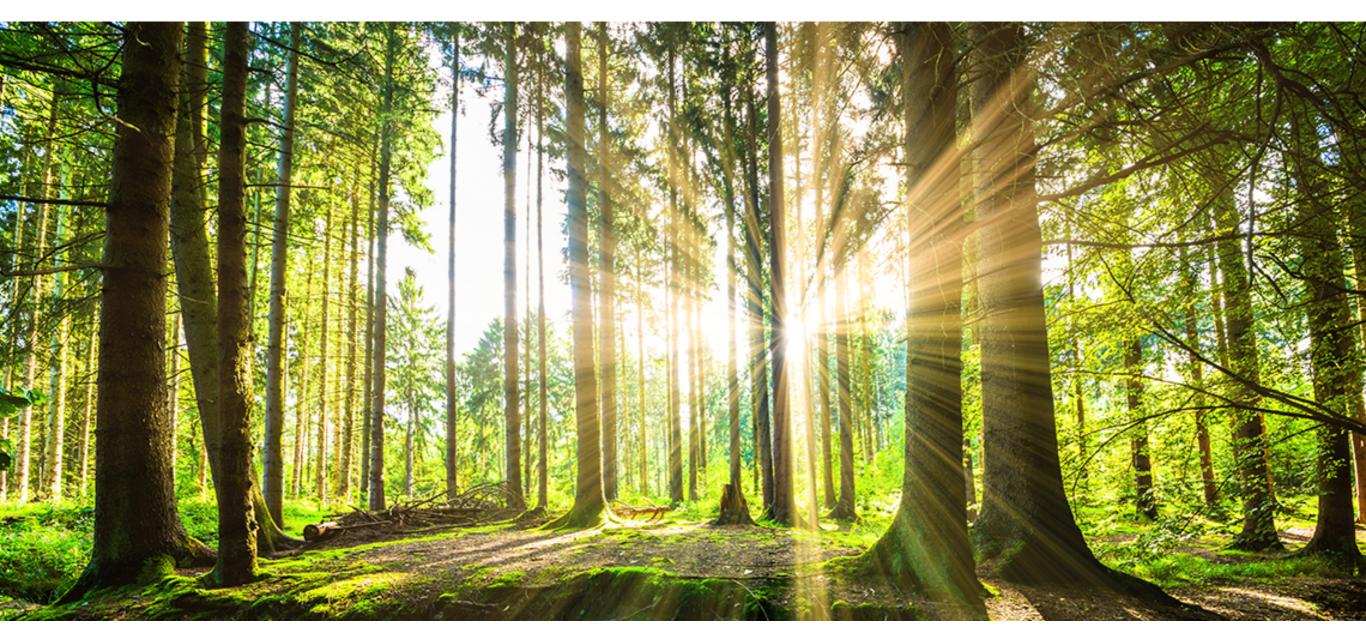
Math Workshop - Learning Stations and Guided Math Gr. K - 2



October 15th, 2018
Jen Barker - Surrey Numeracy Helping Teacher
Website: meaningfulmathmoments.com



Acknowledgement

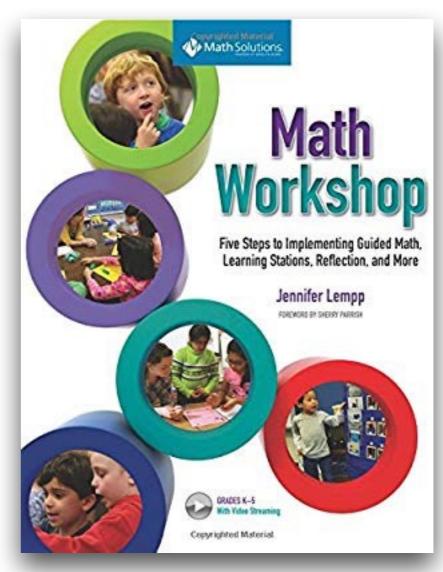


Before going any further, it is important that we recognize that we are here today on the unceded, shared territories of the Coast Salish people on which our schools are located. We are so grateful and honoured to be able to live, learn, and create on these beautiful lands.

Learning Intentions

By the end of the session, I hope you will leave with answers to:

- Why would you want to use Learning Stations and Small Guided Math groups?
- What should I keep in mind when designing Learning Stations and Guided Math?
- What resources will support me?



LRS #179550

Where can you find this PPT?

www.meaningfulmathmoments.com



Meaningful Moments in MATHEMATICS



Welcome! Thanks for stopping by my site. I was inspired to write down my Mathematical musings by several other Math educators who have generously shared their stories with me either through workshops, blogs, Twitter, or through publications and have inspired my love of Mathematics and shaped my practice.

I have taught Kindergarten through Grade Five in both Richmond and the Surrey School District. This year I am in a new role. I have joined the Numeracy Helping teachers and will be working primarily with K - 7

| Sear | rch | Q | | | | | |
|------|---|---|--|--|--|--|--|
| Twe | eets by @Barkerjbarker | | | | | | |
| | Jennifer Barker @Barkerjbarker | | | | | | |
| | Check out all the amazing K - 7 sessions: Titles and descriptions are online #sd36learn | | | | | | |

Why use the Math Workshop approach?

An average teacher may be reaching 50 - 70% of their students. A great teacher may be reaching at any time 50 - 70% of their students, but a different 50 - 70% each time. They use a variety of strategies, instructional methods to differentiate.

Math Workshop is about designing Learning for **ALL** our students!

FEW Goals for **MOST** Can ALL students get in?

LEARNING STATIONS

| | FOCUS LESSON, GUIDED GUIDED MATH AND LEARNING STATIONS AND LEARNING STATIONS | | | | | | | |
|-----------------|--|---|---|--|---|--|--|--|
| 5–10 minutes | NUMBER SENSE ROUT An engaging, accessibl to begin your math class a community of positiv discy on and thinking | e, purposeful routine ss that promotes re mathematics | NU' ER SENSE ROUTINE aging, accessible, purposeful routine your math class that promotes nity of positive mathematics and thinking. | | | | | |
| 30 minutes | SSON ned, whole | -group lesson focused orget and accessible to LEARNING STATIONS Activities in which students engage in meaningful mathematics and are provided with purposeful choices. | 45 minutes | GUIDED MATH Small-group instruction that allows the teacher to support and learn more about students' understandings and misconceptions. In this structure, the focus lesson is addressed in guided math groups and is differentiated for each group. | LEARNING STATIONS Activities in which students engage in meaningful mathematics and are provided with purposeful choices. | | | |
| 5–10 minutes | STUDENT REFLECTION A deliberate and meani students to consider n | ingful time for | 5–10 minutes | STUDENT REFLECTION A deliberate and meaningful time for students to consider new learning. | | | | |

th, Learning Stations, Reflection, and More by Jennifer Lempp. Copyright © 2017 by Houghton Mifflin Harcourt xm. Downloadable from mathsolutions.com/mathworkshopreproducibles.

In September we discussed how to set the foundation for Math Workshop



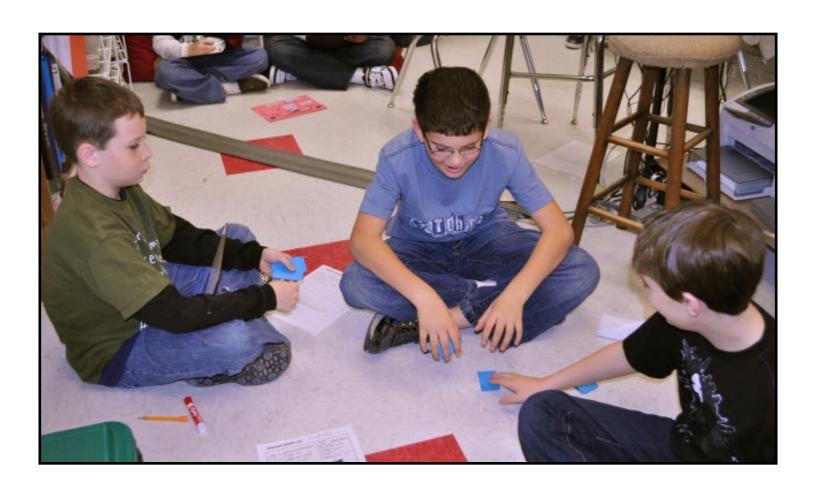
ROUTINES & PROCEDURES



Have you selected a structure for "Learning Stations"? Did you develop the expectations for the "Learning Stations" with your students?

Where do students go?

- Do they need to stay where the station is located, or can they take the materials to another place in the room?
- Where can they get the materials they need
- How do they clean up?

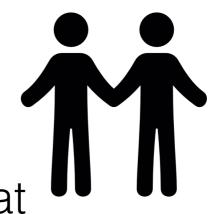


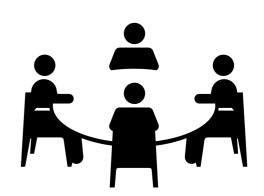




Who can students work with?

Knowing your students and their needs, what options will work best? Partners or small groups and their choice or yours? Or both?





Working with a partner

- Option One: They choose partners or work by themselves
- Option Two: Teacher selects their learning partner but make changes from day to day, or weekly

Working with a small group

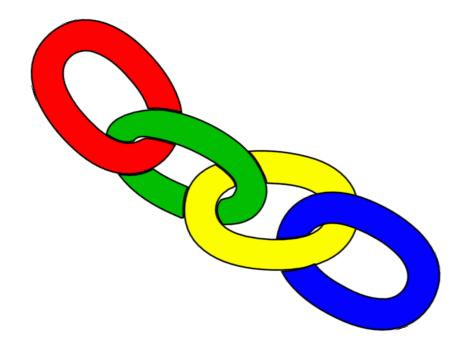
- Option One: Teacher determines the groups
- Option Two: groups are determined by individual student station selection



Learning Station groups are **NOT** ability based but heterogeneous!

What can students do?

- What are the options for learning stations?
- Use a system (e.g., Menu)
- Can students choose their station?
- What are the benefits of choice?
- If needed, where do students record their work?



Working independently
Working with a partner
Working with a small group

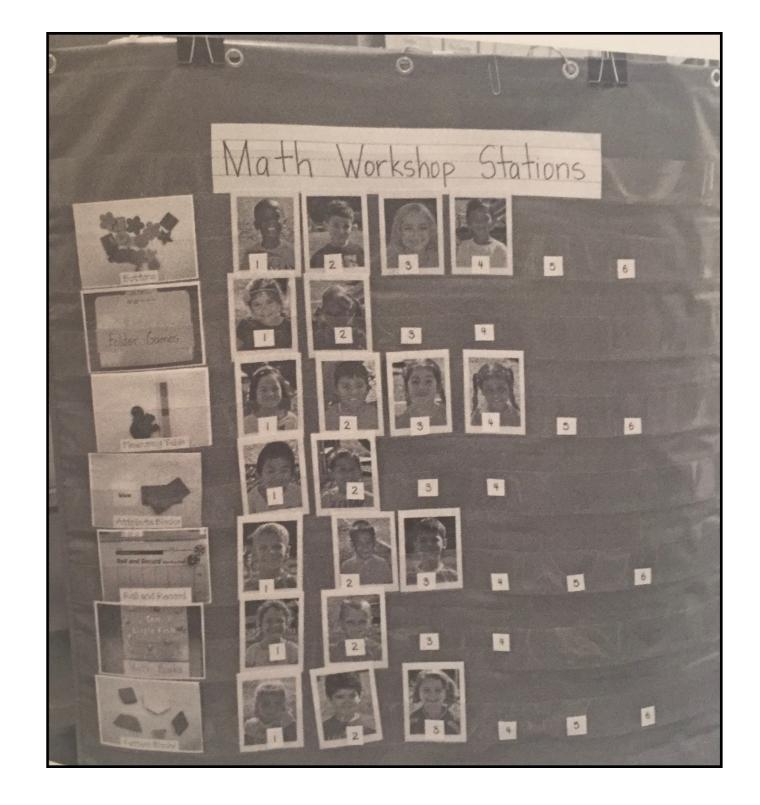
Math Menu: List It



Working with a small group

Option Two: groups are determined by individual student station selection

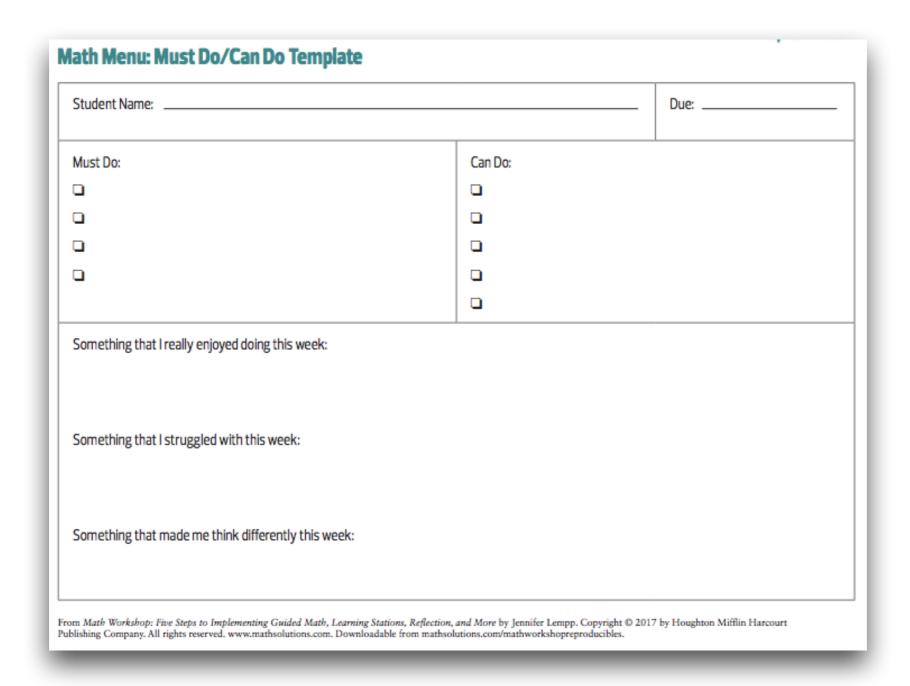
Math Menu: Pocket Chart



Working with a small group

- Option One: Initially teacher determines the groups
- Option Two: Then groups are determined by individual student station selection.

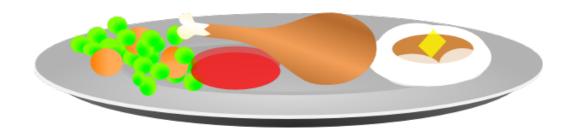
Math Menu: Must Do /Can Do



Working with a small group

Option Two: groups are determined by individual student station selection

Math Menu: Dining Out

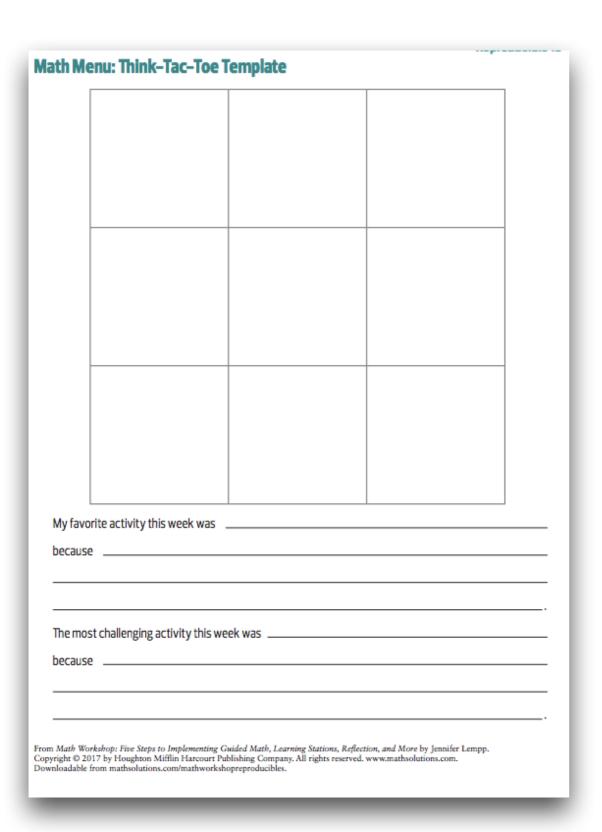


| Appetizers (choose 2) | Write about it: |
|--------------------------|-----------------|
| • | |
| . | |
| | |
| 0 | |
| Entrée (choose 1) | Write about it: |
| <u> </u> | |
| 0 | |
| ٥ | |
| Side Dish (choose 2) | Write about it: |
| ٥ | |
| | |
| Dessert (choose 1) | Write about it: |
| | |
| ٥ | |
| ٥ | |

Working with a partner

- Option One: They choose partners or work by themselves
- Option Two: Teacher selects students' learning partner but makes changes from day to day, or weekly

Math Menu: Tic-Tac-Toe





Working with a small group

 Option Two: groups are determined by individual student station selection



Where will students keep their menu?

Where will they place any written work?

How long do I do it?

- Some learning stations may take less time than others... how will you plan for this?
- What is a reasonable amount of time for one rotation? 15 minutes or?

Timed Rotations



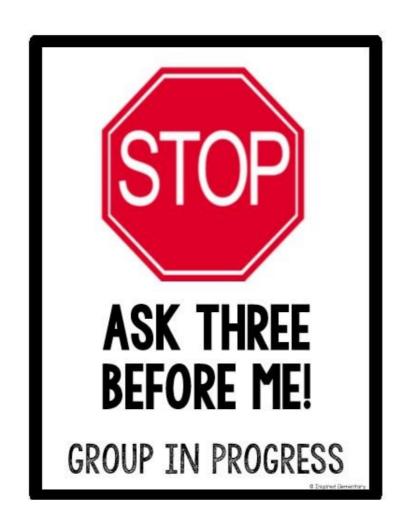
OR

Open Station Choice



What do I do if I have a question?

- When can you ask the teacher?
- What do you do when the teacher is busy?



What do I do when I am finished?

- Are there extensions for each activity?
- How can they clean up?
- How do you move to another station?
- What will transitions will look and sound like?



Why are Learning Stations Important?

- Students need daily opportunities to engage with mathematical ideas in purposeful and playful ways.
- They give students choice, which increases motivation
- They give teachers an opportunity to meet with students one-on-one or in small groups to provide explicit instruction, engage in guided math, and/or have conferences.
- They allow students to revisit concepts. Learning takes patience and time.

How do I plan Learning Stations?



Area of Learning: MATHEMATICS

Grade 5

Ministry of Education

Numbers describe quantities that can be represented by equivalent fractions.

Computational fluency and flexibility with numbers extend to operations with larger (multi-digit) numbers.

BIG IDEAS

Identified regularities in number patterns can be expressed in tables. Closed shapes have area and perimeter that can be described, measured, and compared.

Data represented in graphs can be used to show many-to-one correspondence.

Learning Standards

Curricular C

Students are ex wing:

Reasoning and

- Use reason
 ke connections
- Estimate re
- Develop mei ath s. bilities to make sense of quantities.
- Use technology to explore
- Model mathematics in contextua

Understanding and solving

- Visualize to explore mathematical concepts
- Develop and use multiple strategies to engage
- Engage in problem-solving experiences the cultural practices, and perspectives relevant the local community, and other cultures

Communicating and representing

- Communicate mathematical thinking in m
- Use mathematical vocabulary and language to discussions
- Explain and justify mathematical ideas and decisions
- Represent mathematical ideas in concrete, pictorial, and symbolic forms

Content

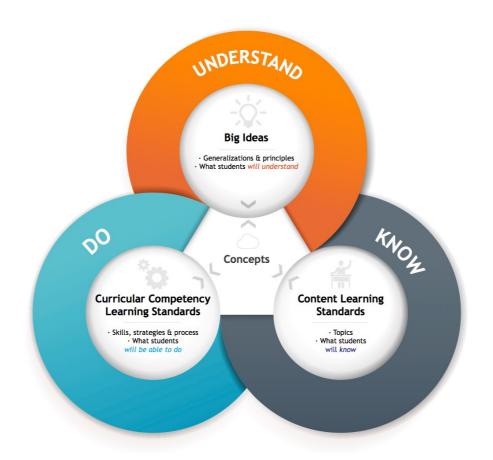
ents are expected to know the fo

umber concepts to 1 000

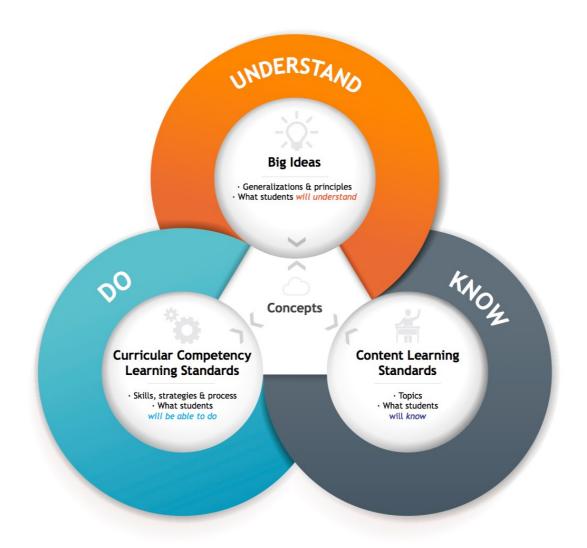
- mals to thousandths
- equivalent fractions
- whole-number, fra mal benchmarks
- addition and symplements to 1 000 000
- multiplication on to three digits, including division with rem
- addition of decimals to thousandths
- ad otraction facts to 20 (extending computational)
- n facts to 100 (emerging computational)
 - rs, symbols, riables
 - p equatio variables
 - easure quares and rectangles
 - n area and perimeter
 - measurement of time
-rcation of prisms and pyramids
- single transformations
- one-to-one correspondence and many-to-one

June 2016

What does this mean for me?

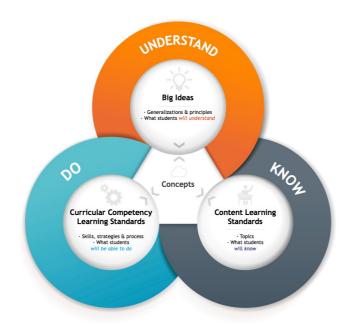


We must design learning experiences that foster both **DOING** and KNOWING! to develop UNDERSTANDING!



Learning standards must including the **DOING** and KNOWING!

_____ is able (is beginning to, needs support) to add and subtract to 1000



Learning standards must including the **DOING** and **KNOWING!**

_____ is able (is beginning to, needs support) to add and subtract to 1000

communicates their understanding of addition and subtraction to 1000 in many ways

applies their understanding of addition and subtraction to 1000 through play, inquiry, and problem solving

Our Guiding Questions

Skip Counting:

How can you count these items?

Can you count your items a different way?

If you could count these items a different way, how many will you have?

<u>Spatial Tasks - Creating</u>:

What shapes can you create?

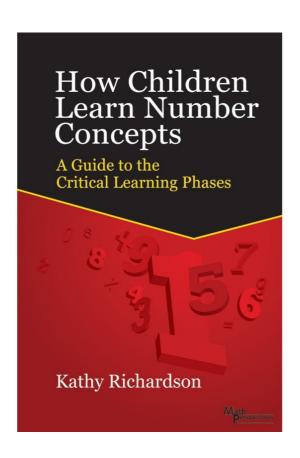
Can you identify your shape?

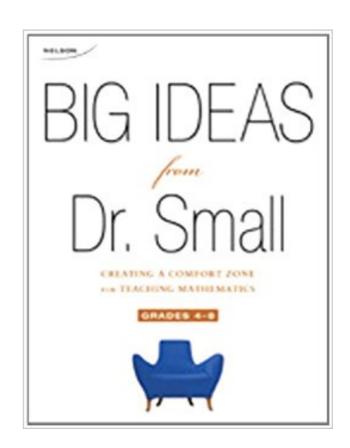
How are your shapes alike and different?

Can you sort your shapes?

We must know what we are looking for!
Which curricular competencies are the students using?
What is the Mathematical understanding?

Learning is developmental...





As teachers we MUST know the critical learning phases that build upon on one and other and lead to conceptual understanding.

