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GREAT MINDS





Getting Started Guide Level 3 Module 1

Getting *Started*

This Getting Started Guide provides contextual information as you review *Eureka Math*^{2°}. Follow along as we explore the contents of the *Teach, Learn,* and *Apply* books. The guide also highlights some **key components of the digital experience** that are seamlessly integrated into *Eureka Math*².

Exponentially *More*

Eureka Math® revolutionized math teaching in the United States. The curriculum has helped students understand the *why* behind the math, not just the *how*. It has become the most widely used K–5 math curriculum in the country—so why would we change it? Because we listened to feedback from our dedicated team of *Eureka Math* teachers throughout the country and studied the findings of current educational research. Armed with this knowledge, we decided to expand the accessibility and efficacy of our materials so that even more students can achieve greatness in math.

*Eureka Math*² is exponentially more efficient. Exponentially more engaging. Exponentially more accessible. And this adds up to exponentially more knowledge and joy for students and teachers alike.



Teachability² + Engagement² + Accessibility² = $0U^2$

Thinking and Talking About Math

The teacher-writers who crafted *Eureka Math*² realize the value of student discourse. Starting in kindergarten, *Eureka Math*² students engage with the teacher and with one another to make their thinking visible. Students work in pairs and in groups as they engage in a variety of instructional routines and participate in whole class discussions to explore mathematical ideas. The Talking Tool, detailed on the inside cover of every *Learn* book, provides sentence frames and sentence starters to help guide student discourse.

Similar to the Talking Tool, the Thinking Tool, on the inside back cover of the *Learn* book, is a scaffold to support students in developing and applying metacognitive skills. It provides a set of questions students can ask themselves before, during, and after engaging in a task.

Thinking and talking about math helps students develop a deeper understanding of the topics they learn. These activities are key factors in creating an equitable classroom culture— and in helping students find the joy in mathematics.

How Students Build Knowledge

*Eureka Math*² is organized into three coherent stories that build from year to year: A Story of Units[®] for Grade Levels K–5, A Story of Ratios[®] for Grade Levels 6–8, and A Story of Functions[®] for Grade Levels 9–12.

Each grade level is organized into six modules. Within each module, related lessons are organized into topics.

A close look at the module map reveals that the major work of the grade level is delivered earlier in the school year. This allows students to have ample opportunities to establish strong foundational knowledge. *Eureka Math*² reinforces this knowledge later in the year by connecting supporting content to major grade-level work and providing students with real-world context.



Implement with Fidelity and *Confidence*

The same team of teacher-writers who crafted *Eureka Math²* also developed an Implementation Guide to help educators bring the curriculum into their classrooms. The guide provides a detailed map of the resources built into the curriculum and offers advice on how to prepare to teach each module. <u>Access the full Grade Levels 3–5</u> Implementation Guide.

Below we'll highlight some of the information covered in the Implementation Guide to help you explore *Eureka Math*² Level 3 Module 1.

An Intentional and Meaningful Integration of Digital Learning

The Eureka Math² writers strategically integrated digital components with K–5 lessons so that technology enhances instruction without the need for individual student devices. Eureka Math² Equip[™], a companion product to Eureka Math², is a digital diagnostic tool that offers a Pre-Module Assessment for every student. It identifies learning gaps and provides teachers with content tailored to address those gaps so that all students can access grade-level content. The curriculum's digital platform includes teacher facilitation slides that display lesson visuals such as mathematical representations, images, videos, or digital interactives. Students also participate in a teacher-led class demo with interactive tools on the Great Minds[®] Digital Platform to visualize various mathematical models.

When students have their own devices, they can access the *Learn* book content and complete assignments digitally.

Every module includes at least one context video that shows an application of the module's math in real-life scenarios. Each video in our *Eureka Math*² digital experience has been crafted with special care to ensure representation of students from different backgrounds and abilities. These videos do not include spoken words because we want to make them accessible to multilingual learners and striving readers and keep the focus on the math story instead of the dialogue. You can access the video for this lesson on the webpage where you accessed this guide.

Access the Great Minds Digital Platform to review Eureka Math² assessments, digital interactives, context videos, and more.

Bringing Fine Art *into Math*

Among all math curricula, *Eureka Math*² is unique in its integration of fine art. The cover of each module features an impressive work of fine art that is visually or conceptually connected to the math. Level 3 Module 1 features the painting *Farbtafel "qu 1"* by Paul Klee, and a note on the inside cover helps students understand how the artwork is connected to the math they will learn.



