

## What is an Interactive Math Notebook?

An interactive math notebook, journal, calendar notebook, or problem solving notebook, as they are sometimes referred to, is a book in which students record their math work and thinking. They can be used differentially to:

show evidence of number sense and calendar understanding, record the solutions to math problems, along with the strategies and thought processes used to arrive at the solution, and even write about learning.

Students may be asked to write about "what you already know about ......" at the beginning of a unit or "what you did today, what you learned, and any questions you have", or "the three most important things you learned in this unit."

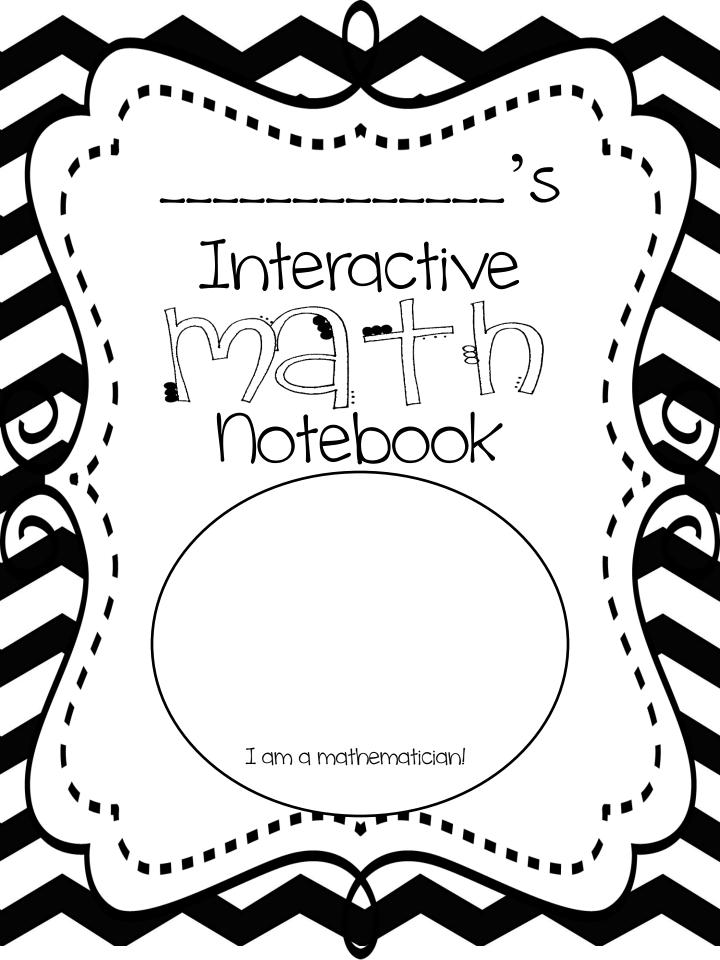
By dating entries the journal provides a chronological record of the development of a student's mathematical thinking throughout the year.

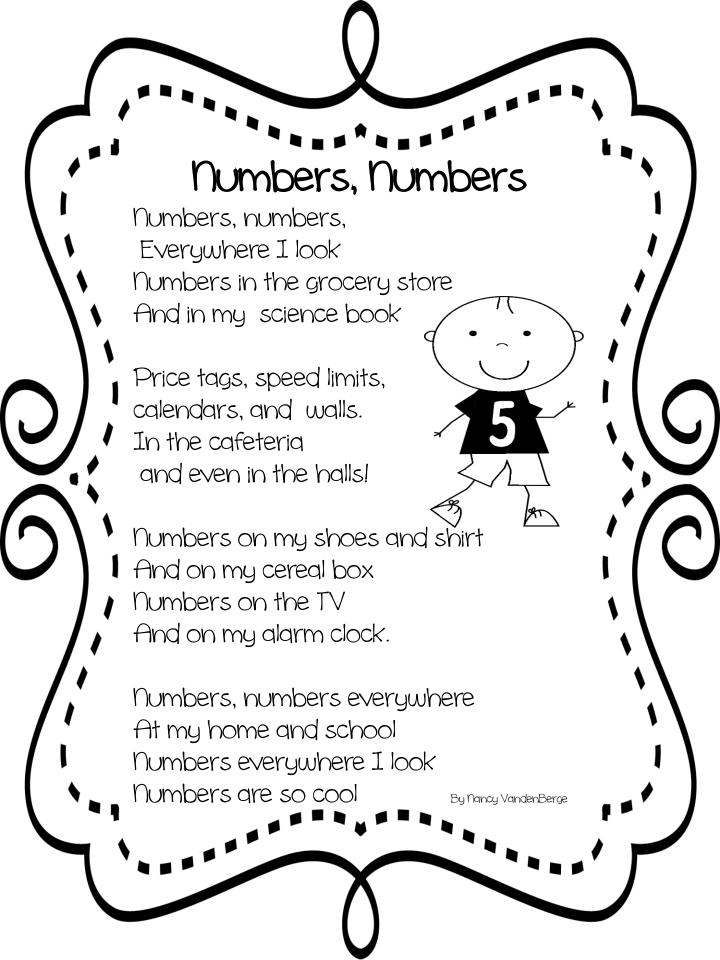
## Why Use Interactive Math Notebooking?

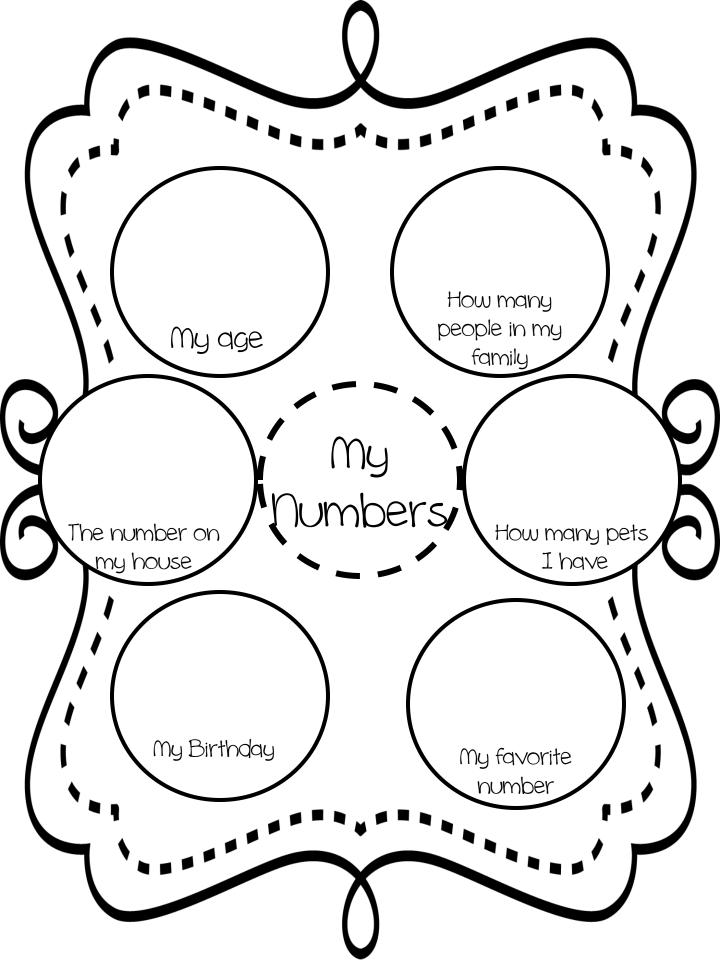
While students learn how to "do" math, they must also learn how to articulate what they are learning. It is important to provide many opportunities for students to organize and record their work without the structure of a worksheet. Problem solving notebooks support students' learning because, in order to get their ideas on paper, children must organize, clarify, and reflect on their thinking. Initially many students will need support and encouragement in order to communicate their ideas and thinking clearly on paper but, as with any skill, the more they practice the easier it will become. Notebooks also serve as invaluable assessment resources that can