Developmental progression of Counting pg. 3

THE CRITICAL LEARNING PHASES

Counting Objects

- Counts one item for each number (one-to one correspondence)
- Keeps track of an unorganized pile
- Notices when recounting a group results in a different number
- Is bothered when counting a group results in the same number after some have been added or taken away
- Spontaneously checks by recounting to see if the result is the same
- Knows "how many" after counting
- Counts out a particular quantity
- Reacts to estimate while counting
- Spontaneously adjusts estimate while counting and makes a closer estimate

Knowing One More/One Less

- Knows one more in sequence without counting
- Knows one less in sequence without counting
- Notices if a counting pattern doesn't make sense (Ex: instead of saying "13, 12, 11," says "13, 14, 15," or instead of saying "21, 22, 23", says "20, 30, 40")

- Knows one more without counting when numbers are presented out of sequence
- Knows one less without counting when numbers are presented out of sequence

Counting Objects by Groups

- Counts by groups by moving the appropriate group of counters
- Knows quantity stays the same when counted by different-sized groups

Using Symbols

Uses numerals to describe quantities

Finding Out What Students Know

Performance Based Task

Counting Collections

- Present the students with a collection of 7 counters (12, 21, or 32)
- Ask:
 - How many do you think there might be?
 - Would you check and see?
 - How many did you count?
- Say: Now make a pile of 5 objects (9, 18, or 28)
- Begin with the collection the student just counted...
 - Add 4 counters (one at a time) each time asking 'How many now?'
 - Take away 5 counters (one at a time) each time asking 'How many now?'
- Ask:
 - What if we had 6 and we added one more? (17, 39, 68, 109)

| Counting Objects | | | | | | | | | | | | | |
|---------------------------------|------------------------------------|--|---|--|----------------------|---|--|---|--|---|--|--|--------------------------------------|
| Counts one item for each number | Keeps track of an unorganized pile | recounting a group results in a ber | Is bothered when counting a group results in the same number after some have been added or taken away | checks by recounting to see if same | many" after counting | ticular quantity | te while counting | djust estimate while ikes a closer estimate | | | | | |
| nts one iter | os track of a | Notices when rec different number | Notices when recountin different number Is bothered when count the same number after added or taken away | the same number after added or taken away Spontaneously checks the result is the same Knows "how many" after | | Knowing One More/One Less | | | | | Counting Objects by Groups | | Using Symbols |
| Cou | Kee | Not | Is both | Spo | Knows | Knows one more in sequence without counting | Knows one less in sequences without counting | Notices if a counting patterns doesn't make sense | Knows one more without counting when numbers are presented out of sequence | Know one less without counting when numbers are presented out of sequence | Counts by groups by moving the appropriate group of counters | Knows quantity stays the same when counted by different-sized groups | Uses numerals to describe quantities |

Teaching Conceptually

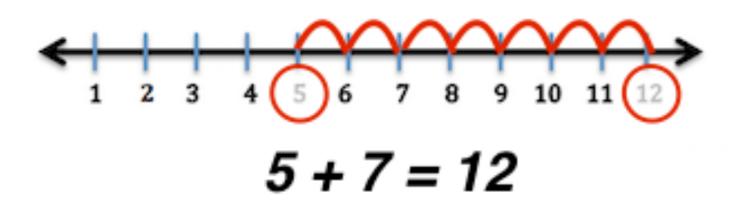
Concretely:

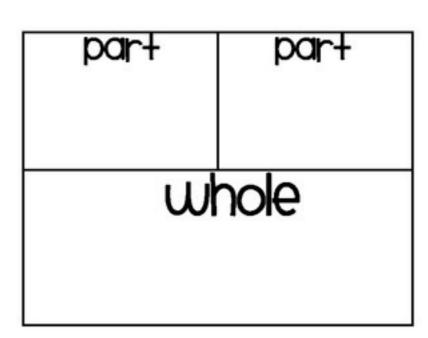
Developing an understanding of the operations through hands-on real materials (e.g., beans) or manipulatives (e.g unifix cubes)

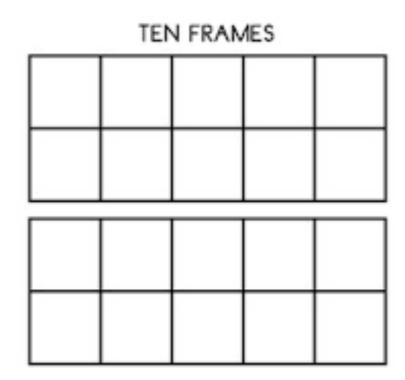




Representations (Pictorial):







Abstract:

Develop understanding of representing addition and subtraction with numbers and symbols

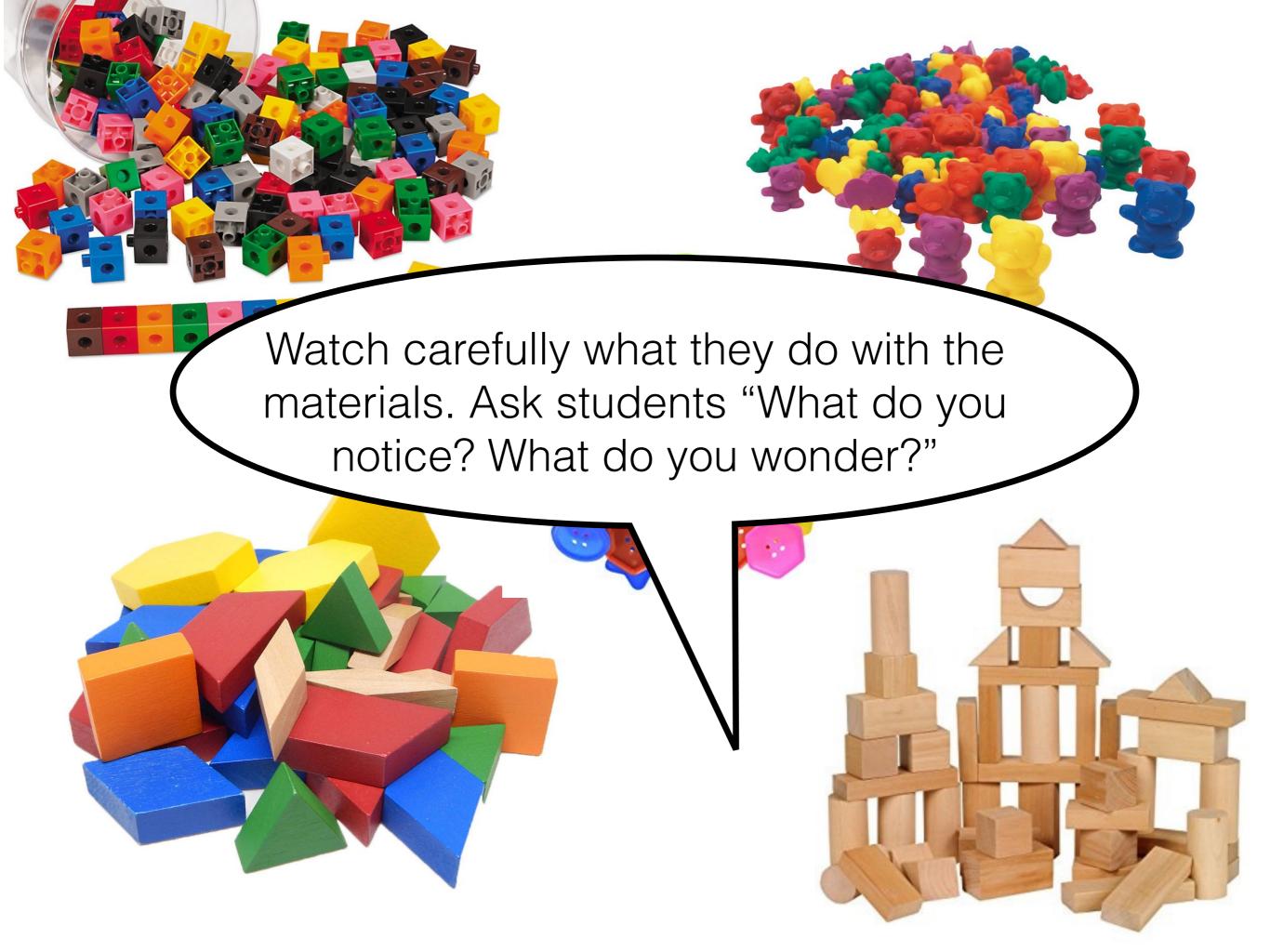
Minuend Subtrahend

Difference

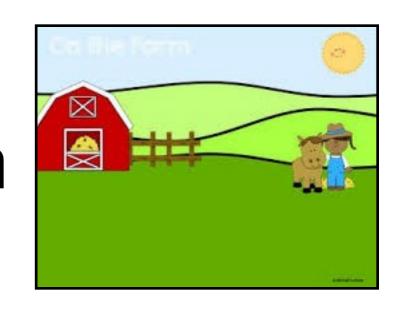
We need to assist students in making connections between these!

| Concrete | Representational | Abstract |
|--|---|--|
| Students manipulate hands-on, concrete materials | Students draw and observe diagrams, or watch the teacher touching and moving hands-on materials | Numbers and mathematical symbols |
| Within the | 7 1 2 3 4 5 6 7 8 9 10 13 12 13 14 28 38 17 18 29 20 21 22 23 24 25 26 27 28 29 30 | 1 0 3 13 - 10 = 3 10 1 1 + 9 9 + 1 1 2 + 8 8 + 2 3 + 7 7 + 3 4 + 6 6 + 4 5 + 5 6 6 + 4 5 + 5 6 6 6 + 4 5 + 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 |

Exploring Stations



Teach EVERY station through a Focused Lesson



Example:

"We have been learning how to tell number stories using story mats and cubes. Today we will start to use these during stations. You and your partner will choose a mat and make a story."

Next, the teacher selects a student to help with the modelling. "Travis and I will be partners and will show you what this might look like."

Ask the students for feedback "What did we do well?"

Types of Learning Stations

- Exploring Stations
- Current concept being studied
- Computational Fluency
- Problem Solving
- Digital apps
- Concepts I intentionally want to spiral back to



Pinterest

You can find some of these ideas on



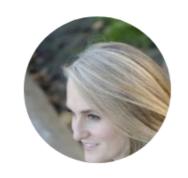
CAUTION

Look beyond the 'cute factor'
Ask yourself "Where's the Math?
"Is this activity open-ended?
"Is it invitational?"





Jennifer Barker @Barkerjbarker



Barb Matson @B_Matson36



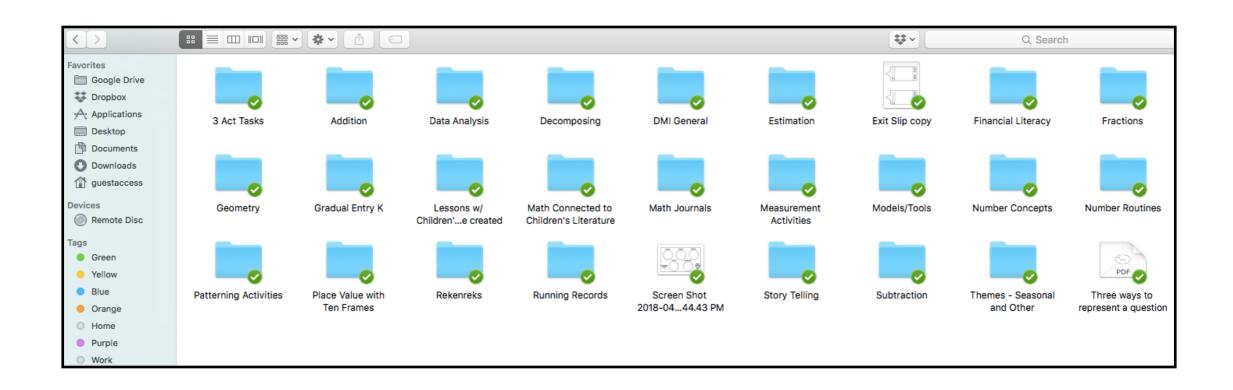
Kristen Pennington



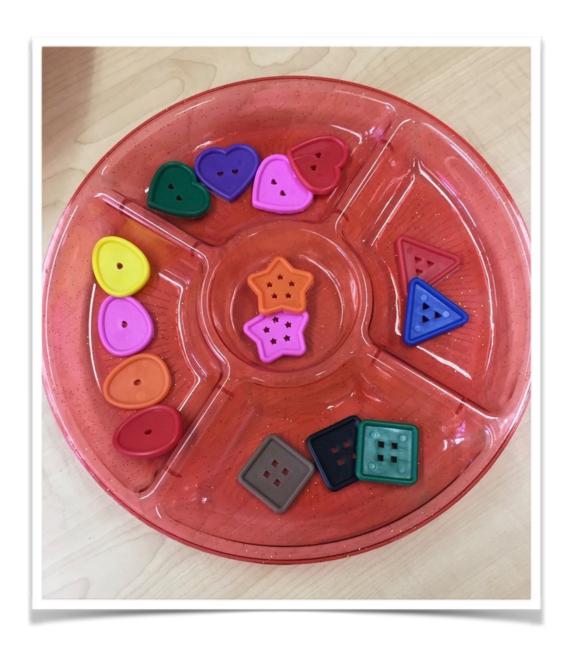
Jennifer Tammen

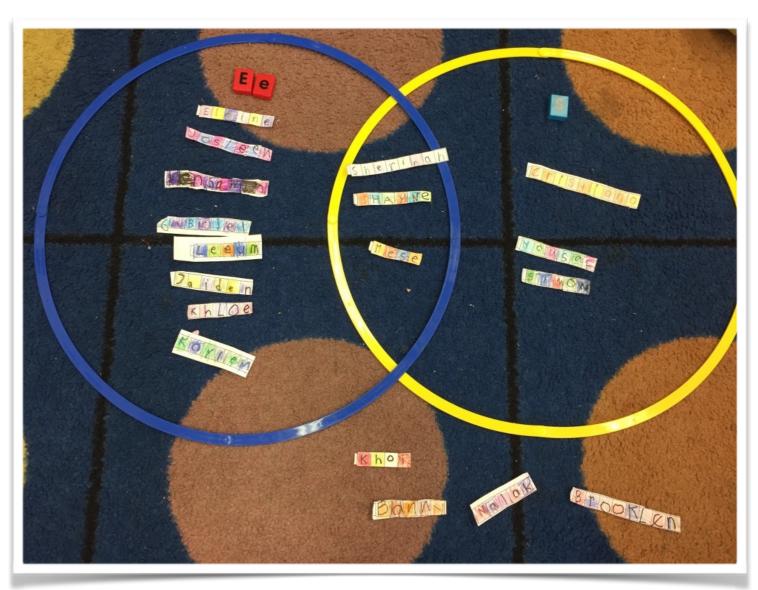


Collaborative repository

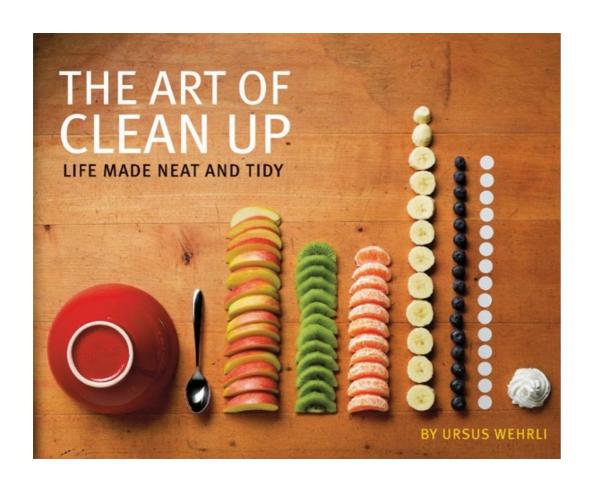


PATTERNING: Sorting

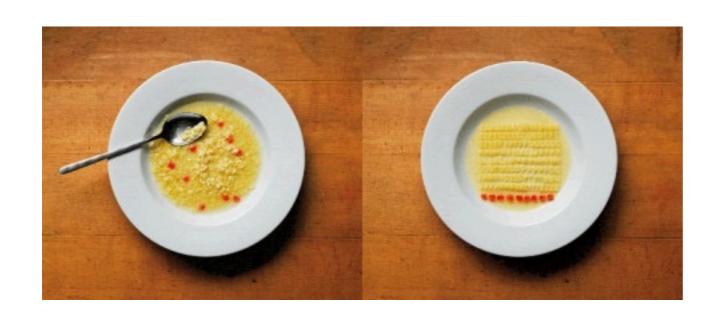




"How did you sort your items?" "What is your sorting rule?"





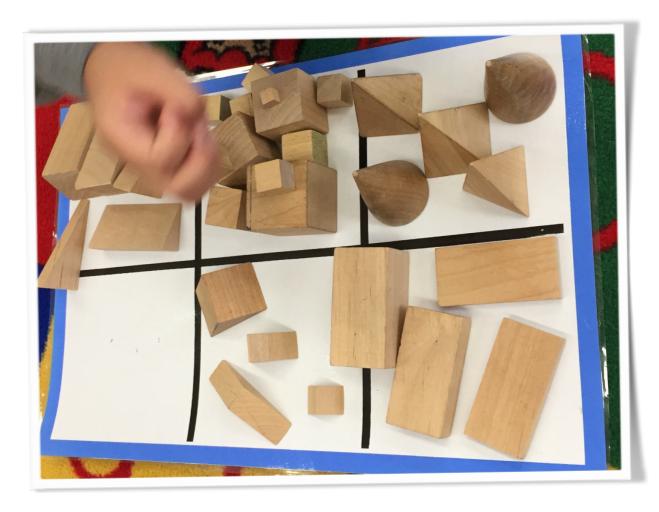


Place pages in sleeves!

"How did the author sort these items?"

"How many ways could you sort this bin of items?"



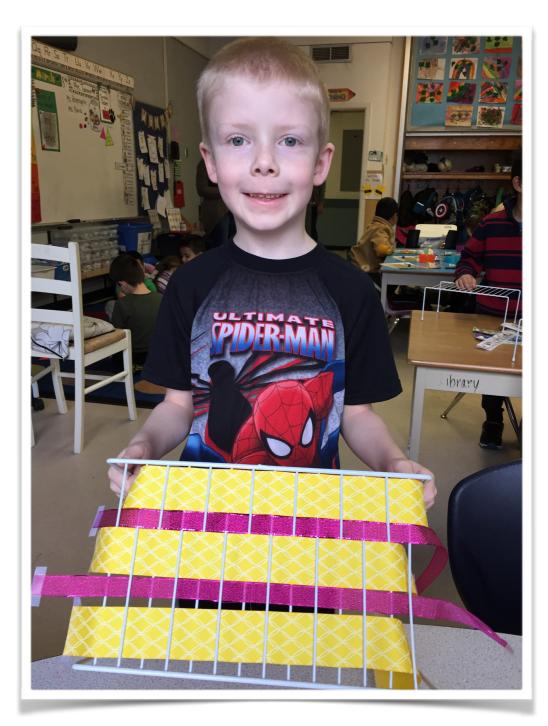


"Can you sort the same items a different way?"

PATTERNING:



Real world objects build connections and can spark inspiration!



"Can you describe your pattern to me?"





"Can you label your pattern?"

Provide socks with various patterns.

"Which patterns are the same?"

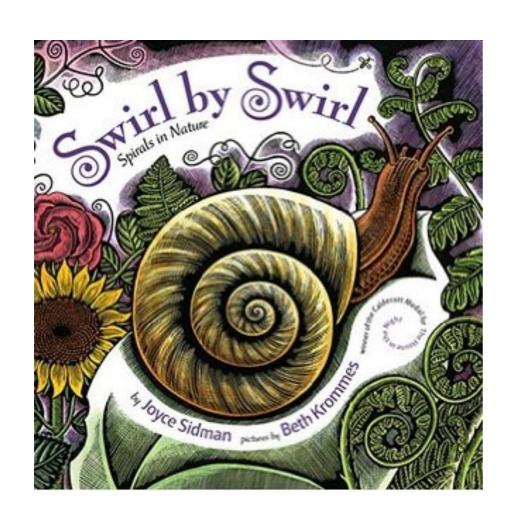
"Which patterns are similar but a bit different?"



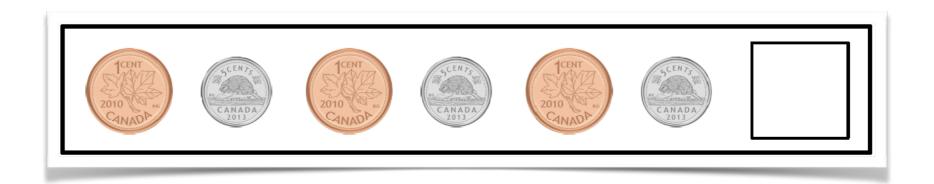
Children's books can also provide invitations to learning!

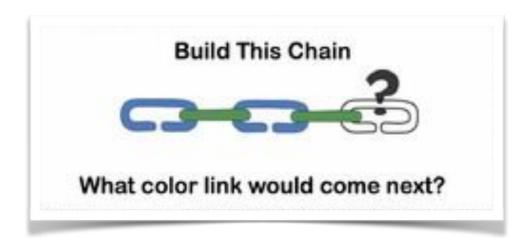
"Tell me about your pattern"

"Is it similar to something you saw in the book(s)?"



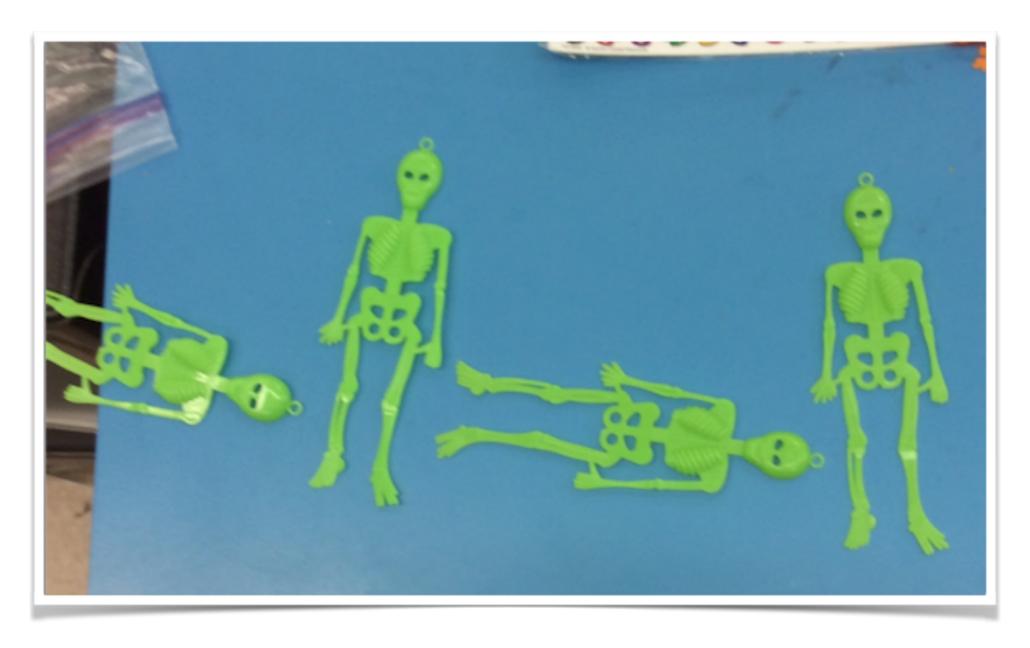








"How would you extend this pattern?"
"What goes here?" - pointing to both ends



"Can you make a pattern with only one item?" "Describe your pattern"



"Is this pattern correct?"

"Can you spot the mistake?"

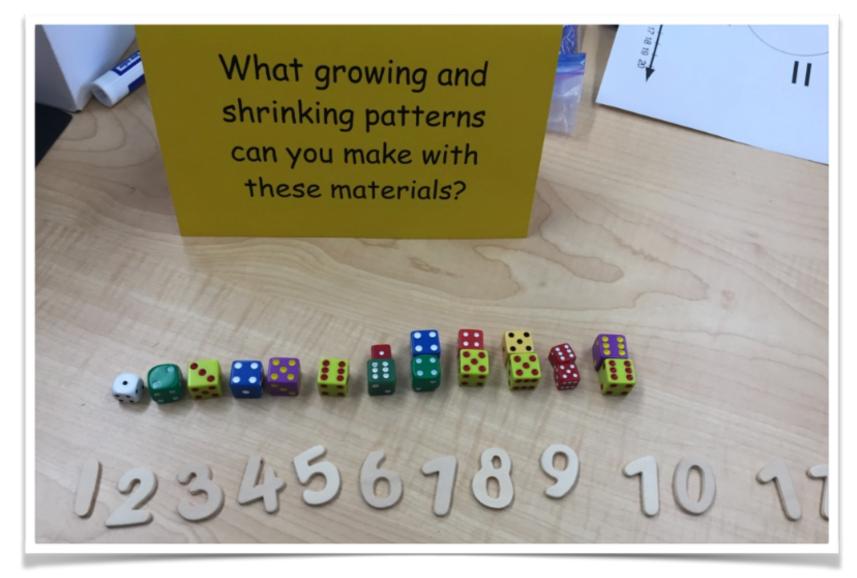
"How would you fix-it?"

"Can you extend this pattern?"

"Can you make the same pattern another way?"

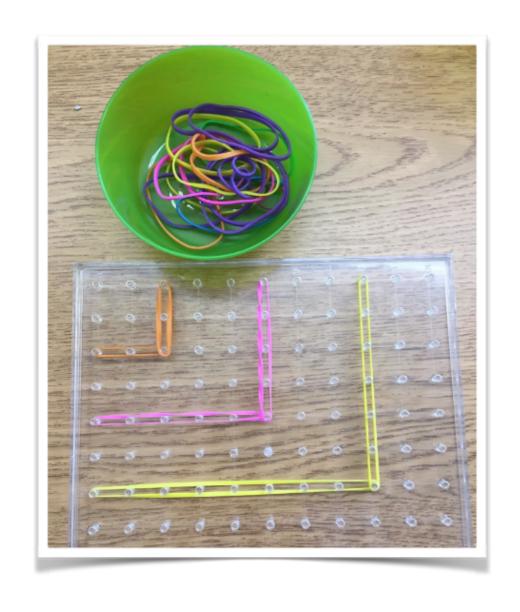
Fix-its on Sandra Ball's website www.startingwiththebeginning

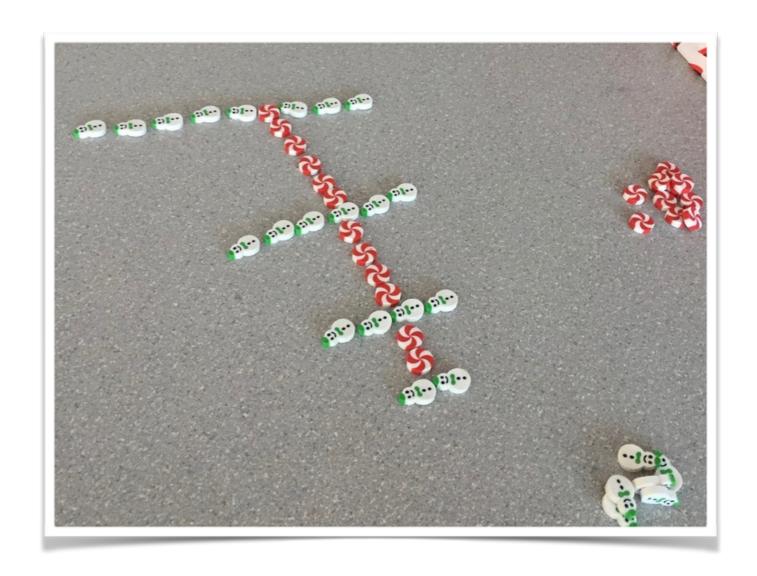




"What shrinking and growing patterns can you make with these materials?"

"Can you describe your pattern?" What is your pattern rule?"



