

# Welcome to your Amplify Math Experience Kit

Get all students talking and thinking about grade-level math.



FEATURING



POWERED BY **desmos**

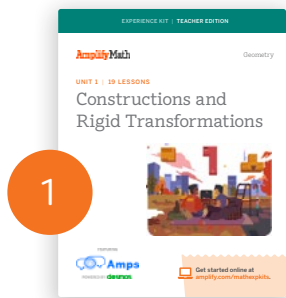


Get started online at  
[amplify.com/mathexpkits](https://amplify.com/mathexpkits).

# Experience Amplify Math in your classroom

Amplify Math Experience Kits allow you to try the program's print and digital components in your classroom, risk-free. See for yourself how Amplify Math's easy-to-follow instructional supports make facilitating productive discourse possible through experiences that tap into the social nature of middle and high schoolers.

## What's included in your Experience Kit?



1 Print Teacher Edition



2 Reproducible Student Edition pages



3 Digital access to our exclusive library of Amps for teachers and students

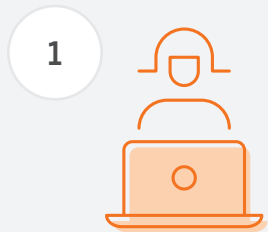
Social, collaborative learning is student-centered. Students are given interesting and solvable problems and asked to describe their reasoning as they work their way through, freeing teachers up to focus on problem-solving strategies and synthesizing.

You can learn more about the program design and how Amplify Math will work in your classroom in the pages that follow or by visiting [amplify.com/mathexkits](https://amplify.com/mathexkits).

# Teaching an Amplify Math lesson

Social, collaborative learning is an active process. Each lesson is built around a small number of engaging problems where students build conceptual understanding and make connections to prior learning before applying and practicing.

Each Amplify Math lesson is designed to be completed in 45 minutes in middle school and 50 minutes in high school.



## Warm-up (5 minutes)

Each lesson begins with students diving into the math and interacting with each other during a warm-up task. Lessons include automated, just-in-time supports called Power-ups.



## Activities (30 minutes in middle school; 35 minutes in high school)

Students dig into three to five tasks and share their observations and reasoning, allowing the teacher to use the strategy of sequencing and selecting to promote more math talk.



## Summary and Reflection (5 minutes)

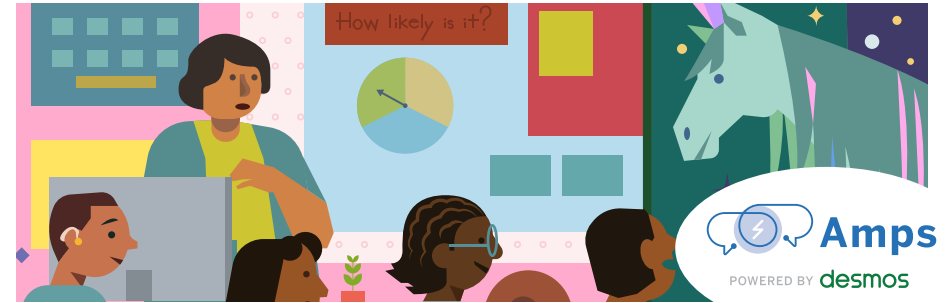
The teacher helps students connect their ideas with the overall mathematical picture of the lesson, unit, and course.



## Exit Ticket and Practice (5+ minutes)

The lesson concludes with students completing an embedded, formative Exit Ticket. Additionally, teachers can assign practice problems to work on outside of class.

# Amplify Math difference



## Productive discourse made easier to facilitate and more accessible for students

### Clean and clear lesson design

The lessons all include straightforward “1, 2, 3 step” guidance for launching and facilitating discussions around the tasks. Thoughtful and specific differentiation supports are included for every activity. Every lesson ends with a summary and reflection moment, an Exit Ticket, and a practice problem set.

### Narrative and storytelling

All students ask, “Why do I need to know this? When am I ever going to use this in the real world?” Amplify Math helps students make connections with math and their everyday lives to help them see and appreciate the relevance of the math they’re figuring out in class. Throughout the units, students will be introduced to historical and current narratives that show their connection to the content, the many places mathematics inhabits in our world, and how the work they do in class connects to our history and their own reality.

