

**Advisories 1 and 2: Computer Lab Curriculum  
2007-2008**

GRADE	DATE	TOPIC	STANDARD	SOFTWARE PROGRAM
1	12-Sep	JACKSON POLLOCK	See Virginia standards below	MS PAINT
1	19-Sep	MARK ROTHKO	See Virginia standards below	MS PAINT
1	26-Sep	MATISSE	See Virginia standards below	MS PAINT
1	3-Oct	ED EMBERLEY books	See Virginia standards below	MS PAINT
1	10-Oct	JASPER JOHNS	See Virginia standards below	MS PAINT
1	17-Oct	CUT TOOLS	See Virginia standards below	MS PAINT
1	24-Oct	SHAPES OF MINI COOPER	See Virginia standards below	MS PAINT
1	31-Oct	SUMS WITH DICE	1NSO C10, C11, C12, N5	MATH ARENA-COMBO CUBES
1	7-Nov	SUMS WITH DICE	1NSO C10, C11, C12, N5	MATH ARENA-COMBO CUBES
1	14-Nov	SUMS WITH DICE	1NSO C10, C11, C12, N5	MATH ARENA-COMBO CUBES
1	21-Nov	SYMMETRY	1G3	MATH ARENA-QUILT REFLECT
1	28-Nov	SYMMETRY	1G3	MATH ARENA-QUILT REFLECT
1	5-Dec	SYMMETRY	1G3	MATH ARENA-QUILT REFLECT
1	12-Dec	MEET Dr. Venn	1G1	MATH ARENA--VENN
1	19-Dec	More with Venn	1G1	MATH ARENA--VENN
1	9-Jan	COINS AND MONEY	1NSO2, 1M5	EVERYDAY MATH 1-3 EXCHANGE ACTIVITIES
1	16-Jan	MORE WITH MONEY	1NSO2, 1M5	EVERYDAY MATH 1-3 EXCHANGE ACTIVITIES
1	23-Jan	PENNIES, DIMES, DOLLAR	1NSO2, 1M5	EVERYDAY MATH 1-3 EXCHANGE ACTIVITIES
		<p><b>Recommended Math Websites:</b>  <a href="http://www.teachingtreasures.com.au/maths_more.html">www.teachingtreasures.com.au/maths_more.html</a>;  <a href="http://www.shodor.org/interactivate/activities/">http://www.shodor.org/interactivate/activities/</a>;  <a href="http://illuminations.nctm.org/ActivitySearch.aspx">http://illuminations.nctm.org/ActivitySearch.aspx</a> The first website gives students problems to solve. The last two sites allow students to explore and solve different array of problems. All sites are organized by grade level and by math topic.</p>	<p><b>DCPS Tech Standards not yet available. Virginia Standards for K--2</b>  The student will demonstrate knowledge of the nature and operation of technology systems. <ul style="list-style-type: none"> <li>Identify the computer as a machine that helps people at school, work, and play. Use pull-down menus, closing windows, dragging objects, and responding to commands.</li> <li>Demonstrate the use of mouse, keyboard, keypad with buttons.</li> <li>Use software with graphical interfaces.</li> </ul> </p>	<p>Semester 1 goals: Getting students facile with mouse pad, keyboard, and new laptop hardware. Use of graphics tools, geometric shapes, in MSPaint. Introducing and copying famous artists' techniques with the help of technology. Using mental math for addition, counting "eyes" on dice, understanding and completing symmetrical designs, sorting or classifying shapes by attributes--color, shape, number. Exchanging coins--PENNIES, NICKELS, DIMES and understanding number of coins and monetary values to a dollar--PENNIES, DIMES, AND ONE DOLLAR. LOTS OF MENTAL MATH SKILLS USED WITH MONEY.</p>

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2	6-Sep	SUMS, EVEN, ODD NUMBERS	2NSOC15, N5	MATH ARENA-COMBO CUBES
2	13-Sep	SUMS, DIFFERENCES	2NSOC13	TEN TRICKY TILES--MISSING ADDENDS...
