



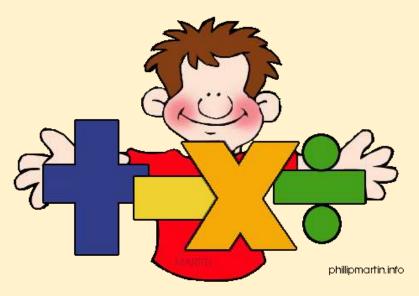
Children don't hate math. What they hate is being confused, intimidated, and embarrassed by math. With understanding comes passion, and with passion comes growth- a treasure is unlocked.

Larry Martinek



Author's Purpose

What is Guided Math?



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Why Guided Math?

- The small groups allow you to see mistakes or misconceptions and help you to address them before they become habit.
- You are better able to see problem areas and teach to those areas within your group.
- Students interact with others in your group to show mastery of the concept. (Turn and teach)

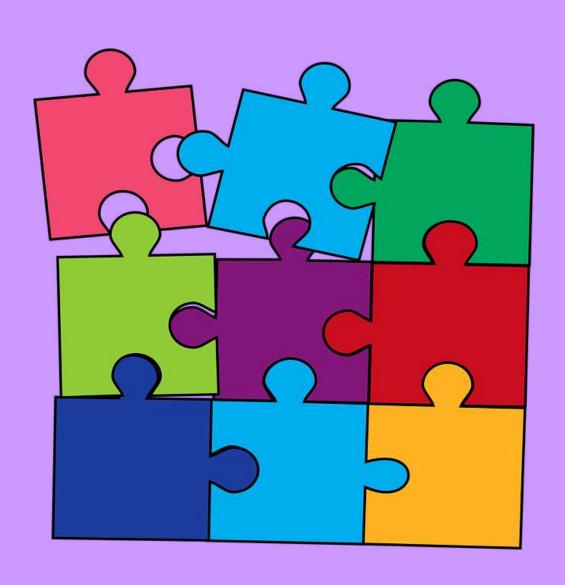
- Station time gives students time to practice the skills you have already taught and reinforce those skills in a game/station activity.
- Very structured and kids love and learn better when there is structure.
- Having students in front of you allows you to see if the students understands and if they don't, you get to see when the light bulb comes on!

How do I get started



Sample Schedule (based on 90 minute block) • 10 minutes number sense 10 minutes problem solving • 10 minutes spiral review • 15 minutes mini-lesson • 15 minute group • 15 minute group • 15 minute group If students aren't in small group with teacher, they are in station time.

Number Sense



What is Number Sense?

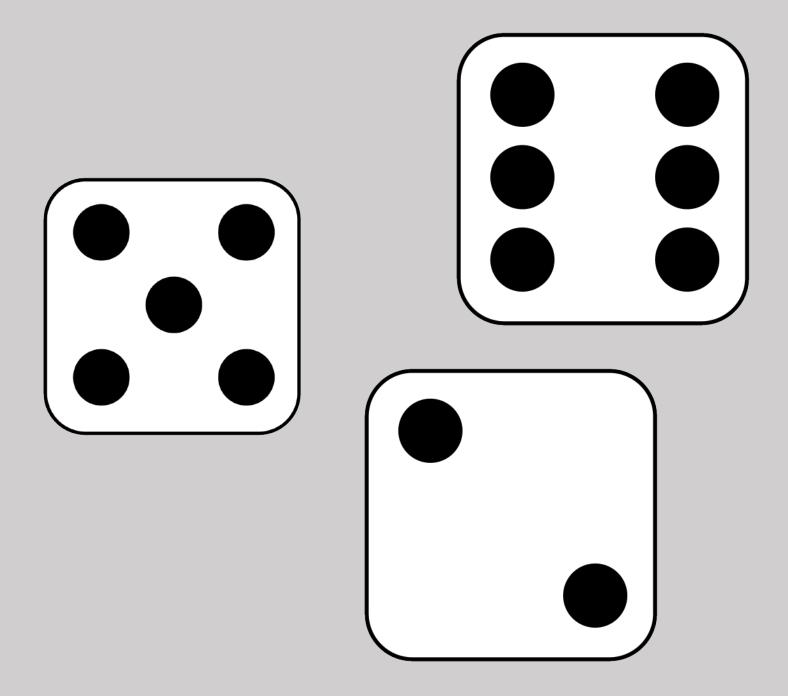
A person's ability to use and understand numbers:

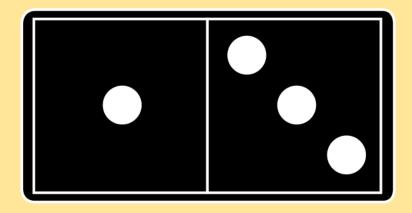
- knowing their relative values,
- · how to use them to make judgments,
- how to use them in flexible ways when adding, subtracting, multiplying or dividing
- · how to develop useful strategies when counting, measuring or estimating.

