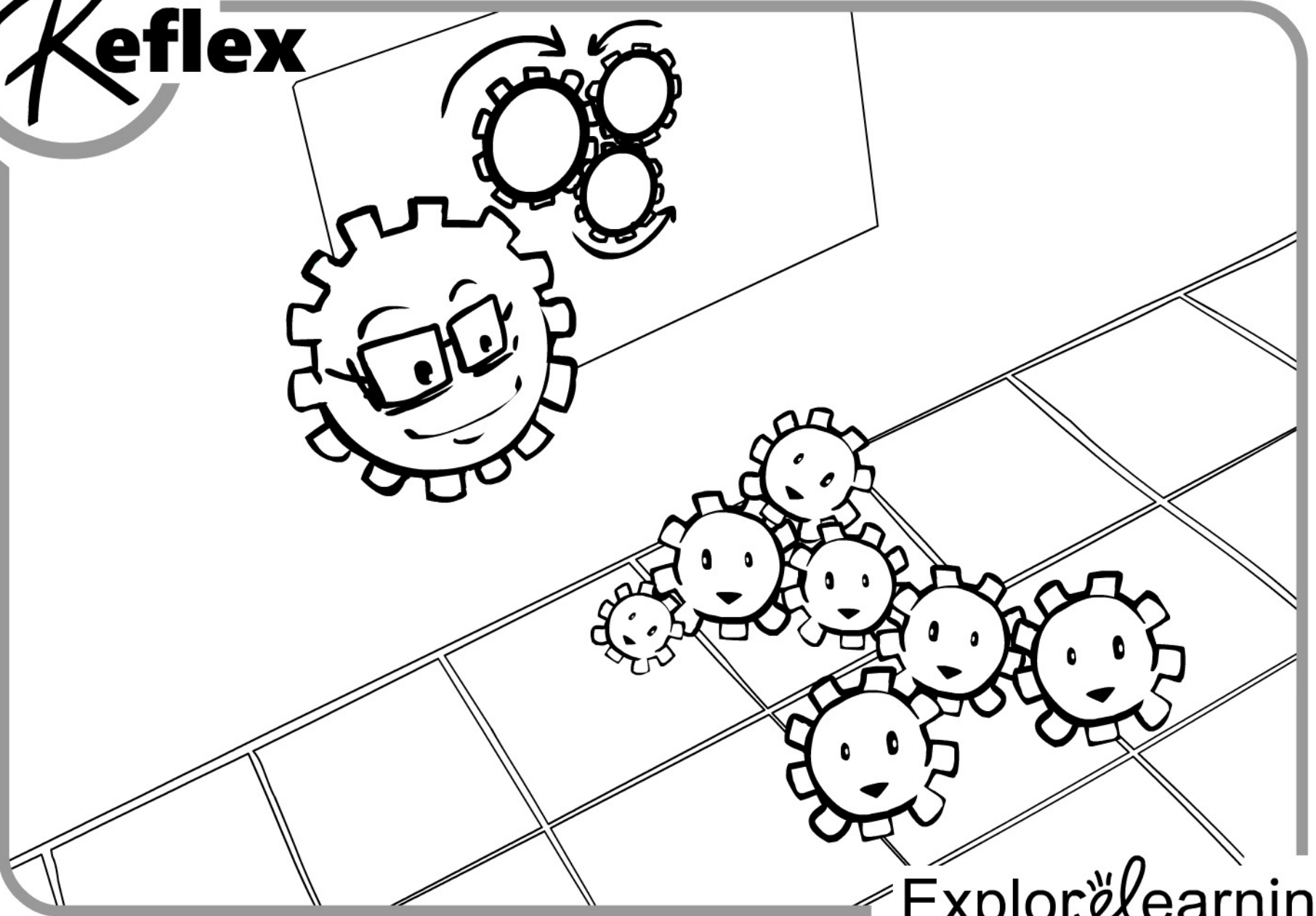

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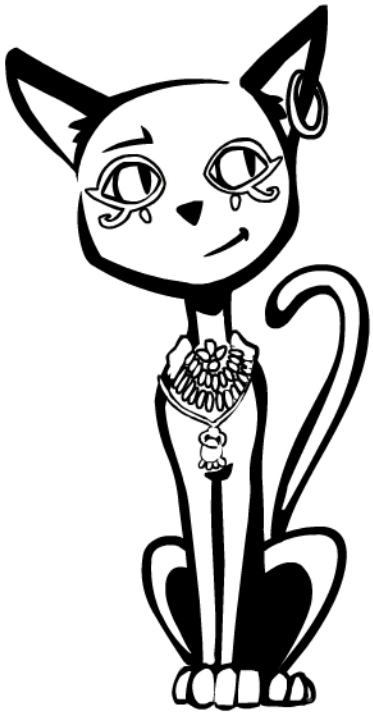