2	20-Sep	SUMS, DIFFERENCES	2NSOC13	EVERYDAY MATH 1-3 NAME THAT NUMBER
2	27-Sep	SUMS, DIFFERENCES	2NSOC13	EVERYDAY MATH 1-3 NAME THAT NUMBER
2	4-Oct	SUBTRACTIONS-DIFFERENCES	2NSOC15, N5	EVERYDAYMATH 4-6 TOP IT SUBTRACTION
2	11-Oct	ARRANGING DIGITS-FOR SUMS	2NSOC15, N5	EVERYDAYMATH 4-6 TOP IT ADDITION
2	18-Oct	ARRANGING DIGITS-DIFFERENCES	2NSOC15, N5	EVERYDAYMATH 4-6 TOP IT SUBTRACTION
2	25-Oct	READING 5-DIGIT NUMBERS	2NSON3	EVERYDAYMATH 1-3 TOP IT PLACE VALUE
2	1-Nov	READING 5-DIGIT NUMBERS	2NSON3	EVERYDAYMATH 1-3 TOP IT PLACE VALUE
2	8-Nov	PLACE VALUE DIGITS	2NSOC14	EVERYDAYMATH 1-3 TOP IT PLACE VALUE
2	15-Nov	TESTING BENCHMARKS GR3-6		
2	22-Nov	HOLIDAY		
2	29-Nov	SUMS WTH FOUR NUMBERS	2NSO C15	MATH ARENA ADVANCED--SURROUND SUMS
2	6-Dec	TWO 2-DIGIT SUMS, CARRYING	2NSO C15	EVERYDAYMATH 4-6 TOP IT ADDITION
2	13-Dec	TWO 2-DIGIT SUMS, CARRYING	2NSO C15	EVERYDAYMATH 4-6 TOP IT ADDITION
2	20-Dec	HOLIDAY		
2	27-Dec	HOLIDAY		
2	3-Jan	HOLIDAY		
2	10-Jan	SUBTRACTON-TWO 2-DIGIT NUMBERS		EVERYDAYMATH 4-6 TOP IT #16 SUBTRACTION
2	17-Jan	COUNTING CHART GAME	2NSO C15	EVERYDAYMATH 1-3 NUMBER GRID
2	24-Jan	CONTINENTS, WORLD REGIONS	Social studies 2.1	WORLD GEOGRAPHY
		<p><b>Recommended Math Websites:</b>  <a href="http://www.teachingtreasures.com.au/maths_more.html">www.teachingtreasures.com.au/maths_more.html</a>;  <a href="http://www.shodor.org/interactivate/activities/">http://www.shodor.org/interactivate/activities/</a>;  <a href="http://illuminations.nctm.org/ActivitySearch.aspx">http://illuminations.nctm.org/ActivitySearch.aspx</a> The first website gives students problems to solve. The last two sites allow students to explore and solve different array of problems. All sites are organized by grade level and by math topic.</p>		<p>Semester 1 goals: Getting students to understand the difference between digits and number, reinforcing place value. Combining digits to make large and small numbers for largest possible sums or differences and least possible sums or differences. Carrying ( 27 + 19) and borrowing (58-19) need more practice for mastery. The Number Grid activity was impossible for them to do in Grade 1, but in Grade 2, they mastered it and loved it, counting by ones or tens. Nothing like developmental readiness!! They all loved doing the geography puzzles, matching continent shapes with locations on world map. Many like to discuss where they were born and where their parents and aunts were born. :)</p>

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3	10-Sep	SUMS, DIFFERENCES	3PRA1.PRA2	TEN TRICKY TILES
3	17-Sep	SUMS, DIFFERENCES	3PRA1.PRA2	TEN TRICKY TILES
3	24-Sep	ARRAYS FOR REPEATED +	3NSO C13,C14	MATH ARENA--ARRAY REVERSAL
3	1-Oct	ARRAYS FOR REPEATED +	3NSO C13,C14	MATH ARENA--ARRAY REVERSAL
3	8-Oct	ARRAYS FOR REPEATED +	3NSO C13,C14	MATH ARENA--ARRAY REVERSAL
3	16-Oct	NUMBER SENTENCES-EQUATIONS	4 PRA 2,3	MATH MANSION--HALLOWEEN MATH*
3	22-Oct	NUMBER SENTENCES-EQUATIONS	4 PRA 2,3	MATH MANSION--HALLOWEEN MATH*
3	29-Oct	NUMBER SENTENCES-EQUATIONS	4 PRA 2,3	MATH MANSION--HALLOWEEN MATH*