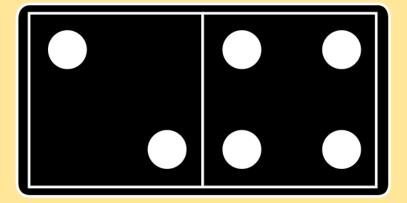
ABC to 123

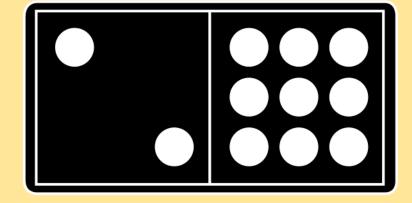


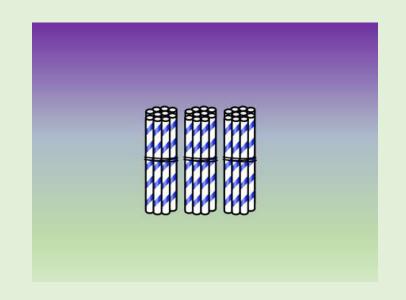




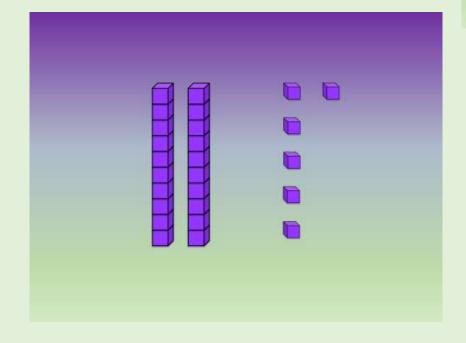


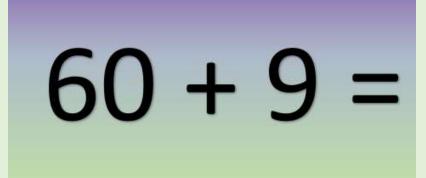


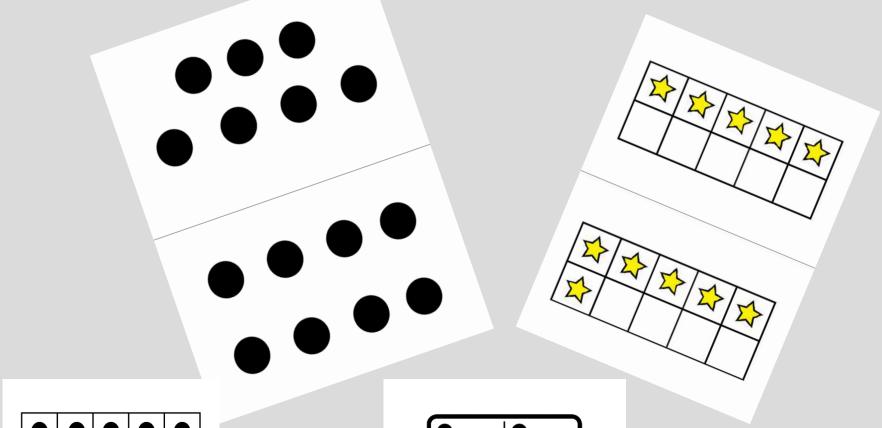


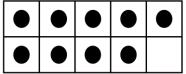


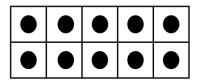


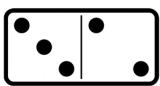


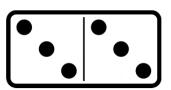












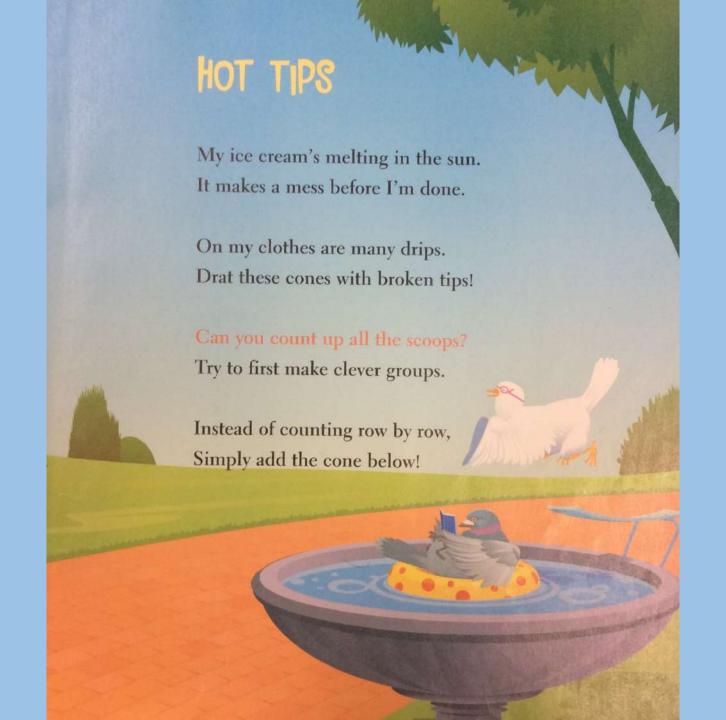


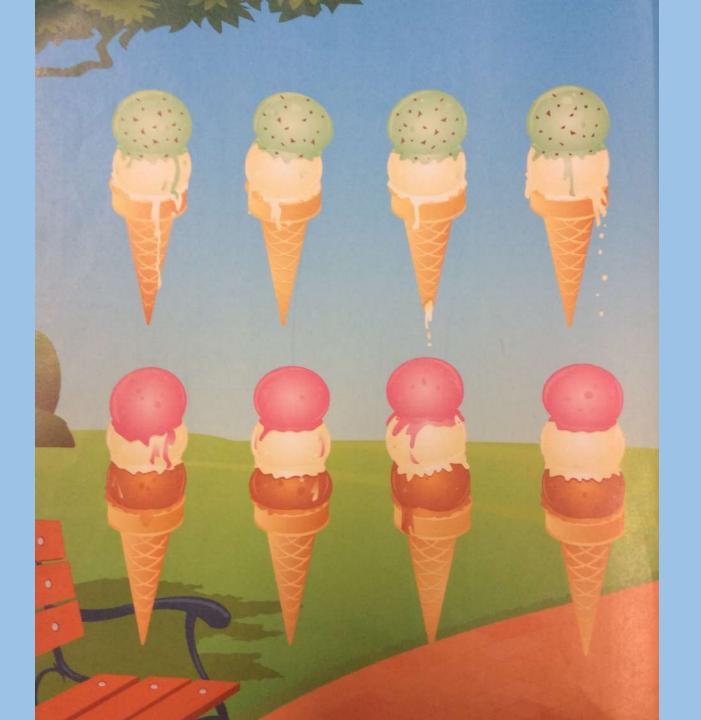
Videos

https://www.youtube.com/channel/UCsXRpvDatOujlCf4LiOxgsQ



Gres Tans







Autumn's colors bright and bold, Orange, red, and lots of gold!

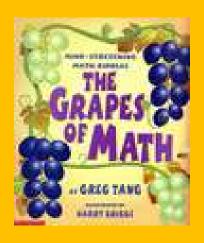
For trees it is the final show.

Coming soon is winter's snow.

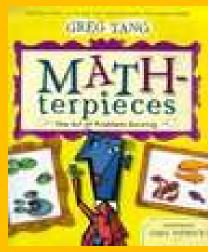
Just how many leaves are there? Find a pattern in the air.

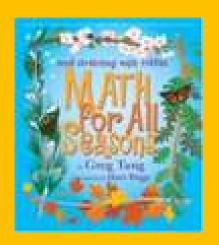
Make groups of five and you will see, An ending happy as can be!

