### **ELL Newcomers Math – Grades K-2**

**Description** Grades K-2 students will develop beginning language, skills, and strategies related to

mathematics.

Prerequisites

English Language Level 1-2

Textbooks/Resources

Required Assessments ACCESS

Board Approved July, 2005

Revised

### **AASD Mathematics Goals for K-12 Students**

The ELL Bilingual Education program will enable students to:

- > Become mathematical problem solvers.
- > Learn to reason mathematically.
- Learn to communicate mathematically.
- Make mathematical connections.
- Become proficient in basic computational skills.
- Learn to use technology appropriately.

#### AASD Mathematics Standards for Students in Grades K-2

- Number Operations and Relationships
- . Understand place value of whole numbers through the hundred thousands (999,999)
- . Solve problems involving addition, subtraction, multiplication and division.
- . Understand the relationship among whole numbers, simple fractions and decimals.

II. Geometry

- . Identify and describe polygons and common 3-dimensional figures.
- Compare shapes of plane geometric figures in terms of such concepts as symmetry, congruence and similarity.
- Understand right angles in geometric figures and objects in the environment, and relationships with other angles.
- III. Measurement
- . Demonstrate the ability to measure length, liquid capacity and weight (mass) using the appropriate units (metric and U.S customary) and tools of measurement.
- . Understand the use of measurement to specific degrees of accuracy for time, money, temperature and angel size.
- IV. Algebraic Relationships
- . Understand simple number expressions and sentences.
- . Identify relationships between two quantities.
- . Demonstrate problem solving strategies, including working a simple problem and working backward.
- V. Statistics & Probability
- . Collect and record data.
- . Make predictions based on probability.

Standard 3: English language learners communicate information, ideas, and concepts necessary for academic success in the content area of **MATHEMATICS**.

Domain	Level 1 Entering	Level 2 Beginning	Level 3 Developing	Level 4 Expanding	Level 5 Bridging
Listening	use manipulatives or realia to illustrate oral math statements	use manipulatives or draw pictures to illustrate <b>math</b> operations from oral directions	use manipulatives, draw pictures, or make tallies to illustrate oral math stories	use manipulatives or bar graphs to compare oral information (e.g., "There are more girls here today than boys.")	complete or produce graphs (such as histograms) to show comparisons given orally (e.g., "Most children are wearing red, some are wearing blue, and one child is wearing green.")
Speaking	• give identifying information that involves numbers (such as age, address, or telephone number)	• give examples of things with numbers (such as room #s, bus #s, or calendars)	give examples of how or when you use numbers outside of school	tell how to play games that involves numbers (such as sports, board games, or hopscotch)	tell a story that involves numbers from oral scenarios
Reading	sort real-life objects by size or weight using pictures and descriptive words (such as big, little)	sort real-life objects by size or weight using non-standard measurement and comparative language (such as smaller, longer, lighter)	match real-life     pictures/ words with     standard, metric, or     non-standard     measurement tools     (such as use of     paperclips, hands,     rulers, or yardsticks)	estimate measurement of objects from pictures and text using standard, metric, or non-standard measurement tools (e.g., "About how many")	decide appropriate standard, metric, or non-standard measurement tools based on grade level text for everyday situations
Writing	make collages or pictures of numbers and quantities (from newspapers or magazines)	dictate, draw, or make notes of examples of everyday math	keep an illustrated log or journal of examples of everyday math	describe uses of everyday <b>math</b> with illustrated examples	explain how you use everyday <b>math</b> (such as when shopping or cooking)

ELP Standards - WIDA (Classroom)

Standard 3: English language learners communicate information, ideas, and concepts necessary for academic success in the content area of **MATHEMATICS**.

Domain	Level 1 Entering	Level 2 Beginning	Level 3 Developing	Level 4 Expanding	Level 5 Bridging
Listening	• identify illustrations of math figures described orally (e.g., "Find a shape that looks like the sun.")	• identify illustrations of math figures whose attributes are described orally (e.g., "Find a shape with 4 sides." [such as a door or window])	complete repeated math patterns of alternating figures described orally	• complete repeated <b>math</b> patterns described orally (such as + + © © )	predict sequence of complex math patterns from oral descriptions according to grade level
Speaking	recite math-related words or phrases from pictures of everyday objects and oral statements	restate simple math     operations from oral     statements, referring to     pictures of everyday     objects	describe math     representations and     operations from pictures     of everyday objects and     oral descriptions	compare/contrast math operations needed in problem solving from pictures and oral descriptions	explain the process of math problem solving from pictures and oral descriptions at grade level
Reading	match pictures of everyday objects in context with math symbols	match pictures depicting varying quantities in context with math- related words or phrases	sort math sentences     according to language     associated with different     operations (such as     altogether, more, sum,     plus, in all; take away,     left, minus, fewer)	order math sentences involving different operations using sequential language	analyze math sentences from grade level texts to produce sequences for problem solving
Writing	illustrate and label whole numbers (such as from 1- 100)	I I	list uses of whole numbers using words, phrases, symbols, or illustrations	describe and compare whole numbers using words, phrases, symbols, or illustrations	create math story     problems using whole     numbers in words,     phrases, or sentences

ELP Standards – WIDA (Large Scale)