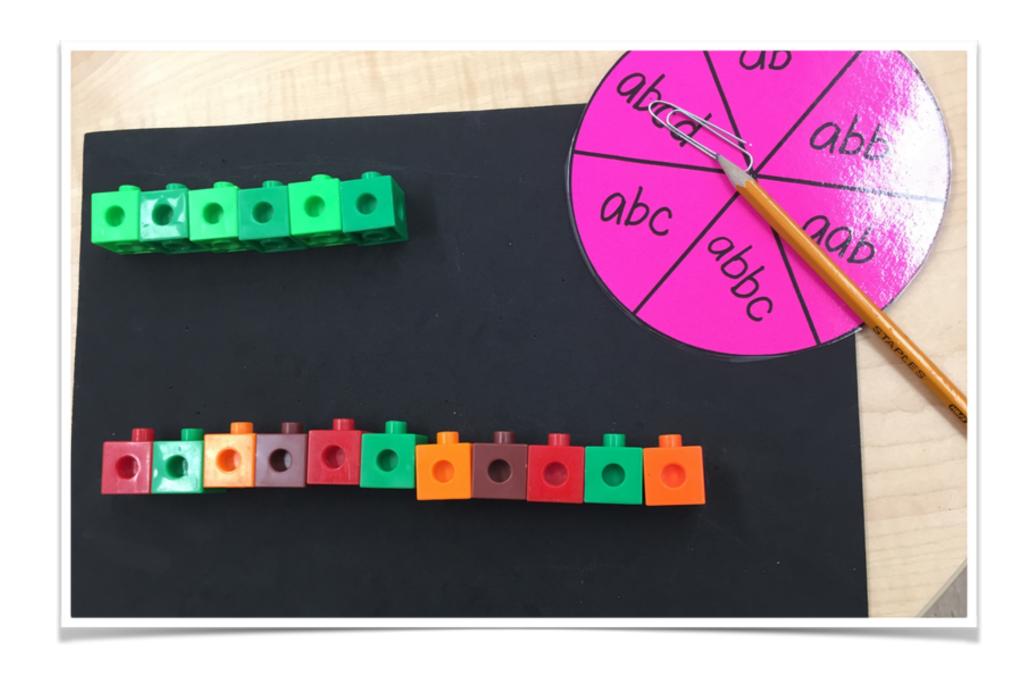


"Can you describe your pattern?"
How are yours and your friend's patterns alike and different?"



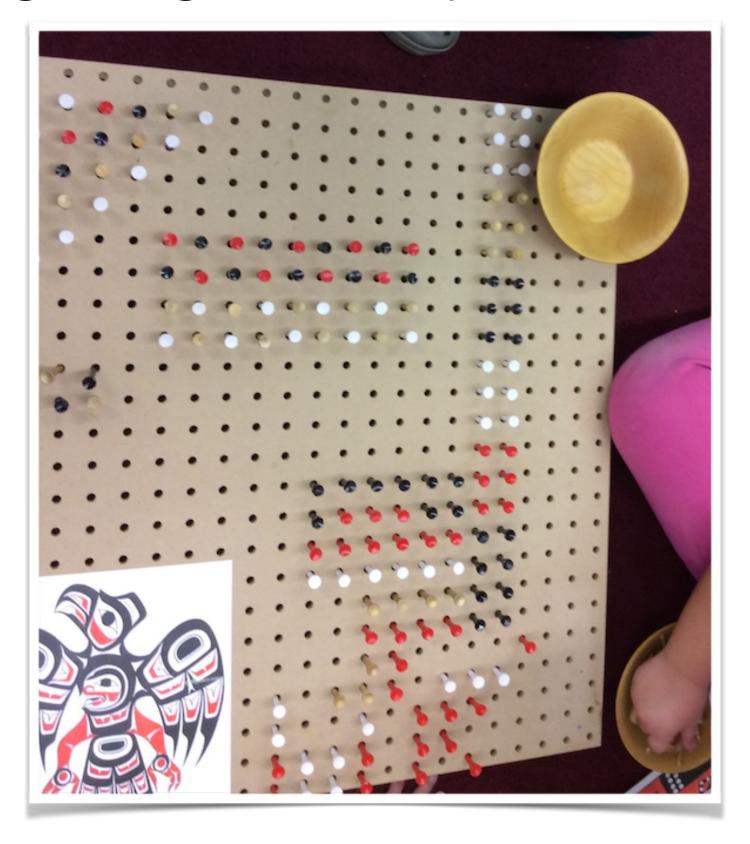
"What patterns do you see?"

What is your pattern rule?"



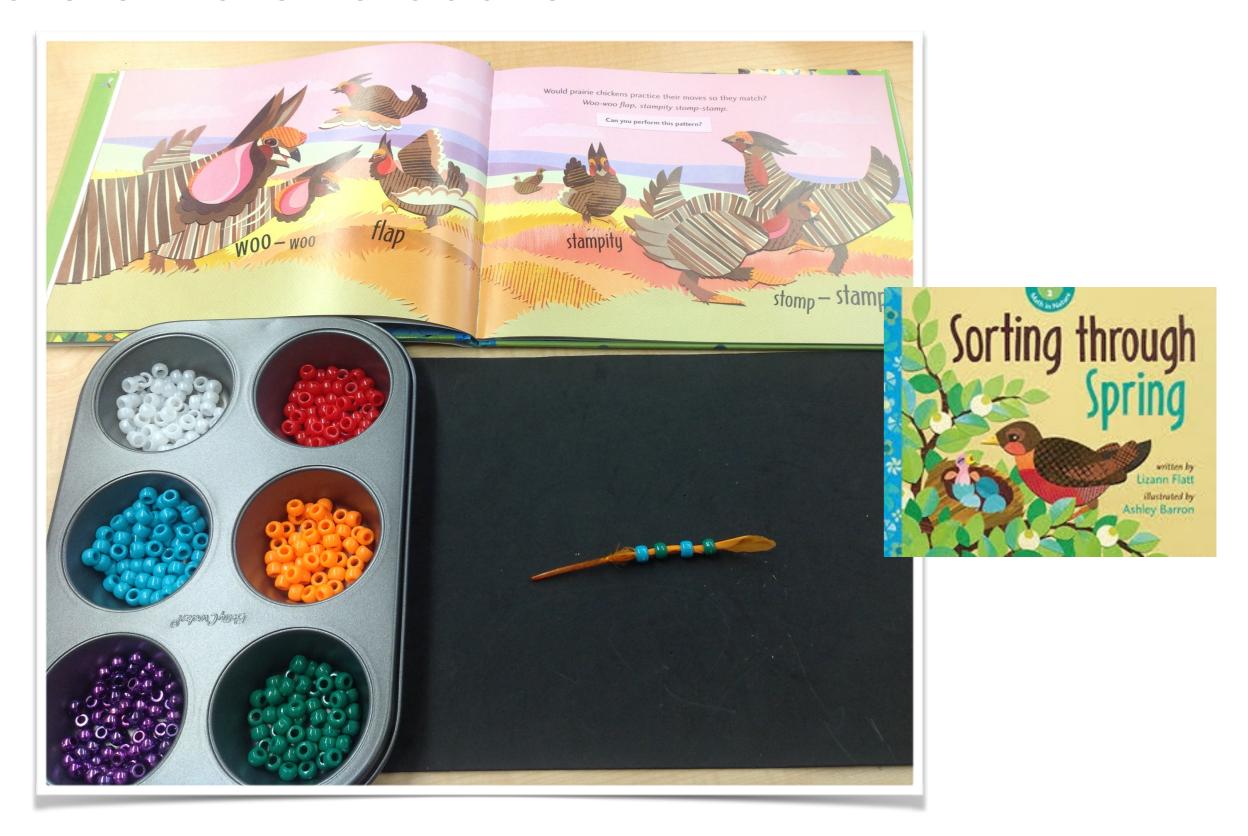
"Can you make the same pattern another way?"

Using images to inspire and invite!

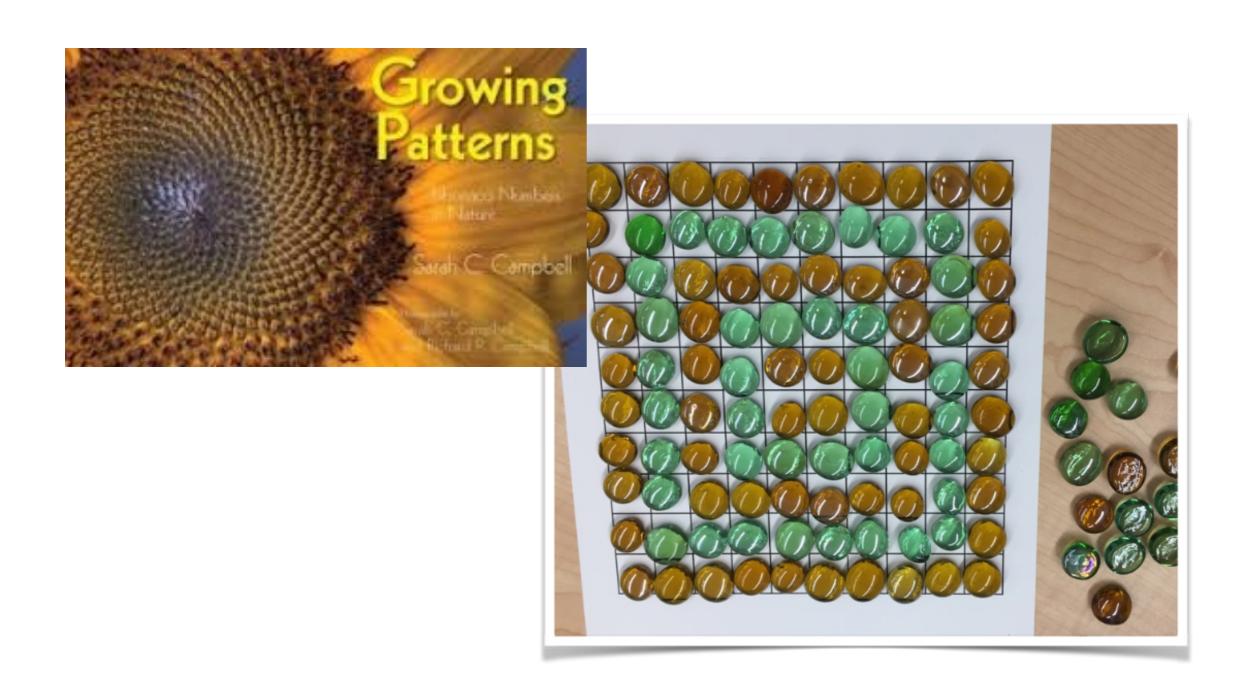


The pegboard and idea came from Sandra Ball

More children's books!

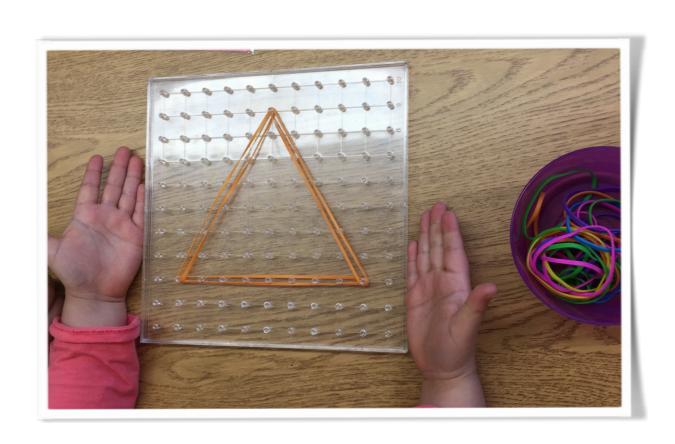


"What patterns can you create?"



"What growing patterns can you create?" "Describe your pattern."

SPATIAL TASKS: 2D shapes and 3D objects:



"What shapes can you build?" "Can you build these shapes?"



Which shapes are similar?





"What shapes can you make with these materials?"

"Can you identify the shape you made?"

"Can you sort your shapes?"

"How are _____ and ____ alike and different?"



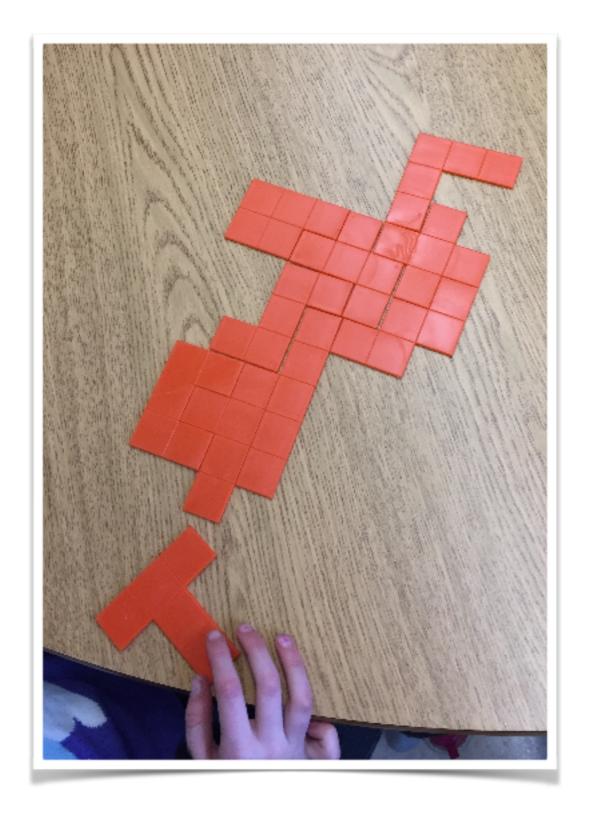
"What shapes do you see on this page?"
Have clipboards at this centre with a blank piece of paper and a question "What shapes do you see in your environment?"



"Can you combine shapes to make an object?"

"Can you make the same object using different shapes than the ones you used?"

"How many shapes did you use to make your object?"



"What objects can you make with pentominoes?" "Can you make a square, a rectangle, or a triangle with your pentominoes?

SPATIAL TASKS: 3D shapes



"How many edges or vertices do you feel?"

"What faces do you feel?"

"What does this shape remind you of?"

"Can you identify this 3D shape?"

"Where do you see this shape in your environment?"



"What are the faces of this shape?" "How many faces does it have?" "Can you use the straws and connectors to help you determine how many vertices and edges this shape has?"

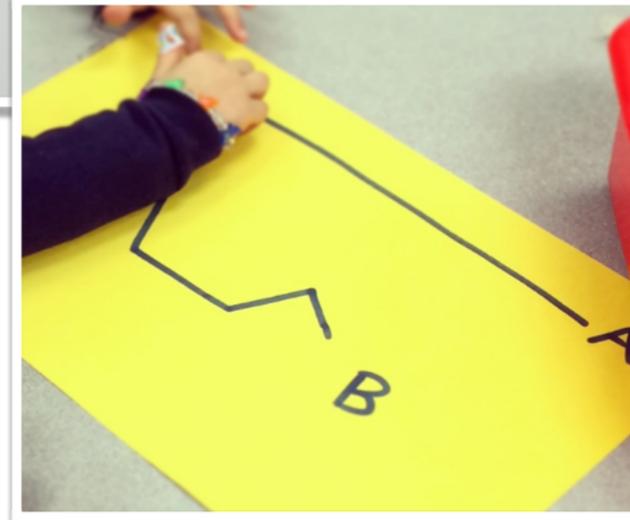


Measurement: Non-standard



"Can we use cubes and paperclips at the same time to measure?"

"Which line do you think is longer?" Explain your thinking. "How might we find out?"

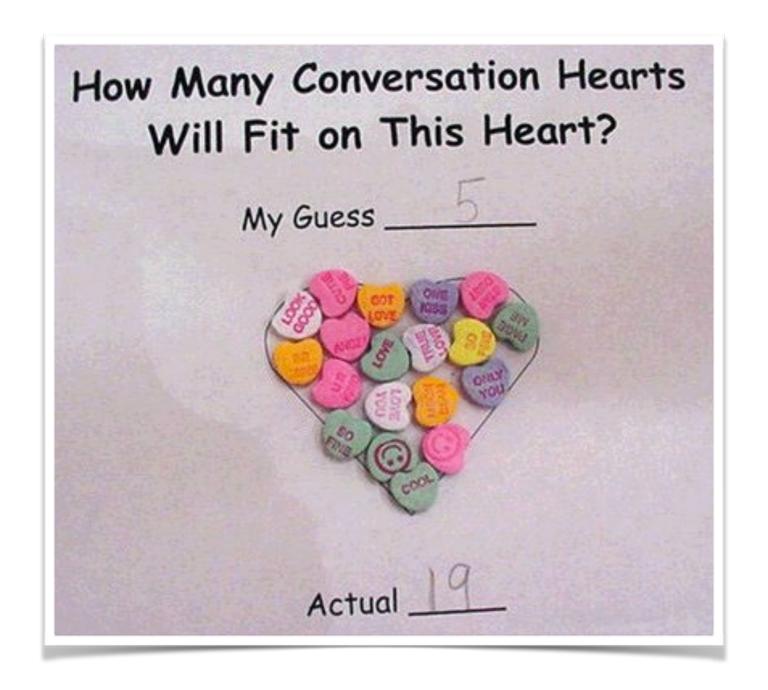




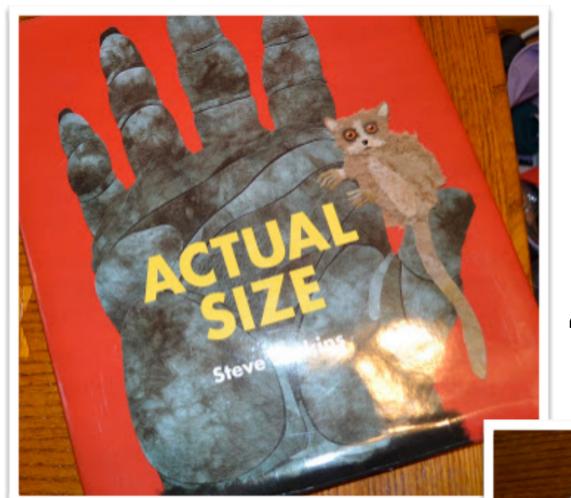




"Tell me about how you ordered these items?"



"Was your guess reasonable? Why or why not?" "Can you draw a heart that might hold 50 hearts?"

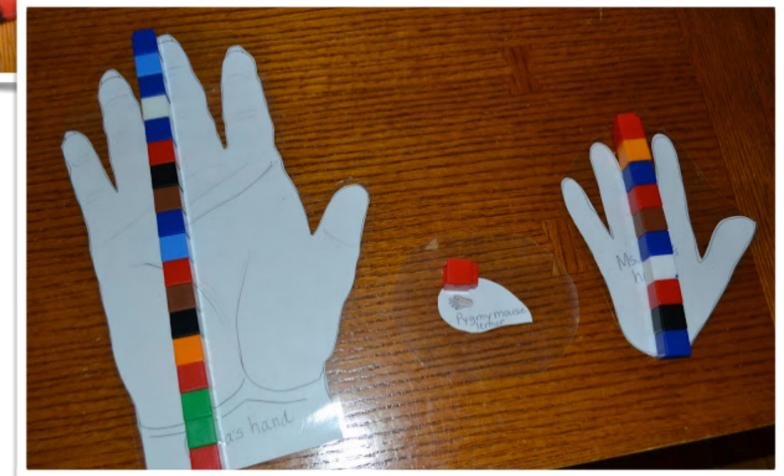


More inspiration and invitation from children's books!

"How tall is the gorilla's hand?"

"How much taller is the gorilla's hand than yours?

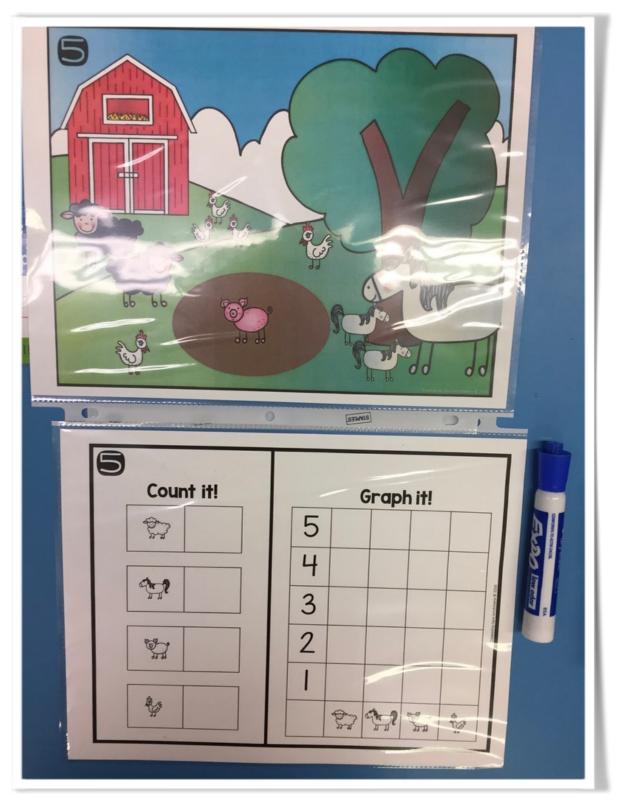
"What wonders do you have?" "What would you like to explore?"

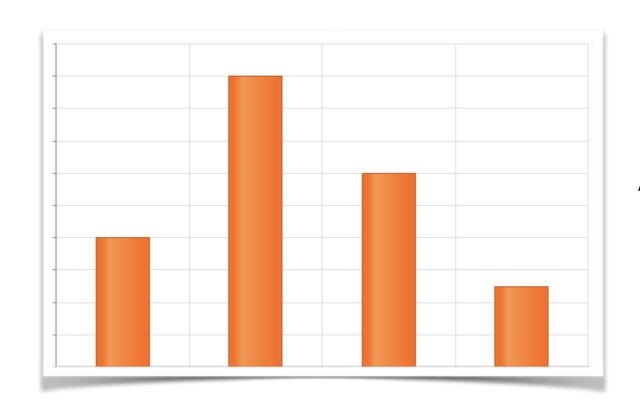


Data Analysis:

"Which do you predict you will roll the most?" "Tell me about your graph."







Place a graph on chart paper. Ask "What story might this tell?"

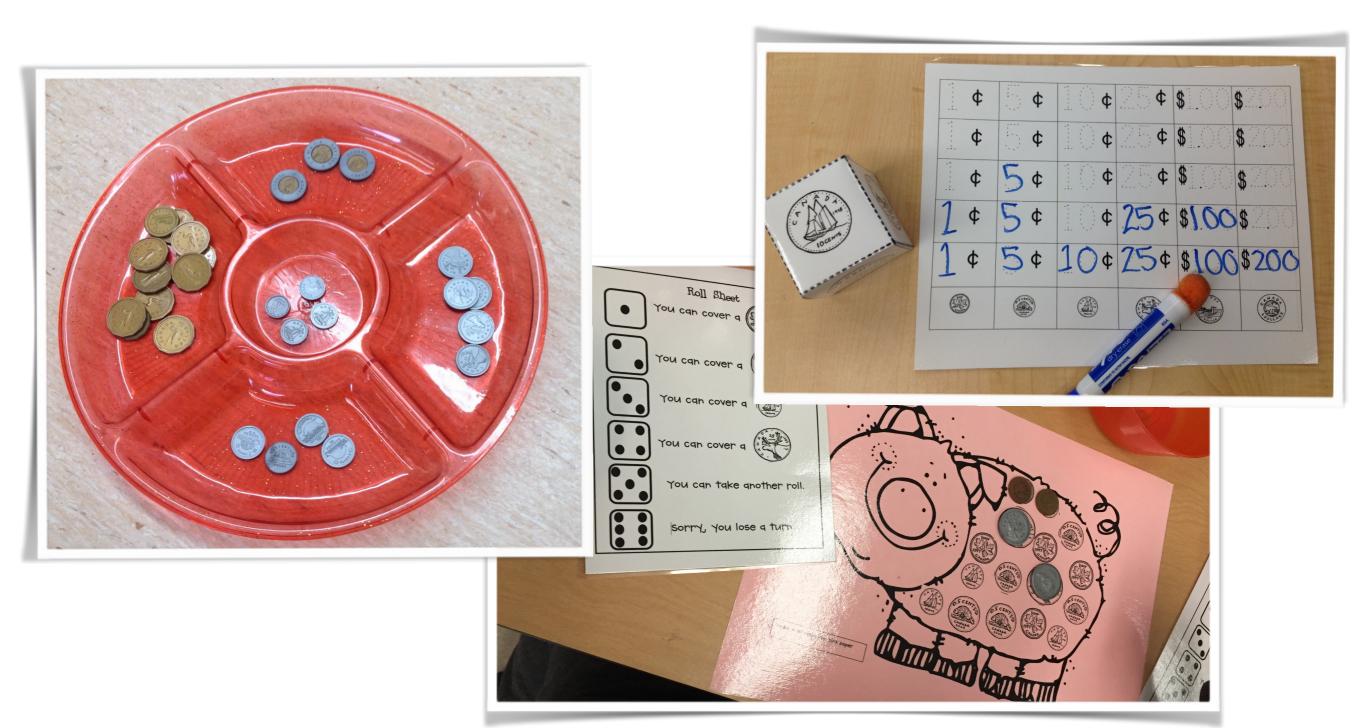
Or what information can be learned from our Question of the Day?

Leave chart paper out for students to record their ideas!



Financial Literacy

"What do you notice about the coins?"
"How are they similar? How are they different?"





A store centre is a great way to have student engage in role-playing to explore money as a medium of exchange!

Provide blank
shopping lists
Pretend credit cards
Coins and bills
Flyers





"How many different ways can you make ____ cents?"

"How can you make ____ using the fewest coins? Most coins?"

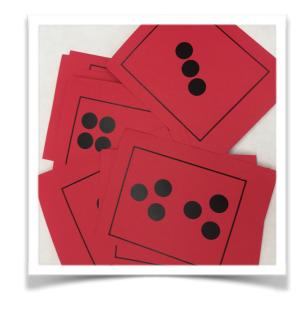
NUMBER: Subitizing



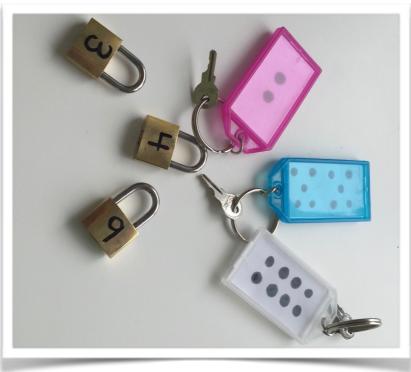


"How many dots do you see?"

"How do you see them?"









Draw with a q-tip

"How many dots do you see?"

"What number matches that quantity?"