A Map to the Learning

Every *Teach* book begins with an Overview. In Level 3 Module 1, the Overview begins on page 2. The Overview notes any previous knowledge students use and build upon in the module, summarizes the student learning taking place on each topic in the module, and shows where in the curriculum students will next access the module's learning to build new layers of understanding and more complex knowledge.

Following the Overview is the Why section. The Why section gives insight into the decisions made during the writing of the module, helping you understand the underlying structure of the module, the flow of the content, and the coherence of the different parts of the curriculum.

What Does Understanding Look Like?

Beginning on page 10, the *Teach* book highlights the Achievement Descriptors addressed in the module. Achievement Descriptors are clear, concise, standards-aligned descriptions that detail what students should know and be able to do based on the instruction. The first page of each lesson identifies the Achievement Descriptors aligned with that lesson. Proficiency Indicators for each Achievement Descriptor support teachers with interpreting student work in the module. The Proficiency Indicators begin on page 374 in the Level 3 Module 1 *Teach* book.

History of the Math

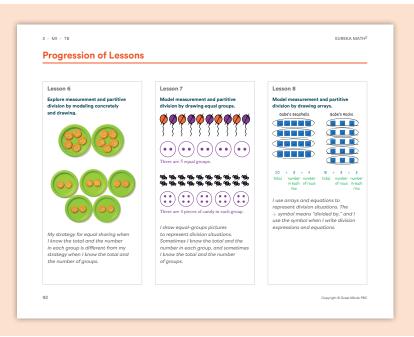
Math Past is another way that *Eureka Math*² helps students build knowledge—by telling the history of some of the big ideas that shape the mathematics in the module. Math Past frames mathematics as a human endeavor by telling the story of the discipline through artifacts, discoveries, and other contributions from cultures around the world. Math Past provides material that can inform your teaching and offers lesson-specific ideas about how to engage students in the history of mathematics. The Math Past summary for Level 3 Module 1 appears on page 386.



Dive into a *Topic*

It's time to dive into a topic to better understand the *Eureka Math*² learning design. On page 91 in Level 3 Module 1, we begin Topic B: Conceptual Understanding of Division. Every topic begins with an overview that summarizes the development expected as students engage with the upcoming content. In the Topic B overview, the teacher can see that students will be presented with two interpretations of division—sometimes the number of groups is known (partitive division), and sometimes the number in each group is known (measurement division). The teacher can also see how this learning will continue in the topic.

The topic also includes a Progression of Lessons list on page 92. This list shows sample content from each lesson along with a student-friendly statement about the major learning.



Lesson Structure and Support

Every Grade Level K–5 *Eureka Math*² lesson is organized into four sections, providing the teacher with a clear lesson plan for the day's learning.

- **Fluency** opens each lesson and provides distributed practice with previously learned material. This practice prepares students for new learning by activating prior knowledge and bridging small learning gaps.
- Launch creates an accessible entry point to the day's learning with activities that build context and create productive struggle, which helps build new knowledge.
- Learn presents new math concepts related to the lesson objective, usually through a series of instructional segments.
- Land provides time for teachers to facilitate a brief closing discussion and for students to complete the Exit Ticket.

Throughout the lesson, margin notes provide information about facilitation, differentiation, and coherence. The curriculum has six types of margin notes: Teacher Notes, Universal Design for Learning, Language Support, Differentiation, Promoting the Standards for Mathematical Practice, and Math Past.

Dive into a *Lesson*

The lesson overview on page 128 helps teachers prepare to teach Lesson 8.

- The **Lesson at a Glance** is a snapshot of the lesson framed through what students should know, understand, and do while engaging with the lesson.
- The Key Question helps focus instruction and classroom discourse.
- The Achievement Descriptors appear again, this time mapping what students should know and be able to do based on the instruction of the specific lesson to the standards covered.
- An image of the **Exit Ticket** from the end of the lesson shows what this formative assessment includes.

Finally, page 129 lays out the learning agenda as well as the materials list and lesson preparation notes. These are all shared up front to help teachers feel organized and ready for the lesson from the start.

During the Lesson 8 Fluency exercises on page 130, students first construct a number line with their fingers while counting aloud to build fluency with counting by twos and fives and develop a strategy for multiplying. Then they tap and clap to count with an emphasis on multiples of three. Over the course of the other lessons in this topic, students will count in a variety of ways to build fluency with multiples.

