

NUMERACY RESOURCES SAMPLER

INTERMEDIATE ELEMENTARY (3-5)

Instructional Resources (for Teacher Use)

- Numeracy Development Continuum.....3
- Development of Mathematical Reasoning (Twist Model).....4
- 10 Strategies to Estimate Reasonably.....5
- Iceberg Planning Template (Concrete to Abstract).....6
- 10 Questions to Guide Game Selection.....7
- Power Up Math Daily Routine.....8
- Math Questions to Promote Thinking..... 9-10

Masters, Games & Puzzles (for Student Use)

- Time of Day (BEAM Activity).....11
- Big 4 Thin-Sliced Note-Making Template (BLM).....12
- Problem Solving Strategies (Checklist).....13
- Examples of *Think Tank* Resource (Problem Solving).....14-16
- Time Cards (analog and digital clock BLMs).....17-18
- Numeracy Thinking Paper (for Problem of the Week or Story Problem).....19
- Thinking Classroom Problems (Strategies + 2 examples).....20-23
- Rich Task: Garden Beds.....24
- Math Lab: Sampling Example.....25-28
- Shikaku Puzzle Examples (mild, medium, etc.).....29-33
- Yohaku Puzzle Examples (Addition, Multiplication).....34-37
- Zukei Puzzles (Geometric Shapes).....38-41
- SolveMoji Style Puzzles (3 examples).....42-46

Assessment and Reflection Resources

- SNAP Grade 3 Number Sense.....47
- SNAP Grade 3 Operations.....48
- SNAP Grade 4 Number Sense.....49
- SNAP Grade 4 Operations.....50
- SNAP Grade 5 Number Sense.....51
- SNAP Grade 5 Operations.....52
- SNAP Rubric Number Sense.....53
- SNAP Rubric Operations.....54
- Operational Fluency Trajectory (3-5).....55
- Fact Fluency Trajectory (K-9).....56
- Math Self-Assessment Guide (Fan/Flipbook Template).....57
- Self-Assessment Text-Editing Guide (As above).....58