

Experience Math © 2025

Big Picture

Welcome



K-8 Program

Students learn through action

The best way to learn is through experience.



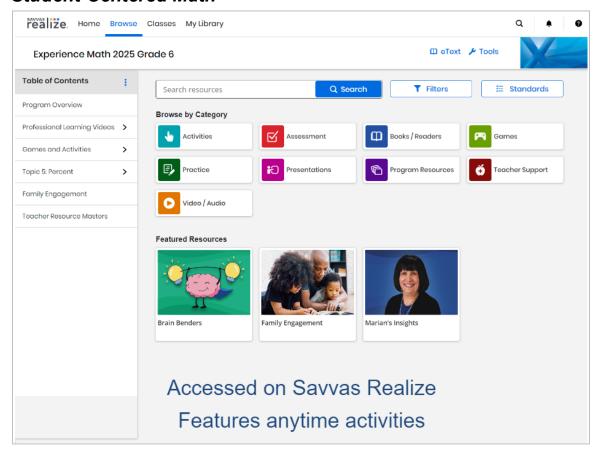
Welcome to $Experience\ Math^{TM}$, a new student-centered mathematics program from Savvas Learning Company.

Experience Math is a K-8 program that uses a "learning through action" approach where students engage with mathematics "hands-on" through exploration.

Let's take a closer look at the resources that equip you with strategies and tools to engage your students.



Student-Centered Math

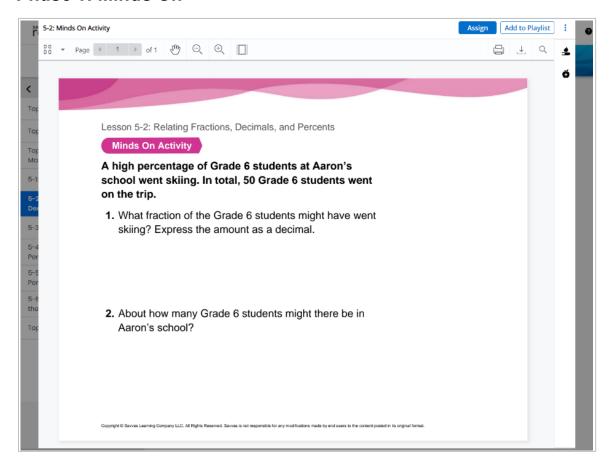


Experience Math features a blended, easy-to-use three-part instructional design that gives students varied experiences to solve problems and develop mathematical thinking skills. This approach encourages students to be active mathematical thinkers and problem solvers.

Experience Math is available and accessed on Savvas Realize and features anytime activities that foster an active learning experience while helping students develop problem-solving skills and grow their conceptual understanding of math.



Phase 1: Minds On

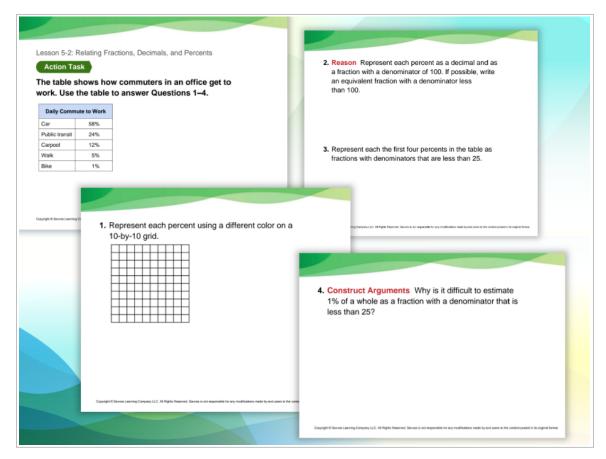


Minds On is a short activity that activates prior knowledge and engages student curiosity. This 10-15 minute discussion is often based on an open question intended to engage students in critical and creative thinking to prepare students for the Action Task.

Students are invited to share how their personal experiences and ideas connect to the question, enriching the mathematical conversation while also developing students' cultural awareness.