In Launch, students are presented with images of eggs and discuss the similarities and differences between equal groups and arrays. Then they consider whether the images represent multiplication or division.

Teachers guide students to solve two types of division word problems by representing the problems with arrays and division equations. Next, students use the Read–Draw–Write process to solve a pair of related division word problems. Then they turn to their *Learn* books to work on a Problem Set. Before students begin this work, teachers should note the guidance provided on page 143 and that the problems students will work through have been organized from simple to complex.

Page 142 includes a teacher margin note that suggests different ways to support students while they work through division word problems.

Language Support

Consider having students restate the problem in their own words. Ask students to state what is known and highlight in the problem. Use a different color to highlight the question in the problem. Ask students to restate the question as a solution statement with a blank for the unknown. Repeat this procedure as needed when students are working through contextual problems involving division.

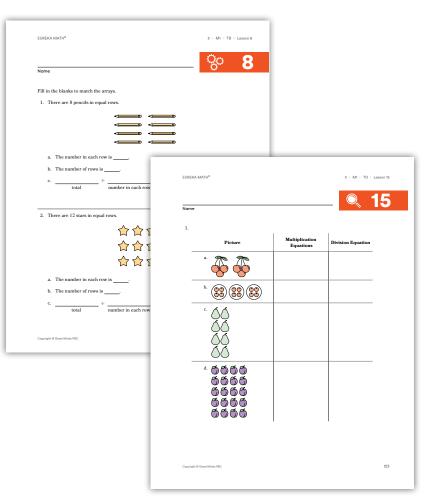
Teacher Note

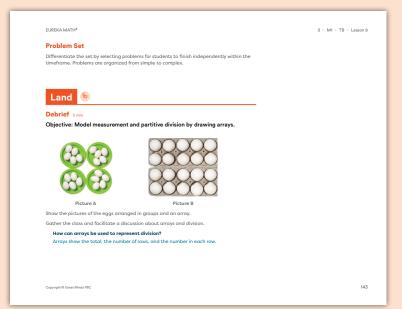
To support the discussion, consider displaying a sample of student work for problem 3 instead of the picture provided.

The Student Experience: *Learn*

On page 61 of the *Learn* book, students begin the Problem Set for Lesson 8. Notice the gears icon in the top corner of the page. This icon is used to indicate a Problem Set section. Other icons that may appear in lessons include a magnifying glass and a ticket with a check mark. The magnifying glass indicates a lesson page that students use during the guided or directed portion of the lesson, and a ticket with a check mark indicates that the page is the Exit Ticket for the lesson.

Let's look at readability. You will notice that the student materials are intentionally designed to be readable by students while maintaining the rigor that you've come to expect from Great Minds curricula. We have reduced wordiness—eliminating unnecessary wording entirely and we have been intentional in our language choices and sentence length.





After students work independently on their Problem Set, the class comes back together for the Land portion of the lesson. For Lesson 8, this section begins on page 143 of the Teach book. In this portion of the lesson, the teacher facilitates a discussion by using suggested questions related to the lesson's objectives and guides students to synthesize the day's learning. Following the discussion, students complete the Exit Ticket on page 65 of their Learn book. This gives teachers a sense of what students understand so they can help make instructional decisions for the next lesson.

Continued Practice *at Home*

The final book in the module series is *Apply*. The *Apply* book offers students more practice with the concepts learned in class. It has three components that support students in deepening their understanding of the concepts covered in the daily lesson.

- **Family Math** is a letter to families that describes the major concepts in the current topic. The letter uses words and phrases that should be familiar to the students from the class lessons. It also includes visual supports that students can use to explain the concepts or strategies to their family or that can help adults at home understand a concept.
- **Practice** problems interleave and distribute practice, providing students with opportunities to discern and recall which knowledge, concepts, and strategies are appropriate for solving different problems.
- **Practice Partners** provide a unique kind of support. Students work through the thinking of an imagined partner who is solving problems like those in the Practice.

