

Go Math! Overview and Application

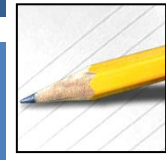
*How will
Go Math!
Common
Core
influence
mathematics
instruction in
your
classroom?*

*Substitute
training*



Norms

Becoming a Community of Engaged Learners



Agenda



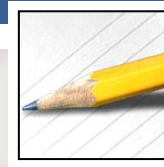
The Math Block

Planning

Digital Path

Closing Thoughts

The Math Block



Essential Components

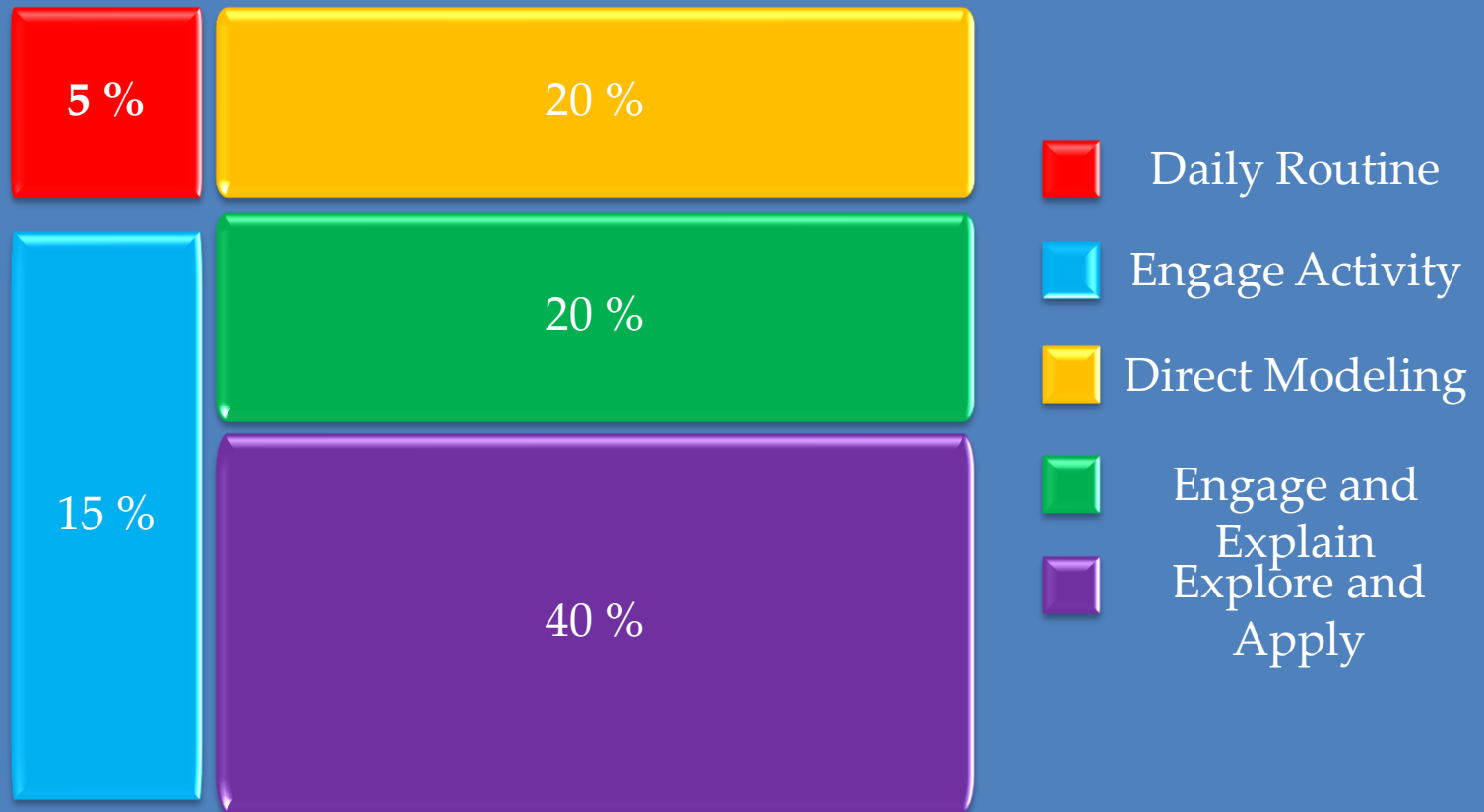
- Standards
- Essential Outcome Question
- Learning Target
- Daily Routine
- Concrete / Representational / Abstract
- Closure