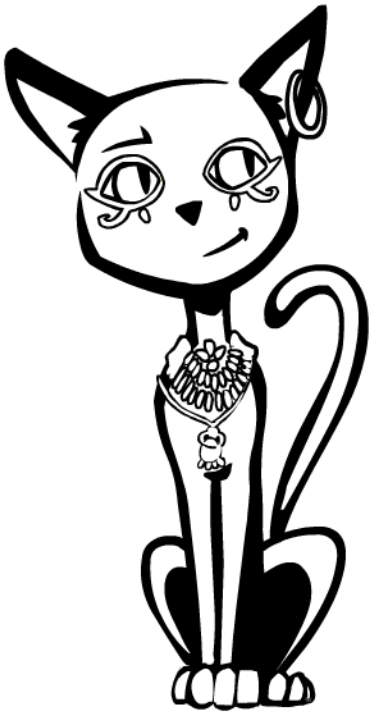

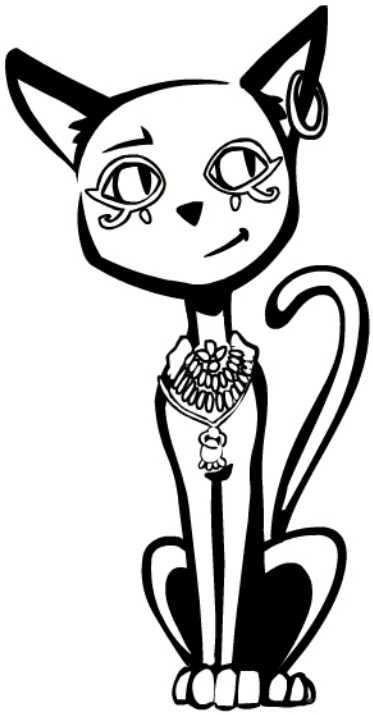

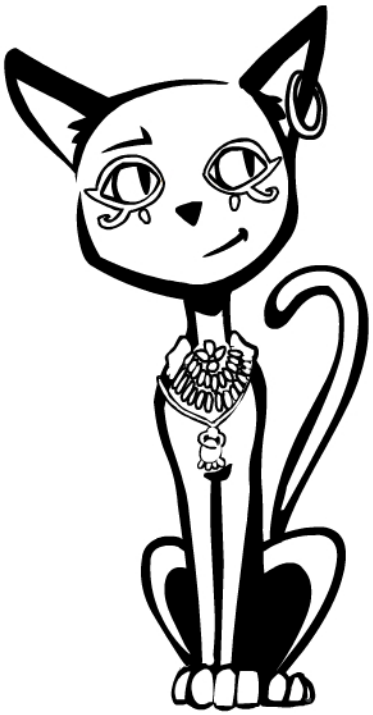

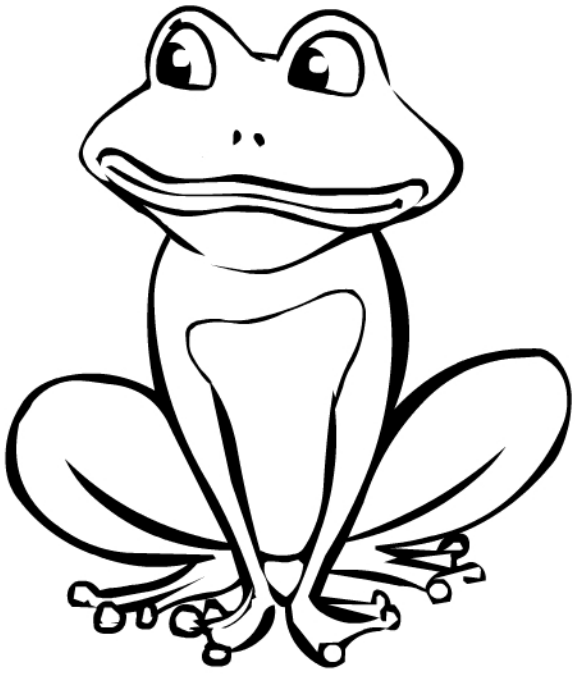