## Flexible, social problem-solving experiences online

### Social learning experiences online

By partnering with Desmos, we’ve been able to deliver digital lessons, which we call **Amps**, that get students thinking, talking, revising, and celebrating their ideas. As students work in the interactive slides, new functionality may appear and they will often be asked to justify their actions and thinking. All of this is made visible to the teacher in real time.

### Automatic, just-in-time supports

Our **Power-ups** provide just-in-time support at point of use before activities for your students. Not teaching online? They’re available in the Teacher Edition, too. Phil Daro partnered with us on this feature to ensure we were giving all students—even the ones who might be three years behind in math, but only 15 minutes behind the day’s lesson—the chance to experience success in math.



**Phil Daro**

Board member: Strategic Education Research Partnership (SERP)



## Real-time insights, data, and reporting that inform instruction

### Classroom monitoring tools

Once a teacher launches an Amp, students will be automatically moved to the lesson of the day and will see the interactive screens. Teachers will have the ability not only to pace the lesson the way they want to, but also to see student work in real time. The monitoring tools offer teachers ways to overlay student work to spot misconceptions and also the ability to spotlight student work anonymously to discuss with the class.

### Embedded and standalone assessments

Amplify Math includes both a suite of standalone assessments and embedded assessments that allow teachers and leaders insights into where students are and how they might best be supported. The full reporting suite covers student and class performance based on work done in lessons, Exit Tickets, practice sets, performance by standards, and performance on Interim assessments.

## Classroom monitoring tools

For students, Amplify Math's digital experience is fun and dynamic, with plenty of opportunities for students to talk through their reasoning, work with their peers, and gain new understanding. Teachers gain insight into student reasoning with real-time insights, data, and reporting that drive performance for all learners.

A screenshot of the Amplify Math 'All students' monitoring interface. The interface shows a list of students on the left and their responses to a question on the right. The question is: 'Elena claims that a square is just a special type of rectangle. Do you agree or disagree?'. The students listed are Manuel A, Shrinivas A, Cortisha B, Samuel B, Jamal D, Kimberly F, Elsie H, and Mervin I. Manuel A's response is 'I agree' and is highlighted with a red box. A callout box points to Manuel A's response, containing the text: 'I agree I agree that a square is a special type of rectangle, because a square has all of the properties a rectangle is supposed to have.' Other students' responses are 'I agree' for Shrinivas A, 'Nothing chosen' for Cortisha B, 'Nothing chosen' for Samuel B, and 'Nothing chosen' for Mervin I.

**All student responses can be viewed easily** on the All Students screen. You can often view a composite view of responses and spotlight student work anonymously.

# Scope and sequence



Unit	Grade 6	Grade 7	Grade 8
1	Area and Surface Area	Scale Drawings	Rigid Transformations and Congruence
2	Introducing Ratios	Introducing Proportional Relationships	Dilations and Similarity
3	Rates and Percentages	Measuring Circles	Linear Relationships
4	Dividing Fractions	Percentages	Linear Equations and Systems of Linear Equations
5	Arithmetic in Base Ten	Rational Number Arithmetic	Functions and Volume
6	Expressions and Equations	Expressions, Equations, and Inequalities	Exponents and Scientific Notation
7	Rational Numbers	Angles, Triangles, and Prisms	Irrationals and the Pythagorean Theorem
8	Data Sets and Distributions	Probability and Sampling	Associations in Data



Unit	Algebra 1	Geometry*	Algebra 2*
1	Linear Equations, Inequalities, and Systems	Constructions and Rigid Transformations	Sequences and Series
2	Data Analysis and Statistics	Congruence	Polynomials and Rational Functions
3	Functions and Their Graphs	Similarity	Function Transformations and Conic Sections
4	Introducing Exponential Functions	Right Triangle Similarity and Trigonometry	Exponents, Radicals, and Complex Numbers
5	Introducing Quadratic Functions	Coordinate Geometry	Exponential and Logarithmic Functions
6	Quadratic Equations	Circles	Trigonometric Functions
7	—	Solid Geometry	Inferential Statistics and Probability Models
8	—	Conditional Probability	—

