DRAW & FAST DRAW

Harris, C. A., Miller, S.P., & Mercer, C.D. (1995). Teaching initial multiplication skills to students with disabilities in general education classrooms. *Learning Disabilities Research & Practice*, 10(3), 180-195.

The Math strategy, draw, is used for teaching students with special needs to solve multiplication facts that are not yet committed to memory.

Discover

- Discover the Sign
- · The student looks at the sign to figure out what operation to perform

Read

- Read the problem
- · The student says the problem aloud or to himself or herself

Answer

- Answer, or draw, and check
- The student thinks of the answer or draws lines to figure out the answer
- · The student checks his or her drawing and counting

Write

- Write the answer
- The student writes the answer in the answer space

The FASTDRAW strategy can help students make the transition from pictures to abstract numbers. First use FAST then use DRAW.

Find

- · Find what you are solving for
- · Students look for the question in the problem

<u>Ask</u>

- Ask yourself, "What are the parts of the problem?"
- Students identify the number of groups and the number of objects in each group

<u>Set</u>

- Set up the numbers
- · Students write the two numbers in the problem in a vertical format

Ti<u>e</u>

- Tie down the sign
- · Students add the multiplication sign to the problem