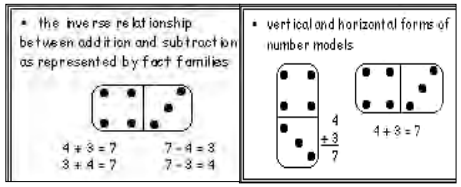
EVERYDAY MATH COMPONENTS

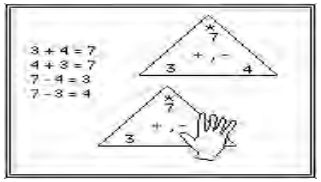
Dominoes

Dominoes help children visualize facts and better understand the relationship between addition and subtraction.



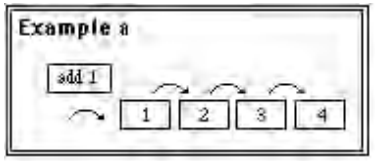
Fact Triangles

The flash cards of *Everyday Mathematics*, these tools help children memorize facts by emphasizing fact families and the relationship between operations (addition/subtraction and multiplication/division).



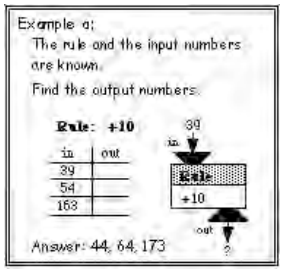
Frames and Arrows

These diagrams are used to represent number sequences, sets of numbers that are ordered according to a rule. Each frame contains a number in the sequence; each arrow represents the rule that determines what goes in the next frame.



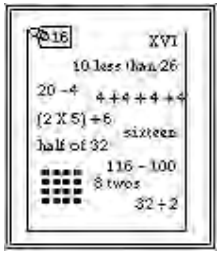
What's My Rule? (Function Machines)

"What's My Rule?" routines begin in Kindergarten. These problems have three parts: input, output and rule. Sets of number pairs are related to each other according to the same rule. The goal is to find the unknown part. The skills developed are a prerequisite for pre-algebra.



Name Collection Boxes

These diagrams are used routinely for students to identify equivalent names for numbers. The names can include sums, differences, products, tally marks, money, Roman numerals, fractions, etc.



Number Grids

A number grid is a matrix of rows of boxes, 10 to each row, containing a set of consecutive whole numbers. Students use the grid to find patterns, reinforce place value concepts, and calculate sums and differences.

TOOLS AND ROUTINES USED IN EVERYDAY MATHEMATICS

Games: Mathematical games are an important part of the program. They provide the frequent practice that is necessary to attain mastery of a skill.

Home Links (K– 3rd grade) **Study Links** (4th and 5th grades)**:** These link home and school and are the homework assignments of *Everyday Mathematics*. They consist of projects, extensions of the lesson of the day and ongoing review problems. The next lesson in class has a follow-up to the previous Link. The Link for the last lesson in each unit is a **Family Letter** outlining the next unit.

Journals: The journal contains the problems and lesson support activities for students to complete. It provides a record of their work and mathematical development over time.

Math Boxes: These are 4 - 6 short problems on a page found in almost every lesson for review and practice of skills and concepts from past lessons.

Student Reference Book: A resource for each student in grades 3-5, the "SRB" contains brief summaries of the major mathematical topics introduced in each grade (including examples), rules for the games, a glossary of math terms, and reference material such as tables of measures, conversion tables and place-value charts. Although written for students, parents also find it a useful resource.

HOW MAY I HELP MY CHILD?

Everyday Mathematics believes it is very important to help parents become actively involved in their child's mathematical education. Here are just a few suggestions for how you can learn about the math your child is studying in school, and how you can help reinforce math learning at home.

- A Home Link assignment is included with almost every lesson in the program. Periodically these include a Parent Letter explaining particular elements of the program. Be sure to read these letters and discuss with your child what is going on in math class. Whenever possible, work with your child on her Home Links (gr. 1-3). Look over her Study Links (gr. 4-5). Encourage your child to "teach" you about what she is learning in class.
- Encourage your child to teach you the math games he is learning in school, and play these games whenever you have an opportunity. You might even enjoy inventing some of your own math games together!
- If your child needs additional basic fact practice, ask his teacher to send home a set of fact triangles and spend a little time each day practicing fact families.
- Find out from your child's teacher which facts she needs to be practicing. Help your child be strategic to maximize the effectiveness of the practice she does at home.
- If possible, volunteer to help in the classroom during math time, particularly when the class will be playing math games.
- Whenever you find yourself using math in your daily life, point out this fact and discuss math's usefulness in real-life situations. Encourage your child to experiment with and use everyday "math tools."

USEFUL MATH WEBSITES

http://instruction.aaps.k12.mi.us/EM_parent_hdbk/FAQs.html

http://www.michigan.gov/mde/0,1607,7-140-5233-125803--,00.html

http://everydaymath.uchicago.edu/parents/faqnotes.shtml#homelink

http://www.emgames.com/demosite/index.html

http://everydaymath.uchicago.edu

http://www.wrightgroup.com/index.php/home/everydaymathematics/emsecondupdate/familyletters/46

http://mb.msdpt.k12.in.us/Math/Algorithms.html

http://www.aplusmath.com

http://www.aaamath.com/

http://www.bbc.co.uk/skillswise/numbers/wholenumbers/multiplication/timestables/game.shtml

http://www.math.com/parents/articles/domath.html

http://www.shodor.org/student/

http://www.cut-the-knot.org/index.shtml

www.hbschool.com/glossary/math

http://amby.com/educate/math/1-2_prob.html

EVERYDAY MATHEMATICS PARENT INFORMATION

Ann Arbor Public Schools