



symposium

series with UMathX

NY,NJ,MI,OH,DC,MD
Sample Symposium

Schedule on Last Page

An Experience in Mathematics Content and Teaching Methodology

(3 to 4 hours for k to alg1 - group in grades)

ADVISORY TEAM



R Neufeld
Author



N McNeil-West
School Founder



E Livesey
NY Math (ret)



L Link
Flint MI Math (ret)



C Collins
PGCPS MD



L Skjold
OH Author



M Giannetto
NY Math (ret)



R Meekins
NY EI Consultant



N Brown
DCPS - Math



M Joseph
Long Is NY & FL



R Strausz
Detroit Conf.



M Michelson
NY Consultant

Session A. The Learning Environment (1 hr)

- In this **Exploration of Mathematics Content and Teaching Methodology** we will use UMathX, a learning environment for K to 10. UMathX is the 10th version of “Understanding Math”.
- **UMathX** is a journey, guided by your planning, where learners are encouraged to think through concepts, choose strategies and articulate ideas towards **constructing their understanding**.
- Information flows from **short term to long term memory** through the vehicle, “**Understanding**”.
- The power of learning is invested in the student. Questioning is the key to learning. **Understanding** is achieved by association.



Grappling is
'Productive
Struggling'



The UMathX journey
can take many paths.

Frameworks give ideas for
UMathX implementation.

For information
and resources
visit our website at
www.umathx.com

Watch the video
“UMathX - What is It?”
at umathx.com/videos

Build it
Draw it
Talk it
Write it
OWN it!

Before beginning
this journey, discuss
the many possible
learning environments.

Show me another way...
Reflect and Connect
What would you do...?
Why did you... ?



UMathX is a Browser Based Learning System, which makes learning of math a **visual** and **manipulative** experience, giving students an **advantage in the acquisition of and love for mathematics**.

An Experience in Mathematics Content and Teaching Methodology

(3 to 4 hours for k to alg1 - group in grades)

TOWARDS
UNDERSTANDING

how to use
UMathX
as a
tool
for learning

LET'S EXPLORE
THE CONTENT
MENU ...

ELEMENTARY
Example:

<PROCEED> IS ...

the way that UMathX
controls the pace.

It ensures attention to
tasks and separates
the pieces of the
concept being built.

Outline Today:

The Learning Environment
Content and Pedagogy
Bookmarks, Tests, Data Analysis
The Treasure Hunt

- UMathX–What is it? at www.umathX.com > Media > Videos

Enter the URL www.umathx.com/preview into the address box of any browser.

Enter the Username **that you have been given for this UMathX session.**

Enter the Generic Password: **umathx**

There exist 4 Login Types: student, teacher, principal, supervisor



Introduce the CONTENT MENU – to fill the Gaps

- Select **“CONTENT Menu”** and again follow the path below in order:
 1. **Fractions** > Equivalent Fractions > Pattern Blocks. Click on (arrow up)(arrow right)(arrow left)(double arrow up) **Content Menu** .. **Fractions** > Equivalent Fractions > **Pattern Blocks** > **Hexagon1** to work through lesson, Hexagon1
 2. Double click on **“This is one Whole Hexagon”** on the first page to have the line read and highlighted. When **<proceed>** appears on the bottom right, click on it. Key in **“1”**, then press **<enter>**. Key in **“2”** then press **<enter>**. Now click on **<proceed>**. Enter a number ... try the number .. **“2”** .. three times before entering the correct answer. **NOTE- Encourage students to risk. A mistake is an opportunity to learn.**
 3. Click on the 2nd icon at the top of the screen, **MENU**. Now navigate to **Hexagon1** and complete the lesson. A blue screen with two options – **GO BACK** .. or .. **CONTINUE**, marks the end of a lesson. Return to the **Main Menu**.
- Select **“CONTENT Menu”** and again follow the path below in order:

Content Menu..Fractions > Equivalent Fractions > Pattern Blocks >
The green pencil beside “Hexagon1” indicates that a corresponding printable **framework** is available. **Click on pencil.**
Option 1: After printing it, follow the lesson outline on the framework.
Option 2: Earlier (above) you followed the lesson **“Hexagon1”** within UMathX. Return to the **Main Menu**.
- Select **“CONTENT Menu”**. and follow the path below in order:

Fractions > The Meaning of Fractions > Introduction... Think, Write, Say.
The green pencil beside “Circles” indicates that a corresponding printable **framework** is available. **Click on the pencil.**
Option 1: After printing it, follow the lesson outline on the framework.
Option 2: Follow the lesson **“Circles”** within UMathX.

