

You Can Teach It All!

Elementary Level

Michael Dorer, Ed.D.



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What is the problem?

- *I can't get it all done!*
- Too many lessons? Too little time? The drive for mastery? Too much detail?
- Are there any solutions?
- Can they work?



Are There Solutions?



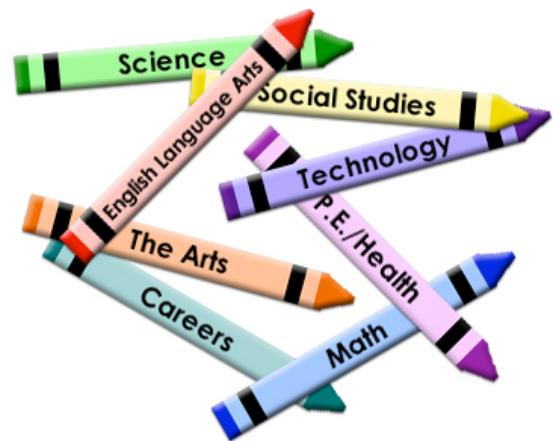
- There are some solutions, many of which **will** work. They **will** require some changes in how you do business.
- You **can** teach successfully, offering children the whole curriculum.

Eight Solutions

1. Curriculum plan
2. Weekly lesson plans
3. Designated Days
4. One lesson per group, per subject, per week.
5. The Great Period
6. Open Lesson Policy
7. Focus Groups in the Afternoon
8. Guided Discovery

Start with a curriculum plan.

- What is a curriculum?
Is it an album?
- How should it be
leveled?
- Plan 30-33 lessons/
subject/year/age
group.



A Curriculum Plan

A curriculum plan should contain:



- A year by year sequence
- Vertical articulation
- A complete scope
- It can be very detailed or simple.

The Elementary Subject Areas

Six major subjects

- Arithmetic
- Biology/Science
- Geography
- Geometry
- History
- Language/Literacy

Supporting subjects

- Practical Life
- Art
- Music
- Physical Education

History Plan for Lower Elementary

Year in School	First Great Lesson: Story of Creation Second Great Lesson: Life Comes to Earth Third Great Lesson: Human Beings Come to Earth	
	Major Theme	Minor theme
First Year	Time: <ul style="list-style-type: none">• Personal Time Lines• Calendars• Clocks• BC / AD Timelines• Fundamental Tenses	Human Needs: Culture Folders
Second Year	The Story Of Life: <ul style="list-style-type: none">• Long Black Line• Clock of the Eras• Time Line of Life	Human Needs: <ul style="list-style-type: none">• Culture Folders• Organizing the Chart of Fundamental Needs• The Fundamental Needs of People• Stages in the Progress of Human Civilization
Third Year	The Story of Humans: <ul style="list-style-type: none">• Time Line of Human Beings• The Significance of the Appearance of Humanity• The Difference between Society and Civilization	Human Needs: <ul style="list-style-type: none">• The Development and Ways of Meeting Human Needs through History

Geometry Level	Chapter	Material	Level/Grade
1	<i>Sensorial exploration of shapes</i>	All material for the development of the sense of sight regarding size	PK on
	a. Solid	Small geometric solids for the development of the stereognostic sense	PK on
	b. Plane	Geometry cabinet Constructive Triangles: Series One	PK to 2 nd gr.
2	<i>Detailed knowledge of Geometric Figures</i> Nomenclature of the Plane Figures	Geometry Classified Nomenclature	2 nd through 3 rd
3	<i>Concepts of congruence, similarity and equivalence</i>		
	a. Presentation of concepts	Geometric Insets, Geometry Charts	
	b. Concepts in Action	Constructive Triangles: Series Two	4th grade
	c. Concepts of Equivalence in Relationship to the Nomenclature of the Plane Figures	Insets of Equivalence	
4	<i>From Surface to Area of Any Plane Figure</i>	Yellow Area material Handmade material	5 th grade
5	<i>From a Solid to its Volume</i>	Material for Volume "Blue Material" Handmade material	6 th grade
6	<i>Relationships and Theorems</i>	All Preceding Material	Jr. High and beyond

