

Experience Math © 2025

Big Picture

Welcome



Welcome to *Experience Math™*, 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

The screenshot displays the Savvas Realize platform interface for 'Experience Math 2025 Grade 1'. The top navigation bar includes links for 'Home', 'Browse', 'Classes', and 'My Library'. A search bar and filters are located in the top right. On the left, a 'Table of Contents' sidebar lists various resources. The main content area is divided into 'Browse by Category' with icons for Activities, Assessment, Books / Readers, Practice, Presentations, Program Resources, Teacher Support, and Video / Audio. Below this is a 'Featured Resources' section with four cards: 'Brain Benders', 'Family Engagement', 'Marian's Insights', and 'Wonder Tasks'. At the bottom, text reads 'Accessed on Savvas Realize' and 'Features anytime activities'.

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

3-2: Minds On Activity

Lesson 3-2: Comparing Two-Digit Numbers Using Simpler, Related Numbers

Minds On Activity

A little more than ____ is
a lot less than ____.

A little less than ____ is
a lot more than ____.

1. Choose one sentence. Then choose numbers to make that sentence true.
How do you know it is true?

Minds On engages students in
critical and creative thinking

Copyright © Savvas Learning Company LLC. All Rights Reserved. Savvas is not responsible for any modifications made by end users to the content posted in its original format.

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

3-2: Action Task Assign Add to Playlist

Lesson 3-2: Comparing Two-Digit Numbers Using Simpler, Related Numbers

Action Task

1. Spin 3 times. Put the numbers you spin in the blanks to make 3 two-digit numbers.
These are your target numbers.
6 5

Explain Try these 5 challenges. Be ready to explain your thinking.

- Tell some numbers that are less than all your target numbers.
- Tell some numbers that are more than all your target numbers.
- Tell some numbers that are more than only 1 target number.
- Tell some numbers that are between your first 2 target numbers.
- Tell some numbers that are between the last 2 target numbers.
- Do this task again if you have time.

Copyright © Savvas Learning Company LLC. All Rights Reserved. Savvas is not responsible for any modifications made to and use of the content posted in this digital format.

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 screenshot displays the SAVVAS Learning interface for Lesson 3-2: Consolidate Questions. The interface includes a header with 'Lesson 3-2: Consolidate Questions' and buttons for 'Assign' and 'Add to Playlist'. Below the header, the lesson title 'Lesson 3-2: Comparing Two-Digit Numbers Using Simpler, Related Numbers' is shown. The 'Consolidate Questions' section contains four numbered questions. A callout box on the right states: 'Discussion and reflection help draw out the main mathematical ideas from the Action Task.' The bottom of the interface features a decorative graphic of overlapping green and blue waves.

3-2: Consolidate Questions

Assign Add to Playlist

Page 1 of 2

Lesson 3-2: Comparing Two-Digit Numbers Using Simpler, Related Numbers

Consolidate Questions

6□ □□ 5

1. In the challenges, was it easier to choose numbers less than 6□ or greater than 6□? Explain.

2. Why were numbers that were less than all your target numbers never in the 70s?

3. Why were numbers that were more than all 3 target numbers never in the 50s?

4. What strategy did you use to figure out a number that was more than only 1 target number?

Discussion and reflection help draw out the main mathematical ideas from the Action Task.

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

The screenshot displays the Savvas Realize platform interface for planning a lesson. The top navigation bar includes 'Home', 'Browse', 'Classes', and 'My Library'. The user is logged in as 'Jen'. The main content area is titled 'Experience Math 2025 Grade 1' and features a sidebar on the left with a list of topics. The selected topic is '3-2: Comparing Two-Digit Numbers Using Simpler, Related Numbers'. The main content area is divided into three sections: 'Teacher Resources(4 items)', 'Planning', and 'Minds On'. The 'Teacher Resources' section lists four items, each with a download icon, a title, and an 'Assign' button. The 'Planning' section lists two items, each with a download icon, a title, and an 'Assign' button. The 'Minds On' section lists one item, '3-2: Student Learning Goal', with a download icon and an 'Assign' button.