Return to the **Main Menu**.

LET'S EXPLORE

THE CURRICULUM MENU ...

ELEMENTARY Example:

THREE PART MODEL LESSONS (FRAMEWORKS)

are meant to:

1. Tie on-screen knowledge to it's concrete expression off-computer

Provide support for RTI & STEAM models

LET'S EXPLORE

CONTENT MENU & CURRICULUM MENU ...

SECONDARY Example:

Introduce the CURRICULUM MENU

- **Select the "Common Core CURRICULUM Menu".**
Follow this path in order:
 1. **Grade 3**, then **3.NF > 01**.
Click (arrow up)(double arrow up).
 2. Select **Common Core**.
 3. Click .. **Grade 3 > 3.NF > 01 > 03 > b**
You have now reached suggested lessons to fit **3.NF.01.03b**
 4. You now have **2 choices** – **Tab 1** – "Lessons" and **Tab 2** – "Frameworks"
 5. Select **Lessons**.
You are at lessons selected from the **Content Menu** for **3.NF.01.03b**.
Lessons are in order that we recommend that they be taught.
 6. Double Click the 3rd lesson- **Fractions > Equivalent Fractions > Pattern Blocks > Hexagon1 (Remember this?)**
Do a few <proceeds> into the lesson.
 7. **Exit the lesson** by clicking on the 2nd icon at the top of the screen, **MENU**.
You are returned to the **Selection Menu** within the **Curriculum Selection, 3.NF.01.03b**, ready for another choice.
 8. Click on tab "**Frameworks**".
You see **tiered 3 part model printable lessons** which give ideas on **implementing UMathX**.
 9. **Double-Click** on ... **Equivalent Fractions -1.pdf**.
Note the 3 part lesson. It can be printed in color or in black and white double sided to save on paper.
This can be given to a student or a pair of students as a plan for implementation of UMathX.
Note that the instructions to the student(s) direct them within the **Content Menu**.
 10. Return to **UMathX**, by moving the mouse to the top of the screen and click on the **X** for **Equivalent Fractions-1.pdf**.
- **Select "Help Me Get Started" on the Main Menu.**
"UMathX Videos" will appear.
Select and play the video, "Frameworks for Learning"

UMathX can be used in a wide variety of learning environments.
Frameworks save much time by providing lessons and lesson ideas ready to be used.
- **Select "CONTENT Menu".**
Follow this path in order:
Graphing > Linear Relations > The Elastic Example
Note the **green pencil icon** beside the lesson, "**Setup Equations**". Click on it to display the **framework**.
Option 1: After printing it, follow the lesson outline on the **framework**.
Option 2: Follow the lesson "**Setup Equations**" within UMathX.
Return to the **Main Menu**.
- **Select the Common Core CURRICULUM Menu.**
Follow the path to 8.F.02.04
Click on tab "**Lessons**".
Double Click the lesson- **Graphing > Linear Relations > The Elastic Example > Setup Equations**
Click on the tab "**Frameworks**".

Note tiered 3 part lessons, **Linear Relations – Elastic -1, -2, -3** for a suggestion to implement **UMathX**.

MODEL LESSONS
(FRAMEWORKS)

Framework Role:

Model Lessons

Implement:

RTI

STEM

The FRAMEWORK offers another way to use UMathX

It saves the teacher time and effort.

Introduce the FRAMEWORKS – THE MODEL LESSONS

● “Find a Framework” in 4 Possible Ways:

1. In the **Content Menu**, a **green pencil** beside a lesson name indicates that a corresponding printable framework is available.
2. In the **Selection Menu**, within a **Curriculum Menu**, the appropriate framework is available.
3. In the **Main Menu**, select “View a Framework”
4. **Navigate to .. www.umathx.com/frameworks**

Each Framework: .. is on 1 double sided printable page in color or in black and white

