

Name: Earl Chiddix

Grade Level/Subject: 3/Math

Topic: Using Manipulatives and/or Technology to Solve Math Problems--"Grandfather Tang's Story"

Objectives (P.A.S.S.): Process Standard 1: **1, 2, 3, 4, 5** Content Standard 2: la--3: 1 Students will be able to process vocabulary words to an understanding of the word to it's application in the word problem.

Materials Used: 1. Book: "Grandfather Tang's Story" by Ann Tompert-Illustrated by Robert Andrew Parker--Published by Crown Publishers, inc.-New York--ISBN 0-517- 88558-1
2. Worksheets containing word problems 3. A copy of tangrams *for* each student.

Introduction: Read the book "Grandfather Tang's Story" While reading, ask questions derived from using Bloom's Taxonomy--Use all six areas when asking questions. I use the "Think-Pair-Share" method in questions. Also during reading, place tangrams in the order of animal shapes mentioned in the story on the overhead projector.

Instructional process: After reading, introduce the students to a guided work sheet with word problems. Have the students demonstrate using tangrams provided.

Closure: A work sheet with word problems provided by the book "Grandfather Tang's Story" will be provided.

Assessment: A work sheet with similar problems as the first work sheet. Which will be graded.

Modifications/Accommodations: As far as trying to modify this lesson, I think I would allow more time *for* each student, whether they were ESL or not, to "play" with the tangrams. This makes the story more meaningful and can even begin to capture the heart. Remember, my philosophy of education is, "Capture the heart--the mind will follow." And this lesson really lends itself to this area tremendously.

Reflection: This lesson is a two-day lesson. It went well when I allowed the extra time to "play". It did not when I didn't allow the time during our Reading First Literacy Night. I had to give this lesson three times that evening and rushing this lesson is a no-no. (Hey, it's alright *for* me to say "no-no"--I'm elementary!)