inform classroom instruction. Reviewing a student's math notebook provides a useful insight into what a child understands, how s/he approaches ideas and what misconceptions s/he has.

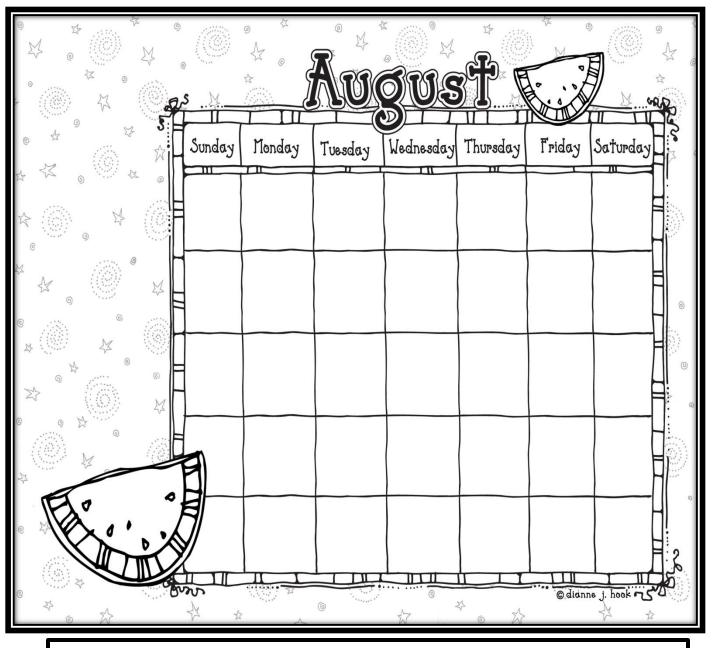






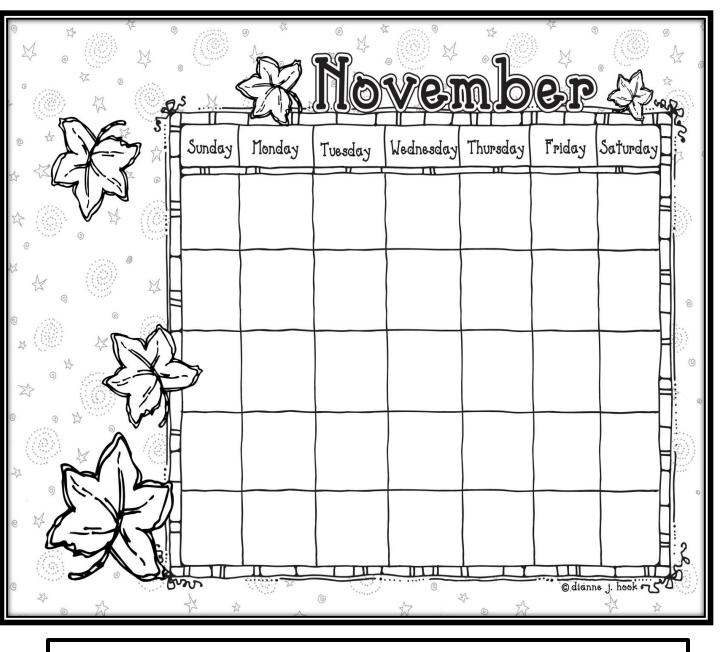