.. has 3 parts: **Get Started**

Working At It

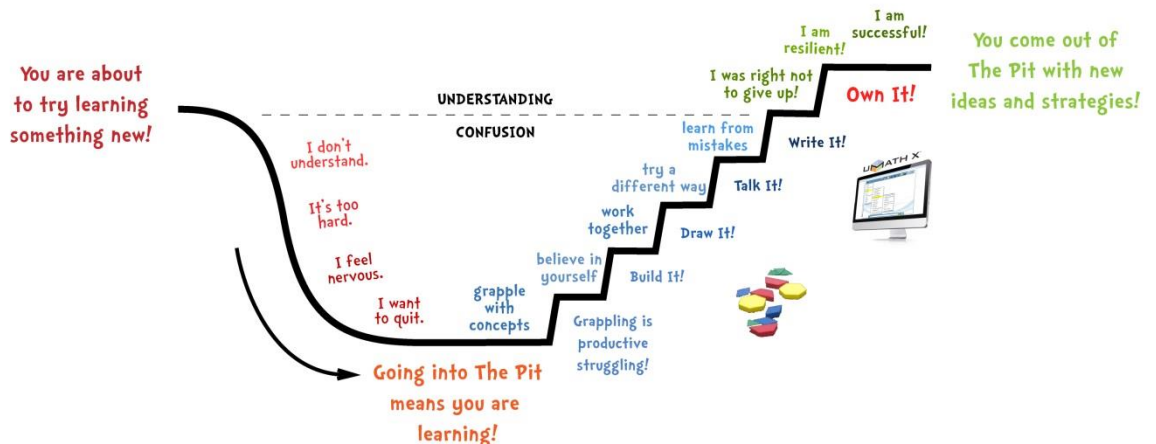
Reflect and Connect

View and Discuss – The LEARNING PIT

- UMathX transforms a “Valley of Despair” into productive struggling in a “learning pit”.
- UMathX is a full service K to Algebra1 learning environment, supporting a **growth mindset** within a **learning pit** encouraging students and teachers to **grapple** with concepts.

The Learning Pit

A Model for a Growth Mindset



- Play the video <http://www.jamesnottingham.co.uk/learning-pit> followed by a discussion.

PLAN A LESSON:

OPTION 1

1ST **CONTENT MENU**

2ND **FRAMEWORK**

OPTION 2

1ST **CURRICULUM menu**

2ND **LESSON PATHS**

3RD **FRAMEWORKS**

CURRICULUM

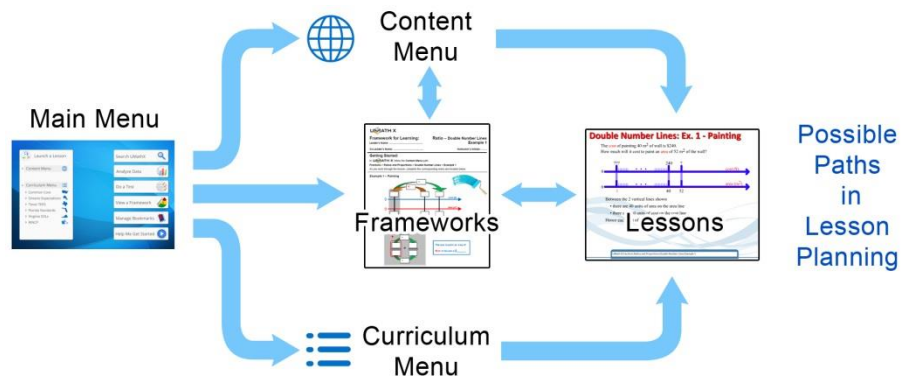
K TO 2

CURRICULUM

3 TO 5

Session B. Content & Pedagogy(4 hr)

- **PLANNING a LESSON – OPTION 1** – Choose from lessons scaffolded within the **Content Menu**.
First .. Select the **Content Menu**. Choose the path to a particular lesson or set of lessons.
Example: Place Value>Identify Place Value Patterns(to 1000)>D>Expanded Notation
Second .. Note a green pencil icon beside .. 1) Expanded Notation
This indicates that a corresponding framework is available.
 Click on the framework and print it, possibly 1 for every 2 or 3 students in the group.
- **PLANNING a LESSON – OPTION 2** – This is likely the option if you work in a version of CCSS.
First .. Follow the steps within the version of the **COMMON CORE CURRICULUM** menu.
Second .. Click on the **LESSON** button to make appropriate lessons available.
Third .. Click on the **FRAMEWORKS** button for appropriate frameworks if they exist. Print.



