

Investigations 3 © 2017 Program Overview

Introduction



Hi, I'm Becky, and I'll be your learning partner throughout this tutorial. Join me for the next few minutes to jump into your program resources and get ready for Day 1!

We'll learn about

- the structure of the program
- your digital resources
- assessment and differentiation.

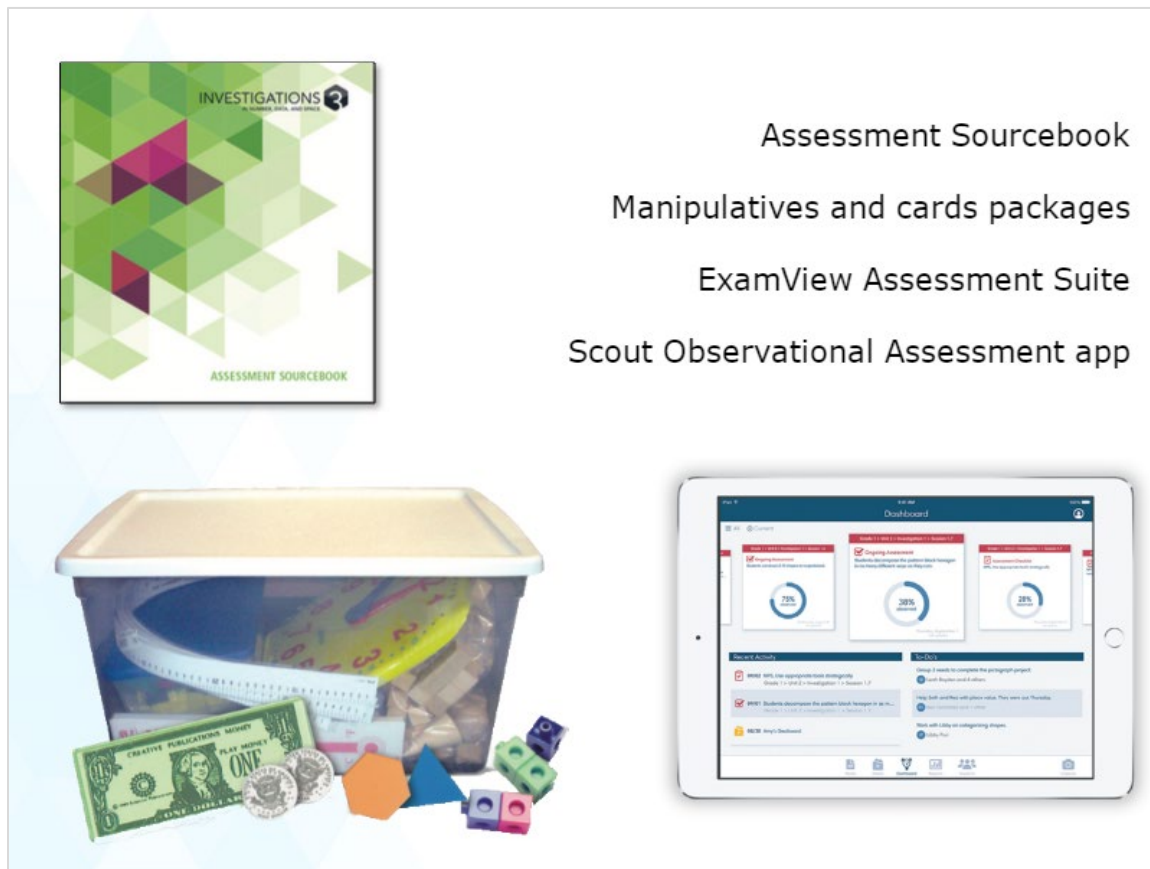
I know your time is valuable, so without further ado, let's go!

Program Components



Most of the *Investigations 3* program resources are available in print and online. Find one of your Curriculum Units to follow along with me!

Print Components



Assessment Sourcebook

Manipulatives and cards packages

ExamView Assessment Suite

Scout Observational Assessment app

Your Curriculum Units are your primary print resources for teaching. Each grade level has one book per unit, for a total of eight units. Each unit contains a set of investigations that connect to the unit's theme. Feeling a little rusty with the math? Don't worry-the Curriculum Units unpack the content, practices, and instructional resources you'll need to be successful.

In addition, be sure to check out *Implementing Investigations* for each grade. You'll find even more in-depth information about the program, specific to your grade level.

Students will use the *Student Activity Book* for in-class and homework activities. Parents will love the family letters you send home to explain what their children are learning in math.

