# ALPHA MATHEMATICS

PROGRAM OVERVIEW





## **PHILOSOPHY**

The curriculum of Alpha Math was developed with the notion that Math extends beyond the classroom. Students need to understand the purpose of what they're doing, the logic behind their procedures, and the reasonableness of their solutions. Each lesson is aligned with the Common Core State Standards, encouraging students to approach math practically so that they are prepared for college and career.

In the past, students were asked to memorize mathematical concepts without ever fully understanding their function in their real world application. Same time, the subject of math was limited to the classroom, leaving students with the ever-burning question: "When will I ever use this in real life?". Alpha Math's problems and World Connections place math in a real-world context, allowing students to gain a purpose to learning.

There is always more than one way to reach a solution. One size does not fit all. Success comes from practice and understanding. Alpha provides multiple mathematical strategies and encourages students to choose the approach with which they are most comfortable.

It is short sighted to demand a quick, right answer and to rely on this method as a measure of the student's mathematical ability. Math is more than just numbers and math class is a perfect time to encourage literacy, writing, and communication. Classroom discussions provide an opportunity for each child to speak up and become engaged in the material so that no student is left behind. Writing provides student a chance to formulate their ideas and to analyze their reasoning. Student participation and writing provides teachers insight to how their students are progressing and in which areas they need support.

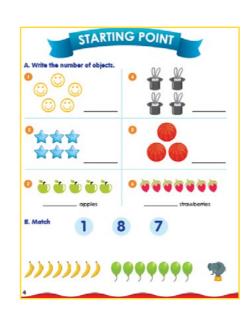
We believe that hands-on activities and the use of manipulatives help otherwise abstract mathematical ideas to become concrete. Each lesson starts with a hands-on activity to introduce a new concept.

Alpha Math was created with the student in mind. We firmly believe that math can be fun once student make sense of what they are doing in math and why. We hope that our learners enjoy using the program as much as we enjoyed creating it.

# DOING MATH

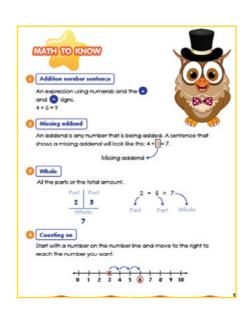


Checks previous knowledge of students. At the beginning of each chapter, teachers can assess the prior knowledge of children and ensure their readiness for the new concepts.





Defines new terms relevant to the chapter. Students will improve their math language skills when they are introduced to the new vocabulary words they will learn in the chapter.

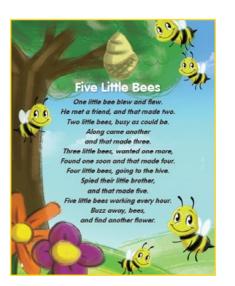




## **GRADES 1-2**



Introduces mathematical terminology in a fun rhythemic form for the class to read together. Students also act out the scenes of each poem to help preview the upcoming math concepts.









Allows students to play with manipulatives in the fun hands-on activities. On their own students can explore and figure out the mathematical concept for the lesson.



## **TIME TO LEARN**

Introduces the concept and various mathematical approaches. With the examples provided, students can have rich classroom discussions. The vocabulary is used within context so children can use it as a reference when solving the exercises.



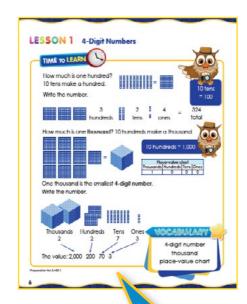
## **GRADES 3-5**



DOING MATH

## TIME TO LEARN

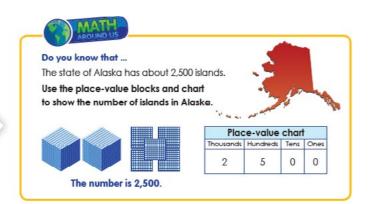
Introduces the concept and various mathematical approaches. With the examples provided, students can have rich classroom discussions. The vocabulary is used within context so students can use it as a reference when solving the exercises.



CCSS alignment code show the standards of the lessons



Shows students how math is relevant and extends beyond the classroom. Students can apply abstract mathematical concepts as they learn about the world around them.



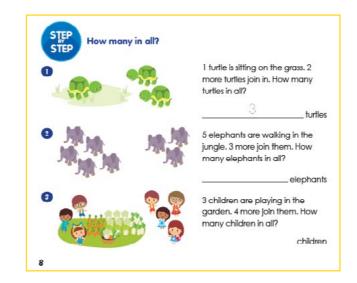


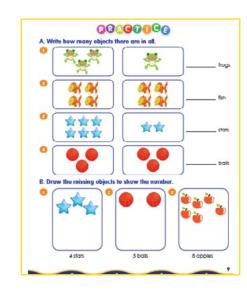
# **Lessons practices**



As students progress, they will become familiar with mathematical concepts through practice to reinforce their understanding of math. In each lesson, there are two sections of practice problems:

Step by Step (Guided) and Practice (Independent).





