

Go Math! Overview

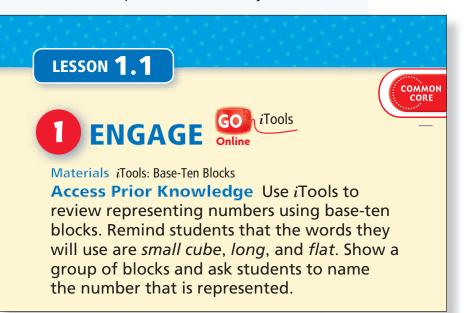
GO Math! lessons are designed to fully facilitate conceptual development, as students work from introduction to mastery of each content standard listed in the Common Core. Throughout the lessons, students will use manipulatives, models, quick pictures, and symbols as they apply Mathematical Practices to build understanding. Students are expected to actively engage in reasoning during instruction, so they are prepared to transition from concept or skills comprehension to solving problems in contextual situations.

ENGAGE

Found at the beginning of each lesson, the purpose of the **Engage** section is to provide an opportunity for the teacher to establish a common conceptual foundation before approaching the lesson content. Here, students recall and apply prior knowledge and use prerequisite skills to participate in a short discussion or to complete a short activity.

The Access Prior Knowledge activity

typically takes less than 5 minutes, and is not intended to be instructional. The value of this activity lies in focusing students' attention on concepts and skills that will motivate them to approach the new content of the lesson with vigor. You can use evidence of students' understanding and approaches to learning to decide how deeply to discuss the concept presented here. Students found lacking in these prerequisite skills could benefit from intervention or remediation.



2 TEACH AND TALK

Teach and Talk contains the core instruction for the lesson, in which conceptual development is key. Here, students are expected to represent, record, solve, and explain as they build an understanding of the lesson concept or skill.

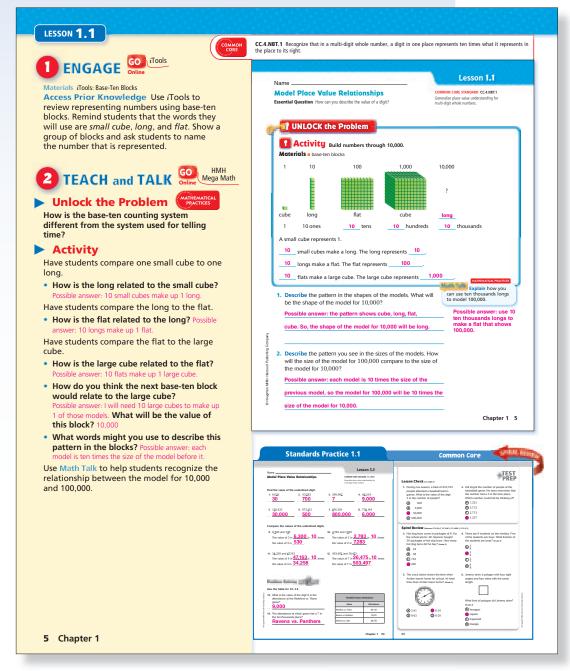
The instruction is scaffolded and guided in a way that encourages students to apply Mathematical Practices as they solve a new type of problem, or a familiar problem in a new way. It is very important that students continually apply Mathematical Practices as they learn new concepts. Students will encounter unfamiliar and abstract problems for which they have the content knowledge to solve, and the ability to effectively apply Mathematical Practices will be essential to successfully approaching those problems.

The problems in this section are typically contextual. Teachers can use the scaffolding in the Student Edition and Teacher Edition to guide instruction. The contextualization of the problems also allow teachers to use students prior real-world experience as much as prior mathematical experience as they think about how to approach the problem.

Read the problem with the class. Then give students a few minutes to think about how they will progress toward a solution. This enables students to immediately invest themselves in the problemsolving process.

Teachers can use the questions in the Teacher Edition to help students think critically about the models and problemsolving processes they are using. Students will apply Mathematical Practices as they communicate why the models are appropriate, and how each step in the problem-solving process helps lead them to the solution. Make sure students are actively recording on the Student Edition page.

Once students have worked through the example, they can engage in a short discussion around **Math Talk**. By communicating their understanding of essential concepts, teachers can gauge student knowledge and students can deepening their understanding. It is this deeper understanding that will allow students to transition from the contextual to the abstract.



