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# Interactive Learning Overview

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Grades K–8

California Reveal  
**MATH**<sup>®</sup>

# Reveal the Power of Interactive Learning

*California Reveal Math*<sup>®</sup> was designed to foster key problem-solving and critical-thinking skills and immerse every K–8 learner in the joy of math with countless interactive learning opportunities, including:

- Exploratory Manipulatives
- Hands-On and Digital Math Games
- Digital Tools
- Application Station Cards
- Vocabulary Cards
- Foldables

These powerful tools harness students' curiosity and creative-thinking skills to build fluency and understanding and provide engaging contexts for collaboration and discussion.



# Manipulative Kits

Encourage developmental learning by using **concrete modeling to build students' conceptual understanding**. *California Reveal Math*® Manipulative Kits are available for Kindergarten, Grades 1–2, 3–5, and 6–8. Teacher support for utilizing manipulatives is embedded throughout each lesson.



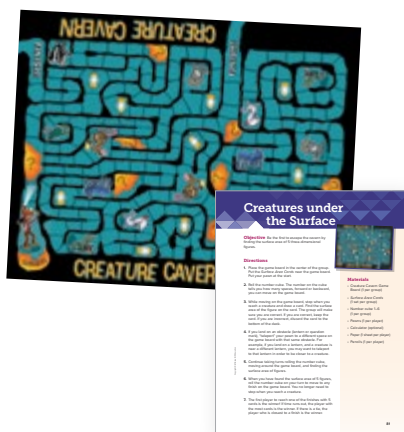
## Manipulative Kits may include\*:

- Attribute Blocks
- Base-Ten Flats, Cubes, Rods, and Units
- Centimeter Cubes
- Classroom Dial
- Patty Paper
- Connecting Cubes in Multiple Colors
- Color Tiles
- Geoboards
- Marbles
- Number Cubes in Multiple Colors
- Money (Coins and Bills)
- Pattern Blocks
- Protractor
- Tangrams
- Transparent Spinner
- Two-Color Counters

\*depending on grade span

# Math Games Kit

Foster a love of math through purposeful game play with the *California Reveal Math Games Kit*. Featuring 54 unique board- and manipulative-based games for Grades K–8, the Games Kit can be immediately incorporated into the classroom for centers or small-group activities.



- **Deepens students' conceptual understanding and fluency.**
- **Promotes coherence** of critical math skills and concepts in Grades K–8.
- **Encourages students** to identify patterns, relationships, and strategies through **mathematical discourse**.

# Interactive Learning at Every Step

*California Reveal Math™* offers students interactive, engaging opportunities to discover math in whole-group, small-group, or individual learning environments across print, digital, and hands-on formats.

**Planos para un patio**

**Backyard Blueprints**

The client's yard is a 30-foot by 20-foot rectangle. They have requested:

- 100 square feet of grass.
- a garden with a perimeter of 22 feet.
- a fenced-in pool that has an area (including the pool deck) larger than that of the garden.

Use grid paper to create your design. Meet with a classmate and ask them to "approve" your design, and check that you met all of the client's requests.

- What is the perimeter of the grassy area?
- What is the area of the garden?
- What is the area and perimeter of the combined pool and pool deck?

Using available materials, create a 3-dimensional model of your design.

Unit 11 • Perimeter

## Application Station Cards (K–5)

Provide students with opportunities to **apply unit content to real-world problems and projects**. Categories include:

- STEM-Focused Projects
- Cross-Curricular Connections
- Real-World Problem Solving

A clock that shows the hour and minutes with numbers.

9:30

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## Vocabulary Cards (K–5)

Help students **develop mathematical language and communicate mathematical ideas** effectively. Also available digitally in the Digital Teacher Center at point-of-use in each unit.

**FOLDABLES®**

25 mL

10 mL

150 mL

205 mL

How many mL of liquid was added to make 150 mL?

A beaker has 10 mL of juice. More juice was added to make 205 mL. How much juice was added?

200 mL

How many mL of juice were added to make 205 mL?

## Foldables® (K–8)

Support skills reinforcement, practice, and information gathering and help students **develop a sense of ownership** in their work with multidimensional graphic organizers created by *California Reveal Math* contributing author Dinah Zike. Available at the unit level.



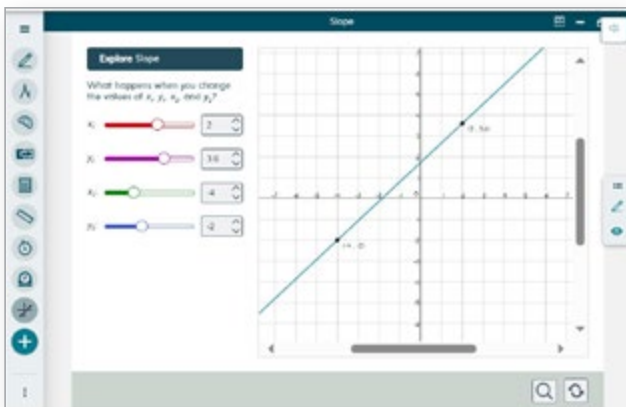
### Games Center (K–8)

Assign digital games to **differentiate learning and encourage practice of previously learned content**—developing students’ proficiency and fluency throughout the year.



### WebSketchpad Explorations (K–8)

Encourage students to **interact with concepts** through a highly visual, **open-ended environment** and exploratory modeling.



### eToolkit (K–8)

**Support modeling and problem-solving using virtual manipulatives** such as: Counters, Base-Ten Blocks, Array Builder, Fraction Models, Bucket Balance, Geometry Sketch, Money, Fact Triangles, Number Lines, Construction/Measurement, Area/Volume Models, Function Tools, Statistics/Probability Tools, and more!

### Desmos Calculators (6–8)

Equip students to **explore, model, and apply math** with easy access to best-in-class Desmos scientific and graphing calculators.

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Scan the QR code or visit  
**[mhecalifornia.com/reveal](https://mhecalifornia.com/reveal)**  
to learn more, explore resources,  
and try the digital program.