

# What will you learn in this session? How learning progressions/trajectories can help How to use class work more effectively How to differentiate instruction and find resources





## Learning progressions / trajectories □ Identify a content area and the goal level understanding Recognize that children's background knowledge are diverse and are a relevant starting point □ Represent the "expected tendencies" of the development of math understanding □ Emphasize meaningful and well-ordered instruction and encourage interaction and reflection Are based upon research and continue to be validated by empirical studies in classrooms (Confrey et al, 2010)



Learning Progressions connected to the CCSS in poster format (\$20 each)

http://www.wirelessgeneration.com/posters

## Evaluating a student's response

- Did the student's work reflect understanding of the goals?
- Did the student exhibit typical responses? Did the student show more or less understanding?
- Did the student interpret the activity differently than intended (i.e varying knowledge and cultural backgrounds)?
- What was the range of student responses within the classroom? How does this inform subsequent instruction?

# Differentiating Instruction: Feedback Feedback is a form of differentiation Provide immediate feedback Connected to moving learning forward Feedback can be from teacher, self-assessment, and/or classmate feedback Give feedback in ways that students learn more i.e. Feedback is based on a plan/expectation/theory of how student will progress – student should have a sense of where they are headed

(Black & Wiliam, 1998)

Differentiating Instruction: Use Curricular Materials

- Within a Curriculum
  - Reading the teacher's materials

Get materials from prior and subsequent grades

Vary the content, the process, and/or the product of what already exists

# Differentiating Instruction: SCAMPER

- SCAMPER is based on the notion that everything new is a modification of something that already exists. Each letter in the acronym represents a different way you can play with the characteristics of what is challenging you to trigger new ideas:
- S = Substitute
- □ **C** = Combine
- A = Adapt
- M = Magnify/Minify/Modify
- P = Put to Other Uses
- E = Eliminate (or Minify)
   R = Rearrange (or Reverse)

Retrieved at: http://litemind.com/scamper/

Also helpful: http://www.brainstorming.co.uk/tutorials/scampertutorial.html

# CCSS

- Common Core State Standards <u>http://www.corestandards.org/</u>
- Model Content Frameworks
- Compare NAEP to Common Core
   http://www.achieve.org/comparing-common-core-state-standar
   mothematics\_and\_acep\_forgrouwsrk
- Achieve <u>http://www.achieve.org/PARCC</u>
- Smarter Balanced Assessment Consortium

## **Resources for Teachers**

- Student-created problems grade the exercise one year, then edit and use to differentiate instruction the following year
- Ken Ken from Math Forum
- Illuminations or other web-based resources (i.e. Sheppard Math)
- Figure This! Problems from http://www.nctm.org/
- Dynamath Magazine; Scholastic math
- TOPS math cards
- Logic problems
- Marcy Cook tile problems
- Critical Thinking Press: Building Thinking Skills –
- http://www.criticalthinking.com
- Great Source Daily Math
- http://www.greatsource.com