Louisiana Teacher Leader Summit

7 PAGES TOTAL

Part 1  Personalized Learning with Zearn Math
Part 2  A Week with Zearn Math
Part 3  Setting Up for Success with Zearn Math
Part 1  Personalized Learning with Zearn Math

This part focuses on how students learn with Zearn Math – Independent Digital Lessons and Small Group Instruction – and how teaching with Zearn Math helps all students build a deep understanding and love of math.

Reflect on teaching and learning in these classrooms
How would you evaluate the learning in these classrooms?

What’s working?  What would you change?
Analyze how Zearn Math is used in these classrooms

**Independent Digital Lessons**
How do students learn in Independent Digital Lessons?

**Small Group Instruction**
How do students learn in Small Group Instruction?
Part 2  A Week with Zearn Math

In the previous part, we observed how students learn content in two ways with Zearn Math, independently through digital lessons and in small groups with you. We’ll begin by learning about the important parts of a Zearn math block. Then, we will look at how one teacher structures her weekly math time and how she uses Zearn’s Reports and Materials to plan her week. Our goal is that at the end of this part you will leave with a schedule in hand to use in your classroom.

Understand the structure of a Zearn Math schedule
What is happening as a whole group? In small groups? Independently?

Whole Group

What is happening as a whole group?

Independent Digital Lessons

What is happening when students work independently?

Small Group Instruction

What is happening in small groups?
Part 3  Setting Students Up for Success with Zearn Math

In the previous two parts, we saw how with Zearn Math, students learn with Independent Digital Lessons and Small Group Instruction. We also learned about how to structure your math block with Zearn. In this part, we will first learn about how students experience digital lessons. Then we will talk about strategies to set your kids up to be successful independent learners, and we will create a plan for your first week with Zearn Math.

Digital Lesson Experience

As you experience a digital lesson, jot down what you think your kids (and you!) will love and where they might need a bit of support in each part of the lesson.

| Fluency Warmup | What will kids love? | Where might kids need support? |
| Number Gym | Lesson Aligned Fluency |

| Guided Practice | Learning Lab | Math Chat | Story Time | Zearn Squad |
| Independent Practice | Tower of Power |
Beyond the Summit

Zearn is a nonprofit on a mission to ensure every child learns and loves math. Zearn’s core product is Zearn Math, a groundbreaking K-5 math curriculum that combines personalized digital lessons with daily small group instruction. Zearn Math is used by over one million students and teachers across the country. Zearn Math is based on Eureka Math / Engage NY. With Zearn Math, students learn new content in two ways: through Independent Digital Lessons and Small Group Instruction.

Independent Digital Lessons
Each day, students spend ~30 minutes working independently through digital lessons. Students start each digital lesson with fluency, and then move to concept development and independent practice. Students who are comfortable with content quickly progress to more difficult ideas, while students who are struggling spend more time working through the math concepts, receiving precise remediation at the exact moment of misconception with supportive feedback and robust digital manipulatives. Zearn Digital Lessons include:

Fluency
Zearn Digital Lessons begin with a fluency warm-up to practice previously learned concepts. There are two parts to this warm-up: Number Gym and lesson-aligned fluency activities. Number Gym is an individually adaptive fluency experience that gives students a chance to learn and practice decomposing and composing numbers and understanding place value and base ten, including operations. As students demonstrate proficiency in an activity, they progress to larger numbers and more challenging portions of the Number Gym sequence. After each Number Gym, students complete a lesson-aligned fluency to practice recently learned content.

Guided Practice
After the fluency warm-up, students then move on to Guided Practice, where they learn and practice new concepts. Guided Practice activities are interactive, multi-sensory learning experiences that incorporate auditory, visual, and tactile learning. Each Guided Practice teaches students through interactive videos, digital manipulatives and paper and pencil transfer. There are four types of Guided Practice on Zearn: Story Time, Math Chat, Learning Lab, and Z-Squad.

