Sampler



A Complete Program for High School Success



Student Activity Books

- 220 activity pages that correspond to lessons in the Teacher Manual.
- Checkpoint exams in the middle of each half of the book.
- Every student page models a concept, then follows with math practice.

Each set comes with a complete Teacher Manual and student books. Manipulatives are the only items to purchase separately.

Teacher Manuals

- Step-by-step lessons for every student page with lightly scripted hands-on activities.
- 176 Skill Builders reteaching pages correlated to state content standards. Reproducible.
- 88 regular 5-question reviews that cover all content standards. Reproducible.
- Pre- and Post-Tests for Part I and Part II.

Curriculum Description

Purpose

The SUMS program **teaches** — not just reviews — all concepts and skills needed for success in high school math, to move on to Algebra I or to graduate.

The Moving with Math® curriculum uses developmentally appropriate lessons to help underprepared students build a **knowledge bank** as they make the transition from the concrete to the abstract mode of learning. Easy-to-follow, lightly scripted lesson plans direct the use of manipulatives.

Time Frame Options

The Teacher Manual provides pacing plans for one-semester, one-year and two-year periods to meet the needs of all students.

Organization

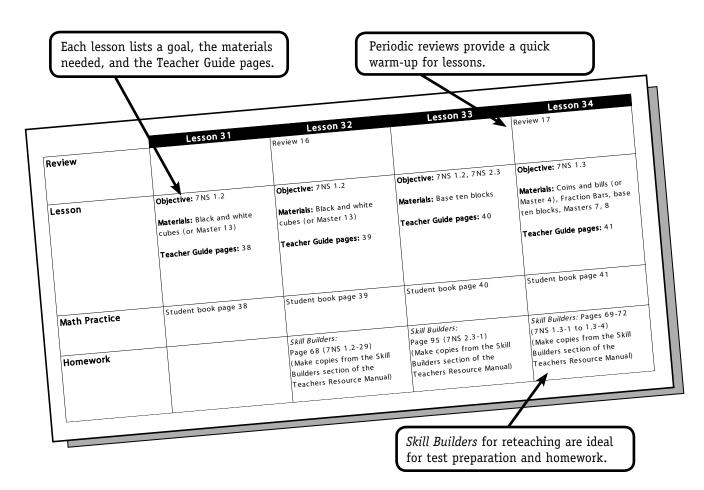
Topics covered by the *SUMS* program are divided into two parts. Part I covers Number Sense, Operations, Reasoning, Geometry and Measurement. Part II covers Probability, Statistics, Data Analysis, Functions and Algebra I.

Easy, Ongoing Assessment

Each part has a Pre-Test and Post-Test matched to the same content standards tested on state exit exams. Diagnostic/ prescriptive reports for an individualized learning plan are included, and progress is continuously monitored with warm-up reviews of previously taught concepts. Reteaching pages follow up with extra practice and homework.

Pacing Instruction

Student achievement rises when teachers are organized and students move at a reasonable pace. Pacing calendars help teachers stay on track. The Teacher Guide contains 90-day, 180-day and 2-year calendars to meet a variety of student needs.



A Typical Lesson

Warming Up

Students work a 5-question review. The teacher reads answers as students correct their work and record results on a record sheet that identifies the objective being tested by each question.

The Lesson

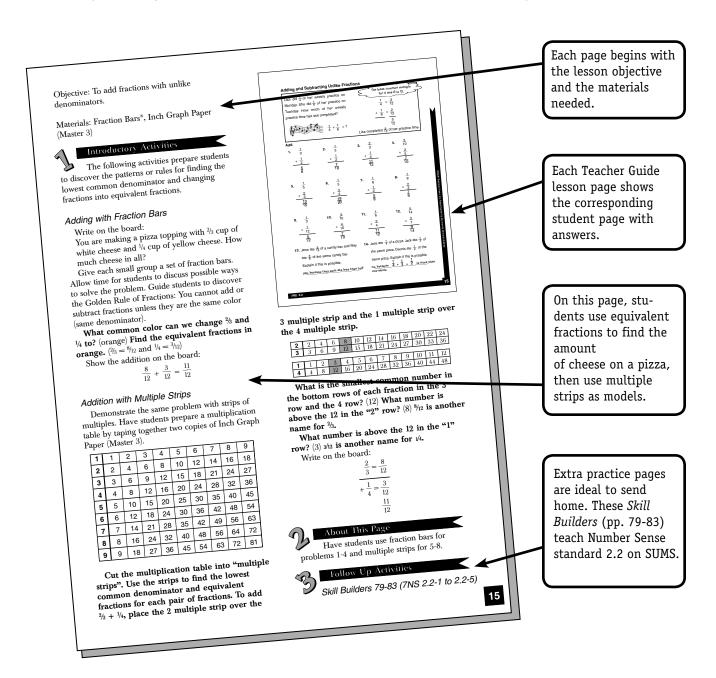
Students engage in a directed manipulative-based activity **OR** the teacher displays manipulatives on an overhead to develop understanding of each math concept. Students then complete an activity page to practice the concept.