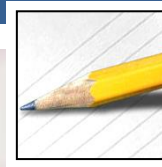
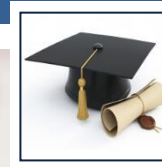
The Math Block



Percentage of Time Spent on
Each Component



The Math Block



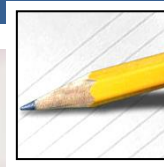
Daily Routine

- Fluency Builder
- Counting Tape

- Homework Review
- Review & Connect

Past Lessons

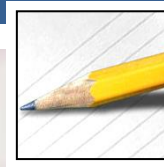
The Math Block



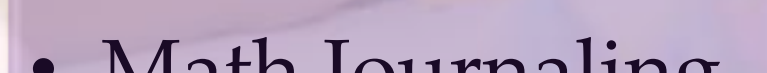
Engage Activity

- Hook
- Teacher Created
- Listen and Draw
- Unlock the Problem
- Literature
- Interactive

The Math Block

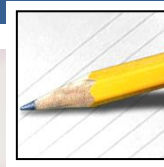


Direct Modeling



- Teacher Modeling
- Direct Instruction
- Classroom Discussion
- Math Journaling
- Teach and Talk

The Math Block



Engage and Explain

- Share and Show
- Math Talk
- Quick Check

- Go Deeper
- Cooperative Learning
- Strategy Practice

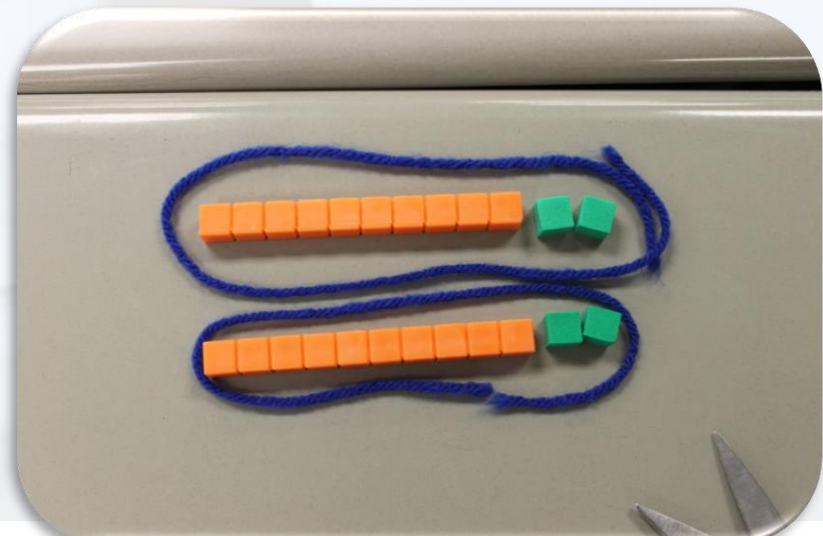
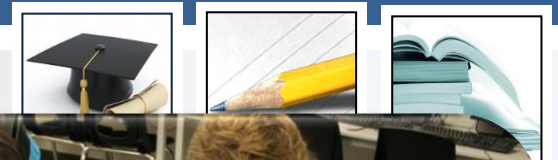
The Math Block



Explore and Apply

- Extend the Math
- Differentiated Small Groups
- On Your Own & Problem Solving
- Science and Social Studies Connections
- Review Essential Question & Wrap-up

Concrete and Pictorial Models



Concrete and Pictorial Models

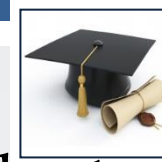


Think about the most recent chapter, skill, or concept you taught.

Did you use concrete or pictorial models?