- 2.NBT.01.01a** – Place Value>Identify Place Value Patterns(to 1000)>D>Expanded Notation
(Place Value to 1000 – Expanded Notation)
- 2.NBT.01.03** –Place Value>Identify Place Value Patterns(To 100)>C>Pictures To Numbers #2
- 2.NBT.01.03**–Place Value>Identify Place Value Patterns(To 100)>C>Tens & Ones To Pictures #2
- 2.NBT.01.03**–Place Value>Identify Place Value Patterns(To 100)>C>Numbers To Pictures #2
- 2.NBT.01.03**–Place Value>Identify Place Value Patterns(To 100)>C>2 Digit Numbers – Different Ways
(Place Value – 2 Digit Numbers-Different Ways)
- 2.NBT.01.03**- Whole Numbers & Integers>The Meaning Of Whole Numbers>Seeing Number> To Hundreds>Ex1
- 2.NBT.01.03**- Whole Numbers & Integers>The Meaning Of Whole Numbers>Expanded Notation To 999>Ex 1
- 2.NBT.02.05** – Operations>14) Add 2 Digit...Concretely-> C (Add 2 Digit Numbers-Concretely-With Regrouping)
- 2.NBT.02.07** – Operations> 23) Subt 3 Digit Numbers.. Concretely> D (Subtraction With Regrouping #3)
- 3.NBT.01.01**- Whole Numbers & Integers>The Meaning Of Whole Numbers>Rounding Large Numbers>Concepts
(Rounding Large Numbers – To Nearest Ten – Concept 1, Concept 2, Example 1, Example 2)
- 3.NBT.01.01**- Whole Numbers & Integers>The Meaning Of Whole Numbers>Rounding Large Numbers>Concepts
(Rounding Large Numbers – To Nearest Hundred – Concept 3, Example 3)
(Rounding Large Numbers – To Nearest 10, 100 And 1000)
- 3.NF.01.01** – Fractions> The Meaning of Fract> Intro...Think, Write, Say> Circles(Fraction Intro- Pattern Blocks-1)
- 4.NBT.01.01**- Whole Numbers & Integers>The Meaning Of Whole Numbers>Place Value To 999,999>Neighbors
(Place Value To 999,999 – Neighbors)
- 4.NBT.01.01**- Whole Numbers & Integers>The Meaning Of Whole Numbers>Expanded Notation>To 999> Ex1
(Expanded Notation – To 999)
- 4.NBT.01.01**- Whole Numbers & Integers>The Meaning Of Whole Numbers>Expanded Notation>To 9999> Ex 1

An Experience in Mathematics Content and Teaching Methodology

(3 to 4 hours for k to alg1 - group in grades)

CURRICULUM

6 TO 7

- (Expanded Notation – To 9999)
4.NBT.01.01- Whole Numbers & Integers>The Meaning Whole Numbers>Expanded Notation>Write As Numerals
 (Expanded Notation – Write As Numerals)
4.NBT.02.05 -Whole#&Int>Mult&DivofWhole Nu>Multby2DigitMult>Part Prod-Area>Ex 1(**Mult 2 digit.PP24x37**)
 - Whole # & Int> Mult & Div of Whole Num> Mult by 2 Digit Mult>Partial Prod-Area> Ex 4–Without Blocks
- 5.NBT.01.01** - Whole Numbers & Integers>The Meaning Of Whole Numbers>Place Value To 999,999>Neighbors
 (Place Value To 999,999 – Neighbors)
5.NBT.01.03a- Fractions> Intro To Dec> Ones, Tenths, Hundredths, Thousandths>Dec To Thousandths> Ex1, Ex2
 (Decimals To Thousandths)
5.NF.02.04a – Fractions> Multiplying Fractions> Developing the Rule> Ex. 3 (**Multiply Proper Fractions -1**)
- 6.NS.02.03** - Fract> Mult & Division of Dec> Mult by Partial Prod Area>Ex 1(**Mult Dec by Partial Prod 2.4 x3.7**)
6.RP.01.03b –Fractions >Ratios & Proportions>Ratio,Tape Diagram>Introduction (**Ratios & Proportions - Tape**)
 And ... Fractions>Ratios & Proportions > Ratio Table> Introduction 1& 2 (**Ratio – Ratio Tables_Intro-2**)
- 7.G.02.06**: Meas& Geom> Per & Area of Polyg> Areas of Polyg>Polyg to Simple Shapes> Ex 1(**Polygons Broken -1**)
7.RP.01.03 – Fractions> Ratios and Proportions> Proportions> Ex 3 Marbles(**Estimation U Proportions**)