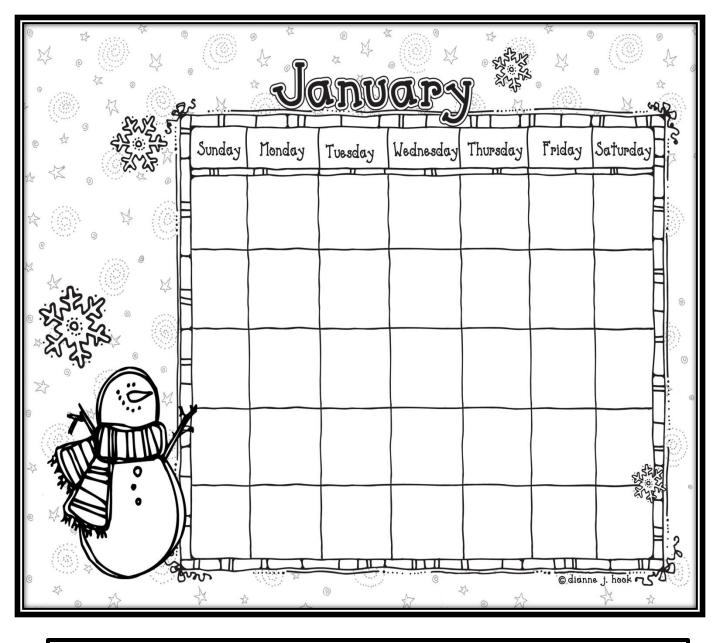




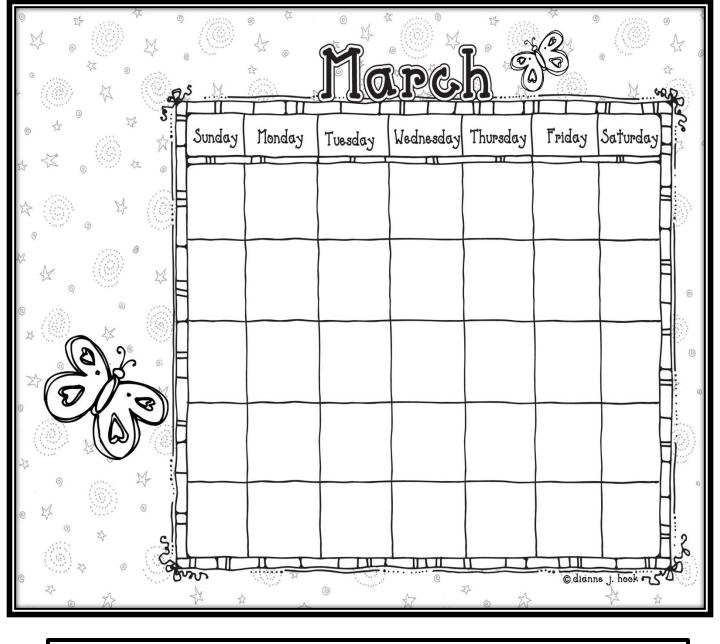


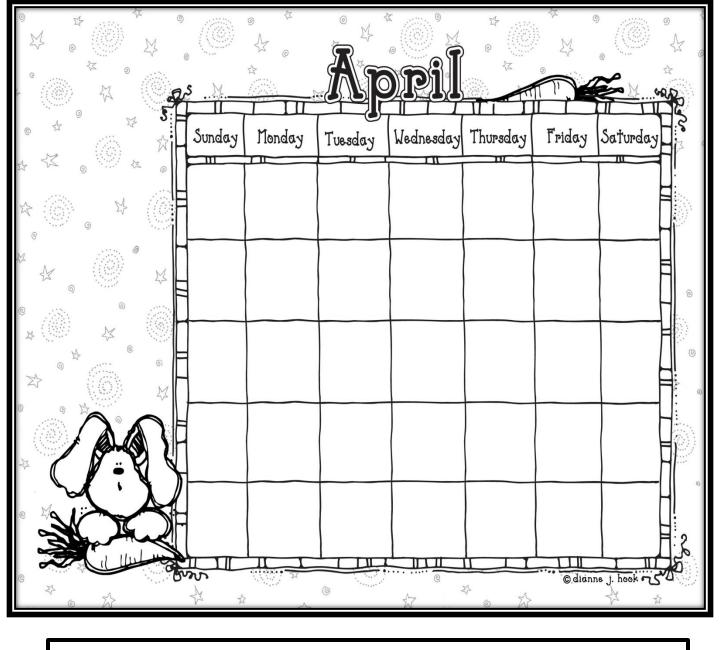


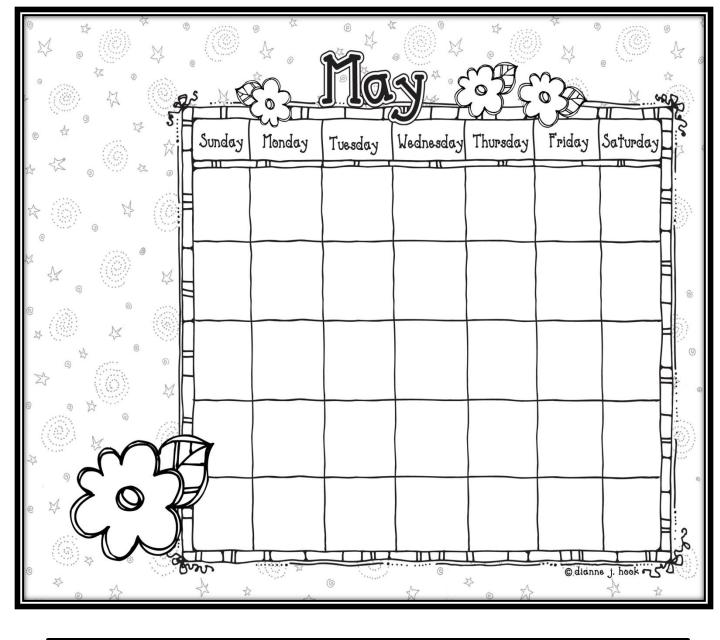
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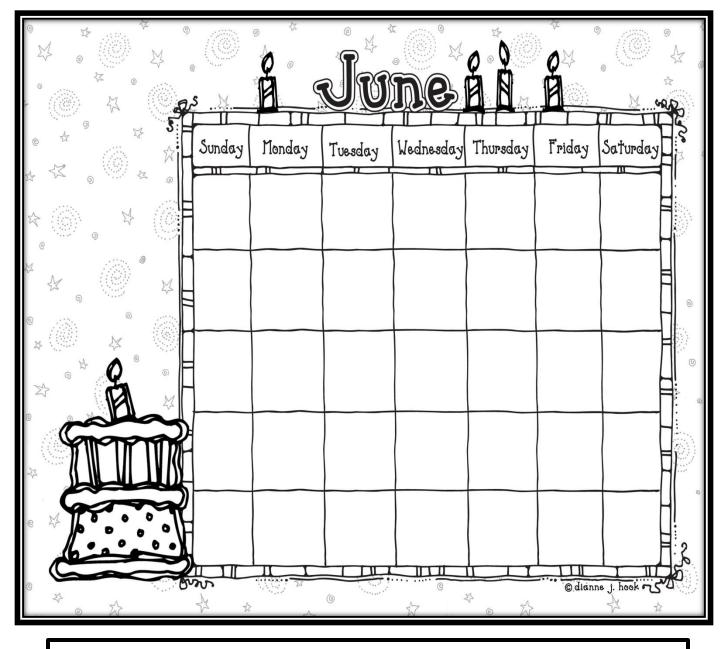


