

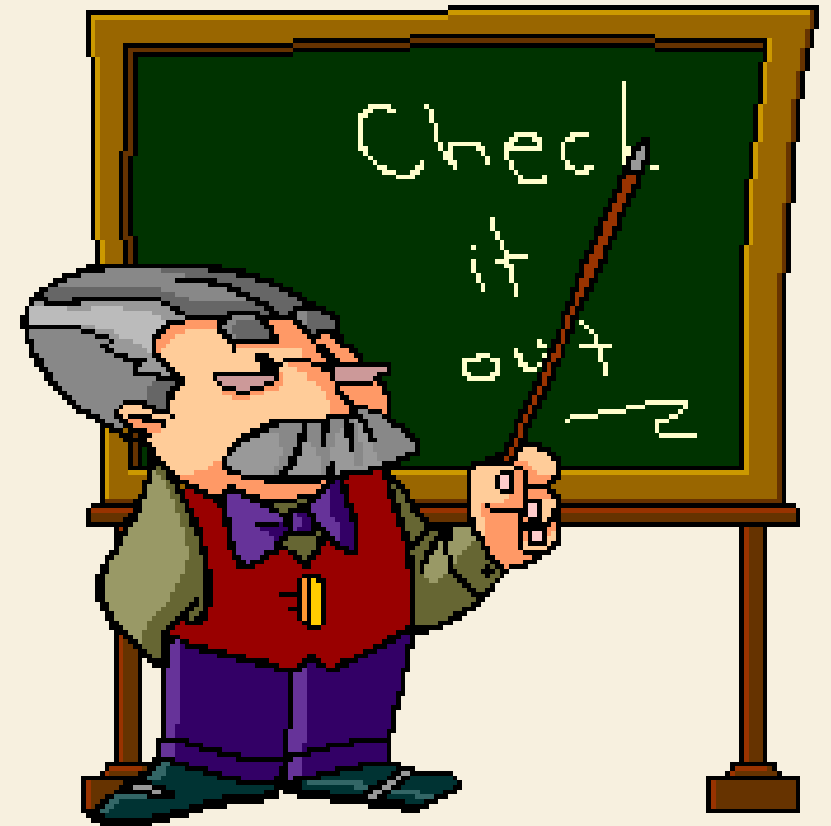


DIFFERENTIATION

IN ONE CLASSROOM

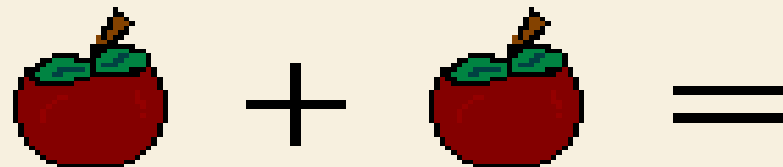
PROBLEMS IN A CLASSROOM

- Don't speak the language
 - Not so long in Belgium
 - Don't speak Dutch at home (parents)
- Different levels
 - Mathematics
 - Language
 - Knowledge
- Problems with their behavior
- Problems at home
- ...



HOW TO MANAGE IN A CLASSROOM

- Mathematics
 - Take a “beginning test”.
 - Teacher checks the test and puts the results in our digital system.
 - Based on this he knows exactly the level of the student.
 - Every student gets exercises on his level.
 - * Easy
 - * Average
 - * Difficult



AN EXAMPLE OF THE 3 CATEGORIES

- Multiplication tables



A large sheet of paper with a grid of multiplication problems in circles. Five white plastic cups are placed on the sheet, each covering a different multiplication problem. The cups are labeled with their respective products: 40, 36, 63, 56, and 21. The multiplication problems are arranged in a grid, and the cups are placed on the following problems: 40 on 8x5, 36 on 4x9, 63 on 7x9, 56 on 8x7, and 21 on 3x7. The sheet also features several smiley face stickers.

