

Leapfrog Program Week 3

Course Title: Math Curse: Math in the Books of Jon Scieszka

Course Description

The young narrator of *Math Curse* creates both silly and serious word problems from the events in an ordinary school day. Students explore the crazy humor and unique challenges presented in the book as well as create their own wacky word problems.

Essential Questions

- How is solving a math problem like telling a story?
- Can math be funny?
- How do you turn an ordinary event into a math problem?
- What elements and features make a word problem fun to solve?

Outcomes

Upon successful completion of this course, students will have:

- a. Read and discussed *Math Curse* and other books that include story problems
- b. Identified the math functions in each part of the book(s)
- c. Used illustrations, symbols, equations, and graphs to represent the word problems in the stories
- d. Evaluated the word problems to determine which were funny and why
- e. Written word problems based on their own experiences
- f. Presented findings and discoveries about how to create challenging and funny story problem in a final project

Instructional Strategies

Students will learn through a variety of methods aimed at reaching all styles of learners. Independent work and math journaling will benefit students who learn best through intrapersonal learning. Cooperative learning and math discussions will allow students' interpersonal skills to shine. Kinesthetic learners will have the opportunity to participate in hands-on math activities and games. Direct instruction from the teacher will aim to reach auditory, kinesthetic, and visual learners.

Lessons will be differentiated accorded to student ability and interest. Math centers will allow for students to choose topics and activities that interest them most. Working in small groups and one-on-one with the teacher will allow students to learn at their own pace.

Resources and Materials

- **Books**
 - Scieszka, Jon. *Math Curse*. 1995. ISBN 978-0-670-06299-7
- **Web sites**

- <http://www.jsworldwide.com/> Jon Scieszka Worldwide. Author Jon Scieszka’s website includes an author bio and a list of books.
- <http://www.lanesmithbooks.com> Lane Smith Books. Illustrator Lane Smith’s webpage.
- **Materials (supplied by teacher)**
 - Pizza Fraction Fun Game by Learning Resources
 - Making Cents Money Game by Lakeshore Learning
 - Big Time Demonstration Clock by Learning Resources

Student Assessment

- **Pre-Assessment**
Students will write a math word problem and solve it using words, numbers, and pictures.
- **Documentation of Learning**
Each day, students will be solving math word problems from *Math Curse*. Their written solutions will be documented as well as their ability to verbally share their problem solving methods with others. They will also write their own math problems relating to the book. Their ability to write clear problems that contain all necessary aspects of a word problem will be assessed. Student word problems will be compiled and bound in their own *Math Curse* book authored by the student.
- **Post-Assessment**
Students will complete their own *Math Curse* book by writing and solving real life math problems. At the end of the course students will receive a written evaluation based on general class performance, discussion, participation (whole group and small group) evaluations, and written work. Final Student evaluations are written are mailed out by September 15. Please refer to the Leapfrog Family handbook for more information.

Schedule

Date	Topic(s)	In-class Activities	How will you document learning for assessment?
July 25	Pre-Assessment Time, Addition, and Measurement Word Problems	Read Aloud: <i>Math Curse</i> Experiment with capacity and measurement. Compose time, addition, or measurement word problems for self-made books.	Written work from problem solving as well as verbal explanations of problem solving methods will be analyzed by teachers. Student-made problems will be evaluated for completion, complexity, and clarity.
July 26	Data Collection, Multiplication, Division, and Array Word Problems	Read and analyze a graph. Collect and graph data about classmates. Create questions about graphs. Use arrays to solve division and multiplication problems. Compose word problems involving arrays.	Data, graphs, and graph questions will be evaluated as well as array word problems.
July 27	Fraction, Measurement, and Compound Word Problems	Play Pizza Fraction Games. Solve and compose problems with large measurements. Write math problems using compound words.	Teachers will take written observations of students’ ability to work cooperatively on problem solving strategies. Student-made measurement and compound word problems will be assessed for creativity and clarity.

Date	Topic(s)	In-class Activities	How will you document learning for assessment?
July 28	Money, Pattern, and Logic Problems	Play math games with money. Analyze the Fibonacci Sequence. Solve and compose algebraic patterns. Discuss logic problems.	Notes will be taken on student discussion about logic problems. The ability to correctly solve and create algebraic patterns will be evaluated.
July 29	Review EXPO!	Complete centers to review what we have learned over the course of the week. Edit student-written <i>Math Curse</i> books. EXPO: Share student-made books with families.	Teachers will evaluate final copies of student-made books.

CTD Statement on Third-Party Web Sites

Instructors are required to thoroughly review any third-party web sites they intend to use in their courses for inappropriate content. However, because web content continuously changes, CTD disclaims any responsibility for any of the content contained on third-party web sites used in course materials. If you become aware of anything that may be inappropriate, please notify CTD staff immediately.