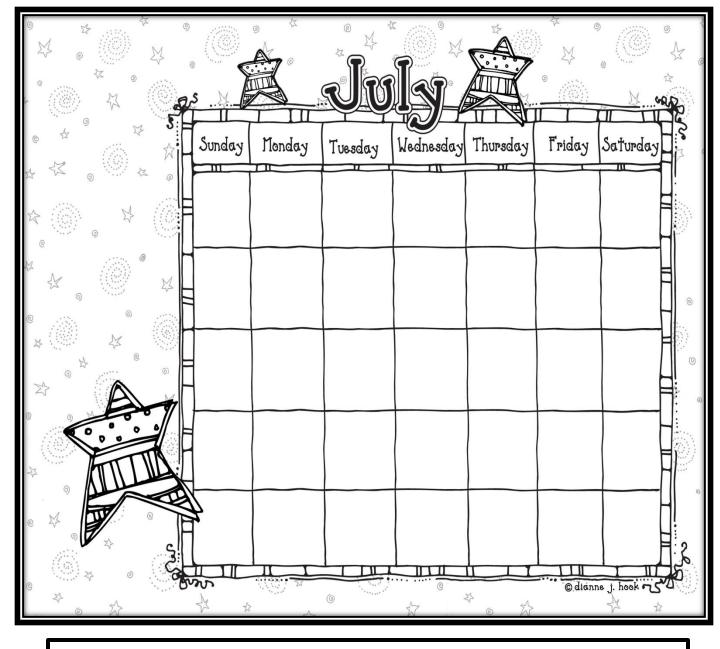


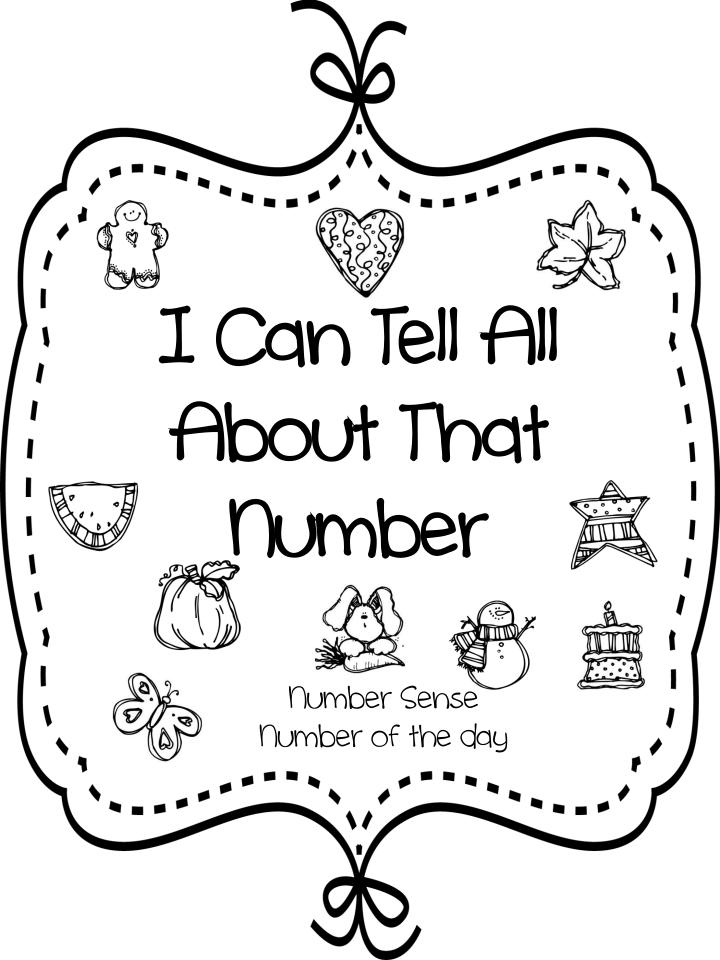












Name							
Today is							
It is thest/nd/rd/th day of school!							
I can show my	_						
picture	odd or even						
tally	Base 10						
Coins/amount							

Name		
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I can sho	ow my number sense	•
picture	tally Base 10	
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Coins/amount.		
before	number after	

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	It is thest/nd/rd/th day of school!
	I can show my number sense:
	odd or even
	before number after
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	Coins/amount
	Place value

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4	Expanded notation

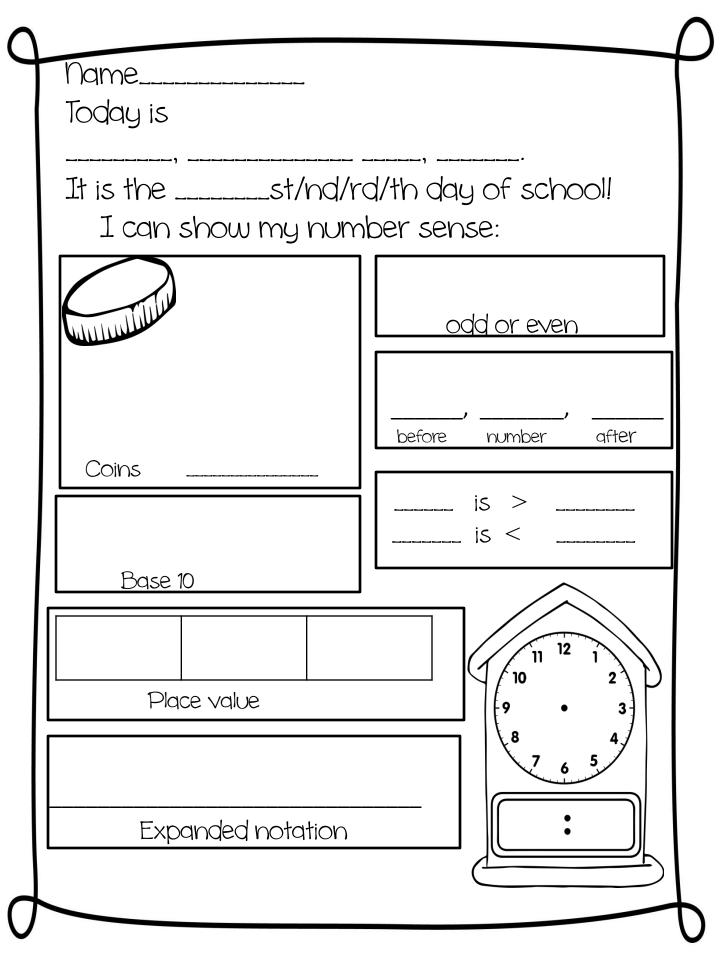
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Expanded Notation	Number Burst

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Base 10	+ IO = - IO =
hundreds tens ones  Place value  + =  Expanded Notation	Number Burst

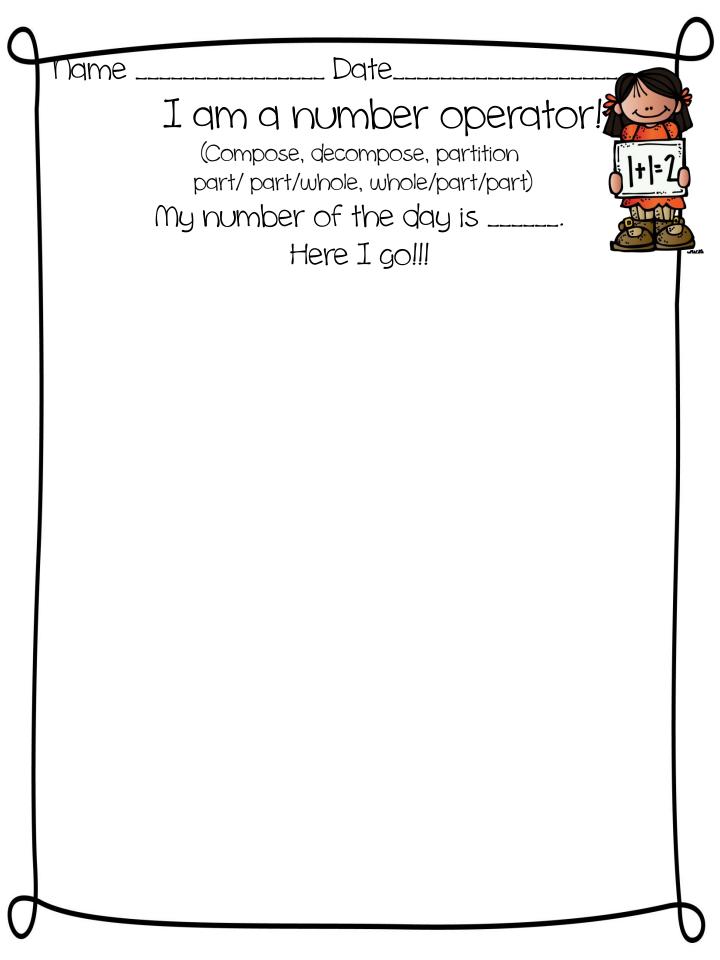
Weeks 15-...