STRONG LEVEL : EXAMPLE

Battleship

Spelkaart van jezelf:

1 2 3 4 5 6 7 8 9 10

X 1 2 3 4 5 6 7 8 9 10

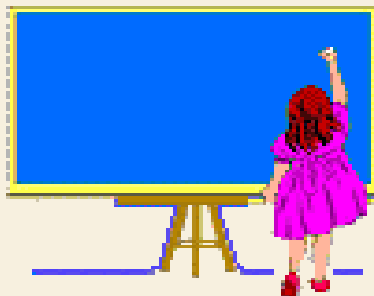
Spelkaart van je tegenstander:

1 2 3 4 5 6 7 8 9 10

X 1 2 3 4 5 6 7 8 9 10

STRONG LEVEL : EXAMPLE

Math-Finder



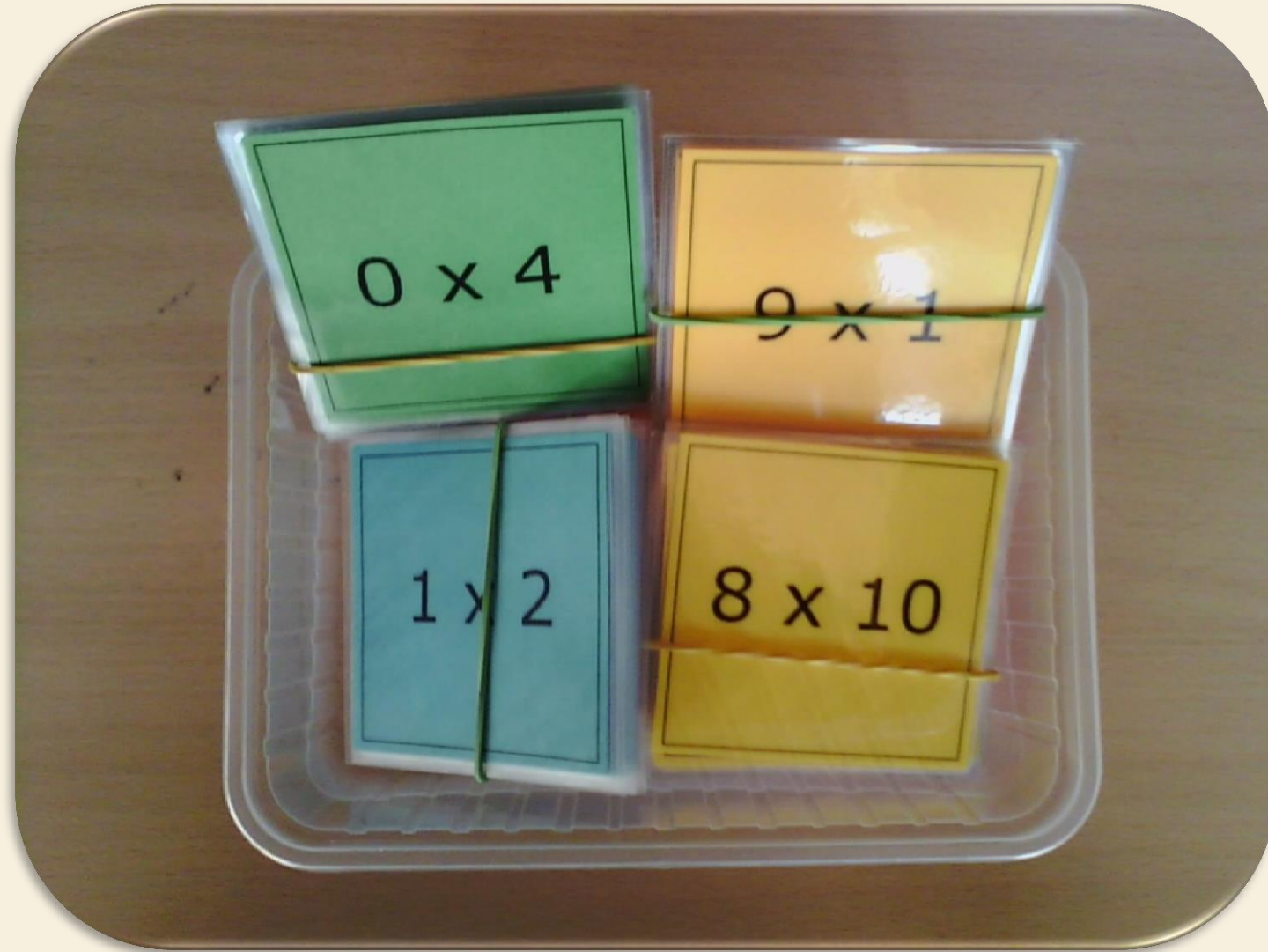
1	8 x 2 = 16	3	4	2	7	9	8	6	5	3	2	0		
7	4	7	8	9	3	8	2	6	7	1	8	7	42	3
6	32	5	6	3	5	6	3	4	4	9	6	5	4	4
7	4	0	3	40	6	1	9	24	28	3	48	5	6	4
7	9	63	2	3	7	4	2	5	4	3	6	2	7	16
5	2	6	7	8	9	8	8	64	2	5	8	0	6	5
1	8	5	6	3	18	9	3	2	6	7	5	35	42	8
4	9	5	2	5	6	6	7	6	0	9	3	6	5	4
6	72	4	12	4	7	2	14	7	6	3	4	21	4	5
6	3	4	1	3	4	3	4	6	5	7	1	5	2	20
36	6	3	8	2	2	3	4	5	5	5	2	8	4	1
9	7	6	5	30	1	5	12	1	7	9	25	3	3	9

