# Curriculum Challenge Grades 3-6 Seth Hiveley, K-6 Physical Education La Vista West Elementary (Papillion-La Vista School District)

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# 1. Why do this?

- ➤ To allow students to learn or re-learn core concept knowledge.
- ➤ Shows students you care about their learning in the classroom
- ➤ Chance to collaborate with you building/district colleagues
- ➤ Gives students an opportunity to perform a variety of exercises

### 2. Who is involved?

➤ Myself, Literacy/Math coaches, Classroom Teachers

## 3. What is the Curriculum Challenge?

- ➤ 2 day mathchallenge for grades 3-6 with specific state test questions
- > Each day is a 40 minute lesson
- ➤ I use students "Check for Learning" test questions. This test is taken prior to their state test to see where students are and need extra help on specific concepts
- The test is then taken, cut up, and put onto poster board for each grade level.

#### 4. Set up

- ➤ 4 quadrants made inside of gym (separate with cones/spots)
- Whiteboards/eraser/marker for each student (put against quadrant wall)
- ➤ 1 clipboard with the group master answer sheet/pen
- ➤ Each quadrant has a dice and small gator ball (color is specific to team color)
- ➤ Box of challenge questions (numbered for the answer sheet) with exercise to perform on back
- Master Answer Sheet (Teacher Sheet for when finished)-readily available for end of class
- > Optional: Challenge Scoreboard displayed on wall (number answered correct shown for each group)-divided up by class/team color

### 5. Directions Day #1 (40 minute class period)

- Divide students into 4 quadrants
- > Student team will select a person to be the team leader. This will be the person who draws the card and writes the groups final answer on the clipboard
- ➤ When the music starts, team leader will run and grab a card from their team's bucket
- > Team leader brings card back to group
- Announce the exercise to the group, and each player will complete the entire exercise as a team
- When finished with the exercise, the team leader flips the card over to read the question out loud while everyone writes the question on his or her whiteboard.
- Each player will solve the question and select the correct answer
- When each person on the team finishes the problem, the team leader will write the final answer on the teams master answer sheet.
- > Place the finished card beside the team's bucket
- Repeat by grabbing a new card. Complete as many questions in the time allotted.
- ➤ I correct them myself after finished for the day (very quick process)

- 6. Directions Day #2 (40 minute class period)
  - Same set up/directions as above
  - ➤ Team leader will draw an exercise card and look at the question number on the back. If the team has already finished this question and got it correct-put in discard pile.
  - ➤ If any question drawn was incorrect from day 1, the team may perform the exercise and correct the answer for a ½ point.
  - ➤ Let students know when there is 20, 15, 10, 5 minutes left to engage and make them work efficiently to finish

\*Email: <a href="https://hiveley23@gmail.com">hiveley23@gmail.com</a> if you want specific test questions, answer sheets, and exercise examples.

# Purposeful Movement in the Classroom (Collaborating with classroom teachers)

- 1. Math Trash Ball/Sight Word Trash Ball
  - Incorporates basic math facts into a fun engaging activity. This can be done in a classroom with trashcans or in a gymnasium with hoops.
  - Each set of partners (2) needs 3 crumpled papers.
  - Scatter flashcards on the floor in one area.
  - ➤ Player 1 grabs 3 flashcards from the pile. Player 2 will say the answer to each flashcard. For every correct answer, Player 2 will get to underhand toss from the designated spot in the classroom. Switch roles when complete.
  - ➤ Game ends when a player gets to 7 points
- 2. Rolling for Exercise
  - See Attachment (movement in the classroom project)
- 3. Dice Probability
  - See Attachment (movement in the classroom project)