

About Interview Prompts for Assessing Game Play:

Interview Prompts provide important insights about whether students know how to use a strategy, encourages students to articulate their thinking and if asked during game play, exposes other students to a variety of ways to find the answer. Because students need a lot of practice choosing and applying strategies, interviewing is very practical and informative when used during game play.

While Interview Prompts may be the best way to learn about what students know, they can be difficult to manage. These tips can help:

- Plan on 1-2 minutes per child for *most* game play interviews.
- Carefully watch as the students play the Math Fact Fluency game. Let the students know you are observing them and looking for their math fact fluency with addition, subtraction, multiplication and/or division.
- Once you hear a student give a correct answer, ask the questions shown in the table below. Select your interview question based on your instructional goal for game play observation. See questions in the chart for accuracy, efficiency and flexibility strategy selection.
- You don't have to...
 - interview every student who is playing a game that day.
 - ask every question on your interview protocol. If you already see that a student does or does not know the fact set or strategy, stop.
 - o interview children on the same day.
 - interview every child in the class. If you are interviewing to plan for instruction, a sample of 5-6 students can give you plenty of insights!

	ompts as students riay a basic ract Game		
Accuracy	*Listen and watch. Are they getting correct answers? *Ask, "What answer did you get?"		
Efficiency and strategy selection	*Silently count as students play to assess time taken to answer. Are they applying the strategy in a reasonable timeframe? *Ask "How did you solve it?" *Ask "Was it an efficient strategy?"		
Flexibility and strategy selection	*Listen and watch. Are they using different strategies for different fact sets? *Ask "Why did you pick that strategy?" *Ask "Is there another strategy that you could use for that problem?" *Ask "When do you use strategy instead of strategy?"		

Interview Prompts as Students Play a Basic Fact Game...

Math Fact Fluency

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,		s to guide your question			
	Record evidence of student thinking to support each aspect of math fact fluency. Code: I = Inefficient method used (e.g., Skip Counting) S= (Efficient) strategy used (e.g., Adding a Group or Break Apart) K= Just knew (recall) *= Automaticity (fact given in three seconds or less)				
Student's Name	Accuracy	Efficiency and strategy selection	Flexibility and strategy selection		

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	the Interview Prompt				
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