How does WES Kindergarten differentiate?

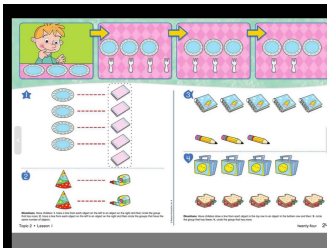
Small class size helps us meet the needs of each student at Woodside.

A trained math coach and parent volunteers help us to provide additional small group support.

MATH

1. enVision Math Curriculum

enVision MATH Kindergarten is comprised of content that promotes conceptual understanding and problem solving. The visual aids used in envision MATH Kindergarten are geared toward solidifying your child's knowledge of basic math concepts while teaching him or her how to solve problems. Lesson units all center on a topic, allowing your child to zero in on a single idea at a time and master it before moving on to the next math concept. Your child will have worksheets and activities to complete every day to help him or her develop a strong math foundation.

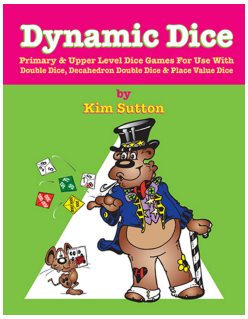


2. IXL: a math software program

Practice makes perfect, and IXL makes math practice fun! IXL allows teachers and parents to monitor the progress of their students and motivate them through interactive games and practice questions. Widely recognized as the Web's most comprehensive math site, IXL offers a dynamic and enjoyable environment for children to practice math. Students who use IXL are succeeding like never before.

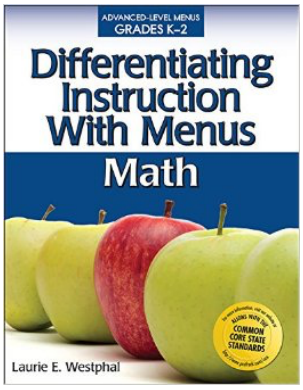
3. Dynamic Dice: a hands-on activity book by Kim Sutton

Dynamic Dice is filled with games and activities for K-5 using three unique kinds of dice: double dice, ten-sided double dice and place value dice. The games and activities are intended for reinforcement of basic facts, fractions and decimals, rounding, factoring, probability, coordinate graphing, number sense, and geometry. Dice are powerful motivational tools for meaningful mathematics. Dynamic Dice has added a wonderful dimension to our classroom enrichment.

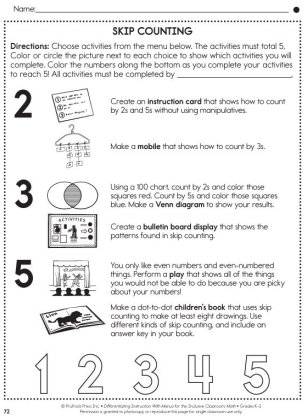


4. Differentiating Instruction with Menus: Math

This activity book provides several different types of menus that students can use to select exciting products that they will develop so teachers can assess what has been learned—instead of using a traditional worksheet format. Topics addressed include numbers and number sense, operations, geometry, and measurement. Using creative and challenging choices found in Three-Shape menus, Tic-Tac-Toe menus, Meal menus, Give Me Five menus, 2-5-8 menus, and List menus, students will look forward to sharing their newfound knowledge throughout the year. The menus are based on the levels of Bloom's Revised taxonomy. This student-centered learning provides another way to differentiate for gifted and advanced learners!



Sample Menu:


Name:

SKIP COUNTING

Directions: Choose activities from the menu below. The activities must total 5. Color or circle the picture next to each choice to show which activities you will complete. Color the numbers along the bottom as you complete your activities to reach 5! All activities must be completed by _____

2
Create an **instruction card** that shows how to count by 2s and 5s without using manipulatives.
Make a **mobile** that shows how to count by 3s.

3
Using a 100 chart, count by 2s and color those squares red. Count by 5s and color those squares blue. Make a **Venn diagram** to show your results.
Create a **bulletin board display** that shows the patterns found in skip counting.