CURRICULUM

8 TO ALG1

- 8.F.02.05**–Graphing>Read & Sketch Graphs>Graphs Without Scale> Ex 7, 9, 11 (**Graphs Without – Creating -1**)
8.EE.02.05 – Graphing > Slope of a Line > Slope > Steepness Factor(**Slope In the Real World**)
8.F.02.04 – Graphing> Eq Str Line > Word Prob-Applic>Walker>(**Slope & Line –Walk in Real World-1**)
- A.CED.01.01** – Graphing> Quadratic Functions> Max Cage Area>Trial & Error to Summary(**Quad-Max Cage-1**)
A.CED.01.02 – Algebra> Patterns, Patterns, Patterns>Patterns to Formulas> Ex. 4 (**Patterns with Toothpicks**)
 (Challenge) – Algebra>Patterns, Patterns, Patterns> Sum of Seq –Geom – Real Life(**Sum of Geom Seq**)

ANOTHER SOURCE OF LESSONS..

Within CONTENT MENU.

see www.umathx Check the **webinar** topics and lessons

Video .. Understanding vs Memorization .. Pa & Ma Kettle.

TEST ACCESS:
Main Menu (first page)
Activity Window

TEST TYPES:
Common Core Test
Content Test
Custom Test

DATA ANALYSIS
Lessons & Tests
Growth
Usage

For more information on Data Analysis, we welcome you to contact us.

Section C: Bookmarks, Tests, Data Analysis

- **ACCESS:** Main Menu .. Click on “Do a Test”  or Activity Window .. Click on the  icon



- **TYPES:** **Common Core Tests** – coverage within curriculum for a specific grade (example **5.NF**)
Content Tests cover items within a certain content area across grade levels
Custom Tests are generated by the teacher by choosing any specific content.
- **Analyze Data”** in the Main Menu. The “Data Module” requires data by students.

The **full version** allows students to do lessons and tests with results recorded into perpetuity. A teacher or student can then check student data .. **tests, lessons, useage, growth and more.**

After a student has created data, the teacher of that student could do the following:
 Select “Analyze Data”. Select “Test Data”. Select a class or a student, a test category and a test. Click on a specific vertical, then horizontal bar. Click on a question that was answered incorrectly.
2 choices. 1 - see results. 2 - launch an appropriate lesson.

Session D. The Treasure Hunt – K to 5 –Common Core - 1 hr

This Treasure Hunt contains directions to guide navigation through the **Content Menu**, the **Common Core Curriculum Menu** and the **Frameworks for Learning** of UMathX. An observation question is connected with each set of directions to assist you in experiencing a variety of learning environments in UMathX.

UMathX is created to address the following **Principles of Learning**:

- Interactive with audio;
- Encourage “grappling” to support a “growth mindset” - learning from mistakes;
- Multiple representations of concepts;
- Moving from concrete to pictorial to abstract;
- Pacing controlled by the learner;
- Using a wide variety of teaching strategies – options/suggestions within “Frameworks For Learning”

Record your observations in the “Your Answers” column and note the “Principle of Learning” featured in each lesson. Please appreciate that you may be navigating into the middle of a math topic and may be missing the background information. You may want to navigate to preceding lessons to find the needed information.

The session leader may consider setting up a jigsaw activity using this Treasure Hunt activity.

Log into UMathX and work your way through the Treasure Hunt in a non-linear, random order.

An Answer Key is available at www.UMathX.com under Training.

Directions	Questions	Your Answers
<p>In the Content Menu, follow the path – Fractions> Equivalent Fractions</p> <p>Now select and work through the menu items within Equivalent Fractions listed below:</p> <p>Introduction - Square Pattern Blocks – Hexagon 1 The Clock – Introduction 1 Slicing – Example 1 An Explanation With Sets – Case1 Then select- Memory Game</p>	<p>Make a series of mistakes to see how UMathX responds. List a hint that you felt was particularly helpful.</p> <p>Please double click on a line for audio. Would you use lessons within Equivalent Fractions to: a) Introduce a new concept, b) Reinforce a concept, or c) Intervention? Note the various approaches to understanding Equivalent Fractions. Note the variety of possible learning environments. Would you use a whole group, small group or individual learning? How would you use the Memory Game?</p>	
<p>In the CCSS Curriculum Menu, navigate to 3.NF.01.03b Click on a button labelled, Lessons. Find lesson:Square. Double Click on it. Then click on the Menu Icon on menu bar at the top of the screen. Click on b again. Click on the Frameworks button. Double Click on each of three Frameworks.</p>	<p>The Content Menu contains scaffolded lessons ... great for filling learning gaps. The CCSS Menu takes those items from from the Content Menu that fit the CCSS Curriculum. Compare tiered frameworks ... Equivalent Fractions - 1, Equivalent Fractions -2 and Equivalent Fractions -3</p>	
<p>Select 3.OA.01.01 in the CCSS Menu. Click on Lessons. Select Multiplication: Groups of 4. Work through few of 9 questions. Click on the Menu Icon at the top. Navigate to 3.OA.01.01 again. Select the framework - Introduce Multiplication Facts Groups of 4</p>	<p>Note the SET approach in understanding multiplication. Note the relationship between the addition sentences and the multiplication sentences . Note value in following instructions on computer, recording on paper to lead to a pattern .. the multiplication table</p> <p>What is the path to this lesson within the Content Menu?</p>	