1.	Addition Finger Chart: The Simplified Chart	2
2.	The Addition Snake Game	2
3.	Addition Games: The Commutative Property Sums with Parentheses Sums with Several Parentheses Distributive Property	2
4.	The Special Cases for Addition	2
5.	Subtraction Snake Game	2
6.	The Special Cases for Subtraction	2
7.	Multiplication Board: Cut Tables or Equations Multiplication Cut Tables: The Third Chart	2
8.	Fourth Exercise: The Half Chart	2
9.	Fifth Exercise: The Multiplication Bingo Game	2
10.	Both Multiplication Snake Games	2
11.	Multiplication Games: Bead Bar Squaring Multiplication Board Squaring The Snake Game of Squares	2
12.	The Special Cases for Multiplication	2
13.	Division Board: Families of Dividends	2
14.	Division: Cut Tables	2
15.	Division: Cut Tables Families of Divisors	2

Weekly Lesson Plans

- Cover the six major subjects carefully
- You may alternate or mix Geography and History
- Create careful follow-up work for each lesson: two choices, differentiated.
- Keep lessons brisk and crisp; Do NOT have children do the work at the lesson.

How Often

- One morning curriculum lesson per day for each age group.
- Cover all of the six major subjects weekly.
- It is possible to have as many as seven lessons per week, some weeks – *but rarely!*

Designated Days

Have a *designated day* for presenting lessons in each subject area.

Older Children					
	M	T	W	Th	F
AM	Arithmetic	Language	Geometry	History/Geog	Biology
PM		Supporting subjects and topic groups			

First Year and Early Second Year					
	M	T	W	Th	F
AM	Math	Language	Math	Cultural	Language
PM	Language		Language	Language	

The Numbers Game

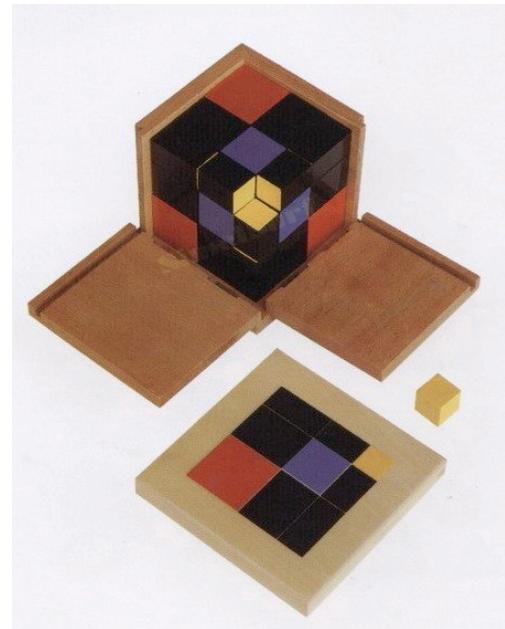
Presenting according to this schedule means:

- *One lesson/week in a subject area for each age group.*
- *Approximately 30-35 lessons in a subject area for each age group annually – somewhat fewer in cultural subjects, somewhat more in math and language.*
- *This averages to about about 160 lessons per age group.*
- *That makes about 480 total lessons annually in a full range class.*

This sounds daunting, but is still only one daily lesson per age group on average.

The Great Period

- Every morning allow $2\frac{1}{2}$ to 3 hours of work time.
- This is not to be interrupted by recess, group snack, class meetings, pull outs, etc.
- During this time present your three lessons, totaling ***NO MORE*** than $1\frac{1}{2}$ hours at the most.
- Implement an Open Lesson Policy.



Topics or Focus Groups

- Topics lessons belong in the afternoons.
There are two kinds: *interest groups* and *task forces*.
- *Interest groups* are mixed age groups formed around common interests.
- *Task Forces* are groups formed by the adult to focus on specific curriculum needs or remediation.

Guided Discovery

- Only present key lessons, avoiding details.
- Offer 2-5 examples at the most.
- Encourage self created problems
- Plan that children will engage with issues that arise in exploration.
- Avoid task cards, many problem cards, many example cards, Keep it simple (KISS)
- Do not focus on mastery, focus on technique or process.



Guided Discovery: An Advantage

In My Album: Stamp Game Division

- Division with a One Digit Divisor
- Introducing the Remainder
- Division with a Two Digit Divisor
- Division with a Three Digit Divisor
- Division with a Zero in the Dividend
- Division with more than one Zero in the Dividend
- Division with a Zero in the Divisor
- Division with a Zero in the Units Place of the Divisor
- Division with Two Zeros in the Divisor

Guided Discovery: Stamp Game Division

- Division with a One Digit Divisor
- Division with a Two Digit Divisor

✓ Lots of practice with self created problems.

✓ The children discover every special case.

Summary

- Curriculum plan
- Weekly lesson plans
- Designated Days
- One lesson per group, per subject, per week.
- The Great Period
- Open Lesson Policy
- Focus Groups in the Afternoon
- Guided Discovery

Any Questions?