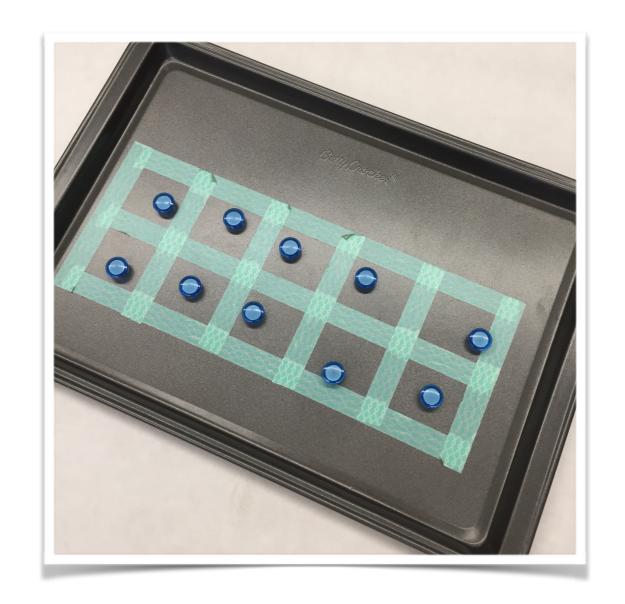
"What does the corresponding numeral look like? Can you use a q-tip to write it?"



"How many dots do you see?" "Can you build that quantity?"

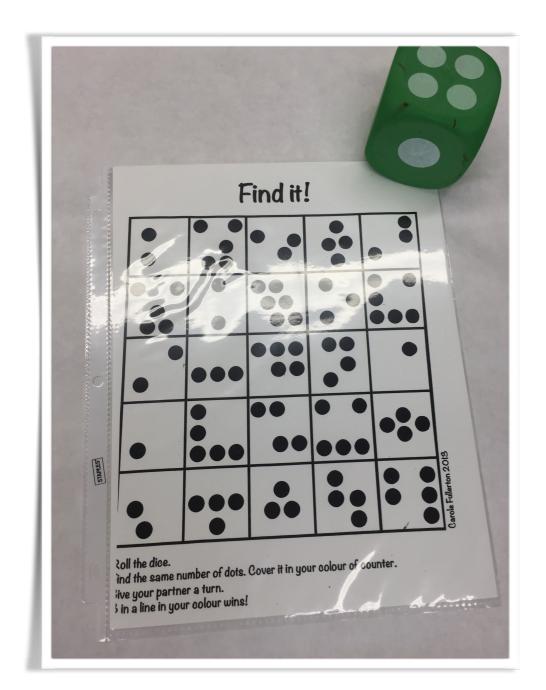
"What number do you think you will roll the most? The least?"

Adapted from Carole Fullerton's Number Sense for K/1



"How many do you see?"
"Can you build the amount you see?"
"Can you show me on your fingers how many more are needed to get to 10?"

"How might you record this as a number sentence?" "Can you see it a different way?"

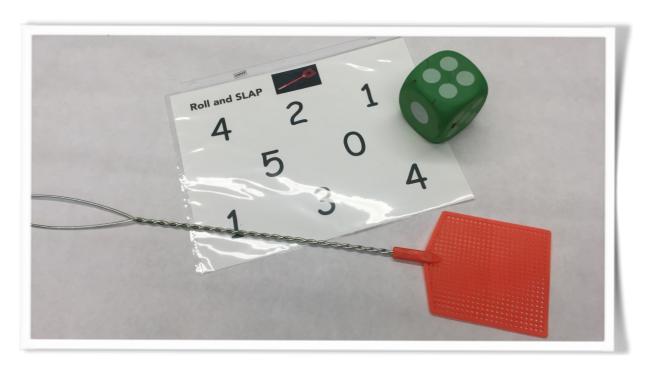




"How many dots do you see?" "Can you build that many?"

"What did you roll?"
"Can you spot the same quantity?"
Also, provide numeral dice.

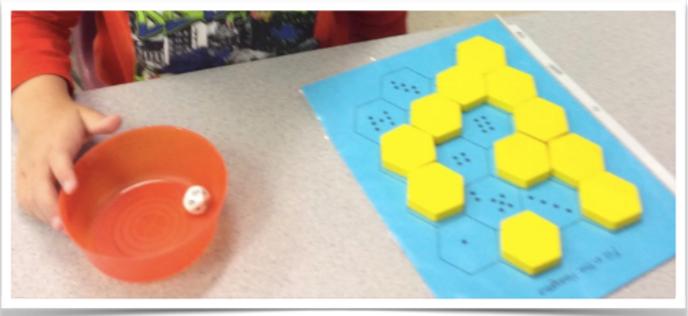






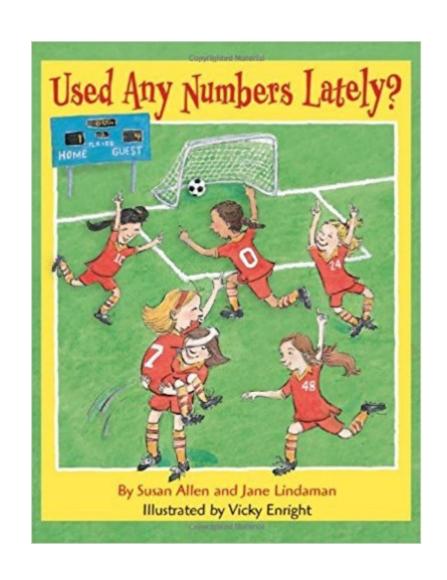
"Build a City" is from
Building Number Sense K -2
"Counting Activities" Leaders Across Oregon
Link on website





Hexagons activity from Sandra Ball www.startingwiththebeginning.com

NUMBER: Awareness





"What numbers do you see in your world?"

NUMBER: Counting



These can be found on many of the homeschooler blogs/websites.

"Can you put your birds in order?"
"Which number is the largest? Smallest?"



Note: Being able to count a quantity of items is easier than counting out a specific number, as students must hold that number in their heads as they count.

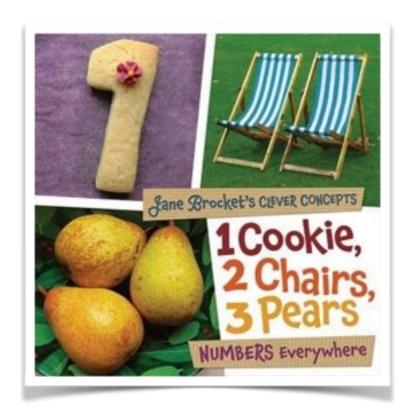








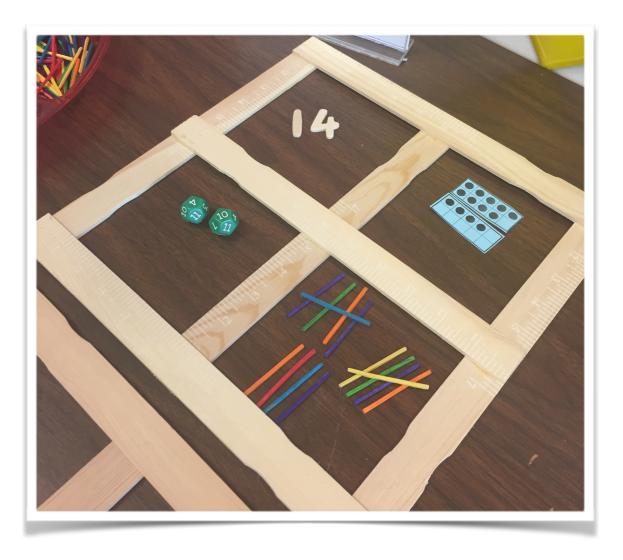




"How many different ways can you make _____?"









"How many more cubes do you think you will need to fill the cup?"

"How many more rolls do you think you will need to fill the cup?"

"How many more dots do you need to make 5 or 10?"

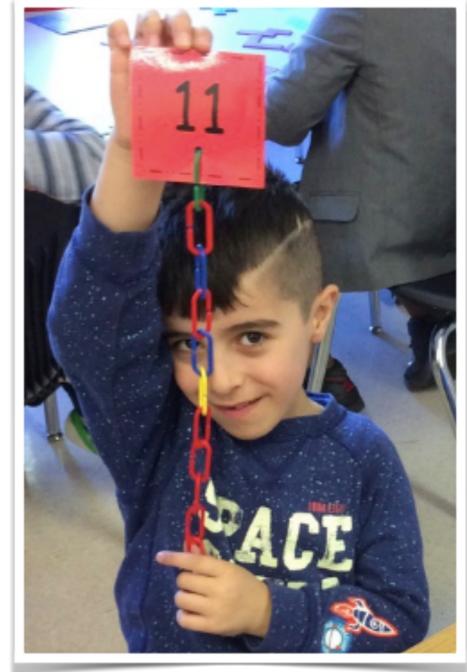






"Can you order your beaded rings? Or cupcake sprinkles?"



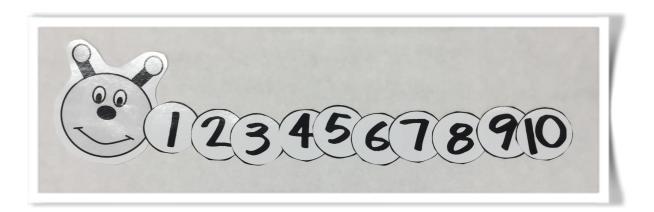




"Which is more 11 or 3? How much longer? How do you know?"

NUMBER: Stable Order





"What numbers comes next?" "What are the next three numbers?"





From Sandra Ball's website

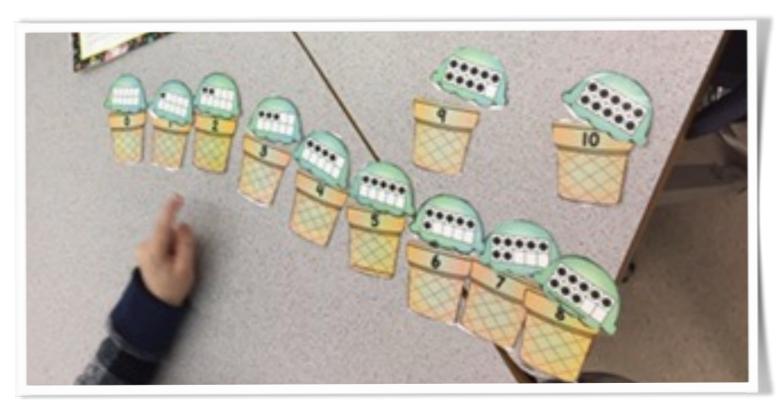


"What did you roll?"

"Can you find that number?"

"What number comes next?"

"And next?"





"How can you order these quantities?"

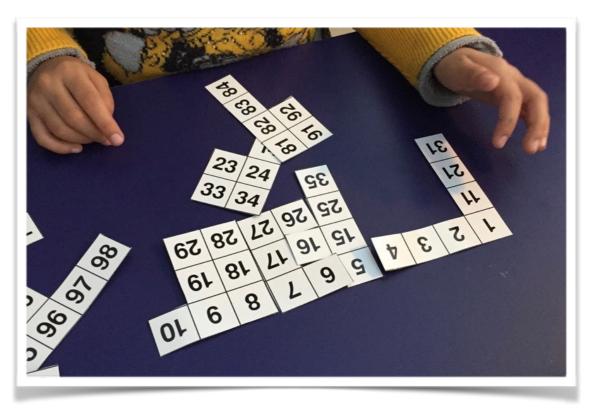


"What is the smallest number? The biggest? Where should those go? What number comes before this one? After? Do you notice any patterns?

Working in a small group

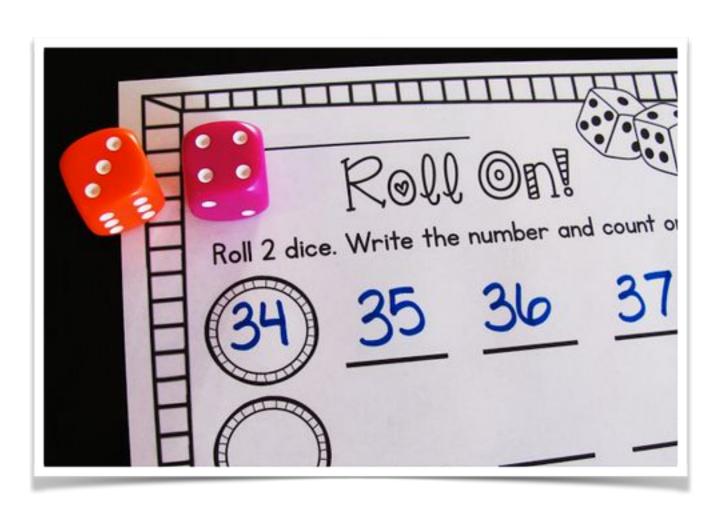


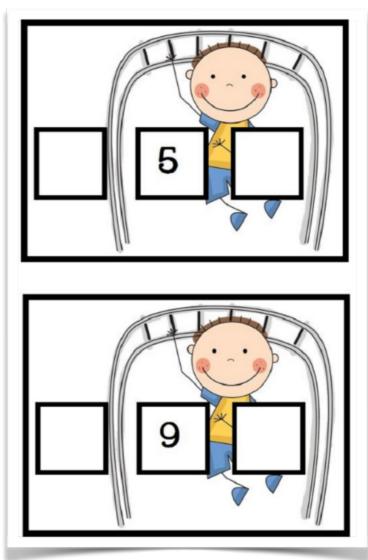
Independently



"Why did you start with those numbers?"

"Are there any patterns that you use to help you decide where the numbers go?"





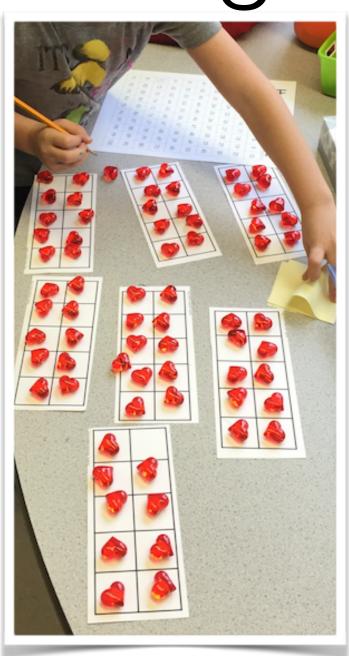
"What number comes before?"
"What number comes after?"
"What are the next two numbers?

NUMBER: Skip Counting









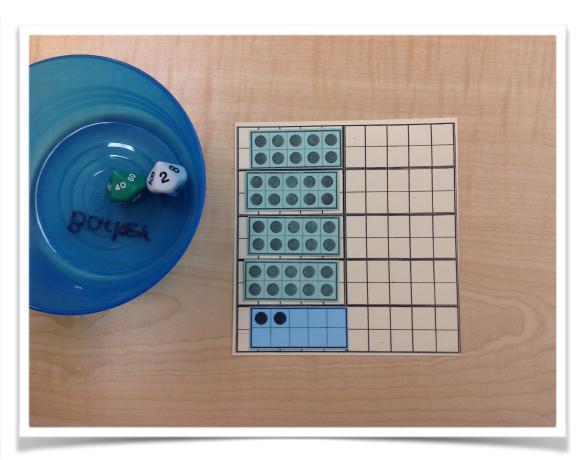
"How did you count?"

"If you count these items a different way, how many will you have?"

NUMBER RELATIONSHIPS: Changing One Number to Another



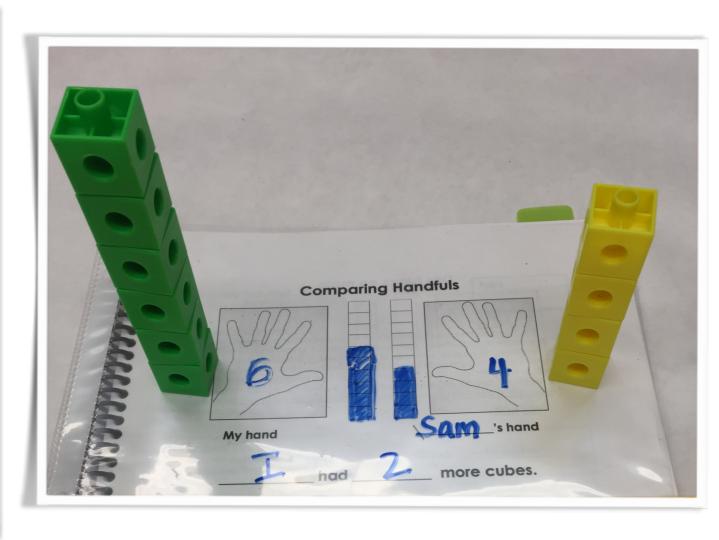




"We had 5 and now we rolled 10. Are we going to shrink or grow?" "How do you know?" "Do you need to clear off your ten frame?"

NUMBER RELATIONSHIPS: More/Less



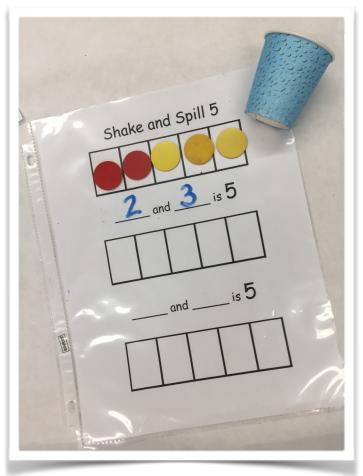


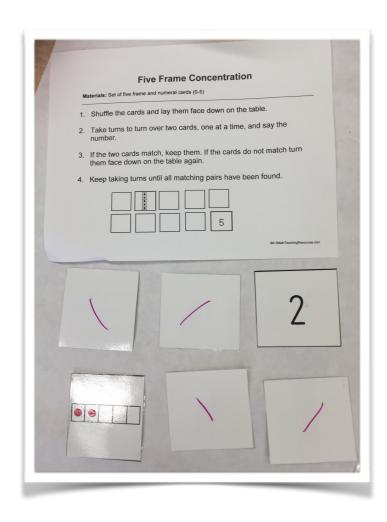
Sandra Ball's website www.startingwiththebeginning

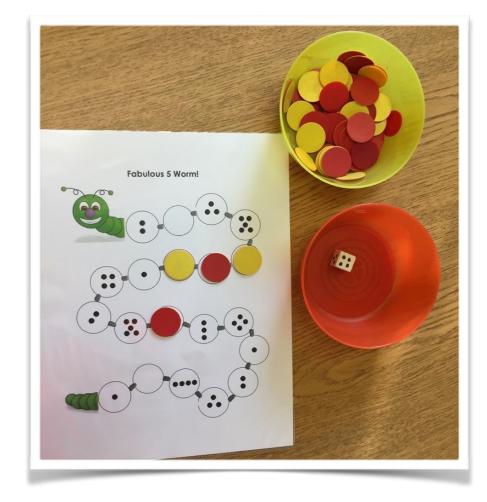
Carole Fullerton's Number Sense K/1

"How many more green do you have?"

NUMBER: Decomposing Five-Ness

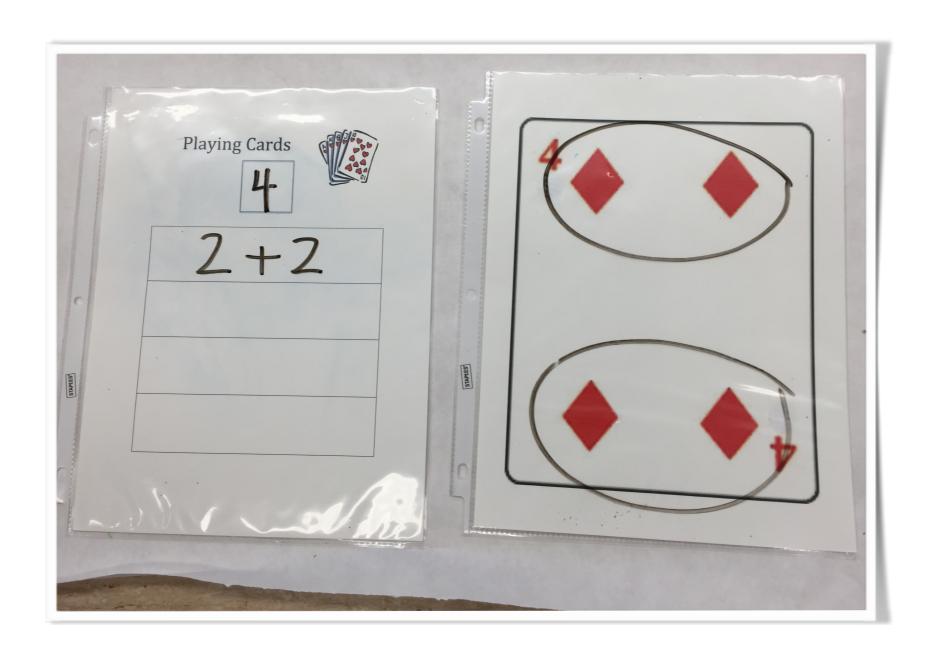






"What are the partners for 5?"

From Carole Fullerton - on Sandra Ball's website



Idea adapted from Chris Confer's Teaching Number Sense K "How many do you see?"

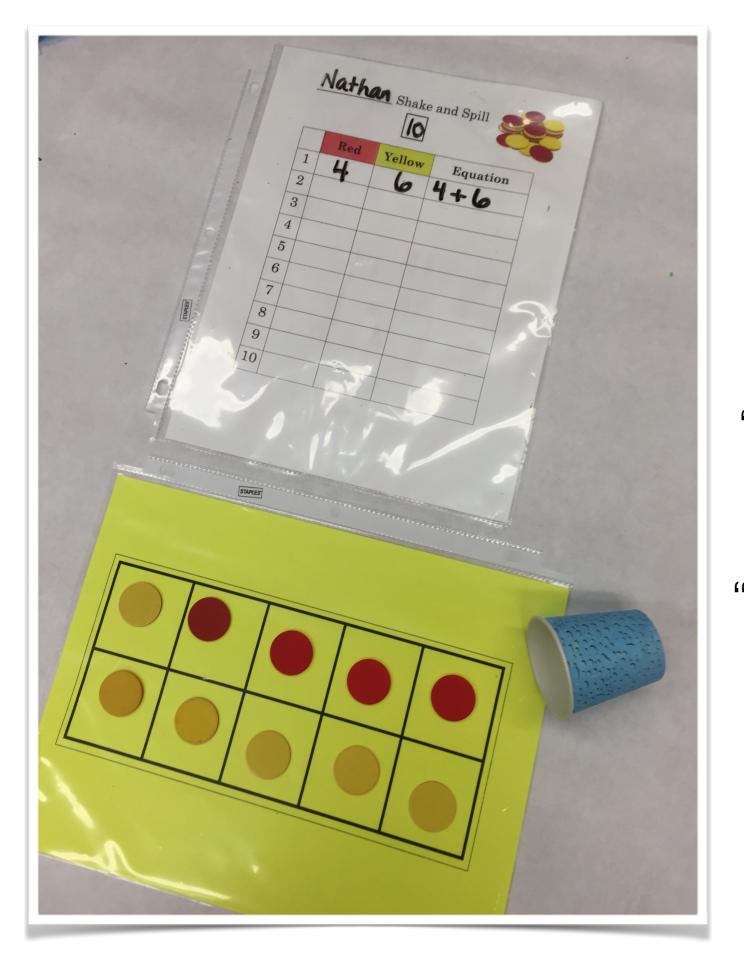
"How do you see them?"

"Can you write an equation/number sentence for this?"
"Do you see it a different way?"



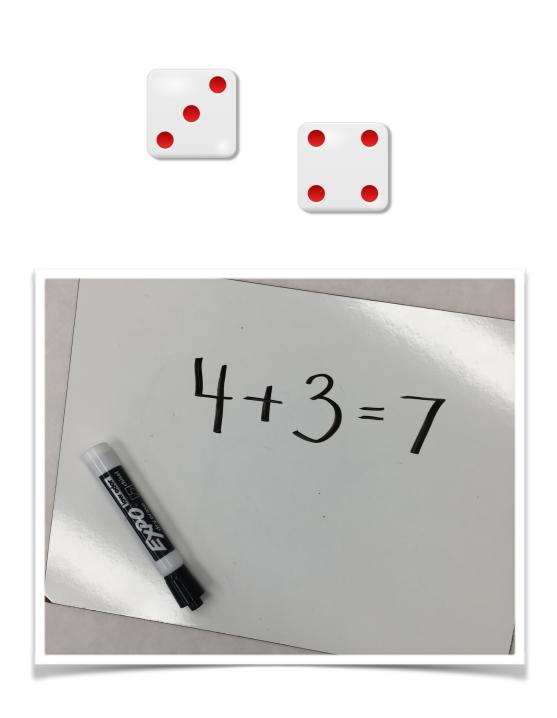


"How many ways do you think you can make _____?"



"How many red?"
"How many yellow"
"How many altogether?"
"Can you record this as an equation/number sentence?"
"How many more yellow do you have than red?"

"How do you know?"



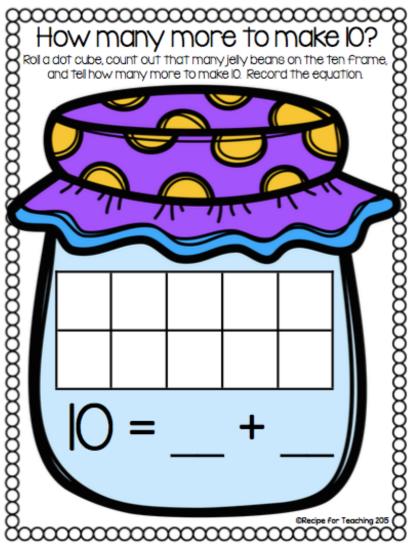


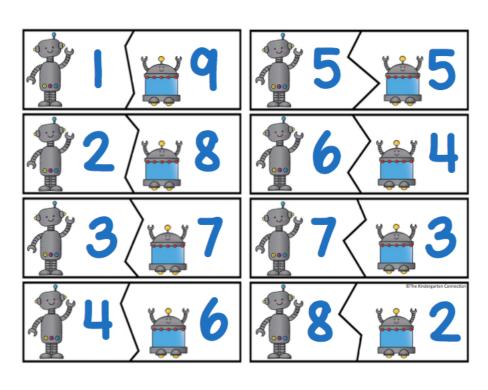
"What did you roll?" and "Can you build it?"

