

Getting Started with ePlanner

Launch ePlanner after login to Everyday Math Online. Click **Launch**



Select your grade **Level**. Fill in **Lesson Plan Name** (i.e.; 4.2 for unit 4, lesson 2). Change **Set Start Date** if you want a date different from the one listed. Click **Show Advanced Options**

A screenshot of the "Quick Start" form in the ePlanner interface. The form has a blue header with the text "Quick Start". Below the header, there is a message: "Choose one day a week to be your Everyday Mathematics Games Day. November 5th, 2008. Set up your school year and populate ePlanner." The form contains several fields: a "Level" dropdown menu set to "Select..."; a "My Lesson Plans" section with a dropdown menu set to "*Create a New Lesson Plan*"; a "Lesson Plan Name" text input field; a "Set Start Date" field with a calendar icon and the date "11/05/2008"; and a "Show Advanced Options" button. There is also a "Public Lesson Plans" section with a dropdown menu.

Enter the beginning unit and lesson. For this example it is unit 4, lesson 2. Notice that the program automatically ends with the end of the year unit and lesson. Click **Next Step**.

A screenshot of the "Quick Start" form in the ePlanner interface, showing the "Advanced Options" section. The form has a blue header with the text "Quick Start". Below the header, there is a message: "Choose one day a week to be your Everyday Mathematics Games Day. November 5th, 2008. Set up your school year and populate ePlanner." The form contains several fields: a "Level" dropdown menu set to "Grade Level 4"; a "My Lesson Plans" section with a dropdown menu set to "*Create a New Lesson Plan*"; a "Lesson Plan Name" text input field containing "4.3"; a "Set Start Date" field with a calendar icon and the date "11/05/2008"; a "Hide Advanced Options" button; a "Set Unit Start Lesson" section with two dropdown menus: "Unit" set to "Unit 4" and "Lesson" set to "Lesson 2"; a "Set Unit End Lesson" section with two dropdown menus: "Unit" set to "Unit 12" and "Lesson" set to "Lesson 7"; and a "Next Step" button in the bottom right corner.

A twelve-month calendar is added to the screen. Check to make sure your unit and lesson is entered correctly; if it's reverted to 1.1, change it to your starting lesson. Scroll to the bottom of the page and click **Create Lesson Plan**.

The screenshot displays the 'Set Up Lesson Plan' interface for Grade Level 4. At the top, there is a 'SET UP LESSON PLAN' button and the text 'Grade Level 4'. Below this is a 'My Week' header. On the left, a calendar for November 2008 is shown, with the date Wednesday, Nov 05, 2008 highlighted. The main area is a lesson plan grid for the week of Monday, 11/3/2008 to Friday, 11/7/2008. The 'Lesson Plan' dropdown is set to '4.2'. The grid shows 'Lesson 4.2' on Wednesday, 'Lesson 4.3' on Thursday, and 'Lesson 4.4' on Friday. The 'Monday' and 'Tuesday' cells are marked 'Out of Range'. A 'DETAILS' button is visible above the Wednesday lesson entry. At the bottom of the grid, there are 'Modify' and 'Move/Delete' buttons for each day. On the left sidebar, there are buttons for 'Find a Lesson', 'Email Lesson Plan', 'Export a Lesson Plan', and 'Print Lesson', along with a 'Show Monthly View' button.

If the wrong lessons are listed, you can go into **Set Up Lesson Plan** and re-enter the correct lessons. Click **Details** above a lesson you'd like to look at. The screen opens to show you all parts of the EDM3 lesson. You have access to all the Core Lesson Resources and can print anything with a printer icon. You have access to Additional Lesson Resources, Unit Resources, Grade Level Resources, Home Connection, and Technology Resources. This is an AMAZING resource if you don't like lugging your teacher manuals around.

Unit 4 Lesson 2
Review of Basics Decimal Concepts

Objective

- To review basic concepts and notation for decimals through hundredths.

Standards

[SHOW STANDARDS](#)

Key Activities

Students review basic concepts and notation for decimals for tenths and hundredths.

Key Concepts and Skills

- Read and write decimals through hundredths. [Number and Numeration Goal 1]
- Model decimals through hundredths with base-10 blocks. [Number and Numeration Goal 1]
- Name the fractional part of the ONE represented by a base-10 block. [Number and Numeration Goal 2]
- Rename fractions with 10 and 100 in the denominator as decimals. [Number and Numeration Goal 5]

Key Vocabulary

- ONE
- whole
- unit
- tenth
- hundredth



Home Connection

- Students collect examples of decimals.

Everyday Mathematics Games

- Baseball Multiplication
- Base-10 Exchange

Core Lesson Resources

- Teachers Lesson Guide Vol 1
- Teachers Lesson Guide Vol 1
- Math Masters
- Math Message
- Student Math Journal Vol 1
- Student Reference Book

Additional Lesson Resources

- Multilingual Handbook
- Skills Link
- Teachers Reference Manual

Unit Resources

- Teachers Lesson Guide Vol 1
- Algorithms Handbook Addition And Subtraction Practice Sets With Answers
- Assessment Handbook Masters
- Assessment Handbook Overview
- Differentiation Handbook
- Family Letter

Grade Level Resources

- Teachers Lesson Guide Key Vocabulary
- Assessment Handbook Goals
- Everyday Mathematics And The NCTM Curriculum Focal Points
- Multilingual Handbook Vocabulary

Home Connection

- Study Link

Technology Resources



Base-10 Exchange



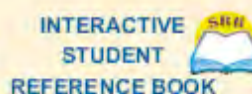
Baseball Multiplication with 2 Dice



Baseball Multiplication with 3 Dice



Baseball Multiplication with 4 Dice



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