As teachers transition to instruction that is less scaffolded, you may find it helpful to reference the **COMMON ERRORS** box shown in your Teacher Edition. This provides a quick an immediate intervention opportunity for students who are making errors that are typically to a certain concept or skill.

Go Math! Overview

3 PRACTICE

Instruction is complete, and students are ready to practice what they have learned.

Teachers can assess student understanding of lesson content through **Share and Show**. Intended as guided practice, this part of the lesson begins with a bridge problem (Exercise 1). The bridge problem connects to the models used in the lesson, and provides scaffolding to help students as they begin to formalize recording. Give students a minute to work through the bridge problem, before discussing the problem and its solution.

The next few exercise are skill based, and are important both as practice and as a diagnostic tool. There are two checked items in this section, which represent the lesson concepts students should have mastered. Have students complete this section on their own. Students who did not answer the checked items correctly because of a conceptual misunderstanding may require additional instructional support. The **Quick Check** box in the Teacher Edition provides suggestions for **Differentiated Instruction**, to help all of your students master the lesson concepts and skills.

Own Your Own exercises can be completed in class or at home. Although these exercises are intended for independent practice, you may choose to work through some problems as a class. You can make these decisions based on the depth of understanding among your students, as well as the types of problem-solving skills your students need to further develop.

Before students fully engage themselves in the independent practice, you may want to prompt a quick class discussion around the topic in **Go Deeper**. This is yet another opportunity for students to apply the lesson concept in a new way, so they can deepen their understanding.

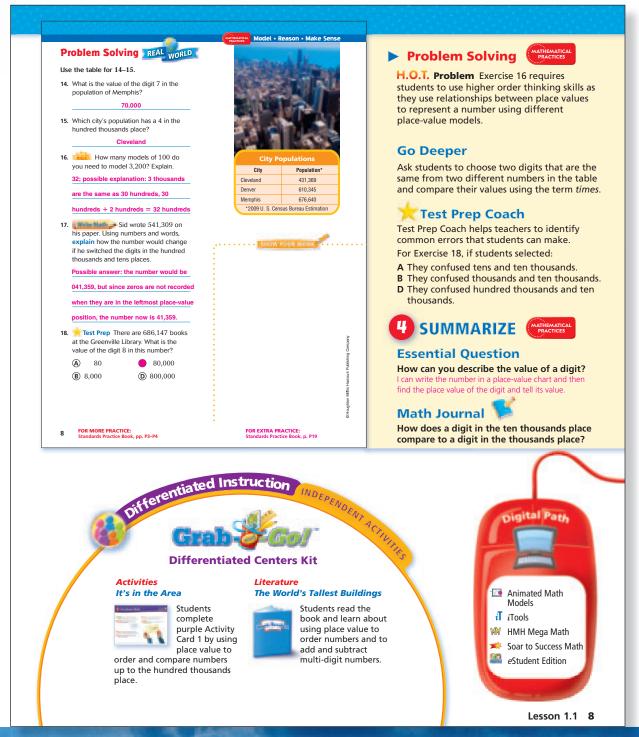
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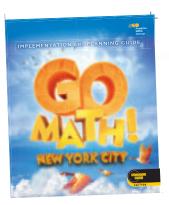
SUMMARIZE

This section brings closure to the lesson and provides an objective review of the concept presented in the lesson. Based on how you organize your class time, you may choose to **Summarize** before students go home and complete homework, or you may choose to **Summarize** at the beginning of the next class, before beginning the next lesson.

Pose the **Essential Question** to the class. Students who have a deep understanding of the lesson concept will be able to answer this question accurately and concisely using appropriate math vocabulary, and will be able to justify their responses.

Have students record their understanding of the lesson concept by answering the Math Journal question. You can have students save their Math Journal entries for their portfolios.





Go Math ! Enhanced Lesson Overview

As described in the **Overview**, *GO Math!* lessons are designed to fully facilitate conceptual development. The teaching suggestions and scripting in the following lesson provides an enhanced step-by-step guide to teaching Common Core concepts and skills while integrating the Common Core's mathematical practices.

Throughout the lessons, the teaching suggestions in the Teacher Edition and in the accompanying Roadmaps will offer a consistent approach to instruction. Through these instructional companions, you will be able to incorporate Common Core instruction, complimented with questioning designed to engage in use of math practices.