Homework/Test Preparation

Teachers prescribe additional practice related to the objective. Homework assignments are suggested in the calendar **OR** teachers may assign homework to match questions missed by students on reviews. The *Skill Builders* section in the Teacher Manual contains 176 reproducible practice pages for homework.

Friendly Lesson Pages

"Everything the teacher needs to do and say is here."



The anatomy of a lesson page

Teacher Guides provide lessons for each of the 220 pages in the student book.



Introductory Activities provide guided exploration with real-world models or manipulatives.



About This Page connects math work to practice in the student activity book.

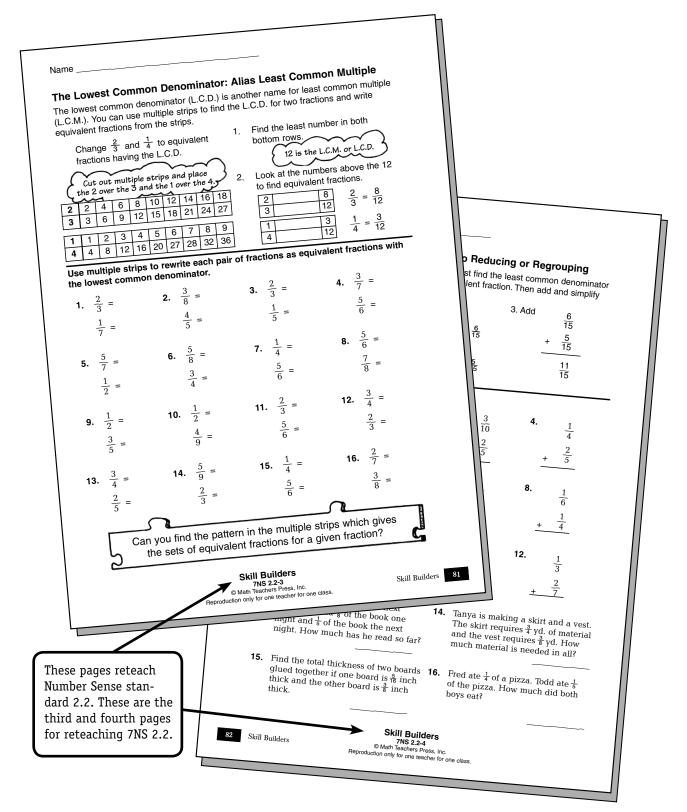


Follow Up Activities provide reteaching pages and other extension activities.

Skill Builders

Extra Practice Ideal for Homework

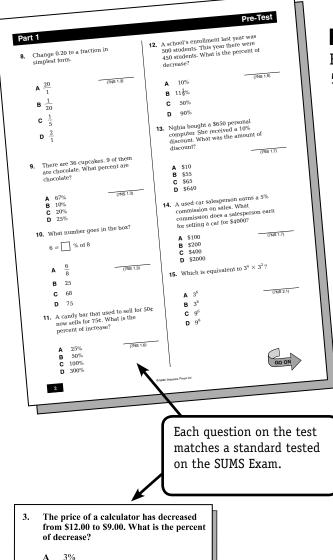
The Teachers Resource Manual contains over 170 reproducible pages matched to the content standards. These additional resources are referenced on lesson pages (see opposite page).