- If yes, how did it enhance the students' overall learning experience?
- If no, looking back could you have incorporated one or both?

Concrete and Pictorial Models: Key Points



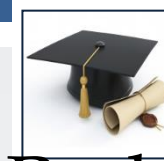
- Concrete materials give students an experiential understanding of concepts.
- Pictorial representations offer flexibility, challenging students understanding at a deeper level while maintaining their connection to the contextual situation.
- Without the concrete or pictorial models, operations become disconnected from meaning, rendering students unable to judge when and where they apply.

Concrete planning



- Use your TE, current or upcoming topic
- Identify the concrete or representational activities located on any page #A and page #B.
- How could these activities benefit students?
- How can you incorporate these strategies into your lessons?

Concrete application

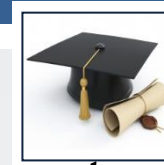


Locate a HOTS problem or Problem Solving Application problem (the end of each lesson)

How could concrete or representational models be used to increase student understanding?

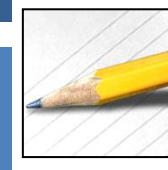
Solve an application problem using concrete or representational models.

Why teach more than one way?



- Teachers may question the importance of teaching different approaches for doing mathematical procedures. They may think that knowing several ways of doing the same thing confuses children.
- Rather than confusing children, learning a variety of approaches empowers them.
- Since children have many different modalities, teaching a variety of strategies and showing different models for concepts and operations helps all children find a way that works for them.
- It also gives children alternative methods of problem solving when they are having trouble finding a solution.

Digital Path



Go Math! ePlanner

- Immediate access to teacher/student edition
- Ability to view, schedule, and assign most print and electronic resources
- Interactive iTools
- Animated Math Models
- Professional Development Podcasts

The ePlanner is your “go to” resource for ease of access to all of the Go Math! components

Digital Path

ePlanner

GO Math! Florida Common Core ePlanner G1

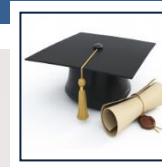
Table of Contents

- Chapter 1 ePlanner: Addition Concepts
- Chapter 2 ePlanner: Subtraction Concepts
- Chapter 3 ePlanner:
- Chapter 4 ePlanner:
- Chapter 5 ePlanner:
- Chapter 6 ePlanner:
- Chapter 7 ePlanner:
- Chapter 8 ePlanner:
- Chapter 9 ePlanner:
- Chapter 10 ePlanner:
- Chapter 11 ePlanner:
- Chapter 12 ePlanner:
- End-of-Year ePlanner

Lesson Title	Objective	Resources
Opening Resources Critical Area Resources		Print Resources Digital Path
LESSON 2.1 Use Pictures to Show Taking From MACC.1.OA.1.1	Objective: Use pictures to show "taking from" and find differences.	Print Resources Digital Path
LESSON 2.2 HANDS ON - Model Taking From MACC.1.OA.1.1	Objective: Use concrete objects to solve "taking from" subtraction problems.	Print Resources Digital Path
LESSON 2.3 HANDS ON - Model Taking Apart MACC.1.OA.1.1	Objective: Use concrete objects to solve "taking apart" subtraction problems.	Print Resources Digital Path
LESSON 2.4 PROBLEM SOLVING - Model Subtraction MACC.1.OA.1.1	Objective: Solve taking from and taking apart subtraction problems using the strategy make a model.	Print Resources Digital Path
LESSON 2.5 Use Pictures and Subtraction to Compare MACC.1.OA.4.8	Objective: Compare pictorial groups to understand subtraction.	Print Resources Digital Path
LESSON 2.6 HANDS ON - Subtract to Compare MACC.1.OA.1.1 Also MACC.1.OA.4.8	Objective: Model and compare groups to show the meaning of subtraction.	Print Resources Digital Path
LESSON 2.7 Subtract All or Zero MACC.1.OA.4.8	Objective: Identify how many are left when subtracting all or 0.	Print Resources Digital Path
LESSON 2.8 HANDS ON: ALGEBRA - Take Apart Numbers MACC.1.OA.1.1	Objective: Model and record all of the ways to take apart numbers within 10.	Print Resources Digital Path
LESSON 2.9 Subtraction from 10 or Less MACC.1.OA.4.8	Objective: Build fluency for subtraction within 10.	Print Resources Digital Path
Assessment		Print Resources Digital Path

Icons: Graduation cap, Pencil, Books

Digital Path



Digital Path

Digital Path

Use the *Go Math!* digital Chapter ePlanners to view, schedule, assign, and print online resources.