FAMILY MATH	Module 1 Topic B	EUREKA MATH ²	3 ⊢ M1 ⊢ TB ⊢ L
Conceptual Understanding of Division		Name	
Dear Family, Your student is exploring how multiplication connects to They represent real-world division alturiations with equal models, arrays, and equations using the division symbo Sometimes the total and the number of agroups are kno sometimes the total and the number of agroups are sometimes the total and the number of agroups are	-groups divide - division 	Fill in the blanks to match the array. 1. There are 15 soccer halls in equal rows. a. The number in e. b. The number of r	
Share 10 crackers. St	a puts 10 pencils into equal groups. puts 2 pencils into equal groups. with equal groups of pencils are thre?	b. The number of re $\bigcirc \bigcirc $	3 = 5 number in each row of rows orizontal group. 1 2 3
20 + 5 = 4 total number num in each of r	D D ber	I can count the nur There are 3 row. Now I can write a with the division of 13 + 5 r	mber of rows. 1 () () () () () () () () () (
Copyright & Grant Mindu 1960	EUREKA MATH ^a	3 - M1 - TB - Lesson 8	
	Fill in the blanks to match the array. 1. There are 12 keys in equal rows.	The number of rows is total +number in =number each row of rows	
	 b. Write a division equation to represent the c. Carla puts <u>pictures in each row.</u> 	problem.	
	Copyright © Great Minds PBC	49	

Assessment with Eureka Math²

The assessment system for Grade Levels 3–5 helps teachers understand student learning by generating data from many perspectives. The system includes three components.

• Exit Tickets are formative assessment opportunities that use at least one problem or question to assess whether a student has learned the basic skills and concepts needed for success in upcoming lessons. Items reflect the minimum that students must demonstrate to meet the lesson objective.

Students complete Exit Tickets independently on paper, with directions or problems read aloud as necessary, and they are not graded. Most students with a basic understanding of the math can finish within 3-5 minutes. Generally, teachers should strictly observe this time frame because a student's inability to finish within 5 minutes can be valuable proficiency information.

- **Topic Quizzes** replace the Exit Ticket in the final lesson of each topic, serving as short sets of items that assess proficiency with the major concepts and skills from the topic.
- Module Assessments consist of 6–10 items that assess proficiency in the major concepts, skills, and applications taught in the module. Module Assessments represent the most important content, but they may not assess all the strategies and standards taught in the module.

In addition to the assessments above, Eureka Math² Equip diagnostic assessments are available for print and digital administration.

Click to review the Eureka Math	assessments	on the Great Minds	Digital Platform.
			-

EUREKA MATH ²	3 > M1 > TB > Topic Quiz B-1	EUREKA MATH ²	3 > M1 > Module Assessment 1
Copic B		Module Assessment Name	
		 Which number makes this equation true? 3 × A. 4 B. 6 C. 9 D. 15 2. Multiply or divide. 6 × 5 =	= 12
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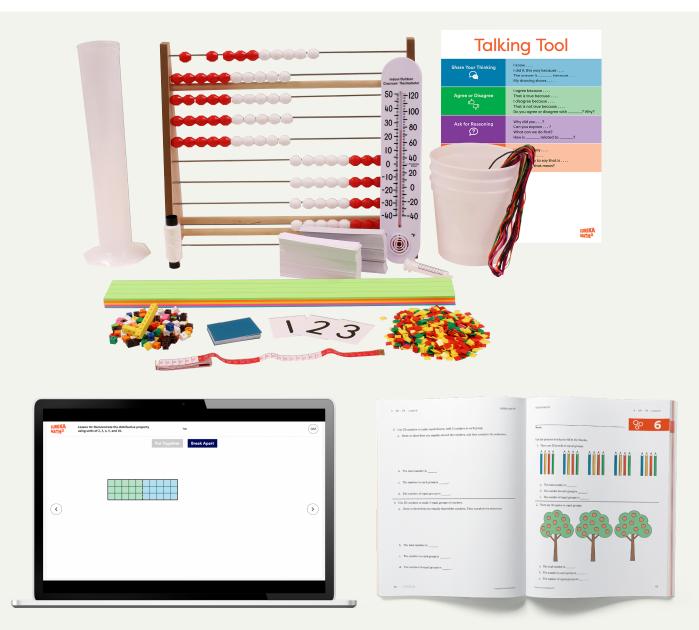
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Raising the Bar to the *Second Power*

In the world of math curricula, *Eureka Math*² stands alone. Our curriculum invites student discourse, provides accessibility, and advances equity. Its combination of digital and print resources helps *all* students build a strong foundation of mathematical knowledge that they will build upon, module after module and year after year.



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