Name				
Today is				
The digital date is  I can show my number sense:	It is thest/nd/rd/th			
Number word	day of school!©			
Draw and label the money need to				
match the number of the day!	Fraction is > is <			
amount				
	- 10 =			
Base 10 blocks				
hundreds tens ones				
Place value = =				
Expanded Notation	Number Burst			



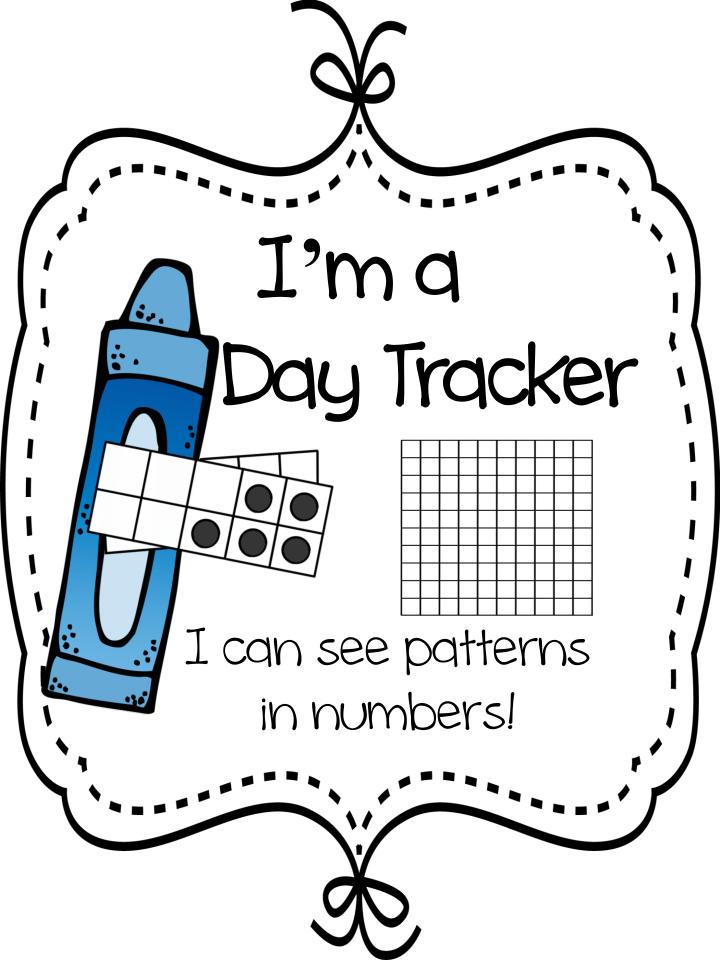
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Today is	
The digital date is  I can show my number sense:	It is the st/nd/rd/th day of school!©
Draw and label the money need to match the number of the day!	
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Base 10 blocks	
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Place value ++ =  Expanded Notation	Number Burst
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Month Sunny Cloudy Rainy 🥍 Snowy Foggy



Hundred Board Blackout

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11	12	13	14	15	16	17	18	19	20
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31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
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### 100 Board Bladen +

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41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

121... Blackout

	_	121	. DIG				100		
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170
171	172	173	174	175	176	177	178	179	180

# Ten Frame Fill

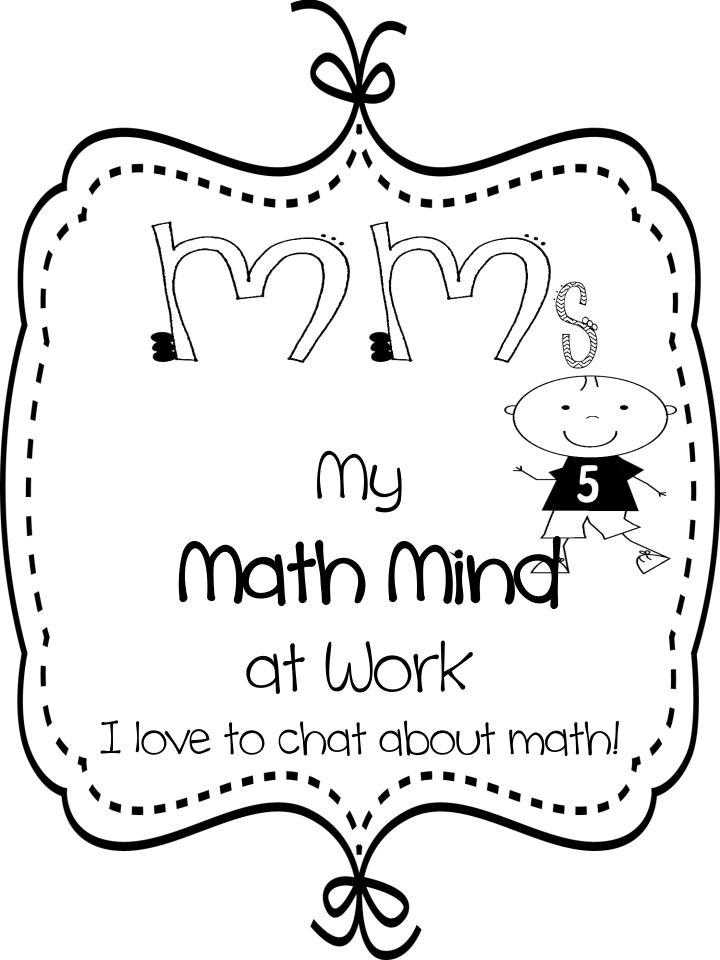


(Color a dot in a box for each day of school)