- Animated Math Models
- Assessment
- Projects
- HMH Mega Math
- eStudent Edition
- iTools
- Multimedia eGlossary
- Soar to Success Math
- Professional Development Video Podcasts

Digital Path

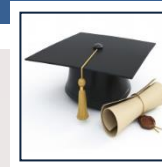
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- Soar to Success Math
- Professional Development Video Podcasts
- CARMEN SANDIEGO™
- Real World Videos

The only differences between the K-2 and 3-5 Digital Paths are the inclusion of Real World Videos and Carmen Sandiego in the upper grades

Digital Path

Destination Math



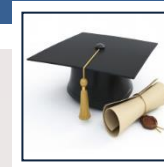
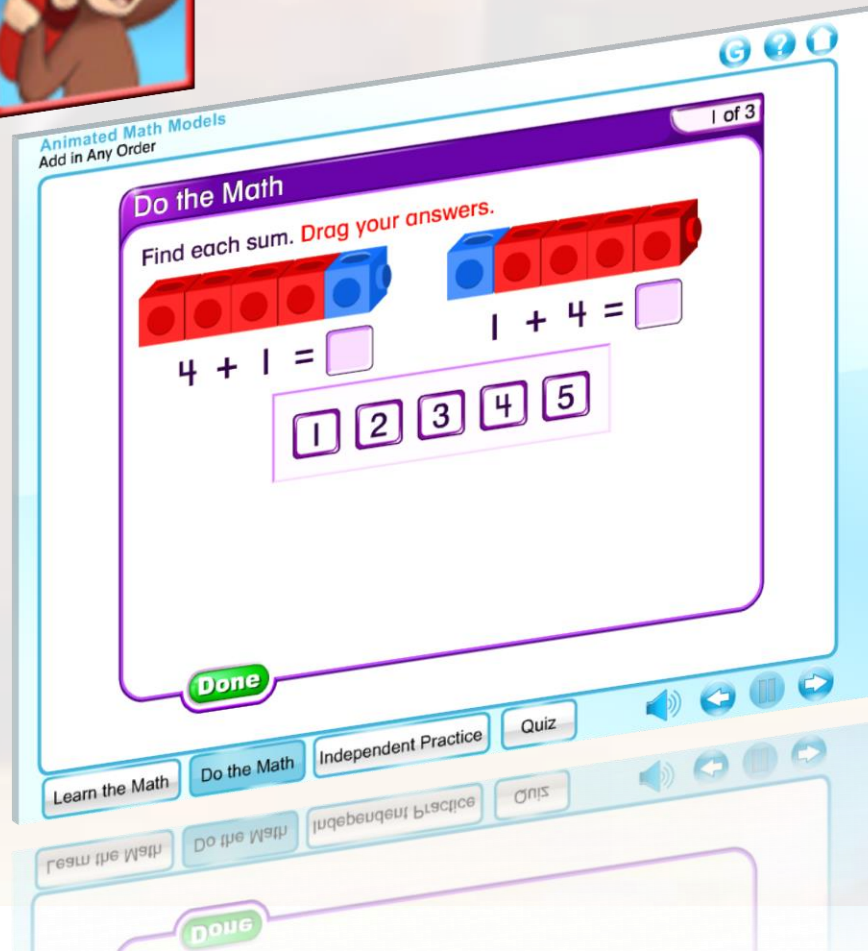
Don't Worry
Be Happy

- This component is not included in our adoption.
- Similar to Compass Learning



Digital Path

K-2 Animated Math Models



- Curious George introduces lesson activities with audio and animation
- Concepts are modeled and reinforced with feedback



Digital Path

3 – 5 Animated Math Models



Animated Math Models
Exponents

Here are four ways to write 100,000 using smaller numbers.

