

Syllabus
Implementation
of
Best Practices with MUGGINS! Math
Games and Manipulatives

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Course Description:

During the workshop participants will discuss a variety of thinking skills and methods for applying Best Practices concepts while utilizing MUGGINS! Math games and manipulatives. The structure will include lecture, discussion, and hands-on learning including game competitions and solving sample problems with activity books and manipulatives. Most of the materials are multi-level and cover a variety of ages and skills. This course is written for participants who work with grades Pre-K to 12; however, it can be adjusted for the grade levels taught by the participants. The course length may be adjusted also from a half to a full day according to the span of grade levels being covered.

Course Goals:

Participants in this course can expect to:

1. participate fully in the activities and discussion of all materials and concepts surrounding Best Practices and MUGGINS! Math.
2. develop a heightened awareness of how to teach math to students with various learning styles in the classroom.
3. learn effective ways to implement Best Practices through the use of Muggins Math games and manipulatives not only in the classroom but also in After-School Programs and Parental Involvement Programs.
4. have FUN!!!

Course Resources:

All materials will be provided at each session for each workshop participant. Each participant will receive grade specific resources based on the package plan selected by their school or district.

Course Outline:

Understanding and Implementing Best Practices

- What is Best Practices?
- Why do we need it?
- What is the difference between a visual and an analytical learner?
- How can we implement Best Practices with Muggins Math?
 - o NUMBER NEIGHBORS Manipulative – PK – 5, Math Concepts
 - o JELLY BEANS game – PK – 2nd, Counting, Addition, Subtraction
 - o KNOCK-OUT! game – K – Adult, Addition, Subtraction
 - o POLLYWOGS to POLYGONS activity book – PK – 3rd, All 4 Operations, Art
 - o GEOMETRY: THE BEAUTY of NUMBERS activity book – 4th – Adult, Line Designs from Math formulas, Protractor skills
 - o FUDGE game – 3rd – 4th, Addition, Subtraction, Problem-Solving
 - o MUGGINS! game – 4th – Adult, All 4 Operations, Algebraic Reasoning
 - o FUN with Fractions!
 - Using the “Fraction Ladder” to find the GCF, LCM, Equivalent Fractions, and Lowest Form
 - OVER and UNDER game – 3rd – 5th, Identifying Proper & Improper Fractions and Common Equivalent Fractions
 - DOWN and AROUND game – 5th – 6th, GCF, LCM of Fractions
 - PIRATES ‘N PLUNDER game – 6th – 12th, Addition & Subtraction of Fractions
 - SINK the SHIP game – 7th – 12th, Multiplication & Division of Fractions
 - o PRE-ALGEBRA for VISUAL LEARNERS manipulative – 5th – 12th, Integers through Single Variable Equations with all 4 Operations
 - o OPPS! game – 6th – Adult, Addition, Subtraction, Multiplication, Division of Integers
- Classroom, After-school, and Parental Involvement Strategies
- Course Summary and Evaluation