## A. Mathematical Processes

Course Objectives	Performance Indicators	Classroom Assessments
1. Use mathematical processes.	<ul> <li>Performance will be satisfactory when the student: <ul> <li>recognizes, identifies, and justifies patterns &amp; relationships.</li> <li>recognizes and uses step-by-step processes in reasoning by following basic oral &amp; written directions.</li> <li>communicates mathematical ideas in a variety of ways (including words, numbers, symbols, pictures, charts, graphs, tables, diagrams, and models).</li> <li>links mathematics to everyday experiences.</li> <li>exhibits knowledge of various mathematical functions.</li> <li>recognizes and uses mathematical concepts and vocabulary (e.g. subtraction, minus, take away, what is left?).</li> <li>discusses mathematical concepts and solutions.</li> </ul> </li> </ul>	<ul> <li>Manipulatives (e.g. Pattern blocks, Base Ten blocks)</li> <li>Math Journal</li> <li>Student Drawings</li> <li>Observations</li> <li>Illustrations</li> <li>Calendar Math</li> <li>Lunch Count</li> <li>Charts, Graphs, Tables</li> <li>Written Work</li> <li>Following Oral Directions</li> </ul>
Above objective aligned with AASD Math: Mathematical Processes	standards:	

# . Number Operations and Relationships

Course Objectives	Performance Indicators	Classroom Assessments
Use numbers effectively for various purposes, such as counting, measuring, estimating, and problem solving.	Performance will be satisfactory when the student:  recognizes and uses whole numbers, place value, and basic fractions through manipulatives, number lines, pictures, and oral sharing.  sorts and classifies objects by color, shape, and size.  groups and counts (e.g. by two's, five's, and ten's).  estimates and rounds numbers.  reads, writes, and orders whole numbers and money.  recalls and computes the basic facts of addition, subtraction, and basic multiplication (e.g. fact families).  applies mental math.  uses a calculator.  explains problem-solving situations involving adding and subtracting money.	<ul> <li>Manipulatives (e.g. Money, Base Ten blocks, Pattern Blocks, etc.)</li> <li>Observations</li> <li>Math Journal</li> </ul>
Above objective aligned with AASD so Math: Number Operations and Rela		

## . Geometry

Course Objectives	Performance Indicators	Classroom Assessments
Use geometric concepts to interpret, represent, and solve problems.	<ul> <li>Performance will be satisfactory when the student: <ul> <li>names and describes two- and three-dimensional figures (e.g., circles, polygons, trapezoids, prisms, spheres).</li> <li>compares, sorts, and classifies the figures.</li> <li>draws and constructs physical models.</li> <li>explains how these figures are related to objects in the environment.</li> <li>uses physical materials and motion geometry (e.g., slides, flips, and turns).</li> <li>identifies symmetry and similarity between 2- and 3-D figures.</li> <li>identifies and uses relationships among figures (i.e. location, position).</li> </ul> </li> </ul>	<ul> <li>Manipulatives (Tangrams, Pattern Blocks, Pentominoes, 3-D Shapes, etc.)</li> <li>Following Oral Directions to produce a figure/drawing</li> <li>TPR</li> <li>Math Journals</li> <li>Graphic Organizers</li> <li>Observations</li> <li>Following Oral Directions</li> <li>Manipulatives</li> </ul>
Above objective aligned with AASD Math: Geometry	standards:	,

### . Measurement

Course Objectives	Performance Indicators	Classroom Assessments
Select and use appropriate tools (including technology) and techniques to measure things.	Performance will be satisfactory when the student:  demonstrates, shows, and uses measurable attributes such as length, liquid capacity, time, weight (mass), temperature, volume, and money, and identifies the appropriate units to measure.  uses and decides appropriate measurements in problem-solving situations.  demonstrates the use of measuring instruments.  demonstrates conversion of standard units within a system (such as yards, feet, and inches).  estimates and/or calculates basic length and width, weight, money, time, and temperature.	<ul> <li>Manipulatives (Clocks, Measuring Cups, Scales, Calendars, Money, Rulers, Thermometers, etc.)</li> <li>Measuring Classroom Objects</li> <li>Cooking</li> <li>Math Journals</li> <li>Observations</li> </ul>
Above objective aligned with AASD s	tandards:	

Math: Measurement

## E. Statistics & Probability

Course Objectives	Performance Indicators	Classroom Assessments
1. Use data collection and probability to problem-solve.	Performance will be satisfactory when the student:  applies problem-solving strategies (e.g. Makes predictions, collects data, draws conclusions, etc.).  describes and interprets a set of data (Use high and low values and most frequent value).  makes predictions and determines probability of future events and test predictions using data from a variety of sources.	<ul> <li>Manipulatives</li> <li>Math Journals</li> <li>Observations</li> <li>Graphs, Charts, Tables</li> <li>Word Problems</li> </ul>
Above objective aligned with AASE Math: Statistics & Probability	standards:	

# F. Algebraic Relationships

1. Discover and describe simple patterns and relationships.  Performance will be satisfactory when the student:  . uses letters, boxes, or other symbols to stand for any number (e.g., N+0=N is true for any number, different ways to make 10, 100, \$1.00).  . recognizes and generates basic fact families of addition and subtraction.  . uses the vocabulary, symbols, and notation of algebra accurately (e.g. =, <, >).  . uses simple equations and inequalities in a variety of ways (e.g. to represent story problems).  . works with simple linear patterns and relationships in a variety of ways (e.g. Recognizes and extends number patterns, describing them verbally, representing them with
tables, charts, and graphs).