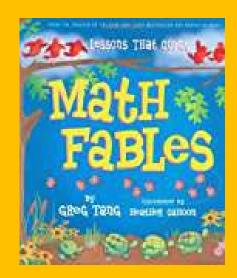


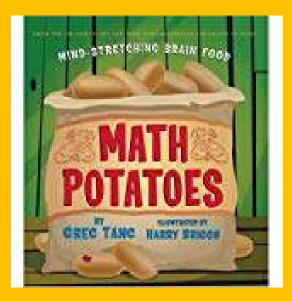


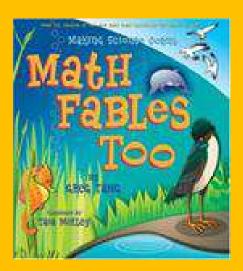






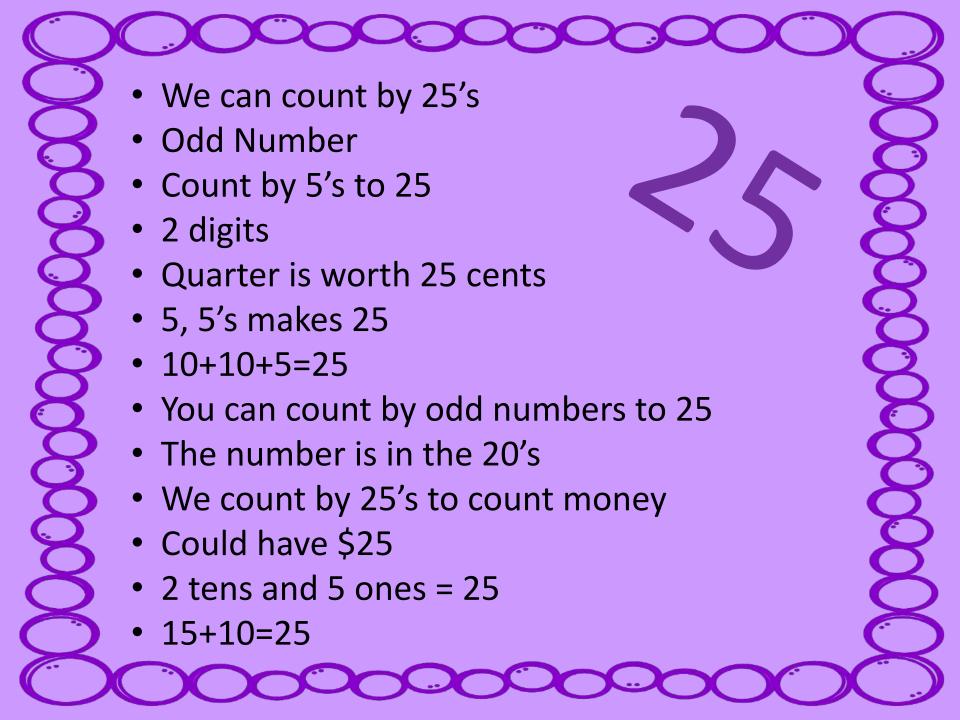


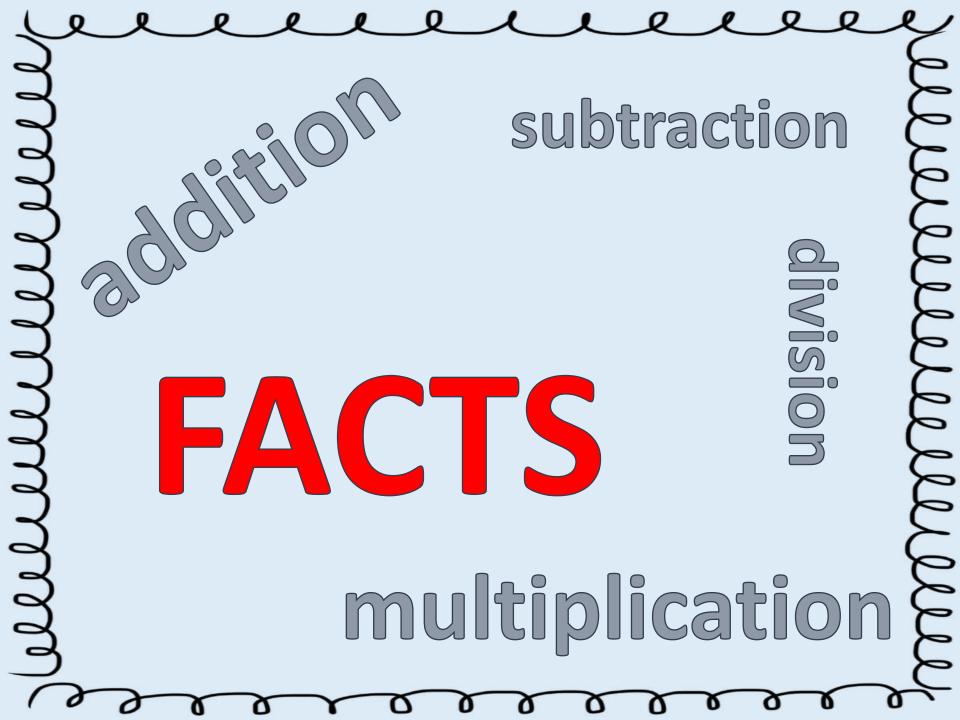








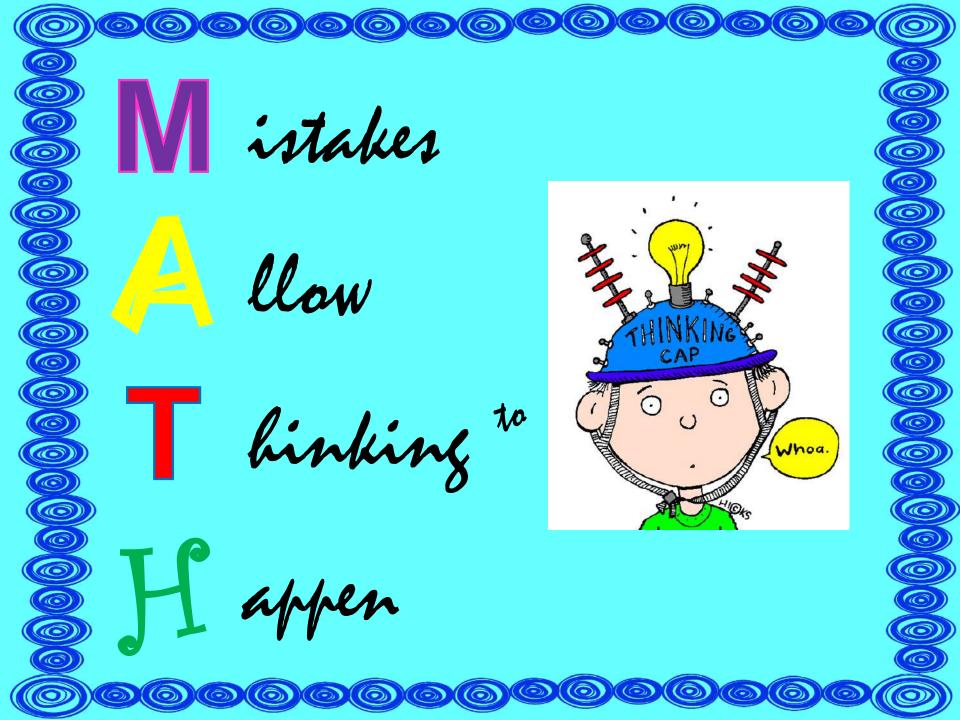






Problem Solving

- teach them the process
- repetition
- solving and writing
- repeat in a station
- model/ talk it out