## **STEP BY STEP**

- Provides a guided practice following the initial introduction of new skills which engage students in the learning process.
- Teacher encourages students and provides full guidance.
- Teacher helps students facilitate discussion by providing suggestions and ideas.
- Students reach a conclusion with teacher supervision.

- Provides an independent practice for students to apply their understanding and mastery of the new skills.
- Students confidently solve problems independently.
- Students ask questions and express their own ideas independently.
- Students reach their own solutions independently.

# **PROBLEM SOLVING**

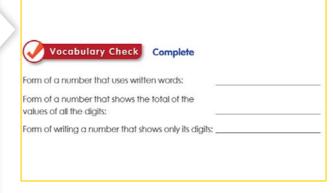
Includes a wide range of word problems to demonstrate the use of generic problem solving methods. Student can hone in on both their mathematical and literacy skills as they learn how to reason and justify their answers.

# PROBLEM SOLVING Mark writes six thousand, five hundred two like this. Is he correct? Explain. 2 Linda says there are three different ways to write 3,692. Do you agree with her? Explain. 3 Betty says that 6,358 and 6,385 are alike in some values and different in others. Do you agree? Explain.



### Mathematics language builder

Refreshes student's memory of important mathematical terminology presented throughout the chapter.



## **Problem-Solving Strategies**

The final lesson in each chapter teaches and encourages children to use the design process to solve problems.

1. Read and understand the problem.

By reading the problem thoroughly and underlining the given information, students will be able to identify the most important and necessary details in the problem solving process.

2. Make a plan

Students will make a plan to solve the given problem based on the information they gathered above.

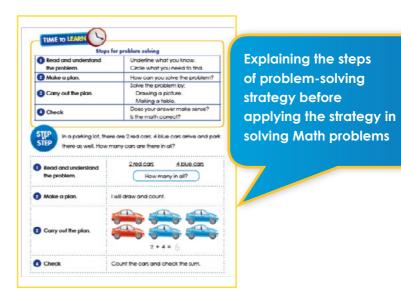
3. Carry out the plan.

Students apply problem-solving abilities to carry out the plan they made.

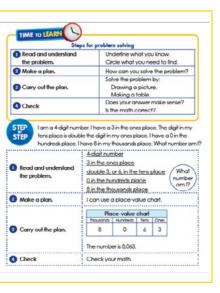
4. Check.

Discovering the way to self-evaluation for their solution and overall work.

## Grade 1



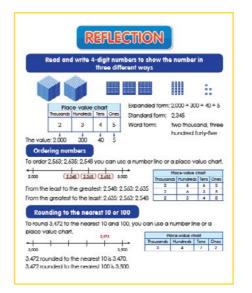
## **Grade 3**





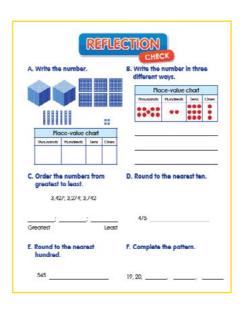
# REFLECTION

Briefly summarizes mathematical concepts for students to review and to refer.



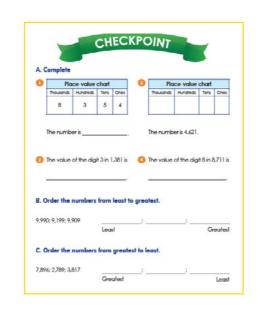


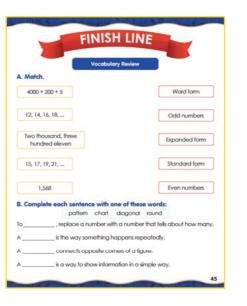
Assesses students comprehension of the chapter.

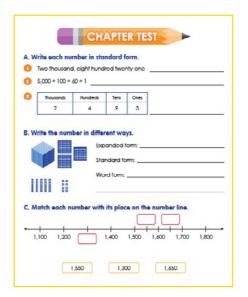




A formative assessment in the middle of each chapter to evaluate students' progression of understanding the first half of the chapter.











Provides a vocabulary review and summative assessment for the chapter.



Provides a formative assessment at the end of the chapter to test students' understanding of the content.

