**CGI Math: Cognitively Guided Instruction**

**After School Professional Development Program (ASPDP) registration required**
New York City district participants seeking P/A+ credits towards a Master’s +30 or any other salary differential must complete additional registration with ASPDP. When available, register for the course on the ASPDP website during the semester you are completing coursework. The ASPDP course catalog is found here: <https://pci.nycenet.edu/aspdp/Course/Search>.

**Credits earned upon completion of semester coursework**
Earn 3 P/A+ Credits and 45 CTLE hours upon successful completion of semester coursework. Time spent engaged in the course is reviewed by our instructors and staff members.

**To start your online coursework**

First, purchase on quikitech.com the individual course or a multi-course bundle (you will be able to select the course as part of your course bundle when the semester begins). Second, log in to your Quikitech account to access your course link.

**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)

**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.

Any questions? Please ask our Support Team at support@quikitech.com.