Complete Assessment

The Pre-Test/Post-Test works great. I could identify by each problem those students needing the most work. >>

Pilot Teacher



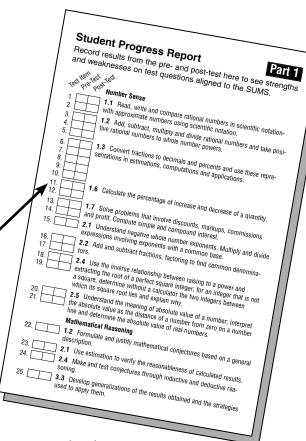
Correlated to SUMS

B 25%C 33%D 75%

Each item on the test matches a SUMS item. Example shown covers Number Sense standard 1.6.

Pre- and Post-Tests

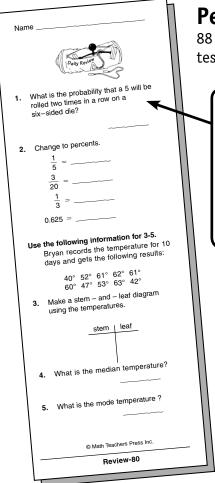
Each Teacher Manual contains
50-question reproducible Pre- and PostTests for each part of the curriculum.
Part 1 covers Number Sense, Operations,
Reasoning, Geometry and Measurement.
Part 2 covers Probability, Statistics,
Data Analysis, Functions and Algebra I.



Record Sheets

Record sheets keep it all together. Results by topic and by objective allow teachers to focus on specific content areas.

Review & Reteaching



Periodic Reviews

88 quick, five-question reviews cycle through all standards tested on the SUMS.

Every guestion on the review is matched to a content standard. Question 1 tests Statistics, Data Analysis, Probability, standard 3.5. Results are recorded on the

Daily Review Record Sheet (at right). Skill Builders pages are referenced for reteachin.

Part I Record Sheet, Dai

	Review 1		Review 2	
1	p. 27 (Pre 7NS 1.1-3)	р	. 27 (Pre 7NS 1.1-3)	р
2	p. 28 (Pre 7NS 1.1-4)	р	. 28 (Pre 7NS 1.1-4)	р
3	p. 30 (Pre 7NS 1.1-6)	р	. 30 (Pre 7NS 1.1-6)	р
4	p. 25 (Pre 7NS 1.1-1)	р	. 26 (Pre 7NS 1.1-2)	р
5	p. 31 (Pre 7NS 1.1-7)	р	. 31 (Pre 7NS 1.1-7)	p
	# Correct			
	Review 9		Review 10	
1	p. 32 (Pre 7NS 1.1-8)	р	. 46 (7NS 1.2-7)	р
2	p. 85 (7NS 2.1-1)	р	. 47 (7NS 1.2-8)	р
3	p. 85 (7NS 2.1-1)	р	. 51 (7NS 1.2-12)	р
4	07 (7NS 2.5-1)	р	. 55 (7NS 1.2-16)	р

18

2-25)

w 26

1.2-1)

/I 3.3-1)

M 3.4-4)

iew 34

S 2.2-4)

IS 1.2-10)

NS 1.2-4)

NS 1.3-11)

7NS 2.2-2)

7GM 1.2-1)

7GM 3.1-3)

1.1-8)

p.

Modeling Independent Events

A game is played with a spinner and a six-sided die. spinner is divided into a Red half and a Green half. If you land on Red, your turn is over. If you land on Green, you can roll the die and move that number of spaces on the game board. What is the chance the spinner will land on green? probability (G) = $\frac{\text{favorable outcomes}}{\text{possible outcomes}} = \frac{1}{2}$ Green Red What is the chance of rolling a "4" with the die? probability (4) = $\frac{\text{favorable outcomes}}{\text{possible outcomes}} = \frac{1}{6}$ What are the chances of spinning "green" and what are the chances of spirining green and then rolling a "4" when it is your turn to play? The probability of separate events equals the product of each even

Model the problems to find the answers.

A spinner is divided into three equal sections colored red, blue and green. If the spinner lands on red, you lose your turn. If the spinner lands on blue or green you can roll a six-sided die and move that number of spaces on the game board.

- 1. What is the probability of landing on blue or green and then rolling a "3" when it is your turn to play?
- 2. What is the probability of landing on red and rolling a "6"?