## **Vocabulary Review**

Provides various fun activities for students to review the chapter vocabulary words.

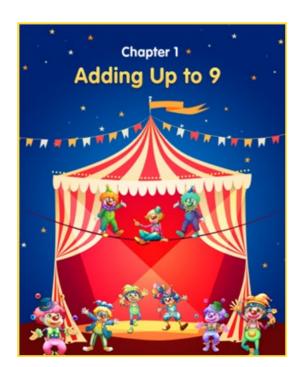
"Mathematics is not a list of disconnected topics, tricks, or mnemonics; it is a coherent body of knowledge made up of interconnected concepts. Therefore, the standards are designed around coherent progressions from grade to grade. Learning is carefully connected across grades so that students can build new understanding onto foundations built in previous years"

## **Core Standards Initiative**

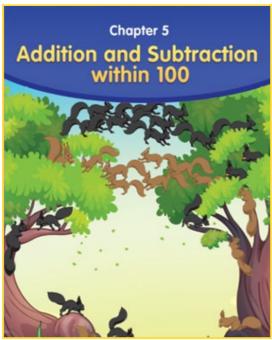




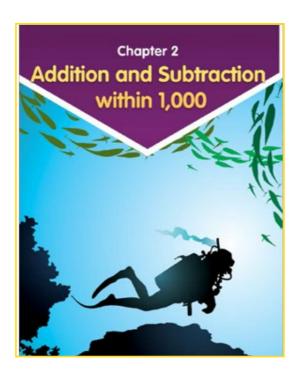
## Grade 1



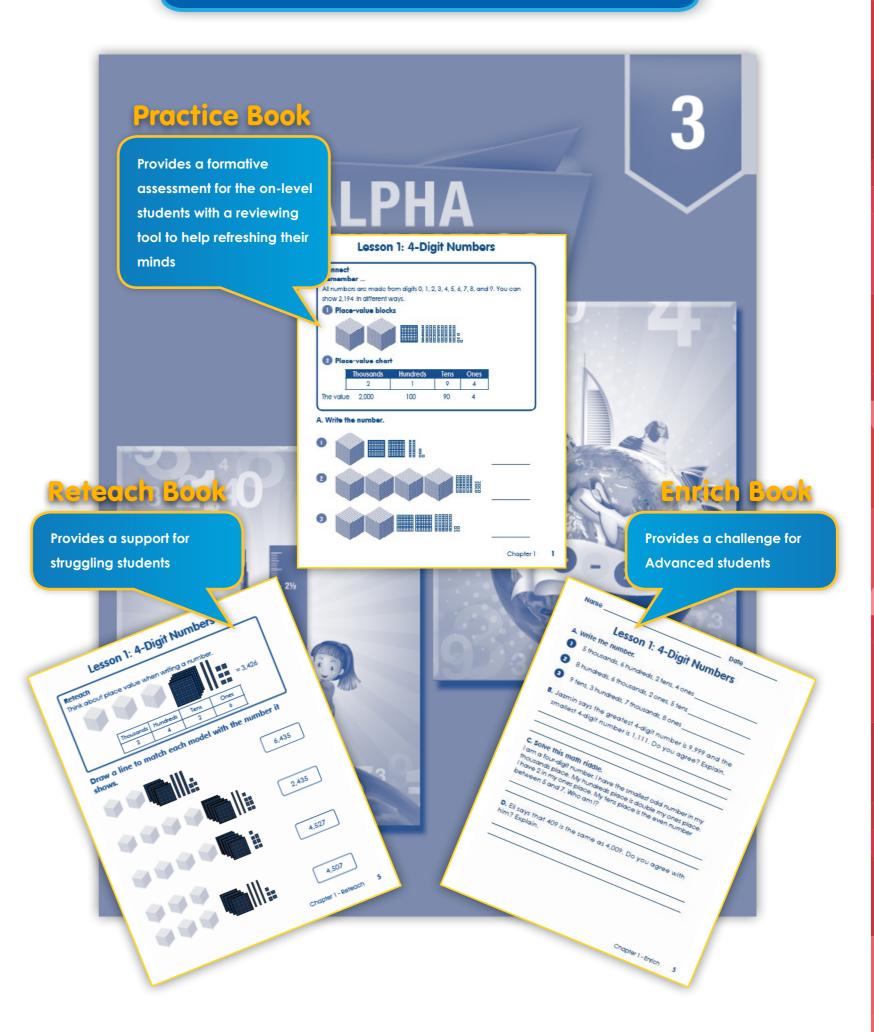
Grade 2



Grade 3



## Alpha Math Differentiated Practice Book



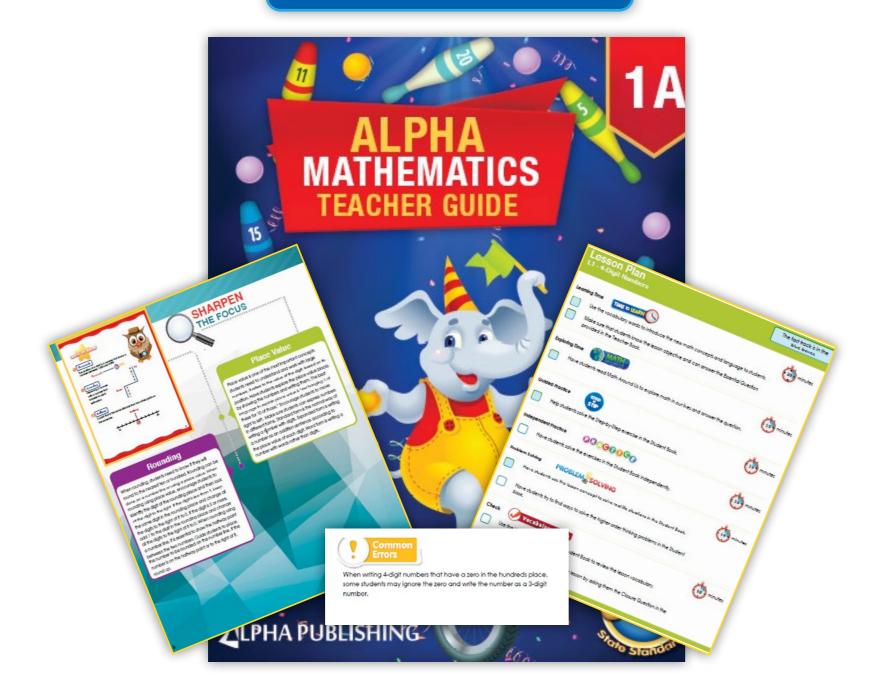
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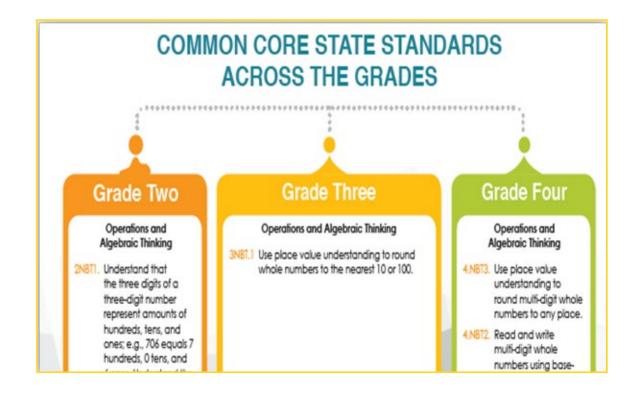
## **Rich Resources**

Alpha Math provides rich resources for a better teaching and learning experience.

## **Teacher Guide**



Wider view for the teacher for the standards progression across the grades



Easy access to all the details of each lesson in the Chapter Planner

CHAPTER ORGANIZER					
Lesson	Objective	Vocabulary	Material	ccss	Mathematic Practice

 $^{\prime}$ 

Time for every step in the process of teaching math

Fast Track helps the teacher having a focus on the needed concepts in the program



