



ST Math Immersion Curriculum Resources

Curriculum Resources

In addition to the ST Math® software program, a digital curriculum is provided. All teachers will have access to the curriculum through the ST Math Immersion website. Resources are readily available as both an individual download and as a larger file of related resources. The digital resources include:

- Daily Lesson Plans
- Problem Solving Activities (Problem of the Day, Math Journal Prompts)
- Graphic Organizers (Exit Tickets, My Thinking Path)
- Number Sense Game Boards and Game Resources
- Recording Sheets
- Design Station Booklet
- Game Mats
- Engineering Design Principles Poster

Planning and Informational Resources

In addition to the student resources, the ST Math Immersion curriculum contains resources designed to support teacher growth. These resources include:

- Facilitation Strategies
- Strategies for Using Student Work to Deepen Mathematical Discussions
- Strategies for Promoting Student Discourse
- Best Practices for Using Instructional Stations
- Learning Showcase and Celebration Planning Guide and Related Resources
- Intervention Planning Guide

Quick Training Videos

Embedded in the Immersion curriculum are a series of quick training videos and slide decks. These videos and slide decks provide a deeper explanation and examples of strategies and resources used within the curriculum. There are two types of quick training videos

- Game in a Minute - brief overview of the game that will be used as a Puzzle Talk
- Embedded PD - information and examples of instructional delivery and strategies

Resources Not Included, but Recommended

Use of math tools helps students problem solve through ST Math® puzzles and rich problems. This is especially helpful for students who get stuck on a puzzle. Students can use tools to model the problem they are experiencing in the puzzle. Math tools should be available to students while they are playing ST Math®. They can manipulate the model, assign meaning to it, and test out their thinking before they click on the puzzle. Some examples of tools you may want in your math toolkit include:

Math Tools

- Centimeter Cubes (K-5)
- Connecting Cubes (K-5)
- Two color counters (K-2)
- Cuisenaire Rods (3-5)

Game Materials

- Paper Clips (K-5)
- Playing Cards (K-5)
- Color Tiles (K-5) *used for game pieces*
- Centimeter Cubes (K-5) *used for game pieces*
- Index Cards (K-2)
- Dice (K-2)

Every student needs a notebook for problem solving & journaling.



Literature Connections K-2 (Optional)

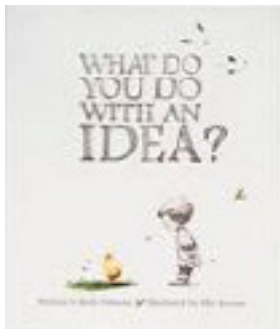
Suggested titles - Not included

These books support students as they work through the design process and there is an option to include them in the lessons. They will need to be purchased separately or borrowed from the library. You may also substitute the titles for other books that share the same message.



Rosie Revere, Engineer by Andrea Beaty

This story is about a young girl named Rosie who spends her nights secretly building inventions and dreaming of being an engineer. She decides to build an invention for her great-great-aunt Rosie who dreams of flying. When young Rosie's invention does not work, her aunt helps her see how her failure is actually a success. This book encourages students to dream, invent, and learn from their mistakes.



What Do You Do With an Idea? by Kobi Yamada

This story is about a young child who has an idea. At first the idea follows him around and he is embarrassed by it. Then he begins to think about the idea and gains confidence around the idea. He begins to play and interact with the idea until he shares it with the world. This book inspires students to embrace, think, and dream about their ideas.



The Most Magnificent Thing by Ashley Spires

This story is about a young girl who sets out to create what she calls the most magnificent thing. She has an idea in her head of what it should look like. As she begins to create her invention it is not turning out the way she expected. She begins to get frustrated with all the "wrong" things that she has created. Eventually she takes a walk and sees things from a different perspective. Looking at things from a different perspective allows her to see how to use the mistakes to make the magnificent thing that she is trying to create. This book reminds students to see the successes within their failures and to persevere and learn from their mistakes.