You roll a ten-sided die with the numbers 0-9 on it. You throw the die

- 3. What is the probability of rolling a "3" on the first roll, a "7" on the second roll and an even number on the third roll?
- 4. What is the probability of throwing an odd number on the first roll, a "2" on the second roll and a "0"

Skill Builders

is matched to a content standard. This page covers probability and modeling independent events.

Every reteaching page

Reteaching and Homework

Teachers can assign extra reproducible Skill Builders pages for any tested content standard. (over 100 pages)

The relationship of percent, fractions and decimals is done so well that just about everyone finally understands it. >>

Pilot Teacher, Drop-Out Recovery Program

Objective: To write percents from fractions with denominators of 100 and decimals in hundredths.

Materials: Base ten blocks, Coins and Bills (Master 4), Centimeter Graph Paper (Master 2)

Introductory Activities

Fraction, Decimal, Percent Equivalencies

Discuss the meaning of various % scores on a math test, e.g. 73%, 100%, 50%, 20%. A test score of 73% means that 73% of the test was answered correctly and 27% incorrectly. A score of 100% means that all questions were answered correctly, etc.

Percents and Money, Fractions, Decimals

Display a \$1 bill, penny, nickel, dime, quarter and half dollar. The \$1 bill will represent 1 unit or 1 whole in our system of money. The value of each coin can then be expressed as part of the whole dollar. How much is a penny worth? (1 cent) Can you write 1 cent as a decimal and as a fraction? (\$0.01 and \$\frac{1}{1000}\$) Each coin can be written as a fraction and decimal part of a dollar.

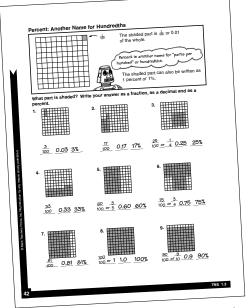
Write each set of equivalencies in a table on the board:

the poard	•	_		Percent
Money	Value	<u>Decimal</u>	<u>Fraction</u>	
-	1¢	\$0.01	1/100	1%
penny		Ψ-	5/100	5%
nickel	5¢	\$0.05	,	10%
dime	10¢	\$0.10	10/100	20
	25¢	\$0.25	25/100	25%
quarter		-	50/100	50%
half dolla	ır 50¢	\$0.50		100%
\$1 bill	100¢	\$1.00	100/100	100%
21 DIII	1004			

Relating Percents to Models

Display 1 flat base ten block. This flat block will represent 1 unit or 1 whole. How do we write 1 whole as a decimal, as a fraction and as a percent? (1.0 or 1.00; 10/10 or 1/1 or 100/100; 100%)

Display 1 long block and 1 unit block. The value of each of these smaller blocks can be expressed as a part of the 1 whole or 1 unit. What fraction of the flat block is the long block? (1 tenth) How do we write one tenth as a decimal, as a fraction and as a percent? (0.1, ½,0, 10%)



What fraction of the whole flat block is the unit block? (one hundredth) How do we write one hundredth as a decimal, as a fraction and as a percent? $(0.01, \frac{1}{100}, \frac{10}{10})$

About This Page

Display a flat block or a decimeter square (made from Master 2) on the overhead. Cover parts of the flat with unit blocks or long blocks or shade small squares inside the decimeter square.



What part of the whole is shaded? (3 units) How do we write the shaded part in words, as a decimal, as a fraction and as a percent? (3 hundredths, 0.03, $\frac{3}{100}$, $\frac{3\%}{0}$)

Follow Up Activities

Skill Builders 7NS 1.3-5 to 1.3-6

42

Students were more confident taking the (state) exit exam because this program gave them appropriate models to follow. Using manipulatives helps them develop visual pictures for later use.

Tom Downer, Pilot Teacher

Objective: To use a variety of problem solving strategies to solve a word problem.

Materials: Problem Solving Steps and Strategies (Master 10), posterboard (optional)

Introductory Activities

Strategies for Solving Problems

Write on the board:

There are 10 chapters in a book and 25 pages in each chapter. Joyce has read over 100 pages. How many pages are in the book?

Refer to Master 10 as you solve the problem on the board.

