

GUIDE TO EYE LEVEL MATH



MIATH

OVERVIEW

Why is mastery important in math?

In Arithmetic operation, concepts are linked and extended from one another (Systemicity), therefore, step by step mastery is a must.

Grade 1-3

- add
- subtract

- addition
- subtraction

$$\boxed{7 + 5} = 12$$

$$\begin{array}{r} 87 \\ + 15 \\ \hline 102 \end{array}$$

- multiplication

$$\begin{array}{r} 36 \\ \times 9 \\ \hline 54 \\ 27 \\ \hline 324 \end{array}$$

Grade 3-6

- division
- fraction

$$36 \overline{) 355} \begin{array}{r} 9 \\ 324 \\ \hline 31 \end{array}$$

- multiplication
of fraction

$$\begin{aligned} 3\frac{5}{9} \times 6\frac{3}{16} \\ = \frac{3^2}{9} \times \frac{9^1}{16} \\ = 22 \end{aligned}$$

- equation

$$\begin{aligned} x \times 3\frac{5}{9} &= 8 \\ x &= 8 \div 3\frac{5}{9} \\ x &= 8 \div \frac{32}{9} \\ x &= 8^1 \times \frac{9}{32} \\ x &= 2\frac{1}{4} \end{aligned}$$

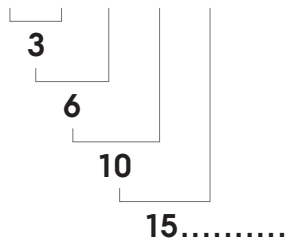
$$\begin{aligned} 3\frac{5}{9} &= \frac{32}{9} \\ 3 \times 9 & \\ = 2\boxed{7 + 5} & \\ = 32 & \end{aligned}$$

Mixed number
> Improper fraction

OVERVIEW

Why is mathematical thinking important in math?

$$1+2+3+4+5+6+\dots+98+99+100=$$



What is mathematical thinking?

Mathematical thinking is the ability to analyze, understand and solve problems logically. It is necessary skill to make strategy (formula) for solving mathematical problems.

$$1+2+3+4+\dots+97+98+99+100=$$



Eye Level Math is learning material that develops mathematical thinking.

CHARACTERISTICS

EYE LEVEL MATH

Why Eye Level Math?

The four characteristics of Eye Level Math can help you experience the learning effects of mathematics.

- 1. Develops mathematical problem-solving skills through BTM & CTM**
- 2. Builds a solid foundation in 5 fundamental areas of math**
- 3. Masters each math concept through small step approach**
- 4. Helps students learn effectively with various tools and well-designed booklets**



**BASIC
THINKING**



**CRITICAL
THINKING**

PROGRAM

EYE LEVEL MATH

What is Eye Level Math program?

Eye Level Math enables students to cultivate problem-solving capabilities by improving mathematical ability.

BASIC THINKING MATH

CRITICAL THINKING MATH

Learning Goal

Mastery of Arithmetic Skill

Advance Application and Problem Solving

Level

32 Levels

32 Levels

Learning Contents

- Numbers
- Arithmetic
- Equations
- Measurement
- Variables and Equations
- Relationships and Functions
- Probability and Statistics
- Geometry

- Patterns and Relationships
- Measurement
- Geometry
- Reasoning
- Problem Solving
- Spatial Sense

Learning Method

Online & Offline

Offline

BTM OVERVIEW

Learning Approach

EYE LEVEL MATH

Students can master every booklet with systematically composed four-step.

Understanding the Concept

Step 1

Practice

Step 2

Problem-solving (Word Problems)

Step 3

Evaluation

Step 4

BTM ONLINE OVERVIEW

EYE LEVEL MATH

Students can study effectively with systematically composed online contents.

Study

- Main Part
- Automatic Scoring

MATH Level 4 Booklet 2 Part 2 Practicing Adding 1, 2, and 3 (17-7)

Count on to find the sum.

11 + 1 = 11

Submit

Study Time round 00:06:01

Correct / Total 2/3

MATH Level 4 Booklet 2 Part 2 Practicing Adding 1, 2, and 3 (17-7)

Add and then fill in the blank.

4 + 1 = 5

4 + 2 = 6

4 + 3 = 7

6 + 1 = 7

6 + 2 = 8

6 + 3 = 9

8 + 1 = 9

Submit

Study Time round 00:02:50

Correct / Total 8/8

Result Management

- Report per Each Part
- My Correction Note

MATH Level 4 Booklet 2 Part 2 Practicing Adding 1, 2, and 3 (17-7)

1st Round	2nd Round	3rd Round	4th Round
Main Section (Part2)			
My success rate 97%		Correct / Total questions 33 / 34	
Assessment (Part2)		Correct / Total questions 9 / 9	

My total study time 11/04/2014 00:10:42

My points P +20 Total points 70

Diligence P 5 Speed P 5 Accuracy P 10

Solve problems again Go to my correction note Go to my Booklet report

MATH My correction note Booklet 02 Part 1 Part 2 Booklet Total

Enter the correct number in the blank and find the sum. Follow arrow direction. (Type over the grey number.)