SHARPEN Place value is one of the most important concepts students need to undestand and work with large rumbes, it refers to the value of the digit, based on its number. It refers to the value of the digit, based on its position. Have student expire the picace value blocks by showing the numbers and writing them. The best isonguage to expiral picace value it techniquing to differe When rounding, students need to know if they will When rounding, students need to know if they will own to the nearest ten or hundred. Rounding can be done on a number line or using a piace value. When rounding using place value, encourage students to identify the digit of the rounding place and then look of the digit to the right. If the digit is less than 5, keep the same digit in the rounding place and change of the digits to the digit of it to 0. If the digit is 5 or more, add 1 to the digit in the rounding place and change of the digits to the digit in the rounding place of the digits to the digit of it to 0. When rounding using our maker line. It is essented to when the follows poolst. e place value of each digit. Word form is writing a number line, it is essential to show the halfway point een the two numbers. Guide students to place er's on the halfway point or to the right of it.

**Professional development** for the teacher to enhance the academic vision

Clear guidance that assists the teacher to have a better educational environment

"The warm up activities are interesting for students and easy handling for teachers"

Math Head of department in an international School - Egypt

• Tracking the

**CCSS Standards** 

in each lesson

Differentiated

activities as a

lesson trigger

### **Standards**

3.0A2 interpret whole number quotients of whole numbers. 3.0A3 Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities.

