

Coco Age 7 - going into 2nd grade

Part 1:
Addition Running Record Recording Sheet
Strategy Levels and Accuracy

0+1 ✓	a wo sc asc ca fco coh pth dk	A0	0 1 2 3 (4)
2+1 ✓	a wo se asc ca fco coh pth dk	A1	0 1 2 3 (4)
3+2 ✓	a wo se asc ca fco coh pth dk	Aw5	0 1 2 3 (4)
2+6 ✗ 7	a wo <u>sc</u> asc ca fco coh pth dk	Aw10	0 1 2 3 (4)
4+6 ✓	a wo se asc ca <u>fco</u> coh <u>pth</u> dk	AM10 counted on from 6	0 (1) 2 3 4
7+7 ✗ 11	a wo se asc <u>5s</u> ca fco coh pth dk	AD	(0) 1 2 3 4
5+6 ✓	a wo se asc <u>5s</u> ca fco coh pth dk	AD1	0 (1) 2 3 4
7+5 ✓	a wo se asc ca <u>fco</u> coh <u>pth</u> dk	AD2	0 (1) 2 3 4
3 ✗ 8 ✓ (diff version)	a wo se asc ca <u>fco</u> coh <u>pth</u> dk	AHF/AC	0 (1) 2 3 4
7+8 ✗ 12	a wo se asc ca fco coh <u>pth</u> dk	AHF/AC	0 1 2 3 4
8+9 ✗ 13	a wo se asc ca fco coh <u>pth</u> dk	AHF/AC	0 1 2 3 4
10+4 ✓	a wo se asc ca fco coh pth dk	A10	0 1 2 3 4

Codes:
a- automatic
wo - wrong operation
sc- self corrected
asc- attempted self-correction
ca - counted all
fco - finger counted on
coh- counted on in head
pth - prolonged thinking time
dk - didn't know

A0 - adding 0
A1 - adding 1
Aw5 - adding within 5
Aw10 - adding within 10
AM10 - making 10
AD - adding doubles
AD1 - adding doubles plus 1
AD2 - adding doubles plus 2
AHF- adding higher facts
AC - adding by compensating
A10 - adding 10 to a number

Codes:
0 - doesn't know
1 - counting strategies
fingers or drawing
2 - mental math/ solving in head
3- using known facts and strategies like doubles, make ten
4- automatic recall

I mark only when the student is solving.

Comments:

Part 2:
Addition Flexibility Assessment

Teacher: We are now going to administer Part II of the Running Record. In this part of the Running Record we are going to talk about what strategies you use when you are solving basic subtraction facts. I am going to tell you a problem and then ask you to tell me how you think about it. I am also going to ask you about some different types of facts. Take your time as you answer and tell me what you are thinking as you see and do the math. I am going to take notes so I can remember everything that happened during this Running Record.

Zero Facts	+1 Facts	Adding within 10 Facts *this question looks at adding within 5 and 10	Make ten facts	Doubles Facts
<p>What do you do when you are adding zero to a number? For example,</p> <p>✓ Same #</p> <p>8 + 0 ✓ 5 + 0 ✓</p> <p>A0 ✓ N/E/Y</p>	<p>What do you do when you are adding 1 to a number. For example,</p> <p>→ after ✓</p> <p>4 + 1 ✓ 10 + 1</p> <p>A1 ✓ N/E/Y</p>	<p>If your friend didn't know how to solve these problems, what would you tell them to do?</p> <p>4 + 3 ✓ x8 (sc) 2 + 2 ✓ 6 + 3 7 + 2 ✓ Aw10 N/E/Y</p>	<p>What does 3 + 7 make? ✓ a</p> <p>What about 5 + 5? a ✓</p> <p>What kind of facts are these?</p> <p>Auto? N/E/Y</p> <p>AM10</p>	<p>What does 8 + 8 ✓ make? fco pth</p> <p>What about 6 + 6?</p> <p>What kind of facts are these?</p> <p>9 + 9 ✓</p> <p>AD Auto? N</p>
<p>Doubles + 1 If a friend did not know how to solve 6 + 7, what would you tell them to do?</p> <p>What about 4 + 5? ✓ a</p> <p>6 + 7 ✓ a 6 + 6 + 1</p> <p>ADI</p>	<p>Doubles + 2 If a friend did not know how to solve these facts, what would you tell them to do?</p> <p>3 + 5 ✓ pth 4 + 4 dbl middle 6 + 8 ✓ pth fco @ 6</p> <p>AD2</p>	<p>Higher/Harder facts What do you do when you see problems like 5 + 9 or 7 + 4? What strategy do you use to solve these problems?</p> <p>4 + 9 ✓ pth cch @ 9 8 + 6 ✓ pth fco @ 6</p> <p>AHF</p>	<p>Compensation If a friend did not know how to solve 9 + 7 what would you tell them to do?</p> <p>What about if they could not solve 8 + 5, what would you tell them to do?</p> <p>AC</p>	<p>Add 10 What do you do when you add 10 and a number?</p> <p>10 + 2 ✓ a 10 + 8 ✓ a</p> <p>A10 N/E/Y</p>

Comments/Notes about gestures, behaviors, remarks.

Instructional plan:
begin Aw10 to build automaticity.
Then, pairs that make 10 since 4+6 on front used fco.