$10 \times 10,000$
 $10 \times 10 \times 1,000$
 $10 \times 10 \times 10 \times 100$
 $10 \times 10 \times 10 \times 10 \times 10$

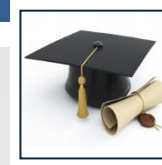
Another way to write 100,000 is by using an exponent.
An **exponent** shows how many times a number called the **base** is used as a factor.

exponent
↓
 $10^5 = 10 \times 10 \times 10 \times 10 \times 10 = 100,000$
↑
base

EXPONENT FORM	READ	VALUE
10^1	The first power of ten	10
$10^2 = 10 \times 10$	Ten squared, or the second power of ten	100
$10^3 = 10 \times 10 \times 10$	Ten cubed, or the third power of ten	

Remember
When you multiply two or more numbers to find a product, the numbers multiplied are called factors.
 $8 \times 3 \times 4 = 96$
The numbers 8, 3, and 4 are factors of 96.

Learn the Math Do the Math Independent Practice Quiz



- Carmen Sandiego introduces lesson activities with audio and animation
- Concepts are modeled and reinforced with feedback

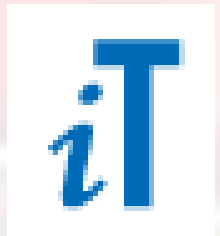


Digital Path



- Solve problems with interactive digital manipulatives
- Model and explore lesson concepts

K-2 iTools

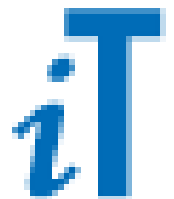
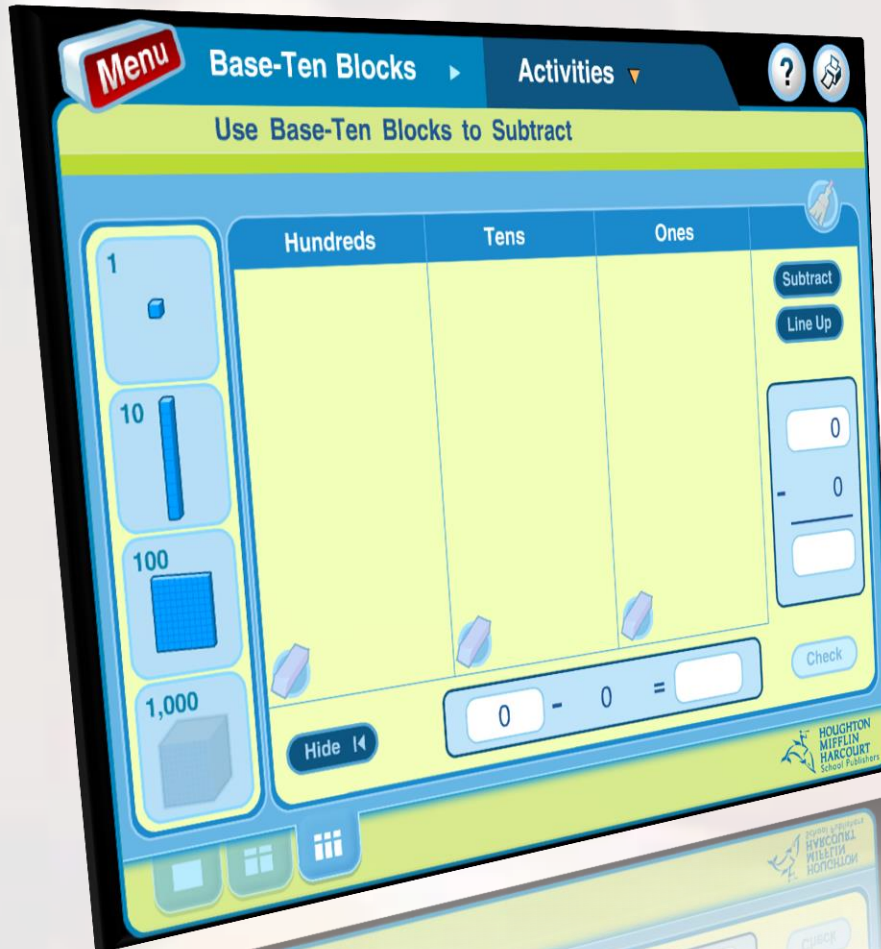


