

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

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**Mathematics Education Professional Development** 

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

**Conference** Presentation

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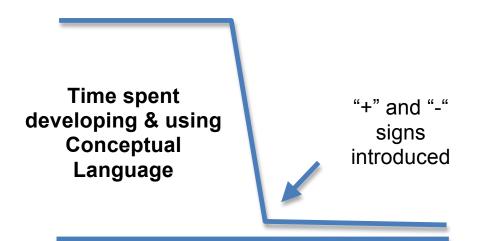
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## **Typically Happens**



## Needs to Happen

"+" and "-" signs introduced

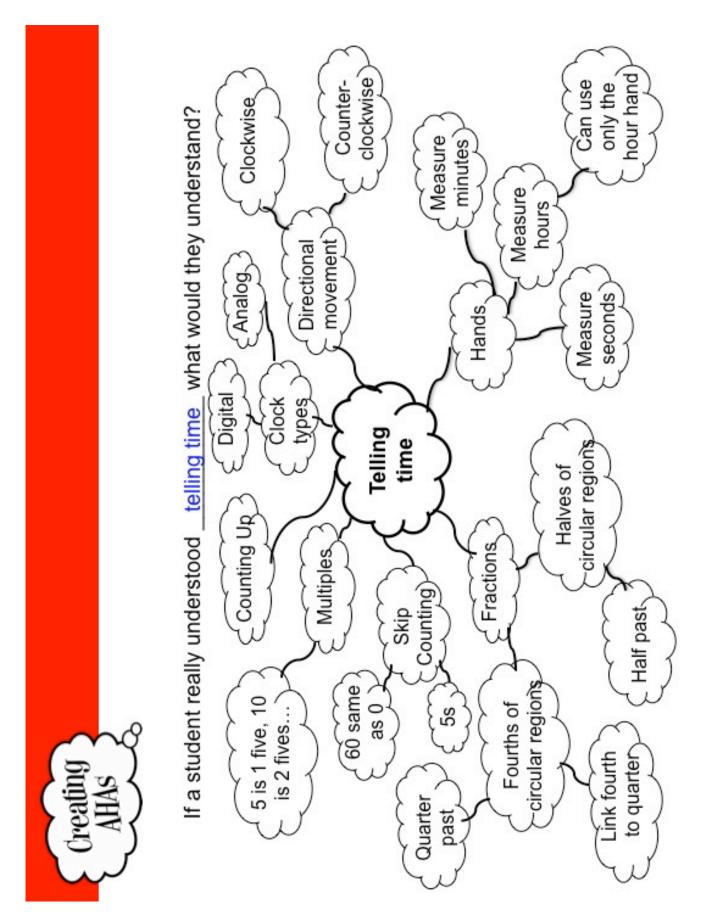
Time spent developing & using Conceptual Language

## Language of Operations—Models & Concepts

Operation	Notation	Conceptual Understandings	Symbolic Language	Conceptual 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**

<u>Materials</u>: 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 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 equations3 + 7 = 107 + 3 = 1010 = 3 + 710 = 7 + 3

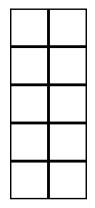
#### <u>Phase 5</u>—Extend combinations 3 squares touching to make 10

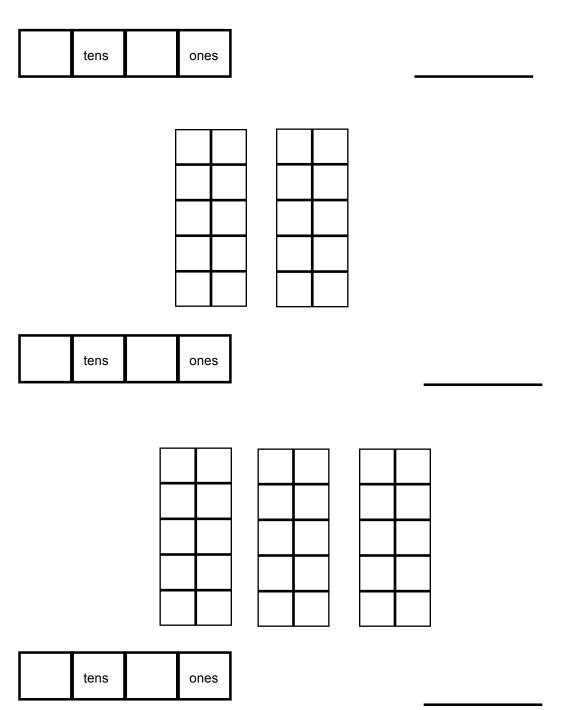
<u>Phase 6</u>—Extend combinations another step 4 squares touching to make 10

