

Math at Home

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Introduce yourself! Share your interest in math in the home.

Type any questions/comments in the chat.





An important subset of the major work in grades K–8 is the progression that leads toward middle school algebra.

K	1	2	3	4	5	6	7	8
Know number names and the count sequence	Represent and solve problems involving addition and subtraction	Represent and solve problems involving addition and subtraction	Represent & solve problems involving multiplication and division	Use the four operations with whole numbers to solve problems	Understand the place value system	Apply and extend previous understandings of multiplication and division to divide fractions by fractions	Apply and extend previous understanding of operations with fractions to add, subtract, multiply, and divide rational numbers	Work with radical and integer exponents
Count to tell the number of objects	Understand and apply properties of operations and the relationship between addition and subtraction	Add and subtract within 20	Understand properties of multiplication and the relationship between multiplication and division	Generalize place value understanding for multi-digit whole numbers	Perform operations with multi-digit whole numbers and decimals to hundredths	Apply and extend previous understandings of numbers to the system of rational numbers	Analyze proportional relationships and use them to solve real-world and mathematical problems	Understand the connections between proportional relationships, lines, and linear equations**
Compare numbers	Work with addition and subtraction equations	Measure and estimate lengths in standard units	Multiply & divide within 100	Use place value understanding and properties of operations to perform multidigit arithmetic	Use equivalent fractions as a strategy to add and subtract fractions	Understand ratio concepts and use ratio reasoning to solve problems	Use properties of operations to generate equivalent expressions	Analyze and solve linear equations and pairs of simultaneous linear equations
Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from	Extend the counting sequence	Relate addition and subtraction to length	Solve problems involving the four operations, and identify & explain patterns in arithmetic	Extend understanding of fraction equivalence and ordering	Apply and extend previous understandings of multiplication and division to multiply and divide fractions	Apply and extend previous understandings of arithmetic to algebraic expressions	Solve real-life and mathematical problems using numerical and algebraic expressions and equations	Define, evaluate, and compare functions
Work with numbers 11-19 to gain foundations for place value	Understand place value		Develop understanding of fractions as numbers	Build fractions from unit fractions by applying and extending previous understandings of operations	Geometric measurement: understand concepts of volume and relate volume to multiplication and to addition	Reason about and solve one-variable equations and inequalities		Use functions to model relationships between quantities
	Use place value understanding and properties of operations to add and subtract		Solve problems involving measurement and estimation of intervals of time, liquid volumes, & masses of objects	Understand decimal notation for fractions, and compare decimal fractions	Graph points in the coordinate plane to solve real-world and mathematical problems*			
	Measure lengths indirectly and by iterating length units		Geometric measurement: understand concepts of area and relate area to multiplication and to addition			Represent and analyze quantitative relationships between dependent and independent variables		



<https://achievethecore.org/category/774/mathematics-focus-by-grade-level>



Games and activities

Books

Virtual tools

Addition	Subtraction
Multiplication	Division

Counting

Comparing numbers

Counting coins

Telling time

Identifying equivalent fractions

Identifying shapes

Knowing multiples

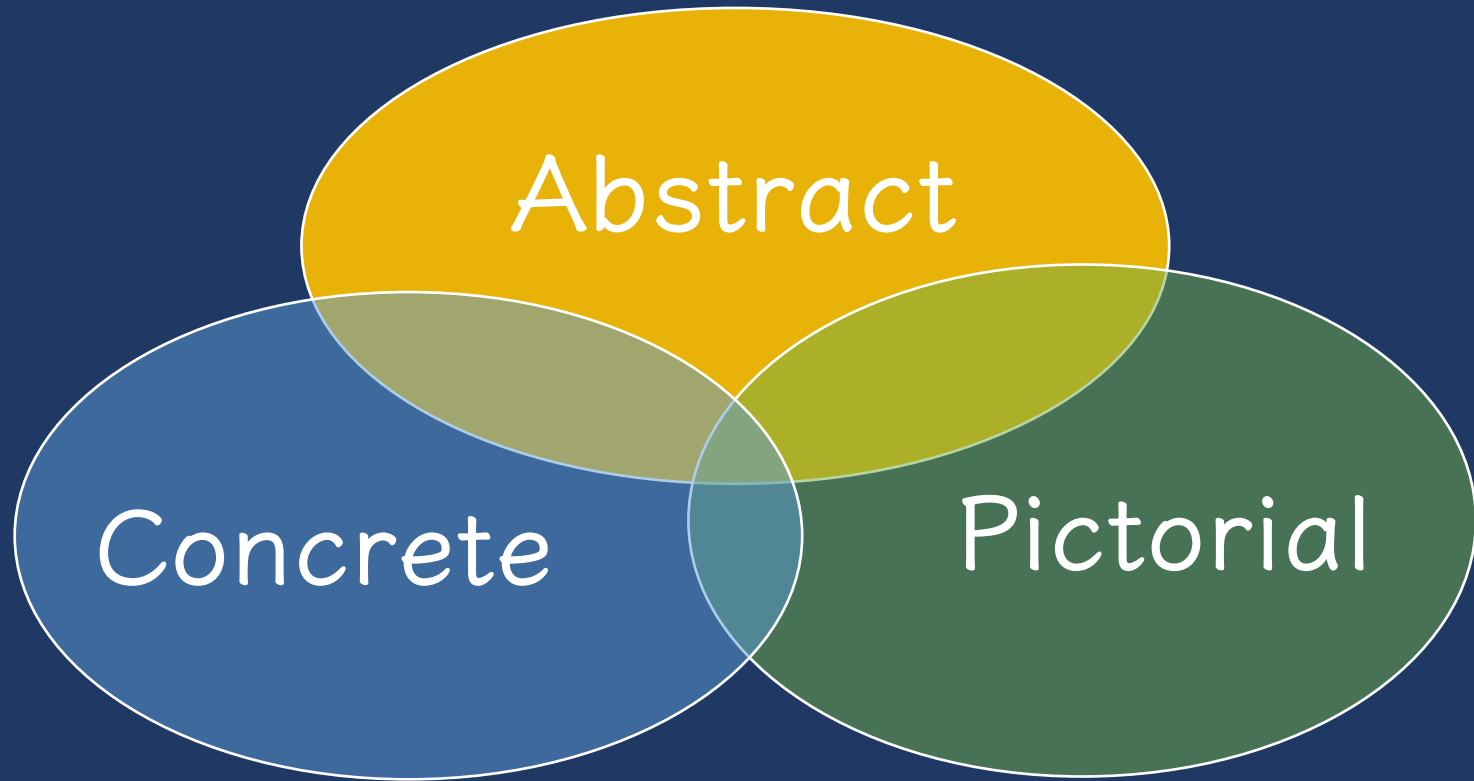
Knowing formulas

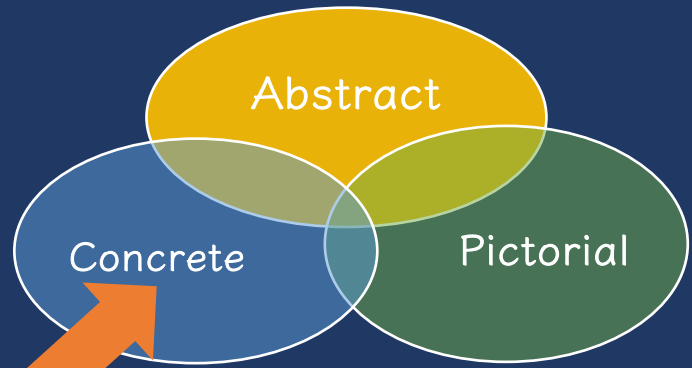
Addition	Subtraction
Multiplication	Division