Digital Path



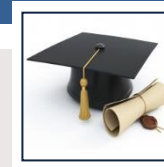
- Solve problems with interactive digital manipulatives
- Model and explore lesson concepts

3-5 iTools



Digital Path

HMH Mega Math



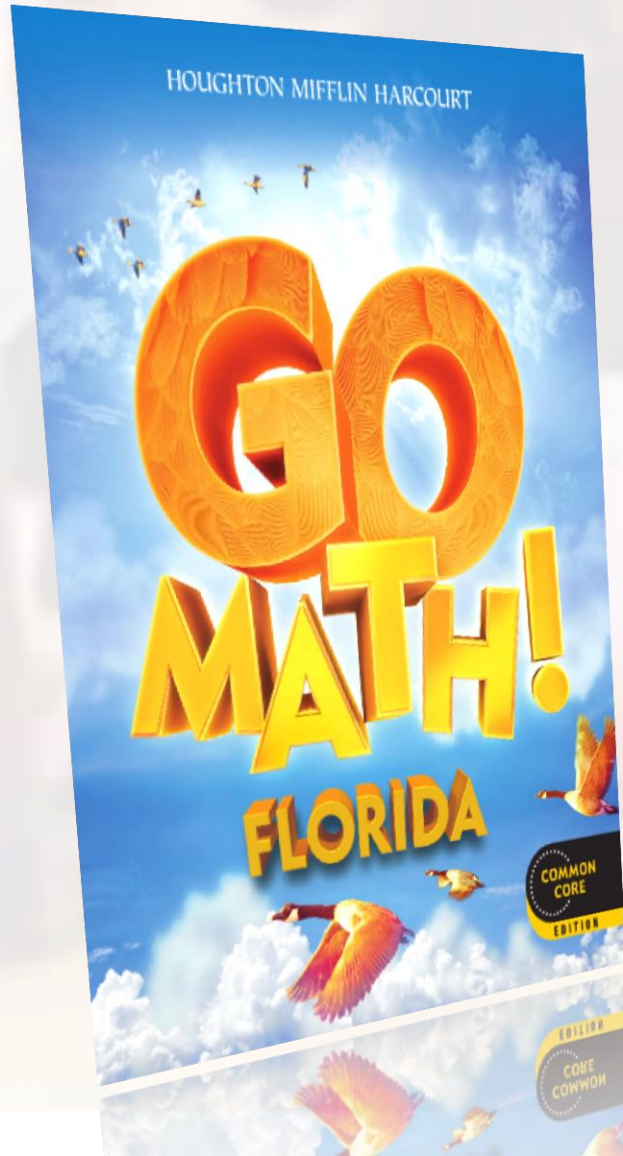
- Provides additional lesson practice with engaging activities that include audio and animation
- Available for most lessons



