



SUMMER SCHOOL

Do The Math® developed by Marilyn Burns and *Math Solutions*, provides an in-depth numerical experience for Summer School students in Grades 1–5+ who are not making adequate yearly progress. The program supports struggling learners as well as students requiring more practice and reinforcement with an array of concrete materials, visual models, and games that are engaging for summer learning. HMH® has organized content and **Planning & Pacing Guides** that will address a variety of Summer School implementation models.

THE IMPORTANCE OF SUMMER SCHOOL

- Approximately 1.8 million students enroll in Summer School across the US each year.
- Summer School implementations can vary. The Planning & Pacing Guides give teachers the flexibility to meet the needs of various Summer School models.

WHAT IS DO THE MATH SUMMER SCHOOL?

- An easy-to-order collection of resources that uses engaging content and hands-on learning experiences to help at-risk and struggling students rebuild understanding of key concepts in numbers and operations during the short Summer School period.

WHAT IS INCLUDED IN THE SUMMER SCHOOL BUNDLES?

- **NEW** Planning & Pacing Guide
- Teacher Bookcase: Teacher Guide, annotated Student *WorkSpace**, and the Professional Learning Guide.
- Classroom Materials Box

* Note: The student *WorkSpace* is not included in the *Do The Math* grade level bundles and are sold separately.

WHY WE DEVELOPED A PLANNING & PACING GUIDE FOR SUMMER SCHOOL

- *Do The Math* modules contain thirty 30-minute lessons. In order to accommodate teachers' Summer School schedules and help them deliver effective instruction, five Planning & Pacing Guides have been created. Content is organized by grade level and combines specific modules to create a targeted plan:
 - Grade 1: Addition & Subtraction Number Core
 - Grade 2: Addition & Subtraction A
 - Grade 3: Multiplication A
 - Grade 4: Division A
 - Grade 5: Fractions A





DAY	LESSON/ACTIVITY	SUMMARY	TG PAGE	SE PAGE	NOTES
1	Beginning of Module Assessment 1				*Teachers may also want to administer the Interview Assessment on page 143 of the Teacher's Guide.
	Attitude Survey		144		*This is a survey to gauge how students feel about mathematics and their confidence in math. It's a great way to check in with them after they complete the module and experiencing success.
2	Lesson 1: Making Sums of 5 2	Students use two-color counters to generate pairs of addends that make 5 and write them as equations with addition.	6–9	2	*Depending on the number of students per summer school class, students may need to be divided into 8 groups so they can share counters to play Shake and Spill.
	Lesson 2: Finding Addend Pairs That Make 5	Students find and list all pairs of addends that make 5 and then play a game to practice making 5.	10–13	3–5	*As students play Race to the Top in pairs, they may use their hands to shake and spill the counters.
3	Lesson 3: Using 5 as a Benchmark	Students use a ten-frame and the benchmark of 5 to build numbers and find sums to 10.	14–17	6–7	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use during the lesson.
	Lesson 4: Using the Benchmark of 5 for Sums of 6 to 10	Students use the benchmark of 5 to represent sums of 6 to 10.	18–21	8	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use for the activity Roll and Add. 4
4	Lesson 5: Assessing Student Understanding 3	Students demonstrate understanding of objectives of Lessons 1–4.	22–24	9–10	
	GAME: Spin and Add (Community News Lessons 1–5)	Students demonstrate understanding of objectives of Lessons 1–4.	146, 153		* Have print outs of the 0–5 spinner ready for students to cut out before playing the game Spin and Add.
5	Lesson 6: Solving Missing-Addend Problems for Sums of 10	Students write equations for missing-addend problems with a sum of 10 and then identify the missing addends.	30–33	11	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use during the lesson and the activity Sums of 10.
	Lesson 7: Identifying Pairs of Addends That Make 1	Students find pairs of numbers that add to 10 on number puzzles.	34–37	7	
22	End of Module Assessment 5				* Teachers may circulate while students take the assessment and note questions students are having difficulty with. Spend time after the assessment to review specific problems students may have gotten wrong.
	Review End of Module Assessment OR Play the games Wild Number Empty the Box, Hit the Target 2, Three in a Row				Teachers may choose to: * spend this time reviewing the assessment, focusing on specific problems students may have gotten wrong. * have students play one of the following games from the Game Variation Notes in the Teacher bookcase. Please note each game allows a group of 8 students.

A DEEPER LOOK INSIDE THE PLANNING & PACING GUIDE

1. The DTM Summer School session begins with administering the **Beginning of Module Assessment**.
2. Summer school instruction may consist of two **Module Lessons** in one day.
3. A day may also be split between module lessons and **Games**. Instruction and materials for playing the games may be found on pages of the Community News or in the Game Variation Notes.
4. **Printable resources** are available in the back of the Teacher Guide or the PPG. The Notes inform teachers whether they will need to print additional resources for activities and games during instruction.
5. After Lesson 30, teachers administer the **End of Module Assessment**. The beginning and end assessments may be used as a snapshot of student growth during summer school.
6. **Supplemental Lessons** are also included in the PPG for summer school classes that may run longer than 22 days, or classrooms that would benefit from further extension after the completion of the module.

LESSONS FROM ADDITION & SUBTRACTION A	SUMMARY	PPG PAGE	NOTES
Lesson 6: Learning Seven-Up, an Addition Game 6	Students learn how to play the addition game Seven-Up, in which they identify pairs of numbers that have a sum of 10.	31–37	
Lesson 7: Learning The Spillover Game	Students play an addition game, adding numbers that have sums greater than 10.	38–42	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use during the lesson. * Green and yellow tiles are available in the Classroom Materials Box.
Lesson 9: Adding Mentally	Students add one-digit numbers with sums greater than 10 mentally.	43–49	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use during the lesson. * Green and yellow tiles are available in the Classroom Materials Box.
Lesson 11: Counting by Tens on a Hundred-Frame	Students learn to use a hundred-frame as a tool for counting quantities and writing numbers as a number of tens plus a number of ones.	50–56	* The Hundred-frame is available in the Classroom Materials Box for teacher demo during the lesson.

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