

5 Structures for PRACTICE in Math Class

1

Appointment Clock

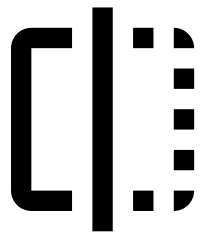
Students create "appointment times" with their classmates to begin. Before an appointment, students will determine an answer to a unique exercise that has been given to them by the teacher. They are creating the answer key for that exercise. When the teacher calls out "Meet your 2 o'clock appointment" Students will exchange exercises with the peer from that appointment time slot and solve their exercise. Students will self and peer assess their work every time the teacher calls out another appointment time slot. Read more about this practice structure here. <http://mrorr-isageek.com/appointment-clock/>



2

Gallery Walk Cover Up

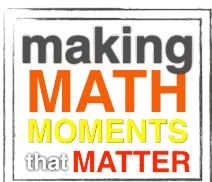
This practice structure is interactive and can lead to Math Fights! Students are to create their own problem or exercise on a topic and cover up the answer. Then have a gallery walk where students solve each others exercises/problems. Each student can then uncover the answer when they are ready to check. This structure encourages peer assessment, self assessment, and mathematical discourse among classmates! See an example with linear patterns here: <http://mrorr-isageek.com/animated-patterns-gallery-walk/>



3

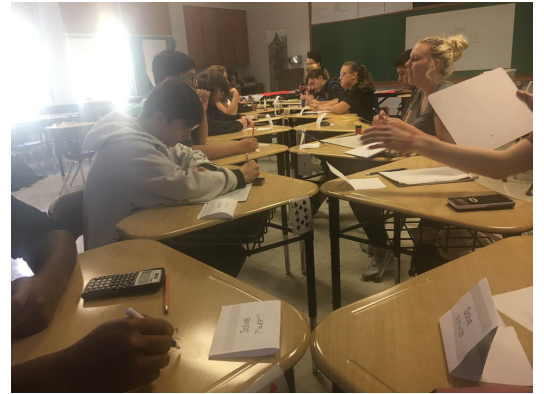
Two Truths & One Lie

I've used and played the game Two Truths and One Lie as an ice breaker before (I first read about it in Marian Small & Amy Lin's book More Good Questions). Having students develop two truths and one lie about a math concept challenges their depth of knowledge. The openness of this task gives the teacher huge insight to what students understanding. Mix this structure with Gallery Walk Cover Up for an amazing formative assessment strategy. Read more examples here: <http://mrorr-isageek.com/4-ways-to-use-two-truths-one-lie-in-any-math-class/>



Speed Dating

Speed Dating is great for incorporating lots of practice with built-in behaviours to encourage learning. From the creator Kate Nowak, "It's self-checking; promotes dialog; allows for some differentiation requires a little movement, and the kids are doing all the work!" Similar to the Appointment Clock structure, students get a unique problem which they solve prior to starting the activity. Arrange all your desks in two rows facing each other.



Students are to trade problems like in the Appointment Clock structure and solve the new problem. Then when all students are finished one row will all stand and move one to the next desk -- giving the student a new partner to share their problem with. Keep doing this to practice your chosen concept. Read more here: <http://function-of-time.blogspot.com/2009/10/speed-dating.html>

Row Games

I first learned this from, again, Kate Nowak. "Make a worksheet of problems organized in two columns. Column A and column B. The tricky part is the pair of problems in each row has to have the same answer. Obviously some topics are more suited to this than others. (Solving linear systems, easy. SOHCAHTOA, easy. Graphing inequalities, hard.)"

Access many ready-made Row Games for a variety of topics. [Click here.](#)

You may see a theme to these practice structures. Each structure encourages student discourse, self assessment, peer assessment, movement, error checking.

The space below is reserved for you to add to this list!

