

DON'T TAKE AWAY MY
CHALKBOARD:
THE ART OF USING BOARD SPACE
TO DEVELOP MATHEMATICAL
COMMUNICATION

APRIL 5, 2019



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COMMUNITY



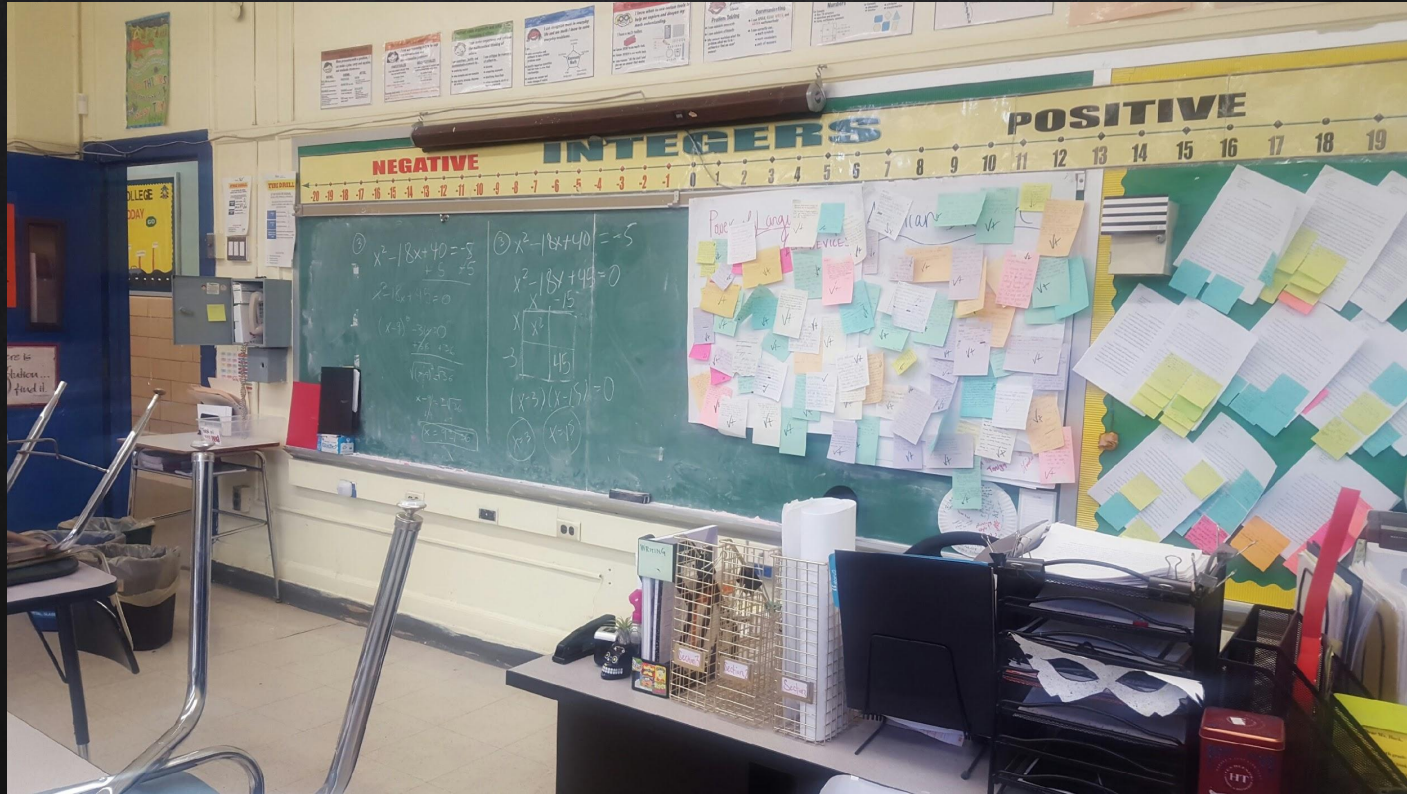
WHY "DON'T TAKE
AWAY MY
CHALKBOARD"?



