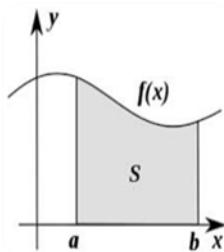
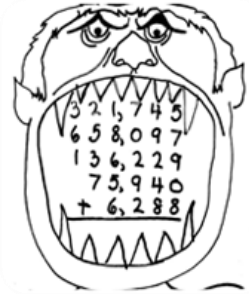


# MOVE IT, Math!

In 2002, only 23 percent of the school's fourth grade class at Herndon Elementary in Washington Park (Atlanta area) met or exceeded the state standards in math.

The figure jumped to 80 percent in 2003 after implementing MOVE IT, Math for one year!



Arithmetic is the basis for algebra, and algebra is the language of calculus - the gateway to higher mathematics and science.

Paul Shoecraft, Creator of MOVE IT, Math!

As many of you know, I implemented MOVE IT, Math! in my classrooms when teaching first, fourth and fifth grade - with enormous success. Please take a moment to read about that [here](#).

**Why we must implement MOVE IT, Math!** - Consider how many of our textbook publishers have been marketing math textbooks, workbooks, software - and consider their prices - then look at the actual results. Have grades, test scores or student motivation and love of math increased? Not really!

Math test scores for American students have been *sliding*, not improving.<sup>i</sup> How many decades of doing the same, wrong thing over and over, or harder and harder, does it take to decide to try something that works!

The current underperforming elementary school math curriculum must be reworked to ensure that all children learn arithmetic, which they must if they are to be competitive in the worldwide competition for jobs that are becoming increasingly technical ([Klein 2005](#)).

The MIM (MOVE IT, Math!) curriculum is organized into 3 areas: Basics, Concepts and Applications. All three are practiced every day.

All math topics within the CCSS are learned - painlessly! The learning experiences are aligned to Gardner's theory of Multiple Intelligences, Bloom's Taxonomy, and theories of Gagne, Piaget, Bruner and Dewey.

The MIM curriculum and instruction is personalized; assessment is ongoing and is used for feedback and adjustment.

**The Evidence** - Now consider [MOVE IT, Math!](#) Einstein once defined *genius* as “the ability to reduce the complicated to the simple.” This is exactly what Paul Shoecraft has so elegantly achieved!

[Read the research](#) - as it was tested in thousands of classrooms. The results? There were astounding increases in standardized test scores, but more importantly, the kids actually *loved* math and *understood* the concepts!

**CCSS and MOVE It, Math!** “Math can help build a better treehouse!” says Paul Shoecraft. MOVE IT, Math supports students in achieving success on all the CCSS for grades K-6. Not only will students learn the math facts, formulas and concepts they apply them in a variety of projects and scenarios. Thus, critical thinking, problem solving, creativity, communication and other 21<sup>st</sup> century skills are developed daily!

### **Project-Based Learning, aka PBL –**

In addition to many resources, math games and activities, you will learn how to apply all these skills and concepts in project-based, real world, relevant and engaging

curriculum. For example, students may apply their new concepts and skills with a project such as:

- Planting a garden
- Building a treehouse
- Playing on a swing
- Balancing on a teeter-totter
- Building a firing a rocket
- And many, many more!

**The Investment**– First of all, this program is not an expense; it is an investment in our schools, the students and their community. It is an investment in the economic success of the country. One study has shown that if we do not do something now, that is effective, it will cost the United States \$78 trillion (not billion) in the next 80 years!

**STEAM** (Science, Technology, Engineering, ART and Mathematics) – MOVE IT, Math is the first step, the foundation, of the building of a nation of innovators, entrepreneurs, inventors, scientists and mathematicians. It provides our population with the tools to address the challenges of the present and the future.

This program costs practically nothing to implement. The creator, Dr. Paul Shoecraft, has made all the materials available to schools at no charge! Your only cost would be the purchase of a few manipulatives, and even those can be made for pennies if you do not wish to spend money on the "store bought" items. We even provide the templates.

Of course, you will need to invest in the professional development so that teachers will know how to implement the program. Once you have a core MIM Team they can then provide professional development to others in your district.

MOVE IT, Math! is effective . . . it is fun . . . it is inexpensive!

Do your students *LOVE* math? Are your students earning excellent grades in math? Are the math test scores for your district/campus/classroom exceptionally high? Would you like to have a math program that is more successful, and less expensive, than any math program anywhere?

The answers to those questions can and should be a resounding, "Yes!" Let us show you how your students can and will love math (not hate and fear it)! Let us show you how to help your students truly understand math concepts and make high grades in math! Let us show you how your standardized test scores in math can skyrocket while your students are having fun with math - high level, rigorous math! And let us show you how you can implement MOVE IT, Math! with practically no expenditure!

Spend two days with Dr. Paul Shoecraft, creator of MOVE IT, Math! and you will run, not walk, back to your school to set up your MOVE IT, Math! Lab! Create a center in your classroom or create a lab for the entire campus.

Registration is \$599 and includes the workshop, digital materials, continental breakfast, mid-morning coffee break and mid-afternoon snack breaks! [Registration and Payment](#)

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<sup>i</sup> See [American Schools vs the World – Expensive, Unequal, Bad at Math](#); [U.S. Students' Low Math Test Proficiency Could Have Consequences for GDP](#); [MOVE IT, Math Official Site](#)