1 ENGAGE

The purpose of the **Engage** section is to provide an opportunity for you to establish a common conceptual foundation before approaching the lesson content. Here, your students will recall and apply prior knowledge and use prerequisite skills to participate in a short activity.

The Access Prior Knowledge activity using base-10 blocks will typically takes less than 5 minutes. The intent is to focus your students' attention on place value concepts and skills. You can use evidence of students' understanding to decide how deeply to discuss the concept presented here – the chapter-opening *Show What You Know* quiz will assist in determining if and for how long you will need to spend on this activity.

2 TEACH AND TALK

Teach and Talk contains the core instruction for the lesson, in which conceptual development is key. Here, students are expected to represent, record, solve, and explain as they build an understanding of the lesson concept.

The instruction in the Teacher Edition is scaffolded and guided in a way that encourages students explore base 10 relationships. The initial questioning is designed to help ground students in a familiar number system – time. It is your choice to engage students in approach. However, the approach has the value of allowing for students to apply Mathematical Practices as they solve this next step in understanding number relationships.

Read the problem with the class. Then give students a few minutes to think about how they will progress toward a solution. This enables students to immediately invest themselves in the problem-solving process.

As it is very important that students continually apply Mathematical Practices as they learn new concepts, questioning steeped in the practices helps to deepen conceptual understanding. These questions found in the Teacher Edition wrap and in the Roadmap for this lesson will allow you to seamlessly build in the practices. You can use the questions in the Teacher Edition to help students think critically about the base-10 model they are using. Students will apply Mathematical Practices as they communicate why the models are appropriate. Make sure students are actively recording on the Student Edition page.

Once students have worked through the example and the Value of a Digit activity, they can engage in a short discussion around Math Talk question. Supporting the use of this activity are additional questions and scaffolding designed to draw out student thinking. By communicating their understanding of this essential concept, you can gauge student knowledge and their understanding.

As you transition to instruction that is less scaffolded, you may find it helpful to reference the COMMON ERRORS box shown in your Teacher Edition. This provides a quick and immediate intervention opportunity for students who are making errors that are typically to a certain concept or skill.

Lesson 1.1 Model Place Value Relationships Activity Have students compare one small cube to one Common Core Standard CC.4.NBT.1 lona. Recognize that in a multi-digit whole number, a digit in one place represents ten times what it represents in the place to its right • How is the long related to the small cube? Lesson Objective Model the 10-to-1 relationship among place-value positions in the base-ten number Have students compare the long to the flat. How is the flat related to the long? Possible Essential Question How can you describe the answer: 10 longs make up 1 flat value of a digit Have students compare the flat to the large cube. iTools • How is the large cube related to the flat? ENGAGE 0 flats make up 1 larc How do you think the next base-ten block Materials iTools: Base-Ten Blocks would relate to the large cube? Possible a Assess Prior Knowledge Use iTools to review swer: I v representing numbers using base-ten blocks. models. What will be the value of this block? Remind students that the words they will 10,000 use are small cube. long, and flat. Show a What words might you use to describe this group of blocks and ask students to name the pattern in the blocks? Possible number that is represented. Point out to students that all of the answers HMH **TEACH** and **TALK** Mega Math they filled in along the bottom of the base-ten blocks show the answer 10. Point out that the 10 remains the same in each instance, and the Unlock the Problem place value increases to represent the long, How is the base-ten counting system different flat, and large cubes. The cubes represent 10 from the system used for telling time? ones, 10 tens, 10 hundreds, and 10 thousands. Ask students questions that will lead them Use Math Talk to help students recognize the answer the question. relationships between the model for 10,000 • How many seconds are in a minute? 60 and 100.000. Point out that 10.000 longs would be used to How many minutes are in an hour? 60 make a flat that shows 100 000. Be sure to point • What numbers do you see written above out that it would be unreasonable to show so the long, flat, and cube? 10, 100, 1,000 many longs without linking them together into How are the two counting systems differa flat or a cube. ent? Telling time uses a system based on 60, and the Why are there so many cubes in a flat and base-ten system uses multiples of 10. a large cube? Possible answer: It makes it easier to count cubes quickly. Chapter 1 1

Go Math! Enhanced Lesson Overview

3 PRACTICE

Instruction is complete, and students are ready to practice what they have learned.

