

2018-2019 MATH ASSETS TEACHING FRAMEWORK

20 Minutes	30 Minutes	20 Minutes
Number Sense/Tech Opener	Reasoning & Modeling	Game-like engaged math activities
Math Minute (optional) IXL or Khan Academy	In-depth, multi-step problem solving in small groups	Fun, competitive, & productive activities or/and Speed Drills
<p><u>Purpose:</u></p> <ul style="list-style-type: none"> ⊕ Fill in gaps of basic computation • Resources already provided in Google Folder • Help with PARCC's Additional and Supporting Standards • Will help students meet their math MAP goal • Will help close the gap in any prerequisite skills needed for current grade level content • Improving student independent study skills • MAJOR BENEFIT: It <u>individualizes</u> the student's work for what <u>they</u> need <p>Options: - Work on Grade-Level Mission on Khan - Move through grade-level skills on IXL *Depending on student ability they can go one grade-level above or below</p>	<p><u>Purpose:</u></p> <ul style="list-style-type: none"> ⊕ Help with PARCC Sub-claims C and D (Type 2 & 3) ⊕ Reasoning and Modeling components ⊕ Communication, promoting proper mathematical vocabulary • Completed EVERY day • Students are working in pairs or groups of three maximum • Students work together (with ONE paper per pair/triple) for twenty minutes • They progress through as much of the task as possible (do not rush them - they can finish this task the next day) • Students should show multiple methods and justify all reasoning TOGETHER. <p>Options: Mapshell Math Lessons, MARS Tasks, Problem Solving Investigations, Card Sorts relating multiple representations.</p>	<p><u>Purpose:</u></p> <ul style="list-style-type: none"> • Promote mathematical fluency • Keep everyone happy • Bring some energy • Make math fun! <p>Playing games encourages strategic mathematical thinking as students find different strategies for solving problems and deepen their understanding of numbers.</p> <ul style="list-style-type: none"> • When played repeatedly, games support students' development of computational fluency. • Games present opportunities for practice, often without the need for teachers to provide the problems. Teachers can then observe or assess students and work with individuals or small groups of students. <p>Options: Math-O, Card Games, Desmos Activities, Quizlet Live, Kahoot</p>