3	5-Nov	INTRODUCED KEYBOARDING	KEYBOARDING SKILLS	TYPE TO LEARN, ASSIGNED COMPUTERS
3	12-Nov	HOLIDAY		
3	19-Nov	TELLING TIME-ANALOG,DIGITAL	3M3	KEY SKILLS PROGRAM
3	26-Nov	ADD, SUBTRACT 2-3 DIGIT NUM	3NSO E23	MATH ESSENTIALS-CAVEMAN MATH L2,3,.4
3	3-Dec	ADD, SUBTRACT 2-3 DIGIT NUM	3NSO E23	MATH ESSENTIALS-CAVEMAN MATH L2,3,.4
3	10-Dec	ARRAYS,MONEY,TRANSFORMATIONS	3NSO C13,C14, G6	MATH ARENA-ARRAY REV, MONEY, FLIPSTER
3	7-Jan	COORDINATES	3G7	MATH ARENA--LOST IN CROWD
3	14-Jan	ARRAYS FOR AREA, PERIMETER	3M1, 3M4	MATH ARENA--ARRAY REVERSAL
	21-Jan	HOLIDAY		
		<p><b>Recommended Math Websites:</b>  <a href="http://www.teachingtreasures.com.au/maths_more.html">www.teachingtreasures.com.au/maths_more.html</a>;  <a href="http://www.shodor.org/interactivate/activities/">http://www.shodor.org/interactivate/activities/</a>;  <a href="http://illuminations.nctm.org/ActivitySearch.aspx">http://illuminations.nctm.org/ActivitySearch.aspx</a> The first website gives students problems to solve. The last two sites allow students to explore and solve different array of problems. All sites are organized by grade level and by math topic.</p>	<p>Math Mansion*--This and keyboarding are the most popular programs with students in grades 3-6. Math Mansion can be used in grade 3 with knowledge of addition and subtraction facts, grade 4 with the additional knowledge of multiplication and division. Fifth and sixth graders love it because it is a Halloween tradition as they have to figure out how to emerge from the haunted math mansion without any errors and with the most optimal score. For those who finally exit the mansion in grades 5 and 6, after two years of not escaping out the front door, it is a triumphant passage.</p>	<p>Semester 1: Goals for the third grade include: forming number equations with operations; completing missing parts of equations; understanding that multiplication (arrays) is repeated addition. Due to concepts missed by previous 3rd graders in April 2007, lab time was spent on understanding difference between digital and analog time formats; adding and estimating sums and difference of 3-digit numbers, mental additon of coins; understanding and manipulating transformations--rotations, reflections, and translations; locating coordinates or understanding importance of ORDER in ordered pairs ( x,y) on the x-y axes; using arrays ( factors as length and width) to understand area and how it differs from perimeter. Keyboarding practice: students can use the last 10 minutes of class to open and practice on their keyboarding (typing) file.</p>

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4	10-Sep	BALANCING EQUATIONS	4PRA2	TEN TRICKY TILES--BALANCING TILES
4	17-Sep	NUMBER EXPRESSIONS	4PRA2	EVERYDAYMATH 4-6 Name that number
4	24-Sep	NUMBER EXPRESSIONS	4PRA2	EVERYDAYMATH 4-6 Name that number
4	1-Oct	NUMBER EXPRESSIONS	4PRA2	EVERYDAYMATH 4-6 Name that number
4	15-Oct	SOLVING EQUATIONS	4PRA2	MATH MANSION*
4	22-Oct	SOLVING EQUATIONS	4PRA2	MATH MANSION*