- Have a student volunteer read the problem aloud and then retell the story.
- 2. Have a student volunteer underline the question and circle the needed facts. Ask how the question is related to each of the facts, so the student can see that this problem has an unnecessary fact.
- 3. In this activity, students will see that a variety of strategies may be used to solve a problem. List each strategy on a classroom chart titled *Problem Solving Strategies*, if desired. Ask whether each of the following five strategies might be used to solve the problem. Act it out Yes, students could look at an actual book with a given number of chapters and a given number of pages to act out the problem.

Use a model — Yes, students could build 10 groups of 25 with base ten blocks, put like blocks together and record the answer.

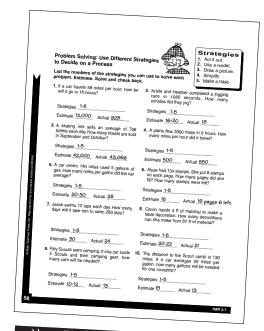
Draw a picture — Yes, students could draw a sketch of 10 chapters with 25 pages in each to visualize the problem involves putting together groups of equal size.

Simplify – Yes, the numbers could be changed to 10 and 20.

Make a table - Yes, the table would be:

1 chapter	25 pages
2 chapters	50 pages
10 chapters	250 pages

- 4. Estimate.
- Solve and check back.



About This Page

Read the instructions, the list of strategies and the first problem together.

Can we use strategy #1 – Act it out – to solve this problem? (Yes, we can pretend to drive 58 miles for each of 16 hours.)

Can we use strategy #2 – Use a model? (Yes, we could build 16 groups of 58.)

Can we use strategy #3 – Draw a picture? (Yes, we can draw a line showing 16 spaces, with 58 miles written inside each space, as 16 groups of 58 miles each.)

Can we use strategy #4 – Simplify? (Yes, we could use simpler numbers in the problem to understand the operation needed: 6 miles and 2 hours.)

Can we use strategy #5 - Make a table? (Yes. 1 hour - 58 miles; 2 hours - 116 miles...)

Although we can use all five strategies, which would you probably prefer to use for this problem? Why? (Allow students the chance to explain their favorite strategy.)

Follow Up Activities

Skill Builders 7MR 2.1-1

58

My students are finally experiencing success with math where they could not before. A great design to use with groups of different ability levels. 99 Pilot Teacher

Objective: To introduce and create scatter plots.

Materials: Index cards, measuring tape, Centimeter Graph Paper (Master 2)

Vocabulary: scatter plot, positive correlation, negative correlation

Introductory Activities

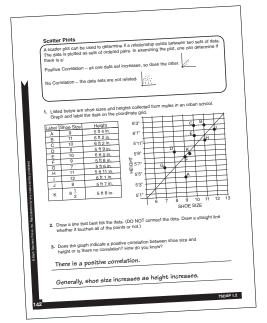
Making a Scatter Plot

In this activity students use index cards to collect data to compare their heights and shoe sizes. After using this information to form a scatter plot, they discuss the meaning of a positive

Have students write their names, height and shoe size on an index card. If students are not sure how tall they are, have a measuring tape secured to a doorway for a quick measurement. Collect the cards.

How should we organize this information? (Separate the cards between males and females because shoes are sized differently for them.) After the cards are sorted, tape the index cards for the females to the board or write the data where the students can easily see it. If we make a scatter plot, which data set should we put along the x-axis? (Either will work, but it may be easier to use shoe size because there is usually a smaller range.) Ask students about the smallest and largest shoe sizes and record their responses. What number should we start with along the bottom? In what increments should we move up? (by whole or halves) Write the starting number and continue across the x-axis. What are the shortest and tallest heights? What height should we start with? By how many inches should we move up along the side per space? Write the starting number and continue up at equal intervals to the highest number on the

After all of the females' points have been plotted, have the class look at how the points are distributed. If we were to draw a line to model the trend that exists among these data points, how would we draw this line? (up and to the right) In general, although the line is not perfectly straight, what is happening as shoe size increases? (as shoe size increases, height tends to increase) When one data set increases as the other increases, it is called a positive correlation. A scatter plot of data



with a positive correlation will be in a pattern that tends to go up and to the right.

About This Page

Read the information at the top of the page. Assist students to plot several points. Continue until all data is plotted, then discuss the correlations.

Follow Up Activities

Scatter Plots of Real Data

Use Skill Builders 7SDAP 1.2-1 to have students make a scatter plot of the male data collected in

Negative Correlation

Provide data with a negative correlation. An example is shown below. Have students plot at least 10 points and discuss the meaning of a negative correlation: when one data set increases (in this case the hours of work missed) the other data set decreases (the amount of money made).