BECAUSE OF THIS

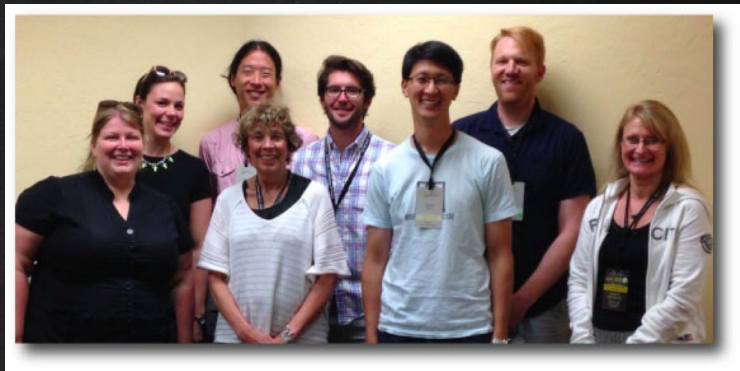


SO I ALWAYS FIGHT TO HAVE THIS



JAPANESE LESSON STUDY

- Attended Park City Math Institute 2015
- Participated in Japanese Lesson Study
- Introduced to “Bansho”



WHAT IS BANSHO?



PHILOSOPHY OF BANSHO

TABLE 1

The Japanese organizational strategy of bansho divides board space into sections; this table outlines the purpose of each section in relation to the lesson cycle.

Purpose of the board space using bansho

Activate prior knowledge	Explore a problem	Discuss and extend
<ul style="list-style-type: none">• Post prompting image• Post keywords, math vocabulary, and current understandings of students'• Post problem situation	<ul style="list-style-type: none">• Systematically display various student-generated solutions from concrete to semiconcrete to abstract ideas	<ul style="list-style-type: none">• Apply new knowledge• Display important summarizing ideas• Conclude lesson and connect to future lessons

PHASE 1: ACTIVATE PRIOR KNOWLEDGE

Traditional Bansho

Activate prior knowledge

- Post prompting image
- Post keywords, math vocabulary, and current understandings of students'
- Post problem situation

Bansho Transformed

- Have students do a helper problem
- Old material might seem out of place, but it will become helpful

WHY KEEP YOUR
OPENER ON THE
BOARD?



OPENER



$$-2x^2 + x + 3 = 0$$

$$(-2x + 3)(x + 1) = 0$$

$$-2x + 3 = 0$$

$$-2x = -3$$

$$x = \frac{3}{2}$$

$$x + 1 = 0$$

$$x = -1$$

LESSON



$$2\cos^2(x) + \sin(x) + 1 = 0$$

$$2 - 2\sin^2(x) + \sin(x) + 1 = 0$$

$$-2\sin^2(x) + \sin(x) + 3 = 0$$

$$\cos^2(x) + \sin^2(x) = 1$$

$$2\cos^2(x) + 2\sin^2(x) = 2$$

$$2\cos^2(x) = 2 - 2\sin^2(x)$$

$$-2x^2 + x + 3 = 0$$

$$(-2x + 3)(x + 1) = 0$$

$$-2x + 3 = 0$$

$$x + 1 = 0$$

$$-2x = -3$$

$$x = -1$$

$$x = \frac{3}{2}$$

$$2\cos^2(x) + \sin(x) + 1 = 0$$

$$2 - 2\sin^2(x) + \sin(x) + 1 = 0$$

$$-2\sin^2(x) + \sin(x) + 3 = 0$$

PHASE 2: EXPLORE A PROBLEM

Traditional Bansho

Explore a problem

- Systematically display various student-generated solutions from concrete to semiconcrete to abstract ideas

Bansho Transformed

- Put up 2-4 solutions
- Thumbs up/
Thumbs down with a twist

$$x^2 - 22x - 8 = -5$$

$$\quad \quad +8 \quad +8$$

$$x^2 - 22x = 3$$

$$x^2 - 22x - 8 = -5$$

$$\quad \quad +5 \quad +5$$

$$x^2 - 22x - 3 = 0$$

PHASE 3: DISCUSS AND EXTEND

Traditional Bansho

Discuss and extend

- Apply new knowledge
- Display important summarizing ideas
- Conclude lesson and connect to future lessons

Bansho Transformed

- Do the same idea in this phase
- Avoid steps. Instead, create a list of ideas to think about for a skill

LET'S DO SOME MODELING

- For a moment, take your teacher hat off and put on your student hat.
- There will be time for teacher questions at the end

FOCUS: HOW DO I SOLVE
EQUATIONS?

Brainstarter:

What is 0?

SOLVE

$$V + 5 + 6v = v - 6 + 8v + 11$$

ANY QUESTIONS?

LET'S DO SOME PLANNING!!

- $-5 - 6(1 + 5k) = -6k + 37$
- Think about the 3 phases
- What goes on the board for each phase?
- How much board space do you have? What has to be up together? When can items be erased?



5 mins 'til
we share

ANY QUESTIONS?

STAY IN TOUCH!

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