4	29-Oct	SOLVING EQUATIONS	4PRA2	MATH MANSION*
4	5-Nov	INTRODUCED KEYBOARDING	TYPING	TYPE TO LEARN, ASSIGNED COMPUTERS
4	19-Nov	TELLING TIME	3M3	ANALOG, DIGITAL CLOCKS
4	26-Nov	ADD, SUBTRACT 3-4 DIGIT NUM	3NSOE23	MATH ESSENTIALS-CAVEMAN
4	3-Dec	ADD, SUBTRACT 3-4 DIGIT NUM	3NSOE23	MATH ESSENTIALS-CAVEMAN
4	10-Dec	ARRAYS, MONEY, TRANSFORMATIONS	3NS0 C13, G6,C11	MATH ARENA--ARRAYS, COINS, FLIPSTER.
4	17-Dec	ORDERED PAIRS, COORDINATES	4 G8	MATH ARENA LOST IN CROWD
4	7-Jan	MONEY EQUATIONS	4NSO C25	MATH ARENA QUICK CHANGE...
4	14-Jan	SYMMETRY	4G1	MATH ARENA--QUILT REFLECT (HARD LEVEL)
		<p><b>Recommended Math Websites:</b>  <a href="http://www.teachingtreasures.com.au/maths_more.html">www.teachingtreasures.com.au/maths_more.html</a>;  <a href="http://www.shodor.org/interactivate/activities/">http://www.shodor.org/interactivate/activities/</a>;  <a href="http://illuminations.nctm.org/ActivitySearch.aspx">http://illuminations.nctm.org/ActivitySearch.aspx</a> The first website gives students problems to solve. The last two sites allow students to explore and solve different array of problems. All sites are organized by grade level and by math topic.</p>	<p>Math Mansion*--This and keyboarding are the most popular programs with students in grades 3-6. Math Mansion can be used in grade 3 with knowledge of addition and subtraction facts, grade 4 with the additional knowledge of multiplication and division. Fifth and sixth graders love it because it is a Halloween tradition as they have to figure out how to emerge from the haunted math mansion without any errors and with the most optimal score. For those who finally exit the mansion in grades 5 and 6, after two years of not escaping out the front door, it is a triumphant passage.</p>	<p>Semester 1: Instead of asking students for answers, fourth graders are asked to make an number expression equal to another number expression or asked to supply the correct operation (+ - / *). It is important to change the formats to promote a better understanding of mathematical concepts. For example, if the product/area is 27, what are the factors or measurements of the array/rectangle? In late November and early December, students reviewed material introduced in grade 3 which caused them problems on April 2007 DCCAS--especially estimation (rounding) of sums or difference of 3-digit numbers. Given data from previous fourth graders, lab time was spent on transformations and coordinates and symmetry. Students also given opportunity to practice keyboarding skills on their saved typing file after completion of computer lab tasks.</p>

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5	4-Sep	Factors, Primes, Square numbers	5NSON7	EVERYDAYMATH 4-6 FACTOR CAPTOR
5	11-Sep	Factors, Primes, Square numbers	5NSON7	EVERYDAYMATH 4-6 FACTOR CAPTOR
5	18-Sep	Factors, Primes, Square numbers	5NSON7	EVERYDAYMATH 4-6 FACTOR CAPTOR
5	25-Sep	Factors, Primes, Square numbers	5NSON7	EVERYDAYMATH 4-6 FACTOR CAPTOR
