

Overview of Curriculum and Selection Criteria for Elementary Accelerated Mathematics and Enrichment Programs

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Workshop Summary

Workshop Summary:

This workshop will provide parents with an overview of the curriculum and selection criteria for the elementary advanced mathematics and enrichment programs. By participating, parents will gain insight into how students are selected for these programs and the curriculum materials used to ensure that students are academically challenged.

Workshop Highlights

- **Selection Criteria:** Detailed explanation of how students are identified and selected for advanced mathematics and enrichment programs.
- **Curriculum Overview:** Introduction to the curriculum materials and teaching methods used to challenge and engage students.
- **Program Goals:** Discussion of the objectives and outcomes expected from participation in these programs.

Enrichment Program Overview

Voorhees Township Schools offers an Enrichment Program in each elementary school, with a full-time enrichment teacher in each school.

Elementary School Identified Groups

Academically talented students are identified in grades K through 5. Those who qualify through standardized test scores, content area proficiency, creativity, and teacher recommendation are serviced through a weekly pull-out program of up to two hours in the elementary schools.

Services for K-2 students begin in January, while services for 3-5 students begin in September.

Selection Criteria EP Program Grades 2-3

InView Test of Cognitive Ability (given in grades 2-3-4) = CSI Score

Homeroom Teacher Recommendation

Enrichment Teacher Recommendation

iReady Mathematics Diagnostic Test

iReady English Language Arts Diagnostic Test

Selection Criteria EP Program Grades 2-3

District Profile Sheet Language Arts

District Profile Sheet Mathematics

Creativity Test

Enrichment Criteria Explanation Gr. 2-3

Inview Test = Cognitive Score Index = 12 pts

Top 5% = 12 pts	129-141 score
6%-10% = 10 pts	122-128 score
11%-15% = 8 pts	121-118 score
16%-20% = 6 pts	116-117 score

Enrichment Criteria Grades 2-3

Criteria Grades 2-3

HR Teacher Rec 2 pts	EP Teacher Rec 2 pts	CSI Score 12 pts	iReady ELA 3 pts	iReady Math 3 pts	DPLA 3 pts	DPM 3 pts	Creativity Test 3 pts	Total Pts 31
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Enrichment Criteria Grades 2-3

iReady Score Breakdown

iReady ELA
561 and up = 3 pts
532-560 = 2 pts
513-531 = 1 pt
iReady Math
499 and up = 3 pts
473-498 = 2 pts
441-472 = 1 pt

Selection Criteria EP Program Grades 3-5

InView Test of Cognitive Ability= CSI Score

Homeroom Teacher Recommendation

Enrichment Teacher Recommendation

NJSLA Test Mathematics Test

NJSLA English Language Test

Selection Criteria EP Program Grades 3-5

District Profile Sheet Language Arts

District Profile Sheet Mathematics

Creativity Test

Enrichment Criteria Grades 3-5

Criteria Grades 3-5

HR Teacher Rec 2 pts	EP Teacher Rec 2 pts	CSI Score 12 pts	NJSLA ELA 6 pts	NJSLA Math 6 pts	DPLA 3 pts	DPM 3 pts	Creativity Test 3 pts	Total Pts 37
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Enrichment Criteria Grades 3-5

NJSLA= New Jersey Student Learning Assessment Test Score Breakdown

NJSLA ELA
826-850 = 6 pts
807-825 = 4 pts
790-806 = 2 pts
NJSLA Math
825-850 = 6 pts
802-824 = 4 pts
796-801 = 2 pts

Sample EP Curriculum Grade 4

Units of Study

Middle Ages

Shakespeare

Archeology

Advertising/Media Awareness

Sample EP Curriculum Grade 4

Middle Ages (objectives)

Understand the feudal system and its effect on the people of the Middle Ages.

Understand the period of time referred to as the Dark Ages, Middle Ages, Medieval Times.

Study the purpose and structure of the castle and its impact on the eventual growth of the medieval town.

Study the stages of knighthood, the armor worn by knights, heraldry.

Sample EP Curriculum Grade 4

Middle Ages (Activities)

The students will create feudal pyramids based upon the hierarchy of the middle ages time period.

The children will design a personal Coat of Arms via a method of their choosing.

EP classes will create castles the include important architectural features of the time period.

Sample EP Curriculum Grade 4

Shakespeare (objectives)

To provide students with opportunities to analyze and interpret Shakespeare's plays, and to develop critical thinking skills.

To encourage students to engage with Shakespeare's plays and to foster a love of literature.

To develop students' understanding of the cultural and historical significance of Shakespeare's work, and its impact on the English language and Western literature.

To provide students with opportunities to participate in drama activities, such as reading, acting, and writing their own scenes, to help them understand the plays better.

Sample EP Curriculum Grade 4

Shakespeare (activities)

Students will design their own version of William Shakespeare portraits.

The learners will research Shakespeare and create Google Slides presentations or posters to communicate their findings.

Dramatization: Have students act out key scenes from "A Midsummer Night's Dream" using props and costumes. Encourage them to use their imagination and creativity to bring the play to life.

Sample EP Curriculum Grade 4

Archeology (objectives)

To analyze history and culture through the study of artifacts and to appreciate and internalize the importance of past civilizations and their effect on present and future civilizations.

