

CLASSROOM INTERVENTION by Benchmark

(55 minutes / 5 Days per Week)

ALL STUDENTS

DAY 1

Whole Group Instruction (Teacher Led)

Basic Skills Training (5 minutes)
 Benchmark Power Drill - Day 1 (30 minutes)
 Smart to the Core - Train the Brain 1 (10 minutes)
 Smart to the Core - Target Practice 1 (10 minutes)

DAY 2

Whole Group Instruction (Teacher Led)

Basic Skills Training (5 minutes)
 Benchmark Power Drill - Day 2 (30 minutes)
 Smart to the Core - Train the Brain 2 (10 minutes)
 Smart to the Core - Target Practice 2 (10 minutes)

DAY 3

Whole Group Instruction (Teacher Led)

Basic Skills Training (5 minutes)
 Benchmark Power Drill - Day 3 (30 minutes)
 Smart to the Core - Train the Brain 3 (10 minutes)
 Smart to the Core - Target Practice 3 (10 minutes)

DAY 4

Whole Group Instruction (Teacher Led)

Basic Skills Training (5 minutes)
 Four Star Challenge Assessment (15 minutes)
 Score the Four Star Challenge (15 minutes)

DAY 5

Small Group Rotations (Teacher Led)

		ROTATION 1	ROTATION 2	ROTATION 3
		Only Tier 3	Tier 2 and 3	Tier 1*, 2, 3
TIER 3 TIER 2 TIER 1* TIER 1	Intensive	Hands On with DOK 1 Worksheets (18 minutes)	Hands On with DOK 1 Worksheets (18 minutes)	Hands On with DOK 1 Worksheets (18 minutes)
	Strategic	Company Drill Card Game (18 minutes)	Hands On with DOK 2 Worksheets (18 minutes)	Hands On with DOK 2 Worksheets (18 minutes)
	Support	Mathables® (18 minutes) Buddy Pairing Tier 1 with Tier 1*	Triathlon Game Up to 6 students (18 minutes) Buddy Pairing Tier 1 with Tier 1*	Hands On with DOK 3 Worksheets (18 minutes)
	Full Mastery	Mathables® (18 minutes) Buddy Pairing Tier 1 with Tier 1*	Triathlon Game Up to 6 students (18 minutes) Buddy Pairing Tier 1 with Tier 1*	Company Drill Card Game (18 minutes)

Note: All classrooms that have 30% of the students scoring below mastery on the state assessments should opt for a classroom intervention. It is recommended in these cases that the master schedule allows for 75 to 90 minutes per day for mathematics instruction