Phase 2: Action



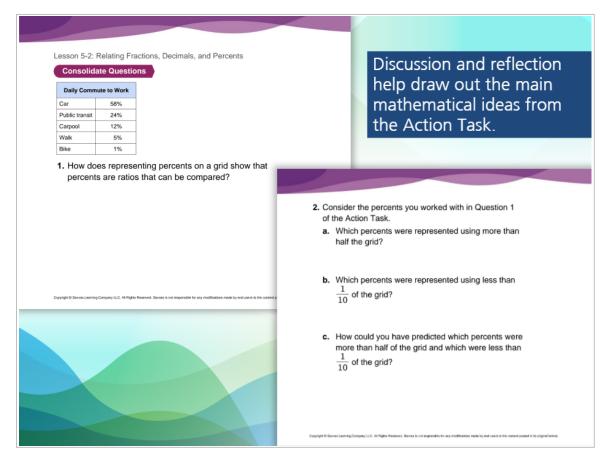
Students use critical and creative thinking to solve a new problem cooperatively. Action engages students in a rich task to develop, use, and share various strategies to solve a problem in a small group or pairs.

Students utilize manipulatives, graphic organizers, and other visualization tools to build conceptual understanding.

Using strategic questioning, teachers help concentrate the learning on the important concepts students should understand at the end of the lesson.



Phase 3: Consolidate



The most critical part of the lesson, Consolidate, features questions that allow students to draw out the main mathematical ideas from the Action Task.

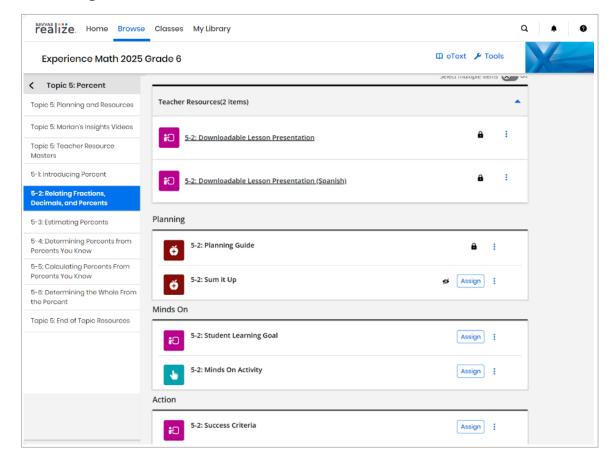
This is done through discussion and reflection and is where students solidify connections and communicate the day's learning.

Sharing is often done in small groups rather than with the full class. As a community, students communicate their strategies with each other as teachers highlight the most important ideas to take away from the lesson.

Exit tickets help teachers gauge student understanding and provide important information about any opportunities for scaffolding and extension.



Planning

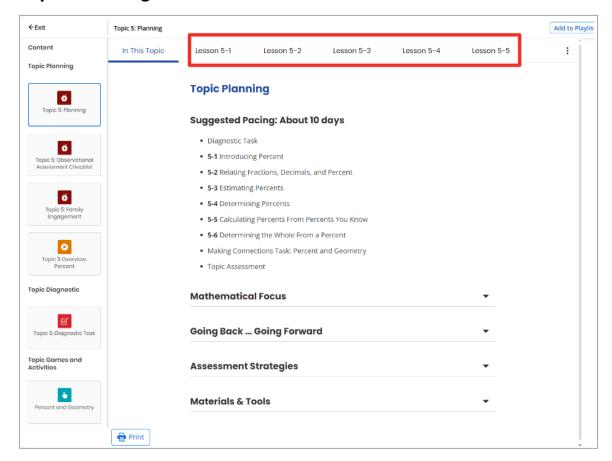


Savvas Realize provides teachers with access to one curated, digital center from which to plan, prep, and teach Experience Math. Everything needed for each lesson is provided.

Through simple planning, and high-value, in-the-moment professional learning, *Experience Math* helps you teach intentionally and creatively.



Topic Planning



Use the Topic Planning guidance to easily review pacing, objectives, standards, and mathematical contexts.

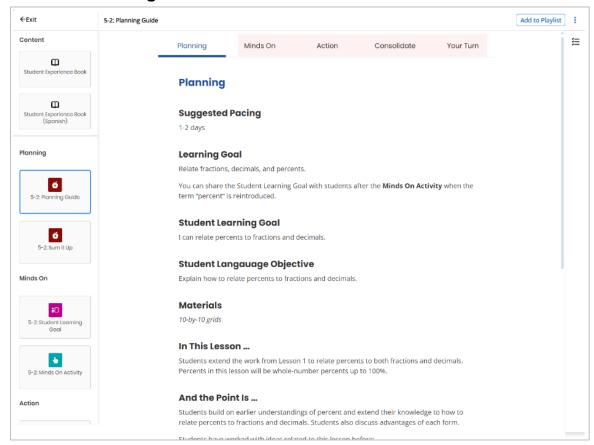
You'll find observational assessment checklists, Family Engagement support, diagnostic tasks, and topic games and activities.