You can assess student understanding of lesson content through **Share and Show**. Intended as guided practice, this part of the lesson begins with a bridge problem (Exercise 1). The bridge problem connects to the base-10 block models used in the lesson, and provides scaffolding to help students answer the question. Give students a minute to work through the bridge problem, before discussing the problem and its solution.

The next few exercise are skill based, and are important both as practice and as a diagnostic tool. There are two checked items in this section (items 5 and 7), which represent the lesson concepts students should have mastered. Students who did not answer the checked items correctly because of a conceptual misunderstanding may require additional instructional support. The **Quick Check** box in the Teacher Edition provides suggestions for **Differentiated Instruction**, to help all of your students master the lesson concepts and skills.

Own Your Own exercises can be completed in class or at home. Although these exercises are intended for independent practice, you may choose to work through some problems as a class. You can make these decisions based on the depth of understanding among your students, as well as the types of problem-solving skills your students need to further develop. In this lesson, student reinforce the understanding of place value - items 8 through 13. If students performed well in the Share and Show section you may choose to assign these items as homework and, instead, focus on the **Problem Solving** section of the lesson. It is advisable to preview this section prior to instruction and select one or more items for in-class work and discussion. For example, item 16, the H.O.T. (higher order thinking) problem presents an opportunity to provide for additional depth in concept understanding and to build in mathematical practices. Additionally, item 17 could be selected as a means of developing whole class discussions as well as building in writing and communication skills.

Value of a Digit Discuss the concept that in a place-value chart, each place represents a value ten times the value of the place to its right.

- How is a place-value chart similar to the models of small cubes, longs, flats, and large cubes? Possible answer: a ten, or long, is 10 times the value of a one, or small cube. A hundred, or flat, is 10 times the value of a ten, or long. A thousand or large cube, is 10 times the value of a hundred, or flat.
- What is the name of the place value the digit 8 is in? hundred thousands
 How can you find the value of the digit 8? Possible answer: since the 8 is in the hundred thousand place, the value is 8 hundred thousands.

Have students record the value of the digit 8 as a number: 800,000. The next example involves identifying

and comparing the values of digits in two numbers, using a place-value chart. Use Math Talk to help students recognize that different methods can be used to compare the values of the digits. Help students to understand that the value of a digit is 10 times what it would be in the place-value position to the right.

- How many times greater is the value of a number in the hundreds-place than a num ber in the tens-place? 10
- What place-value position is 10 times greater than a number in the thousands place?

Provide additional examples of numbers in which students can compare the value of underlined digits.

 In the number 2,304, what is the name of the place value the digit 3 is in? hundreds
 What is the value of the digit 3 in 2,304?

- In the number 16,135, what is the name of the place value for the digit 3? tens
 What is the value of the digit 3 in 16,135?
- How do you know that 3 hundreds is 10 times as many as 3 tens? Possible answer: a hundred is 10 times the value of a ten, so 3 hundreds is 10 times the value of a tens.

! COMMON ERRORS

Error Students use the place-value name of the digit with the greater value when comparing the values of two digits.

Example 3 hundreds is one hundred times as a many as 3 tens.

Springboard to Learning In the ones period, have students place the appropriate base-ten block above each column of the place-value chart. Have students explain how many of the models for one place value are needed to create the model to its left. Students should recognize that each place value is 10 times the value of the place to its right, as long as the digits they are comparing are the same.

Chapter 1 3

SUMMARIZE

This section brings closure to the lesson and provides an objective review of the concept presented in the lesson. Based on how you organize your class time, you may choose to **Summarize** before students go home and complete homework, or you may choose to **Summarize** at the beginning of the next class, before beginning the next lesson. Depending on your class and your lesson goals, you may choose to assign the Essential Question or the Math Journal. Or you might decide to assign both.

As a class-concluding activity you can assign the **Essential Question**. Note that this is the same Essential Question provided in the Student Edition. Those who have a deep understanding of the lesson concept will be able to answer this question accurately and concisely using appropriate math vocabulary, and will be able to justify their responses.

You can also have students record their understanding of the lesson concept by answering the Math Journal question. You can have students save their Math Journal entries for their portfolios.