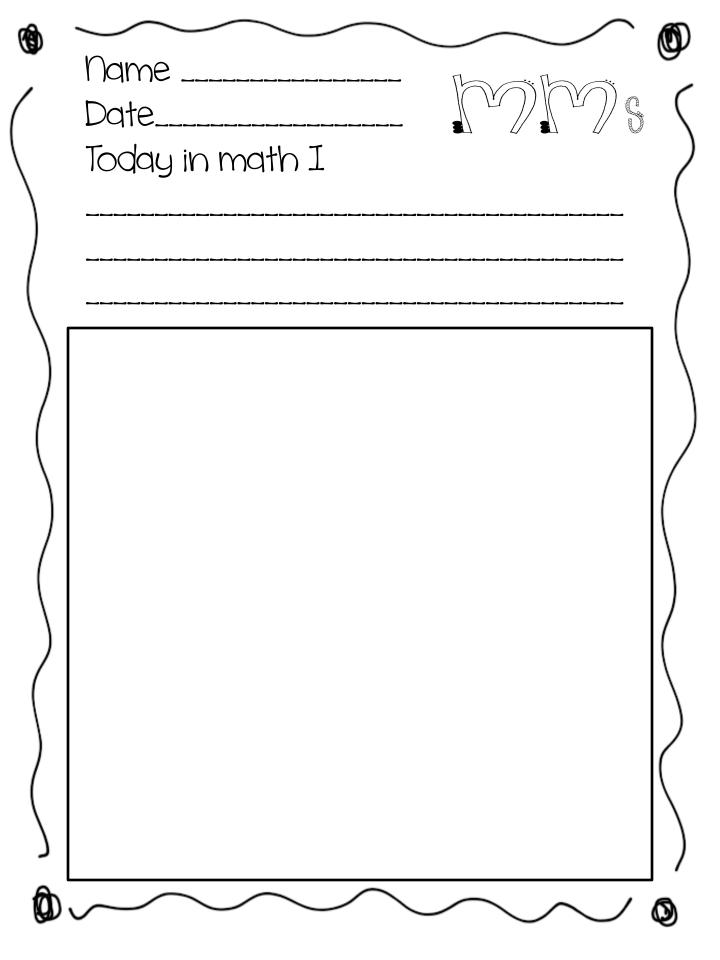
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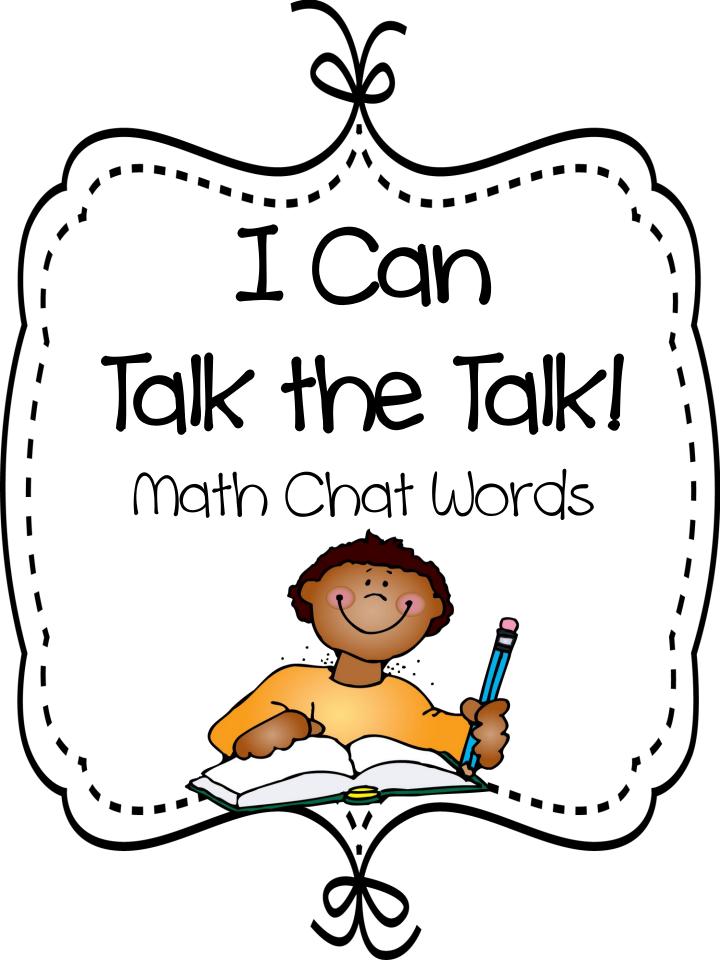
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MM's Sentence Starters I figured out that... I noticed that... I thought that I could... First I ... Then I ... I solved that problem by... I learned that... Now I understand that... I was wondering... I focused on ... I helped... The strategy I used was... I need to work on... I need to know this because... I already knew that...









Underline the Cuestion

WOL 42



## some and Some more



#### SSM

#### USC DOUBICS

Mathematicians think about doubles facts to solve a problem.



1+1=2 00000h! 2+2=4 MOCC! 3+3=6 KICKS 4+4=8 tyhat'S Great! 5+5=10 Again! 6+6=12 SWCII! 7+7=14 LCt'S ICan! 8+8=16 dCllybcan! 9+9=18 RCally Kccn! 10+10=20 t-hat's Pichty!

#### SSM

#### Draw a Picture

Mathematicians draw pictures to help understand and solve a problem.





3 + 4 = 7

#### SSM

#### Make a 10

Mathematicians make a ten to create a new way to solve a problem.



10 + 2 = 12

# some went <u>a</u>Way



#### SWa

#### Count Back

Mathematicians think about the big number and count back to solve a problem.







4,3

#### SWa

#### USCDOUPICS

Mathematicians think about the related doubles facts to solve a problem.