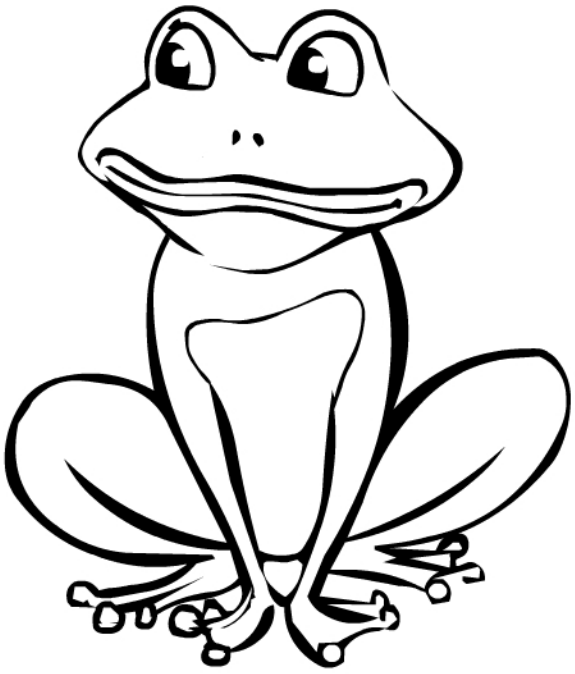

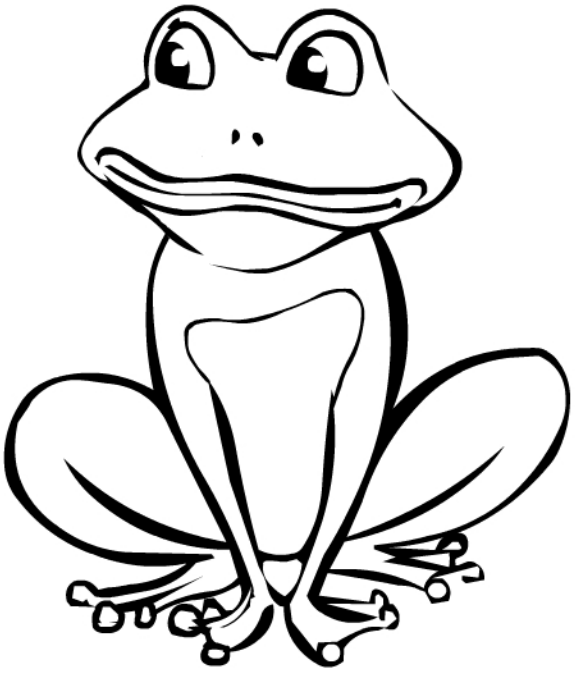

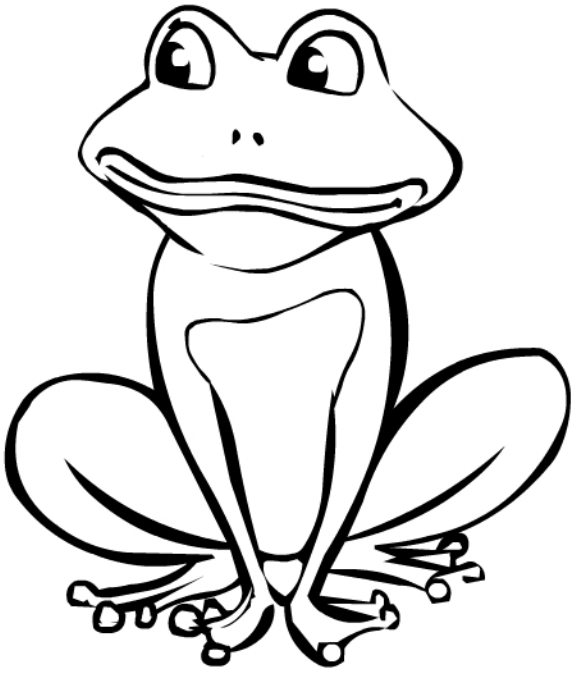

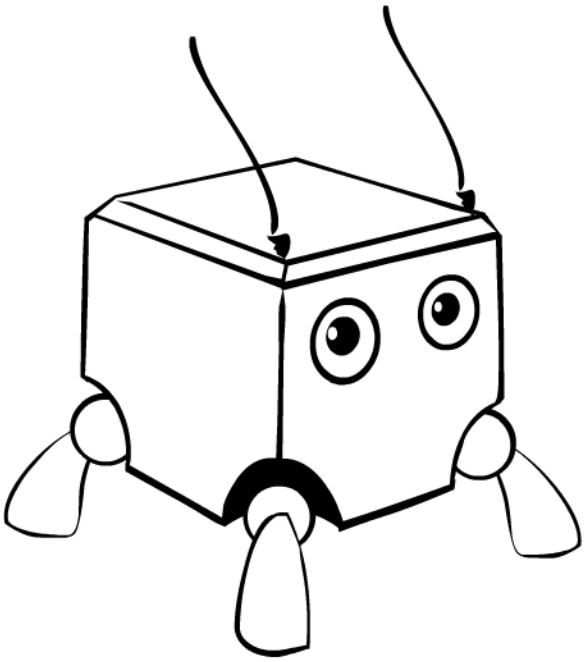