5	2-Oct	DIVISION -- DESIGN THE PROBLEM	MAXIMUM QUOTIENT	EVERYDAYMATH 4-6 TOP IT DIV WITH 3 CARDS
5	9-Oct			
5	16-Oct	EQUATIONS	5PRA2	MATH MANSION--HALLOWEEN*
5	23-Oct	EQUATIONS	5PRA2	MATH MANSION--HALLOWEEN*
5	30-Oct	EQUATIONS	5PRA2	MATH MANSION--HALLOWEEN*
5	6-Nov	INTRODUCED KEYBOARDING	TYPING	TYPE TO LEARN, ASSIGNED COMPUTERS
5	13-Nov	COORDINATES	4G8,5G7	EVERYDAYMATH 4-6 HIDDEN TREASURE
5	20-Nov	COORDINATES	4G8,5G7	MATH ARENA LOST IN CROWD
5	27-Nov	VOLUME, AREA, SURFACE AREA	5G2,5M5,5M2,5G3 4M1	MATH ARENA ADVANCED--VOLUME BOX
5	4-Dec	VOLUME, AREA, SURFACE AREA	5G2,5M5,5M2,5G3 4M1	MATH ARENA ADVANCED--VOLUME BOX
5	11-Dec	ALGEBRA, MORE OF IT	5 PRA 2	MATH ARENA ADVANCED--UNKOWN CODE
5	18-Dec	ALGEBRA, MORE OF IT	5 PRA 2	MATH ARENA ADVANCED--VALUE STACK EASY
5	8-Jan	ALGEBRA, MORE OF IT	5 PRA 2	MATH ARENA ADVANCED--VALUE STACK HARD
	15-Jan	PROBABILITY	5DASP 6	MATH ARENA ADVANCED--PROBABILITY SPINNER
5	22-Jan	PROBABILITY	5DASP 6	MATH ARENA ADVANCED--PROBABILITY SPINNER
		<p><b>Recommended Math Websites:</b>  <a href="http://www.teachingtreasures.com.au/maths_more.html">www.teachingtreasures.com.au/maths_more.html</a>;  <a href="http://www.shodor.org/interactivate/activities/">http://www.shodor.org/interactivate/activities/</a>;  <a href="http://illuminations.nctm.org/ActivitySearch.aspx">http://illuminations.nctm.org/ActivitySearch.aspx</a> The first website gives students problems to solve. The last two sites allow students to explore and solve different array of problems. All sites are organized by grade level and by math topic.</p>	<p>Math Mansion*--This and keyboarding are the most popular programs with students in grades 3-6. Math Mansion can be used in grade 3 with knowledge of addition and subtraction facts, grade 4 with the additional knowledge of multiplication and division. Fifth and sixth graders love it because it is a Halloween tradition as they have to figure out how to emerge from the haunted math mansion without any errors and with the most optimal score. For those who finally exit the mansion in grades 5 and 6, after two years of not escaping out the front door, it is a triumphant passage.</p>	<p>Semester 1: Grade 5 students are now asked to analyze numbers for common factors and show knowledge of divisibility rules. Then they were asked to complete numeric equations. With data available on their performance on DCCAS of April 2007 and recent benchmark testing, and data from previous fifth grade students, current fifth graders were exposed and given time to practice solving math problems—20 problems solved CORRECTLY-- dealing with coordinates, volume, area, variables, and probability ratios. Keyboarding or typing time was given to each of them during the last 10 minutes of each lab session, if academic work was completed satisfactorily.</p>

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6	5-Sep	Factors, Primes, Square numbers	6NSON6	EVERYDAYMATH 4-6 FACTORS CAPTOR
6	12-Sep	Factors, Primes, Square numbers	6NSON6	EVERYDAYMATH 4-6 FACTORS CAPTOR