memorization
automaticity

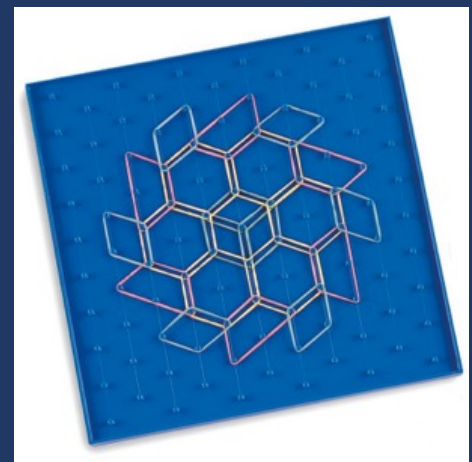
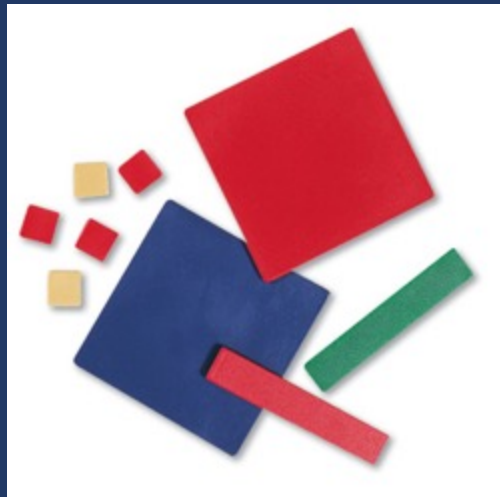
easy use of strategies
accuracy

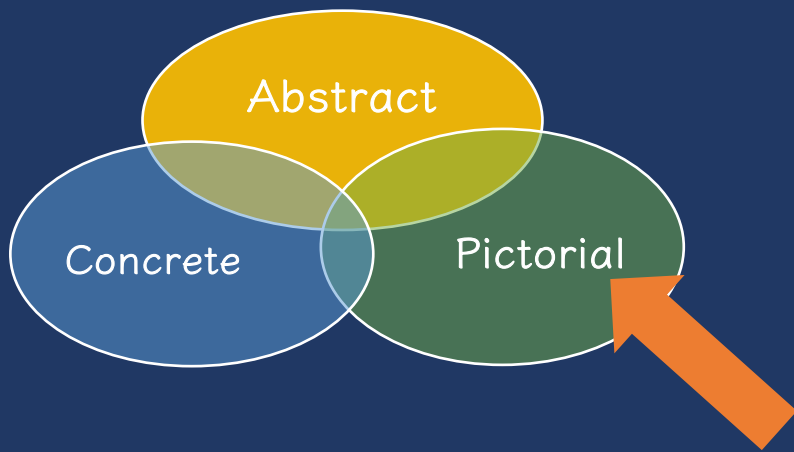




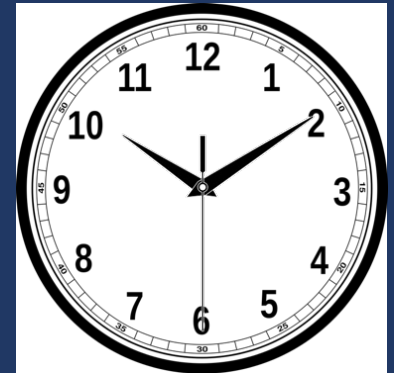
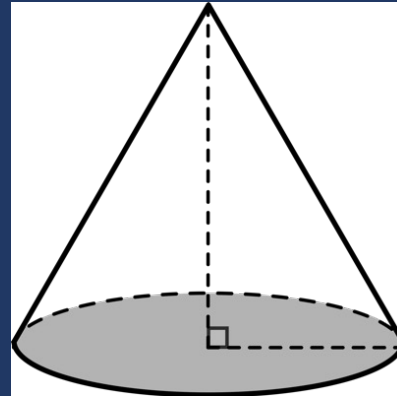
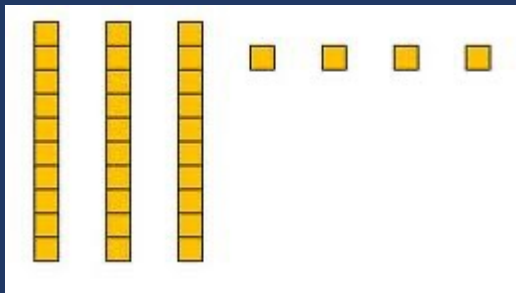


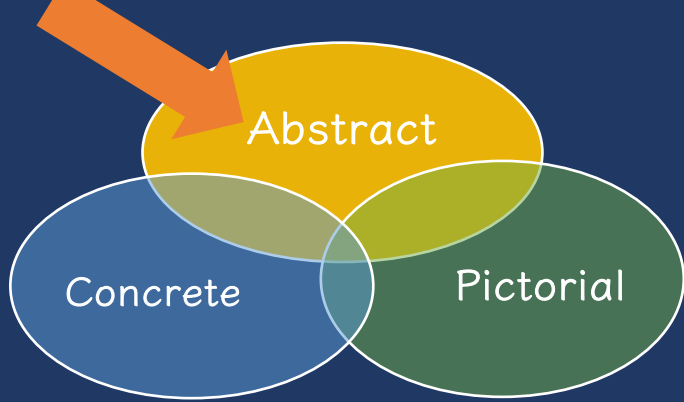
Three-dimensional objects





Two-dimensional images





Numerals and symbols and words


$$2 + 8 = 10$$

$$34 = 3 \text{ tens and } 4 \text{ ones}$$

$$x - 6 = 8$$

$$\begin{array}{r} 4,179 \\ + \quad 569 \\ \hline \end{array}$$



ACTIVITY	INSTRUCTIONS	PICTURE
Beach Ball Math <i>Group Activity</i>	<p>BEFORE</p> <ol style="list-style-type: none">1. Write sums, differences, products, or quotients on a beach ball. <p>DURING</p> <ol style="list-style-type: none">2. A student tosses the beach ball to another student.3. The student has to add, subtract, multiply, or divide the two numbers closest to each thumb.3. The student tosses the beach ball to another student.	 A photograph of a beach ball with several panels in shades of orange, yellow, and pink. Handwritten black numbers are scattered across the panels. Visible numbers include 4, 3, 2, 7, 5, 6, 8, and 9. The ball is resting on a red surface, possibly a chair. In the background, a red wall and a sign with the word 'Expo' are partially visible.



www.saddleupfor2ndgrade.blogspot.com



ACTIVITY	INSTRUCTIONS	PICTURE
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Bingo
Group Activity


BEFORE
1. Create [bingo cards](#) with sums, differences, products or quotients or facts.

