

## HOW MAY I HELP MY CHILD?

EM and Eanes believe it is very important to help parents become actively involved in their children's mathematical education. Here are just a few suggestions about how you can learn about 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 letter to parents explaining the program. Be sure to read these letters and discuss what's going on in math class with your child. Whenever possible work with your child on the Home Links. Encourage your child to "teach" you about what they're working on in class.
- ◇ Encourage your child to teach you the math games he or she 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/her teacher to send home a set of fact triangles and spend a little time each day practicing fact families.
- ◇ Many EM teachers set aside special days for math activities. If possible, volunteer to help in the classroom on these days.
- ◇ Whenever you find yourself using math in your daily lives, point it out and discuss math's usefulness in real-life-situations. Encourage your child to experiment with and use everyday "math tools."

### Frequently Asked Questions

**Q: How do you measure my child's progress?**

A: Your child will be assessed using Math Boxes, slate/whiteboard activities, games, group work, unit reviews and assessments.

**Q. Everyday Mathematics seems too difficult/easy for my child. How may the program address his/her individual needs?**

A: If your child is having difficulty or the material seems too easy, EM has many activities that are differentiated that will allow your child to succeed at his or her current skill level.

**Q: Why does my child have to move to the next lesson if skills in the current lesson are not mastered?**

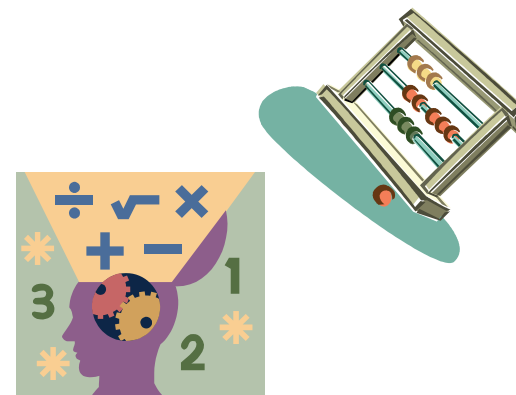
A: Mastery depends on your child's learning and problem solving style. This program has a "spiral" design that informally introduces topics for 2 years before formal study. If your child doesn't master the topic the first time, understanding will increase the next time.

### Great Math Websites

<http://www.coolmath.com/parents/>  
<http://www.mrsbogucki.com/aemes/resource/apps/madmath/>  
<http://www.coolmath4kids.com/>  
<http://www.aplusmath.com/Flashcards/index.html>  
<http://www.k111.k12.il.us/king/math.htm>

*For More Information Contact:  
Jerrri LaMirand  
512-732-9020*

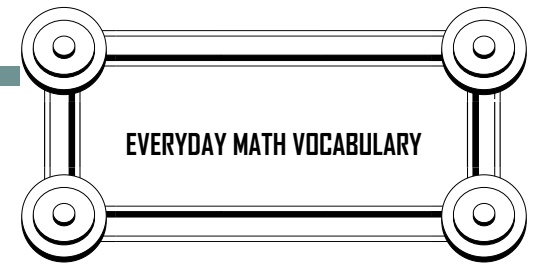
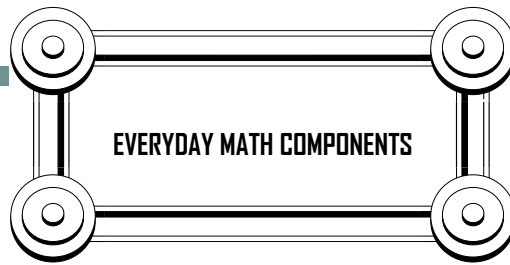
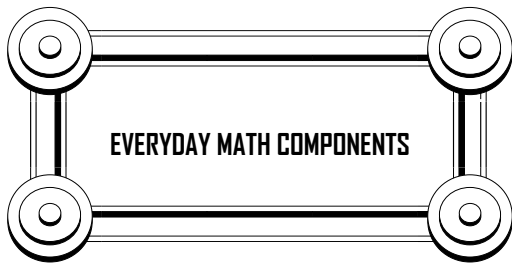
# EVERYDAY MATH PARENT INFORMATION



Everyday Math is a structured, rigorous, and proven program that helps students learn mathematical reasoning and develop strong math skills. The curriculum was developed by the University of Chicago School Mathematics Project to offer students a broad background in mathematics:

- ◇ A problem-solving approach based on everyday situations
- ◇ Frequent practice of basic skills
- ◇ An instructional approach that revisits concepts regularly
- ◇ A curriculum that explores mathematical content beyond basic arithmetic

For more information, please visit the Everyday Math website:  
<http://everydaymath.uchicago.edu/>



### Function Machines

What's My Rule?

Games begin in kindergarten. These problems have three parts-input, output, and rule. The goal is to find the unknown part.

Example a:  
The rule and the input numbers are known.  
Find the output numbers.

Rule: +10	30
in	out
39	
54	
159	

Answer: 44, 64, 173

### Fact Triangles

Basic fact mastery may be achieved through the use of triangle fact cards. Three numbers involved are on the corners of the fact triangle. The sum (answer) is at the top under the asterisk (\*).

$3 + 4 = 7$   
 $4 + 3 = 7$   
 $7 - 4 = 3$   
 $7 - 3 = 4$

### Frames and Arrows

These diagrams consist of shapes connected by arrows to show the path for moving from one frame to another. Each frame is a number in the sequence, and the arrow shows the rule that determines what goes in the next frame.

Example a

### Name Collection Boxes

These boxes help students find equivalent names for numbers. The names can include sums, differences, tally marks, money, Roman numbers, etc.

### Dominoes

Dominoes help children visualize facts and better understand addition and subtraction.

• the inverse relationship between addition and subtraction as represented by fact families

• vertical and horizontal forms of number models

**Explorations:** Explorations are independent or small-group activities that allow children to investigate, develop and extend math concepts.

**Games:** Mathematical games are an important part of the program. They reinforce math fact computation and provide practice.

**Home/Study Links:** These link home and school. Most are activities that require interaction with parents. They are follow-up and review of concepts.

**Journal:** The journal contains the problem material and pages of their activities. It provides a record of their work over time.

**Math Boxes:** These are 4-6 short problems on a page used on a regular basis for review and practice.

**Math Messages:** Many teachers begin each day with a Math message to be completed before the start of the lesson for that day.

**Math Tool Kit:** Students use a variety of math tools throughout the year. Children have them available when needed.

**Minute Math:** Minute Math activities serve as a continuous review and for mental problem solving and arithmetic.

**Projects:** Projects are mathematics activities and concepts, built around various themes that interest children.