Within the planning guide for each topic, you'll also find planning support for every lesson that falls under the topic.

Hear and learn directly from Marian Small as she provides instructional suggestions and questioning strategies in professional learning videos.



Lesson Planning



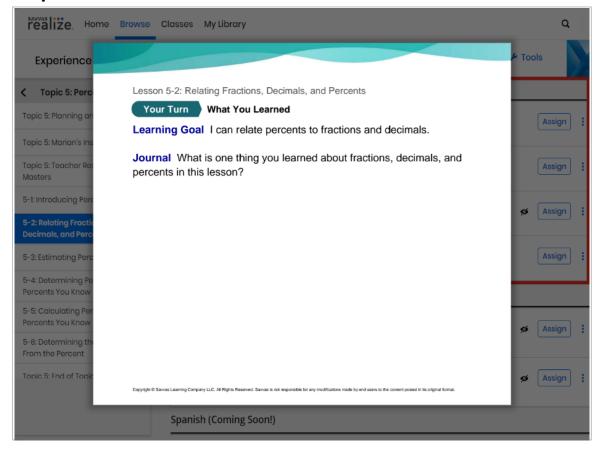
Within each lesson, you'll find a Planning Guide that gives a quick overview of every step of the lesson. The three-part lesson plan includes Minds On, Action, and Consolidate parts followed by a Your Turn activity.

Under the Planning tab you'll find suggested pacing, lesson objectives, materials, assessment strategies, differentiation, and more.

Notice the slide view that is new with *Experience Math*. This view allows teachers to see what their students see, while also giving quick access to Teacher Guidance, Teacher Resources, and Standards.



Purposeful Practice



Experience Math provides relevant activities and math games that can be used for practice, application, assessment, reteaching, reasoning, and problem solving.

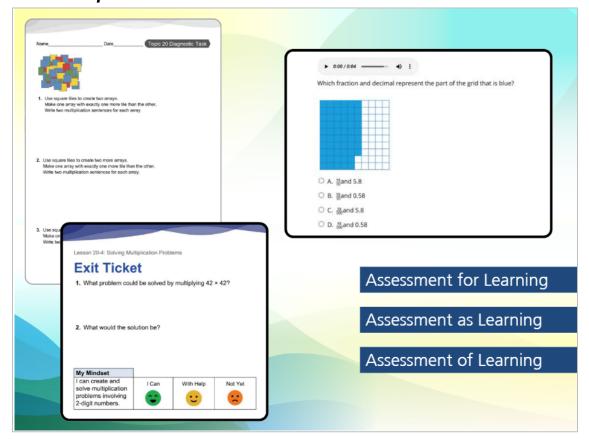
Your Turn activities offer students the opportunity to work independently or in pairs to practice and apply what they've learned in the lesson. Your Turn Questions are purposeful practice that engages students in both procedural and conceptual practice.

Additional practice is provided to support every lesson in both printable and digital formats.

Games and puzzles are offered strategically within Experience Math allowing students to engage in meaningful practice of mathematical skills and concepts. Purposeful and engaging games will help develop behaviors needed to cooperate and collaborate with others. Students will learn to think creatively and critically while having fun!



End of Topic Resources



Experience Math provides a variety of tools to help you plan Assessment for Learning, Assessment as Learning, and Assessment of Learning for each topic and lesson.

Assessment for Learning allows you to observe learning during instruction, and each topic provides a diagnostic task, observational assessment checklist, Math Anytime activities, and so much more.

Assessment as Learning encourages students to reflect on the learning goals through self-assessments, Your Turn activities, and Exit Tickets.

Within the End of Topic Resources, you'll find Assessment of Learning tools such as an Assessment Overview, Topic Assessment, and Performance Task.

Formal assessments are offered in both editable, printable formats, as well as autoscorable, assignable formats.



Closing



Thanks for joining me today. I hope you're excited to get started planning and teaching with Experience Math!

Be sure to check out My Savvas Training when you're ready to learn more about *Experience Mat*h and Savvas Realize!