DURING
2. Read an addition, subtraction, multiplication, or division fact.
3. Students cover spaces with chips or counters to create a bingo pattern.

Multiplication Bingo Card 001

Name: _____ Date: _____

Multiplication Facts 1 to 9

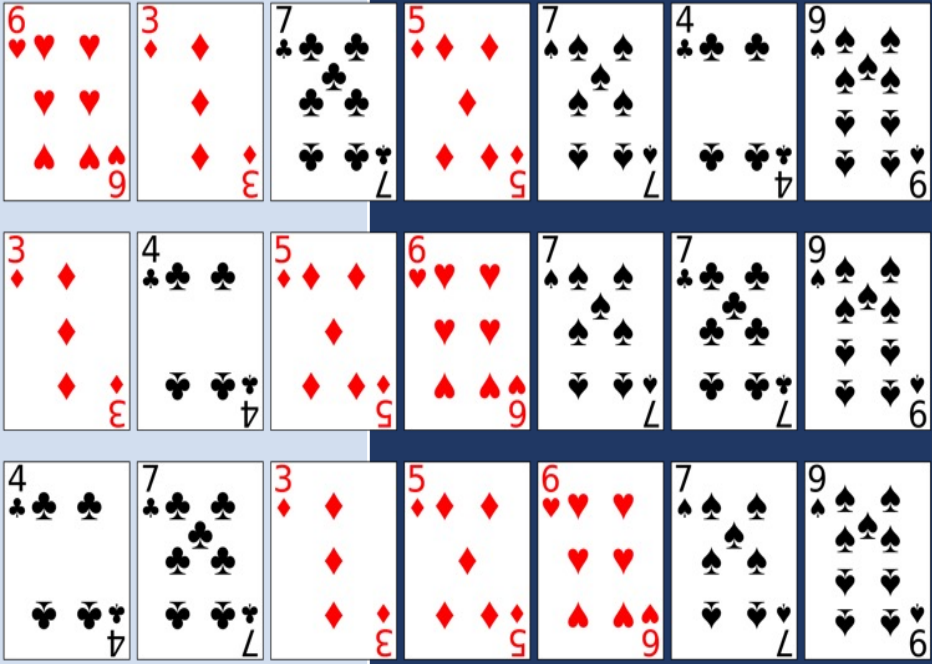
6	8	49	12	5
14	64	48	35	24
28	2		7	1
36	20	10	30	54
18	56	40	42	81

Instructions


- Your teacher will call out multiplication questions.
- You must quickly calculate the answers to the questions.
- If an answer matches any of the numbers on your bingo card, you may cover that number with a bingo chip.
- The middle space may be covered with a bingo chip without answering a question.
- To win, your bingo chips must be in a pattern that is specified at the beginning by your teacher (e.g. line, x, full card).

Math-Drills.com




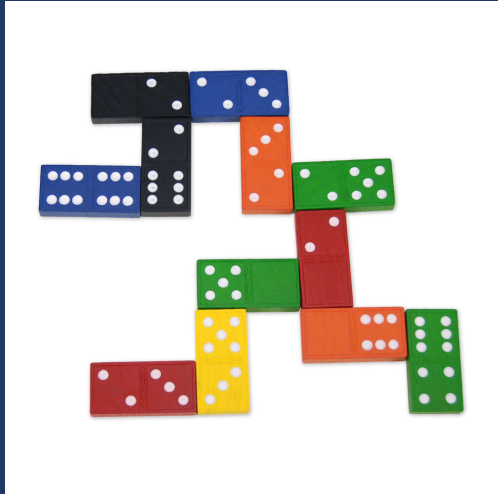
ACTIVITY	INSTRUCTIONS	PICTURE
<p>Cards <i>Group Activity</i></p>	<p>BEFORE 1. Select numbered playing cards from a deck of cards.</p> <p>DURING 2. Divide the deck in half. 3. Students place the set of cards face down. 4. Each student flips over the top card. 5. The first student to add, subtract, or multiply the cards gets to keep both cards; the cards go back in the student's set. 6. Students continue until one student has all of the cards. (similar to War)</p>	 <p>The picture shows a 3x7 grid of playing cards. The cards are arranged as follows: Row 1: 6 of hearts, 3 of diamonds, 7 of clubs, 5 of diamonds, 7 of spades, 4 of clubs, 9 of spades. Row 2: 3 of diamonds, 4 of clubs, 5 of diamonds, 6 of hearts, 7 of spades, 7 of clubs, 9 of spades. Row 3: 4 of clubs, 7 of clubs, 3 of diamonds, 5 of diamonds, 6 of hearts, 7 of spades, 9 of spades.</p>



ACTIVITY	INSTRUCTIONS	PICTURE
<p>Dice Roll <i>Individual or Group Activity</i></p>	<p>DURING</p> <ol style="list-style-type: none"> 1. Student rolls two die. 2. Student adds, subtracts, or multiplies. 3. Student writes facts. 	<p>Roll the Dice </p> <p>___ + ___ = ___ ___ + ___ = ___</p> <p>___ + ___ = ___ ___ + ___ = ___</p> <p>___ - ___ = ___ ___ - ___ = ___</p> <p>___ - ___ = ___ ___ - ___ = ___</p>



ACTIVITY	INSTRUCTIONS	PICTURE
<p>Dominoes <i>Individual or Group Activity</i></p>	<p>DURING</p> <ol style="list-style-type: none"> 1. Student selects a domino. 2. Student adds, subtracts, or multiplies. 3. Student writes the fact. 	<div data-bbox="898 264 1294 521" style="border: 1px solid black; padding: 5px;"> <p>Dominoes </p> <p>___ + ___ = ___ ___ + ___ = ___</p> <p>___ + ___ = ___ ___ + ___ = ___</p> <p>___ - ___ = ___ ___ - ___ = ___</p> <p>___ - ___ = ___ ___ - ___ = ___</p> </div>



ACTIVITY	INSTRUCTIONS	PICTURE
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Magic Squares
Individual or Group Activity

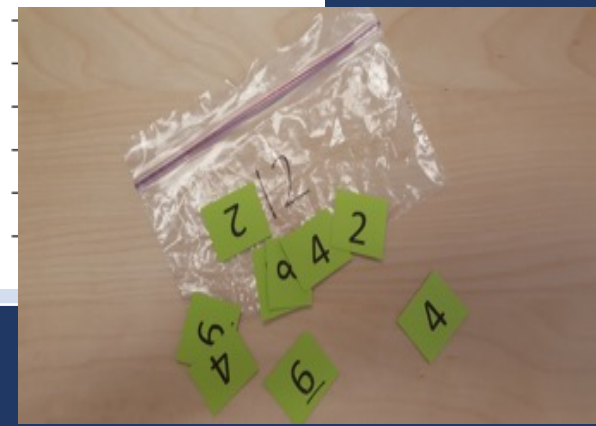
BEFORE
 1. Create sets of magic squares.