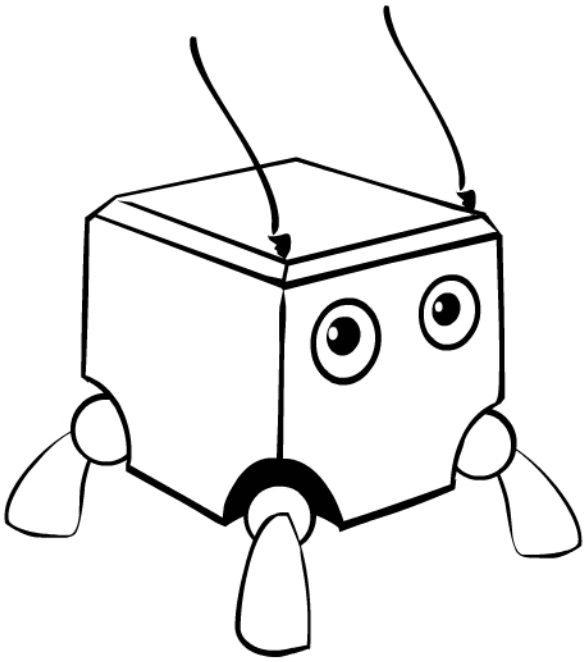

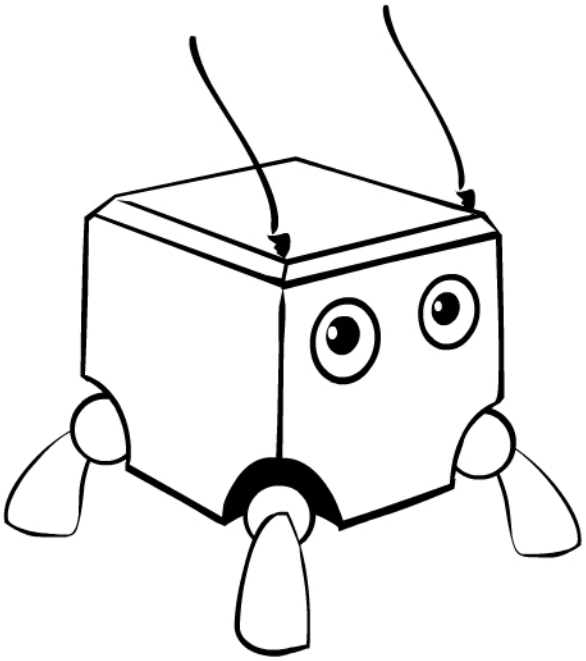

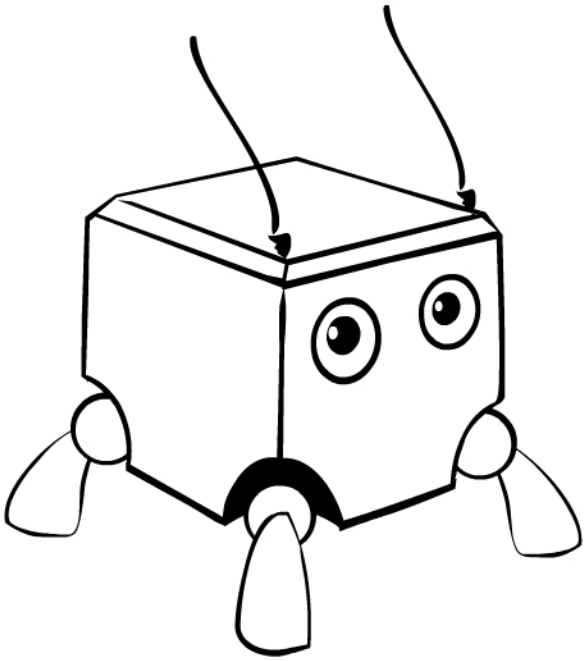

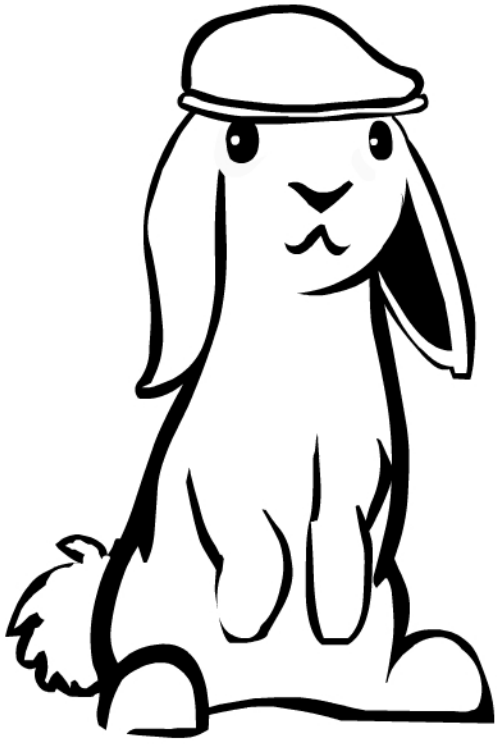

