

REQUIRED READINGS:

All materials assigned, as well as materials distributed in class

ATTENDANCE:

Students are expected to attend each class session and be on time. Tardiness is disruptive to the learning process and is discourteous to the entire class. In the event a student is absent, it is the student's responsibility to obtain the missed information. Attendance and performance effect class participation grade.

ASSIGNMENTS:

Peer reviews will be written in class and submitted the same day. All other assignments are to be typed, using correct grammar and spelling. All resources are to be cited. Any assignment submitted late will result in a 10% lowering of the grade and will not be accepted more than one week late. If a student is absent on the due date, without submitting the work, it will be considered late.

PLAGIARISM:

Among the most serious offenses is plagiarism, submitting the words or style of another author or source without acknowledgement or formal documentation. Plagiarism, therefore, is considered as misrepresentative or fraudulent work. *Any fraudulent work submitted will result in the automatic forfeiture of course credit.*

PROJECT DUE DATES:

1/18/05	Identify an <i>activity</i> and/or <i>game</i> appropriate for the Mathematics classroom
2/08/05	Design a lesson using <i>manipulatives</i> .
3/15/05	Group Project - Develop a <i>cooperative learning</i> activity.
4/05/05	Design a lesson using <i>graphing calculators</i>
4/26/05	Design a <i>whole unit</i> .

EVALUATION:

Class Participation 10 pts.
Written Reflections on readings, activities, & peer evaluations 10 pts.
Presentations (4), including Written Support 60 pts.
Quality of Unit Development 20 pts.

Grades are determined by the points accumulated, using the system outlined in the catalog:

*A 94 - 100%; A- 90 - 93%; B+ 87 - 89%; B 83 - 86%; B- 80 - 82%;
C+ 77 - 79%; C 73 - 76%; C- 70 - 72%; D 60 - 69%; F 59% and below*

Tentative Course Schedule
EDU 471

<i>Date</i>	<i>Topic</i>
1/11	Introduction
1/18	Activities and/or Games for the Mathematics Classroom
1/25	Activities and/or Games for the Mathematics Classroom
2/01	Activities and/or Games for the Mathematics Classroom
2/08	Using Manipulatives to teach Mathematics
2/15	Using Manipulatives to teach Mathematics
2/22	Using Manipulative to teach Mathematics
3/01	Teaching using Graphing Calculators and Cooperative Learning
3/08	<i>No Class- Spring Break</i>
3/15	Cooperative Learning as an aid to Mathematical insight
3/22	Cooperative Learning as an aid to Mathematical insight
3/29	Cooperative Learning as an aid to Mathematical insight
4/05	Graphing Calculators as an integral part of learning Mathematics
4/12	Graphing Calculators as an integral part of learning Mathematics
4/19	Graphing Calculators as an integral part of learning Mathematics Using Writing to promote Mathematical reflection and as an assessment tool
4/22	Designed Unit Due

This schedule may change based on the rate of progress made during the course. Any changes will be announced in class, and students are responsible for noting such changes.