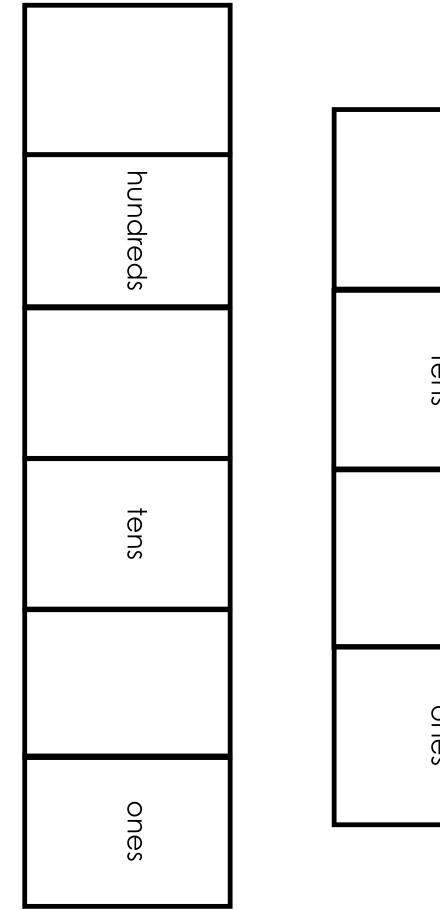
#### Extension to Decimals: Same sequence as above using the tenths decimals

# **CCSS Mathematical Practices & NCTM Process Standards**

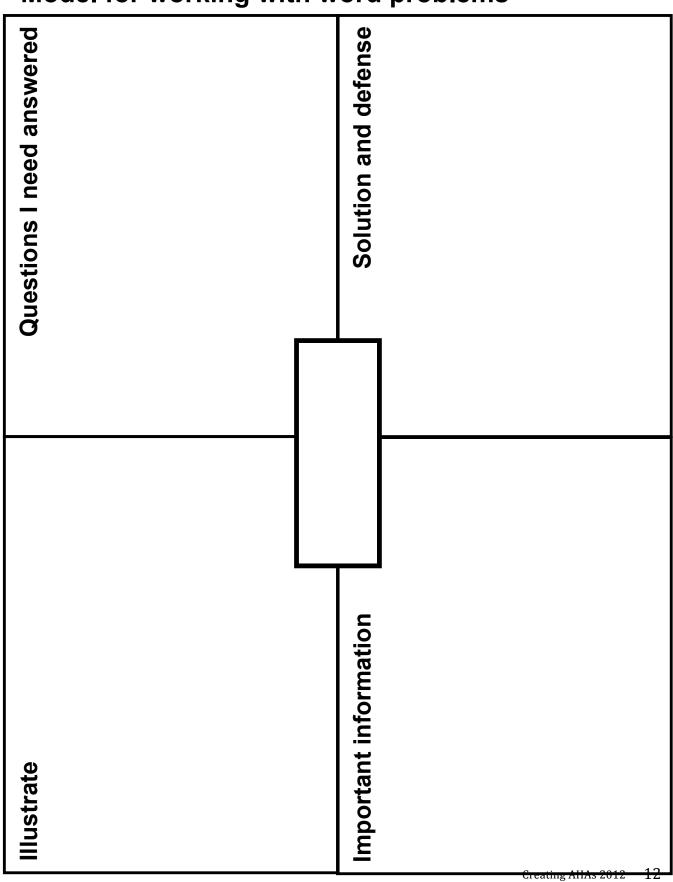
CCSS Mathematical Practice	NCTM Process Standard	
Make sense of problems and persevere in solving them.	Problem solving; Reasoning	
Reason abstractly and quantitatively.	Reasoning	
Construct viable arguments and critique the reasoning of others.	Reasoning; Communication	
Model with mathematics.	Representation;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