65 + 4 = 69

Submit

Correct / Total -/9

Motivation

- Arithmetic Game
- Point and Ranking

Math Game Level 03

Correct Total

PLAY TIME

1 + 3 = 0

Hello! Gigi Song 359 Pt

Weekly Point Ranking 11042014 ~ 1102014

Global 45 Local USA 19 Center 15

Weekly Point Best 04/2014 ~ 11/30/2014

Global	Local USA	Center
45	19	15

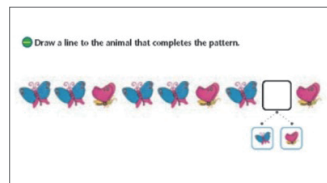
Weekly Record

Global	Local USA	Center
45	19	15

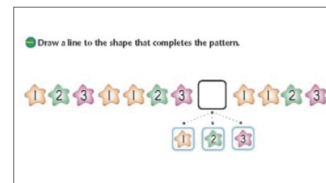
Name	Country	Weekly Point
Jackson Song	United States	1536
Lizper Song	United States	402

Students can cultivate critical thinking & problem-solving ability through 5 parts of CTM.

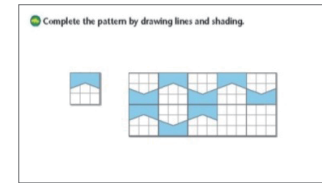
Patterns & Relationships



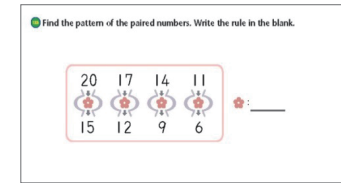
Repeating Pattern



Increasing Pattern



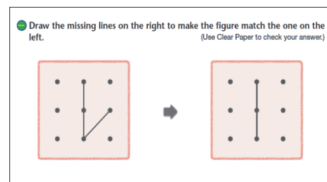
Line, Shape, Domino



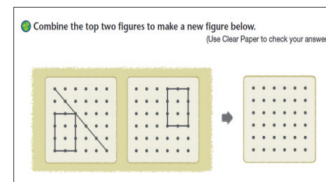
Number Pattern

Learns the basis for function with systematic and diverse patterns.

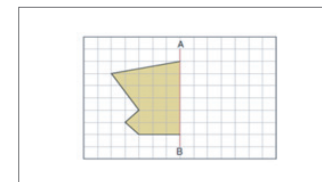
Geometry



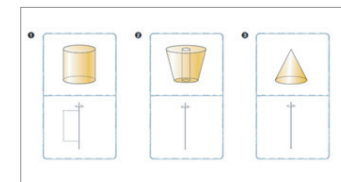
Drawing Figures



Combining Shapes



Symmetry



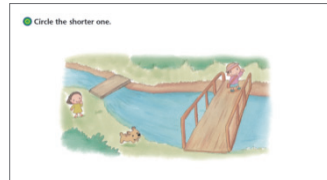
Rotation of Figures

Develops spatial sense and intuitional thinking(plane surface->solid) by manipulating, observing and practicing with teaching tools.

CTM OVERVIEW

EYE LEVEL MATH

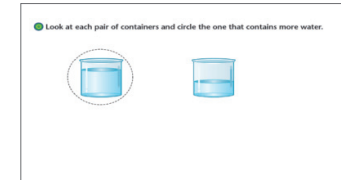
Measurement



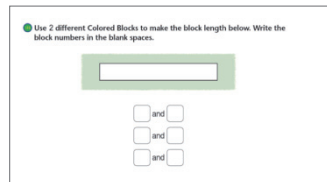
Comparison (Length)



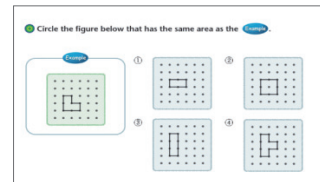
Comparison (Areas)



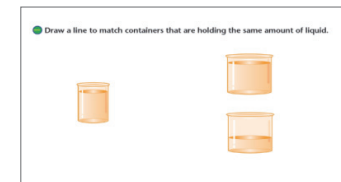
Comparison (Volumes)



Conserving Lengths



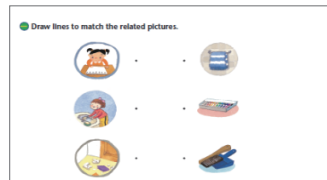
Conserving Areas



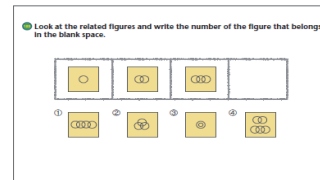
Conserving Volumes

Understands the concept of comparison, conserving and measuring quantities through intuitional comparison of diverse quantities.