In addition to these primary resources, you'll have an *Assessment Sourcebook*, manipulatives, card packages, the ExamView® Assessment Suite, and the SCOUT Observational Assessment app.

ExamView® Assessment Suite is a trademark of eInstruction Corporation, which was not involved in the production of, and does not endorse, this product.

Digital Components

The image displays three digital components from the Savvas Realize platform:

- Games:** A screenshot of the 'One or Two Less' game, which involves covering a number on a 10x10 grid that is one or two less than the number on a card (e.g., 9).
- Virtual manipulatives:** A screenshot of the 'How Many Pencils?' problem, which uses visual aids (red and yellow dots) to represent the problem.
- Interactive Student Activity Book pages:** A screenshot of a 'Unit 1 Test' page, which includes a dot pattern and equations to be matched.

Games

Virtual manipulatives

Interactive Student
Activity Book pages

Math Words and Ideas

Next Generation
assessments

Investigations 3 provides complete digital access through Savvas Realize™ for you and your students. You'll see exciting interactive features, like games, virtual manipulatives, interactive *Student Activity Book* pages, Math Words and Ideas, and Next Generation assessments.

If you're anything like me, you may be wondering where to begin with a new digital platform. Luckily, My Savvas Training offers a boatload of tutorials around the features available. Make sure to visit those when you're done here! Until then, I'll show you a few highlights.

The first place you'll visit is your presentation platform. Project whole-class activities from here, and assign activities to students. Take a look around for more information.

The Realize Reader eText mirrors your print Curriculum Units. Hyperlinks to the presentation platform, downloadable resources, and *Student Activity Book* excerpts are guaranteed to make your life easier!

Want to take a peek at some digital resources you and your students will love? Check out **Game Center**. Your students will have fun while building strategic thinking and computational fluency. Next, check out the **Math Tools**, where you and your students can use virtual and interactive manipulatives to reason mathematically.

eText

The screenshot shows the Realize Reader eText interface. At the top, the 'realize reader' logo is on the left, and navigation icons (print, bookmark, search, menu) are on the right. The breadcrumb trail reads: 'Unit 1 Under...vision 1 > Investigati...n Groups > Session 1.2... Groups? > TEN-MINUTE ...nd Cubes'. Below this is a blue header bar with the text 'TEN-MINUTE MATH: REVIEW AND PRACTICE'. The main title is 'Practicing Place Value: Stickers and Cubes'. To the left of the title are two icons: a clock labeled '10 Minutes' and a person at a desk labeled 'Class'. Below the title is the section 'MATH FOCUS POINTS' with a bulleted list:

- Recognizing and interpreting the value of each digit in 2- and 3-digit numbers
- Reading and writing 2- and 3-digit numbers
- Adding multiples of 10 to, and subtracting multiples of 10 from, 2- and 3-digit numbers

 Below the list is the instruction: 'Display the Teacher Presentation (or show Image 1 from T2 >) for 5 to 8 seconds.' There are two buttons: 'TEACHER PRESENTATION >' and 'RESOURCE MASTERS, T2 >'. The 'TEACHER PRESENTATION >' button is highlighted, and a preview of the presentation is shown below it. The presentation preview has a blue header 'INVESTIGATIONS' and the text 'Write the number and build the image using cubes.' with a yellow stopwatch icon. The 'RESOURCE MASTERS, T2 >' button is also highlighted, and a preview of the resource is shown below it. The resource preview is titled 'Practicing Place Value' and contains four images (Image 1, Image 2, Image 3, Image 4) showing place value charts with cubes. A blue 'Back' button is located at the bottom right of the resource preview.

The Realize Reader eText mirrors your print Curriculum Units. Hyperlinks to the presentation platform, downloadable resources, and *Student Activity Book* excerpts are guaranteed to make your life easier!

Tools

The screenshot shows the Pearson Realize interface for 'Investigations 3 Common Core Grade 3 2017'. The 'Tools' dropdown menu is open, listing the following resources:

- Grade 3 Game Center
- Math Tools
- Math Words and Ideas
- Grade 3: Accessible Student Activity Book

The main content area displays a 'Table of Contents' with the following units:

- Unit 1 - Understanding Equal Groups
- Unit 2 - Graphs and Line Plots
- Unit 3 - Travel Stories and Collections
- Unit 4 - Perimeter, Area, and Polygons

Want to take a peek at some digital resources you and your students will love? Check out **Game Center**. Your students will have fun while building strategic thinking and computational fluency. Next, check out the **Math Tools**, where you and your students can use virtual and interactive manipulatives to reason mathematically.