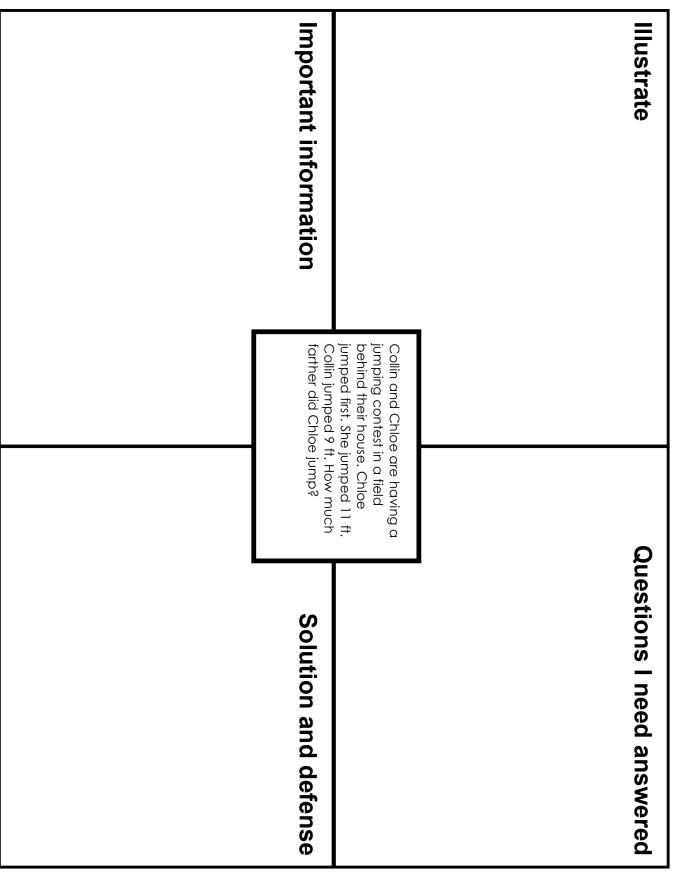


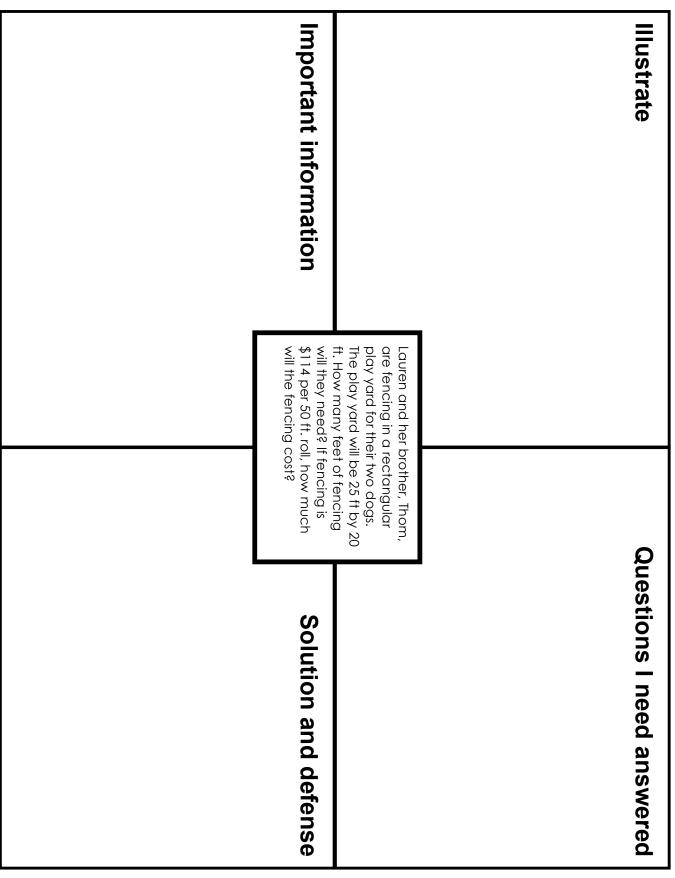


tens ones



## Model for working with word problems





## Concentration

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

#### <u>Activity</u>

- Mix the cards well and turn upside-down in the center of the group forming a 4 x 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.

