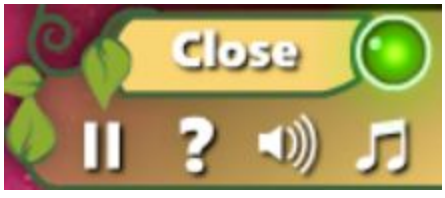
APS Digital Learning Tools for Math Instruction

Both applications are accessible through CLEVER One Login.

	dreambox LEARNING	Reflex
What is it?	DreamBox Learning is a digital based mathematics program for grades K-8 students. For students, DreamBox Learning: ● Adapts to provide students with lessons that they need when they need them; ● Provides VA standards based lessons that challenges students to think critically	Reflex is an adaptive and individualized program that helps students develop fluency *once they understand the concepts behind the operations.* Reflex operates on the following structure: ● Quick check with fluency ● Coaching with Coach Penny ● Games for practice ● Reports for students to see progress Lastly, Reflex, due to its time component, may not be a good fit for all of our Lions. In this case, the teacher will develop an alternative plan for a student's fluency work.
Audience & Rationale	At Long Branch, K-5 students will engage in DreamBox throughout the year. Teachers can target lessons based on VA State Standards of Learning.	Per APS, the REFLEX program is available to all students in Grades 2-5. ● Grade 2 students will work in addition and subtraction ● Grade 3 students will begin in addition and subtraction and move to multiplication and division once instruction in the conceptual understanding is taught (unless there is an identified need to work within addition/subtraction) ● Grade 4 & 5 students will

		work in multiplication and division (unless there is an identified need to work within addition/subtraction) REFLEX is also available to students in Grade 1 in Spring (4th quarter), only after formal instruction and students are prepared to solidify their understanding of addition and subtraction facts.
Goals	1. Provides Standards based data that tracks student growth and proficiency; 2. Is customizable to so that teachers may assign focus lessons based upon need; and 3. Provides teachers with insights as to how their students learn.	The goal of REFLEX is to aid students in developing their fluency *once they understand the concepts behind the operations.* Please NOTE: When students have demonstrated mastery of the operation (add/sub, mult/div), the use of the Reflex program is no longer needed and will be discontinued.
Parent Support	DreamBox lessons are personalized to your child based on their strategies and understanding. Tips to support your child at home during Dreambox lessons: 1. Let your child work as independently as possible, so that DreamBox can adjust to their mathematical understanding 2. Listen to the program feedback (the audio) and have your child try again 3. Use the Help/Hint button. 4. Encourage risk taking: a. What do you already know? b. What do you think you	Encourage students to work to the green light** in one sitting. Students should engage in REFLEX (i.e. achieve a green light) 4 times/week. **Green light indicator: 

	could do next? c. What happens when you try that?	
Student Expectations	Students will engage in DreamBox on asynchronous Mondays and during portions of independent work in Math Workshop at the teachers' discretion. The expectations for students are the following: 	1. Engage in REFLEX until you've reached the GREEN light. 2. Play REFLEX at least 4 times/week.