\*In-development unit names may change

# Flexible, social problem-solving experiences



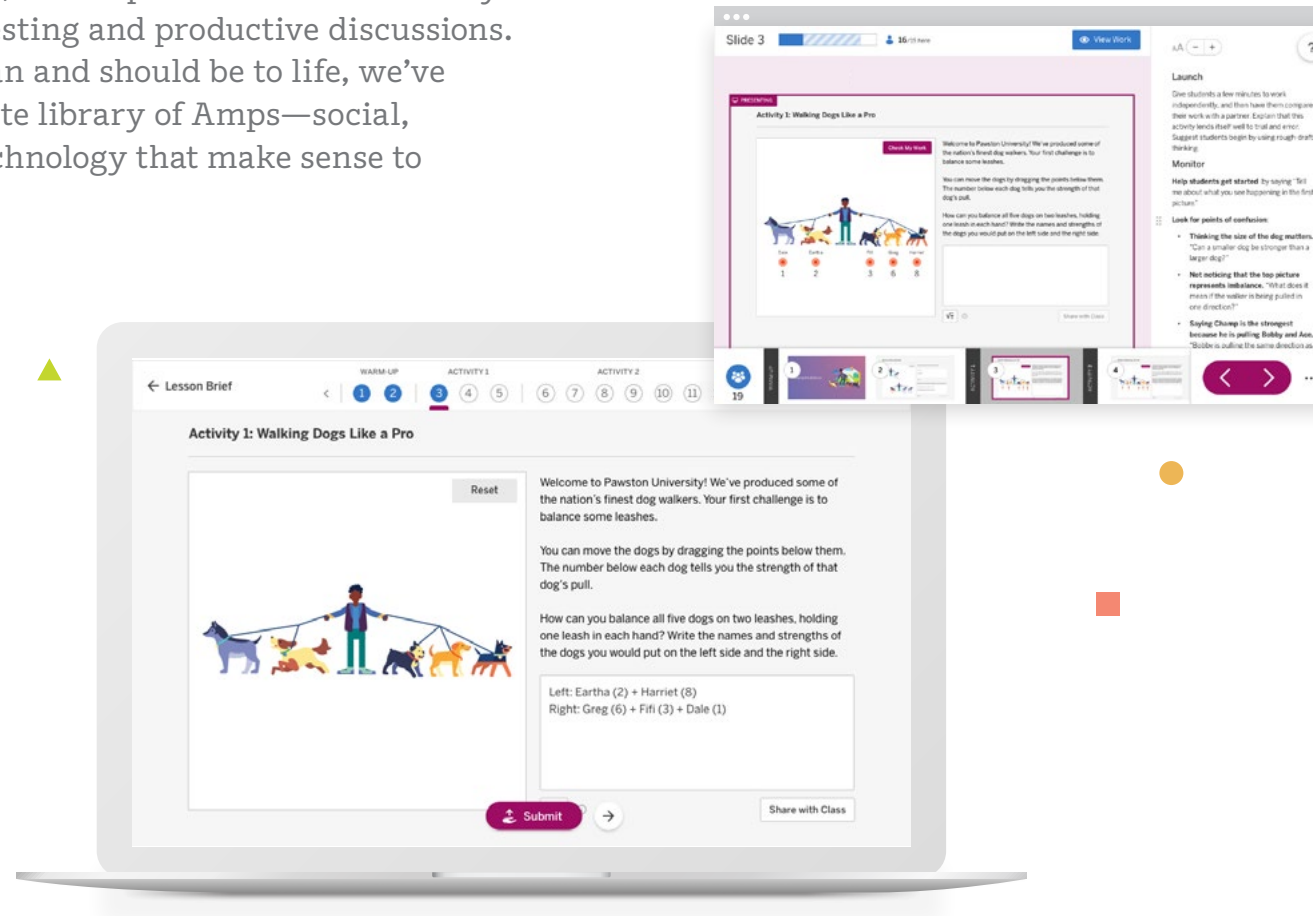
Digital lessons, when designed the right way, can be powerful in their ability to surface student thinking and spark interesting and productive discussions. To bring our vision of what digital lessons can and should be to life, we've partnered with Desmos to create our complete library of Amps—social, collaborative lessons powered by Desmos technology that make sense to students and work harder for teachers.

## Intuitive and engaging student experience

The student experience is intuitive and engaging because the content and the tools are interesting and exciting. Students work together and interact with the mathematics in real time to quickly see that reasoning and revising are important parts of math class.

## Powerful teaching and monitoring tools

Imagine knowing where your students are, what they think, what they might not get yet, and what needs to happen next, all in real time. This is all possible with Amplify Math.



## Amplify.

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