Strengthening Mathematics Achievement: Classroom-Home-Online

Linda Norwich

The Clarence E. Witherspoon School, PS 45 in District 27 in Region 5, is located in South Ozone Park, Queens. I am the Teacher Center staff member and school-based staff developer there. In the past year, math coach Barbara Hackett and I, along with all staff members, have been working hard on improving our mathematics instruction so that students can achieve at higher levels.

Online Math Learning

One way we facilitated mathematics professional development at PS 45 was through work with the *Everyday Mathematics* online games (*www.emgames.com*), a good source of practice material. Teachers learned to access the games for classroom use. The online games feature can generate reports to show student achievement on the games. Teachers can use this data to inform their instruction. Since these games are accessible via the Internet, students had access to them at home as well. Barbara Hackett and I also conducted a training session for eight parents, on how to use the games on a home computer.

PS 45 was the first New York City school to implement the use of the *Everyday Mathematics* online games. The feedback from teachers who participated has been positive.

For example, teacher Laura Ferragamo (2nd grade) said: "[These] games truly have a way of teaching children the concepts that may have confused them during a lesson. I have noticed that my struggling students find success. When I look at the results from the games and their unit assessments, some students struggle on the assessment but succeed on the games. I have begun to use the games and their results as an alternative assessment for some students."