Meet the NWEA Math Challenge



Strategically

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ACTION PLAN FOR NWEA PROGRESS

What will you emphasize?

Week	Math Knowledge	Math Strategies	Test Success Strategies

Recommended: Include having students make up their own guide to NWEA test success.



Learning Abilities are NWEA Priorities

Students need to develop abilities that help them learn more in every subject. In the left column, note a learning ability you will strengthen. In the right column, note how you will guide students to strengthen that ability. We put some examples. Make your own plan.

Learning Ability	How to Strengthen It
Students take time to think; students re-think	Students pair to COMPARE, then repair
Students analyze questions before they answer them.	Students restate the question in their own words.
Students evaluate possible responses.	Students rank the responses to a question. Students turn an open-ended question into a multiple choice question.

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Meet the Math Challenge

What does NWEA Math require?

It's a three-part map:

- ✓ Knowledge of number value patterns and math rules
- ✓ Ability to solve problems—figure out which rules apply—in contexts that start simple and move to complex and abstract
- ✓ Knowledge and ability to apply math strategies

What to do?

- Instead of seeing NWEA Math as a set of requirements, view it as a set of steps, a progression.
- Build diverse learning opportunities into the week, including math integration with science and social studies.
- Give students responsibilities—in addition to or instead of teacher-made "anchor charts, students construct math displays
- Use relevant contexts—"use geometry and measurement to build a bridge"
- Organize projects such as "your own store" (teacher.depaul.edu) to involve students in actively applying a variety of math skills.

The Math Challenge

NWEA asks students to use a wide range of math skills.

The most important skill students need to respond is reading the question.

Students need to ask themselves:

- What is the question asking me?
- What skills will I need to figure out the answer?
- What information from the problem will I use?

THEN they should answer the question after they analyze it instead of rushing to choose one of the multiple choice options.

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I can solve a word problem strategically!

Math Practice Standard 1: Make sense of problems and persevere in solving them.

Note to Teachers: This organizer is designed to guide a student. It also is an instant assessment. If students cannot complete steps 1, 2, or 3, the teacher learns what the kinds of help the student needs to comprehend a word problem and decide which strategies and skills to use.

What is the question asking me to figure out?	
How will I solve it?	
What information do I need to solve it?	

Your teacher will tell you how to take the next step.

You may complete it by yourself or...

pair and share—work together with another student to solve it

or

pair to compare—solve it yourself then compare your work with another student's

NWEA Math Skills

Determines probability of an occurrence based on a simple experiment or frequency table—probability problems increase in complexity of data included in the analysis

Geometry: NWEA starts with basics—identification of shapes, classification of angles—then advances to problems of size, including radius, diameter, area, and volume, and problems that require them to compare and contrast geometric shapes. Students use coordinate geometry to figure out distances.

Measurement starts with basic kinds of measures such as elapsed time and moves to more complex levels, including conversion.

Proportion starts with simple fractions and moves to percentages, decimals, and conversion and use of fractions to solve problems.

PROBLEM SOLVING

Solves real-world problems—complexity of the problem increases, including the number of steps required and the level of abstractness

- Length, Distance, other spatial measures; Weight and mass
- Capacity
- Time
- Data from tables and graphs
- Proportion
- Measurement
- Data Analysis
- Prediction based on probability analysis
- Powers (advanced—grades 6-8)

Algebra

Missing elements (basic) Patterns, sequences, functions, relationships Expressions and equations of increasing complexity (advanced)

Advanced Students Use Logic as well as Math to:

- Justify a solution
- Construct arguments
- Evaluate a solution

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MATH PROGRESS PRIORITIES

In addition to the new math that students learn, it's **important to** revisit math they mastered in the past but have not used recently. Research confirms that if the math curriculum includes "frequent cumulative review" that enables students to retain greater math competence. Among sources supporting this "mix" is the report "Assisting Students Struggling with Mathematics" of the What Works Clearinghouse, IES Practice Guide, US Department of Education. Use this chart to plan focuses on new math content and inclusion of math learned earlier in the school year in activities such as: learning centers; "bell ringers"; homework; integration into science and social science.

