

# EDM SMART Board Lessons Quick Reference Guide

The EDM SMART Board Lessons are designed for teachers to use with their students to present the concepts in the Everyday Math program. There are many other resources out there (websites, games, and activities) that teachers have used in their classroom to teach these mathematical concepts. However, these lessons were designed to protect the fidelity of the Everyday Math curriculum. So, the curriculum designers took great care to stay as close as possible to the activities in the teacher manual while at the same time trying to make the lessons purposeful, engaging, interactive, and fun. The design (with the menu) allows teachers to make intentional decisions in the EDM lessons they teach each day. It is critical that teachers plan their instruction in advance for this tool to be effective.

- Teachers are encouraged to read the teacher page first. The icons allow immediate access to the EDM South Carolina Support Pages and the EDM Teacher’s Lesson Guide.
- Consideration must be made for the pacing of an EDM lesson.
- Slides which include manipulatives do not replace the actual manipulatives. Students should be using the manipulatives at their desks.
- Music and engaging clip art have been included in many of the primary lessons in order to ease math anxiety and increase student engagement in the program. Teachers can make decisions about how and if to play the music.
- The Attachments Tab (Paperclip) contains full page documents of Math Masters and Student Math Journal pages for the unit if you prefer to view the pages in a larger size. You will have to “arrow through” to get to the page needed.
- Please use the lesson in full screen.
- A separate SMART file will be provided to explain how to copy fonts to your computer.
- Files on the U: drive are “Read Only”. If you would like to make changes to the lesson you will need to save the lesson in a different location such as your H: drive or flash drive.
- Vocabulary – Words are introduced... Grades K-2; Words are introduced w/EDM definition... Grades 3-5
- Online game links should not replace the actual EDM games –These should be used for demonstration /small groups.
- Pull tabs can be unlocked if a change needs to be made and infinitely cloned objects can be moved on the page (lower) if needed.
- Blank slides are included so that teachers may add to the lessons.
- If an error is found in a SMART Board lesson you should go to <http://www.surveymonkey.com/s/SMARTerrors>.

Symbols Used in EDM Lesson:

Adjusting the Activity (Click for Info)



Ongoing Assessment (Click for Info)



Erase to Reveal