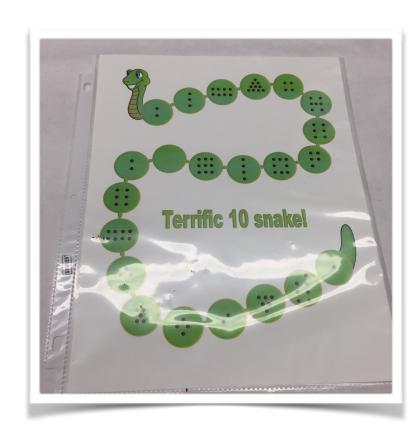
"How many do you have now?"

"Can you record this as an equation/number sentence?"

NUMBER: Decomposing Ten-ness





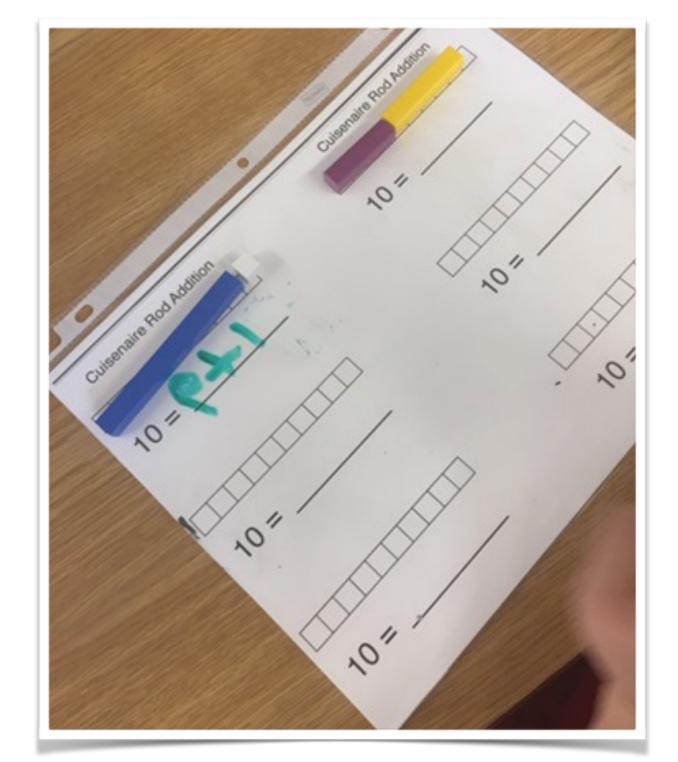


Carole Fullerton's idea

"What are the partners for 10?"



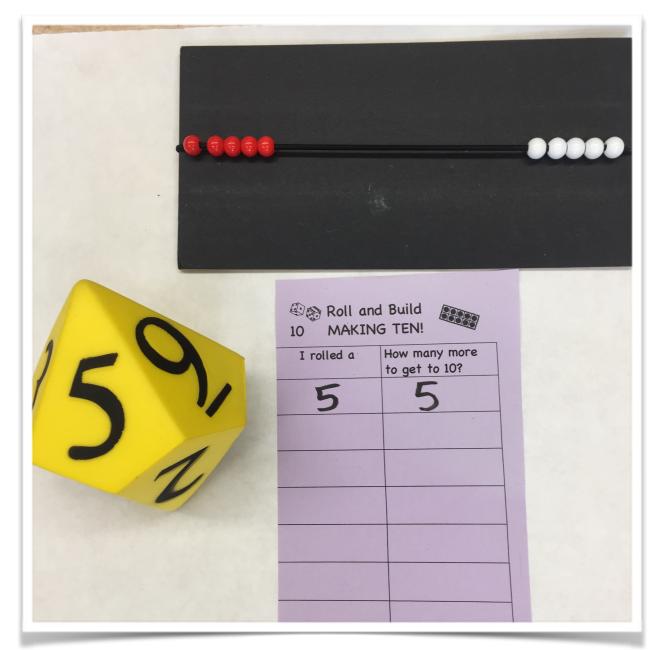
"Can you find all the partners for ten?"
"When you look at this card, how many more do you need to have 10?"



"Can you make 10 another way?"

"How many ways do think there are to make 10?"

Carole Fullerton's Cuisenaire Rods

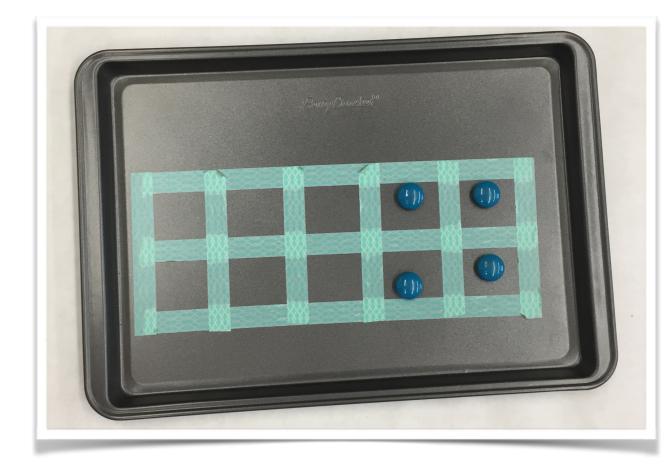


"What did you roll?"

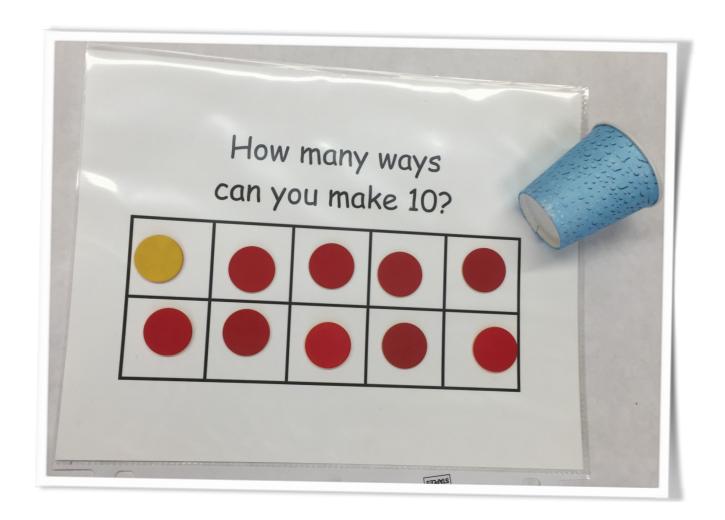
"Can you show it on the rekenrek?"

"How many more do you need to have 10?"

Note: Rekenreks come with 2 strands of 10 beads. To focus on 10, take one strand off.



We began with 10 magnets! "How many do you see?" "How many are hiding?"



You could also use wooden ten frames, so the students could build all the different ways and look and compare them.

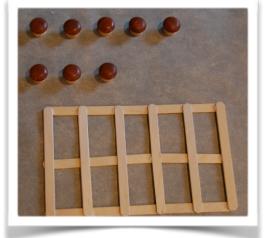
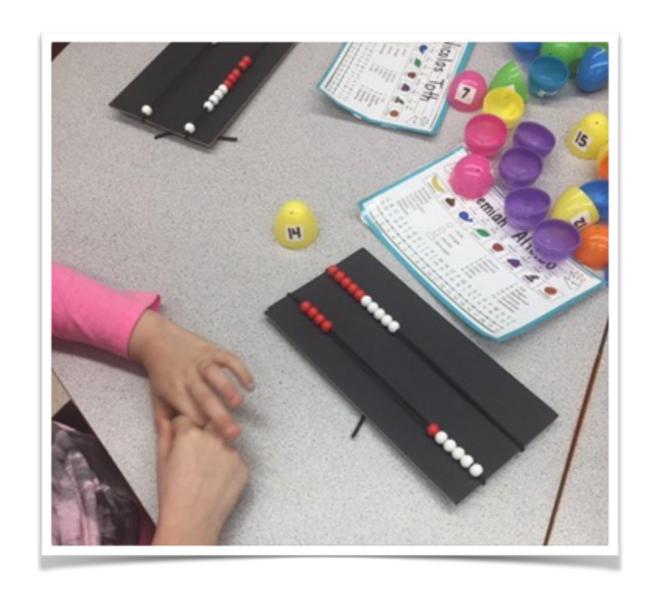


Image from Janice Novakowski



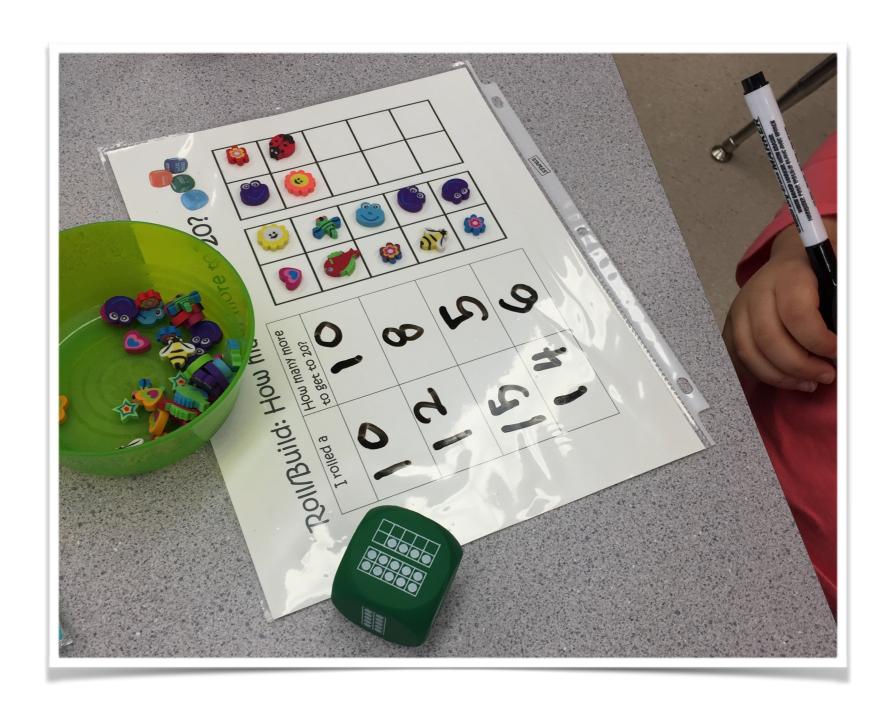
"What did you roll?"
"Can you build it?"
"How many more to have 10?"
"How might you record this?"

Numbers to 20

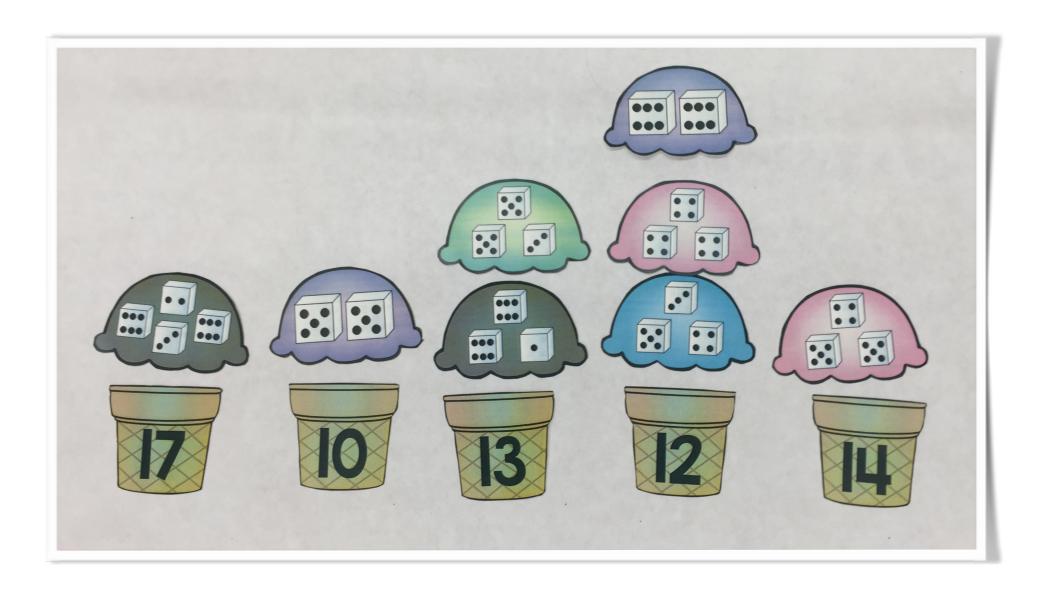


"How can you show the numbers?"

"How does seeing the beads in groups of 5 and 10 help you to make a number?"

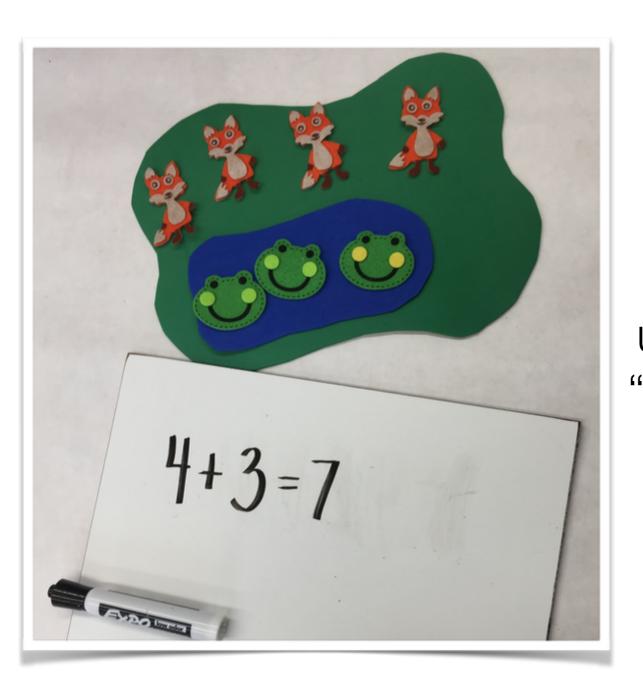


"What did you roll?"
"Can you build it?"
"How many more do you need to make 20?"

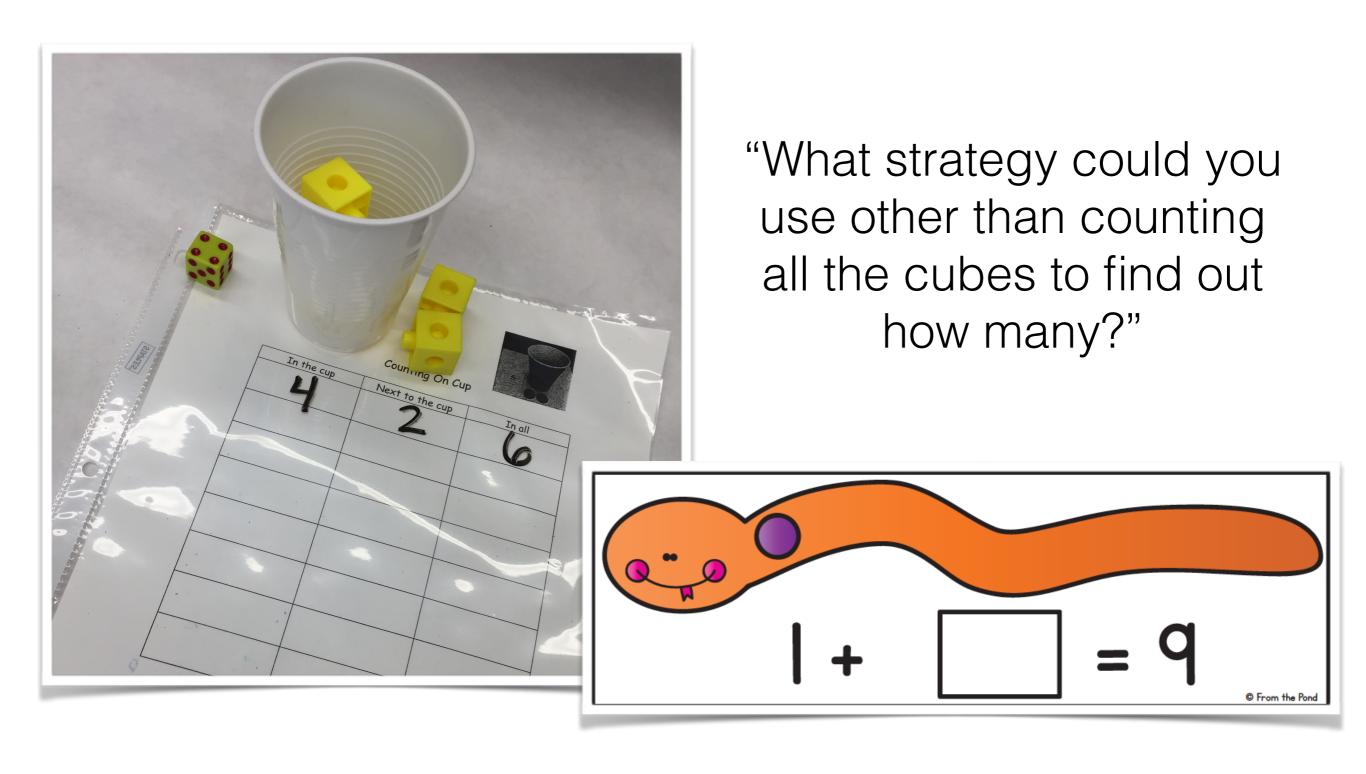


"Can you think of another way to make 13?" "Can you record other ways to make these numbers on your white board?"

NUMBER: Decomposing (Concept of Addition)



"Can you use the materials to make a 'joining' story?" "How could you record this using numbers and symbols?" "Is there another way to tell this story?"

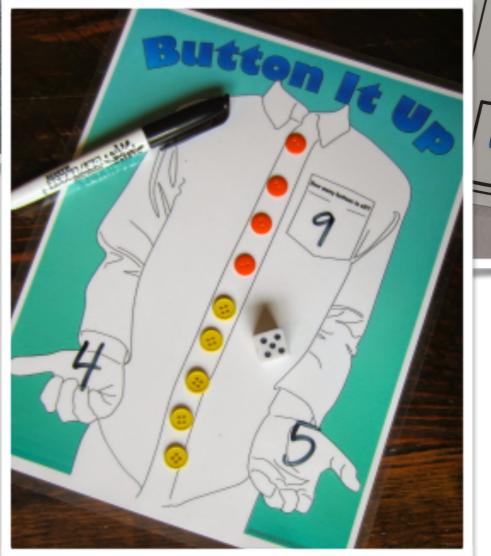


"Is it easier to count on from the smaller or bigger addend? Explain your thinking?"

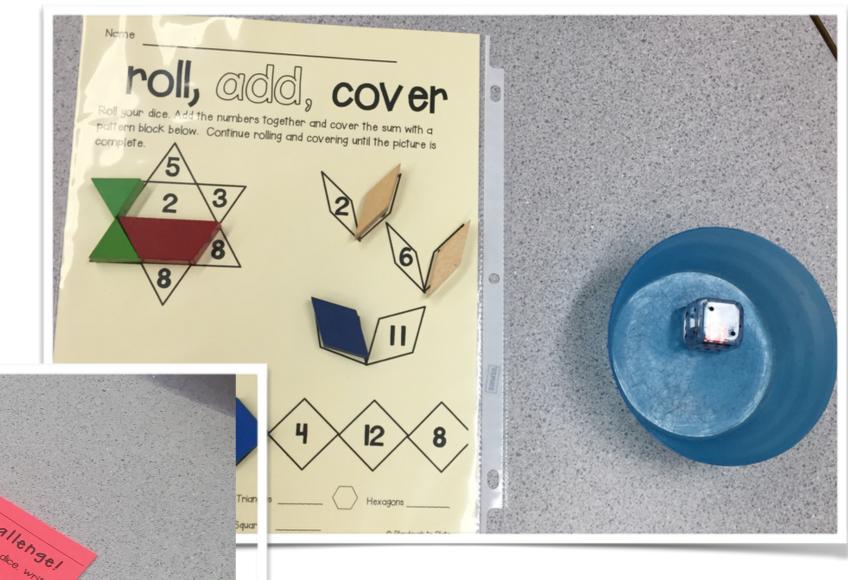


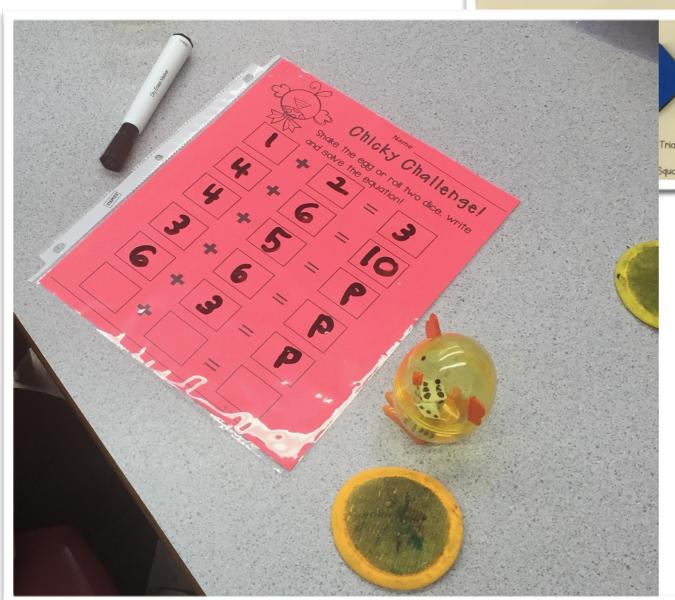
"Do you need to count all the buttons/ cubes?"

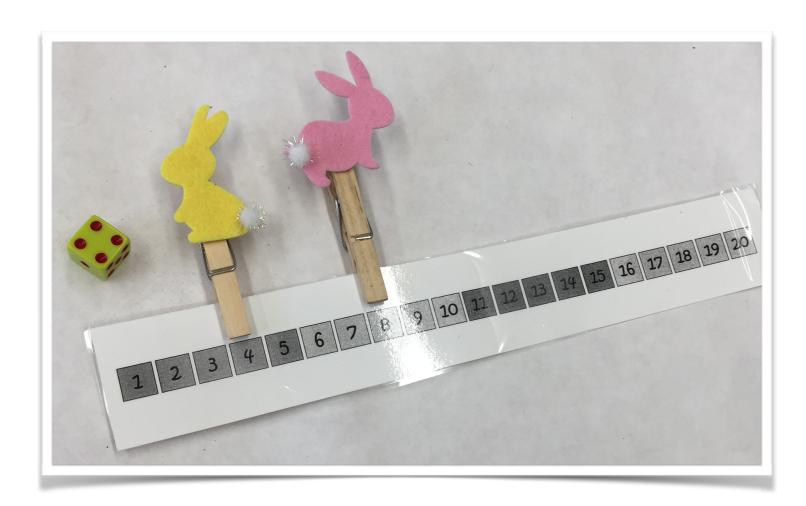
"What strategies can you use to solve this question? (e.g., doubles plus one)



Change the shape with the season!

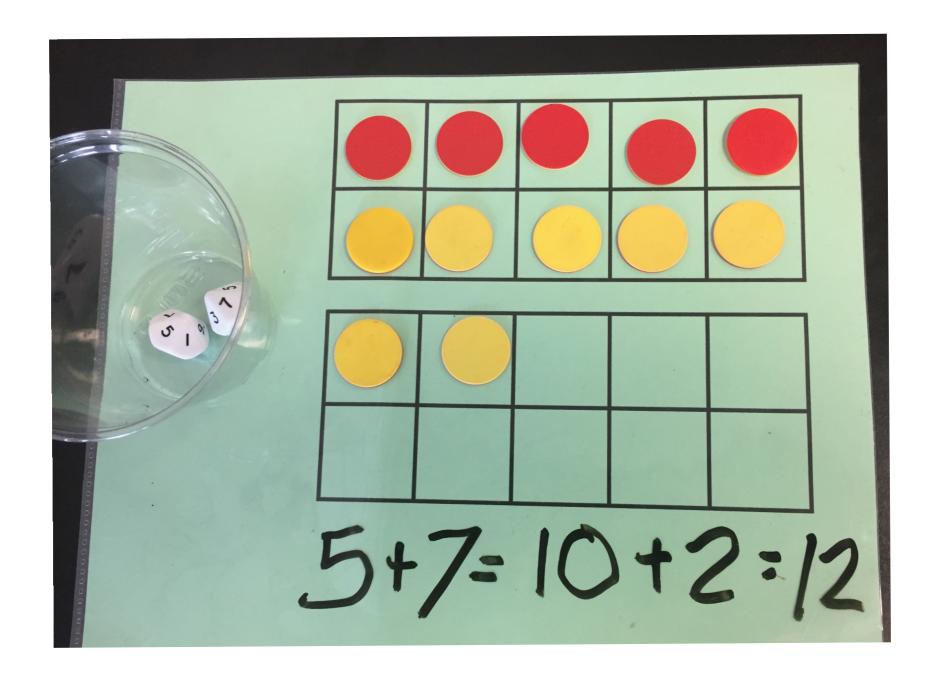






"How can you use a number line to help you add?"





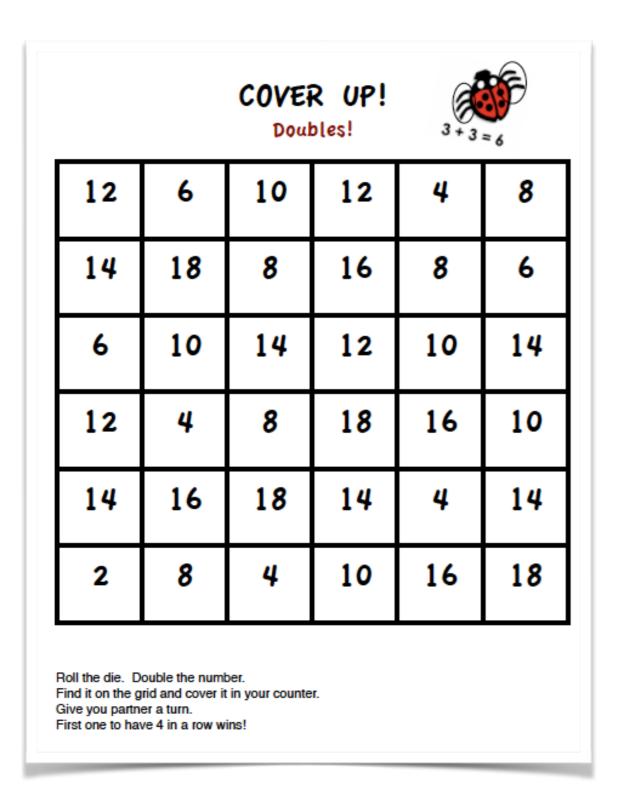
"What strategies could you use to find out how many?"