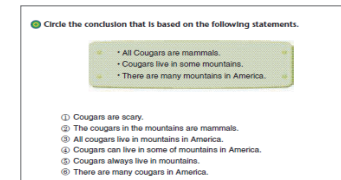
Reasoning



Classifying



Analogy

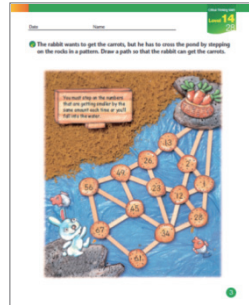


Analysis and Process

Improves analytical and comprehension skills with grouping and analogy which lead to mathematical thinking.

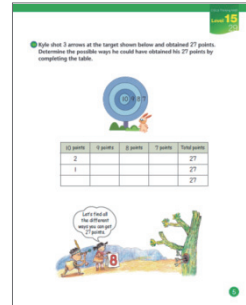
Problem Solving

1



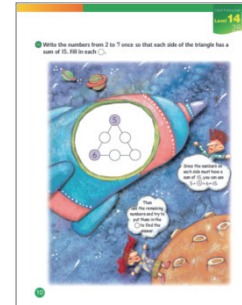
Pattern Recognition

2



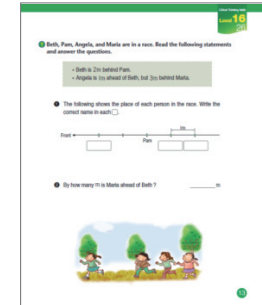
Data Analysis

3



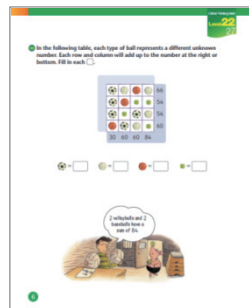
Alternative Methods

4



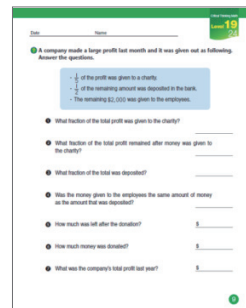
Drawing Diagrams

5



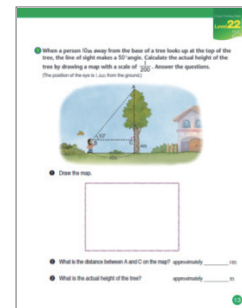
Deduction

6



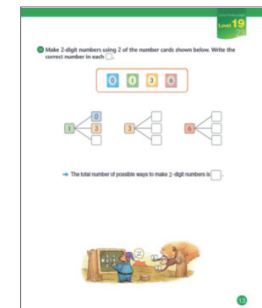
Reverse Calculation

7



Trial and Error

8



Tree Diagram

8 STRATEGIES FOR PROBLEM SOLVING

Develops students' capabilities to solve any type of problems using eight types of problem-solving strategies.

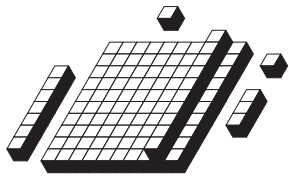
CTM OVERVIEW

EYE LEVEL MATH

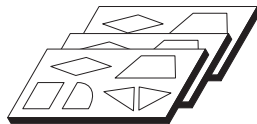
Teaching Tools

Students experience practical applications in mathematics by solving applied mathematical problems using the Eye Level Teaching Tools.

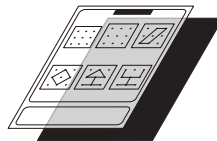
Use for Level: 1~23



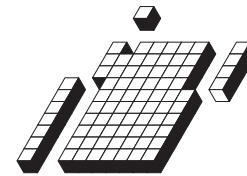
Numerical Figures



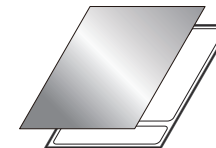
Blocks and Shapes



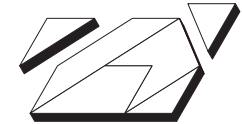
Clear Paper



Colored Blocks

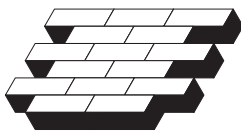


Mirrors

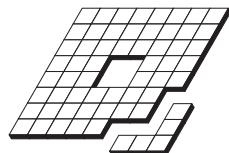


Wooden Blocks

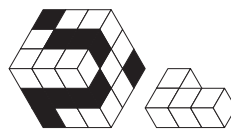
Use for Level: 24~32



Thinking Bricks



Thinking Pentos

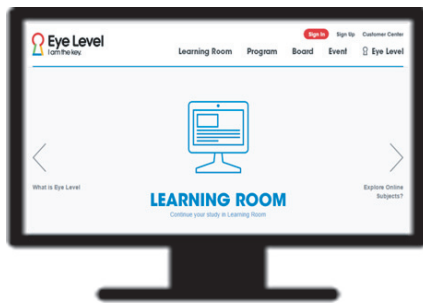


Thinking Cubes

STEP 1

Go to
“Study.myeyelevel.com”

Both student and parent must sign up first!
Parents must sign in as parent to view the student’s learning status.



STEP 2

Online Practice

Online exercises are graded immediately. Students can work on multiple times what they have missed.



STEP 3

Checking Learning Result

After checking the result at Report, students can solve the problems they got wrong at My correction note.

