1 Math Unit 01: Math Is...

Content Area: **Mathematics**
Course(s):
Time Period: **Marking Period 1**
Length: **10 days**
Status: **Published**

Unit Overview

Understanding What Math Is

The focus of this unit is threefold:

What Students Are Learning

- Students develop an understanding of problems.
- Students use appropriate math terms to explain their thinking.
- Students develop an understanding that real-world situations can be modeled with mathematics.
- Students develop familiarity with tools to solve problems and equations.
- Students look for patterns in math.

Number Routines

- Math Pictures
- Notice and Wonder
- Which Doesn't Belong?

Standards

K.CC.A.1	Count to 100 by ones and by tens.
K.CC.B.5	Count to answer “how many?” questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1–20, count out that many objects.
K.OA.A.2	Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.
K.OA.A.3	Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).
K.G.B.4	Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices/“corners”) and other attributes (e.g., having sides of equal length).

Materials

Core Materials:

Reveal Math

1.1 Math Is Mine

1.2 Math Is Exploring and Thinking

1.3 Math Is In My World

1.4 Math Is Explaining and Sharing

1.5 Math Is Finding Patterns

1.6 Math Is Ours

Supplemental Materials:

- ST Math
- Happy Numbers
- 3 Act Lessons
- Building Fact Fluency Kit
- Brainingcamp Manipulatives
- Nearpod Lessons
- Brainpop Resources
- Online Resources

Technology

8.1.2.DA.1	Collect and present data, including climate change data, in various visual formats.
8.1.2.DA.4	Make predictions based on data using charts or graphs.
8.1.2.AP.1	Model daily processes by creating and following algorithms to complete tasks.
8.1.2.AP.2	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
8.1.2.AP.4	Break down a task into a sequence of steps.
8.2.2.ED.2	Collaborate to solve a simple problem, or to illustrate how to build a product using the design process.

Assessment

Formative Assessment

- Unit Readiness Diagnostics
- Lesson Checks

- Exit Tickets
- Teacher Observation

Summative Assessment

- Unit Assessment Performance Task
- Benchmark Tests
- Alternative Assessments: Performance Tasks & Projects

Accommodations & Modifications

Special Education

<table>
<tr><th colspan="4">Differentiated Instruction</th></tr>
<tr><td colspan="4">Accommodate Based on Students' Individual Needs: Strategies</td></tr>
<tr>
<td>Time/General
Extra time for assigned tasks
Adjust length of assignment
Timeline with due dates for reports and projects
Communication system between home and school
Provide lecture notes/outline</td>
<td>Processing
Extra response time
Have students verbalize steps
Repeat, clarify, or reword directions
Mini-breaks between tasks
Provide a warning for transitions
Reading partners</td>
<td>Comprehension
Precise step-by-step directions
Short manageable tasks
Brief and concrete directions
Provide immediate feedback
Small group instruction
Emphasize multi-sensory learning</td>
<td>Recall
Teacher-made checklist
Use visual graphic organizers
Reference resources to promote independence
Visual and verbal reminders
Graphic organizers</td>
</tr>
<tr>
<td>Assistive Technology
Computer/whiteboard
Tape recorder
Spell-checker
Audio-taped books</td>
<td>Tests/Quizzes/Grading
Extended time
Study guides
Focused/chunked tests
Read directions aloud</td>
<td>Behavior/Attention
Consistent daily structured routine
Simple and clear classroom</td>
<td>Organization
Individual daily planner
Display a written agenda
Note-taking assistance</td>
</tr>
</table>

		rules • Frequent feedback	• Color code materials

504

- In class/pull out support with special ed teacher Additional time during intervention time
- Preferred seating
- Questions read aloud
- Extended time for completing tasks Graphic organizers
- Vocabulary support Mnemonic devices
- Songs/videos to reinforce concepts Limit number of questions
- Scribe Manipulatives Calculators Reteach pages Leveled homework
- Lesson intervention activities
- Math Diagnosis & Intervention System Another look homework video
- Practice buddy

ELL

- Translation device/dictionary
- In class/pull out support with ESL teacher
- Preferred seating
- Questions read aloud
- Extended time for completing tasks
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts
- Manipulatives

At-risk of Failure

- Additional support during intervention time
- Questions read aloud
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts
- Manipulatives
- Calculators
- Reteach pages
- Leveled homework
- Lesson intervention activities

Gifted & Talented

- Independent projects
- Open middle
- Websketch explorations
- Stem projects
- Enrichment pages
- Online games
- Leveled Homework
- Extension Activities

Interdisciplinary Connections

K-2-ETS1-2	Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
ETS1.B	Developing Possible Solutions Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions, such as climate change, to other people.
RL.MF.1.6	With prompting and support, use illustrations and details in a story to describe its characters, setting, or events.
W.IW.1.2.B	Develop the topic with facts or other information and examples related to the topic.

Career Readiness, Life Literacies & Key Skills

Creativity and Innovation: Brainstorming can create new, innovative ideas.

• 9.4.2.CI.1: Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2).

Example: Students will share ideas of multiple strategies and draw models to illustrate the solution path they utilize to solve the word problem.

Critical Thinking and Problem-Solving: Critical thinkers must first identify a problem then develop a plan to address it to effectively solve the

problem.

• 9.4.2.CT.2: Identify possible approaches and resources to execute a plan (e.g., 1.2.2.CR1b, 8.2.2.ED.3).

Example: Students will work in small groups and collaborate to identify possible solutions paths to word problems, utilizing the strategies they have learned to solve addition and subtraction operations, such as place value charts, number lines, hundred charts, ten frames, etc. that could best illustrate the solution to the problem.

Digital Citizenship: Individuals should practice safe behaviors when using the Internet.

• 9.4.2.DC.3: Explain how to be safe online and follow safe practices when using the Internet (e.g., 8.1.2.NI.3, 8.1.2.NI.4).

Example: Students will model appropriate use of all digital platforms and share examples of their work that exhibit proper use of various platforms.

Interaction of Technology and Humans: Technology has changed the way people love and work. Various tools can improve daily tasks and quality of life.

• 8.2.2.ITH.3: Identify how technology impacts or improves life.

Example: Students will track their progress using Imagine Math or other math programs often utilized in class. Students will discuss the pros and cons of using the program with the teacher.

Career Ready Practices

- CRP1. Act as a responsible and contributing citizen and employee.
- CRP2. Apply appropriate academic and technical skills.
- CRP4. Communicate clearly and effectively and with reason.
- CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.
- CRP12. Work productively in teams while using cultural global competence.