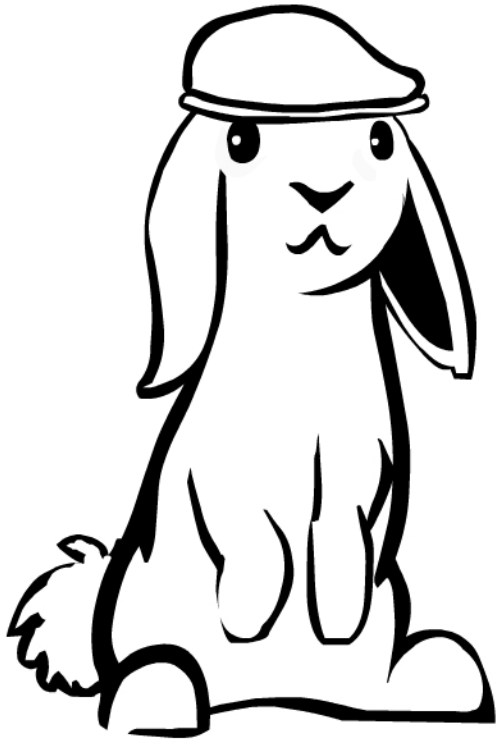

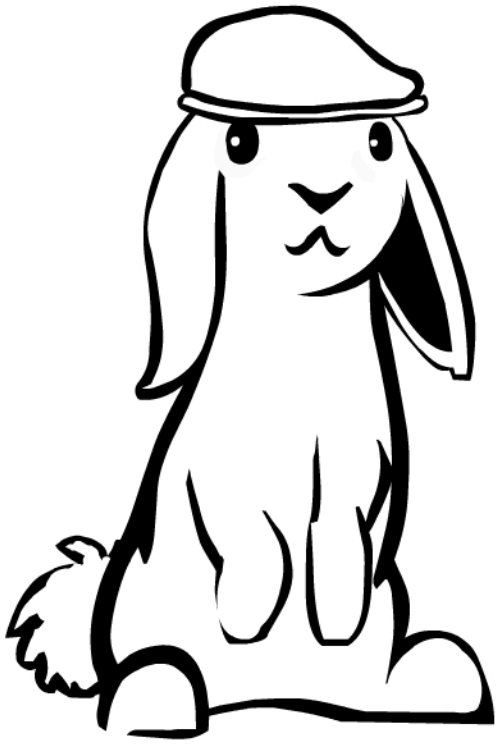

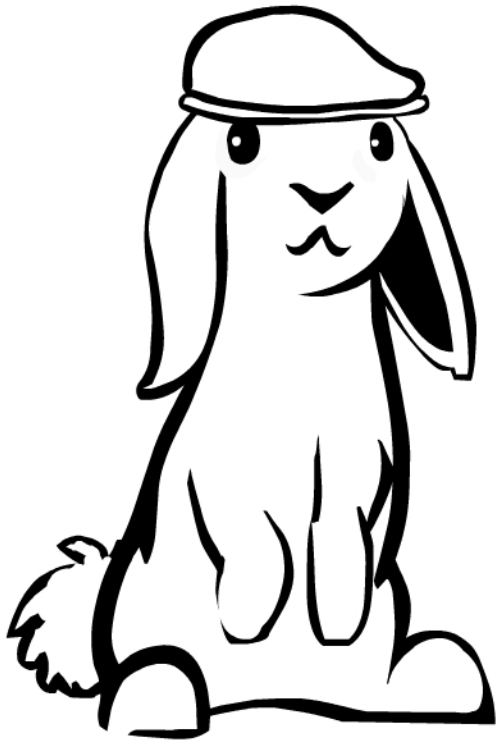

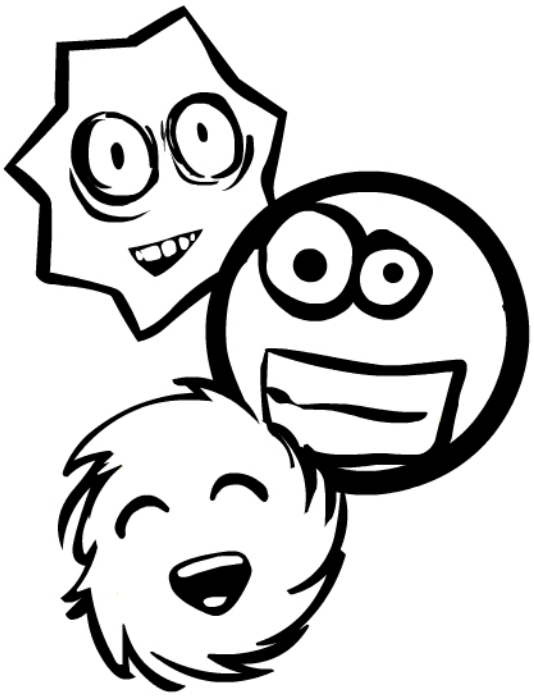