Hours Missed 0.0 7.5 6.0 0.5 1.5 3.0 7.0 6.5 0.5 7.0	Wages Earned \$200 \$10 \$50 \$210 \$150 \$100 \$70 \$40 \$165 \$50

Students love the program because they feel they finally know what the other kids know. It takes the fear away from something they think will be too difficult. It demystifies math! ">>

Pilot Teacher

Objective: To solve systems of linear equations by

Materials: Coordinate Grids (Master 5), transparency of Overhead Coordinate Grid

Vocabulary: systems of linear equations, point of intersection

Introductory Activities

Systems of Linear Equations

Write on the board:

I am thinking of two numbers whose sum is 12. Two times one number plus the other is 20. Draw a graph to find the missing numbers.

When a problem involves more than one unknown number, it may often be more easily solved by representing each of the unknown numbers by a different letter such as x and y. If a problem has two unknowns, it may be solved by using two variables in two equations to create a system of equations.

How many unknowns in this problem? (2) How should we start our problem? (by identifying the question and writing x related to what we are looking for)

Let x = unknown number

y = other unknown number

Write two equations about *x* and *y*.

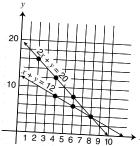
$$x + y = 12$$

$$2x + y = 20$$

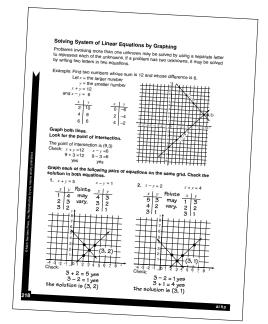
$$2x + y = 20$$

Complete tables for each equation and graph

\mathcal{X}	y	х	Ιv
8	4	2	16
6	6	4	12
4	8	6	8



The coordinates of the point of intersection represent the common solution



of the two equations. What is the point of intersection? (8, 4)

Check by substituting 8 for x and 4 for y:

About This Page

Read the example at the top of the page. Be sure students understand that 3 points are plotted from each equation and how to read the point of intersection from the graph.

Follow Up Activities

A History Connection

The French mathematician Descartes discovered the graphical method of solving sets of equations in 1637. Descartes was the first to plot negative numbers in a system of linear equations.

Skill Builders AI 9.0-1

Moving with Math Works!

A Note from the Authors...

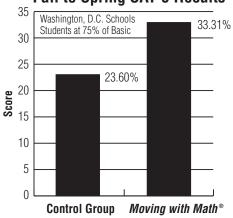
A different kind of program is needed to help students who have struggled with the same mathematical concepts over many grades. Review alone will not work.

Moving with Math® starts with the basics. Students use models and manipulatives to discover math concepts on their own. They build a knowledge bank as they gradually learn all content standards tested on SUMS.

The authors apply 50 years of successful experience to integrate learning strategies that address the needs of underprepared students. In addition, the principal author uses her extensive experience in creating benchmark tests.

Pilot studies in 15 California school districts have met with spectacular results. Every pilot teacher who used this program recommended it.

Average Increase in Scores Fall to Spring SAT-9 Results



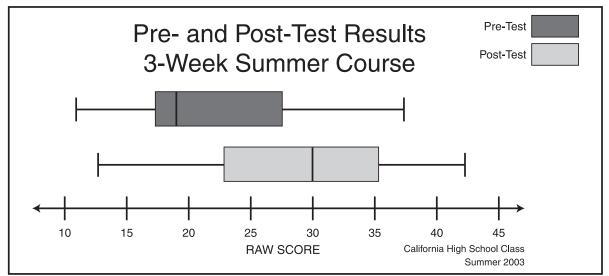
*Source: George Washington University Center for Equity and Excellence in Education.

scaffolding the instruction. Going back to where the emphasis was laid on the content. It was doing conceptual understanding and it was taking the time to take kids to a concrete level to help them understand the concepts.

District Math Specialist (name withheld by Board policy)

Results!

A high school class with many special education and English language learners used *Moving with Math* • to help students pass a High School Exit Exam.



The box shows how the middle 50% of the class improved their achievement.