6	19-Sep	Factors, Primes, Square numbers	6NSON6	EVERYDAYMATH 4-6 FACTORS CAPTOR
6	26-Sep	Factors, Primes, Square numbers	6NSON6	EVERYDAYMATH 4-6 FACTORS CAPTOR
6	3-Oct	DIVISION -- DESIGN THE PROBLEM	MAXIMUM QUOTIENT	EVERYDAYMATH 4-6 TOP IT DIV WITH 3 CARDS
6	10-Oct	DIVISION -- DESIGN THE PROBLEM	UNDERSTANDING DIVISION	DIVIDE AND CONQUER
6	17-Oct	MORE EQUATIONS	6PRA2	MATH MANSION*
6	24-Oct	MORE EQUATIONS	6PRA2	MATH MANSION*
6	31-Oct	MORE EQUATIONS	6PRA2	MATH MANSION*
6	7-Nov	INTRODUCED KEYBOARDING	TYPING	TYPE TO LEARN, ASSIGNED COMPUTERS
6	14-Nov	COORDINATES	5G7	EVERYDAYMATH 4-6 HIDDEN TREASURE
6	21-Nov	MEAN, MEDIAN, MODE	6DASP 1	EVERYDAYMATH 4-6 LANDMARK SHARK
6	28-Nov	TRANSFORMATIONS	6G3	MATH ARENA ADVANCE--QUILT TRANSFORMATIONS
6	5-Dec	TRANSFORMATIONS	6G3	MATH ARENA ADVANCE--3 D FLIPSTER
6	12-Dec	VARIABLES, LIKE TER,MS	5PRA4, 6PRA4	MATH ARENA ADVANCED UNKOWN CODE
6	19-Dec	ALG AND NUM. EXPRESSIONS	5PRA2, 6PRA4 coefficients	MATH ARENA ADVANCED VALUE STACK
6	26-Dec	HOLIDAY		
6	2-Jan	HOLIDAY		
6	9-Jan	FUNCTIONS	6 PRA 4	MATH ARENA ADVANCED FUNCTION FINDER
6	16-Jan	PROBABILITY--RATIO, %	6 DASP 7	MATH ARENA ADVANCED--PROBABILITY SPINNER
6	23-Jan	PROBABILITY--RATIO, %	6 DASP 7	MATH ARENA ADVANCED--PROBABILITY SPINNER
		<p><b>Recommended Math Websites:</b>  <a href="http://www.teachingtreasures.com.au/maths_more.html">www.teachingtreasures.com.au/maths_more.html</a>;  <a href="http://www.shodor.org/interactivate/activities/">http://www.shodor.org/interactivate/activities/</a>;  <a href="http://illuminations.nctm.org/ActivitySearch.aspx">http://illuminations.nctm.org/ActivitySearch.aspx</a> The first website gives students problems to solve. The last two sites allow students to explore and solve different array of problems. All sites are organized by grade level and by math topic.</p>	<p>Math Mansion*--This and keyboarding are the most popular programs with students in grades 3-6. Math Mansion can be used in grade 3 with knowledge of addition and subtraction facts, grade 4 with the additional knowledge of multiplication and division. Fifth and sixth graders love it because it is a Halloween tradition as they have to figure out how to emerge from the haunted math mansion without any errors and with the most optimal score. For those who finally exit the mansion in grades 5 and 6, after two years of not escaping out the front door, it is a triumphant passage.</p>	<p>Semester 1: Grade 6 students, like the fifth graders, also began the year with factor analysis. With data available on their performance on DCCAS of April 2007, recent benchmark testing data and areas of concern from previous sixth grade class, students were given the opportunity to practice solving math problems --20 correctly--in the areas of coordinates, statistical use of mean, median, mode, and range, 2D and 3D transformations, variables with values, functions, and probability ratios. Keyboarding or typing time was given to each of them during the last 10 minutes of each lab session, if academic work was completed satisfactorily.</p>