

Ms. Matys's Grade 5/6 Math Program

In the ever changing world, math has taken a leap into technology, as well as using math to solve real life problems. We will be learning how to solve a variety of numeracy problems, through a variety of classroom activities. Our classroom learning engages all types of learners using manipulatives, group problem solving, differentiated instruction, whole class sharing of solutions, math journals, games and technology. We will **focus on KNOWLEDGE, COMMUNICATION, THINKING and APPLICATION**. Using the Ministry of Education, Ontario Curriculum at <http://www.edu.gov.on.ca/eng/curriculum/elementary/math18curr.pdf> you can browse the expectations that we will be covering over the next school year.



List of Activities and Resources for the Classroom & at Home

- **Technology:** Students will have access to online resources such as D2L, a Ministry of Ontario based tool that has effective digital videos and links to teach students mathematical concepts and operations. This tool is accessible both at school and at home.
- Our **class website** will have a link to several other helpful math websites for support.
- <http://greatkidsjm.weebly.com/>
- 3. **Group Problem Solving :** Students will be given a variety of word problems to solve real life scenarios in each strand of math we will be covering.

Each pair or small group will use a 4 STEP PROBLEM SOLVING model that asks them to a) ***Highlight important facts, and rewrite the question in your own words*** b) ***Make a plan to solve the problem*** (using words, charts, patterns etc). c) ***Look back, does your solution make sense?*** d) ***Communicate, explain how you solved the problem. A rubric will be used to assess new learning.***
- 4. **Math Journals:** Students will record their new learning and math facts of the day. Examples of problems will be recorded as well.
- 5. **Guided Math:** In small groups students will be with the teacher reviewing and discussing the new learning goals and BIG IDEAS related to the curriculum expectations.
- 6. **Manipulatives and Games:** Solving some math problems require resources to help solve them. Tools and games such as linking cubes, fraction strips and number lines help students to solve some abstract concepts using manipulatives and playing games.