5
You only like even numbers and even-numbered things. Perform a **play** that shows all of the things you would not be able to do because you are picky about your numbers!
Make a dot-to-dot **children's book** that uses skip counting to make at least eight drawings. Use different kinds of skip counting, and include an answer key in your book.

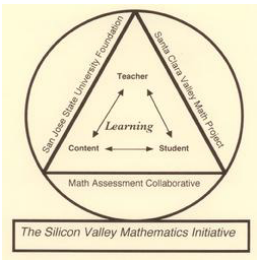
1 2 3 4 5

5. MARS Tasks

These formative performance assessment tasks were designed by the Mathematics Assessment Resource Service (MARS), a project of UC Berkeley, Michigan State, and the Shell Centre in Nottingham England. MARS Tasks are summative math performance assessments to measure students' ability to solve non-routine problems, explain and justify their solutions and promote high level thinking skills. Student work is analyzed so the thinking and misconceptions inform teachers and support improved instruction. This cutting-edge performance assessment, which is used by our teachers to inform instruction, is the main prototype for the new assessments that are being developed for the Common Core State Standards.

6. Problem of the month

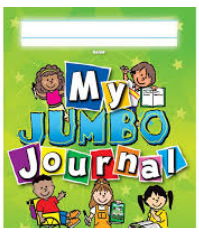
The Problems of the Month are non-routine math problems designed to be used school-wide to promote a problem-solving theme at your school. Each problem is divided into five levels of difficulty, Level A (primary) through Level E (high school), to allow access and scaffolding for students into different aspects of the problem and to stretch students to go deeper into mathematical complexity. The Problems of the Month were developed by the Silicon Valley Mathematics Initiative and are aligned to the Common Core standards.

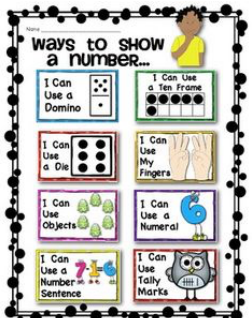


The Silicon Valley Mathematics Initiative is a comprehensive effort to improve mathematics instruction and student learning. The Initiative is based on high performance expectations, ongoing professional development, examining student work, and improved math instruction. The Initiative includes a formative and summative performance assessment system, pedagogical content coaching, and leadership training and networks. Woodside Elementary is proud to be a part of The Silicon Valley Mathematics Initiative.

7. Math Journals

In class practice building problem solving skills by showing thinking.





8. VersaTiles Math

VersaTiles combines the challenge of a puzzle with standards-aligned skills practice, helping students develop fluency of key concepts and skills. Students use a tile answer case to complete activities, in which numbered tiles are used to indicate answers to the activity's multiple-choice questions. Once all the questions in the activity are answered, the answer case is flipped over to reveal a pattern on the backside of the tiles. The pattern is used to check for accurately answered questions giving students immediate feedback to rethink solutions to the incorrectly answered questions until they are successful. The ability to make mistakes and self-correct fosters motivation and engagement in students. VersaTiles are designed to reinforce skills with specific activities allowing teachers to differentiate their classroom instruction.

9. Redbird Advanced Learning

Redbird Advanced Learning ("Redbird") is an online library of Common Core math curriculum that offers users blended and adaptive learning solutions.

Students work through Redbird Advanced Learning's lessons at their own pace, while teachers and parents can monitor student progress and mastery, using data from ongoing embedded assessments. The Redbird Mathematics curriculum is based on a three-part learning model designed by Stanford University. Students master each Common Core skill or concept through a combination of guided exploration and explicit instruction. Skills and concepts are applied and reinforced through practice and advanced games. Students have the opportunity to create using their newly acquired skills in end-of-unit projects that challenge learners to think analytically through real world problems.