#### Objective

Interpret whole-number quotients of whole numbers as equal sharing.

#### **Essential Question**

How can you divide a number? Possible answer. You can figure out how many times

#### Ready to Go

another number fits into it.

Say: In the last chapter, you learned about multiplication. In this chapter, you are going to learn about division, which is the opposite of multiplication. Today's lesson is about division as equal sharing.

## Division as Equal Sharing

## ------WARM-UP------

## On Level Time: 10 minutes Materials: 20 counters, table with 5 cells Instruction: Give every student 20 counters and a copy of the table. Ask students to divide the counters equally among the cells.

Word-Wall

Create a Word Wall in the

classroom to add the new

vocabulary words students will

Introduce the words when they appear in each lesson. Continue to

repeat and review the words along

encounter in each chapter.

with the chapter.

\*\*\*\* \*\*\*\* \*\*\*\*



Instruction: Organize the class into groups of four and give 8 crayons to each group. Ask students to distribute the crayons equally among them. Ask: How many crayons do each of you get?



## Lesson plan package

Provides a daily guidance of the teacher to ensure a successful delivery for the lessons.



## **Games and Activities Book**

Provides a practical and creative approach, to using mathematical skills in a life framework.



## **Multiple Intelligence Book**

Various hand-on activities based on the theory of multiple intelligence (Howard Gardner) to address all types of intelligences.





















## **Anchor Activities Book**

Activity that provides an ongoing assignments so that students can work on independently.



## **Exit Activities Book**

Exit cards are a quick assessment tool for teachers to help them become more aware of Students understanding of concepts taught.



## **Assessment Book**

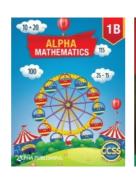
A rich assessment book that covers all the common core state standards skills with different types of questions and performance assessment. Questions are based on the 4 levels of Webb's DOK which assess the performance of the student over the whole program.

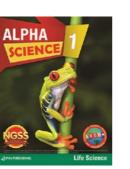




#### Our LCMS consists of:

Alpha Curriculum consists of the e Books versions of Alpha Science and Alpha Math supplementary activities.





**EALPHA** connects students and teachers, offering them a collaborative, interactive, and mobile learning environment that impacts every aspect of education.



ALPHA instructor offers a simplified and easy-to-use content creation authoring tool together with the capability to create structured content repositories. Instructor enables users to create highly interactive, multiplatform educational content, publish it in its own public or private repository or export it as a SCORM package to use in any SCORM compliant eLearning platform.



**Alpha** 

Learning Anywhere is an offline extension to eAlpha eLearning Platform enabling users to work with interactive content on any of their devices in an offline environment.





#### **OFFICES**

DUBAI

Office 901, Clover Bay Tower, Business Bay, Dubai, UAE Tel: +971 4 391 8658

Tel: +971 4 4212581

Unit # A03, International Media Production Zone Mohammed Bin Zayed St, Dubai, U.A.E.

**EGYPT** 

EDU LIGHTHOUSE 3 El Sad El Aaly square, Floor 3 El Dokki, Giza, Egypt. Postal code: 12611 Tel: +202 37489207

U.S.A 242W 30th Street Suite 900

New York, NY 10001

U.K

Office 22 Business Development Centre Stafford Park 4, Telford, TF3 3BA, Shropshire, U.K.

### **REGIONAL INQUIRIES**

#### FOR GENERAL INQUIRIES

Tel: +971 4 391 8658 Toll Free: 80010010 Web Site: alphaedu.info Email: askme@alphaedu.ae

## U.A.E. QATAR AND LEBANON

souzan.edde@smarteducation.ae

## SAUDI ARABIA AND KUWAIT

andrew.dunning@smarteducation.ae

#### MIDDLE EAST AND NORTH AFRICA

andrew.dunning@smarteducation.ae

#### TRAINING AND CONSULTANCY

danielle.nasser@smarteducation.ae

### U.A.E. OMAN AND BAHRAIN

Ikbal.cherkaoui@smarteducation.ae

#### **EGYPT**

shaymaa.aly@edulighthouse.com

#### JORDAN

danielle.nasser@smarteducation.ae





alphapublishingae



@alphapubuae



alphapublishinguae



alpha publishing



### **CONTACT US**

P.O. Box 93034, Office 901, Clover Bay Tower, Business Bay, Dubai, UAE

Toll Free 80010010 | Tel: +971 4 391 8658 | Fax: +971 4 391 8627

askme@alphaedu.info | www.alphaedu.info