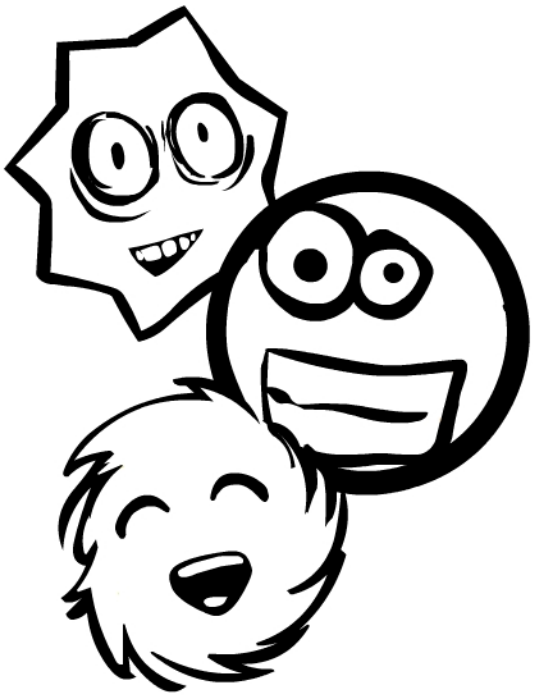

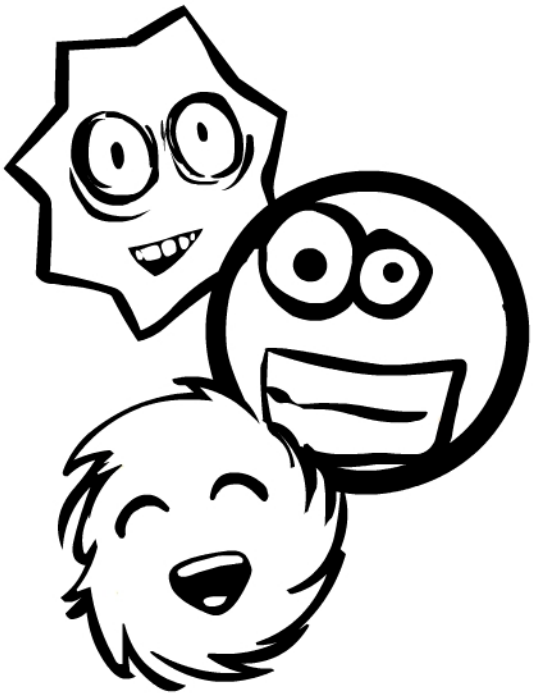

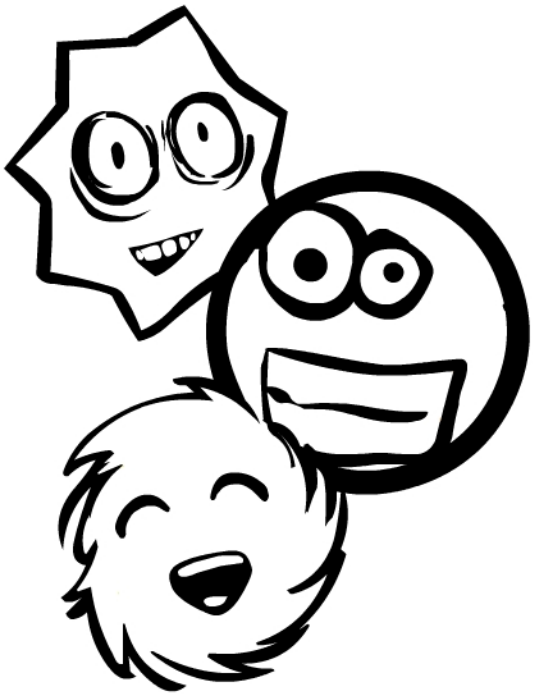