Sample EP Curriculum Grade 4

Archeology (activities)

Understand the job and responsibilities of archaeologists and understand the science of archaeology.

Locate famous archaeological dig sites on a world map and understand their significance.

Identify the tools and methods used by archaeologists at a dig site and **experience using these tools in an “on site” dig.**

Understand the various methods used to date strata and artifacts.

Practice the scientific training required to become an archaeologist.

Sample EP Curriculum Grade 4

Advertising/Media Awareness (objectives):

Become aware of various forms of advertising including but not limited to direct mail, the internet, social media, television, magazines, and billboards.

To understand how media sources can have different perspectives and biases, and how these can influence the information that we receive.

To understand how to evaluate the credibility and reliability of online information.

Be able to identify and evaluate techniques used in advertising

Recognize terminology used by advertisers.

Recognize logos as a part of product recognition.

Sample EP Curriculum Grade 4

Advertising/Media Awareness (objectives):

Through surveys and graphing, be aware of the kind and number of advertisements to which one is exposed daily.

Understand how advertising is an integral part of a capitalistic society.

Design a market research project.

Compare and contrast how media is used in advertising

Explore and integrate different types of media, including but not limited to video, audio, literature, and music, into a class project.

Create an advertisement for a new or existing product

Sample EP Curriculum Grade 4

Advertising/Media Awareness (activities):

Create a slogan: Students will create and present their own slogans. Peers will evaluate the students' slogans based on their ability to capture the key elements of a good slogan, such as brevity, memorability, and resonance with the target audience.

Media Analysis: Divide the class into small groups and give each group a selection of news articles, advertisements, and videos from different media sources. Have the groups analyze the media messages, looking for the purpose of the message, the target audience, and any underlying biases or motivations.

Sparks Groups

Grade 3-5 have Sparks Groups. The Enrichment Teachers pull students for experiences that are beyond the identified groups Enrichment group.

Some examples are: Technology, English Language Arts, Math, and various interest groups such as Climate Sparks that does community service and STEM.

EP Program Goals

Utilizing all content areas, the Enrichment Program will:

1. Develop skills in obtaining information, solving problems, thinking critically, and communicating effectively.
2. Help students become effective and responsible contributors to the decision-making processes of the political and other institutions of the community, state, country, and the world.
3. Help students acquire the knowledge, skills, and understanding that permit them to play a satisfying and responsible role as both producer and consumer.

EP Program Goals

Utilizing all content areas, the Enrichment Program will:

4. Help students acquire the understanding of and the ability to form responsible relations with a wide range of other people including, but not limited to, those with social and cultural characteristics different from their own.
5. Will help students acquire the ability and the desire to express themselves creatively in one or more of the arts and to appreciate the aesthetic expressions of other people.

Accelerated Mathematics Selection Criteria 4-5

Components for the Criteria

Math Placement Test Grade

Marking Period 2 and 3 Averages

Average of Topic Test Scores

iReady Math Scores

NJSLA (New Jersey Student Learning Assessment) Scores

Accelerated Mathematics Selection Criteria 4-5

Score Sheet

Math Placement Test Grade	5 points
Marking Period 2 and 3 Averages	5 points
Average of Topic Test Scores	5 points
iReady Math Scores	5 points
NJSLA	5 points

Math Placement Sample

Math Placement Test

From	To	Points
0	64	1
65	73	2
74	82	3
83	91	4
92	100	5

Marking Period Averages Sample

Marking Period Report Card Averages

From	To	Points
0	75	0
76	80	1
81	85	2
86	90	3
91	95	4
96	100	5

Topic Test Scores Averages Sample

Topic Test Scores Averages

From	To	Points
0	75	0
76	80	1
81	85	2
86	90	3
91	95	4
96	100	5

iReady Test Scores Averages Sample

iReady Scores Averages (Third Grade to Fourth Grade)

From	To	Points
0	448	1
449	463	2
464	498	3
499	516	4
517	850	5

NJSLA Test Scores Averages Sample

NJSLA Averages (Third Grade to Fourth Grade)

From	To	Points
0	649	1
650	699	2
700	749	3
750	789	4
790	850	5

Accelerated Math Grade 4 Curriculum Sample

Sample Curriculum for Accelerated Math Grade 4

Curriculum Map Grade 4

Accelerated Math Program Goals

1. **Develop Advanced Problem-Solving Skills:** The program focuses on developing students' ability to think critically, analyze complex problems, and apply advanced mathematical techniques to solve them.
2. **Foster Mathematical Creativity:** Students are encouraged to think creatively and develop innovative approaches to problem-solving, fostering a deeper understanding of mathematical concepts.
3. **Enhance Logical Reasoning Abilities:** The program aims to strengthen students' logical reasoning skills by introducing them to advanced mathematical reasoning and proof techniques.

Accelerated Math Program Goals

4. Promote Mathematical Fluency: Students engage in rigorous mathematical exercises and practice to enhance their computational skills and develop a strong foundation in mathematical fluency.
5. Introduce Higher-Level Mathematical Concepts: The program covers topics beyond the regular elementary school curriculum, including algebra, geometry, number theory, probability, and statistics, to expose students to a broader range of mathematical concepts.