Classes

The screenshot shows the 'realize' platform interface. At the top, there is a navigation bar with tabs for 'PROGRAMS', 'CLASSES' (highlighted with a red box), and 'DATA'. To the right of the navigation bar are icons for search, help, and user profile. Below the navigation bar, the page title 'Investigations 3' and 'Table of Contents' is visible. A purple callout box with white text reads: 'Change your class settings and create groups of students and discussion board prompts'. Below this, there are view options: 'Thumbnail view' and 'List view'. The main content area is titled 'Table of Contents' and features a list of units. Each unit is represented by a card with a green background and a white number. The units are: 'Grade 3 Professional Development Videos', 'Unit 1 - Understanding Equal Groups', 'Unit 2 - Graphs and Line Plots', 'Unit 3 - Travel Stories and Collections', and 'Unit 4 - Perimeter, Area, and Polygons'. To the right of the unit cards, there are several interactive buttons: 'Create Content', 'Rearrange', 'My Content', and 'Teacher Resources'. A blue 'Back' button is located at the bottom right of the content area.

PEARSON **realize** PROGRAMS **CLASSES** DATA

Investigations 3
Table of Contents

Change your class settings and create groups of students and discussion board prompts

Thumbnail view List view

← Table of Contents

- Grade 3 Professional Development Videos
- Unit 1 - Understanding Equal Groups
- Unit 2 - Graphs and Line Plots
- Unit 3 - Travel Stories and Collections
- Unit 4 - Perimeter, Area, and Polygons

Create Content
Rearrange
My Content
Teacher Resources

← Back

Data

The screenshot shows the Pearson Realize interface. At the top, there is a navigation bar with tabs for 'PROGRAMS', 'CLASSES', and 'DATA'. The 'DATA' tab is highlighted with a red box. Below the navigation bar, there is a search bar and a user profile icon. The main content area is titled 'Investigations 3 Grade 3' and includes a 'Table of contents' link. A purple callout box with white text is overlaid on the interface, stating: 'Find snapshots and data analysis tools to help you monitor grades and assessment data'. Below the callout, there is a 'Table of Contents' section with a green header. The table lists four units: 'Unit 1 - Understanding Equal Groups', 'Unit 2 - Graphs and Line Plots', 'Unit 3 - Travel Stories and Collections', and 'Unit 4 - Perimeter, Area, and Polygons'. To the right of the table, there are several buttons: 'Create Content', 'Rearrange', 'My Content', and 'Teacher Resources'. A blue 'Back' button is located at the bottom right of the table.

UNIT	Unit Name	Actions
1	Unit 1 - Understanding Equal Groups	>
2	Unit 2 - Graphs and Line Plots	>
3	Unit 3 - Travel Stories and Collections	>
4	Unit 4 - Perimeter, Area, and Polygons	>

Professional Development Videos

The screenshot shows the Pearson Realize interface for 'Investigations 3 Grade 3 2017'. The top navigation bar includes 'PEARSON realize.', 'PROGRAMS', 'CLASSES', and 'DATA'. Below this, there are search and user icons. The main header shows 'Investigations 3 Grade 3 2017' with a dropdown arrow, and a secondary navigation bar with 'Table of contents', 'Resources', 'Standards', 'eText', and 'Tools'. A view toggle shows 'Thumbnail view' selected and 'List view' as an alternative. The 'Table of Contents' section is highlighted in green. The first item, 'Grade 3 Professional Development Videos', is enclosed in a red rectangular box. To its right are buttons for 'Create Content', 'Rearrange', 'My Content', and 'Teacher Resources'. Below this are units 1 through 4, each with a green icon and a right-pointing arrow. A purple callout box with white text is overlaid on the first unit, stating 'See how teachers are using *Investigations 3* in their classrooms!'. A blue 'Back' button is located at the bottom right of the content area.

Create Content

The screenshot shows the Pearson Realize interface for 'Investigations 3 Grade 3 2017'. The top navigation bar includes 'PEARSON realize.', 'PROGRAMS', 'CLASSES', and 'DATA'. Below this, the current program is identified as 'Investigations 3 Grade 3 2017'. A secondary navigation bar offers 'Table of contents', 'Resources', 'Standards', 'eText', and 'Tools'. The main content area is titled 'Table of Contents' and lists several units: 'Grade 3 Professional Development Videos', 'Unit 1 - Understanding Equal Groups', 'Unit 2 - Graphs and Line Plots', 'Unit 3 - Travel Stories and Collections', and 'Unit 4 - Perimeter, Area, and Polygons'. To the right of these units is a vertical menu with options: 'Create Content' (highlighted with a red circle), 'Rearrange', 'My Content', and 'Teacher Resources'. A purple callout box in the upper right corner of the content area contains the text 'Create and upload your own files and links!'. A blue 'Back' button is located at the bottom right of the interface.

