ADDITION RUNNING RECORD

Student Page

0 + 1	5 + 6
2 + 1	7 + 5
3 + 2	4 + 8
2 + 6	7 + 8
4 + 6	8 + 9
7 + 7	10 + 4

Part 1: Addition Running Record Recording Sheet Strategy Levels and Accuracy			
0 + 1	a wo sc asc ca fco coh pth dk	A0	0 1 2 3 4
2 + 1	a wo sc asc ca fco coh pth dk	A1	0 1 2 3 4
3 + 2	a wo sc asc ca fco coh pth dk	Aw5	0 1 2 3 4
2 + 6	a wo sc asc ca fco coh pth dk	Aw10	0 1 2 3 4
4 + 6	a wo sc asc ca fco coh pth dk	AM10	0 1 2 3 4
7 + 7	a wo sc asc ca fco coh pth dk	AD	0 1 2 3 4
5 + 6	a wo sc asc ca fco coh pth dk	AD1	0 1 2 3 4
7 + 5	a wo sc asc ca fco coh pth dk	AD2	0 1 2 3 4
4 + 8	a wo sc asc ca fco coh pth dk	AHF/AC	0 1 2 3 4
7 + 8	a wo sc asc ca fco coh pth dk	AHF/AC	0 1 2 3 4
8 + 9	a wo sc asc ca fco coh pth dk	AHF/AC	0 1 2 3 4
10 + 4	a wo sc asc ca fco coh pth dk	A10	0 1 2 3 4
Codes: a- automatic wo – wrong operation sc- self corrected asc- attempted self-correction ca – counted all fco – finger counted on coh- counted on in head pth – prolonged thinking time dk – didn't know		A0 – adding 0 A1 – adding 1 Aw5 – adding within 5 Aw10 - adding within 10 AM10 –making 10 AD – adding doubles AD1 – adding doubles plus 1 AD2- adding doubles plus 2 AHF- adding higher facts AC – adding by compensating A10 – adding 10 to a number	Codes: 0 – doesn't know 1 – counting strategies fingers or drawing 2 - mental math/ solving in head 3- using known facts and strategies like doubles, make ten 4- automatic recall
Comments:			

Part 2:
Addition Flexibility Assessment

Teacher: We are now going to administer Part II of the Running Record. In this part of the Running Record we are going to talk about what strategies you use when you are solving basic subtraction facts. I am going to tell you a problem and then ask you to tell me how you think about it. I am also going to ask you about some different types of facts. Take your time as you answer and tell me what you are thinking as you see and do the math. I am going to take notes so I can remember everything that happened during this Running Record.

Zero Facts	+1 Facts	Adding within 10 Facts *this question looks at adding within 5 and 10	Make ten facts	Doubles Facts
What do you do when you are adding zero to a number? For example,	What do you do when you are adding 1 to a number. For example,	If your friend didn't know how to solve these problems, what would you tell them to do?	What does 3 + 7 make? What about 5 + 5? What kind of facts are these?	What does 8 + 8 make? What about 6 + 6? What kind of facts are these?
8 + 0	4 + 1	2 + 2		
5 + 0	10 + 1	6 + 3		
A0	**A1**	**Aw10**	**AM10**	**AD**
Doubles + 1	**Doubles + 2**	**Higher/Harder facts**	**Compensation**	**Add 10**
If a friend did not know how to solve 6 + 7, what would you tell them to do? What about 4 + 5?	If a friend did not know how to solve these facts, what would you tell them to do? 3 + 5 6 + 8	What do you do when you see problems like 5 + 9 or 7 + 4? What strategy do you use to solve these problems?	If a friend did not know how to solve 9 + 7 what would you tell them to do? What about if they could not solve 8 + 5, what would you tell them to do?	What do you do when you add 10 and a number? 10 + 2 10 + 8
AD1	**AD2**	**AHF**	**AC**	**A10**

Comments/Notes about gestures, behaviors, remarks.

Part 3 **Mathematical Disposition:** **Quick Interview**
Do you like math?
What facts are easy? Which facts do you just know? (Point to the benchmark problems.)
What facts are tricky? Do you use any strategies on the tricky problems?
What do you do when you get stuck?