Directions	Questions	Your Answers
<p>Note the 3 tiered frameworks – Multiplication Introduction – 1 Multiplication – Repeated Addition Multiplication Introduction - 2 Eggs in Bowls...Introduce x Multiplication Introduction – 3 Grouping Eggs in Bowls Glance over the 3 frameworks.</p>	<p>Compare the repeated addition sentences and the multiplication sentences in Getting Started</p> <p>This method is one approach to help in understand multiplication.</p> <p>Note the scaffolding within the 3 frameworks as well as within the 3 corresponding lessons within UMathX.</p>	
<p>Go to www.umathx.com .. Resources to Frameworks. Find the framework, Multiply Two 2-Digit Numbers by Partial Products – 1 at ...</p> <p>Grapple through “Getting Started”.</p> <p>Work through part of the instructions in “Working In It” on the framework with the help of your computer and partner.</p> <p>The framework above, leads to the Content Menu: (login and go there) Whole Numbers and Integers .. to Multiplication and Division of ..to Multiply by a 2 Digit Multiplier.. to Partial Product – Area .. to Ex 1 – With Blocks</p>	<p>The “Getting Started” section, directs to work away from the computer first.</p> <p>It is suggested that they work with paper and base 10 blocks to model numbers - ____ and ____ and ____</p> <p>Note that in “Getting Started” one needs to grapple to find an answer.</p> <p>Then in “Working In It”, UMathX on computer helps toward solutions.</p> <p>Check that the code for this lesson within the CCSS menu is 4.NBT.02.05. Find the particular lesson within the list.</p> <p>Note when ones goes to Ex 1 and then to Ex. 4 . Comment on how relating Ex 1 to Ex 4 help in understanding.</p> <p>Then check following framework: Go to www.umathx.com – Resources Pick Frameworks and find .. Multiplying Decimals – Partial Products – Distributive</p>	
<p>From the CCSS Menu, select 3.NF.01.01</p> <p>First select the 3 Tiered Frameworks- Fraction Introduction – Pattern Blocks -1 Fraction Introduction - Pattern Blocks -2 Fraction Introduction – Pattern Blocks -3</p>	<p>The frameworks are located in 2 places. What are they?</p> <p>If possible print out the 3 frameworks.</p> <p>How are the frameworks the same?</p>	
<p>In the Content Menu, hover over: Whole Numbers and Integers to Multiplication and Division of Whole Numbers to Divide by Single Digit Divisor to Fair Sharing</p>	<p>Work through both :</p> <p>Fair Sharing Ex. 1 .. with blocks and Fair Sharing Ex 2 .. without blocks Find fair sharing in CCSSMenu..</p>	
<p>Find & work through the framework ... Subtract 3 Digit Numbers Concretely Subtraction with Regrouping #3 at www.umathx.com .</p> <p>See Frameworks under Resources.</p>	<p>In the CCSS Menu, go to 3.NBT.01.02</p> <p>Find the Lessons and then the particular lesson:Subtraction with Regrouping #3 Then find this particular Framework.In “Working At It”, we suggest using paper, real base 10 blocks and UMathX in the computer. Would you suggest using all at the same time?Comment on the critical regrouping step where we see concrete and abstract simultaneously. How many different methods of subtraction are listed in this section?</p>	

Session D. The Treasure Hunt – 6 to Alg1 –Common Core - 1 hr

This Treasure Hunt contains directions to guide navigation through the **Content Menu**, the **Common Core Curriculum Menu** and the **Frameworks for Learning** of UMathX. An observation question is connected with each set of directions to assist you in experiencing a variety of learning environments in UMathX.