Digital Path



eStudent Edition

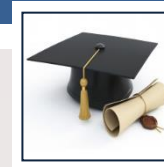
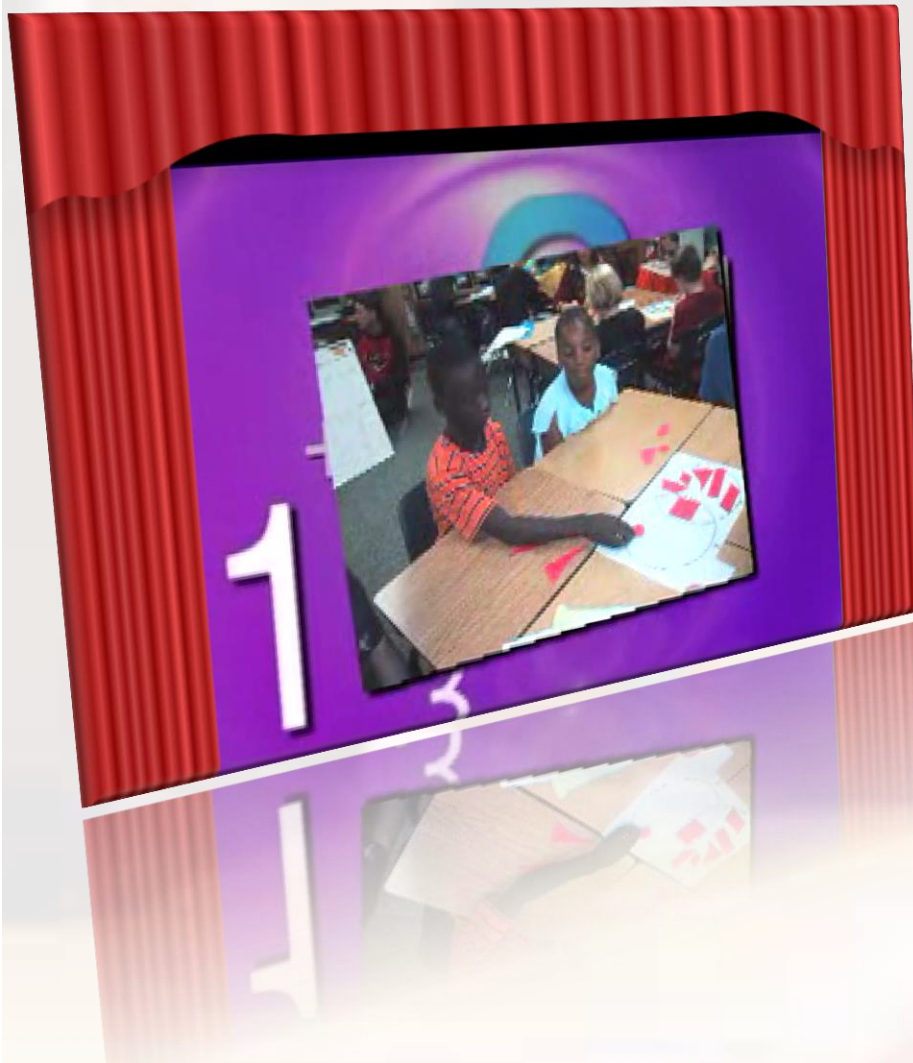


- Includes all Student Edition pages for student access at school or home
- Provides audio reinforcement for each lesson
- Features point-of-use links to Animated Math Models