DURING
 2. Place the sum or product in the bottom right corner.
 3. In the bottom row, create a fact with a sum or product of the bottom right corner.
 4. In the right column, create a fact with a sum or product of the bottom right corner.
 5. Create two columns with a sum or product of the bottom number.
 6. Create two rows with a sum or product of the right column number.
 7. Write created facts.

Magic Squares

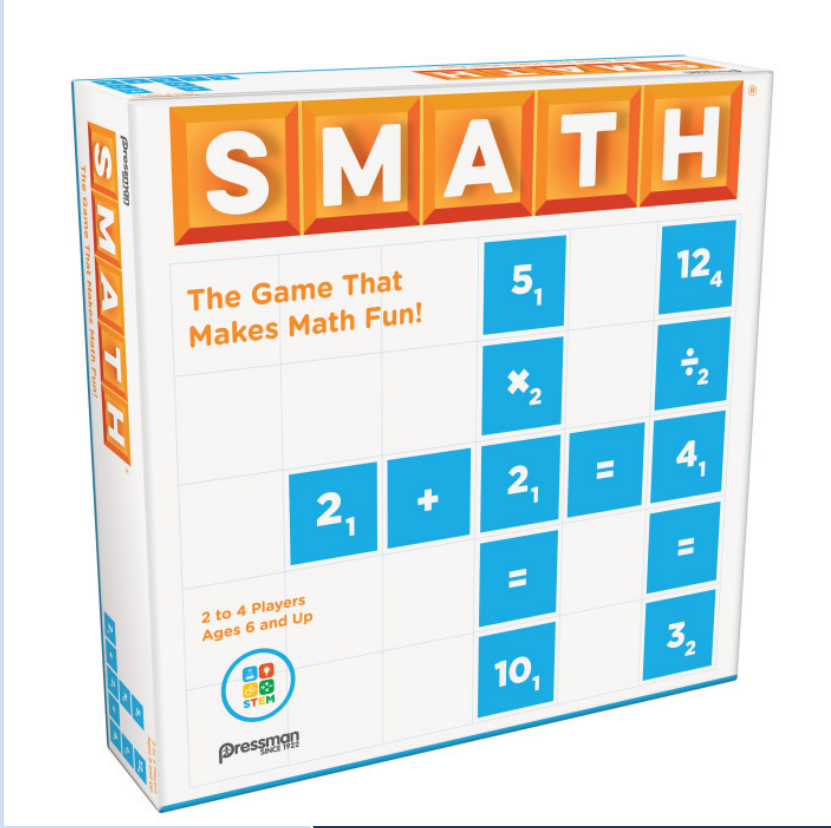
		(place sum or product from baggie here)

Write the facts:




ACTIVITY	INSTRUCTIONS	PICTURE
<p>Mobi <i>Group Activity</i></p> <p>https://www.amazon.com/Mobi-Numerical-Tile-Whale-Pouch/dp/B00XGW433Y</p>	<p>DURING</p> <ol style="list-style-type: none"> 1. Students begin with a specific number of blue tiles; the white tiles can be used at any time. 2. Students create a set of equations that build off of one another (each student makes his/her own set of equations). 3. Students draw more blue tiles after blue tiles are used; students rearrange and add to the equation set. <p>This game is similar to Bananagrams.</p>	

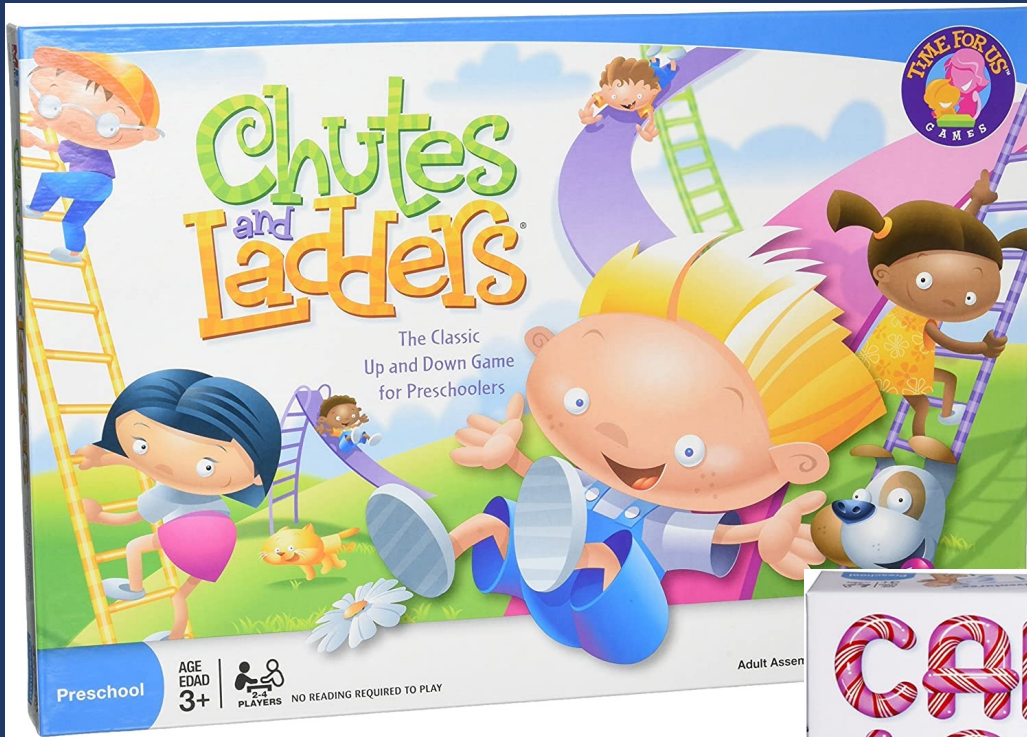


ACTIVITY	INSTRUCTIONS	PICTURE
<p>SMATH <i>Group Activity</i></p> <p>https://www.pressmantoy.com/product/smash/</p>	<p>DURING</p> <ol style="list-style-type: none"> Students begin with a specific number of tiles. Students create equations that build off of one another. <p>This game is similar to Scrabble.</p>	

