

Weekly Planning Suggestions

Introductory Activity ~10–15 minutes	Large Group ~10–15 minutes	Centers ~40 minutes	Summary Discussion ~10 minutes
<p>SEL or Number Talk</p> <p>Video Example</p> <ul style="list-style-type: none"> • SEL Social Contract and Four Corners • 1-10 Rekenrek Number Talk <ul style="list-style-type: none"> • Choose a fluency focus (+ or – within 5 / 10 / 20 / 100) • Choose a visual model <ul style="list-style-type: none"> • ten frames • rekenrek • dot patterns • 100 bead string • Decide on a problem or sequence of problems <ul style="list-style-type: none"> • Rekenrek example: Making 11 (problem sequence) Upper: 5 8 4 Lower: 6 3 7 How many dots? How did you know? • Ten frames example 6 + 8 (one problem) 6 on one frame 8 on the other frame How many dots in all? How did you know? • Dot patterns example Quick Images (problem sequence) Flash dot pattern for 5 for 1-2 seconds ask how many they saw ask how they knew Repeat with 7, then 9 	<p>Large Group/Introducing New Games</p> <p>Video Example</p> <ul style="list-style-type: none"> • Rekenrek Bingo <ul style="list-style-type: none"> • Choose from one to three new games to introduce • Decide how you will introduce each game: <ul style="list-style-type: none"> • Is there one that you can introduce to the whole group? • Is there a game best introduced in a teacher-led small group? (this one could be introduced during centers time) • Make sure you are familiar with the rules for the games • Organize the game materials that will be incorporated into the centers' rotation 	<p>Video Example</p> <ul style="list-style-type: none"> • That's my Number and Work it Out (Ready Set Math Activities) • Writing1–10, Count Around the Room, writing 11–20 • Disappearing Sequence <ul style="list-style-type: none"> • Students play games that help them develop fluency in addition and subtraction (or other concepts of number) • At first you will probably use all of the games you have introduced • At some point you may decide there are too many games to have out all at once • In this case, you will need to decide which games to include in the centers' menu for each session, and which games to leave out • In choosing games to include, consider which math concepts you have observed that your students need to spend more time developing • Ultimately the number of games you have out is up to you; 4 - 6 is probably reasonable for a 40-minute session 	<ul style="list-style-type: none"> • Closing each session with a summary discussion can help students deepen their learning • Summary discussions can be general or specific • General summary, content: What did you learn / figure out / discover while you were here today? • General summary, celebrations: What would you like to celebrate today? • Specific summary, content: How have your ideas changed about how to solve problems like 8+5 or 11-6? • Specific summary, celebrations: What happened during the centers today that you would like to celebrate? • During the summary discussion, teacher simply moderates the discussion; all reasonable responses to opening question are acceptable. You will want to introduce norms discussion circles in the first session.