Spiral Rewiew

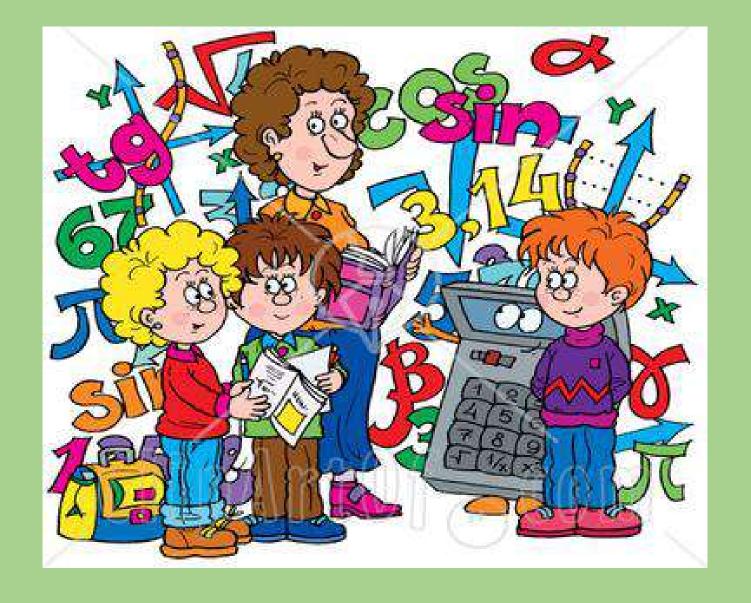
- short and to the point
- repeat of concepts already taught
- calendar math
- building the basics
- different for different grade levels

Mini-Lesson

- Introducing a concept:
 - literature
 - videos
 - KWL
 - turn and talk (what do you know about...)
 - length may vary

GoMath: videos to introduce each lesson





How many groups?

Groups will change throughout the year. A student that struggles in one area, may exceed in another.



The core of your lesson will happen in small groups so you need to meet with every group every day.





Math Rotations

	1	2	3
Michael Ashlyn and Tiffan	y Mrs. Lee	Work/Xtra Math	Station 2
AJ Senidah	Mrs. Lee	Work/Xtra Math	Station 2
Victor Melynie	Mrs. Lee	Work/Xtra Math	Station 2
Cadence Abby & Steven	Station 2	Mrs. Lee	Work/Xtra Math
Jamare ViVianna	Station 2	Mrs. Lee	Work/Xtra Math
Kye Jurdin	Station 2	Mrs. Lee	Work/Xtra Math
M'Aujehl Miranda & Nian	Work/Xtra Math	Station 2	Mrs. Lee
Aaiden Javion	Work/Xtra Math	Station 2	Mrs. Lee
Jeep Kathryn	Work/Xtra Math	Station 2	Mrs. Lee

Math Rotations

	Man	<u>i Koldilo</u>	113
	1	2	3
Michael Ashlyn and Tiffany	Mrs. Lee	Work/Xtra Math	Station 2
AJ Senidah	Mrs. Lee	Work/Xtra Math	Station 2
Victor Melynie	Mrs. Lee	Work/Xtra Math	Station 2
Cadence Abby & Steven	Station 2	Mrs. Lee	Work/Xtra Math
Jamare ViVianna	Station 2	Mrs. Lee	Work/Xtra Math
Kye Jurdin	Station 2	Mrs. Lee	Work/Xtra Math
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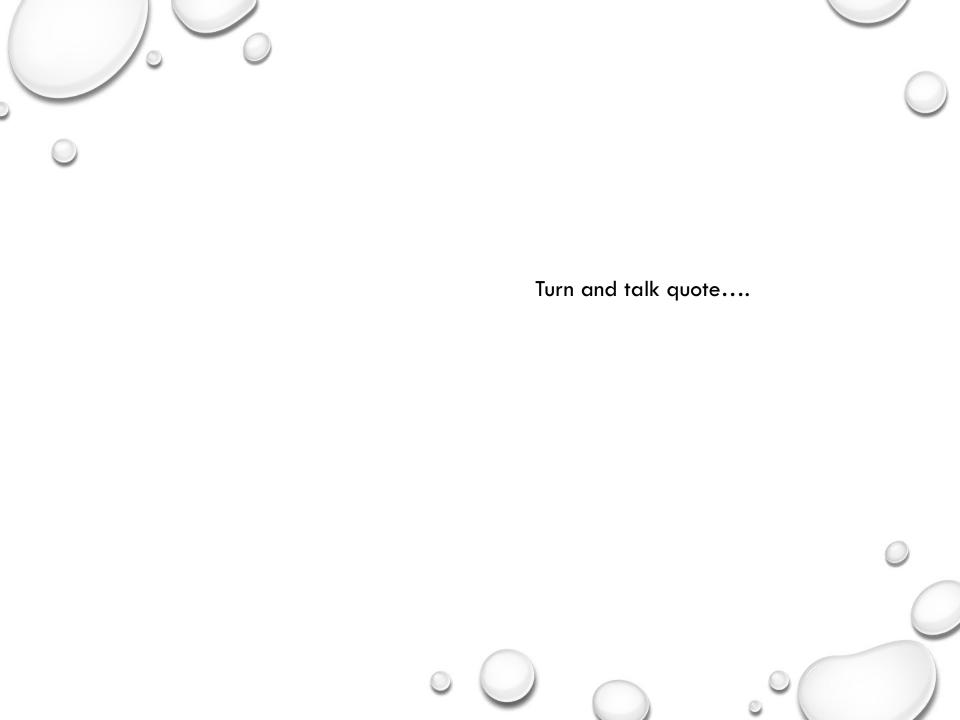
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Aaiden Javion	Work/Xtra Math	Station 2	Mrs. Lee
Jeep Kathryn	Work/Xtra Math	Station 2	Mrs. Lee