Teacher Resources

The screenshot shows the Pearson Realize interface for 'Investigations 3 Grade 3 2017'. The top navigation bar includes 'PEARSON realize.', 'PROGRAMS', 'CLASSES', and 'DATA'. Below this, there are search and user icons. The main content area is titled 'Investigations 3 Grade 3 2017' and includes a 'Table of contents' link. A sidebar on the right lists various resources: 'Answer keys', 'Implementation guides', 'Family letters', 'Resource masters', and 'Homework pages'. The 'Teacher Resources' link is highlighted with a red box. The main content area shows a 'Table of Contents' section with a video icon and 'Grade 3 Professional Development Videos'. Below this are four units: 'Unit 1 - Understanding Equal Groups', 'Unit 2 - Graphs and Line Plots', 'Unit 3 - Travel Stories and Collections', and 'Unit 4 - Perimeter, Area, and Polygons'. A 'Back' button is located at the bottom right.

PEARSON realize. PROGRAMS CLASSES DATA

Investigations 3 Grade 3 2017

Table of contents Resources Standards eText Tools

Answer keys

Implementation guides

Family letters

Resource masters

Homework pages

Table of Contents

Grade 3 Professional Development Videos

UNIT 1 Unit 1 - Understanding Equal Groups

UNIT 2 Unit 2 - Graphs and Line Plots

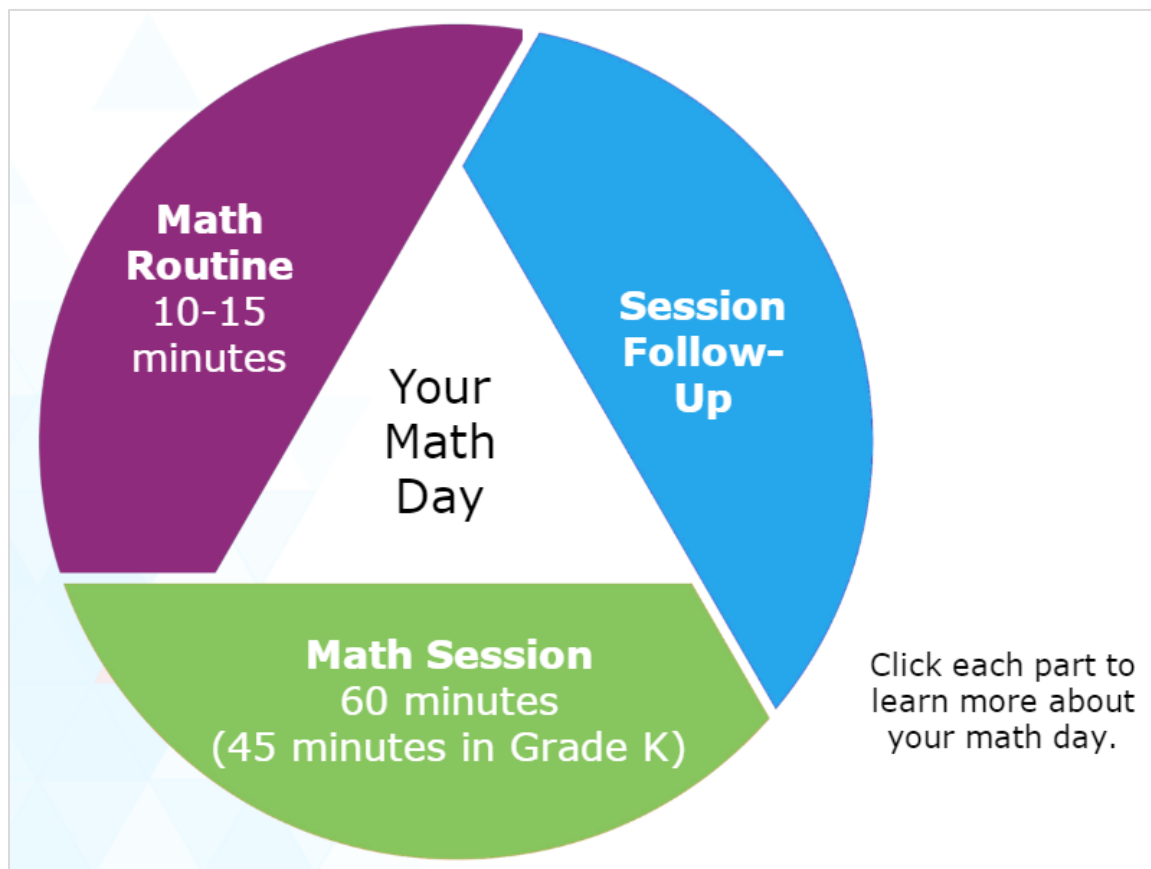
UNIT 3 Unit 3 - Travel Stories and Collections