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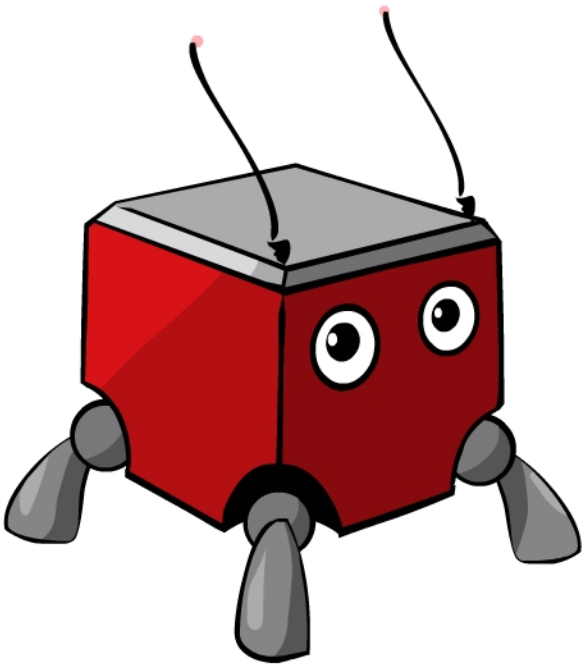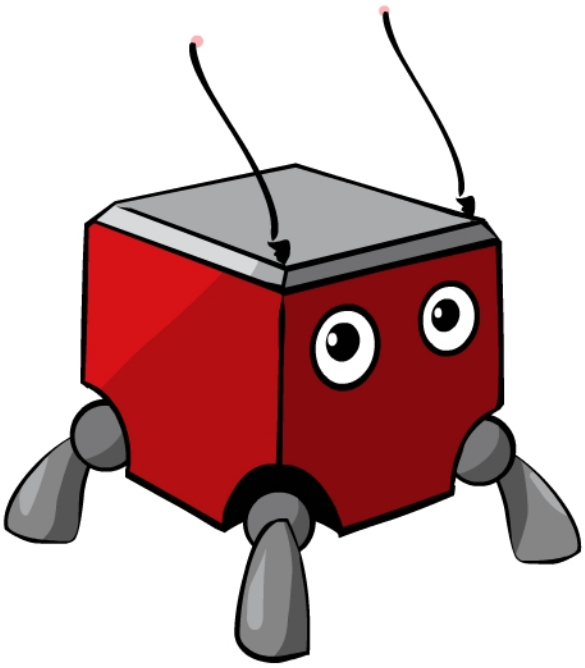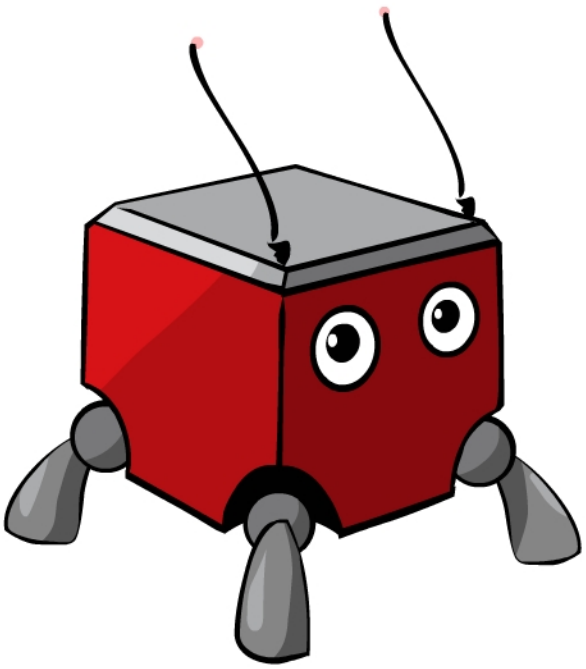