Small Groups

- hands on/lots of manipulatives
 - short and to the point
 - set a timer to keep you on schedule
 - list of supplies they need to bring
 - turn and talk

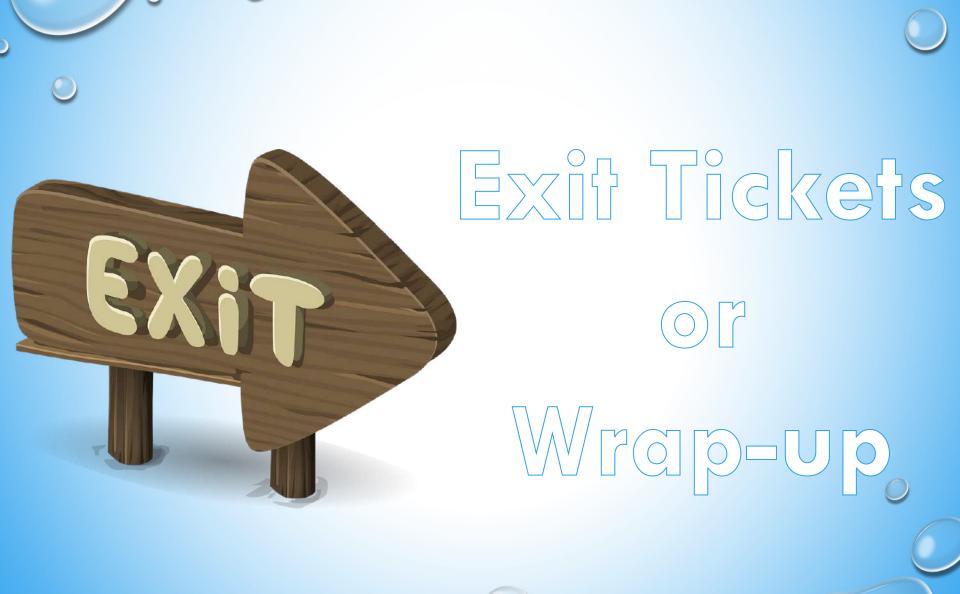


Stations

- not a new concept
 - use station more than one day
 - be organized
 - train, train, train
 - state expectations and be ready for those that need extra support
 - be consistent _o

- keep your time frame in mind
- hands-on
- partners or small groups
- games
- computer
 - xtramath.org
 - mobymax.com
 - Tenmarks
 - Prodigy

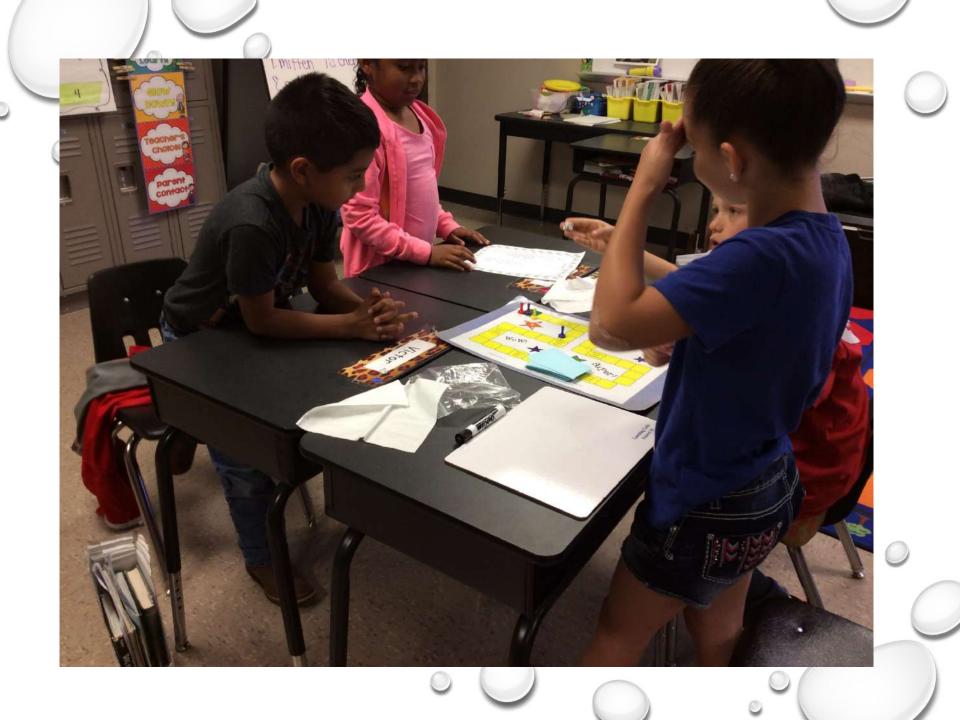
- math journals
 - dice and playing cards
 - writing about math
 - STEM boxes
 - Logic puzzles

