Activity 3: Representing Guiding Principles





**intent:**

Familiarize participants with the Guiding Principles of the Mathematics domain.

**OUTCOMES:**

* Participants will read the Guiding Principles.
* MCBS00539A0000[1]Participants will reflect on how the Guiding Principles are represented in their classrooms.

Dancing Clock

**Materials Required:**

* Handout 6: Guiding Principles
* Table-group buckets of numbers

**Time:** 10 minutes

 **Process:**

1. Invite participants to locate and read Handout 6.
2. After participants read the principles, invite each participant to pull a number from the number bucket at the center of the table.
3. Guide participants to stand up and find someone with the same number from another table and share an example of an experience from their classroom that represents one of the Guiding Principles.
4. Allow 2–4 minutes for participants to share with one another.
5. Invite participants back to their table groups and ask if anyone has something they would like to share before moving on.
6. Wrap up by reminding participants that these Guiding Principles set the tone for all of the Mathematics domain and should be infused into all classroom activities.