

We need to keep our students active and engaged in meaningful hands-on activities and math games, especially if we are teaching in a virtual setting. This series of workshop modules will assist you in developing and adapting hands-on learning activities for your students whether in-person or in virtual teaching settings.



presented by  
John Felling

John Felling has been an educational leader for over 35 years. He is a published author and consultant providing insight and Math expertise as well as teaching and School Administration. He has presented at many national conferences and conventions including ASCD Conferences on Teaching Excellence, National Council of Teachers of Mathematics national and regional conventions as well as many provincial and state conventions throughout North America.

teaching on-line  
(or maybe even face to face)

## upper grade math (3-5)

Open Access: 9/28-  
1/4/21

- How to adapt commonly found math manipulatives so that students and their caregivers can do the activities at home.
- How to close the achievement gaps and rebuild the months of learning students have lost due to Covid
- How to differentiate the games to meet the wide range of student needs in your classroom
- How to use games for assessment purposes in virtual or in-person teaching settings
- How to develop math journals to help capture student work

### module 1

## tgif! - math games for struggling learners

Many students in grades 3 - 5 have gaps in their math understanding and competency and these gaps may have increased due to COVID. Whether you are teaching virtually or in-person, it is essential to provide engaging and HANDS-ON games and activities, challenging, but not frustrating, to help rebuild the missing concepts and gaps, while maintaining student self-esteem. Games, that just use a deck of cards and regular dice, can be adapted to whole group virtual, solitaire, or small group instruction. Concepts covered include:

- number sense
- place value
- fact fluency-basic facts
- operational fluency including strategies for multi-digit numbers, order of operations
- You will see many student samples and receive concept skills checklists to help with observation and assessment.
- WHAT TO BRING: a deck of cards, 6 regular dice, PDF of handout

### module 2

## place value games & strategies

Number lines, cards, regular dice and place value dice (optional) are easy to find, versatile and great for teaching many PV concepts at the upper elementary level. The games and strategies will teach the following concepts:

- exploring whole numbers to the millions
- work with decimals
- rounding and expanding numbers
- identifying place value
- working with powers of 10
- number patterns

You will see many student samples and receive concept skills checklists to help with observation and assessment.

WHAT TO BRING: 2- 7 regular spotted dice; deck of cards; 0 - 100 number line or a meter stick; place value dice (optional); PDF of handout

### module 3

## fraction games & activities - including decimals & percents

Come prepared to play games that will incorporate the use of easy to find regular dice, cards, number lines, a fraction piece set (optional) that help teach this vitally important part of the math curriculum. Games and activities will cover the following concepts:

- fraction number sense
- equivalency
- simple operations with fractions
- identifying fractions as less than 1, greater than one, fractions = 1

You will see many student samples & receive concept skill checklists to help with observation & assessment. Come away with many ideas to bring fractions to life in a virtual setting!

WHAT TO BRING: 4 - 8 regular dice (double regular dice optional), 0 - 100 number line, deck of cards, fraction piece set - circles or bars (optional) PDF of handout

### module 4

## all hands on deck - card games for upper elementary

Come prepared to play and learn our favorite games that use an easy to find deck of playing cards and a pair of regular dice. Card games are great to use in your virtual or in-person teaching, easy to differentiate and use for assessment. Games and activities will cover the following concepts:

- mixed operations and order of operations
- operations with multi-digit numbers and decimals
- beginning algebra
- place value of whole numbers to millions

You will see many student samples and receive concept skill checklists to help with observation and assessment.

WHAT TO BRING: a deck of cards, 4 regular dice, PDF of handout

### module 5

## math game favorites for in-person & virtual instruction

Come play and learn the math games our upper elementary students say are their favorites. Though the games may have originally required special multi-sided or double dice, this session will show teachers how to adapt the games to use cards and regular dice - the best can still be used in virtual instruction.

Concepts covered include-

- place value
- operations including multi-digit and order of operations
- graphing, probability and statistics
- fractions

You will see many student samples and receive concept skill checklists to help with observation and assessment.

WHAT TO BRING: a deck of cards, 6 regular dice, PDF of handout

## what about the sessions?

All modules are hands-on sessions. Participants will be asked to have on hand commonly found manipulatives like dice or a deck of cards, so that they can try all the games and activities. Each module will have an extensive PDF handout that will contain games, assessment checklists, and student gameboards that can be used in their teaching.

The modules do not have to be viewed in any particular order

## who should attend?

3-5th Grade teachers, teacher assistants, special ed and after school program staff, curriculum coordinators, teacher coaches.

John Felling: Teaching Math Virtually, Grade 3-5  
5 self paced modules -  
Open Access: September 28 - January 4, 2021



Organization/School

Address: \_\_\_\_\_ City: \_\_\_\_\_

State: \_\_\_\_\_ Zip: \_\_\_\_\_ Phone: \_\_\_\_\_ Fax: \_\_\_\_\_

Name/Position: \_\_\_\_\_

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Contact Ryan Nevius at 618-203-3993 for School and District rates.

Conference Fees \$ \_\_\_\_\_

IL ASCD 1 year Membership Fee (add \$49) \$ \_\_\_\_\_

Total Registration Fees \$ \_\_\_\_\_

\* Includes IL ASCD  
Membership

\*\* 2 or more attendees from the same school district/organization.  
Does not include membership.

Registration deadline is December 18, 2020. A \$15.00 fee will be charged for cancellations made in writing prior to the deadline. No refunds will be given after the deadline. Confirmation will be sent via e-mail after your registration is processed. Registrations can be transferred to another individual by faxing information to 309-438-5364 or by emailing dscowde@ilstu.edu

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Mon. - Fri. 8:00 a.m. - 4:30 p.m. and use your Visa, MasterCard, Discover, or American Express.

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**Fax:** Fax completed form to 309-438-5364 using your Visa, MasterCard, Discover, or American Express or a copy of school P.O.