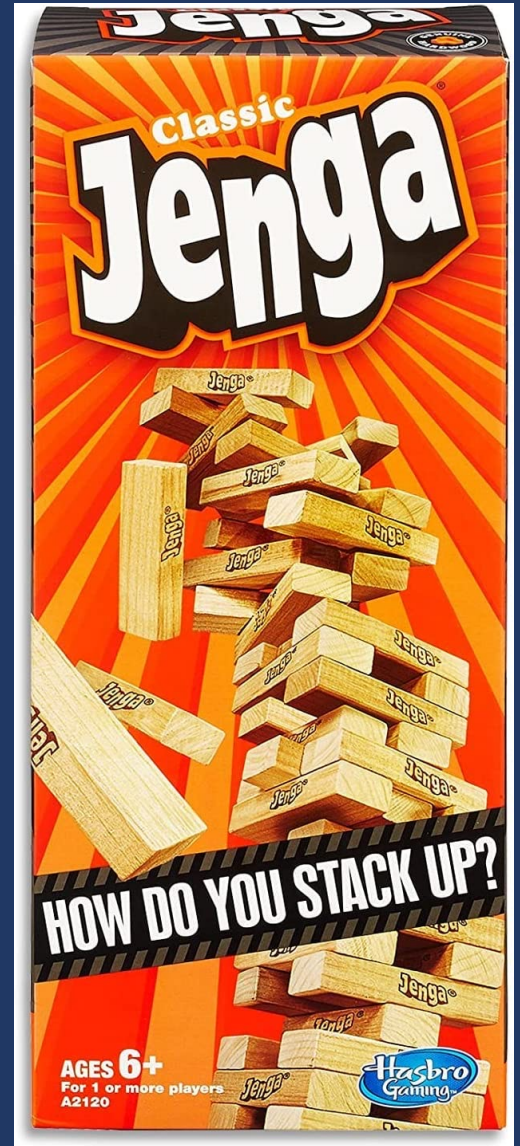


ACTIVITY	INSTRUCTIONS	PICTURE
<p>Wrap-Ups <i>Individual Activity</i></p>	<p>DURING</p> <ol style="list-style-type: none"> 1. Student wraps the string behind the key and places it around the top left notch. 2. Student answers the fact by wrapping the string in front of the key and around to the answer notch. 3. Student brings the string around the back to the next left notch. 4. Student continues. 5. At the end, the student checks the facts by comparing the string to the raised pattern on back of the key. 	

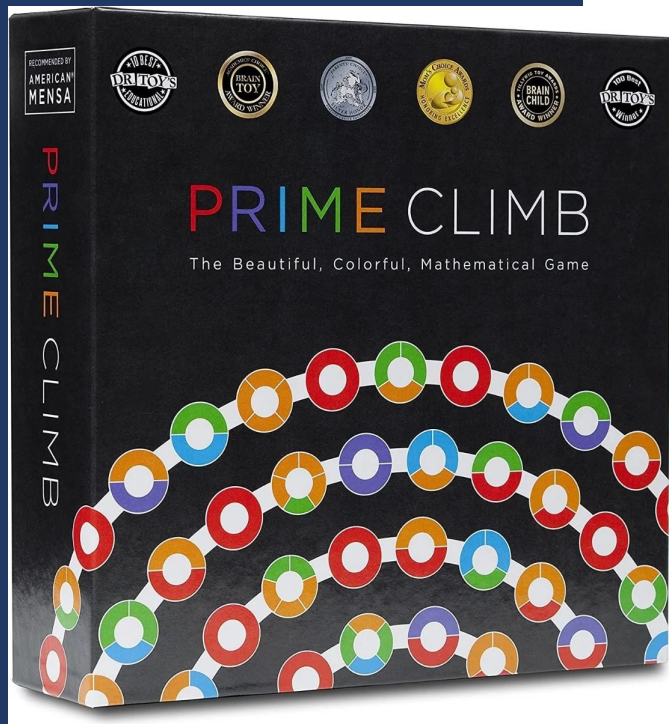


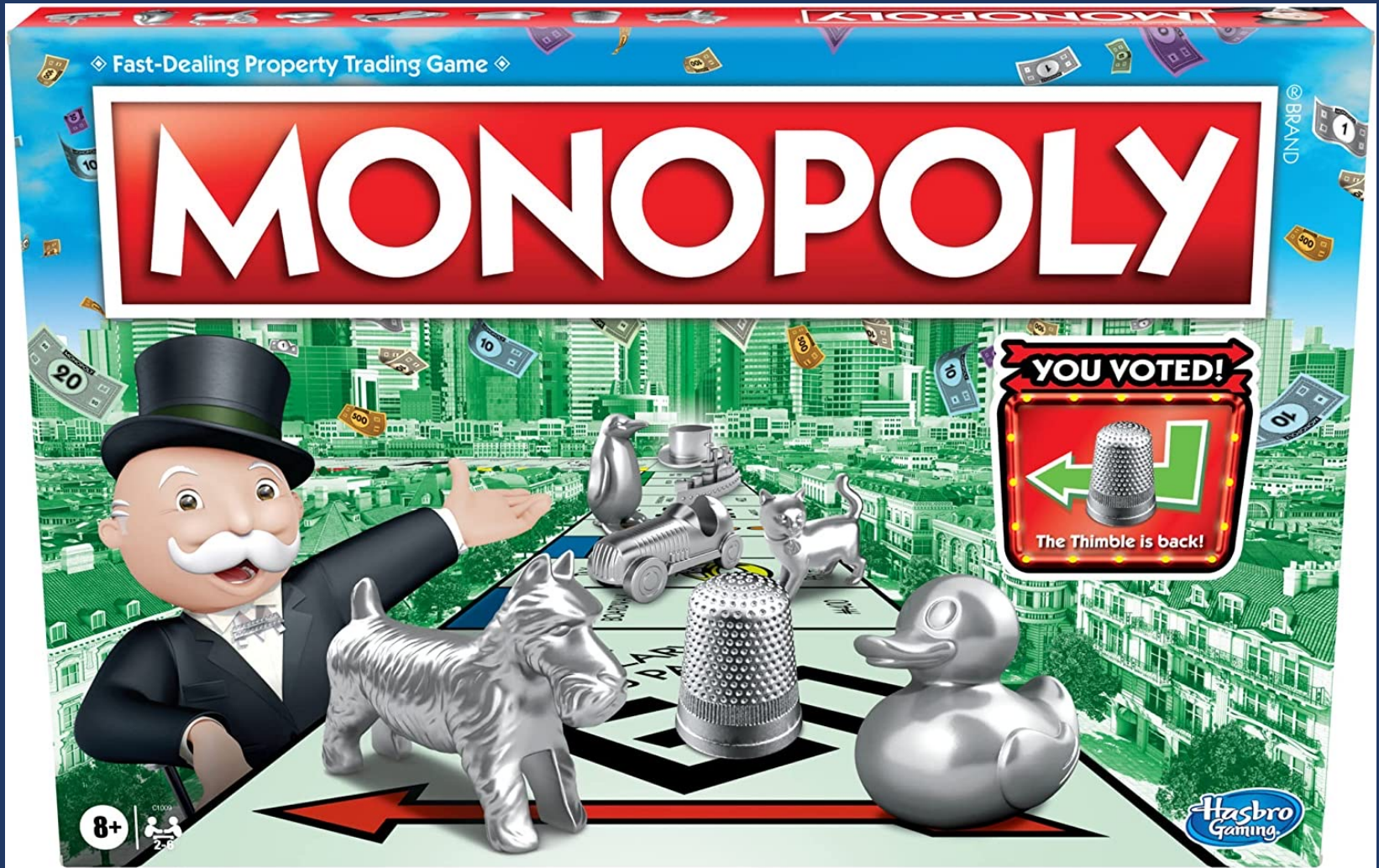


MATH











What are some of your favorite games?



