

Mathematics Teaching Institute  
The Ohio State University  
Summer 2015  
Generating Learning Experiences – Day Five

Setting Clear Expectations:

For this activity, you will be placed in collaborative groups of five (or six) teachers. Each group will select a grade-band appropriate mathematics concept. You will have nearly five hours to generate, revise, and submit a series of interconnected, mathematically sound, student-centered and problem-based learning experiences for students that target learning goals related to your mathematics concept.

You may pull from, tweak, and adapt a wide range of resources at your disposal. But you must cite the original source of any portion of your learning experience that is not your own.

**Each working team** will submit the following to your MTI Facilitator by the end of Day Five:

- A cover page that lists all team members' name, email address, Learning Experience Concept, and Target Grade Level.
- **A series of FOUR (or FIVE) separate but coherent activities that target your mathematical concept.** The summary of each learning experience must contain the following elements:
  - Activity / Lesson Title,
  - Appropriate Learning Goals for Students,
  - Two paragraphs that detail how the Learning Experience SPECIFICALLY connects to the chosen concept,
  - Appropriate CCSSM Grade-level Standards for the Learning Experience that span all of the content domains (Number and Operation in Base Ten, Number and Operations – Fractions, Operations and Algebraic Thinking, Geometry, Measurement and Data)
  - A two paragraph justification of the TWO most relevant Mathematical Practice(s) in the Learning Experience,
  - Materials / Handouts Necessary to implement / complete the Learning Experience in a classroom
  - Procedures and Guiding Questions that explicate how the Learning Experience(s) will unfold in a classroom? (What are students doing? What is the teacher doing?)
  - Adaptations for students at both ends of the spectrum
  - Learning Experience Assessment Plan
  - Your Source for the Activity (if not your original idea)