"What did you roll?"

"Can you build it?"

"What is double that number?"



Chips Ahoy!



| 3 | 7 | 5 |
|----|----|----|
| 19 | 15 | 13 |
| 11 | 17 | 9 |

- Place 15 chips on the game board. Chips can be placed anywhere, and doubles on a space are OK.
- * Roll a 10 sided die (0-9).
- Double and add 1 to the number rolled, then remove a chip from the space that shows the sum.

For example: Player A rolls a 2, say the near double fact (2 + 2 + 1 is 5 or 2 + 3 = 5) and takes a chip off the 5 space.

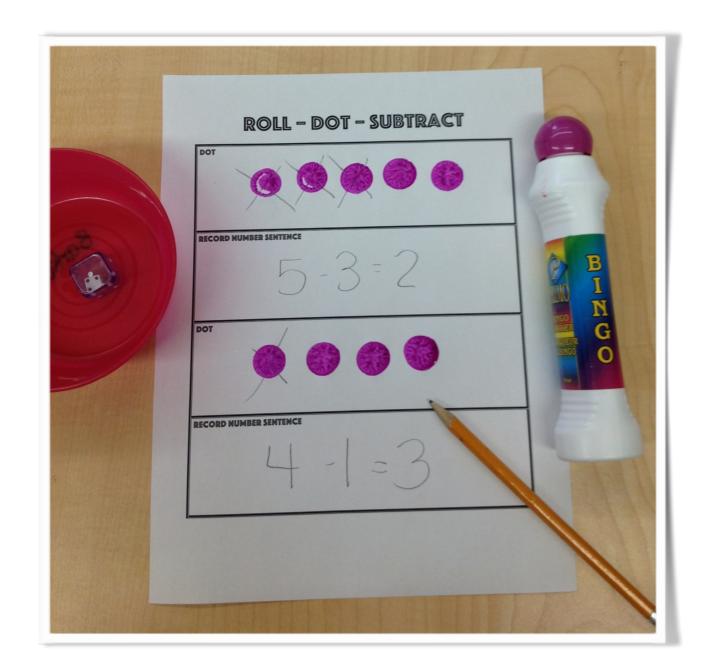
- * Roll a zero and take a chip from any space!
- * Players take turns until one player has collected 8 chips. This person is the winner!

Available on Sandra Ball's website

"How can thinking about 'doubles' help you solve 6 + 7 ="

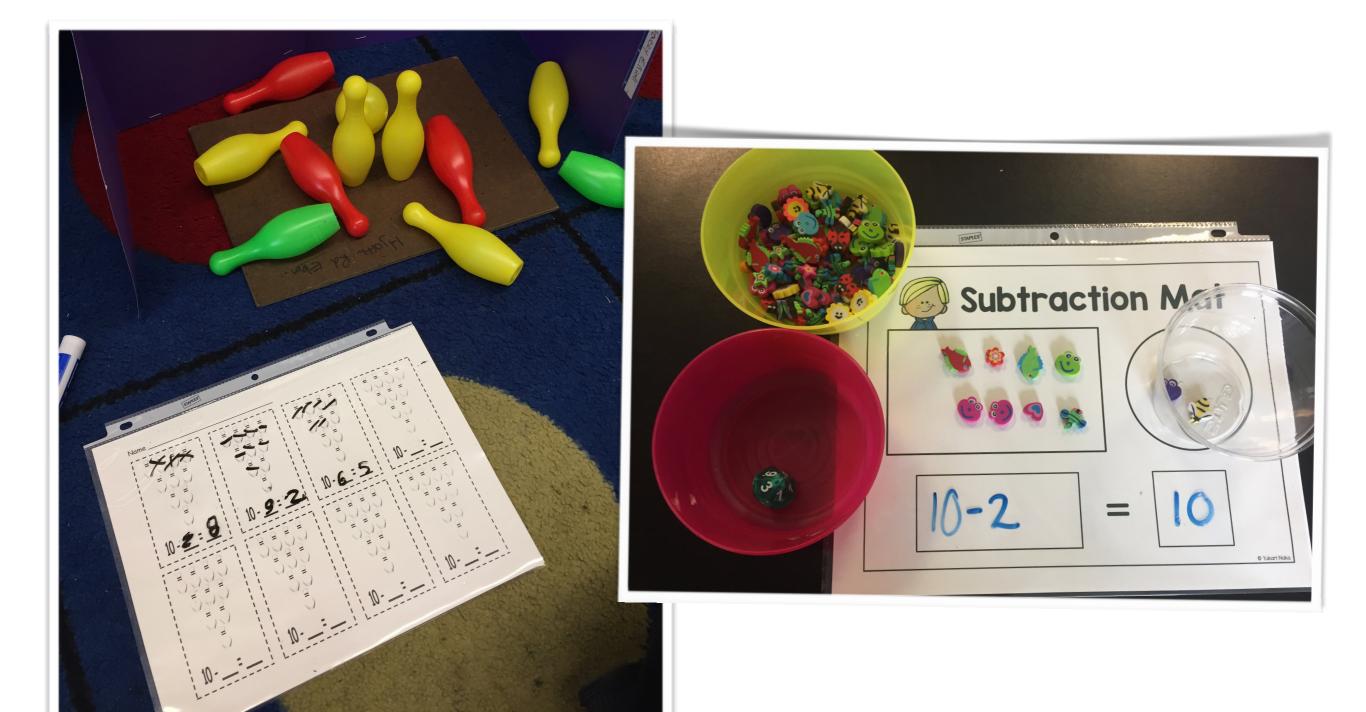
NUMBER: Decomposing (Concept of Subtraction)







"When you look at your two numbers,
which is larger or smaller?"
"Can you show that quantity?"
"What was the smaller number you rolled?"
"What strategy can you use to solve the question?"
"How could you record this?"

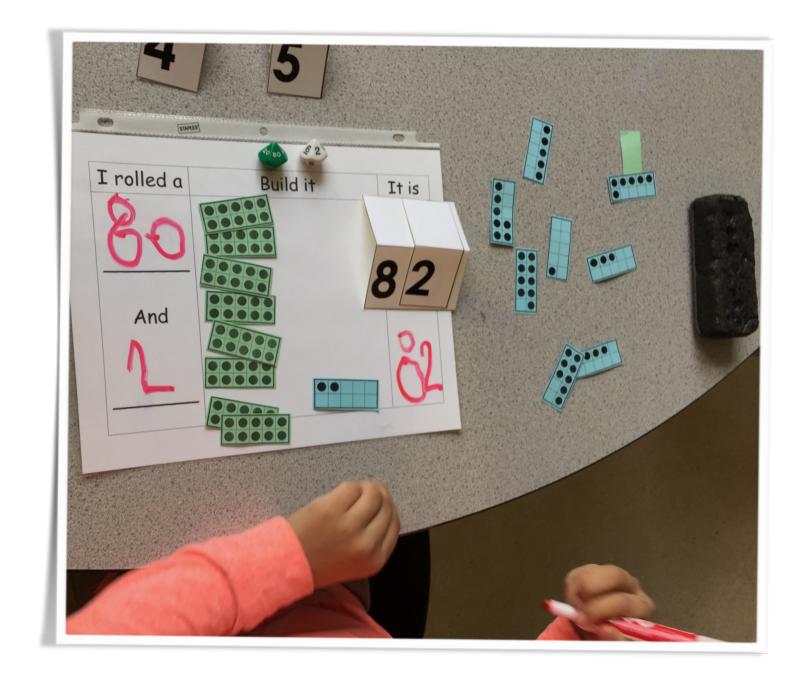


NUMBER: Place Value





"How does organizing your items into groups of ten help you to count?"

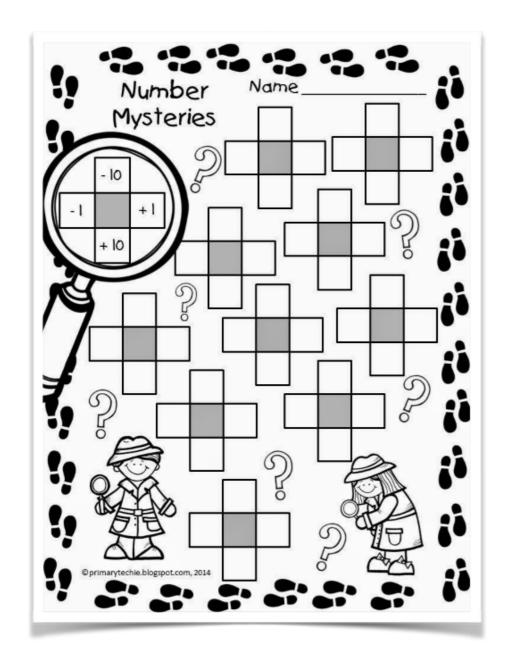


"What did you roll?"

"Can you build your number using ten frames?"

"How would you write your number?"

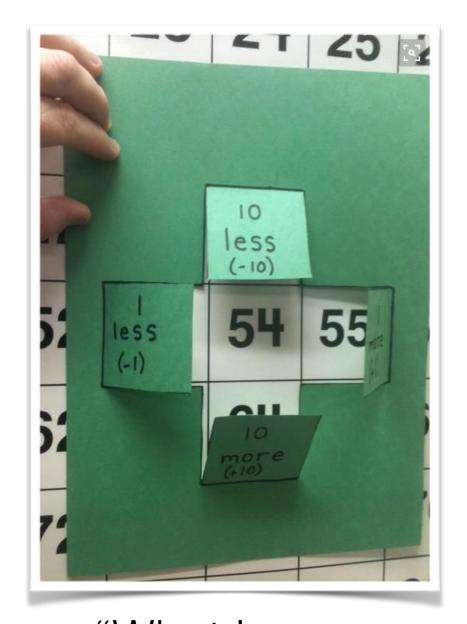
"If you added ten to your number, what number would you have?"







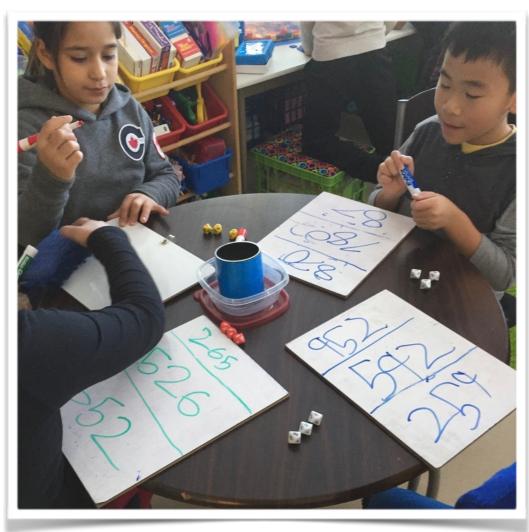
Roll 2 die to make a 2-digit number



"What is your number?" "What is ten more, ten less, one more, or one less than your number?"

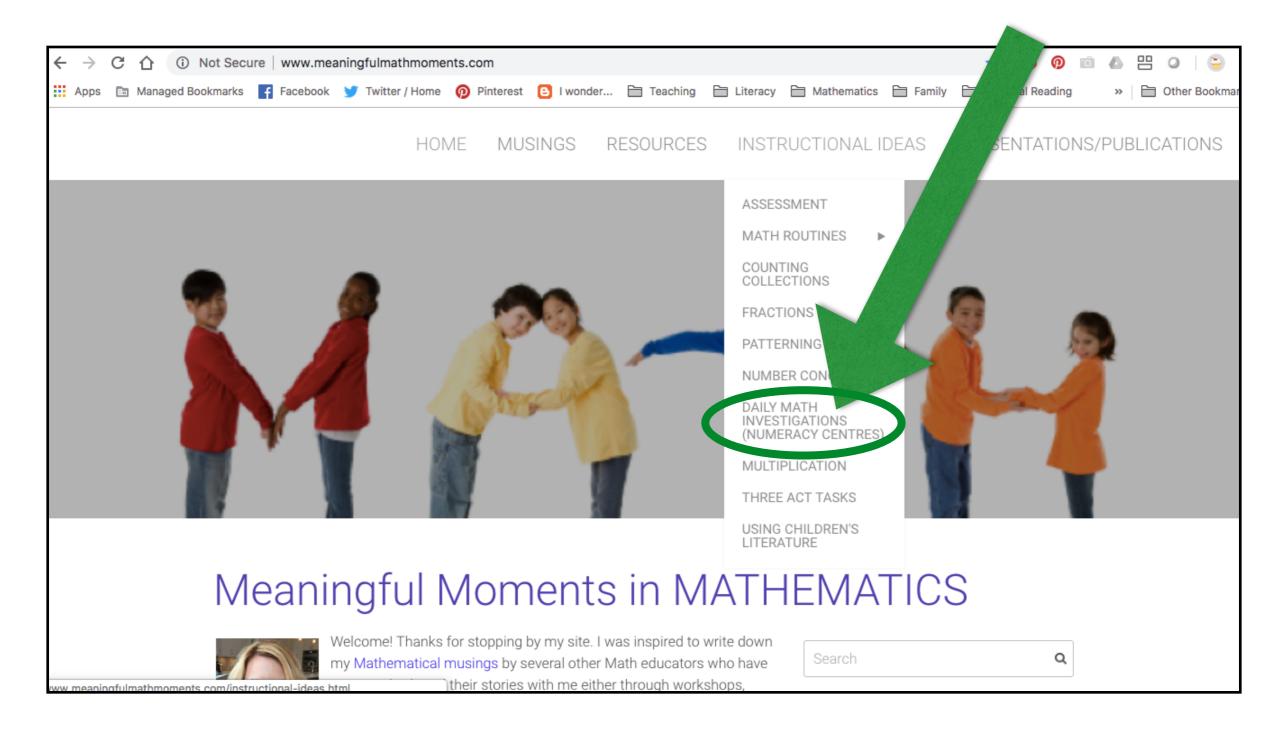


Image from Janice Novakowski



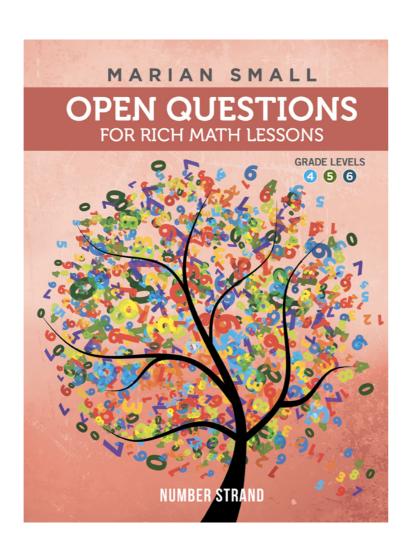
"What numbers can you make with your three digits?" "Can you make the smallest, largest, or in-between number?"

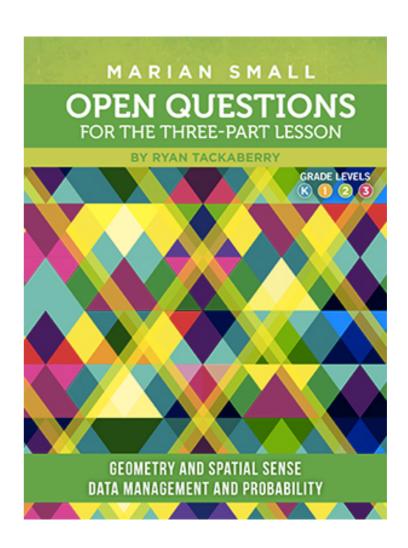
Learning Station examples can be found on my site, under "Instructional Ideas" - Daily Math Investigations



Open Questions

What resources are available?





Each book spans several Grades (e.g., K - 3)

Currently only the Number Strand is aligned to our BC Curriculum.

There are other strands including Patterns and Relations/Statistics and Relations and Measurement.



Janice Novakowski @jnovakowskisd38 · Feb 10

How might Reggio-inspired practices enhance our math teaching and learning? #BCAMTreggio #reggiopic #bced



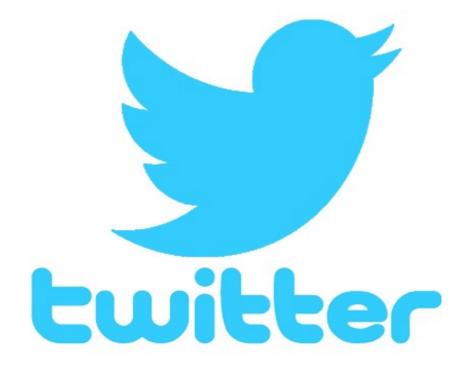
***** 47

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13 21







#iteachmath #BCAMTreggio @jnovakowski38

What criteria guides the design of Learning Stations?

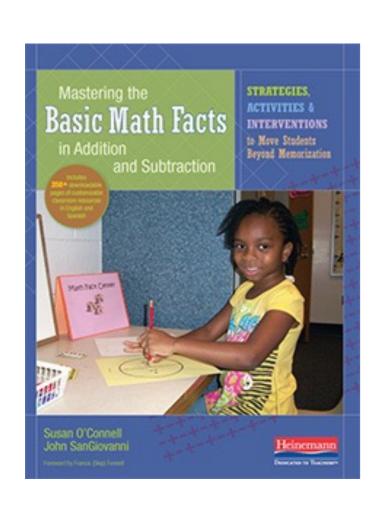
- Is this experience going to ACTIVELY ENGAGE your students?
- Are there entry points for ALL students?
- Can the experience be **DIFFERENTIATED** so each student can work to their fullest potential?
- Are there opportunities for the students to make CHOICES?
- Are they activities PURPOSEFUL, as well as PLAYFUL?
- What QUESTIONS will I ask to move the learning forward

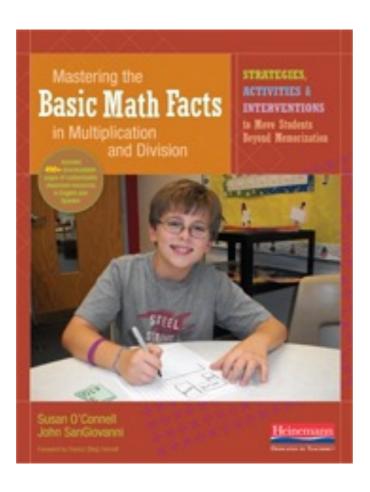
- Are there opportunities for COLLABORATION?
- Have you woven in your students' INTERESTS?
- Are you providing opportunities for students to revisit/
 SPRIAL concepts throughout the year
- How will I be RESPONSIVE to misconception and gaps of understanding?
- How will I RECORD OBSERVATIONS?
- How will I provide opportunities for STUDENT REFLECTION?
- How will I COMMUNICATE
 STUDENT LEARNING?



Computational Fluency

Consider joining the Developing Computational Fluency Series





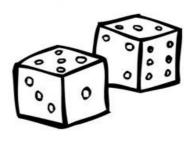
Session One 3:30 - 5:00 p.m. Tuesday, Nov.20th

Session Two 4:00 - 7:00 p.m. Tuesday, Jan. 15th

LRS #178984

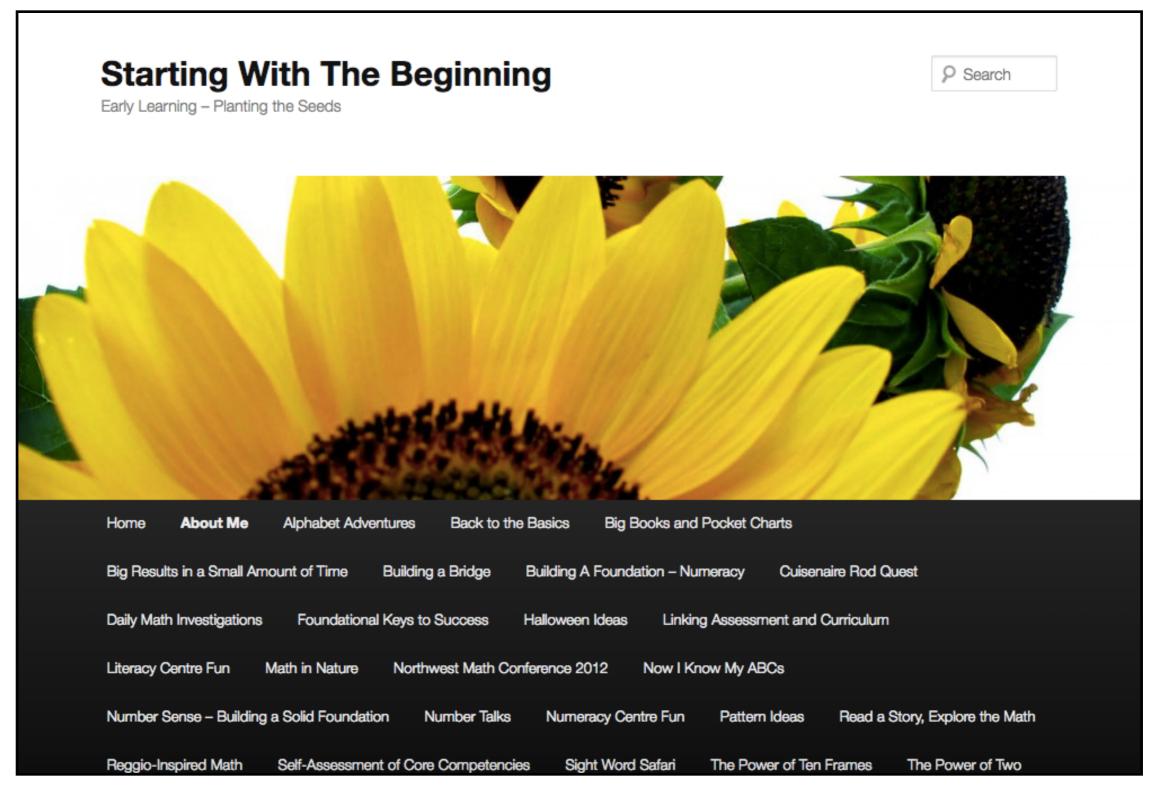
LRS #178985



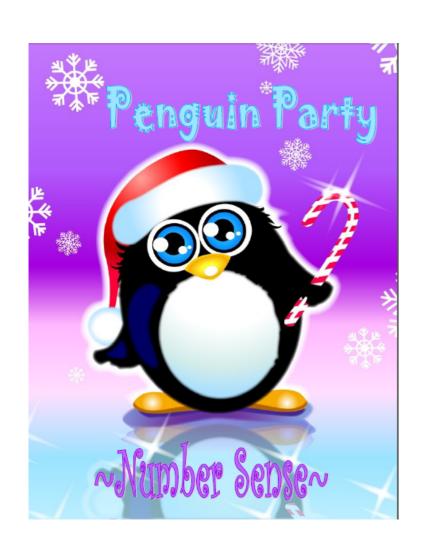


Session Three 3:30 - 5:00 p.m. March 12th

Primary Games can be found on Sandra Ball's Website



Numeracy Centres







What's Included?

Penguin Package What's Inside?

1. Domino Penguin Match - Matching Activity - 1 set

· students match quantities on a penguin with the numerals on a matching penguin

2. Feed Me - Individual - BLMs

- · reinforce partitioning of numbers into 2 parts.
- . students use 2 sided counters and sort them into 2 parts





- roll the 1 6 sided die
- · cover the rolled quantity on to the five frame
- · students could record on a blank five frame the quantity (using bingo dabbers or felts)
- ask "How many more/less to get to 5?"

4. Penguin Cover Up o -10 - Individual

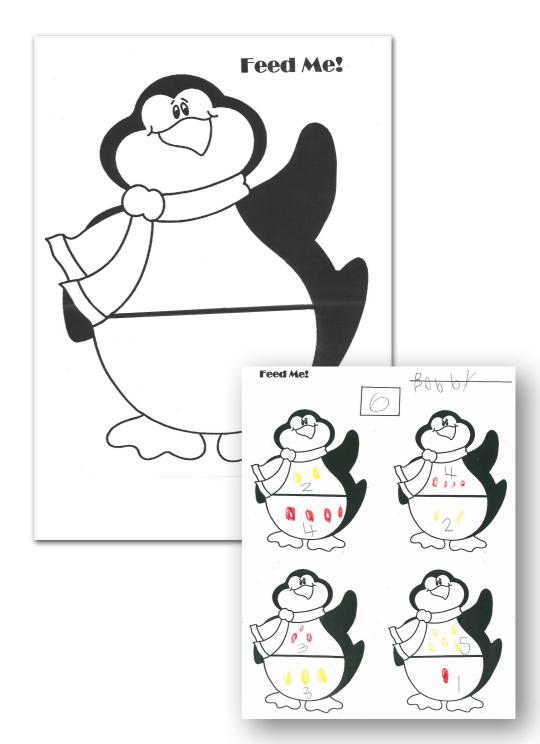
- player #1 needs to roll die (o g sided)
- · build quantity on a ten frame and cover up the numeral
- · students could record on a blank ten frame the quantity (using bingo dabbers or felts)
- ask "How many more/less to get to 10?"

