



Do  
The  
Math

# SUMMER SCHOOL OVERVIEW



# DO THE MATH SUMMER SCHOOL

## HELP STUDENTS CATCH UP AND KEEP UP

*Do The Math*® can help your summer school students rebuild the critical math foundations they need to succeed in higher-level mathematics. Designed for at-risk and struggling students, as well as those who require more practice, the program provides the skills and understanding students need to progress to grade-level proficiency during the school year. The easy-to-use collection of resources address a variety of summer school implementations and are ideal for learners during the short summer school period.

### MATH INTERVENTION PROVEN TO BUILD MATH PROFICIENCY

*Do The Math* is proven effective in raising student achievement and confidence. Designed to fit seamlessly into any summer school curriculum, *Do The Math* Summer School aligns to core RTI components and supports any core math program.

### DIGITAL PACING GUIDES DESIGNED FOR SUMMER SCHOOL

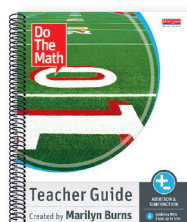
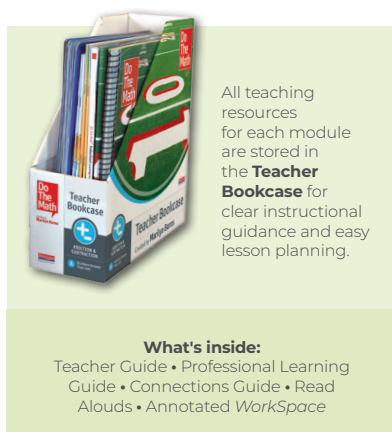
Digital Planning and Pacing Guides provide content organized by content area module so you can create a targeted plan for instruction. Each *Do The Math* module contains thirty 30-minute lessons that give you the flexibility to meet the needs of summer school learners. The Digital Planning and Pacing Guide gives you a pathway through the lessons, as well as additional teaching resources.

### EASY-TO-IMPLEMENT RESOURCES

*Do The Math* includes concrete materials, visual models, and engaging games for summer learning. Teacher materials provide clear instructional guidance and professional support. Each content module includes:

- ⊕ 1 Teacher Bookcase: Teacher Guide, Connections Guide, Annotated *WorkSpace*®, Professional Learning Guide, Read Alouds
- ⊕ 1 Classroom Material Box for 8 students
- ⊕ Student *WorkSpace* Books for 8 students

Digital Summer School Planning and Pacing Guides and Content Modules must be purchased separately. See page 3 for more details.





## DIGITAL SUMMER PLANNING AND PACING GUIDES

Pair the selected Digital Summer School Planning and Pacing Guides with the corresponding Individual Content Modules (below) to match your summer learning needs. If you already have the complete *Do The Math* program, you only need to purchase Digital Planning and Pacing Guides.

Planning and Pacing Guides	ISBN
Number Core (Digital)	978-0-325-14454-2
Addition & Subtraction A (Digital)	978-0-325-14455-9
Addition & Subtraction B (Digital)	978-0-325-13740-7
Addition & Subtraction C (Digital)	978-0-325-13741-4
Multiplication A (Digital)	978-0-325-14456-6
Multiplication B (Digital)	978-0-325-13742-1
Multiplication C (Digital)	978-0-325-13743-8
Division A (Digital)	978-0-325-14457-3
Division B (Digital)	978-0-325-13744-5
Division C (Digital)	978-0-325-13745-2
Fractions A (Digital)	978-0-325-14458-0
Fractions B (Digital)	978-0-325-13746-9
Fractions C (Digital)	978-0-325-13747-6

## INDIVIDUAL CONTENT MODULES

Choose the Individual Content Modules based on your summer learning needs. You'll receive the print resources and teacher support needed to provide targeted math instruction in the summer time frame.

Content Modules	ISBN
Number Core	978-0-325-14423-8
Number Core PRIMARY*	978-0-325-14424-5
Addition & Subtraction A	978-0-325-14425-2
Addition & Subtraction B	978-0-325-14426-9
Addition & Subtraction C	978-0-325-14427-6
Multiplication A	978-0-325-14428-3
Multiplication B	978-0-325-14429-0
Multiplication C	978-0-325-14430-6
Division A	978-0-325-14431-3
Division B	978-0-325-14432-0
Division C	978-0-325-14433-7
Fractions A	978-0-325-14434-4
Fractions B	978-0-325-14435-1
Fractions C	978-0-325-14436-8

\*Number Core PRIMARY WorkSpace books are larger print/format - content is the same as regular Number Core

To obtain the most up-to-date pricing please contact your local Heinemann sales representative or call Heinemann at 800.225.5800.