Week	New Math	Math "Mix"—Content to Revisit
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Teacher's Choices: Math Activities and Assessments

Formative Assessment Approaches

- 1. Complete graphic organizer
- 2. Complete glossary with examples
- 3. Make self guide
- 4. Students construct questions and answers
- 5. Students correct a math problem solution that has errors
- 6. Solve problem, justify the solution

Activities

- 1. Create math problems
- 2. Demonstrate
- 3. Exchange questions
- 4. Write math guides
- 5. Start to solve problems, then exchange start-up part, complete each other's work
- 6. Students write "rules of the road" for different kinds of math problems
- 7. Make diagrams
- 8. Visually represent the parts of a math problem
- 9. Write or co-author responses to math question
- 10. Write math poetry
- 11. Make math money simulations as well as problems—"your own business"
- 12. Change math questions, provide answer guide

Instruction Strategies

- 1. Pre-assess to determine initial status
- 2. Check for misunderstanding and respond immediately
- 3. Model
- 4. Post-assess to determine and validate progress
- 5. Relate to contexts (MPS4—model with mathematics)
- 6. "Think out loud"
- 7. Demonstrate strategic use of tools (MPS5)
- 8. Post "paths"—how to solve a kind of problem
- 9. Focus on one outcome each week, specify objective for the day, explain how it relates to the BIG outcome
- 10. Adjust level of challenge to accommodate students needing support and students who can advance
- 11. Organize practice activities that have game-like features
- 12. Students demonstrate
- 13. Students collaborate—pair, compare, repair
- 14. Math "Bowl"—students solve a variety of problems in teams

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MATH VOCABULARY: Grades 3-8

At each of these grade cycles, the following terms should be part of the students' working vocabularies. Source of the lists of words: ISBE. For more math resources from ISBE, go to ISBE.net.

Students can sort these words into categories such as "operations" words and "size and shape" words. They also can use them as a check-list for their own math glossaries.

By Third Grade

12 inches = 1	cylinder	hundred	non-	product	standard unit
foot	decimal	impossible	standard unit	pyramid	steps
12 months = 1	diameter	inch (in.)	number	quadrilater	subtraction (-)
year	difference	is equal to (=)	cube	al	sum
2-dimensional	digit	kilogram (kg)	number line	quart	survey
3 feet = 1 yard	distance	is greater than (>)	number pair	guarter	symbol
365 days = 1	divisible	is less than (<)	number .	guotient	symmetry/symmetric
vear	division (+, /,	is not equal to (≠)	pattern	radius/radii	al
366 davs = 1	fraction bar)	kilometer (km)	number	rav	table
leap vear	dollars (\$)	label	sentence	reasonable	tallv
3-dimensional	dozen	least	octagon	rectangle	tally chart
52 weeks = 1	drawn to scale	least likelv	odd/odd	rectangular	temperature
vear	edae/edaes	length	number	prism	thousand
7 davs = 1	equal	less than	operation	rectangular	time
week	equation	likelv	order	pyramid	ton
a.m.	estimate/estimatio	line	ordered pair	represents	total
abbreviations	n	line graph	(\mathbf{x}, \mathbf{v})	results	trapezoid
for days	even/even	line of symmetry	ordinal	rhombus	triangle
and months	number	line segment	numbers	right angle	triangular prism
about	face/faces	long	ounce (oz)	round down	triangular pyramid
above	factor	mass	p.m.	round up	true
addends	farthest	measure	pair	same	turns
addition (+)	figure	measurement	parallel	scale	twice
angle	flips	meter (m)	parallelogra	scale of	unit
area	folded	metric	m	numbers	unknown
average	foot/feet (ft)	mile (mi)	pattern	second	unlikely
bar graph	fraction	milligram (mg)	pentagon	segment	value
below	gallon	milliliter (ml.)	perimeter	set	variable
between	gram (g)	millimeter (mm)	pictograph	shape	Venn diagram
capacity	araph	minus	nie graph	side/sides	vertex/vertices
cardinal	greater	month	nint	similar	vertical
numbers	greatest	more than	place value	single	volume
centimeter	arid	most	place figure	size	week (wk)
(cm)	aroun	most likely	nlus	solid figure	weight
cents (50¢ or	height	multiply/multiplicatio	point	solve	wide
\$0.50)	hexagon	n (X)	polygon	spent	width
chance/chance	histogram	nickel	possible	sphere	vard (vd)
s	horizontal	moner	pound (lb	spinner	jaia (ja)
change	hour		and #)	square	
chart			prediction	square	
circle			prism	centimeters	
circle graph			probability	square	
cone			probable	pyramid	
congruent			probably	Pyrama	
coordinates			problem		
corner			solving		
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By Fifth Grade

