

Candidates Name: Kalise Graham	Grade Level: Third Grade
Subject/Discipline: Math	Number of Students: 20
Special Needs Accommodations: ● Provide headphones for students who are sensitive to sound. ● Offer simplified instructions for students who need additional support. ● Have text-to-speech options for students with reading difficulties.	
Overview: Students will use the ABCya app to practice multiplication facts through interactive games to keep them engaged with what they are learning and/or practicing. The app supports personalized learning by allowing students to choose which games align with their current skill level.	
Common Core Learning Standards Addressed: ● CCSS.MATH.CONTENT.3.OA.A.1: Interpret products of whole numbers. ● CCSS.MATH.CONTENT.3.OA.C.7: Fluently multiply within 100.	
Lesson Objectives: ● Students will strengthen their understanding of multiplication concepts. ● Students will improve their skill with multiplication facts up to 10x10	
Learner Prior Knowledge: ● Familiarity with basic addition and subtraction. ● Introduction to the concept of repeated addition as multiplication.	
Relevance/Rationale: (Why are the outcomes of this lesson important in the real world? Why are these outcomes essential for future learning?) Understanding multiplication is important for problem-solving in real-world scenarios. For example, when it comes to managing time and money. Having the students master these skills prepares them for more challenging math concepts and everyday tasks.	
Formative Assessment Criteria for Success: (How will you & your students know if they have successfully met the outcomes? What specific criteria will be met in a successful product/process? What does success on this lesson's outcomes look like?) In this lesson, success will be determined by students completing a minimum of three levels of their chosen game, with a score of at least 80%. When they do this, it shows their progress and how engaged they are during the game. I will also observe each students' strategies and their progress toward mastering each multiplication concept. Their success will be shown in not just completing the assignment, but being able to explain and use what they have learned during our closing discussions, which allows both the student and I to see how they improved with multiplication and how well they understand it.	

Activities/Tasks: (What learning experiences will students engage in? How will you use these learning experiences or their student products as formative assessment opportunities?) Detailed narrative.

In this lesson, students will engage in interactive, hands-on activities using the ABCya app to practice multiplication facts through games like "Multiplication Bingo" or "Multiplication Mine." These activities allow for personalized learning as students can choose games based on their skill level. Formative assessment opportunities will be built into the game, where students' progress can be tracked when they complete at least three levels with a score of 80%. My observations during gameplay will include watching how engaged they are and listening to their strategies during the wrap-up to see where they might need more help or where they're doing well. This allows me to check in and give feedback as they go.

Resources/Materials: (What texts, digital resources, & materials will be used in this lesson?)

- Devices with internet access (tablets, laptops, or desktop computers).
- An ABCya subscription or using the free version.
- Multiplication chart (printed for reference).

Access for All: (How will you ensure that all students have access to and are able to engage appropriately in this lesson? Consider all aspects of student diversity.)

To ensure all students can engage with the lesson, the ABCya app allows for personalization, which allows students to choose games based on their skill level. I will provide individualized support by offering extra time or alternative games for students who need it. Collaboration with their classmates will also be encouraged, allowing students to learn from and help each other. Also, assistive technologies, like text-to-speech functionality for students with reading difficulties, will help all students participate effectively.

Modifications/Accommodations: (What curriculum modifications and/or classroom accommodations will you make for Students with Disabilities in your class?)

For students with disabilities, modifications and accommodations will be made to help support their learning. Students with auditory sensitivities will be given headphones to reduce distractions, and instructions will be simplified to those who need extra support. Text-to-speech functionality will be enabled for the students with reading challenges. Collaborative learning through peer pairing will further help students in understanding tasks and staying on track.