

## Addition in Minutes

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# Philosophy and Rationale 

## Understanding the Little Giant Steps <br> Approach to Learning

The Rapid Recall System is a revolutionary math supplement which gives you, the teacher, the leverage needed to teach the most fundamental building block of mathematics, math facts. Your students will learn these facts in less than ten minutes a day. The Rapid Recall System is based on established research which demonstrates that efficient learning is accomplished when done in short, dynamic, teaching moments. Your school can experience what other schools already have discovered, students with confidence and knowledge to pass those standardized tests with flying colors. Rapid Recall includes brainimpacting tactics so math facts can be learned quickly and retained long-term.

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Input is information being supplied to the brain. Input is the
    same as "instruction" (giving the answers or teaching).
Output is expecting something to come out of the brain.
        The brain must have sufficient input before
        it is able to output information.
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If you are expecting students to accomplish 100\% on their own, it is an ASSESSMENT or a TEST!

## Coach's Play Book Quick Reference Guide



## Week 1: Teaching Addition Facts "With O"

This will be taught in the first week of the Early Learning Foundations' Student Activity Book. If your students need more practice to master this concept then write additional problems on the board each day. You work some and then students work some until mastery is achieved.

## Remember: Input is crucial to success !

## Day FiVE: All training on +0 from the Student Activity Book is over.

Day 5 starts the work in the Rapid Recall System Student Book with the first +0 Speed Drill.
It is time for output! Students do $100 \%$ on their own with "+0 Speed Drill"

## Speed Drill Instructions:

1. +O Speed Drill is introduced on Day 5 of the +0 training. You will continue using a +0 Speed Drill each day next week while teaching the +1 facts described under Week 2.
2. Students do all Speed Drill pages in the Rapid Recall System with $100 \%$ output (students work independently). Instruct the students to write all answers as fast as they can. Tell the students, "Don't try to figure out the answers, just write them from memory. If you don't know the answer, skip that problem and go on to the next one." (Note: Blank answers are your cue which students need more input. These students can receive additional input in small groups.)
3. The students can exchange papers for grading if desired. Instruct them to mark all problems that are correct with a check mark. Count all correct answers. Encourage the students to try to beat their score each day. Goal (but not required): Three days of improved speed and accuracy.
4. All Speed Drills have a spiraling feature, building mastery from week to week. As more facts are learned, they appear on the Speed Drill Sheets for review. There is no time limit on Speed Drills. However, the students should try to beat their own accuracy score each day with the time you decide to give them. This adds intensity!

## Day 5 continued:

Begin +1 discussion: Say, "One plus any number is like counting to the next number." Use several examples in your short discussion, i.e. "If this circle has 9 chairs and you bring one more chair, you now have 10 chairs. Count 9, 10." (more on the next page)

Number Sequence: Introduce the "Number Sequence" worksheet located in the Student Practice Book on the reverse side of the +0 Speed Drill. Say, "One plus any number is like counting to the next highest number." The teacher reads and writes all answers while the students watch and write the answers AFTER the teacher. Example: You, the teacher, see "5, _"; you say, "Five, six," as you point to the five and write 6 in the blank. Today you do this for all of the numbers on the sheet ( $100 \%$ INPUT).

## Week 2: Teaching Addition Facts "With 1"

This will be taught in the second week of the Early Learning Foundations' Student Activity Book. If your students need more practice to master this concept then write additional problems on the board each day. You work some and then students work some until mastery is achieved.

## Week 2:

## Teaching Addition Facts with 1

Special Note: Younger, less experienced or learning challenged students use the "Number Sequence" worksheet
(in Student Practice Book) for 5 days BEFORE teaching +1 as described below. Additional $0+$ 's Speed Drill are available for duplication in the appendix of this guide.
These extra drills are only needed if students do extra days of "Number Sequence" before starting +1 . Do one $0+$ Speed Drill and one Number Sequence sheet each day. Typically developing students follow the directions below.

## Day 1:

1+ Discussion: Say, "One plus any number is like counting to the next highest number." Use several examples like the following, "If you have 2 apples and you get 1 more apple, you now have 3 apples. Count two, three."