By Fifth Grade			By Eighth Grade
acute angle	least common multiple	adjacent	measure of angle
angle	liter (L)	alternate exterior angles	minimum
approximately	lowest terms	alternate interior angles	odds
arc	mean (arithmetic	altitude	permutation
base	average)	approximate	principle
bisect	median	ascend/ascending order	proportionally
characteristic	midpoint	axes	Pythagorean
chord	miles per hour (mph)	commission	Theorem
circumference	mode	complementary	quadrants
column	multiple	compound inequality	radical
combination	multiply/multiplication (*	consecutive	random
composite number	or •)	convert	rate
congruent symbols	nonagon	corresponding angles	real number
in	<i>n</i> th term	decagon	satisfy
coordinate graph	obtuse angle	descend/descending	scattergram
correspond	order of operations	order	semi-circle
cubic units (3)	per	discount	sequence
data	percent (%)	distinct	simple interest
decimeter	perpendicular	divisibility	skew
degrees (°)	pint (pt)	domain	square root
degrees Celsius (°C)	polygons	down payment	supplementary
degrees Fahrenheit	portion	earns	surface area
(°F)	prime number	factorial	transversal
diagonals	proportion	foot (ft or ')	vertical angles
diagram	quart (qt)	function	<i>x</i> -axis
dimensions	quotient	fundamental counting	<i>y</i> -axis
dividend	random	girth	
divisor	range	hypotenuse	
elapsed time	ratio (":" or "to")	inch (in. or ")	
equilateral triangle	reflections	independent	
exactly	regular polygon	inequality	
expression	right angle symbol	is greater than or equal to	
gallon (gal)	right triangle	(≥)	
greatest common	rotations	is less than or equal to	
factor	row	(≤)	
heptagon	scale drawing	maximum	
intersect	scalene triangle		
intersecting lines	sequence		
irregular polygon	slides		
is approximately	square units (2)		
equal to (\approx)	stem-and-leaf plot		
is congruent to (\cong)	time zone		
is parallel to ()	ton (t)		
is perpendicular to	triangle (Δ)		
(丄)	value of		
is similar to (~)			
isosceles triangle			

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Strategic Thinking

Give students choices of strategies to solve problems.

Here are some strategies to solve a math problem.

They all start with read the problem carefully to figure out what it asks.

- ✓ Read each sentence carefully to make sure you comprehend it.
- ✓ Decide what the problem includes that you need to use to solve it.
- ✓ Notice any numbers written as words—be sure you include them in your problem solution.
- ✓ Look for context--kinds of numbers—money, time, size.

Then use a strategy you know to figure out the answer. Start by estimating what the size of the answer will be.

Here are some strategies you can use.

- List information you need to use.
- Use a model.
- Use a rule you know.
- Make a table.
- Make a diagram.
- See if it will take just one step to solve it or more steps.
- Choose an operation to start.
- Guess, check, then correct if I need to.
- Look for a pattern.
- Draw a picture so I see what the problem includes.
- Figure out what information I need.
- Underline the information I need and cross out the things I don't need.
- Make a graph.
- Make a list of operations—the steps to take.
- Make a table or chart.
- Work "backwards".
- Think of two different ways to solve it, then choose the one you think will work better.
- Write it as a number sentence.

Most important: Think carefully and clearly.

Work with precision-make sure you know what the words in the problem mean.

Make sure you are careful to check your work.

That is Math Practice Standard 6. Attend to precision.

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Math Problem Solvers Make Sense of Problems then Solve them Strategically and Persistently

(CCSS Math Practice Standard 1)



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Students need to know math facts.

They will learn those facts if they are interesting.

CCSS Math Practice Standard 2. Reason abstractly and quantitatively.

Task: Use the math you know to show five different ways to make equations that result in 5. It could be fraction equations or multi-step addition or...



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SMART PACK

Put the words, letters, or numbers you want to learn into each rectangle. Then cut them out and use them as flash-cards or to play matching games or card games.

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EXAMPLE: TIME TABLE FACTS

Put facts like these on pieces of paper. Cut them out and match them.



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EXAMPLE: MATH FACTS AND OPERATIONS

Put numbers into the boxes. Then cut them out and make up math problems.

Make more parts with other numbers.

Add percentages and decimal signs or algebra symbols for advanced math.



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Make Math Connect--It's Your Business, and You Need Math

CCSS Math Practice Standard 1. Make sense of problems and persevere in solving them.

Choose a business.

What workers will you need and how much will you pay them?

WORKER What's the job?	Hourly Wage	Hours Per Week	Weekly Total

How much do you pay in wages each week? \$_____

\$

Add 23% to that amount.

That is to pay taxes and benefits to your workers.

Total wages each week:	\$
23% of that total:	\$

Total with Taxes and Benefits

Added Problem! Your workers demand a 10% increase in their wages. You decide to pay 6%. What will you have to pay them now?

(Remember that taxes don't change, just the wages.)

\$_____

Make up MORE MATH STORIES!

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Make Your Own Multiple Choice Question

Question Maker: Write your question here.

Write the correct answer and three other possible answers here:

a.	c.
b.	d.

Question Taker:

Circle the best answer. Then, in the oval, explain why you chose that answer.

