Introduction to the Digital Courseware

Introduction

This guide examines how the digital courseware for Connected Mathematics Project 3 (CMP3) can help you engage 21st century students in active learning. It explores Teacher Place and Student Place—which are powered by Pearson's web application, Dash—as you learn how to use these digital tools for teaching and managing your CMP3 classroom.

Teacher Place

Teacher Place is your digital Teacher’s Guide where you will find all of your CMP3 content, classroom management tools, assessments, and important program information. Teacher Place is powered by Dash—an interactive web application that is available across all digital platforms.

This means that you can use CMP3 with your mobile devices as well as with laptop and desktop computers.
Open your Dash web application to explore Teacher Place. Select Teacher Content to view a list of CMP3 courses that are available to you.

For this example, select Grade 6. This will take you to the Course Overview if this is your first visit. If this is not your first visit, you will be brought to the page where you signed out from your last visit.

Teacher content is organized according to the CMP3 lesson structure, including units, Investigations, and problems. Use the Table of Contents tiles at the top of the page to move through CMP3 materials.

Viewing Content

On the left-hand side of your digital device, you are able to view the exact content that students have access to—both print and digital content. The view on the right-hand side shows options that are available to you.

For example, here you have access to Unit Description, Summary of Investigations, and Unit Vocabulary. Notice that each option is collapsed at this point to accommodate the limited screen size. Also available in this view are Planning Charts and Parent Letters in both English and Spanish.
Collaboration and Sharing

Within the Teacher Place, you have access to a community of CMP3 users. Teachability is an online teacher network that will allow you to connect with other CMP3 teachers at the local, state, or national level.

To collaborate within the CMP3 community on Teachability, you can post and answer questions, review different approaches to elements of the program, and perform all functions normally associated with a social network. You will also have the opportunity to connect directly with CMP3 authors.

Classroom Management

If you are familiar with CMP3 lessons, then you know that during the Explore phase of the lesson, you move around the classroom, observe student approaches to solving problems, and make notes of your observations. You may have experience writing student observation notes on pieces of paper that get lost or do not become a permanent record that is available for you to review.

Teacher Place provides a way to easily capture notes and to keep a permanent record of those notes. When you create a note, a date and time stamp is automatically recorded.

Type or write the notes directly on your tablet device and share these records with students and parents during parent/teacher conferences, or simply e-mail student records to parents and stakeholders to provide an update on students’ progress.
Grouping

Tap or click the Students icon to access your class roster. Here, you will have a visual view of your classroom within the Teacher Place. The class name, time, and period are visible for each class that you teach. Because CMP3 relies heavily on students working out solutions in groups, you will find the student page helpful for creating and organizing student groups. Use the drag-and-drop feature to move students from one group to another. Color coordinate groups to more easily identify different groups within the class.

Student Place

Student Place provides a student-centered digital workspace that allows for greater student engagement with CMP3’s Common Core-aligned mathematical content.

The key resource in Student Place is the CMP3 digital and interactive student edition—the ACTIVe-book. This tool electronically captures students’ work while it gives them access to an array of virtual math tools. After students complete their work in their ACTIVe-books, they save it and send it to you for grading and comments.

The Student Place allows you to personalize individual student learning. Students who need additional skills practice will have access to materials that you assign them from MathXL®* for School. Student Place complements the program’s print materials. But if your technology access allows it, you can deliver CMP3 entirely through digital devices.

MathXL for School

Do your students need extra skills practice? CMP3 offers students opportunities for additional skills practice with MathXL for School exercises.

Students can access MathXL for School in the Student Place. Because the problems in this online tool are completely adaptive—based on pre-assessment results—CMP3 students receive a fully personalized learning experience. CMP3 skills practice with MathXL for School uses algorithmically generated exercises, supplemental learning aids, and auto-grading.
The problems correlate to the Common Core State Standards for Mathematics, so you know that your students are working toward mastering the Standards for Mathematical Content.

MathXL for School is also a great tool to use with students who are ahead and may benefit from higher-level skills practice.

Take some time to explore CMP3’s digital courseware, and observe how the integrated technology provides a personalized learning experience for your middle grades students.

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