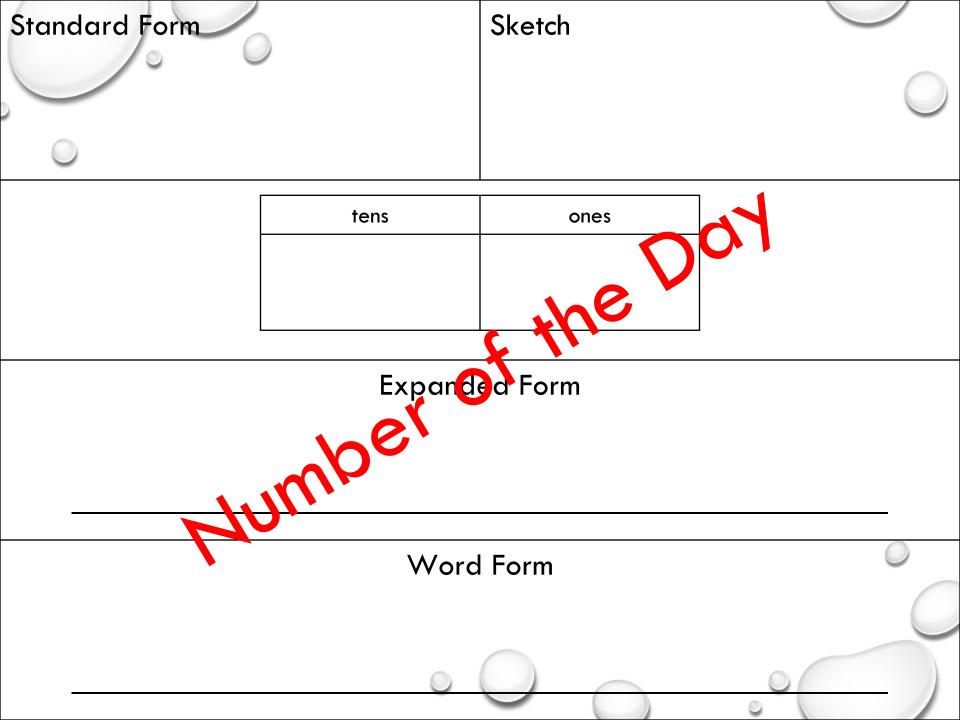


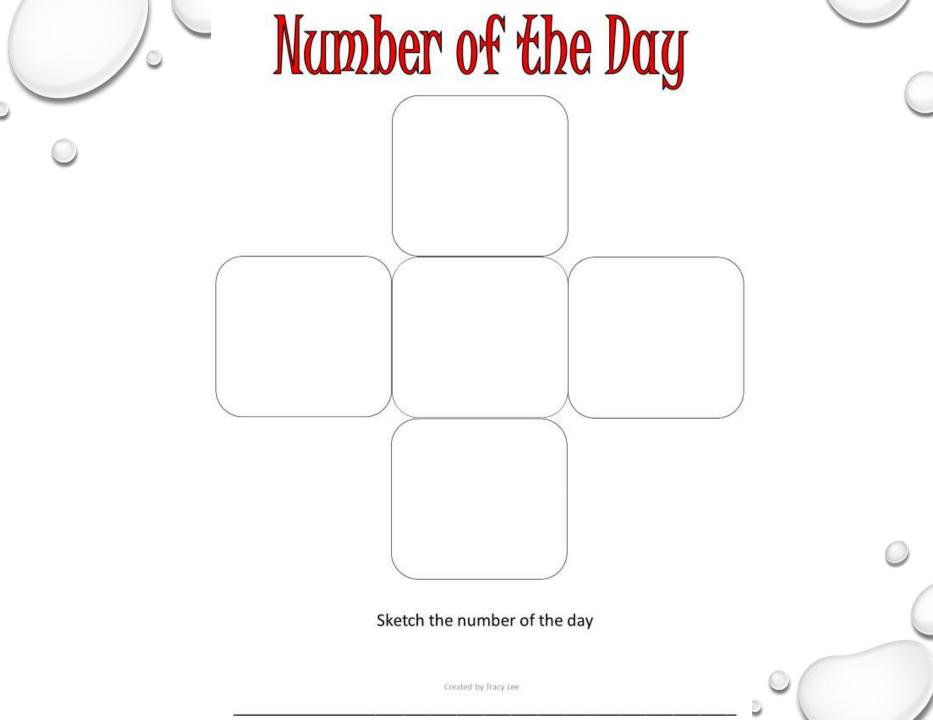
Storage and Organization

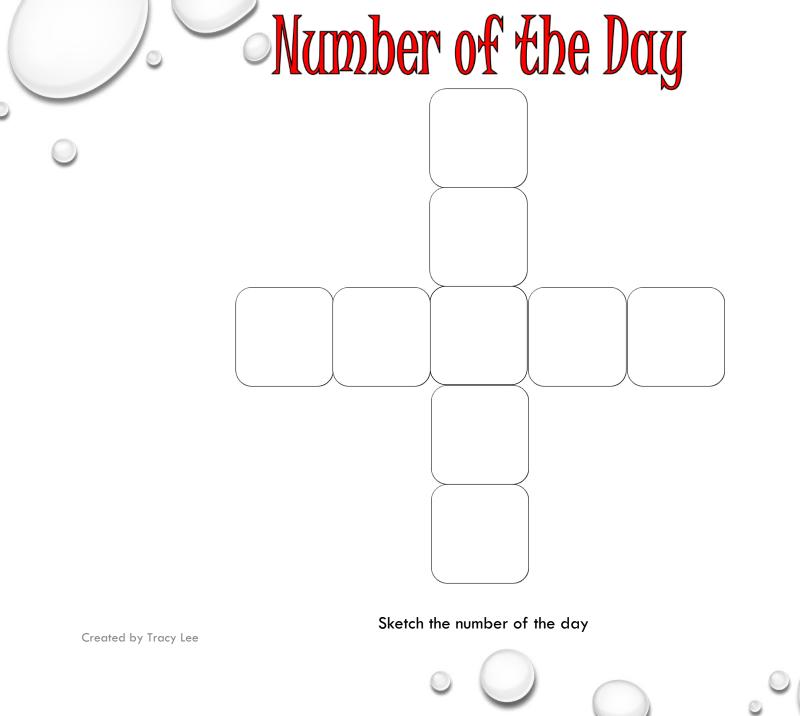










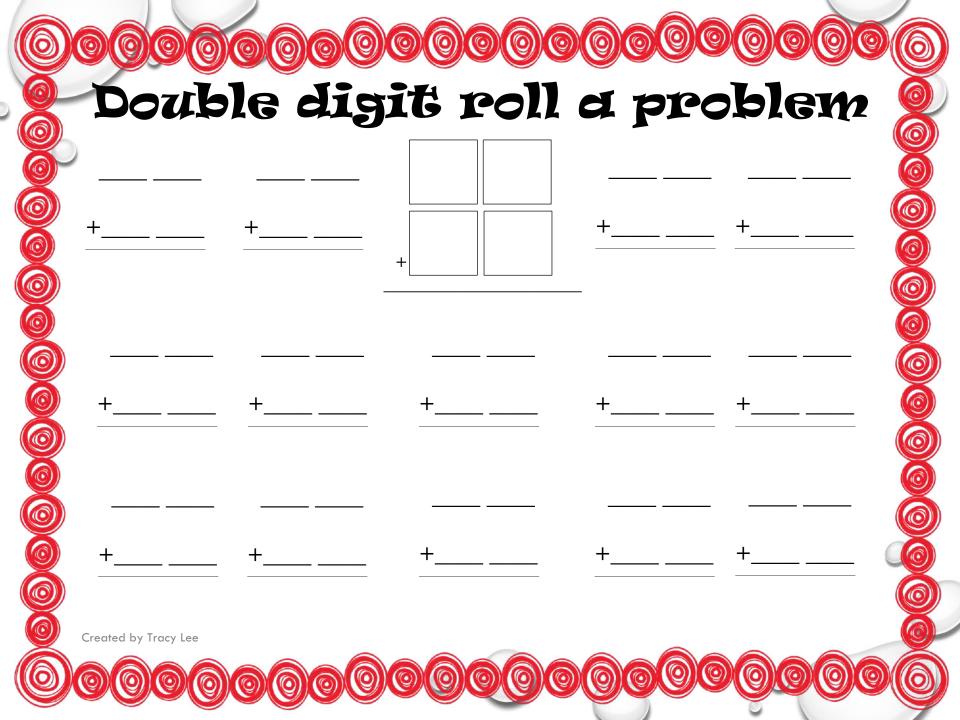


Dice and Playing Cards









Multiplication/Division Chart

x/÷	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

Games to Play with a Pair of Dice





BUILD THE BIGGEST

Players: 2

Materials: 2 dice, scratch paper

Object: Build the biggest number possible

How to Play: Players each draw a game board like the one shown. Each player rolls their dice and decides where to place the digit in their number. Once placed, a digit cannot be moved. The throw away box is used to discard a digit that a player doesn't want to use to build their number. Players continue rolling the dice and placing digits until their game board is filled. Both players read their numbers out loud and the largest number wins.

