

THE POSITION

MATH FLUENCY THROUGH COLLABORATION AND COMPETITION.

Lead with the position. Then select the audience, diagnose the need, and show one relevant proof.

PRACTICE + PEOPLE = FLUENCY

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= FLUENCY**

CHOOSE THE AUDIENCE

HOME

Motivation, confidence, fit

CLASS

Engagement, differentiation, action

SCHOOL

Fit, governance, implementation

ROUTE

Clarify intent, then route

FIVE MOVES

01 OPEN

Earn the next question.

02 DISCOVER

Find the real need.

03 ANSWER

Match value to need.

04 PROVE

Show one relevant thing.

05 CLOSE

Ask for one next step.

MEMORIZE THE LANGUAGE. IMPROVISE THE DELIVERY.

01

POSITION

FlashMath is designed to build math fluency through teacher-controlled collaboration and competition.

02

EXPLAIN

Practice builds the skill. Play gives the skill a purpose.

03

FAMILY

The math isn't something you finish before the game. The math is the game.

04

EDUCATOR

FlashClass makes fluency practice more engaging without giving up instructional control.

05

DISTRICT

FlashEDU combines teacher-managed learning with organization-wide visibility and configurable controls.

06

DISCOVER

What does your team need to decide?

07

REASSURE

That's a fair concern - and it's exactly what I'd want you to test rather than take on faith.

08

RE-ENGAGE

Let me make this useful in ten seconds.

09

INTEGRITY

I don't want to guess. I'll verify that and follow up.

10

CLOSE

Who owns the next step, and what can we put on the calendar now?

CLAIMS CONTROL

Never promise score gains, universal student fit, blanket compliance, or a memorized price. If you do not know, verify and follow up.