Number Sequence: Now fill in the "Number Sequence Sheet" together. The teacher reads and writes three answers for every one answer the student writes ( $75 \%$ input). Example: You, the teacher, see " 5 , __"; you say, "five, six," as you write 6 in the blank. You do this for
three of the numbers on the sheet. The students fill in the next blank. Continue through the sheet with $75 \%$ input/instruction.

O+ Speed Drill: This can be done before or after the Number Sequence sheet. It is on the reverse side. Students do this page with 100\% output. (Students do this independently.)

## Remember, Days 1-4 are days to input.

## Day 2:

Number Sequence: Today, fill in the "Number Sequence" sheet with $66 \%$ input. Teacher gives 2 answers, student gives 1 answer.

0+ Speed Drill: This can be done before or after the Number Sequence sheet. It is on the reverse side. Students do this with 100\% output. (Students do this independently.)

## Day 3:

1+ Discussion: Say, "One plus any number is like counting to the next highest number." Use several examples like the following, "If you have 9 students in class and 1 more enters, you now have 10 students. Count nine, ten."
Number Sequence: Now fill in the "Number Sequence Sheet" together with $50 \%$ input. Teacher reads and writes one answer for every one answer the student writes.

0+ Speed Drill: This can be done before or after the Number Sequence sheet. It is on the reverse side. Students do this with $100 \%$ output. (Students do this independently.)

## Day 4:

1+ Discussion: Say, "One plus any number is like counting to the next highest number." Use several examples like the following, "If you have 5 dogs and get 1 more, you now have 6 dogs. Count five, six."

Number Sequence: If you believe all students will be 100\% successful with this activity let them do it on their own - 100\% output. Otherwise continue 50\% input on this sheet from the Student Activity book.

O+ Speed Drill: This can be done before or after the Number
Sequence sheet. It is on the reverse side. Students do this with $100 \%$ output. (Students do this independently.)

## Day Five:

$+1 \&+0$ Speed Drill with 100\% output (Located in Rapid Recall System Student Practice Book.) Speed Drill Instructions: See detailed speed drill instructions on pages 5 and 6.

Number Sequence: can be completed by the students with 100\% output on day 5 or omitted at the teacher's discretion.

Name: $\qquad$ Date: $\qquad$


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$$
\begin{array}{r|r|r|r|r}
28 & 136 & 67 & 2174 & 88888 \\
+0 & +0 & +0 & +0 & +0 \\
\hline
\end{array}
$$

Name: $\qquad$ Date: $\qquad$


$$
\begin{array}{|l||l|l}
0+9=\ldots & 2+0=\ldots & 1+0= \\
\hline \hline 3+0=\_ & 0+8=\ldots & 0+6= \\
\hline 7+0=\_ & 0+5=\ldots & 0+4= \\
\hline 7 * \text { Bonus Round** }
\end{array}
$$

| 38 | 426 | 91 | 3475 | 77777 |
| ---: | ---: | ---: | ---: | ---: |
| +0 | +0 | +0 | +0 | +0 |
|  |  |  |  |  |

Name: $\qquad$ Date: $\qquad$


Name: $\qquad$ Date: $\qquad$


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$$
\left.\begin{array}{r|r|r|r}
15 & 149 & 62 & 3416 \\
+0 & +0 & +0 & +0
\end{array}\right)
$$

Name: $\qquad$ Date: $\qquad$


$$
\begin{aligned}
& \begin{array}{|l||l||l||}
\hline 2+0=\ldots, & 0+9=\ldots & 1+0=\ldots \\
\hline 0+8=\ldots & 3+0=\ldots & 0+6=\ldots \\
\hline 0+5=\ldots & 7+0=\ldots & 0+4=\ldots \\
\hline
\end{array} \\
& \text { **Bonus Round** }
\end{aligned}
$$

| 63 | 249 | 37 | 5942 | 44444 |
| ---: | ---: | ---: | ---: | ---: |
| +0 | +0 | +0 | +0 | +0 |