UNIT 4 Unit 4 - Perimeter, Area, and Polygons

Teacher Resources

Back

A Day in the Life



You may be wondering what a typical day looks like. The short answer is that every day is different. But here are a few things you can count on!

- A ten-to-fifteen-minute math routine
- A sixty-minute math session (or 45 minutes in kindergarten)
- And a Session Follow-Up

You can find each day's activities in Today's Plan in your Curriculum Unit or eText. Let's explore each of these.

Ten-Minute Math/Classroom Routines

The screenshot shows the 'realize reader' interface for Session 3.7, 'Array Games'. Three purple callout boxes highlight key features: 'Routine activities (10-15 minutes)', 'Grades K-2: Classroom Routines', and 'Grades 3-5: Ten-Minute Math'. The 'TODAY'S PLAN' section features a highlighted activity card for 'TEN-MINUTE MATH: REVIEW AND PRACTICE Counting Around the Class', which is 10 minutes long and for a class. The materials listed for this activity are 'Teacher Presentation'. Below this, another activity 'Introducing' is partially visible, with a 20-minute duration and materials 'Count and Compare > (or use G3 >*)'. Navigation buttons for 'Back' and 'Next' are at the bottom right.

Routines are brief, 10-to-15-minute routine math activities outside of math time. In Grades K through 2, these are called "Classroom Routines." In Grades 3 through 5, they're called "Ten-Minute Math."

You may already do similar routines like Calendar Math in your classroom.

Investigations 3 considers routines a critical part of the math day. They support flexible strategic thinking and offer ongoing practice. Resist the urge to skip routines. It won't be long before you begin to notice improvements in your students' mental math fluency-no worksheets required!

Sixty-Minute Math Session

The screenshot displays the 'realize reader' interface for a 60-minute math session. The top navigation bar includes the 'realize reader' logo, a search bar, and a menu icon. The main content area is organized into four sections, each with a time and activity type icon, a title, and a list of materials.

- Section 1:** 20 Minutes, Class. Activity: **1 ACTIVITY** Introducing *Count and Compare* >. Materials: *Count and Compare* > (or use G3 > with Array Cards), G3 >*, Array Cards (from Session 3.2).
- Section 2:** 10 Minutes, Individuals. Activity: **2 ASSESSMENT ACTIVITY** Quiz 2 >. Materials: A7-A8 >*
- Section 3:** 20 Minutes. Activity: **3 MATH WORKSHOP** Array Games—Part 2 >. Sub-activities: 3A Playing *Count and Compare* >, 3B Making Multiplication Cards >, 3C Playing Factor Pairs >. Materials: 3A MATERIALS (Materials from Activity 1), 3B MATERIALS (Materials from Session 3.6), 3C MATERIALS (Materials from Session 3.4).
- Section 4:** 10 Minutes, Class. Activity: **4 DISCUSSION** Learning Multiplication Facts >.

Your dedicated 60-minute math session includes a combination of activities, discussions, math workshops, and assessments. Click each type to learn more about it.

Your 60-minute math session will draw from these different types of activities, but each session's breakdown will look a little different.

Activities

The screenshot shows the 'realize reader' interface. At the top, there is a search bar and a menu icon. Below the header, the main content area is divided into sections. The first section is titled '1 ACTIVITY' and 'Introducing *Count and Compare* >'. It includes a '20 Minutes' icon and a 'Class' icon. To the right, a 'MATERIALS' box lists 'Count and Compare > (or use G3 > with Array Cards)' and 'G3 > * Array Cards (from Session 3.2)'. Below this, there are three activity cards. The first card is titled '2 ASSESSMENT ACTIVITY' and has a '10 Minutes' icon. A blue callout box is overlaid on this card, containing the text: 'Activities are the math problems and tasks that your students will solve in pairs, in small groups, or individually.' The second card has a '20 Minutes' icon. The third card is titled '4 DISCUSSION' and 'Learning Multiplication Facts >', with a '10 Minutes' icon and a 'Class' icon. On the right side of the interface, there is a photograph of a teacher sitting on the floor with a group of diverse young students, some of whom have their hands raised. At the bottom right, there is a blue button with a left-pointing arrow and the text 'Back'.

