

## MathFluency+ Co-Design Framework

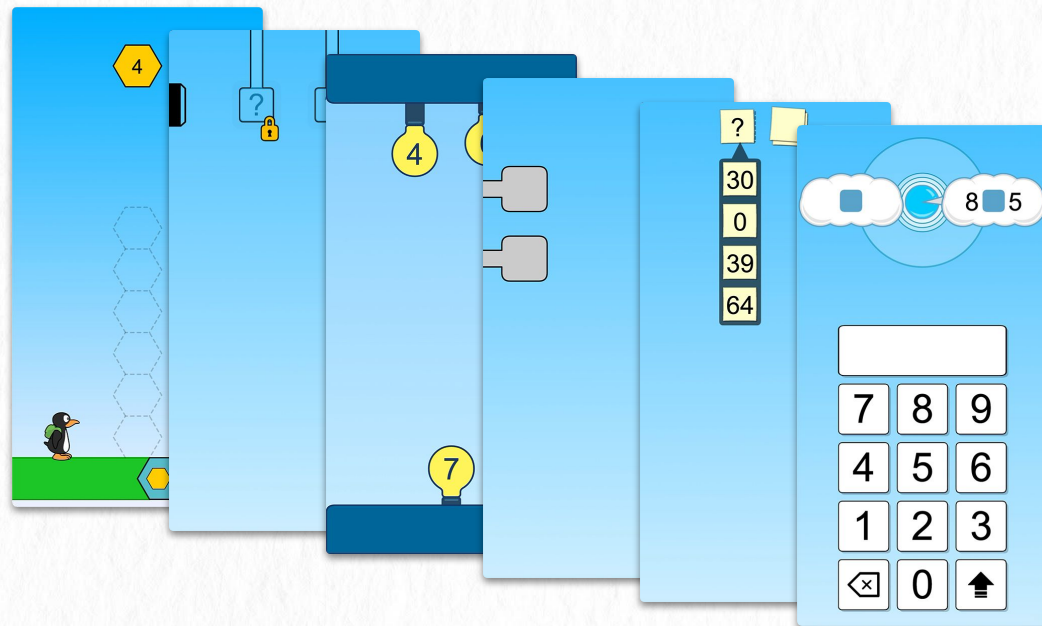
### Description

This resource is provided as an example of the Inclusive Development Key Action of “Develop shared Language and understanding for co-design.” A description of the slide content:

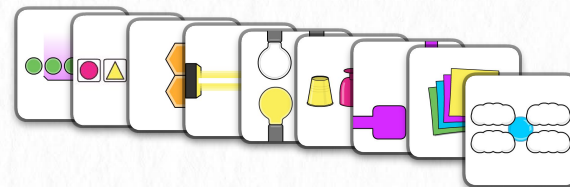
- Slide 1: High-level overview of the MathFluency+ learning approach, whose three main components are (1) a series of games to simultaneously leverage executive function skills and fact fluency, (2) a teacher dashboard, and (3) mini-lessons to accompany the games.
- Slide 2: A graphic that illustrates the co-design process, with special attention to the iterative nature of the process (blue background).
- Slide 3: An illustration of how the co-design process led to a restructuring of the mini-lesson scope and sequence. Teacher partners, during co-design sessions, expressed the importance of including more lessons that talked about executive functions more explicitly to students. So, the MathFluency+ team added four lessons to their mini-lesson series (highlighted in green) based on teacher feedback.

Please see the selected slides below.

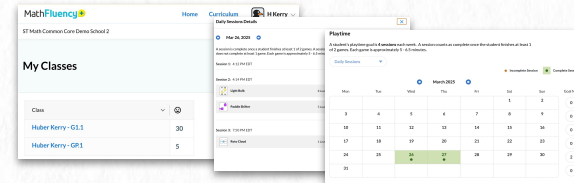
Integrating affordances to develop  
**executive function skills** into a **math fact fluency** context