Digital Path

Professional Development Video Podcasts

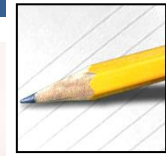
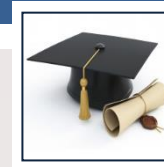
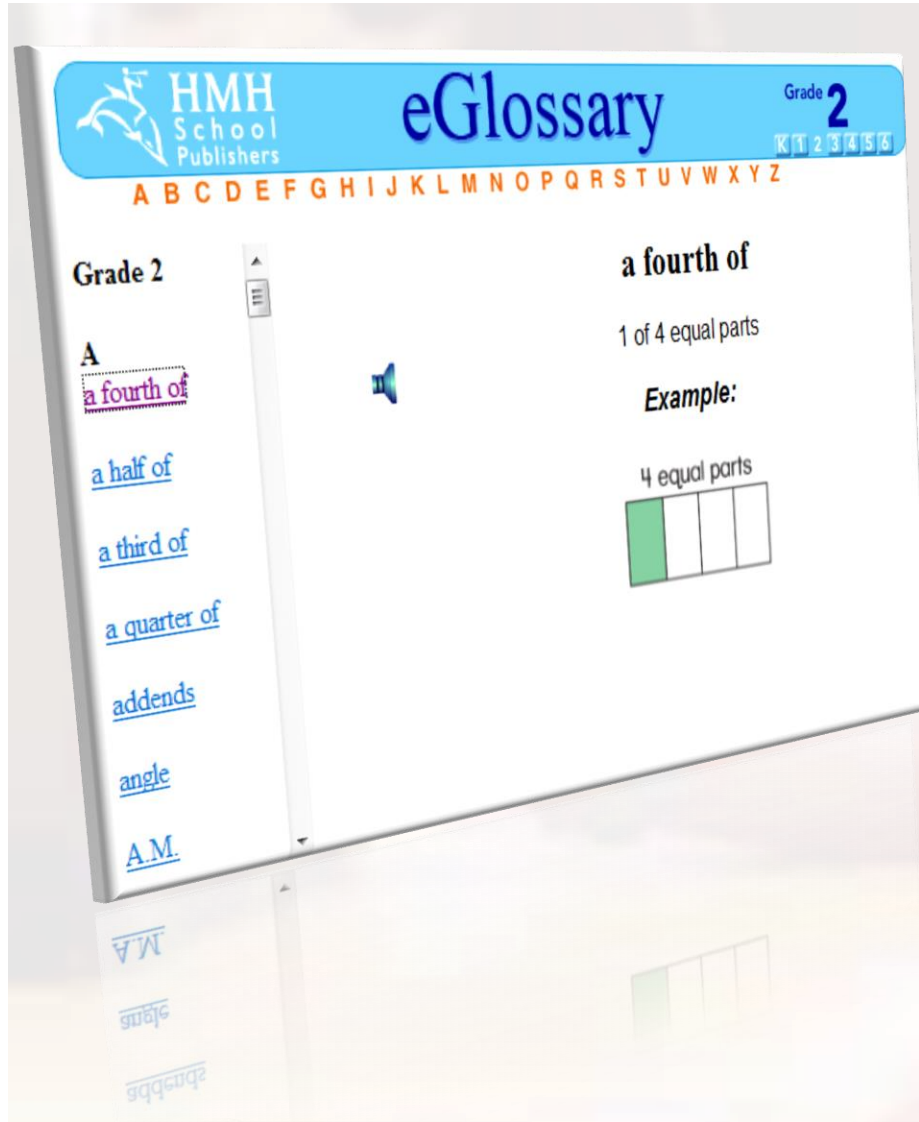


- Download video podcasts with strategies for teaching concepts and skills
- View on handheld device or computer



Digital Path

Multimedia eGlossary

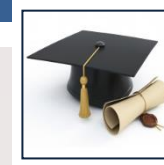


- Includes audio, graphics, and animation
- Provides definition to all vocabulary terms introduced in the student textbook



Digital Path

Carmen Sandiego (3-5)

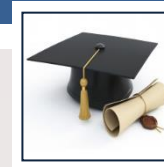


- Engaging activities for each Critical Area
- Solve math problems with real-world themes



Digital Path

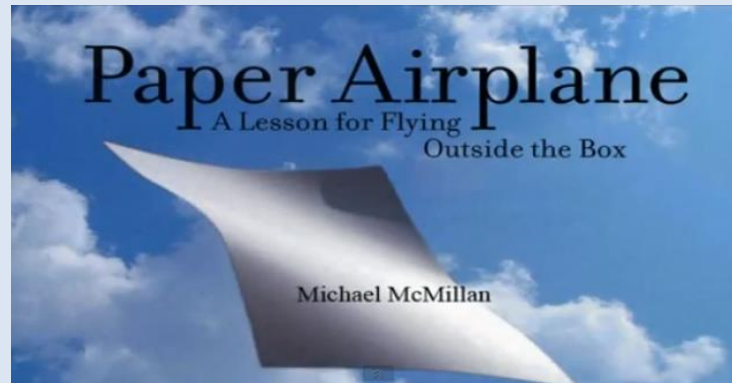
Real World Videos



- Show motivating videos of real-world settings to introduce lessons
- Not included in every lesson



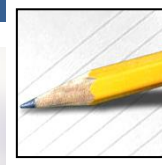
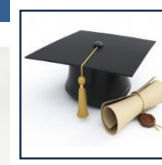
Closing Thoughts



Go Math! is meant to be used as your primary resource when designing your math block; however, you are the professional and therefore the ultimate resource.

Taking the time to think outside the box, will lead to stronger lessons, and more learning by our students.

Contact Information



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