Introducing: Math Interactive Learning Experience (MILE)

MILE is an intervention program that supports math learning among children individually and in groups within a classroom setting.

Program Core Components

- **Build:** Preliminary math skills
- **Establish:** Goal setting & on-going assessment
- **Develop:** In-depth concept understanding & problem solving
- **Engage:** Interactive learning
- **Promote:** Behaviour regulation

Targets Cognitive Skills

- **Working Memory**
- **Visual Spatial**
- **Visual Motor**

<table>
<thead>
<tr>
<th>Cognitive skills</th>
<th>Important for math</th>
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<tbody>
<tr>
<td>To remember and manipulate verbal and spatial information</td>
<td>- Remember and organize information</td>
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<td>To understand the relationship between objects and space</td>
<td>- Solve multiple step problems</td>
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<td>To integrate visual and motor information (i.e. hand eye coordination)</td>
<td>- Aligning numbers</td>
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<td>- Pattern recognition</td>
<td>- Quantity estimation</td>
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<tr>
<td>- Measurement</td>
<td>- Writing numbers</td>
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<td>- Drawing shapes</td>
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<td>- Copying figures</td>
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MILE in Action: The F-A-R Approach

- **F: Focus & Plan**
  - "Think with your brain and make a plan"
  - Ask: What does it look like when you focus?
  - Look with your eyes, listen with your ears (focus) and then we can make a plan together

- **A: Act**
  - "Do fun stuff and learn"
  - Say: Let’s follow our plan so we can learn!
  - Work with the child to explore HOW they plan to solve the problem before, during and after solving it

- **R: Reflect**
  - "What did we do and what did you learn"?
  - Ask: What did you do and HOW did you do it?
  - With praise, help the child notice the process of where they went right and wrong after solving the problem