UMathX is created to address the following **Principles of Learning**:

- Interactive with audio;
- Encourage “grappling” to support a “growth mindset” - learning from mistakes;
- Multiple representations of concepts;
- Moving from concrete to pictorial to abstract;
- Pacing controlled by the learner;
- Using a wide variety of teaching strategies – options/suggestions within “Frameworks For Learning”

Record your observations in the “Your Answers” column and note the “Principle of Learning” featured in each lesson. Please appreciate that you may be navigating into the middle of a math topic and may be missing the background information. You may want to navigate to preceding lessons to find the needed information.

The session leader may consider setting up a jigsaw activity using this Treasure Hunt activity.

Log into UMathX and work your way through the Treasure Hunt in a non-linear, random order.

An Answer Key is available at www.UMathX.com under Training.

Directions	Questions or Suggestions	Your Notes or Answers
<p>In the Content Menu, follow the path Fractions>Multiplying Fractions> Pattern Blocks> Hexagon1</p> <p>Return to the Content Menu and follow path Fractions>Multiplying Fractions> Real World Problems with Pictures> Boris’ Money</p> <p>Work through the lesson.</p>	<p>Do the short lessons. Make mistakes. Comment on learning from concrete to abstract.</p> <p>Go to www.umathx.com . Select “framework” under “resources”, Mult Fractions – Word Problems -1</p> <p>Write a note on how the diagram helps in understanding the word problem here. What is the role of “Reflect/Connect” in the framework?</p>	
<p>In CCSS Menu, navigate to 5.NF.02.04a Click on the button marked, Lessons Find and select the lesson, Ex. 3 – Proper Fraction X Proper Fraction Work through the lesson. Now navigate to 5.NF.02.04a again. Click on the button marked frameworks. Select the framework – Multiply Proper Fractions - 1 Follow instructions in the framework..</p> <p>Note the 3 tiered frameworks. This is a difficult topic. One must not “tell the rule” . The 3 tiered frameworks help lead towards understanding. Students reflect/connect with Benoit’s Problem. Note that one can also reach the same frameworks through www.umathx.com and select “frameworks” under “resources”</p>	<p>Comment on scaffolding in the UMathX menu. Fractions – Multiplying – Pattern Blocks – Fraction Strips - Developing the Rule</p> <p>This is a rich sequence .. List the variety of methods and steps to scaffold to understanding “why” we multiply as we do.</p> <p>In this case, the Getting Started section of the framework refers to another graphic – a simpler example with pattern blocks. This however does not prove the algorithm.</p> <p>Reflect and Connect with a partner. In doing so, one may at some point say ... “I GOT IT!!” ... not I “believe you” or “you told me”</p>	<p>The methods of multiplying here are: ... pattern blocks(particular/concrete) ... number line (fraction strips) ... rectangular (area model)</p> <p>Note the 3 methods direct from concrete to abstract. .. note the scaffolding. First we use specific numbers and then we use red and blue arrows to lead to the algorithm for mult of fractions. We suggest a teacher led, whole class lesson here .. difficult concept . Class</p> <p>needs to grapple/reflect &connect to move toward understanding here.</p>

