Math and Coding
Gr K to 10
by Neufeld Learning Systems Inc
FOR HOME AND SCHOOL

WORKSHOP: FIRST STEPS IN CODING
through mathematical, game-based learning

In this FREE workshop, both in-person and virtual, participants will embark on a coding adventure, regardless of experience and/or ability level. Discover a unique 3-stage process (watch the short video below for a peek) that makes coding accessible and engaging from concrete to abstract.

In the Concrete Stage, participants will be shown to make predictions, code the KaiBot, and learn from their mistakes. **In the Transition Stage**, we bridge the gap between the physical and the virtual coding as the KaiBot transitions to it's relative on the computer. **In the Abstract Stage**, a virtual KaiBot on the computer screen becomes **accessible to all**. Participants code the KaiBot to solve mazes, explore K to 5+ math and delve deeper into coding.

Attendees receive lessons **aligned with K to 5 curricula**, making this workshop suitable for parents, students, and teachers from K to 5 and beyond.
A follow-up email containing next steps and resources is sent to participants after the workshop.
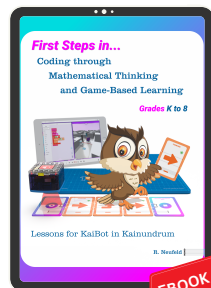
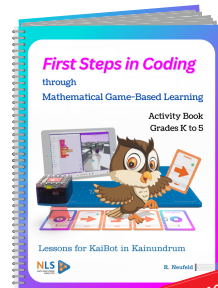Workshops present a **3-Stage Process** .. (click on the video)

- Stage One … Concrete Stage - The Feel for Coding
- Stage Two … Transition from Concrete to Abstract
- Stage Three … Abstract Stage - Block Coding to Python

- Correlated with CSTA / TEKS / Ontario Coding Curricula

Startup Package
- Includes everything to get started
- **KaiBot, Coding cards, KaiTiles**
- **Grade-based** lessons and activities

Teacher Resource   EBOOK
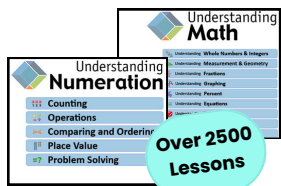
Student Activity   PAPERBACK

SHOP

Understanding Math

The beloved UMathX (v.10) software is no longer available and is being upgraded to UMathXI (v.11).

As we await the release of UMathXI, a digital download of UMathIX (v.9) is now available in our shop.

Understanding Math
Video on version X

Version XI coming soon

Understanding Math
Understanding Numeration
- Counting
- Operations
- Comparing and Ordering
- Place Value
- Problem Solving

Over 2500 Lessons

WORKSHOP :
Productive Struggling within a Dynamic Math Learning Environment
DESCRIPTION: For grades 3 to 8
This interactive workshop uses hands-on activities to "TEACH" but not "TELL". It features examples from UMathIX (version 9) and the upcoming UMathXI (version 11) guiding participants from productive struggle to "EUREKA" (I found it!) moments. Concepts cover understanding of partial products, patterning, and fractions, supported by impactful classroom videos like "Math or Magic" and "Learning Pit". Attendees gain immediate success with accessible resources.

PRESENTED BY

Virtual Session: First Steps in Coding
Join Rudy for a demo, training online or book a personal session.

Email Rudy at
rudyneufeld@umathx.com

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