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Touch math counting patterns

Your students new favorite partner at the desk: 24 perforated TouchLines, with the number lines located horizontally on one side and vertically on the reverse side. They provide each student with a quick reference to the right touching/counting patterns, right on their own desks! With TouchPoints on one side and touch/count patterns on the other, this simple tool makes learning more interactive. Laminate and glue them to your students'™ desks for additional durability. Recommended for Pre-k up to 2, RTI and special education. Click on the link below to download TouchMath touch/counting patterns and horizontal Desktop TouchLines PDF. Desktop TouchLines Free Download Check the touchLines page on the desktop to purchase a full set!. New! (See also for promo codes!) Pre-K Program Home Completion Program Pre-K Unit How to Choose Your Grade Level Kindergarten Program Home Full Program Basic Program Set 1 Set 2 Set 3 Set First Class Program Home Completion Program Basic Program 1 Kit 2 Kit 2 Kit 3 Second Class Program Home Program Set Basic Program 1 Kit 2 Kit 1 3 Summer School Program Home Product Product Page How to choose your level of pro-training tests level Above + Beyond Manipulative defines Pre-K kindergarten First grade upper classes Request Materials Professional training Online training Providing quality instructions in mathematics and intervention with manipulative support can be done remotely. but it is important to have the right tools and knowledge in order to preserve students' learning and progress in their maths education. TouchMath remains committed to our mission of helping students conquer mathematics with targeted resources, individualized product packages, and personalized Professional Learning, all designed to ensure that faculty can support students in any environment. On this page, we have identified TouchMath products and services that can be adapted for remote, mixed, or remote learning environments. And to help, our vocational training team has developed a useful webinar that explores effective distance learning practices, including how to use manipulations and best practices for quality mathematical instructions that support SPED, RTI and target students for intervention. As parents, grandparents, carers, former educators and administrators, we realize how difficult it is to face distance learning. As citizens, we realize how alarming this pandemic as a whole is. We are committed to ensuring that you are able to keep your students learning while everyone is safe. Best of all, the TouchMath team click on an icon to learn more. Fully unlocked at just \$1.99\$50.99 for schools* Fully unlocked \$9.99 \$4.99 for schools * Track student progress from your web browser * Reduced price available through Apple's Volume Purchase Program for 20 or more copies. Contact your school or district IT manager for help. TRY THE FREE VERSION BEFORE YOU BUY! At TouchMath, we understand that parents and teachers teachers spend money wisely, so we made free versions to review any app available to download the app store so you can try before you buy! Just search the App Store for TouchMath Basic Try the free version before you buy! At TouchMath we recognize that parents and teachers need to spend money wisely, so we've made free versions to review any app available to download the app store so you can try before you buy! Just search the app store for

TouchMath Basic Updated April 24, 2017 by Rachel Pancare TouchMath is a multi-sensory mathematical program designed for pre-K through third grade. The program helps to make mathematical concepts easier and more accessible to students with different learning styles or learning difficulties. The approach uses auditory, visual and tactile strategies to understand numbers and operations. You can use the program to help students prepare for new mathematical principles, complement class-level programs, or enrichment activities. • Ashleigh Cramer/ Demand Media Any number from one to nine has physical dots on the actual number that the user will touch. These are TouchPoints. Numbers one to five have single dots that the user touches. The numbers from six to nine have double points or a combination of double and single points that the user touches. These points are presented with points. The student touches the pencil next to the number as he counts aloud. For example, number one has one point. Number two has two points. Number three has three points - one at the top where the number begins, one in the middle after the first curve and one at the bottom where the number ends. As students touch each point, they count. • Ashleigh Cramer/Demand Media Teach students how to use the program by displaying the numbers with the actual points of numbers. Explain that the number of points of an arithmetic number helps them know the name and value of that number. Show students how to use the program by specifying each point as you count aloud for each number. Then let the class count aloud with you as you repeat the process for each number one to five. For numbers 6 through 9, explain that some points are now double points. There is not enough room for the numbers to use only single points, so count a few points twice. You can show this to students by counting the points on the device. For number six, count one, two on the first point, three, four on the second point and so on. For numbers seven and nine, you'll see single and double points. • • Ashleigh Cramer/ Demand Media Once students have learned how the program works for individual numbers, you can use the system to teach collection, subtraction, multiplication and separation. In addition, students points as they count forward. To remove, students touch the dots as they count backwards. For multiplication and division, students will count in sequences. Offer students many opportunities for practice mathematical operations device. The program will help students visualize and ultimately remember the value of numbers or number of sentences. • • Ashleigh Cramer/ Demand Media You can use company resources such as manipulative, posters, workbooks, technologies and games to strengthen the method. Encourage students who seem to benefit from this math program to use it frequently in class as well as at home. Help parents understand how to use the program so they can help their children with homework. For Author, Rachel Pankar taught elementary school for seven years before moving to the K-12 publishing industry. Pankar has a master's degree in childhood education from Bank Street College and a bachelor of arts in English from Skidmore College. This one is touched at the top while counting: One. The two touch at the beginning and end of the figure, while the number: One, two. The three touch at the beginning, middle and end of the figure, while the number: One, two, three. The four touch and count from top to bottom on the lower strokes as it counts: One, two, three, four. For the closed form 4, use the same square counting pattern. To help students remember the first TouchPoint, it can be called in space. The five are touched and the number in the consecutive row, in the photo: One, two, three, four, five. To help you remember the fourth TouchPoint, it can be called the navel. The six start using touchpoints (dots with circles). These TouchPoints double must be touched and counted twice when they appear. Six is touched and counted from top to bottom: One or two, three-four, five-six. The seven also touch the number from top to bottom, first counting the double TouchPoints: One or two, three-four, five-six, followed by a single TouchPoint: seven. A single TouchPoint can be thought of as a nose. Teachers sometimes tell young or rehabilitated students to touch it on the nose to help them remember the ultimate TouchPoint. The eight are touched and counted from left to right: One or two, three-four, five six, seven-eight. Tell the young or the lines that the eight look like a robot. First count his head, then his body. You can also tell students that the eight are touched in the same way you type the letter Z. The nine touch and count from top to bottom, first counting the double TouchPoints: One-two, three-four, five-six, seven-eight, followed by a single touchPoint: nine. To the tune of The Head, Shoulders, Knees and Fingers, make students touch these parts of the body with both hands as they sing the head, shoulders, knees and toes, touching the nose (with one finger). This will display a 9 touchPoint counting pattern. Zero doesn't have TouchPoints, so you never touch and count zero. Zero.

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