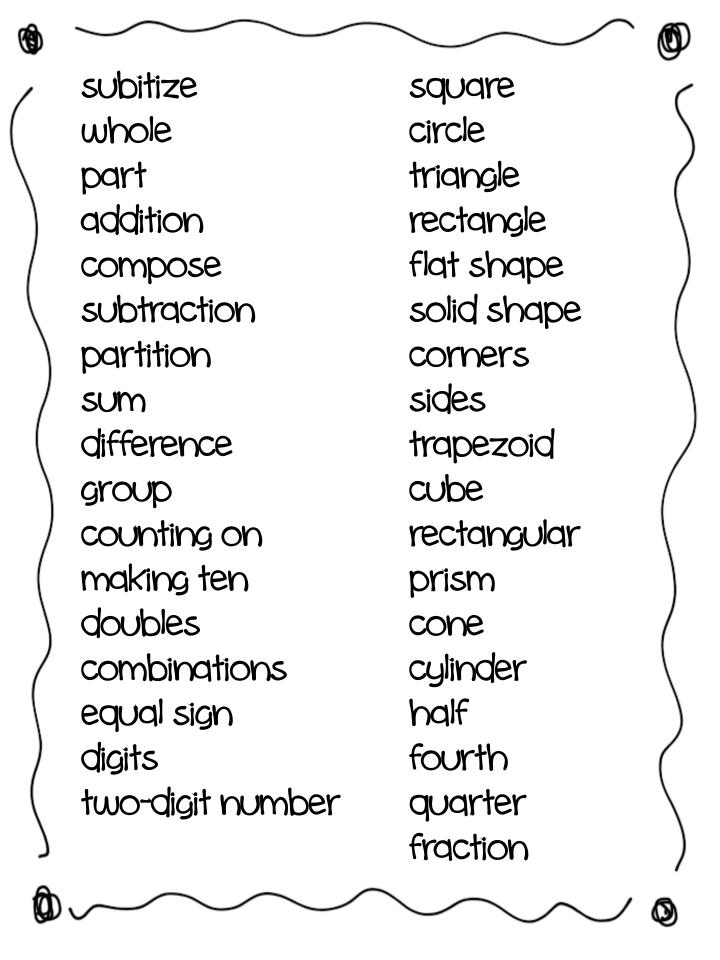




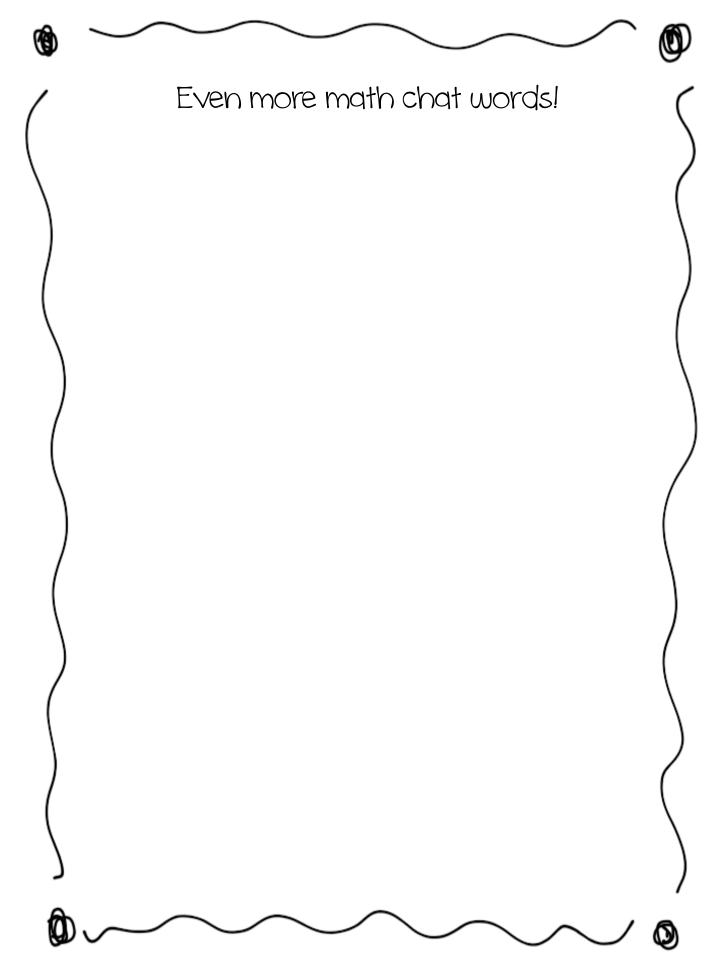
	Zero	sixteen
	one	seventeen
	two	eighteen
	three	Nineteen
	four	twenty
	five	thirty
	SiX	forty
	seven	fifty
١	eight	sixty
	nine	seventy
	ten	eighty
	eleven	ninety
	twelve	one hundred
	thirteen	first
	fourteen	next
	fifteen	last