Assessments

realize reader
Search
Menu

Don't worry about setting aside time for quizzes and tests. That time is built in to the program when you see an assessment scheduled!

MATERIALS

Count and Compare > (or use G3 > with Array Cards)

G3 >*

Array Cards (from Session 3.2)

10 Minutes

Individuals

2 ASSESSMENT ACTIVITY

Quiz 2 >

MATERIALS

A7-A8 >*

3 MATH WORKSHOP

U3 S2.6 - Assessment: Representing and Interpreting Data

Representing and Interpreting Data

Problem 2: What Animal Would You Like to Have for a Pet?

Here are the answers from a Grade 3 class to the question "What animal would you like to have as a pet?"

On a sheet of paper, use a bar graph or pictograph to organize and represent the data.

polar bear	dog	horse	angelfish	tiger	cat
cat	kitten	puppy	lion	shark	dog
goldfish	octopus	kitten	dog	cat	hamster
puppy	poodle	puppy	turtle	dog	sea horse

Quiz 2

1 Draw lines to match each multiplication equation with its product.

$4 \times 4 = ?$	0
$1 \times 9 = ?$	8
$7 \times 0 = ?$	9
$2 \times 4 = ?$	16

2 Which multiplication fact does this array show? Mark the correct answer.

4×8
 3×7
 7×7
 4×7

3 How many small squares are in this array? Circle the correct answer.

10
15
18
20

MATERIALS

Materials from Activity 1

MATERIALS

Materials from Session 3.6

MATERIALS

Materials from Session 3.4

[← Back](#)

Workshops

The screenshot shows the 'realize reader' interface. At the top, there is a navigation bar with 'Unit 1', 'Session 3 Arrays', and 'Session 3.7...s—Part 2'. A search bar and a menu icon are also present. Below the navigation, there is a large image of a teacher and students in a classroom. A blue text box overlaid on the image reads: 'Sometimes your daily session will include a Math Workshop. During this time, students will work independently while you conduct small groups.'

The main content area is divided into sections. The first section is titled '3 MATH WORKSHOP' and 'Array Games—Part 2 >'. It includes a '20 Minutes' icon and a list of activities: '3A Playing Count and Compare >', '3B Making Multiplication Cards >', and '3C Playing Factor Pairs >'. To the right of this section is a 'MATERIALS' list with three items: '3A MATERIALS: Materials from Activity 1', '3B MATERIALS: Materials from Session 3.6', and '3C MATERIALS: Materials from Session 3.4'. Below the Math Workshop section is a '4 DISCUSSION' section titled 'Learning Multiplication Facts >'. At the bottom right, there is a blue 'Back' button with a left-pointing arrow.

Discussions

realize reader

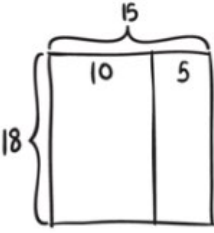
Unit 1 Unde...vision 1 > Investigation 3 Arrays > Session 3.7

20 Minutes Class

1 ACTIVITY
Introducing Count and

Discussions are whole-group conversations about mathematics that you facilitate. What's key about these discussions is that they come after students have had a chance to grapple with the math.

Here's how I figured out 18×15 .



$18 \times 10 = 180$
 $18 \times 5 = 90$ because 5 is half of 10, so the product of 18×5 is half of 180.

Then I added.
 $180 + 90 = 270$

3C Playing Factor Pairs >

10 Minutes Class

4 DISCUSSION
Learning Multiplication Facts >

[← Back](#)

Session Follow-Up

The screenshot displays the Savvas Realize interface. On the left, a 'DAILY PRACTICE' window is open, showing a problem titled 'Counting Around by 2s, 5s, and 10s'. The problem text reads: 'Students in Mrs. Hamilton's homeroom are counting around the class by 2s, 5s, and 10s. For each problem, draw a picture or write a multiplication equation to represent the problem. Solve the problem and show your solution.' Two numbered problems are listed: 1. 'Students are counting around the class by 5s. What number would the 3rd person say?' and 2. 'Students are counting around the class by 2s. What number would the 7th person say?'. On the right, a 'STUDENT ACTIVITY BOOK' cover is visible, featuring a purple and green geometric pattern and the text 'INVESTIGATIONS 3' and 'STUDENT ACTIVITY BOOK'. Below these elements, a purple-bordered box contains the following text:

SESSION FOLLOW-UP: REVIEW AND PRACTICE
Daily Practice and Homework >

MATERIALS

- Student Activity Book, pp. 49–50** >
- G3** > (from Activity 1; as needed)
- Materials for *Factor Pairs* (as needed)

Suggestions for additional practice and review

Following every 60-minute math session will be suggestions for additional practice and review. Typically, students will complete these activities independently in their *Student Activity Book* or on Savvas Realize™. You will also find homework assignments in the Session Follow-Up.