5. Penguin Cover Up 1-10 - Partner Game - BLM

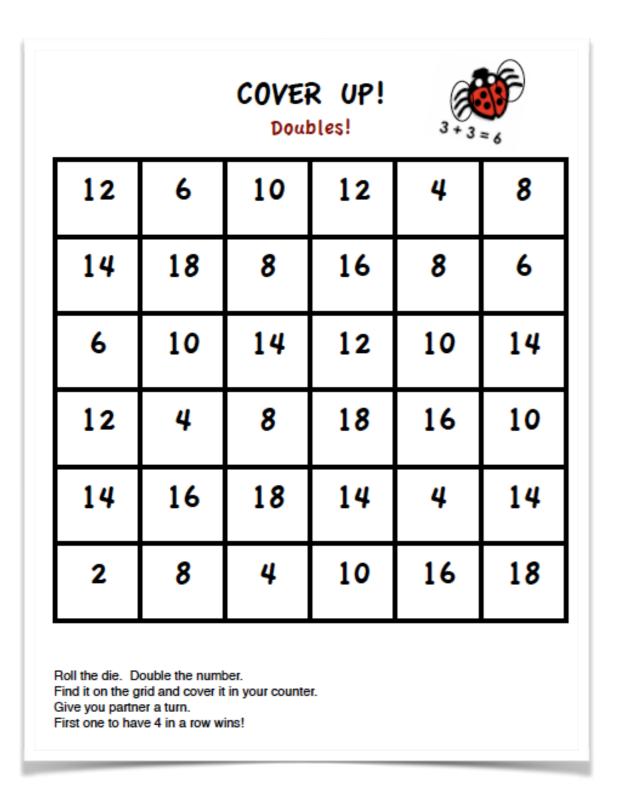
- player #1 needs to roll a(1 10 sided) die
- · build quantity on the ten frames and cover up the numeral
- · players take turns rolling the die, building the quantity and covering the numeral
- · first one to cover all the numerals wins

6. Penguin Cover Up 2 -12 - Partner Game - BLM

- player #1 needs to roll 2 (1 6 sided) dice and find the sum
- . build the sum on the ten frames and cover up the numeral
- · players take turns rolling the die, building the quantity and covering the numeral
- · first one to cover all the numerals wins







Chips Ahoy!



| 3 | 7 | 5 |
|----|----|----|
| 19 | 15 | 13 |
| 11 | 17 | 9 |

- Place 15 chips on the game board. Chips can be placed anywhere, and doubles on a space are OK.
- * Roll a 10 sided die (0-9).
- Double and add 1 to the number rolled, then remove a chip from the space that shows the sum.

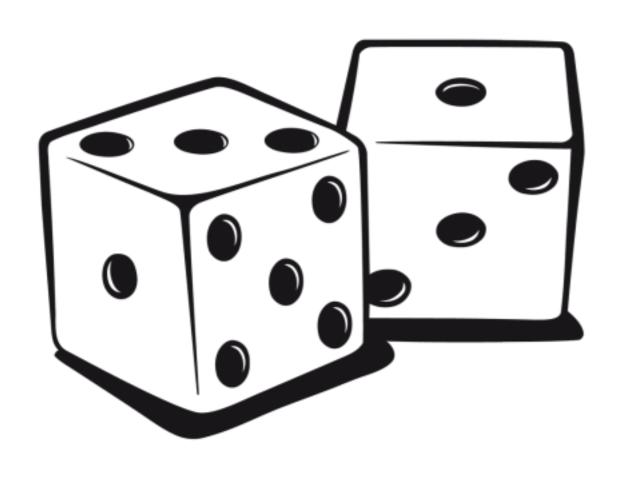
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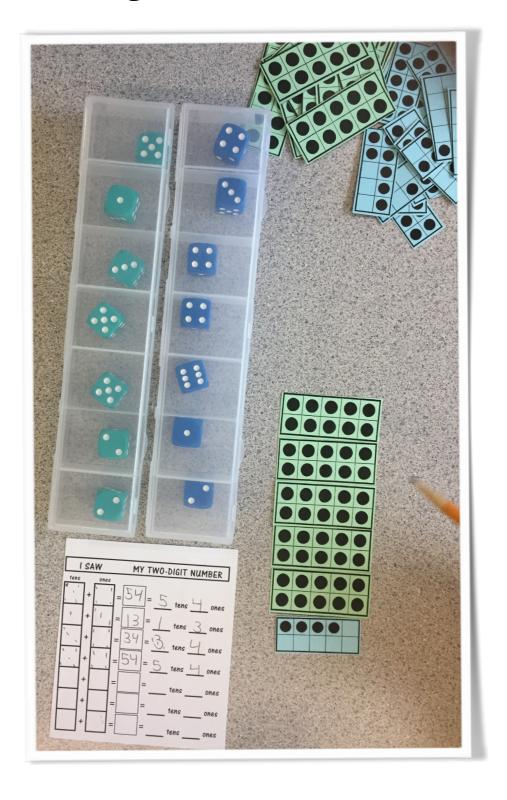
- * Roll a zero and take a chip from any space!
- * Players take turns until one player has collected 8 chips. This person is the winner!

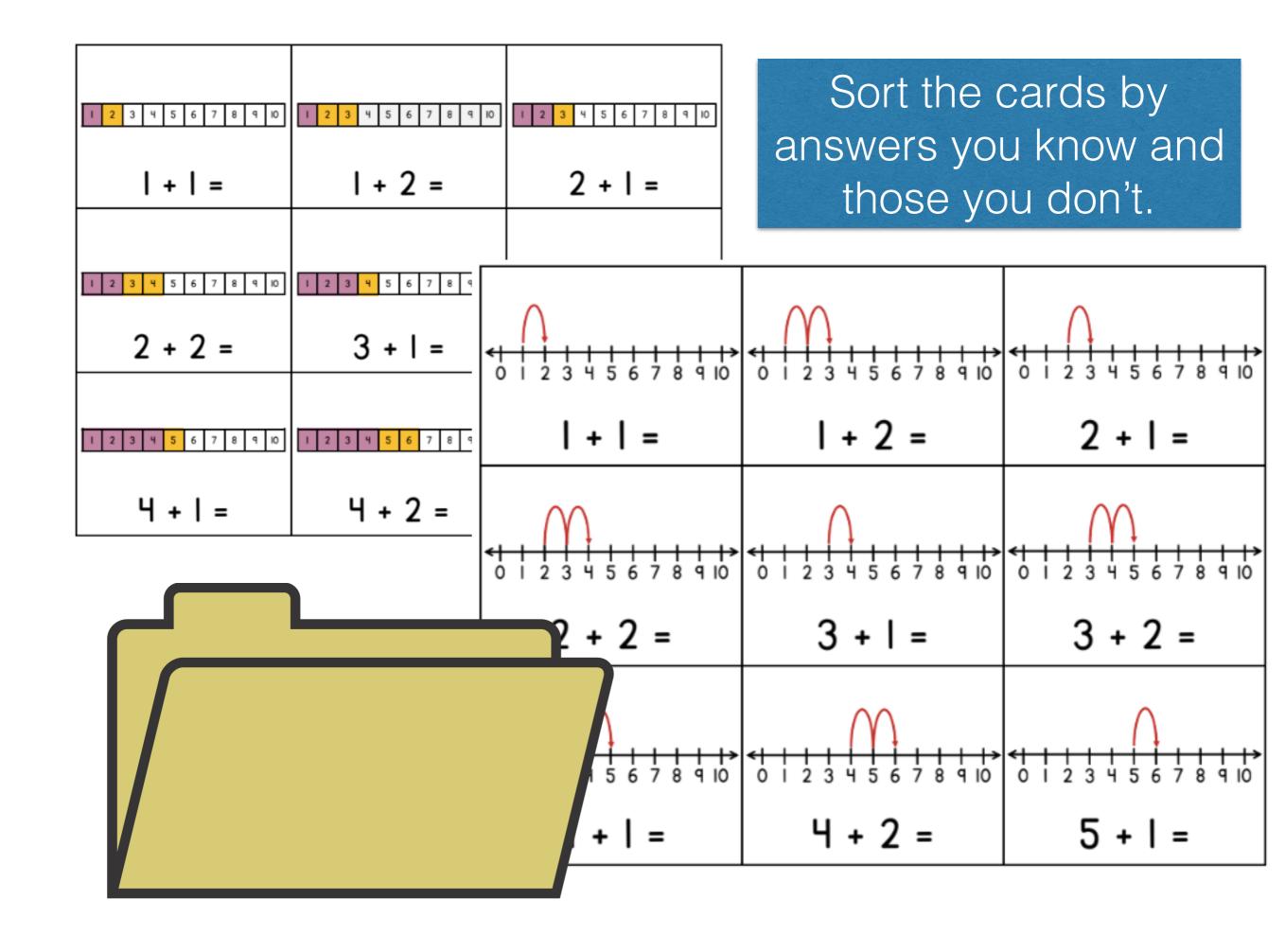
Available on Sandra Ball's website

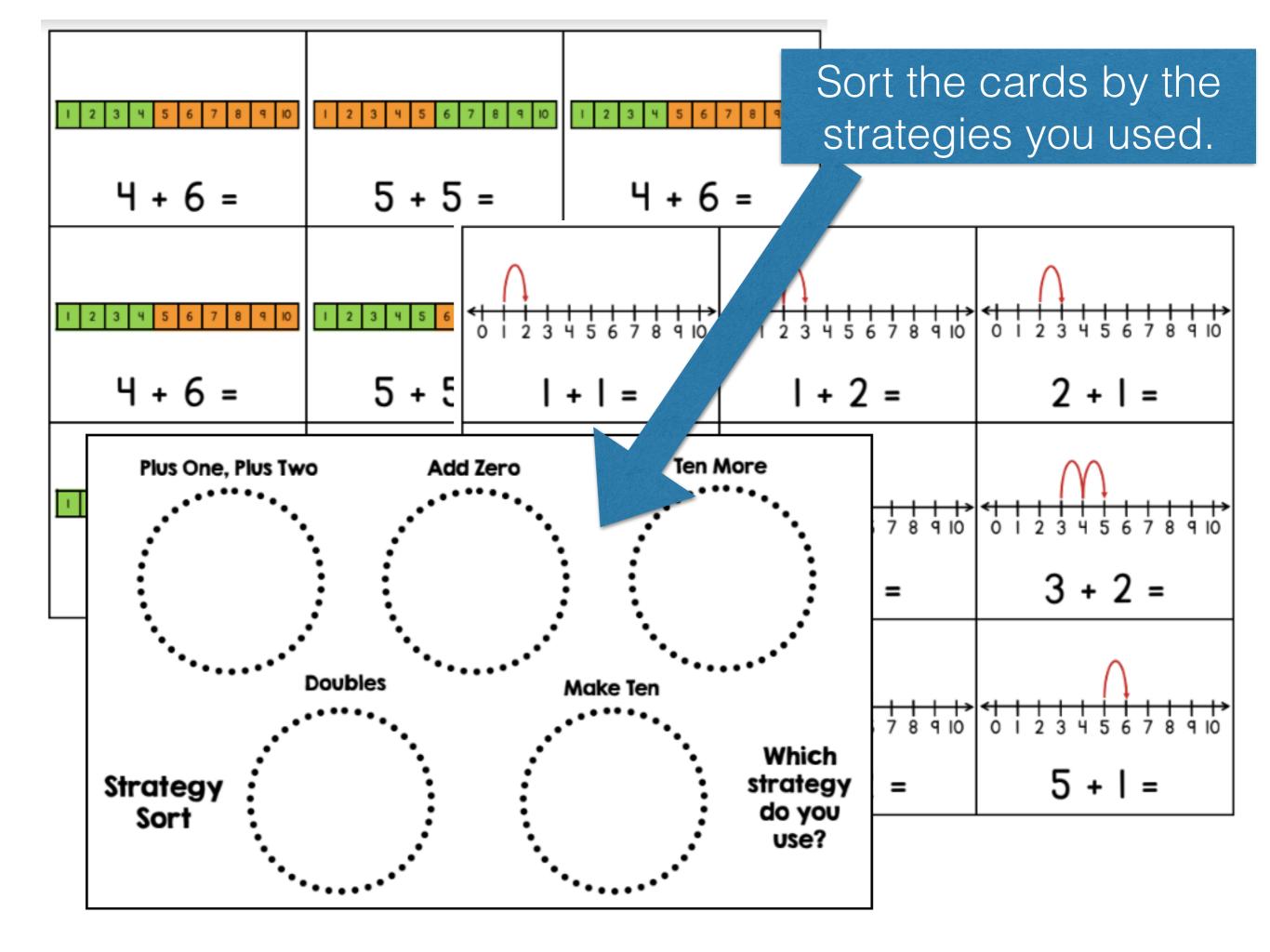
"How can thinking about 'doubles' help you solve 6 + 7 ="

Box Cars and One Eyed Jacks

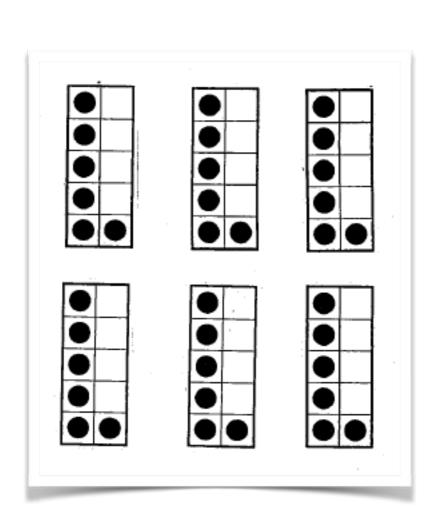








Ten Frame Multiplication Cards



For 6 x 6 I can think 6 x 5 and add one more group. Example 6 x 5 = 30 plus 6 = 36

Regrouping

Not Regrouping

$$6 + 5$$

TRUE

FALSE

$$|6 = 4 + 2|$$

$$|10 - 2 = 7|$$

Problem Solving

Students need to be able to read to engage in these problems; therefore, this type of learning stations makes the most sense for the end of Grade One or Grade Two. These problems can also be used with the whole class as a rich tasks and/or in Guided Math small groups.

JOINING PROBLEMS

| Join | (Result Unknown) |
|------|------------------|
| | 6+3= |

Mr. Smith had 6 cookies. Suzy gave him 3 more cookies. How many cookies does Mr. Smith have now?

Join (Change Unknown)

4 + __ = 7

Mr. Smith had 4 cookies. Suzy gave him some more. Then, Mr. Smith had 7 cookies. How many cookies did Suzy give Mr. Smith?

Join (Start Unknown)

__ + 4 = 6

Mr. Smith had some cookies. Suzy gave him 4 more cookies. Then, he had 6 cookies. How many cookies did Mr. Smith start with?

SEPARATING PROBLEMS

Separate (Result Unknown) 7 - 4 =

Mr. Smith had 7 cookies. He gave 4 of them to Suzy. How many cookies did Mr. Smith have left?

Separate (Change Unknown)

5-__=1

Mr. Smith had 5 cookies. He gave some to Suzy. Then, he had 1 cookie left. How many cookies did Mr. Smith give to Suzy?

Separate (Start Unknown)

__ - 4 = 4

Mr. Smith had some cookies. He gave 4 to Suzy. Then, he had 4 cookies left. How many cookies did Mr. Smith have to start with?

PART - PART - WHOLE PROBLEMS

 $6 + 3 = _{-}$

Part - Part - Whole (Part Unknown)

7-4=_ or 4+_=7

Mr. Smith had 6 white cookies and 3 pink cookies. How many cookies did Mr. Smith have altogether? Mr. Smith had 7 cookies. 4 were pink and the rest were white.

How many white cookies did Mr. Smith have?

COMPARING PROBLEMS

Compare (Difference Unknown)

5-3=__ or 3+__=5

Mr. Smith had 5 cookies. Suzy had 3 cookies. How many more cookies did Mr. Smith have than Suzy?

Compare (Quantity Unknown) 3 + 2 =

had 2 applying C

Mr. Smith had 3 cookies. Suzy had 2 more cookies than Mr. Smith. How many cookies did Suzy have?

Compare (Referent Unknown)

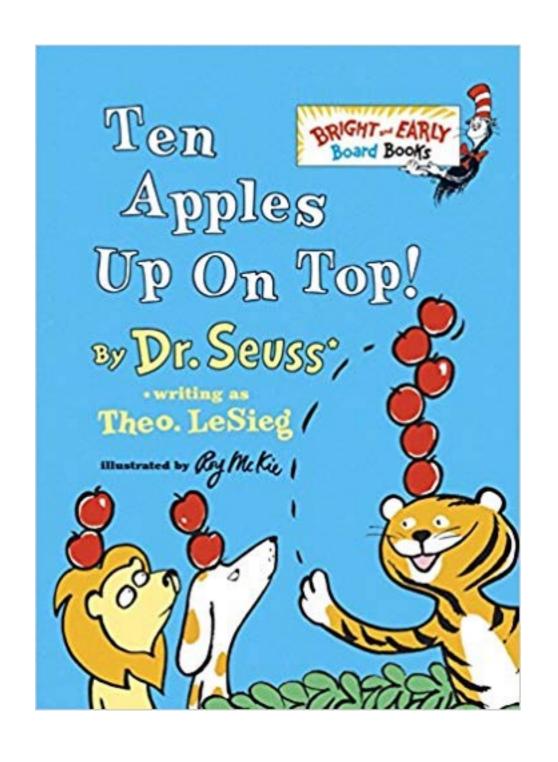
8 - 5 = __

Mr. Smith had 8 cookies. He had 5 more than Suzy. How many cookies did Suzy have?

| COMPARING PROBLEMS | | | | | | |
|--|--|---|--|--|--|--|
| Compare (Difference Unknown) 5 - 3 = or 3 + = 5 | Compare (Quantity Unknown) 3 + 2 = | Compare (Referent Unknown) 8 - 5 = | | | | |
| Mr. Smith had 5 cookies. Suzy had 3 cookies. How many more cookies did Mr. Smith have than Suzy? | Mr. Smith had 3 cookies. Suzy had 2 more cookies than Mr. Smith. How many cookies did Suzy have? | Mr. Smith had 8 cookies. He had 5 more than Suzy. How many cookies did Suzy have? | | | | |

| MULTIPLYING AND DIVIDING PROBLEMS | | | | | |
|---|--|--|--|--|--|
| Multiplication 3 x 3 = | Measurement Division 9 ÷ 3 = | Partitive Division 12 ÷ 3 = | | | |
| Mr. Smith had 3 piles of cookies. There were 3 cookies in each pile. How many cookies did Mr. Smith have? | Mr. Smith had 9 cookies. He put 3 cookies in each box. How many boxes did he need? | Mr. Smith had 12 cookies. He wanted to give them to 3 friends. How many cookies did each friend get? | | | |

What materials will be available for students?
What models will help your students?
Where will students record their ideas?
Could students match solutions to problems?
Could students match representations/models to problems?



Look at a page from the story. What question could you ask the addition could help you solve? Try it out!

Digital AppS

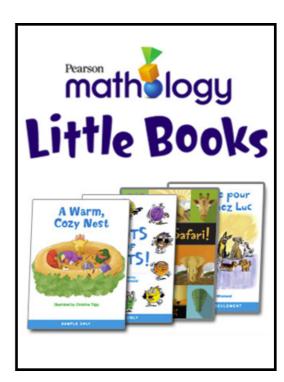
Consumable Apps

Engaging





- Provide instant feedback
- Similar to Skill and Drill
- Focus on discrete concepts



Be CAUTIOUS about...

- apps that focus on SPEED
- that focus on MEMORIZATION with no visual supports
- how apps handle mistakes



CREATIVE APPS IN MATH:

- emphasize communication, collaboration, creativity
- make student thinking visible document understanding
- shift the focus from the answer to the process
- allow students to uncover the big ideas and make connections
- permit reflection
- become powerful assessment for and of learning



- Free app
- Users can draw, stamp, use backgrounds, and change colours
- Students can show what they know through pictures, words, and numbers
- Images can easily be shared

MATHEMATICAL INQUIRY TASK:

How many ways can you show me the number ?

- Use the stamps and markers
- Be creative!
- Don't forget that you can make a 10-frame if you want using the dot background paper.



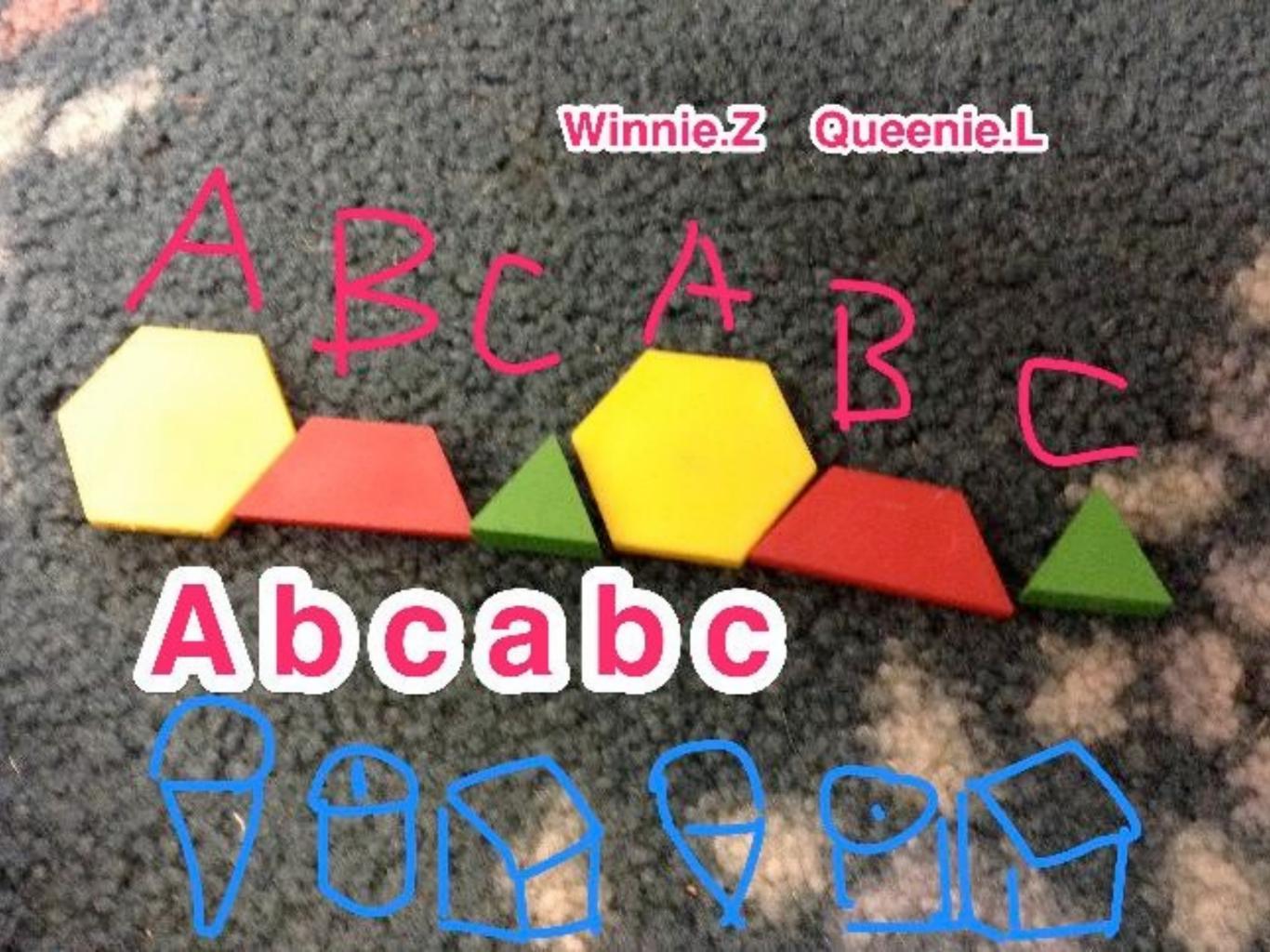


- Free and easy to use
- Annotate images or PDFs
- Add arrows, tags, text, highlight, crop, or pixelate
- Users can easily share images

MATHEMATICAL INQUIRY TASK:

What patterns can you create? Can you label and translate your pattern?

- Design a pattern
- Take a photo
- Using Skitch label your pattern
- Trade iPads with a partner and translate each other's pattern



Jonathan AA BC AAB CA AB CA AB C

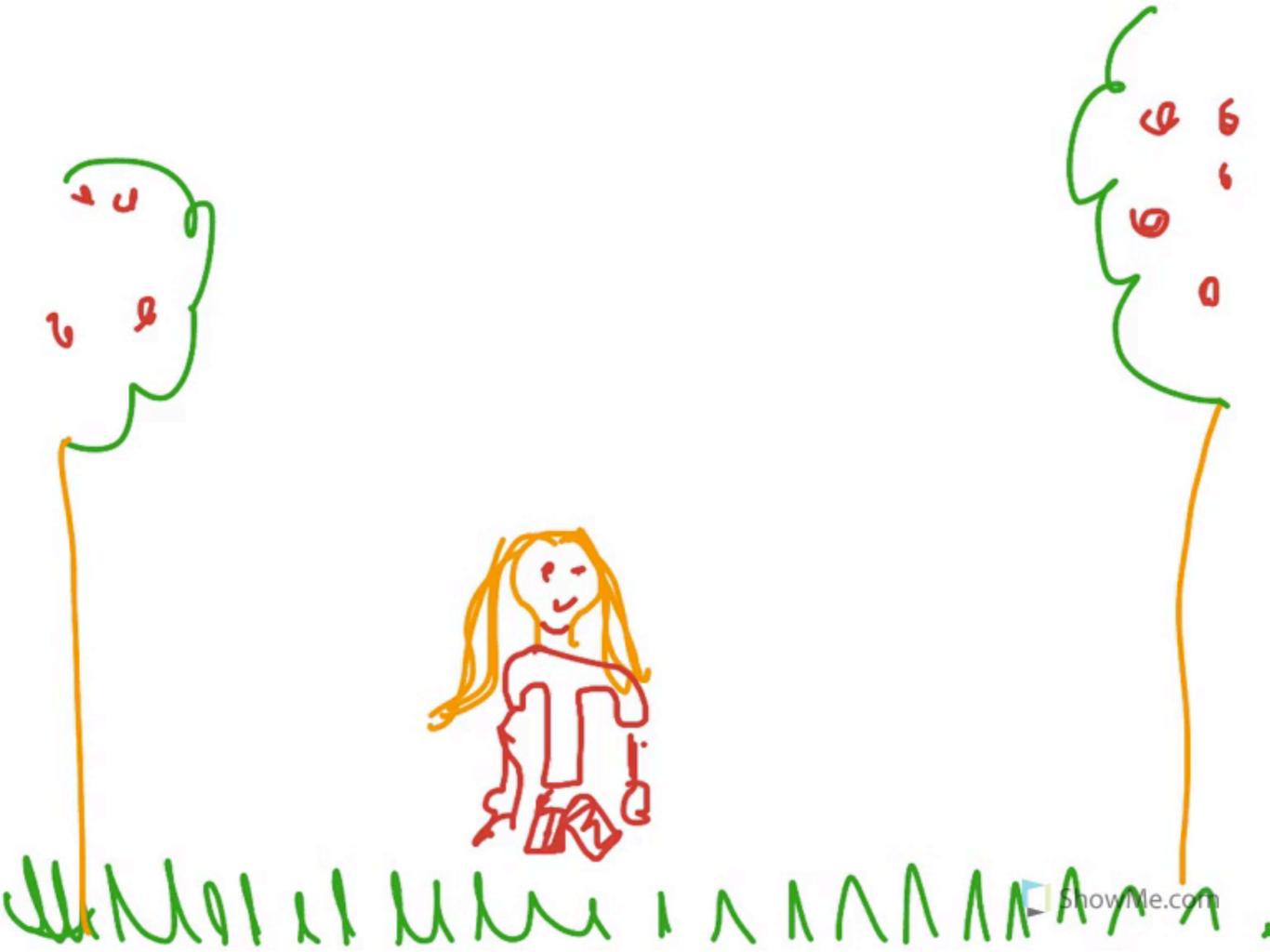


- Free and easy to use
- Interactive whiteboard
- Add images, animation, narration, and use laser pointer to create multiple slides
- Users can easily share presentations

MATHEMATICAL INQUIRY TASK:

What joining stories can you tell?