Games and activities

Books

Virtual tools



Author	Title	Area
Ball, Buncan	<i>Jeremy's Tail</i>	Classification/Patterns
Blood, Charles	<i>The Goat in the Rug</i>	Classification/Patterns
Campbell, Sarah	<i>Growing Patterns</i>	Classification/Patterns
Carle, Eric	<i>The Very Busy Spider</i>	Classification/Patterns
Cleary, Brian P.	<i>A-B-A-B-A- a Book of Pattern Play</i>	Classification/Patterns
Danielson, Christopher	<i>Which One Doesn't Belong?</i>	Classification/Patterns
Demi	<i>Demi's Opposites</i>	Classification/Patterns
Felix, Monique	<i>The Opposites</i>	Classification/Patterns
Flatt, Lizann	<i>Sorting Through Spring</i>	Classification/Patterns
Hoban, Tana	<i>Is it Rough? Is it Smooth? Is it Shiny?</i>	Classification/Patterns
Johnson, Crockett	<i>Harold and the Purple Caryon</i>	Classification/Patterns
Mariconda, Barbara	<i>Sort It Out!</i>	Classification/Patterns
McGrath, Barbara Barbieri	<i>Teddy Bear Patterns</i>	Classification/Patterns
Murphy, Stuart J.	<i>3 Little Firefighters</i>	Classification/Patterns
Olson, Nathan	<i>City Patterns</i>	Classification/Patterns
Pluckrose, Henry	<i>Pattern</i>	Classification/Patterns
Pluckrose, Henry	<i>Sorting</i>	Classification/Patterns
Rehm, Karl & Koike, Kay	<i>Left or Right?</i>	Classification/Patterns
Reid, Margarette S.	<i>The Button Box</i>	Classification/Patterns
Swinburne, Stephen, R.	<i>Lots and Lots of Zebra Stripes: Patterns in Nature</i>	Classification/Patterns
Verdick, Elizabeth	<i>Clean-Up Time</i>	Classification/Patterns
Wood, Jakki	<i>Bumper to Bumper</i>	Classification/Patterns
Hoban, Tana	<i>More, Fewer, Less</i>	Comparison
Jenkins, Steve	<i>Biggest, Strongest, Fastest</i>	Comparison
Murphy, Stuart J.	<i>More or Less</i>	Comparison
Aker, Suzanne	<i>What Comes in 2's, 3's, and 4's?</i>	Counting
Anno, Mitsumasa	<i>Anno's Counting Book</i>	Counting
Baker, Keith	<i>1-2-3 Peas</i>	Counting
Baker, Keith	<i>Quack and Count</i>	Counting
Bang, Molly Garrett	<i>Ten, Nine, Eight</i>	Counting
Becker, John	<i>Seven Little Rabbits</i>	Counting
Bogart, Jo Ellen	<i>Count Your Chickens</i>	Counting
Brooks, Felicity	<i>Count to 100</i>	Counting
Burris, Priscilla	<i>Five Green and Speckled Frogs: A Count-and-Sing Book</i>	Counting
Carle, Eric	<i>1, 2, 3 to the Zoo</i>	Counting
Clement, Rod	<i>Counting on Frank</i>	Counting
Crew, Donald	<i>Ten Black Dots</i>	Counting
Dahl, Michael	<i>Lots of Ladybugs: Counting by Fives</i>	Counting
Dahl, Michael	<i>On the Launch Pad: A Counting Book About Rockets</i>	Counting
Dahl, Michael	<i>One Big Building: A Counting Book About Construction</i>	Counting
Danielson, Christopher	<i>How Many?</i>	Counting
Dee, Ruby	<i>Two Ways to Count to Ten</i>	Counting
dePaola, Tomie	<i>Pancakes for Breakfast</i>	Counting
Dr. Seuss	<i>Ten Apples Up on Top</i>	Counting
Edwards, Pamela Duncan	<i>Roar! A Noisy Counting Book</i>	Counting
Edwards, Roberta	<i>Five Silly Fishermen</i>	Counting
Ehlert, Lois	<i>Fish Eyes: A Book You Can Count On</i>	Counting



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Weekly Routine Framework

Day 1

- Introduce the target math concept.
- Introduce the book.
- Introduce **3-5 new vocabulary words** from the book.
- Read the book.
- Review the new vocabulary words.
- Make **real-life connections** through discussion.
- Reread the book, stopping at each target vocabulary word and using illustrations to clarify concepts and check for understanding.
- Explore new concepts and build skill with **hands-on activity.**
- Use the skill as you go through the day.

Day 2

- Review concepts and vocabulary from the previous day's reading.
- Reread the book, stopping at each target vocabulary word and illustration to clarify concepts and check for understanding.
- Reinforce the new skill with another hands-on activity.
- Use the skill as you go through the day.

Day 3

- Review target vocabulary words.
- If desired, reread the book.
- Reinforce new skill with another related math activity.
- Ask students how they used their new math skills throughout the week.

both	inside
next to	move over

The Mitten

Vocabulary Suggestions (select 3 to 5)

1. both - two of them, together	4. move over - make some room
2. inside - (gesture)	5. bigger - grows larger
3. next to - right beside	6. packed in tight - squeezed together

remember to have a hand gesture, body movement, picture, or object to illustrate

Connecting Questions For Discussion (You will need a child's mitten or glove and a few small items to put into it.)

1. How many of you have some mittens or gloves like Nicki? (Responses)
2. Why do we sometimes wear mittens? (Responses)
3. That's right, we wear them to keep our hands warm.
4. Why do you think those animals crawled into Nicki's mitten? (Responses)
5. That's right, to stay warm!
6. How big are your mittens? (Responses)
7. I have a mitten (or glove) here. (Show children your mitten)
8. How big is a bear? (Responses)
9. Do you think a bear would REALLY fit into your mitten? (Responses)
10. No, that's silly, bears don't really fit into our mittens, do they?
11. Maybe a mouse would fit, right?
12. Our story about mittens is just pretend, isn't it?
13. What else do you think fits just right into your mittens? (Responses)
14. (Talk about their responses.) Those are some great ideas! Now, we will see how many of these we can fit into our mitten.
15. (Allow children to place the small objects you collected into the mitten.)

Activity Ideas (select 3 for use over the week, or create your own):

Mitten Match

- Cut out multiple pairs of mittens (or use real ones if you have them). Each pair must be distinguishable from the others in size, color, shape, or pattern. Here is an online version with small colored mittens (you'll need 2 copies): <https://www.prekinders.com/winter/MittenMatching.pdf>
- Give everyone one mitten and let children find the matching mates.
- Have them raise their hands (or sit down) when they have located both of their mittens.
- Ask children to describe how they know their mittens match.
- Collect mittens, scramble, and do it again!
- Variation: Here is a more complex mitten-match game (addition): https://drive.google.com/file/d/0Byr_Cmvf5_RybnZ0TENhWUSCS0E/edit





What are some of your favorite books?