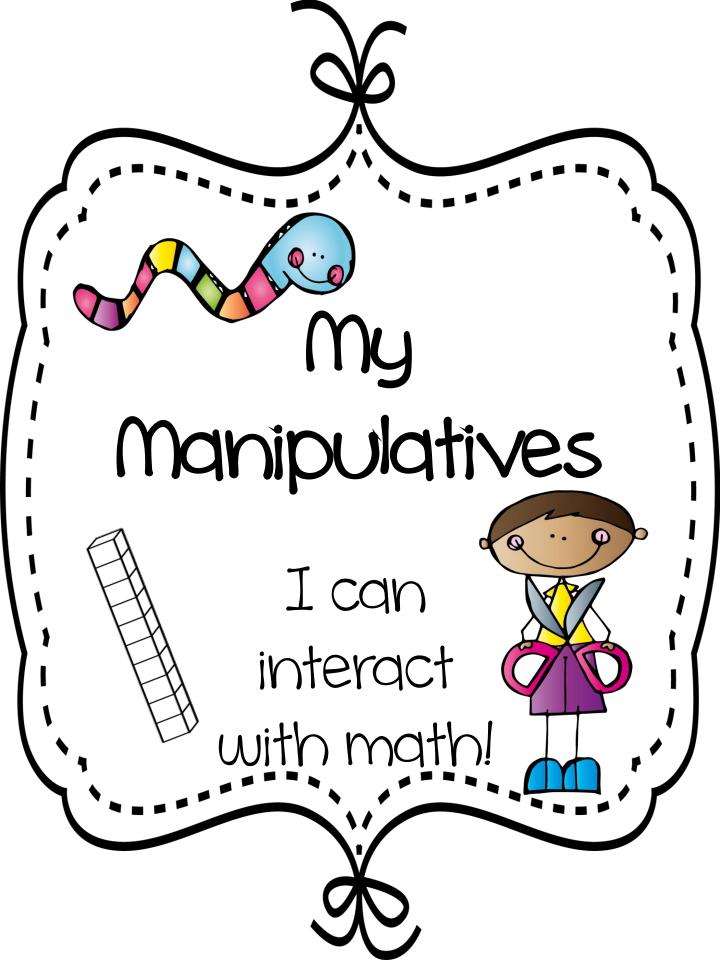




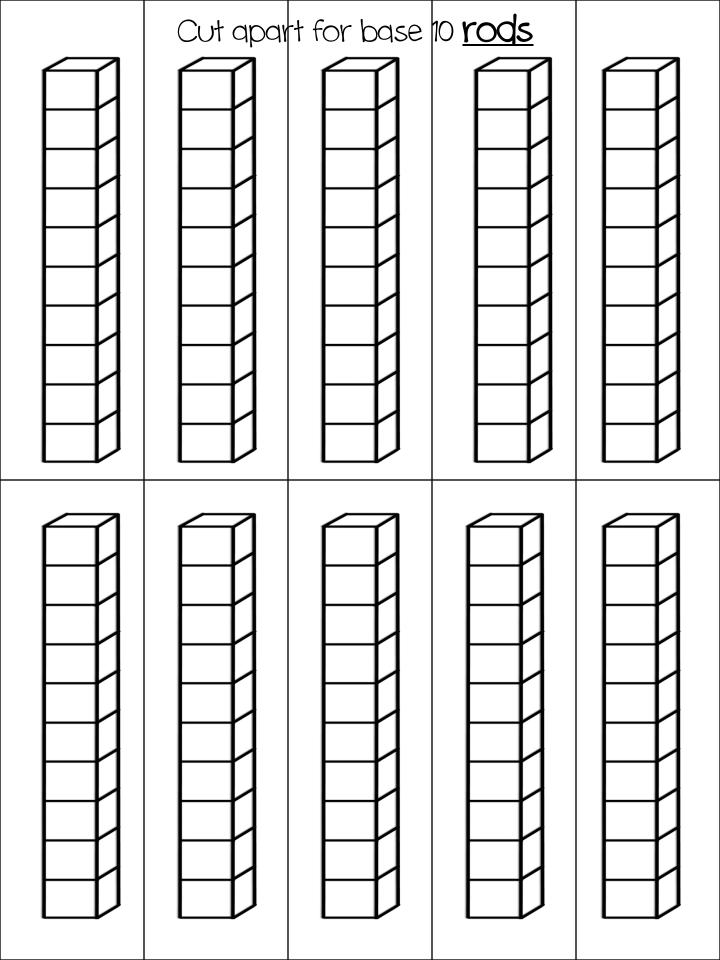


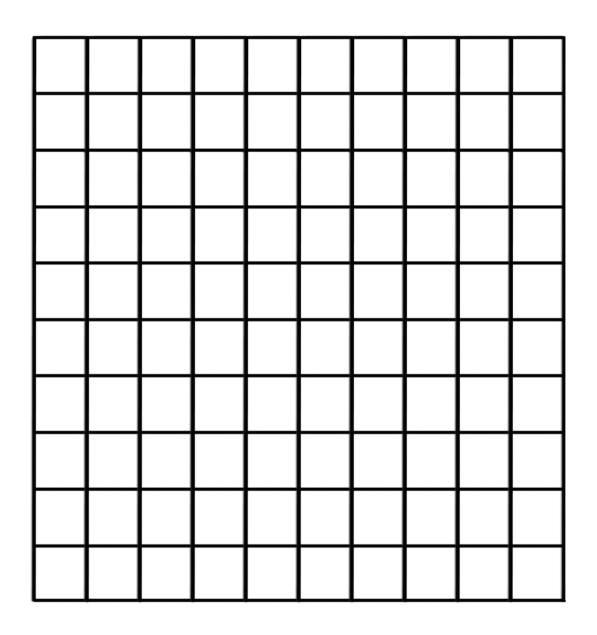




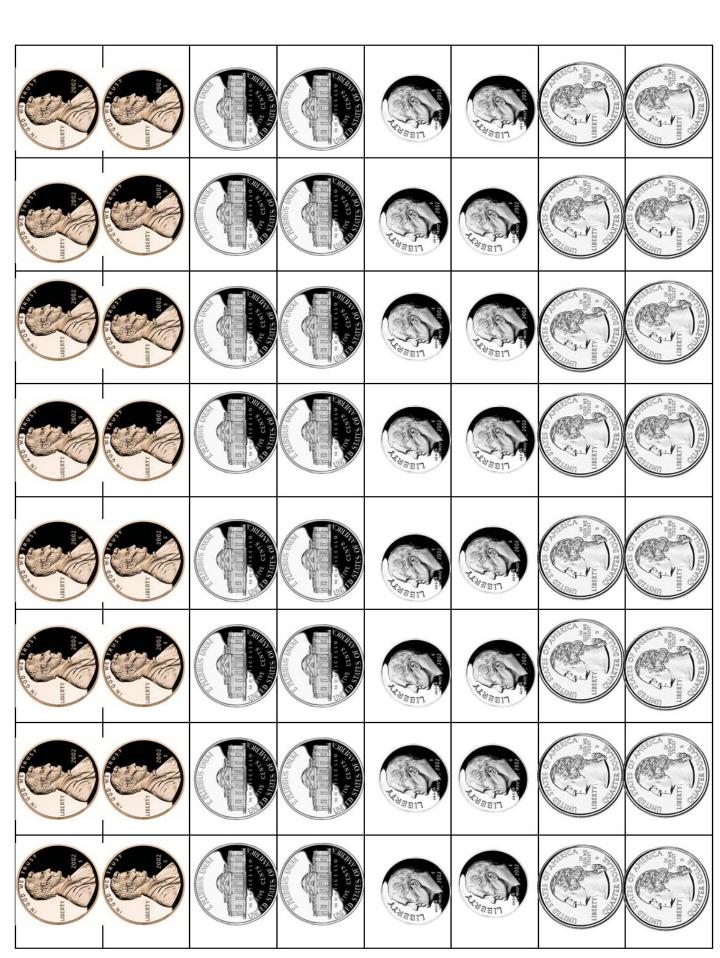


Cut apart to form Base 10 <u>Units</u> Store in envelope or bag.



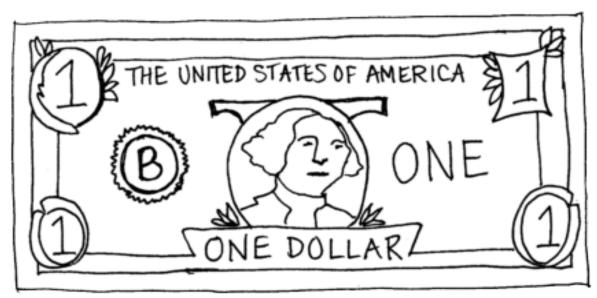


Cut out to form a base 10 flat









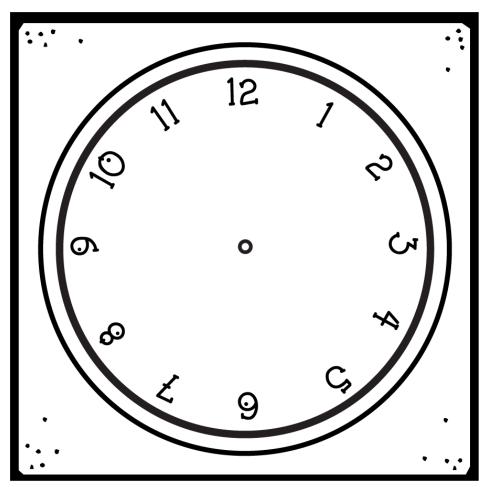
# FRACTIONS whole

halves

thirds

fourths

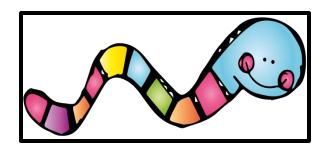




Analogue clock and hands to cut out, use and store in notebook bag.







Worm to use for measuring different things

Non standard ruler

