Sandy Atkins, Ph.D.
Presentation to NCTM Philadelphia, April 26, 2012
satkins@creatingahas.com www.creatingahas.com

## Closing the Mathematical Language Gap, Grades PK-5

## Conference Presentation

Copyright 2012 Creating AHAs

For more information, contact
info@creatingahas.com
www.creatingahas.com

All rights reserved. Unless specifically stated, no part of this publication may be reproduced, or copied into, or stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of Creating AHAs. No resale of this material is permitted.

## Typically Happens



## Needs to Happen

"+" and "-"
signs
introduced

Time spent developing \& using Conceptual
Language

## Language of Operations-Models \& Concepts

| Operation | Notation | Conceptual <br> Understandings | Symbolic <br> Language | Conceptual <br> Language |
| :--- | :--- | :--- | :--- | :--- |
|  |  |  |  |  |

# Mathematical Language \& Problem Solving 

- How do I build an understanding of operations in such a way as to build the language needed for word problems?
- How do I make problem solving the primary instructional strategy used?
- How do I increase the students' level of thought throughout the mathematics lesson?
- How do I create multiple opportunities for students to articulate their thinking?
- What is the role of context?


If a student really understood ___ what would they understand?


## Domino Activities

Materials: 1 bag of double nine, five frame, or ten frame dominoes (blanks removed) per group of 3 or 4

## Activities

## Matching

- Turn all dominos face down on the table
- Each player selects 7 dominoes
- The player with the highest double begins. Note: doubles are always turned perpendicular to the other dominos.
- Players take turns placing matching dominos at either end of the train. Players must state the quantity matched. If a player cannot make a play they draw from the pile until they can.
- Goal: Be the first to get rid of all of your dominos.


## Domino Tens

- Turn all dominos face down on the table
- Each player selects 7 dominos
- A player with a total of 10 on the 2 halves of the domino starts the game. If no one has a domino totaling 10, select one from the pile and place in the center of the group.
- Players take turns placing dominos so that the 2 touching squares total 10 . For each turn the player must state the combination of 10 made. If playing with 10 -frame dominoes they must also state how they know it totals 10.
- If a player can not make a play they will draw from the pile until they can.
- Goal: Be the first to get rid of all of your dominos.


## Phase 1—Verbal

Use conceptual language to describe the combination. State the fact and the turn around fact. E.g., 3 combined with 7 is the same as 10.7 put together with 3 is the same as 10 .

## Phase 2-Symbolic

Phase 1 plus each person in the group records the equations.
$3+7=10 \quad 7+3=10$

## Phase 3-Verbal extended

Same as phase 1 but add in two additional ways of describing the combination by beginning with the total. E.g., Phase 1 examples plus, Ten is the same as three and seven. Ten is the same as seven joined with three.

## Phase 4-Symbolic

Phase 3 plus each person in the group records the equations
$\begin{array}{ll}3+7=10 & 7+3=10 \\ 10=3+7 & 10=7+3\end{array}$
Phase 5-Extend combinations
3 squares touching to make 10
Phase 6-Extend combinations another step
4 squares touching to make 10
Extension to Decimals: Same sequence as above using the tenths decimals

## CCSS Mathematical Practices \& NCTM Process Standards

| CCSS Mathematical Practice | NCTM Process <br> Standard |
| :--- | :--- |
| Make sense of problems and persevere in <br> solving them. | Problem solving; <br> Reasoning |
| Reason abstractly and quantitatively. | Reasoning |
| Construct viable arguments and critique the <br> reasoning of others. | Reasoning; Communication |
| Model with mathematics. | Representation; <br> Connections |
| Use appropriate tools strategically. | Problem solving |
| Attend to precision. | Communication; <br> Representation |
| Look for and make use of structure. | Reasoning; Representation |
| Look for and express regularity in repeated <br> reasoning. | Reasoning |




Model for working with word problems




## Concentration

Materials: 1 set of concentration cards per group of 3 or 4

## Activity

- Mix the cards well and turn upside-down in the center of the group forming a $4 \times 6$ array.
- Each player takes turns turning over two of the cards.
- If they match, the player describes how they match and takes the cards.
- If they do not match, the player describes why they do not match and turns them back over in the same location.
- Continue until all of the card pairs are found.


