



| OUTLINE  | NOTES/QUESTIONS |
|--|-----------------|
| <p><b>1</b></p> <p><b>Introduction to ST Math Immersion</b></p> <ul style="list-style-type: none"> <li>• <a href="#">ST Math Immersion Teacher Guide</a></li> <li>• ST Math games + Math Curriculum</li> <li>• Mathematical Focus</li> <li>• <a href="#">Facilitating Learning</a></li> </ul>                                    |                 |
| <p><b>2</b></p> <p><b>Week 1 Checklist</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Create Immersion class</li> <li><input type="checkbox"/> Assign objectives</li> <li><input type="checkbox"/> Review Day 1 lesson plan</li> <li><input type="checkbox"/> Plan for Immersion Assessments</li> </ul> |                 |
| <b>Daily Math Block Components:</b>  |                 |
| <p><b>3</b></p> <p><b>My Thinking Path</b></p> <ul style="list-style-type: none"> <li>• Find the topic for Week 1 on your Day 3 plan.</li> <li>• What do students know?</li> <li>• What questions do they have?</li> </ul>   |                 |
| <p><b>4</b></p> <p><b>Puzzle Talk</b></p> <ul style="list-style-type: none"> <li>• Perception-Action Cycle</li> <li>• Experience a Puzzle Talk</li> <li>• <a href="#">The Problem Solving Process</a></li> <li>• <a href="#">Facilitating Learning</a></li> </ul>  |                 |



### Daily Math Block Components: (continued)

|          |   |  |
|----------|---|--|
| <b>5</b> | <p><b>Problem Solving</b></p> <ul style="list-style-type: none"> <li>• Problem of the Day</li> <li>• Math Journal</li> <li>• <a href="#">Student Work Examples</a></li> <li>• Sharing student work and strategies</li> <li>• <a href="#">Facilitating Learning</a></li> </ul> |  |
|----------|---|--|

### Instructional Stations

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|--|---|--|
| <p><b>1. Small Group Instruction</b><br/>Plan procedures and routines for small groups and station rotations.</p>                          | <p><b>3. ST Math 1:1 Experience</b><br/>Plan how you will introduce, model, and monitor expectations for Journals</p>   |  |
| <p><b>2. Number Sense Games</b><br/>Plan how you will introduce and model expectations for playing games and filling out Exit Tickets.</p> | <p><b>4. Design Challenge</b><br/>Plan how you will utilize the Design Station.</p>   |  |
| <b>6</b>   | <p><b>Wrap Up</b></p> <ul style="list-style-type: none"> <li>• Learning Showcase (optional)</li> <li>• <a href="#">Immersion Teacher Planner</a></li> <li>• Three words that describe your key take-aways about ST Math Immersion.</li> </ul> |  |



### FACILITATING LEARNING

|                        | How do we <b>facilitate</b> student learning? | How do we <b>position</b> students as authors of their own learning? | How do we <b>support</b> students in developing the “soft” skills they need for success? |
|------------------------|---|--|--|
| <b>Your Classroom</b>  |   |  |  |
| <b>Puzzle Talks</b>    |   |  |  |
| <b>Problem Solving</b> |   |  |  |

|                   |  |                    |   |
|-------------------|--|--------------------|---|
| <b>Event Code</b> |  | <b>Survey Link</b> | <a href="https://stmath.info/pl310">https://stmath.info/pl310</a> |
|-------------------|--|--------------------|---|

| RESOURCES  | HOW TO:   |
|--|---|
| <ul style="list-style-type: none"> <li>• <a href="#">Learn more about ST Math</a> (new users)</li> <li>• <a href="#">Immersion Site</a></li> <li>• <a href="#">ST Math Help</a></li> <li>• <a href="#">Problem Solving Process</a></li> <li>• <a href="#">Immersion Support</a></li> </ul> | <ul style="list-style-type: none"> <li>• <a href="#">Create an Immersion class and add students</a></li> <li>• <a href="#">Assign Immersion objectives</a></li> </ul> |

### STILL HAVE QUESTIONS?

**ST Math Support:** [support@mindresearch.org](mailto:support@mindresearch.org) | 1-888-491-6603 | [help.stmath.com](http://help.stmath.com)