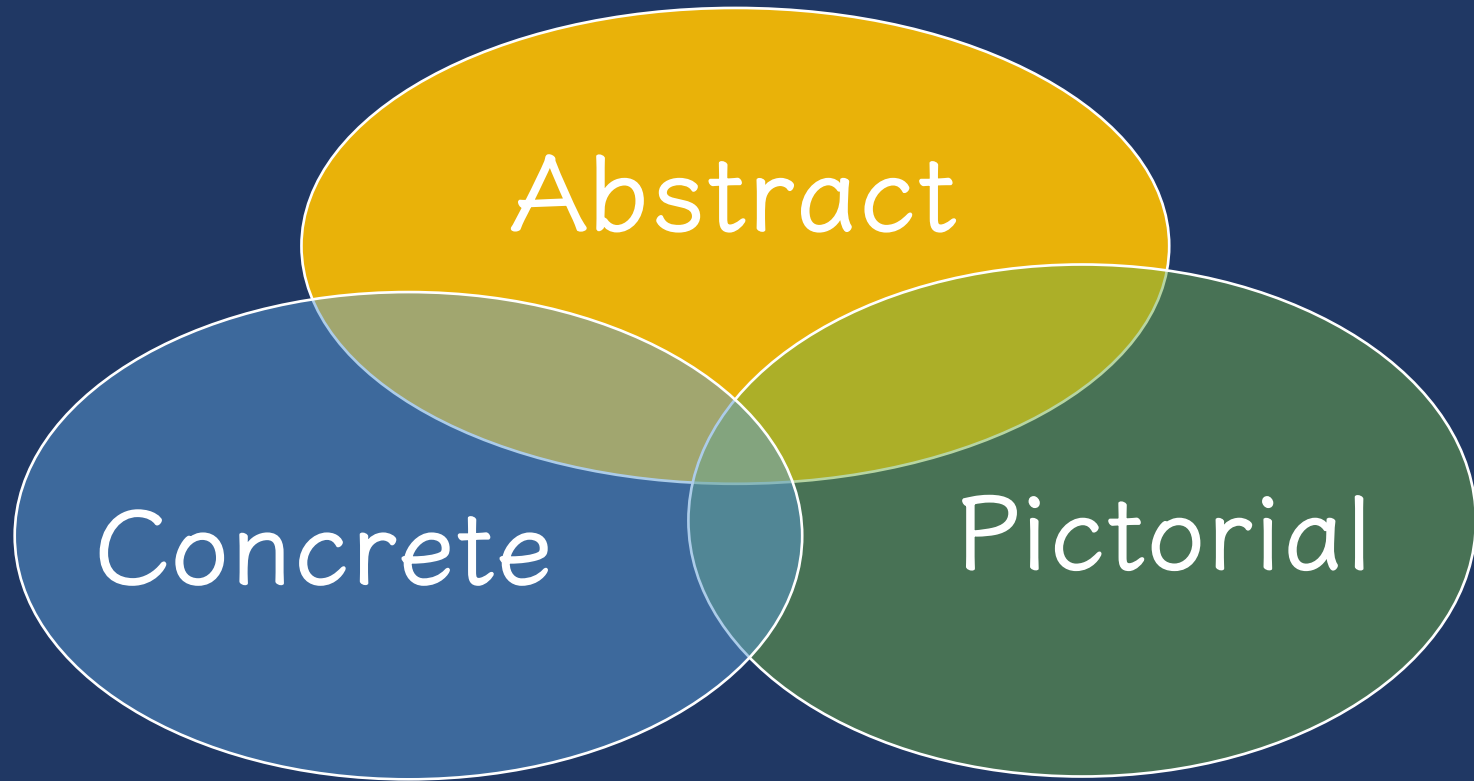


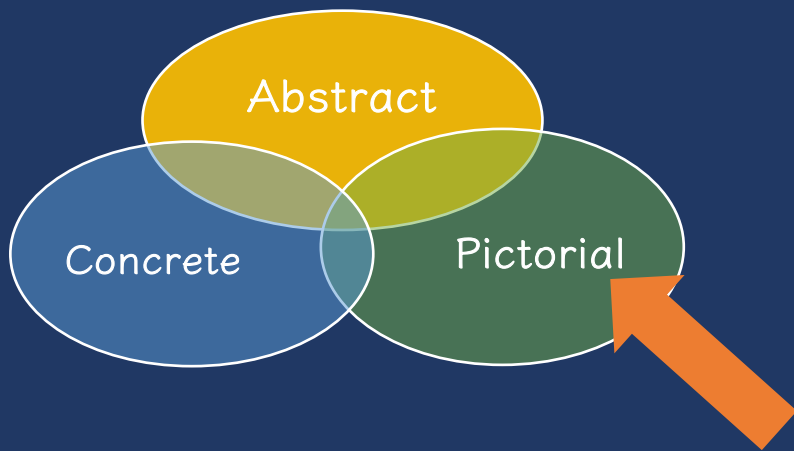
Games and activities

Books

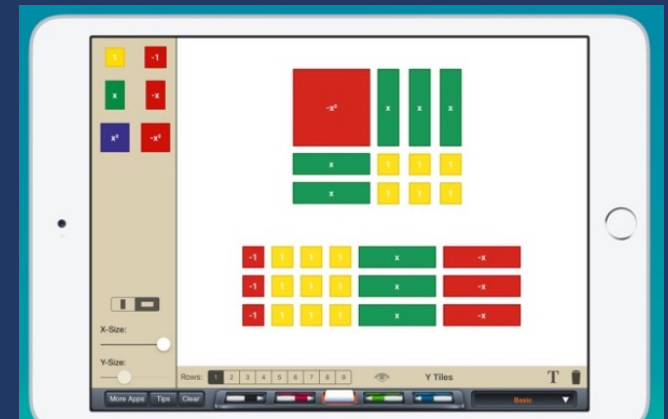
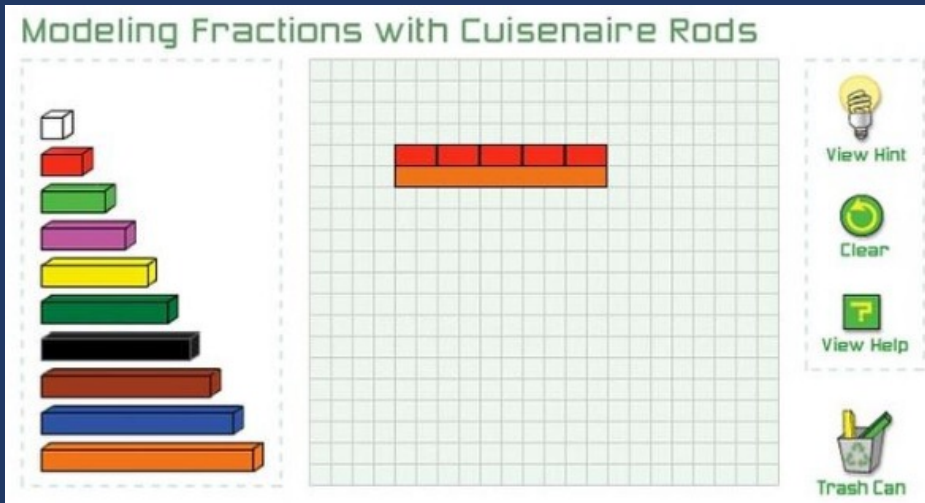
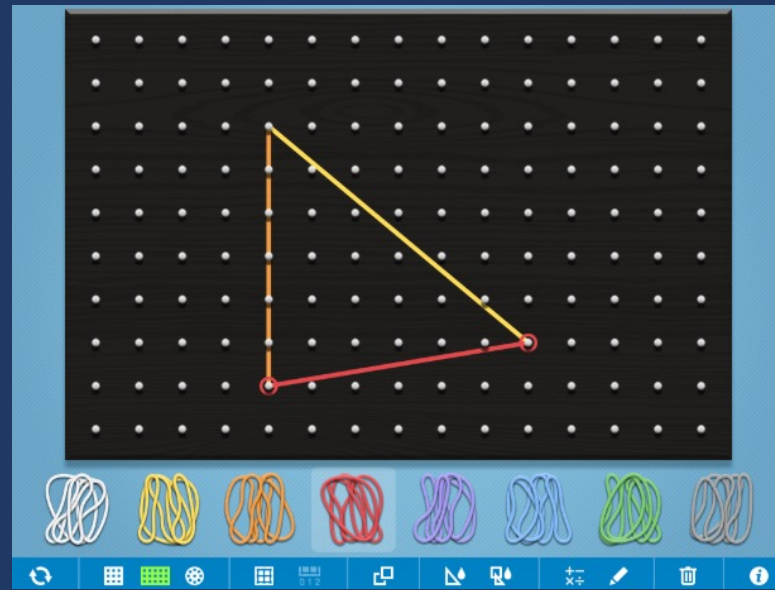
Virtual tools

