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
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

- **Daily Routine**: 5%
- **Engage Activity**: 15%
- **Direct Modeling**: 20%
- **Engage and Explain**: 20%
- **Explore and Apply**: 40%

**Daily Routine**
**Engage Activity**
**Direct Modeling**
**Engage and Explain**
**Explore and Apply**
The Math Block

- Fluency Builder
- Counting Tape
- Homework Review
- Review & Connect
- Past Lessons

Daily Routine
The Math Block

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

Engage Activity
The Math Block

- 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

- 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
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?
Locate a HOT 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

• 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
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
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

Don't Worry. Be Happy.

• This component is not included in our adoption.
• Similar to Compass Learning
Digital Path

• Curious George introduces lesson activities with audio and animation
• Concepts are modeled and reinforced with feedback
Digital Path

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

K-2 iTools

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

3-5 iTools

• Solve problems with interactive digital manipulatives
• Model and explore lesson concepts
Digital Path

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

- 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

- 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

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

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