Tower of Power
After completing Fluency and Guided Practice, students move to Independent Practice. Here, students must demonstrate understanding before unlocking the next lesson. Students demonstrate understanding in the Zearn Tower of Power. If a student is struggling in the Tower of Power, they receive a Boost, a customized remediation path written by former teachers to support students in building deep understanding of the concept. When a student struggles multiple times in the same Tower, teachers receive a Tower Alert in their Zearn Reports.

Small Group Instruction
Each day, students spend ~30 minutes with their teacher in small group instruction. Teachers teach the same lesson they would have taught to the whole group, but in a small group they are more able to deeply engage with each student. Zearn supports teachers with curated Teacher Materials from Eureka Math / EngageNY:

Small Group Lessons
Zearn provides recommendations on the most important lessons for live instruction. We recommend teachers teach one lesson each Core Day in small groups.

Fluency
Zearn provides whiteboard and oral fluency activities organized by Topic. We recommend teachers select one fluency activity per day to use during whole class fluency.

Word Problems
Zearn provides application problems for each lesson in a Topic. We recommend teachers select one word problem per day to use during whole class word problem work.
Printed materials
Paper and pencil work is a critical part of the Zearn Math curriculum. All Zearn Printed Materials are available to download in Teacher Accounts, and we also offer bound Zearn Workbooks that have the Student Notes, Exit Tickets, and Lesson Trackers your students need. Additionally, we offer Answer Keys to help teachers quickly check student work. Zearn Printed Materials for students include:

Zearn Student Notes
In 1st-5th grade Guided Practice activities, students are prompted to complete guided Zearn Student Notes and represent their math with written supports. There are typically 3-4 problems in a Guided Practice experience, and one usually includes notes, preparing students for the unscaffolded Tower of Power experience that comes later in the lesson. Students receive digital feedback as they complete their notes, providing them with learning opportunities as they check their work.

Exit Tickets
Exit Tickets help students demonstrate their new understanding. After each lesson, students should complete paper Exit Tickets (either in their independent station or after Small Group Instruction with their teacher).

Homework and Assessments
We’ve curated the Eureka Math / EngageNY materials aligned to each Mission and made them easily accessible for teachers. We recommend that students complete the paper and pencil assessment for each Zearn Mission; the paper assessment provides teachers with robust information about students’ level of understanding.

Goal Tracker
Students keep tabs on their progress toward completing 4 lessons each week in their student workbook by checking off goals reached and lessons completed. These are also available for print in our Printed Materials.

Reports
Zearn offers four Reports that provide insights into student learning – Progress, Pace, Tower Alerts, and Sprint Alerts. We recommend that teachers use Reports to identify students that need extra support, as well as to group students for live instruction on Flex Days. All Reports are accessible from a Teacher Account. Our Help Center has step-by-step instructions on reading each report:

Pace Report
The Pace Report shows a real-time view of how many lessons 1st-5th grade students have completed throughout the week. Completing 4 lessons each week is critical for students to build foundations of their grade-level content.

Tower Alerts Report
Zearn 1st-5th grade lessons include Independent Practice, where students complete a Tower of Power to demonstrate understanding. A Tower Alert is triggered when a student struggles repeatedly in the same Tower of Power activity. The Tower Alert reports the lesson the student struggled with, when they struggled, and whether they have completed that lesson.

Progress Report
The Zearn Progress Report highlights the lessons and the number of bonus questions completed by each student (or activities completed for Kindergarten).

Sprint Alerts Report
The Sprint Alerts report shows when students answer fewer than 10 correct in each round of the Sprint.

An important note about Zearn for Kindergarten classrooms
Given different development needs and learning objectives for K, Zearn Math for K is a different experience compared to other Zearn grades. Zearn Math for K consists of digital activities to build and practice number sense and is not intended to teach new concepts and build foundations the way other Zearn grades do. Zearn gives K students a new way to practice counting and decomposing numbers within 20 and is excellent preparation for later Zearn grades.