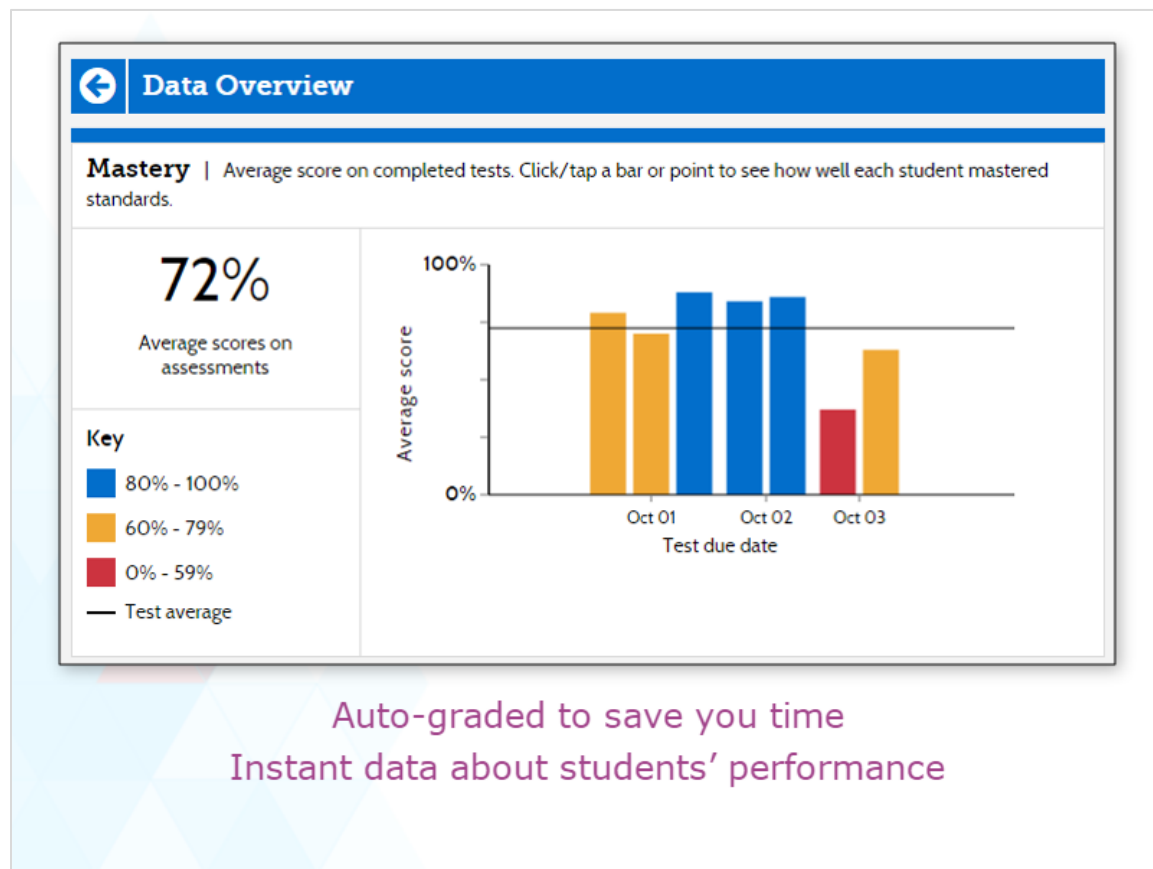
How Do I Monitor Learning?



The image shows a graphic with the 'INVESTIGATIONS 3' logo at the top, which includes the text 'IN NUMBER, DATA, AND SPACE®' and a stylized number '3' inside a hexagon. Below the logo, on the left side, are four purple rectangular buttons stacked vertically, each containing white text: 'Quizzes and Tests', 'Observational Assessments', 'Portfolio Opportunities', and 'Differentiation'. On the right side of the graphic is a photograph of a man with glasses, wearing a blue button-down shirt and dark trousers, holding an open notebook and looking towards the camera.

Now, let's talk about how we can capture what students are learning through assessment.

