Math

In special education we use research based curriculum to program our SDI (specially designed instruction) for each individual student. Below are the programs we use and a brief summary of each program.

MathFacts in a Flash

MathFacts in a Flash is software to help you give students at all skill levels valuable practice on their addition, subtraction, multiplication, division, and other facts. The program quizzes students on basic math facts, organized in levels of increasing difficulty. Students master levels by meeting accuracy and speed goals on timed tests. On-screen feedback after each practice and test session lets students know how they are doing. Detailed reports give you an instant snapshot of each student's progress.

Word Problems Made Easy

Word Problems Made Easy is a research-based method for teaching word problems. Many students, particularly low performers, learn more quickly from clear, concise explanations of procedures to be learned. Therefore each problem has an explicit set of steps to follow in solving the problem. Research has indicated that carefully controlling the rate at which new procedures are introduced gives time for students to master skills. Generally textbooks introduce story problem types at too fast a rate, or often, all at once. Word Problems Made Easy introduces no more than 8 strategies per year, allowing students time to master each before introducing the next problem type.

Investigations Support Materials

Investigations is a complete K-5 mathematics curriculum. t is designed to help all elementary children understand the fundamental ideas underlying number and arithmetic, geometry, data, measurement, and algebraic thinking. Mathematics content in Investigations includes computational fluency with whole number operations, the structure of the base ten number system, the meaning of fractions, representing and describing data, examining 2D and 3D shapes, measuring, and change over time. Students are encouraged to reason mathematically, develop problem-solving strategies, and represent their thinking using models, diagrams, and graphs.