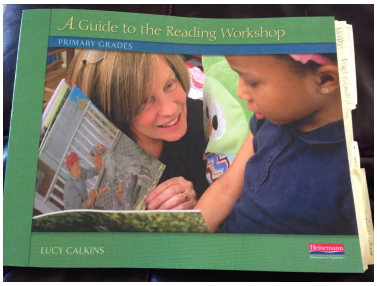
9. Starfall: Games and Activities

The Starfall K curriculum integrates and emphasizes math skills and concepts. Direct instruction, center exploration, games, and activities provide a practical approach to applied math children encounter in everyday life.

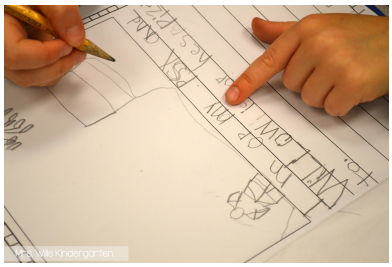
LANGUAGE ARTS

1. Readers Workshop

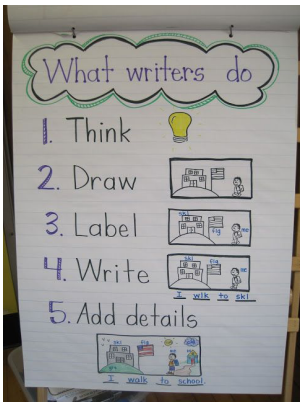
A teaching method out of Teachers College at Columbia University, in which the goal is to explicitly teach students strategies to bec ome more skillful at comprehending text.
Involves students in authentic reading experiences that focus on the strengths and needs of each individual student through differentiated instru ction. Readers Workshop emphasizes the importance of student engagement and the interaction between readers and the text.



2. Writers Workshop



Founded at Teachers College at Columbia University, Writer's Workshop is a highly effective format for process writing instruction that incorporates authentic practices within a consistent structure. The organization has developed state-of-the-art tools and methods for teaching reading and writing, for using performance assessments and learning progressions to accelerate progress, and for literacy-rich content-area instruction. As students write within the Workshop model, they have an array of choices that may include (but are not limited to) topic, genre, ideas, organization, and tone. Students then move freely and at a comfortable pace through the writing process. Some students might move through the steps sequentially. Others might forge their own path, skipping or repeating steps in a unique progression. In the Writer's Workshop classroom, this is normal, natural, and encouraged.



In such an environment, it is common for one student to be prewriting while another is drafting (and yet another may be revising). The Writer's Workshop helps teachers oversee and support each student's writing process while also facilitating sharing and feedback in a variety of groups, such as peer-to-peer, peer-groups, and teacher-led conferences.

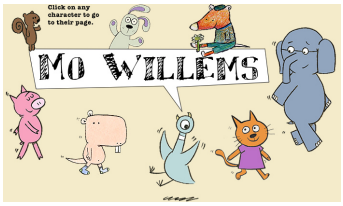
3. Lexia Reading Core5

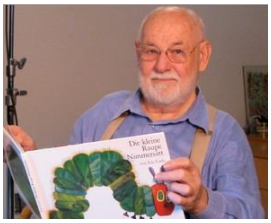
The Lexia Reading Core5 provides explicit, systemic, personalized learning in the six areas of reading instruction, and delivers norm-referenced performance data and analysis without interrupting the flow of instruction to administer a test. Designed specifically to meet the Common Core and the most rigorous state standards, this research-proven, technology-based approach accelerates reading skills development, predicts students' year-end performance and provides teachers data-driven action plans to help differentiate instruction.

Lexia Reading Core5

4. **Author Studies**

Readers at all levels will build fluency and comprehension while learning from our mentor authors Jan Brett, Mo Willems, and Eric Carle.





5. **More Starfall**

Starfall.com is an interactive website intended for early readers (K-2). It features a number of activities to encourage kids who are learning to read. The activities build on each other, starting with learning the alphabet and its associated sounds, and followed by reading simple online books and more advanced reading activities.