 	throw away

Variations:

- Use more or less digits
- · Try to build the smallest number possible

Addition/Subtraction Chart

+/-	1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10	11
2	3	4	5	6	7	8	9	10	11	12
3	4	5	6	7	8	9	10	11	12	13
4	5	6	7	8	9	10	11	12	13	14
5	6	7	8	9	10	11	12	13	14	15
6	7	8	9	10	11	12	13	14	15	16
7	8	9	10	11	12	13	14	15	16	17
8	9	10	11	12	13	14	15	16	17	18
9	10	11	12	13	14	15	16	17	18	19
10	11	12	13	14	15	16	17	18	19	20

MORE FAMILY MATH GAMES

Check out these websites for additional math activities.

Activity Village: http://www.activityvillage.co.uk/dice_games.htm
Instructions and printable score sheets for over 15 games using dice, adaptable for kids of all ages. Includes tips for parents on how to manage dice games.

MathWire.com: Games using one die

(http://www.mathwire.com/data/dicetoss1.html)
and two dice (http://www.mathwire.com/data/dicetoss2.html).

Many include printable game boards.

Mixing In Math:

http://mixinginmath.terc.edu/materials/athomewithmath.cfm Ten math activities for parents and kids (English and Spanish)

US Department of Education, Helping Your Child Learn Mathematics:

http://www2.ed.gov/parents/academic/help/math/index.html

A 43-page booklet made up of fun activities that parents can use with children from preschool age through grade 5 to strengthen their math skills and build strong positive attitudes toward math (English and Spanish)



CONTAIN THE FUN!

Try this great tip for using dice! Put them in a small plastic container. Kids shake the dice in the container and read the numbers rolled through the plastic.

MAKE 10

Players: 2

Materials: 1 or 2 dice, scratch paper (for

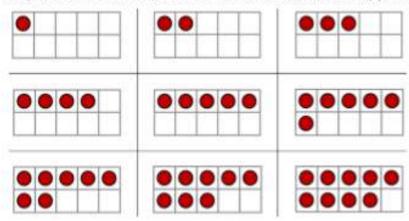
keeping score)

Object: Make a 10 from the number rolled

One Die Version: One die is rolled. Players try to be the first player to shout what number needs to be added to the number on the die to make a ten. The number needed to make ten becomes the player's score for that round. For example, if a 3 is rolled, players would shout 7, because 3 and 7 make 10. The first player to answer correctly earns 7 points.

Two Die Version: Two dice are rolled. Players must now add or subtract to make ten. For example, if two 6s are rolled, players would shout 2, because 6 + 6 = 12 and 12 - 2 = 10.

Players can use the ten-frames below for additional support.



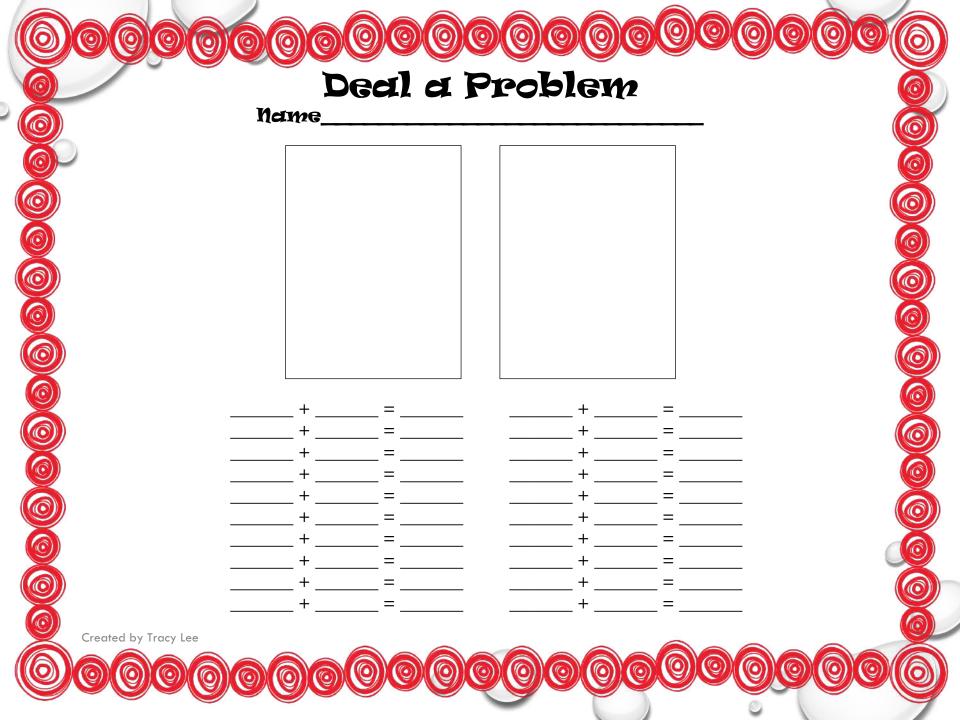
000000	tzee r Dice
two	7 0100
three	
four	
five	
six	
seven	
eight	
nine	
ten	
eleven	
twelve	