Section	Item	Action
Teacher Resources(4 items)	3-2: Downloadable Lesson Presentation	Assign
	Sample Responses: 3-2 Downloadable Lesson Presentation	Assign
	3-2: Downloadable Lesson Presentation (Spanish)	Assign
	Sample Responses: 3-2 Downloadable Lesson Presentation (Spanish)	Assign
Planning	3-2: Planning Guide	Assign
	3-2: Sum it Up	Assign
Minds On	3-2: Student Learning Goal	Assign

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

The screenshot displays the SAVVAS Topic Planning interface for Topic 3: Planning. The interface is divided into three main sections:

- Left Sidebar (Navigation):** Contains links to various resources:
 - Topic 3: Planning (highlighted with a blue border)
 - Topic 3: Observational Assessment Checklist
 - Topic 3: Family Engagement
 - Topic Diagnostic
 - Topic 3: Diagnostic Task
 - Topic Games and Activities
 - Piles of Tens
 - High, Low, Middle
- Top Bar:** Includes a "← Exit" button, the title "Topic 3: Planning", and an "Add to Playlist" button.
- Main Content Area:**
 - In This Topic:** A horizontal navigation bar with links to "Lesson 3-1", "Lesson 3-2", "Lesson 3-3", and "Lesson 3-4". This bar is highlighted with a red border.
 - Topic Planning:** The main heading for the content.
 - Suggested Pacing: About 10 days**
 - Diagnostic Task
 - 3-1 Comparing Numbers Within 50
 - 3-2 Comparing Two-Digit Numbers Using Simpler, Related Numbers
 - 3-3 Comparing Two-Digit Numbers Using Place Value
 - 3-4 Creating Numbers to Fit Rules
 - Topic Your Turn
 - Wonder Task: Piles of Tens
 - Topic Assessment
 - Mathematical Focus** (with a dropdown arrow)
 - Going Back ... Going Forward** (with a dropdown arrow)
 - Assessment Strategies** (with a dropdown arrow)
 - Materials** (with a dropdown arrow)
- Bottom Left:** A "Print" button.

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

The screenshot shows the SAVVAS Lesson Planning interface for the 3-2: Planning Guide. The interface is divided into a left sidebar and a main content area. The sidebar contains a 'Content' section with links to '3-2: Student Experience Book' and '3-2: Student Experience Book (Spanish)', a 'Planning' section with '3-2: Planning Guide' (highlighted) and '3-2: Sum it Up', a 'Minds On' section with '3-2: Student Learning Cool' and '3-2: Strategies for Comparing Numbers', and an 'Action' section with '3-2: Minds On Activity'. The main content area has a top navigation bar with tabs: 'Planning' (selected), 'Minds On', 'Action', 'Consolidate', and 'Your Turn'. The 'Planning' tab displays the following information:

- Suggested Pacing:** 2 days
- Learning Goal:** Use benchmarks and decomposition to compare two numbers. You can share the Student Learning Goal with students before the **Minds On Activity**.
- Student Learning Goal:** I can compare numbers I don't know well by relating them to numbers I know better.
- Student Language Objective:** Use comparative language to help identify specific numbers.
- Materials:** Base-ten blocks, Counters, Linking cubes, Number rack, 10-Frames, 100-Chart, Number Cards, Number Spinners.
- In This Lesson ...** Students use a variety of strategies to compare numbers less than 100.
- And the Point Is ...** In a later lesson in this topic, students will learn the conventions of using the higher-value

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

The screenshot displays the Savvas Realize interface for Experience Math 2025 Grade 1. The top navigation bar includes links for Home, Browse, Classes, and My Library. The main content area is titled "Lesson 3-2: Comparing Two-Digit Numbers Using Simpler, Related Numbers". Below the title, there are two tabs: "Your Turn" (selected) and "What You Learned". The "Your Turn" section contains a "Learning Goal" stating: "I can compare numbers I don't know well by relating them to numbers I know better." Below the goal, there are several two-digit numbers arranged in a grid: 32, 50, 18, 39, 41, 48, 12, 27, and 25. Below the numbers, there is a "Journal" prompt: "What is one thing you learned about comparing numbers in this lesson?". At the bottom of the interface, there are two game/puzzle options: "To Stay or Switch?" and "I Win", each with an "Assign" button.

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

Topic 20 Diagnostic Task

1. Use square tiles to create two arrays. Make one array with exactly one more tile than the other. Write two multiplication sentences for each array.

2. Use square tiles to create two more arrays. Make one array with exactly one more tile than the other. Write two multiplication sentences for each array.

3. Use square tiles to create two more arrays. Make one array with exactly one more tile than the other. Write two multiplication sentences for each array.

Lesson 20-4: Solving Multiplication Problems

Exit Ticket

1. What problem could be solved by multiplying 42×42 ?

2. What would the solution be?

My Mindset

I can create and solve multiplication problems involving 2-digit numbers.	I Can 😊	With Help 😊	Not Yet 😞
---	---------	-------------	-----------

Assessment for Learning

Assessment as Learning

Assessment of Learning

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 Math* and Savvas Realize!