## A DEEPER LOOK INSIDE THE DIGITAL SUMMER SCHOOL PLANNING AND PACING GUIDE

1. The *Do The Math* Summer School session begins with administering the **Beginning of Module Assessment**.
2. Summer school instruction may consist of two **Module Lessons** in one day.
3. A day may also be split between module lessons and **Games**. Instruction and materials for playing the games may be found on pages of the Community News or in the Game Variation Notes.
4. **Printable resources** are available in the back of the Teacher Guide or the Planning and Pacing Guide. The Notes inform teachers whether they will need to print additional resources for activities and games during instruction.
5. After Lesson 30, teachers administer the **End of Module Assessment**. The beginning and end assessments may be used as a snapshot of student growth during summer school.
6. **Supplemental Lessons** are also included in the Planning and Pacing Guide for summer school classes that may run longer than 22 days, or classrooms that would benefit from further extension after the completion of the module.

DAY	LESSON/ACTIVITY	SUMMARY	TG PAGE	SE PAGE	NOTES
1	<b>Beginning of Module Assessment</b> <b>1</b>				*Teachers may also want to administer the Interview Assessment on page 143 of the Teacher's Guide.
	<b>Attitude Survey</b>		144		*This is a survey to gauge how students feel about mathematics and their confidence in math. It's a great way to check in with them after they complete the module and experiencing success.
2	<b>Lesson 1: Making Sums of 5</b> <b>2</b>	Students use two-color counters to generate pairs of addends that make 5 and write them as equations with addition.	6-9	2	*Depending on the number of students per summer school class, students may need to be divided into 8 groups so they can share counters to play Shake and Spill.
	<b>Lesson 2: Finding Addend Pairs That Make 5</b>	Students find and list all pairs of addends that make 5 and then play a game to practice making 5.	10-13	3-5	*As students play Race to the Top in pairs, they may use their hands to shake and spill the counters.
3	<b>Lesson 3: Using 5 as a Benchmark</b>	Students use a ten-frame and the benchmark of 5 to build numbers and find sums to 10.	14-17	6-7	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use during the lesson.
	<b>Lesson 4: Using the Benchmark of 5 for Sums of 6 to 10</b>	Students use the benchmark of 5 to represent sums of 6 to 10.	18-21	8	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use for the activity Roll and Add. <b>4</b>
4	<b>Lesson 5: Assessing Student Understanding</b> <b>3</b>	Students demonstrate understanding of objectives of Lessons 1-4.	22-24	9-10	
	<b>GAME: Spin and Add</b> (Community News Lessons 1-5)	Students demonstrate understanding of objectives of Lessons 1-4.	146, 153		* Have print outs of the 0-5 spinner ready for students to cut out before playing the game Spin and Add.
5	<b>Lesson 6: Solving Missing-Addend Problems for Sums of 10</b>	Students write equations for missing-addend problems with a sum of 10 and then identify the missing addends.	30-33	11	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use during the lesson and the activity Sums of 10.
	<b>Lesson 7: Identifying Pairs of Addends That Make 1</b>	Students find pairs of numbers that add to 10 on number puzzles.	34-37	7	
22	<b>5</b> <b>End of Module Assessment</b>				* Teachers may circulate while students take the assessment and note questions students are having difficulty with. Spend time after the assessment to review specific problems students may have gotten wrong.
	Review End of Module Assessment OR Play the games Wild Number Empty the Box, Hit the Target 2, Three in a Row				Teachers may choose to: * spend this time reviewing the assessment, focusing on specific problems students may have gotten wrong. * have students play one of the following games from the Game Variation Notes in the Teacher bookcase. Please note each game allows a group of 8 students.

LESSONS FROM ADDITION & SUBTRACTION A	SUMMARY	PPG PAGE	NOTES
<b>6</b> <b>Lesson 6: Learning Seven-Up, an Addition Game</b>	Students learn how to play the addition game Seven-Up, in which they identify pairs of numbers that have a sum of 10.	31-37	
<b>Lesson 7: Learning The Spillover Game</b>	Students play an addition game, adding numbers that have sums greater than 10.	38-42	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use during the lesson. * Green and yellow tiles are available in the Classroom Materials Box.
<b>Lesson 9: Adding Mentally</b>	Students add one-digit numbers with sums greater than 10 mentally.	43-49	* Print out additional ten-frame cards provided in the back of this guide and distribute to students to use during the lesson. * Green and yellow tiles are available in the Classroom Materials Box.
<b>Lesson 11: Counting by Tens on a Hundred-Frame</b>	Students learn to use a hundred-frame as a tool for counting quantities and writing numbers as a number of tens plus a number of ones.	50-56	* The Hundred-frame is available in the Classroom Materials Box for teacher demo during the lesson.



**Do  
The  
Math**

# DO THE MATH **SUMMER SCHOOL**

HELP STUDENTS CATCH UP AND KEEP UP



To purchase *Do The Math* Summer School resources, or for more information, contact your Heinemann sales representative.

**Connect via customer service: 800.225.5800**

[Click here to find your representative online](#)

Do The Math®, WorkSpace® is a registered trademark of Houghton Mifflin Harcourt. © Heinemann. All rights reserved. Printed in the U.S.A. 11/20

**MATH**  
@Heinemann

[Heinemann.com/DoTheMath](http://Heinemann.com/DoTheMath)