Quizzes and Tests



Some types of assessments might be familiar to you already. In addition to the print and digital quizzes you saw earlier, you'll find Savvas-created Beginning-of-Year, End-of-Year, and Unit Tests on Savvas Realize™. Not only are these Next Generation interactive assessments, but also they are auto-graded to save you time and show you instant data about your students' performance. Don't worry, kindergarten teachers- all of your assessments are observational.

Portfolio Opportunities

Student portfolios

Portfolio Opportunities

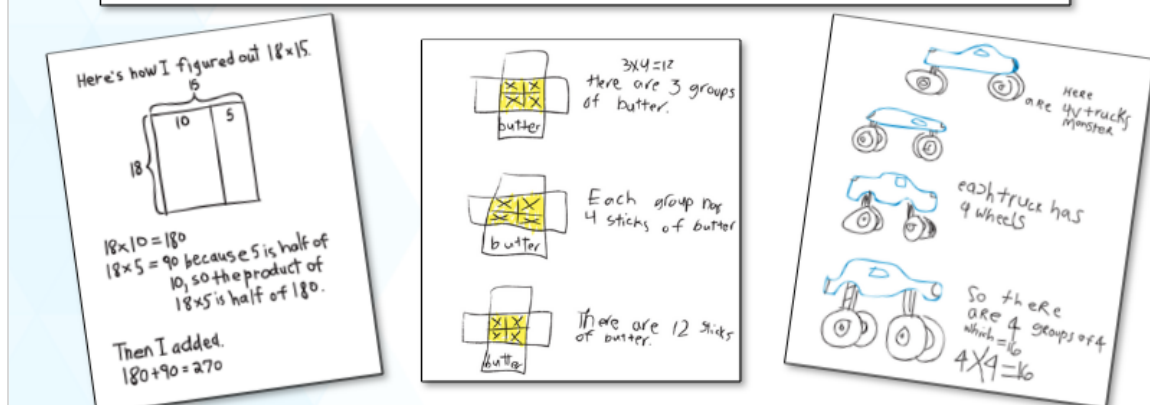
In addition to all written assessments and quizzes, the following student work is appropriate for a portfolio:

Solving Multiplication Problems (*Student Activity Book*, pp. 29–30) in Session 2.2

More Starter Problems (*Student Activity Book*, pp. 45–46) in Session 2.7

Division Problems (*Student Activity Book*, p. 55) in Session 3.3

Division Cluster Problems (*Student Activity Book*, pp. 61–62) in Session 3.5



Another way to document student learning is through student portfolios. Check the "Assessment in This Unit" for a list of recommended Portfolio Opportunities in each unit.

Differentiation

The screenshot displays a digital interface with a search bar and a menu icon at the top right. The main content is divided into two primary sections:

- Supporting the Range of Learners:** This section explains that the program is designed to engage and support a range of learners. It mentions session-specific suggestions for Intervention, Extension, and English Language Learners (ELL) in the **Differentiation: Supporting the Range of Learners** feature. It lists several strategies:
 - Adapt the Learning Situation
 - Adapt the Problem
 - Adapt a Material
 - Clarify the Problem
 - Vary the Problem
 - Scaffold a Solution
 - Extending Thinking
 - Suggest a Tool
- Supporting English Language Learners (ELL):** This section states that embedded ELL support is provided in **Expanded Differentiation** activities and some sessions, labeled with specific strategies:
 - Model Thinking Aloud
 - Partner Talk
 - Provide Vocabulary Support
 - Provide Sentence Stems
 - Repeat and Clarify
 - Provide a Sequence
 - Provide Opportunities for Practice
 - Allow Varied Responses

Navigation elements include a purple callout box at the bottom center that reads "Additional strategies provided for English language learner (ELL) support" and buttons for "Back" and "Next" at the bottom right. On the left side, there are links for "Assessment in This Unit >", "Review and Practice in This Unit >", and "Differentiation in This Unit >".

If you're anything like me, you know how challenging it can be to meet the unique needs of all students in your classroom.

Differentiation strategies for your range of learners, including English language learners (or ELLs), are embedded directly into each session. You'll also find expanded differentiation activities for intervention, practice, and extension-level support at the end of each Investigation.

Closing



INVESTIGATIONS **3**
IN NUMBER, DATA, AND SPACE®

Thank you!

- Print and digital resources
- Components of daily math instruction
- Assessment and differentiation resources

So what are the big takeaways? *Investigations 3* is a blended program that includes both print and digital resources to choose from. Your math day will consist of a math routine plus a sixty-minute math block that's different every day. And finally, the assessments and differentiation opportunities reflect careful consideration of what your students know and can do mathematically.

Thank you for joining me for this tutorial!