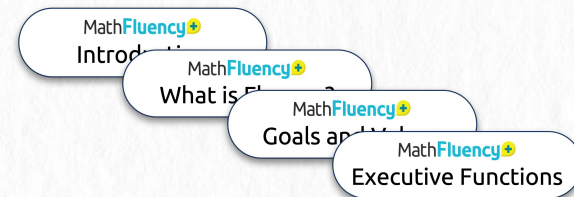
## Games



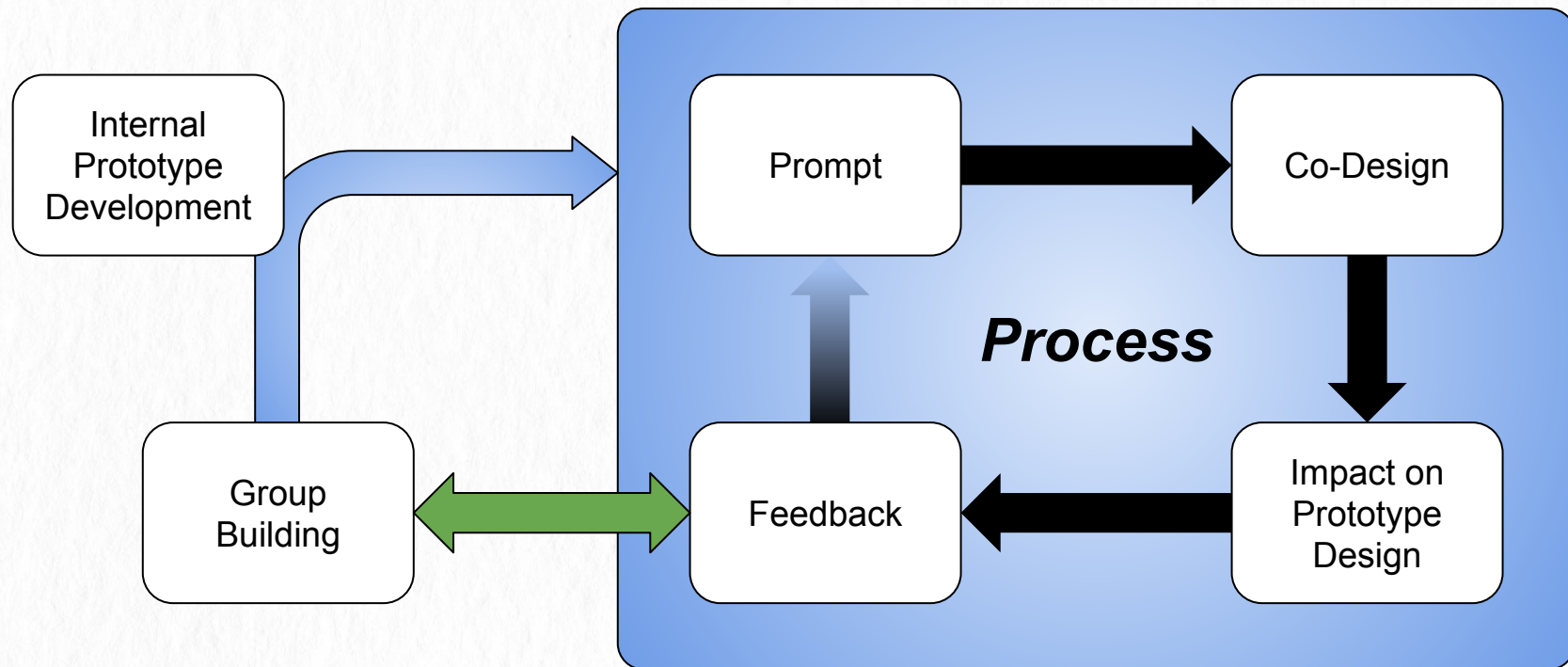
## Dashboard

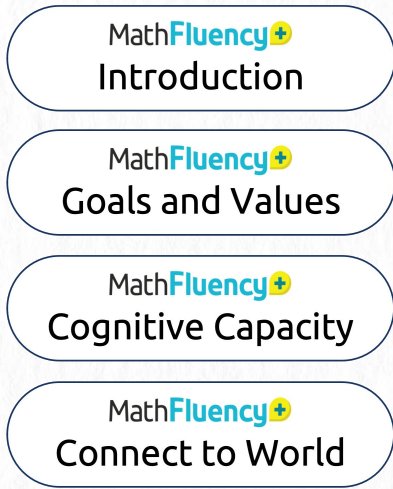


## Lessons



## Designing with the Users for the Users





**Co-Design Focus**

- Human-to-Human Interaction
- Objectives and Goals
- Sequence and Timing

**Main Design Changes**

- Talk about Executive Functions
- More Lessons in Beginning
- Different Sequencing

MathFluency+ Introduction

MathFluency+ What is Fluency?

MathFluency+ Executive Functions

MathFluency+ Goals and Values

MathFluency+ Cognitive Flexibility

MathFluency+ Working Memory

MathFluency+ Inhibitory Control

MathFluency+ Connect to World

Initial Lessons

Distributed Over Months