

## CGI Math: Cognitively Guided Instruction (NYC ASPDP Version)

### Credits through After School Professional Development Program (ASPDP)

Register with ASPDP to earn P-credits and CTLE hours.

### Total course hours

3 P-credits = 36 coursework hours.

### Spring 2019 semester dates

Start coursework on February 4, 2019 and finish by June 7, 2019.

Register with ASPDP by April 29, 2019.

### Start your online coursework

Go to [quikitech.com/nyc](http://quikitech.com/nyc) and log in to access your course portal.

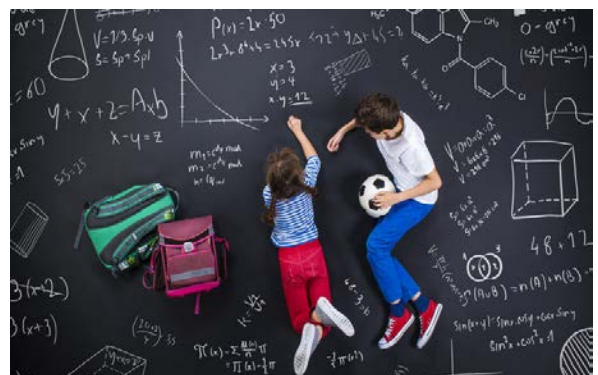
### Aligned with Danielson's Framework, including the following components:

- 1e: Designing Coherent Instruction
- 3e: Demonstrating Flexibility & Responsiveness

### Aligned with Next Generation Standards, including:

- Mathematics Learning Standards (2017), Standards for Mathematical Practice #1: Make sense of problems and persevere in solving them.
- Mathematics Learning Standards (2017), Standards for Mathematical Practice #3: Construct viable arguments and critique the reasoning of others.
- Speaking & Listening Anchor Standard #4: Present information, findings, and supporting evidence so that listeners can follow the line of reasoning.

**Course Description:** This introductory course on CGI (Cognitively Guided Instruction) defines this research-based approach in teaching mathematics, aligned to Next Generation Math Learning Standards, while also applying these principles to other content areas and all grade levels. Enhance your ability as an instructor to implement any mathematical curriculum and learn how to master the art of teaching mathematics. Skills focused on include listening to students, understanding their thought processes, providing support, and planning for engaging and effective math activities in the classroom.



Course objectives include: 1) Participants will learn how to enhance their instruction in math by learning from their students and fellow teachers. 2) Participants will practice planning and bringing CGI math into their classrooms to make mathematical learning more engaging and more effective. 3) Participants will learn ways to assess their students by aligning CGI concepts with Next Generation Standards and Common Core Standards.

**Course Outline:** This course consists of 7 sessions.

**Session 1:** Overview and Definition of CGI Math

**Session 2:** CGI Strategies and Examples

**Session 3:** Why use CGI?

**Session 4:** Practical Points and Principles of CGI

**Session 5:** Implementing CGI Activities

**Session 6:** CGI and CCSS

**Session 7:** Final Project (cumulative digital presentation of learning)