**English Language Learners Module Field Experience Template**

**Field Experience Description:**

The field experience will take place in a math classroom. The student “Y” is 13 years old in the 7th grade. “Y” is served in the ELL and Special Education program. “Y” is a Level 3-Developing in the English Proficiency program. “Y” is a student that is willing to learn despite their disability. She likes math and wants to learn and gets frustrated if she doesn’t understand. She is willing to ask questions and participate during discussions. For this field experience, I met with “Y” during connections for one and a half hours for four days. During this time, “Y” worked through several technological tools from the teacher’s iPad. The apps focused on math concepts that were previously introduced in the classroom.

**Objectives and Assessments:**

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| **Objective**Example | **Assessment** | **Was the objective met? Evidence of student learning.** |
| *The student will perform all the operations for rational number* | *While the student is working on the app, I will ask the student to give me the rules for adding, subtracting, multiplying, and dividing rational numbers.* | *No. “Y” was not able to tell me all the rules for each operation. She was able to tell me the rules for adding, multiplying, and dividing. She needs to continue to work on subtracting rational numbers.* |
| *The student will solve one-step equations.* | *While the student is working with the equation app, I will ask the student to give me the four inverse operations for solving equations.* | *Yes. “Y” was able to tell me the four inverse operations for solving equations.* |

**Resources:**

[King of Math](https://itunes.apple.com/ca/app/king-of-maths/id473904402?mt=8) is a math app that focuses on adding, subtracting, multiplying, and dividing rational numbers. The player is able to increase in the levels of the game. The increase in levels depends on how the player did on the previous level. If the player gets an incorrect answer, the correct answer is given before the next question is asked.

[MyScript Calculator](https://itunes.apple.com/us/app/myscript-calculator/id578979413) is a calculator app that allows students to write out any equation and the calculator will solve the equation. To use this app, the student was first given an equation and was asked to solve it. Once the student solved the equation, the equation was written into the calculator and the student was able to see if their answer was correct. If the problem was not correct, the student had to explain why the answer should have been changed.