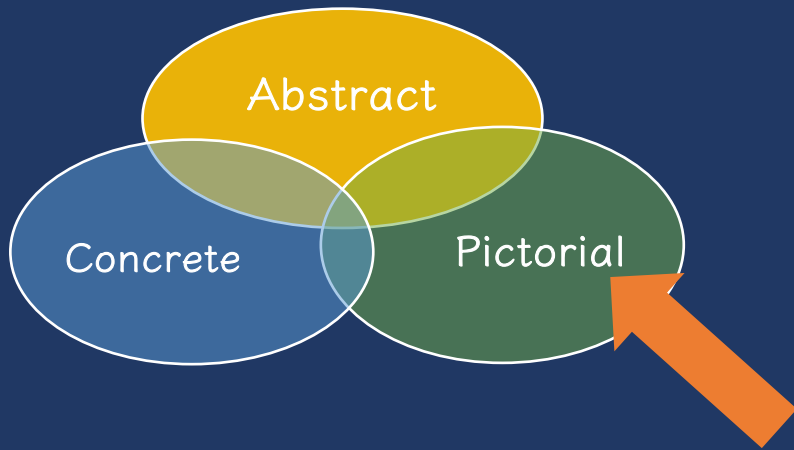




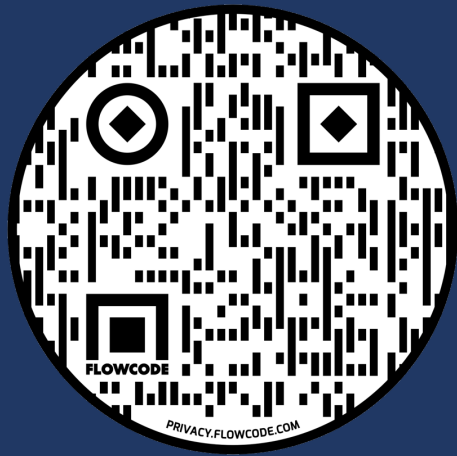


Two-dimensional images





Two-dimensional images



bit.ly/srpowell

Virtual Manipulatives

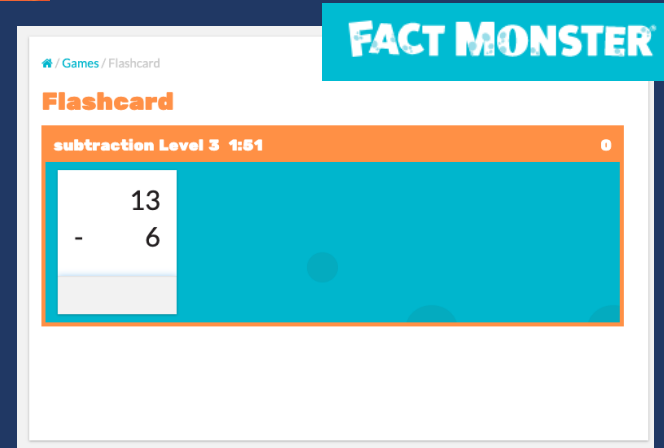
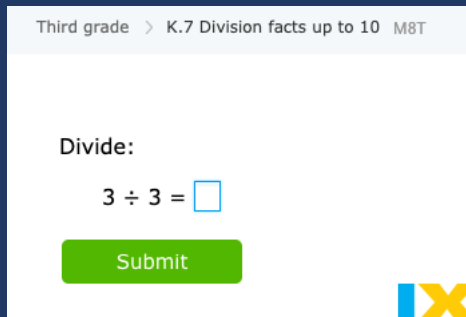
Help students see and learn math using different tools!

Number & Operations	Place Value
Fractions & Decimals	Integers & Algebra
Geometry	Time & Money
Data & Probability	Extras

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Fractions & Decimals				
	fraction strips	fraction strips	fraction strips	Cuisenaire rods
fraction circles	geoboard	geoboard	geoboard	
two-color counters	decimal strips	place value disks	percentage strips	





Reflex

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DAILY and BRIEF



Intensive Intervention in Mathematics Course Content

Intensive instruction was recently identified as a [high-leverage practice in special education](#), and DBI is a research based approach to delivering intensive instruction across content areas (NCII, 2013). This course provides learners with an opportunity to extend their understanding of intensive instruction through in-depth exposure to DBI in mathematics, complete with exemplars from actual classroom teachers.

NCII, through a collaboration with the University of Connecticut and the [National Center on Leadership in Intensive Intervention](#) and with support from the [CEEDAR Center](#), developed course content focused on enhancing educators' skills in intensive mathematics intervention. The course includes eight modules that can support faculty and professional development providers with instructing pre-service and in-service educators who are learning to implement intensive mathematics intervention through data-based individualization (DBI). The content in this course complements concepts covered in the [Features of Explicit Instruction Course](#) and so we suggest that users complete both courses.

[Intensive Intervention in Mathematics Course Overview](#)



Modules 1-8: Intensive Intervention in Mathematics

There are 8 modules within this course. Each course has an introduction, three parts, and a conclusion.



MODULE 1: DEVELOPING A SCOPE AND SEQUENCE FOR INTENSIVE INTERVENTION



MODULE 2: MATHEMATICS PROGRESS MONITORING AND DETERMINING RESPONSE

<https://intensiveintervention.org/training/course-content/intensive-intervention-mathematics>





<https://www.youtube.com/channel/UCE2puwDtUSNXFONIOhmYmvA>





What are some of your favorite virtual tools?



Games and activities

Books

Virtual tools





Questions?



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