

Eureka Math Lesson Breakdown

Fluency (12 min)

Application Problem (8 min)

Concept Development (30 min)

Student Debrief (10 min)

*Times are approximate

Fluency - Fluency activities have three goals: Maintenance (staying sharp on previously learned skills); Preparation (targeted practice for the current lesson); Anticipation (skills that ensure that students will be ready for the in-depth work of upcoming lessons). One example is the Sprint. Students are given one minute to answer as many math facts questions as they can. Then in round two the students set a goal to improve by answering more questions than the first time. You may see these come home in your child's weekly folder and they are not graded.

Application Problem - Application Problems are designed to reach back to the learning in the prior day's lesson. They also act as an anticipatory set for today's lesson. This is one word problem that the students answer by reading, drawing/labeling, writing an equation, and writing a word sentence (statement). These are sent home but are not graded.

Concept Development - This is the lesson of the day in which a new concept is taught or a previous concept is developed further. During this time the students will complete a Problem Set for practice. The Problem Set looks very similar to the homework so we encourage the students to bring it home to help with homework. The Problem Set does not need to be returned to school.

Student Debrief - The student debrief is intended to invite reflection and active processing of the total lesson experience. This is a discussion to look for "big ideas" from the lesson and/or possible patterns and connections.

Exit Ticket - As part of the Student Debrief, they are also given an Exit Ticket. This is a review of their work and helps to assess students' understanding of the concepts that were presented in today's lesson. It also allows for more effective planning for future lessons. The Exit Tickets are collected, corrected/analyzed by teachers but not graded, and sent home.

Homework - The problems given for Homework are similar to the Problem Set done in class. They get progressively harder from the first to the last question. We encourage students to use the Homework Helper in their books as well as the Problem Set as guides for their questions. Please give at least 20 active minutes to work on the Homework, if it is a struggle after that time, please have your child stop.

*Feel free to access videos and answer keys (to use as a guide to help your child) on embarc.online.