



ST Math. Summer Immersion

Welcome to **Module 3!**

Making Mistakes Means Students are Learning!

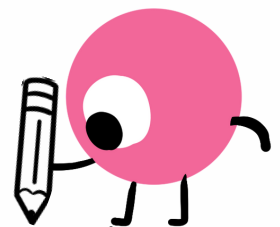
This module will focus on tips to encourage students to become confident problem solvers. One of our core beliefs is that students need to see their mistakes as learning opportunities. Being stuck is not a bad thing, we're just trying to figure things out. They also don't have to just sit there and try to solve the problem in their heads, we have tools to help! Use the [sentence stems](#) and the [student-friendly bookmark](#) to support students in thinking through problems and developing the language they need to communicate understanding.

We also have in-game tools to help. Click on the link for more info.

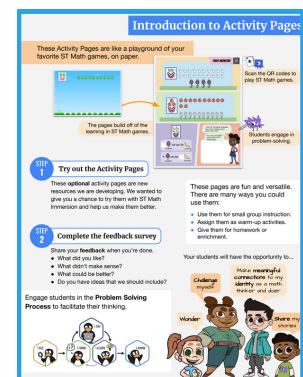
First, **pausing the animation** is a powerful tool that allows teachers and students to examine the visual proofs that happen after the green Go button is clicked.

Second, **the annotation tool** allows students to write on the screen to show their thinking or record their answers.

On the last day of the module, use the **ST Math Activity Pages** to extend the learning that occurs in the puzzles. These pages are based on an ST Math Puzzle and are designed to be fun and engaging for students. Directions can be found on day 5 of the lesson plan.



Learn more about
[Introduction to Activity Pages](#)



The next module will start the final two modules of Summer Immersion and how to prepare for the Learning Showcase and Celebration!