- Draw a picture
- Hit the record button. Explain your thinking.



MATHEMATICAL INQUIRY TASK:

What patterns do you see in the hundreds chart?

- Tap the +photo icon and select from web
- Type hundreds chart and select one
- Label and explain the patterns you find

Hundreds Chart

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|----|----|----|----|----|-----|----|----|-----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17/ | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 84 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

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Hundred Chart

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|----|----|----|----|----|----|----|----|-----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |



MATHEMATICAL INQUIRY TASK:

What strategies can you use to solve this question?

- Write out the question
- Show all the different strategies you know to solve the problem
- Record and explain your mathematical thinking



GUIDED MATH

| | LESSON, GUIDI Phing Sta | | GUIDED MATH AND LEARNING STATIONS | | |
|-----------------|---|--|-----------------------------------|--|---|
| 5–10 minutes | | | | NUMBER SENSE ROUT An engaging, accessibl to begin your math class a community of positive discussion and thinking | le, purposeful routine ss that promotes re mathematics |
| 15 minutes | | | | GUIDED MATH Small-group instruction that allows the teacher to support and learn more about students' understandings and misconceptions. In this structure, the focus lesson is addressed in guided math groups and is differentiated for each group. | LEARNING STATIONS Activities in which students engage in meaningful mathematics and are provided with purposeful choices. |
| 5–10 minutes | STUDENT REFLECTION A deliberate and meaningful time for students to consider new learning. | | 5–10 minutes | STUDENT REFLECTION A deliberate and mean students to consider n | ingful time for |

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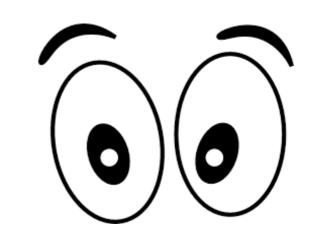
CLASSROOM ARANGEMENT



Look around your room. Is your space arranged to be as conducive as possible to math workshop?

A Place for Guided Math







ROUTINES & PROCEDURES



Have you spent time practicing "Learning Stations" and transitions with students?

MATHEMATICS COMMUNITY



Are you students talking with one another, explaining their thinking, working together, respecting each other's ideas, and exhibiting a growth mindset?

Guided Group Instruction

What could this look like?



- Groups are FLEXIBLE and composition changes according to the needs of the students.
- The number of groups you meet with vary, depending on needs.
- Sometimes teachers work one-onone with students.
- The amount of time spent with each group varies but generally not ever more than 15 minutes. Fair does not meet equal!
- Names are NEVER posted.

Why is Guided Math so important?

"It is through small group instruction that differentiation can happen; as teacher we can gather a great deal of information on each student... When we work with students in small groups, providing the instruction they need when they need it, we are better able to address individual needs, keep students engaged, understand their strengths and struggles, and ultimately foster a growth mindset, building not only students' mathematics knowledge but also their confidence."

Lempp (2017), p.g. 184

How do we form groups?

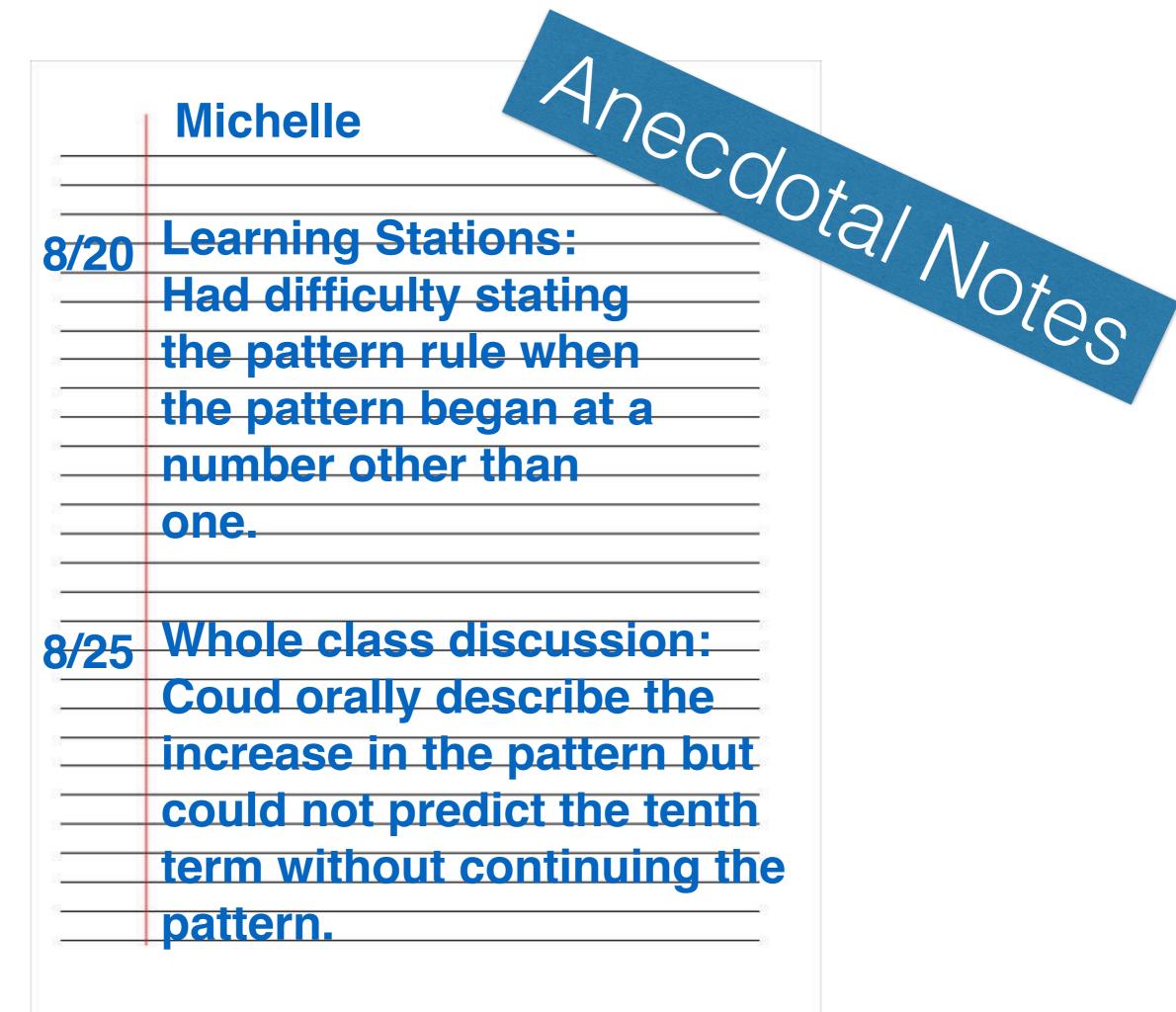
Pre-assessments

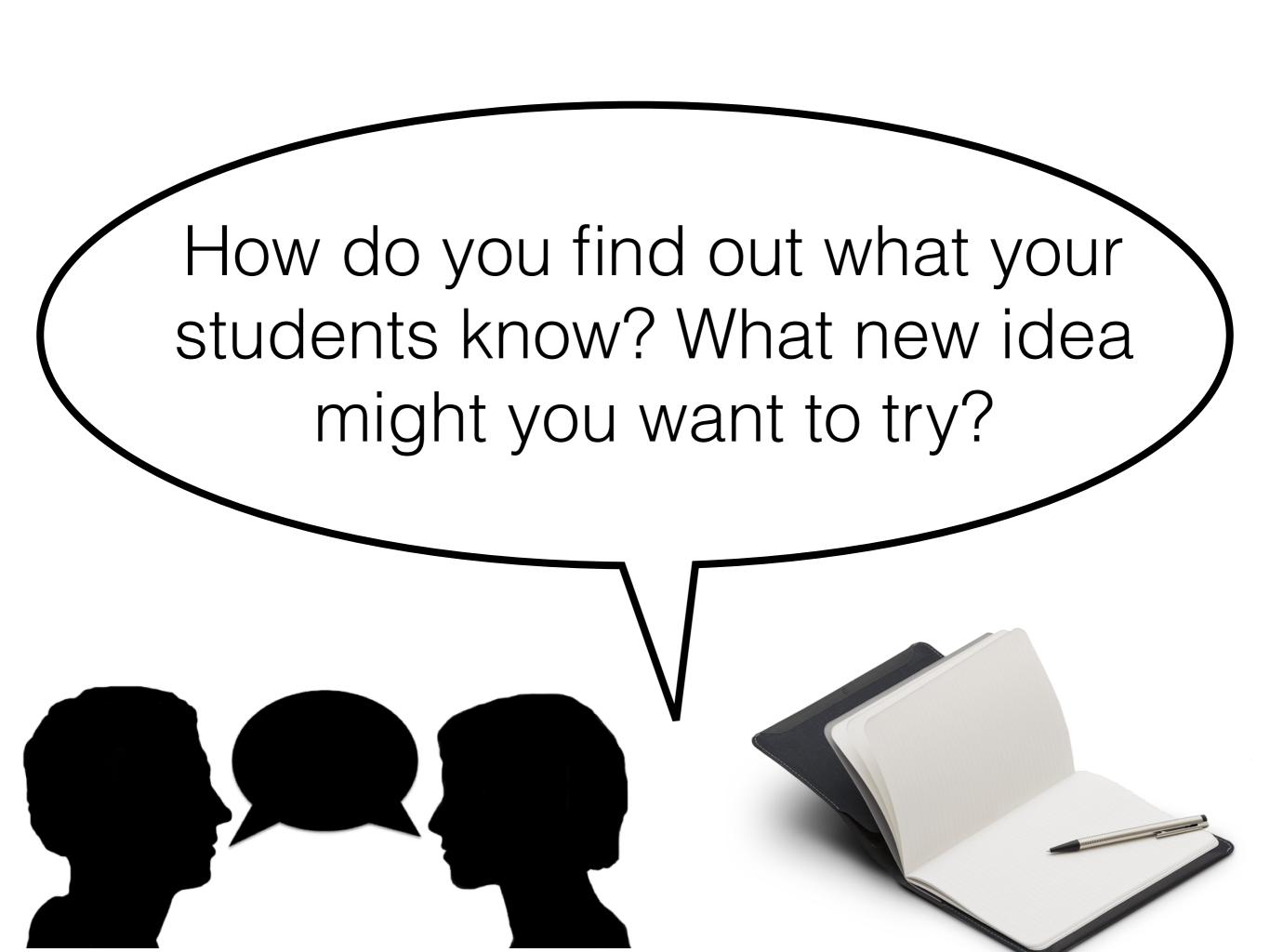
It is important to find out "What do your students know?

Checklist
Anecdotal notes
Conferences
Self-Assessments



| | | Cho |
|---------------|--|-----------------|
| Student Names | Is able to create an increasing pattern. | Can explain the |
| Michael | Applying | With support |
| Jane | Extending | Extending |
| Sara | Developing | Not yet |
| Oliver | Applying | Applying |





Types of Groupings

Readiness Groupings

- students who have a similar strength or need
- groups based on collected formative assessment

Heterogeneous Groupings

- combines strengths, struggles, learning styles, interests
- everyone benefits
- we are more likely to get a variety of strategies
- students learn from each other

Random Groupings:

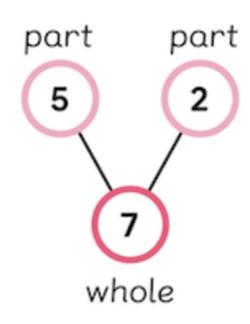
- call the table playing "Make Ten"
- great for data collection.



Guided Group Instruction

What might you be doing in this time?

- reinforcing a new learning station
- engaging in problem solving
- teaching a game
- reviewing a concept
- providing enrichment/extension
- teaching a strategy
- teaching a mathematical model (e.g, number line, number bonds)
- discussing common errors
- assessing students



3 Parts to the Guided Math

INTRO (Mini-lesson)

- set the focus/ explain the goals for the lesson
- go over any tricky vocabulary
- model the concept, strategy, or skill

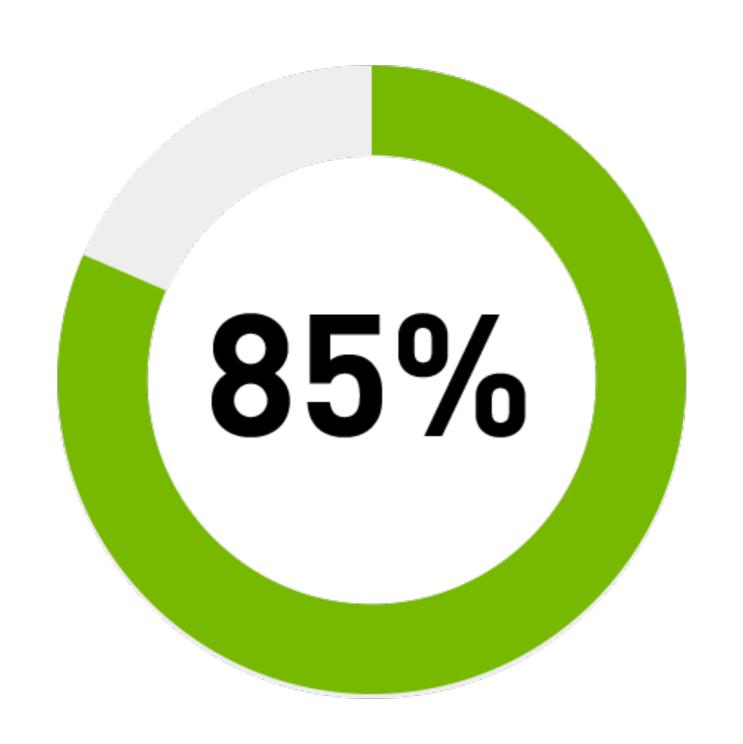
DURING (Doing the math)

- observe the students "doing" the math
- listen intently to the conversations
- record students' strategies
- support, prompt, and question to make thinking visible

AFTER (Reflecting and Connecting)

- lead share
- ask focus questions that will help students make connections
- check-in with individual students about their learning

Students should be DOING the math hands-on and minds-on



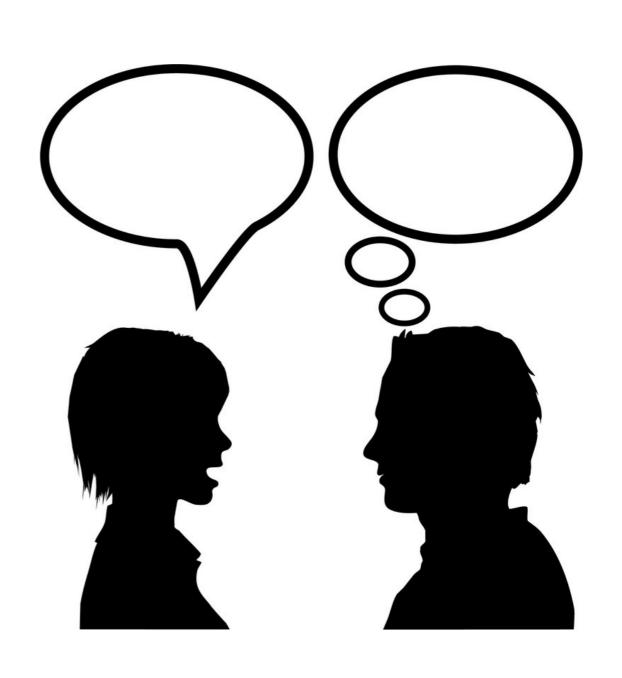
Primary Example

Video 5.1 Starting at 9:10

Guided Group Instruction

What to keep in mind for one-on-one conferences?

- done on an "as-needed" basis
- can take from one to ten minutes
- could be used to clarify questions about a student's work
- maybe you want to gather assessment about what a student knows
- you notice a student is showing evidence of a misconception and you know that working with them for five minutes could help correct this



Let the guilt go!



Guided Group Instruction

What are you recording?

What strengths or struggles do I see?

What strategies are being used?



These notes will help you make instructional decisions and it is likely that by the end of the day you will forget what you saw and heard, so take the time to record the data.

| 0.0 | |
|----------------------|-------------------|
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| A THE COLUMN | |
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| | Soson |
| Ariel | Kelly |
| Owenie | Corina |
| Phylis Sonathan | Andrew |
| Kaiflin | Leo |
| Sudy | Enic |
| Halia | Vincent Z. |
| Gergo | Vincent C. |
| Lean | Gina |
| 5iki | Lucy |
| Leila | Sarantha |
| Comite | Kyle |

Reproducible II

Anecdotal Records Template: Recording Student Strategies and Observations

Use this record page to jot down what you see students doing during math workshop. What strategy is being used? What is the student showing you about his or her understanding? What misconceptions might the student have? Use these notes later to group students, confer with students, communicate with parents, and plan for instruction.

| MATH PROBLEM | STUDENT NAME AND STRATEGIES/OBSERVATIONS | | | |
|--------------|--|--|--|--|
| | | | | |
| | | | | |
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From Math Workshop: Five Steps to Implementing Guided Math, Learning Stations, Reflection, and More by Jennifer Lempp. Copyright © 2017 by Houghton Mifflin Harcourt Publishing Company. All rights reserved. www.mathsolutions.com. Downloadable from mathsolutions.com/mathworkshopreproducibles.

STUDENT REFLECTION

| FOCUS LESSON DED MATH, AND LEARN WONS | | GUIDED MATH AND LEARNING STATIONS | | | |
|---------------------------------------|--|---|---|--|---|
| 5–10 minutes | NUMBER SENSE RO An engaging, accessible to begin your math class a community of positive discussion and thinking | 5–10 minutes | NUMBER SENSE ROUTINE An engaging, accessible, purposeful routine to begin your math class that promotes a community of positive mathematics discussion and thinking. | | |
| 15 minutes | | | 45 minutes | GUIDED MATH Small-group instruction that allows the teacher | LEARNING STATIONS Activities in which students engage in meaningful mathematics and |
| 25 | GUIDED MATH Small-group instruction that allows the teacher support and n more ents' lings and tions. | LEARNING STATIO Activities in which students engage in meaningful mathematics and are provided with purposeful choices. | | to support and learn more about students' understandings and misconceptions. this structure, focus lesson is n guided is and is led for | mathematics and are provided with purposeful choices. |
| 5–10 minutes | STUDENT REFLECTION A deliberate and meaningful time for students to consider new learning. | | 5–10 minutes | STUDENT REFLECTION A deliberate and meaningful time for students to consider new learning. | |

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Because mathematics is so often conveyed in symbols, oral and written, communication about mathematical ideas is not always recognized as an important part of mathematics education. Students do not necessarily talk about mathematics naturally; teacher need to help them learn how to do so.

- National Council of Teachers of Mathematics, 2000

Shared Thinking

Teacher takes photos while circulate and shares these via projector. Students are asked to share the mathematical thinking occurring in the image.



Think - Pair - Share

Pick a question!

What did I do at Learning Stations today? What did I learn?

What didn't I like doing at Learning Stations today? Why?

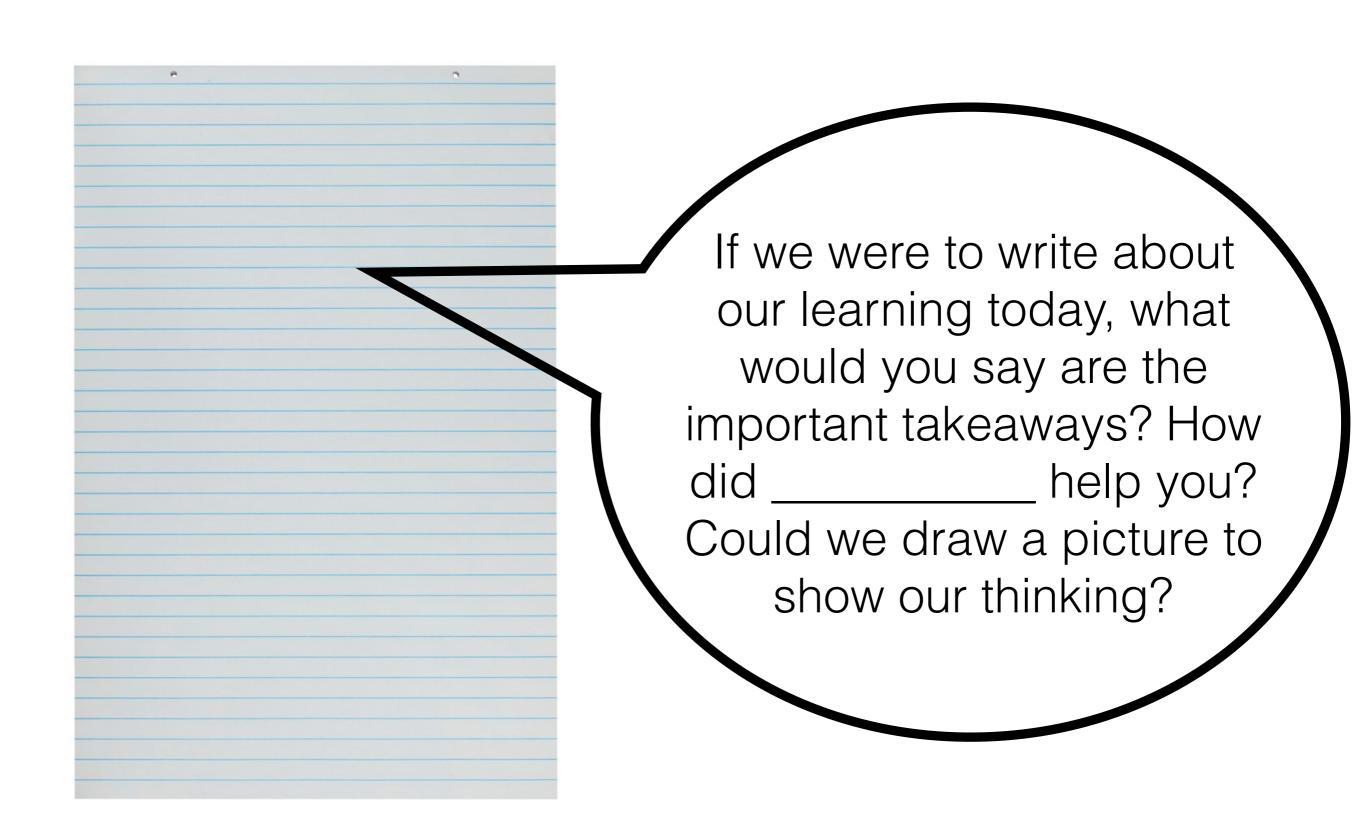
What did I enjoy doing at Learning Stations today? Why?

How did I represent my thinking today?

How did I solve a problem today?

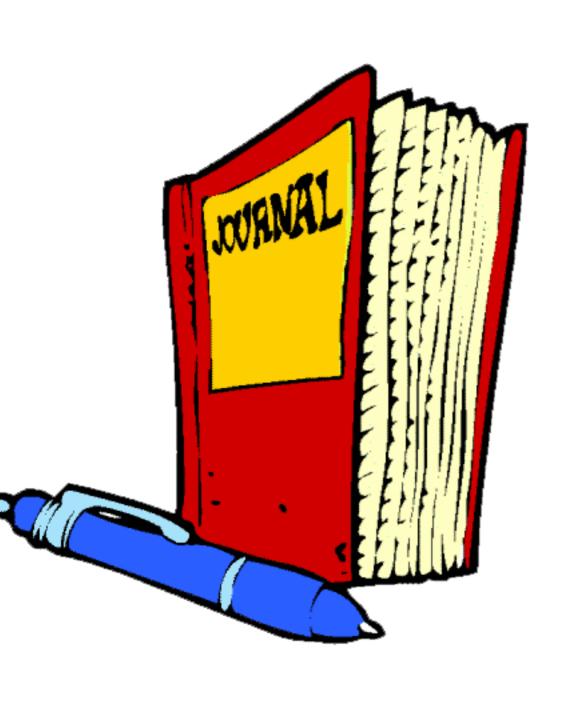
What math connections did I make today?

Interactive Class Journal





- Monitoring one's own learning
- Self-assessing
- Setting personal goals



Conceptual Understanding

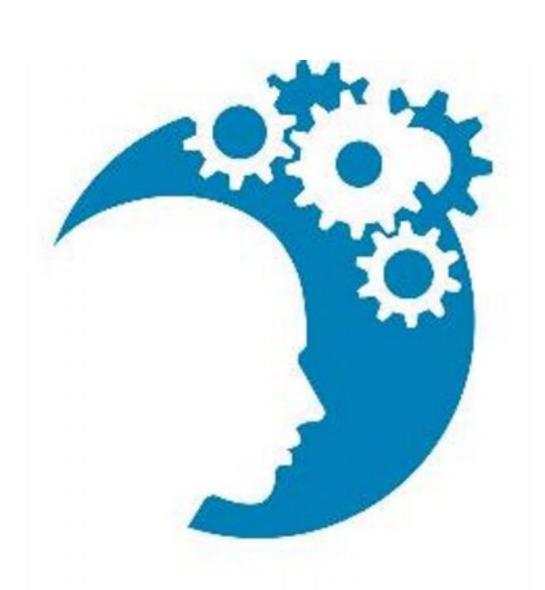
Tell me everything you know about addition.

What does skip counting mean?

Strategies

How would you solve 8 + 3 Can you solve it a different way?





Reasoning

What would happen if ______?

How is _____ like _____?

Can you tell me an addition story where the sum is 11?

Dispositions

























How do you feel about ____?

A challenge I had was _____

Today, I felt _____



1. Tell me about what you learned today?

2. How well did you understand what we learned?

a little most of it everything