Directions	Questions or Suggestions	Your Notes or Answers
<p>From the Common Core State Curriculum Menu, find and work through lessons.. Introduction 1 & Introduction 2 under 6.RP.01.03a. Now from 6.RP.01.03a in the CCSS Curriculum Menu select the first framework, "Ratio – Ratio Tables _ Introduction-2"</p>	<p>How do the two introductions differ? Please fill in the tables on page 1 of the framework.</p> <p>In the "Working In It" section on pg 2, complete the "Lawn Fertilizer" question.</p>	
<p>From the Content menu bar select Graphing >Quadratic Functions >Maximize Cage Area</p> <p>Work through the beginning of each of the sub lessons to the graph in Summary.</p> <p>In CCSS menu, select A.CED.01.02 Then select the framework, Quadratic Functions – Maximize Care Area -1</p>	<p>Note the "scaffolding" as each concept leads to the next concept.</p> <p>Describe how the real life concept is linked to the visual graph to the abstract equation in ...Summary</p> <p>Draw and label the final graph in Summary to the right.</p>	
<p>In the Content Menu follow the path .. Fractions> Ratios and Proportions> What is a Ratio?> Ex 2 - Marbles</p> <p>Then work through the lesson on the computer.</p>	<p>How does this lesson help understanding?</p> <p>Write a related question involving ratios to determine the number of pike fish in a lake</p>	
<p>From the Content Menu select the path .. Algebra> Adding Expressions>Adding Expressions with X & YTile >Example 1</p>	<p>Go back and recall blue representing positive and red representing negative. With the information above, record how dragging colored tiles helps understanding.</p>	
<p>From the CCSS Menu select A.SSE.01.02 Then select the button, Frameworks. Then select the framework and do ... >Factoring Trinomials Work through parts of this framework.</p>	<p>List the 3 parts of every framework. What is the relationship in scaffolding from blue and red algebra tiles to multiplying and factoring. In the framework, Getting Started begins work on paper.</p>	
<p>Navigate to the CCSS Curriculum Menu .. 8.F.02.04.</p> <p>First find 2 lessons in The Elastic ... Setup Equations... Graph Equations. Just do the beginning of each. Navigate to the CCSS Menu .. 8.F.02.04. Find the first lesson "The Walker"</p> <p>It is labelled .. "Same Speed"</p> <p>Work through the first few questions.</p>	<p>How could you utilize the variety of examples to incorporate different teaching strategies in your classroom?</p> <p>These lessons address STEM. How? How do frameworks and lesson on the computer complement each other? Check each of the 3 frameworks and comment on how a teacher might organize a class to accommodate a variety of levels in a class.</p>	
<p>From the Content menu bar select Equations. Then select the sections: Problem Solving Solving Linear Systems Solving Linear Inequalities</p>	<p>In Problem Solving , scan 5 problems. In Solving Linear Systems List the number of methods. Do Ex 2 in Solve Problems Using Linear Systems In Solving Inequalities,check Graphing Linear Inequalities in 2 Variables.</p>	
<p>Navigate within the Content Menu along path .. Exponents> Pythagorean Theorem Skim through the list of concepts from ... In This Topic To ... The Pythagorean Theorem</p>	<p>Find the corresponding lessons on Pythagorean Theorem within the CCSS Curriculum Menu for 8th grade. Find and list the corresponding Frameworks.</p>	

Sample – 4 Hour Summer Math Symposium for K to Alg1

AN EXPERIENCE IN MATHEMATICS CONTENT AND TEACHING METHODOLOGY

Location requirements:

Good internet access. Manipulatives as needed.

1 main room to meet all participants with tables to seat up to 4 participants per table.

Up to 3 additional smaller rooms to be able to meet with up to 4 grade level groups.

Each participant will bring a personal laptop or share a laptop with a partner.

Each room has a computer attached to a projector to display onto a screen for the group.

Session 1: 8:00am to 9:00am - Setting the Learning Environment

1 group - 1 hour

Pages 1 to 4 above. Outlines will be provided

Session 2: 9:00am to 10:00pm - Content and Pedagogy

Up to 4 Groups depending on the grade levels and # of participants. Groups meet for 1 hour at the same time.

Possibly 4 Groups of K to 2, 3 to 5, 6 to 7, 8 to Alg1

Or .. possibly 2 groups of K to 5 and 6 to Alg1 .. or .. other possibilities.

Pages 5 and 6 above. Outlines and Model Lessons will be provided.

Session 3: 10:30pm to 11:15pm - Testing, Data Analysis, Book Marking

1 group – 45 minutes

Page 6 above

Session 4: 11:15pm to 12:00pm - Treasure Hunt

1 group .. 45 minutes

Activities for K to 5 and Activities for 6 to Alg1

Pages 7 to 10 above. The Treasure Hunt materials will be provided.

Costs: Pre Register by connecting with bmathies@umathx.com or 866 429 6284 (toll free)

Option 1: Focus on Mathematics for Participants from 1 to many schools with additional focus on their students.

\$200 per participant includes 4 hour symposium and personal access for 1 year to:

- all content within UMathX to fill gaps online from K to Alg1 and all curriculum from K to Alg1 online.
- access to all lessons, tests, resources in UMathX
- access to regular webinars to introduce new concepts at no additional charge.

Additional/Optional **\$11 per student** for student personal access for 1 year for all students of a participant.

(Option1 cost is regular cost of UMathX software and resources for a teacher and his/her students)

... so training here is free

Option 2: Focus on a Mathematics Resource for students and teachers in a larger school .. \$6,000 per year

Additional/Optional 4 hour symposium for all teachers ... unlimited ... \$2,500.00

- access to regular webinars to introduce new concepts at no additional charge

Leaders: Lianne Link
Michigan

Maria Michelsson
New York

Dr Nakita West
Charita Collins
MD, DC

Rudy Neufeld (866 429 6284)
UMathX CEO/Senior Author
Neufeld Learning Systems Inc.
www.umathx.com
rneufeld@UMathX.com