Playing Cards





W

A

R

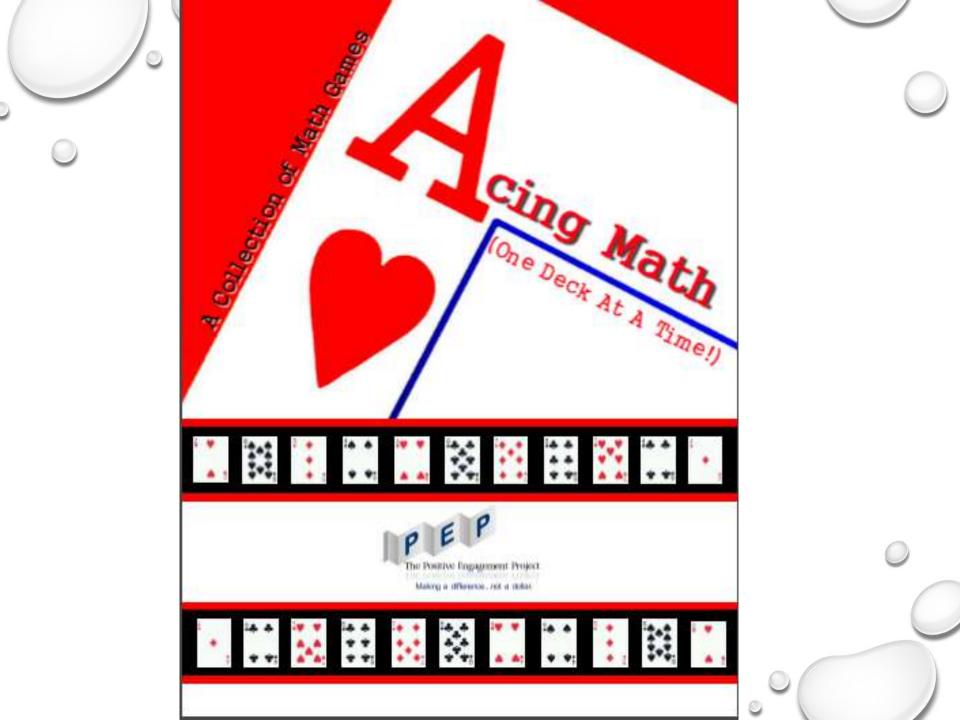




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Board Games



Math Concepts Taught by Board Games

Addition and Subtraction and Counting Skills

Game	Age level			
Chutes and Ladders	3+			
Candy Land	3+			
Connect Four	7+			
Hi Ho! Chery-O	3+			
Sorry	6+			
Cariboo	3+			
Hungry Hungry Hippos	4+			
Pay Day	8+			
Uno	6+			
War				

Patterns, Attributes, Shapes and Geometry

Game	Age level
Crazy Eights	4+
Guess Who?	6+
Lucky Ducks	3+
Rummikub	8+
Category 5	8+
Tangrams	
Jigsaw Puzzles	





Math Concepts Taught by Board Games

Strategy, Reasoning and Spatial Perception				
Game	Age level			
Mastermind	8+			
Monopoly Jr.	8+			
Mousetrap	6+			
Apples to Apples Jr.	9+			
The Game of Life	9+			
Yahtzee	9+			
Cadoo	7+			
Battleship	7+			
Clue Jr.	8+			
Clue	8+			
Connect Four	7+			
Othello	8+			
Blokus	5+			
Jenga	6+			
Mancala	6+			
Pretty, Pretty, Princess	5+			
Memory	3+			

General Strategy Games

Chess
Backgammon
Checkers
Solitaire
Pokemon



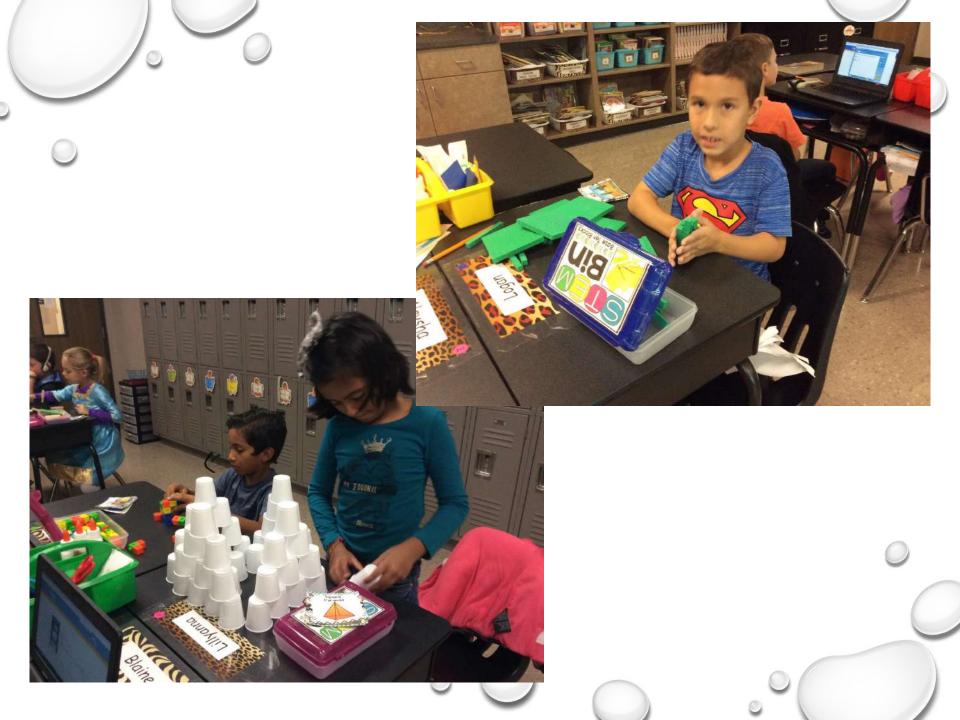
Math Journals



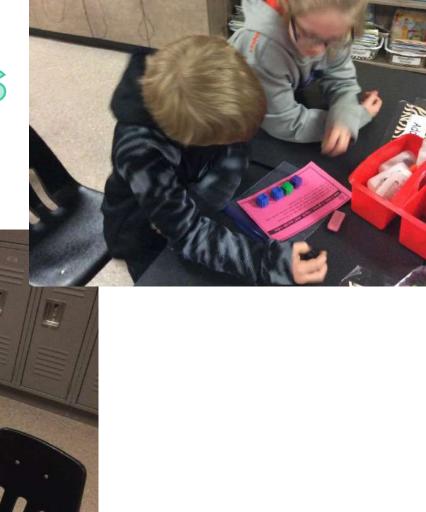








Pogic Puzzles





Directions: Choose a Character/Setting card, then choose two number cards and create a story problem to go with the information you have.

When you have created you problem solve it, then trade with another set of partners and have them solve it as well.

There are 3 sets of cards. One with 1 digit numbers, one with 2 digit numbers and one with 3 digit numbers.





Where do I find this information?

- shares- Johnstonstaff/guided math (powerpoint presentation and stations.
- Facebook groups-
 - Literacy and Math Work Stations
 Community with Debbie Diller
 - Tunstall's Teaching Group
 - Build Math Minds
 - Teachers using Guided Math