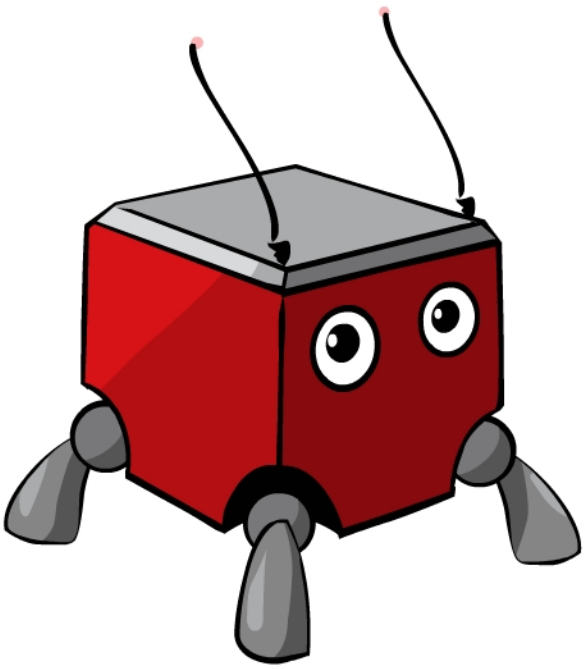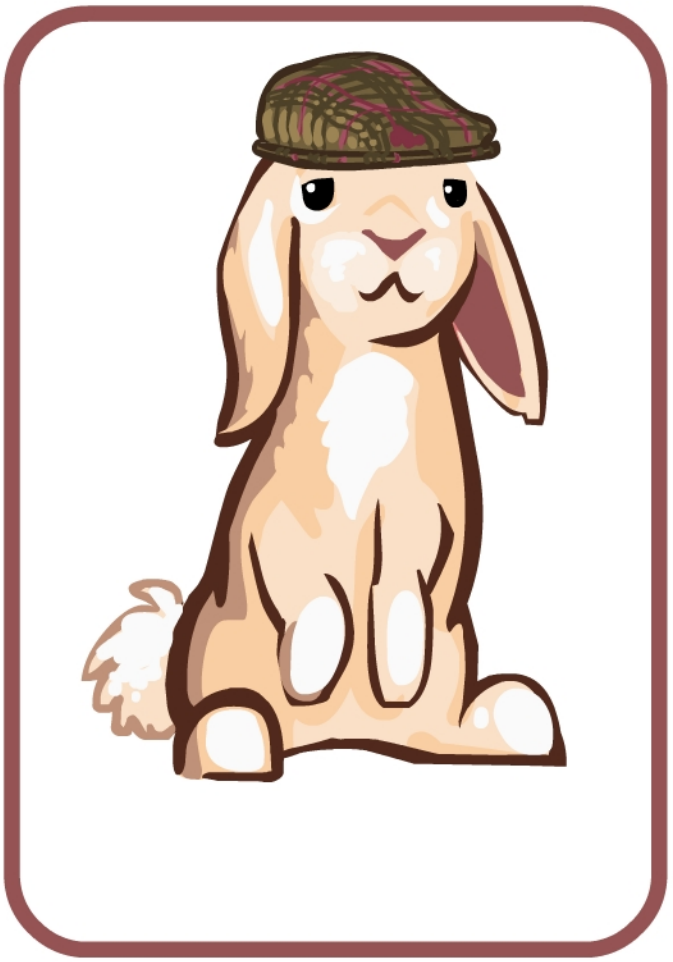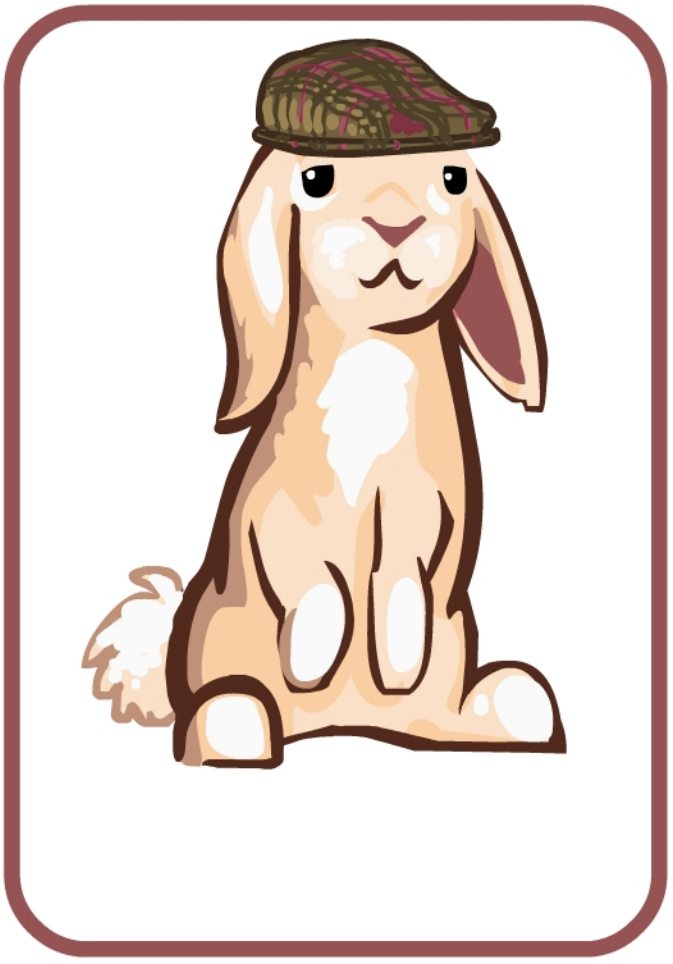
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