Classroom Observation/Interview

Student	Date	Strategy:	Notes	Date	Strategy:	Notes

	Coding	Phases of Fluency				
		Development				
		Efficient Phase:				
		Mastery or efficient				
		production of				
		answers. For				
	E	example, when				
		asked, "What is 5 +				
		7?" a child might call				
		out, "Twelve," and				
		explain, "I just knew				
		it."				
		Reasoning Phase:				
		Deriving answers				
		using reasoning				
		strategies based on				
	R	known facts, such a				
		solving 5+7 by				
		thinking, "Five plus				
		five equals ten, and				
		two more will make				
		twelve."				
		Modeling Phase:				
		Modeling and/or				
	M	counting all or				
		counting on to find				
		the answer: For				
		example, using				
_		fingers to help keep				
		track of their counts				
		to solve 5+7=?				