STRONG LEVEL : EXAMPLE

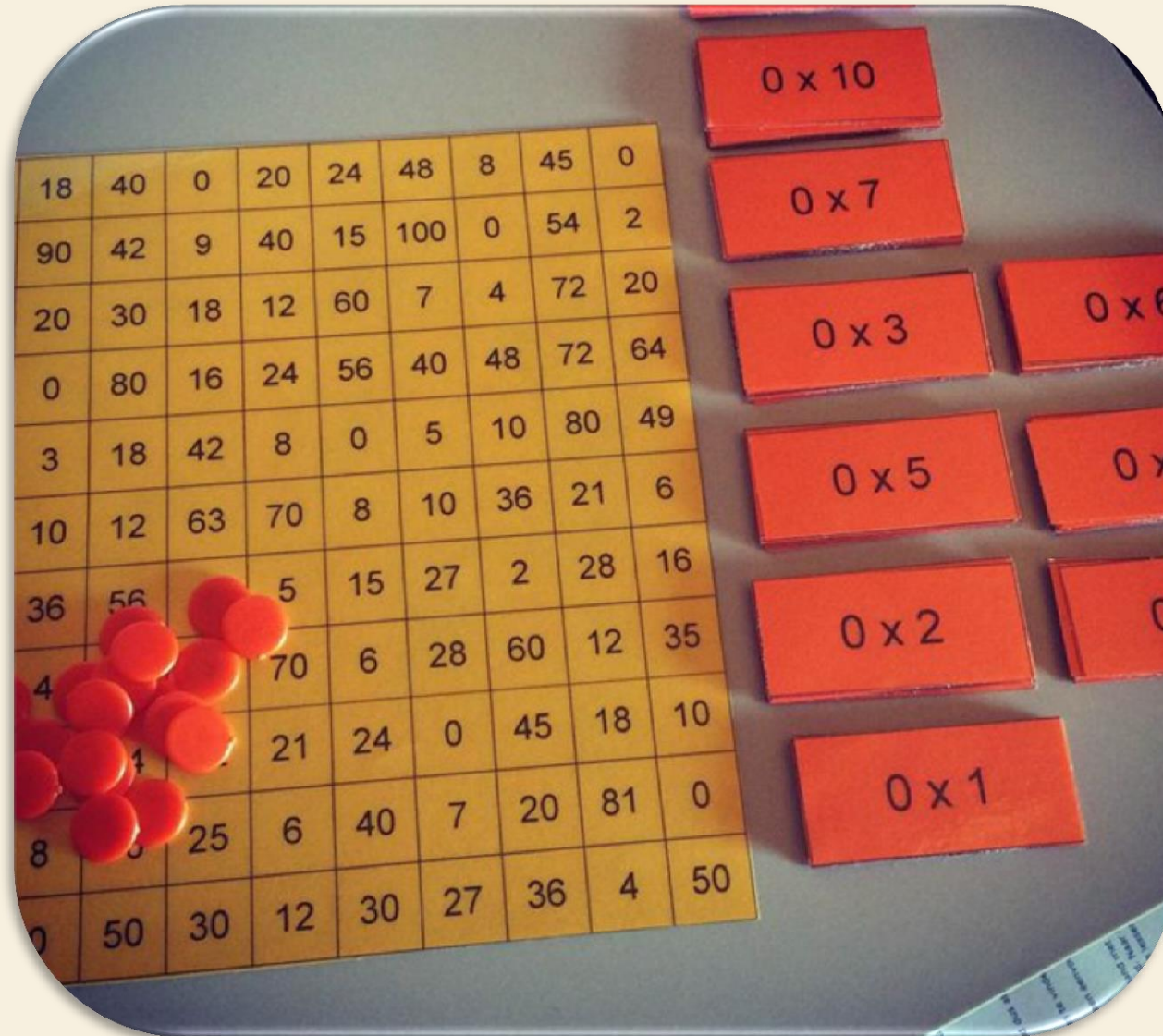
Four in a row

5x6	8x7	4x8	2x9	3x6	1x7	2x8
3x7	3x8	0x6	2x7	0x9	1x6	3x9
9x9	3x6	8x9	1x8	5x7	9x6	1x9
5x8	7x9	4x7	2x6	4x9	6x7	9x8
7x8	6x6	5x9	9x7	6x8	4x6	7x7
10x6	6x9	7x6	10x8	8x6	10x7	8x8

AVERAGE LEVEL: EXAMPLE

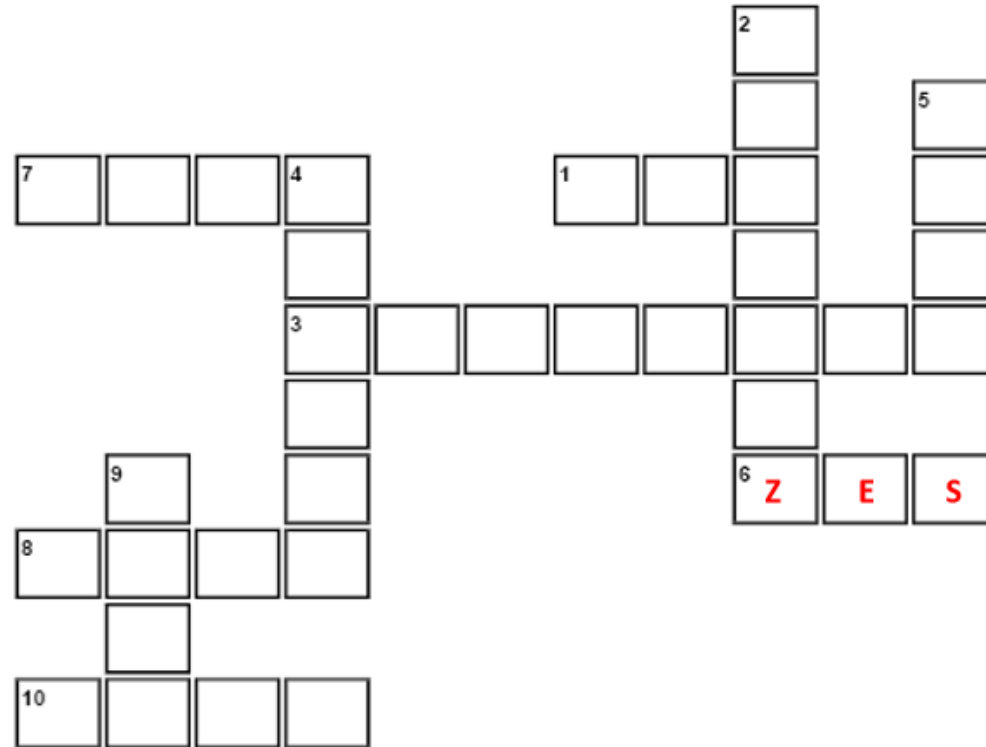


AVERAGE LEVEL: EXAMPLE



EASY LEVEL: EXAMPLE

Crossword



Horizontaal

- 1. 6x1 = **6**
- 3. 9x2
- 6. 0x2
- 7. 8x1
- 8. 5x1
- 10. 3x1

Verticaal

- 2. 8x2
- 4. 6x2
- 5. 5x2
- 9. 4x1

EASY LEVEL: EXAMPLE

Memory



3×8

24

5×6

30

3×3

9

6×7

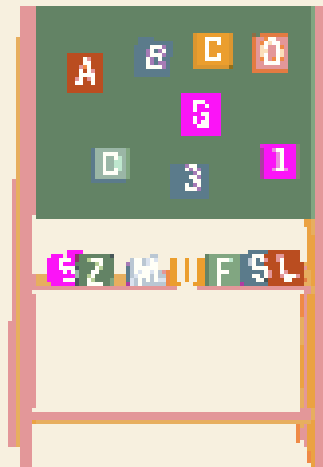
42

3×5

15

EASY LEVEL: EXAMPLE

Domino



Start	5x8
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6	10x5
---	------

8	9x9
---	-----

56	9x10
----	------

40	3x2
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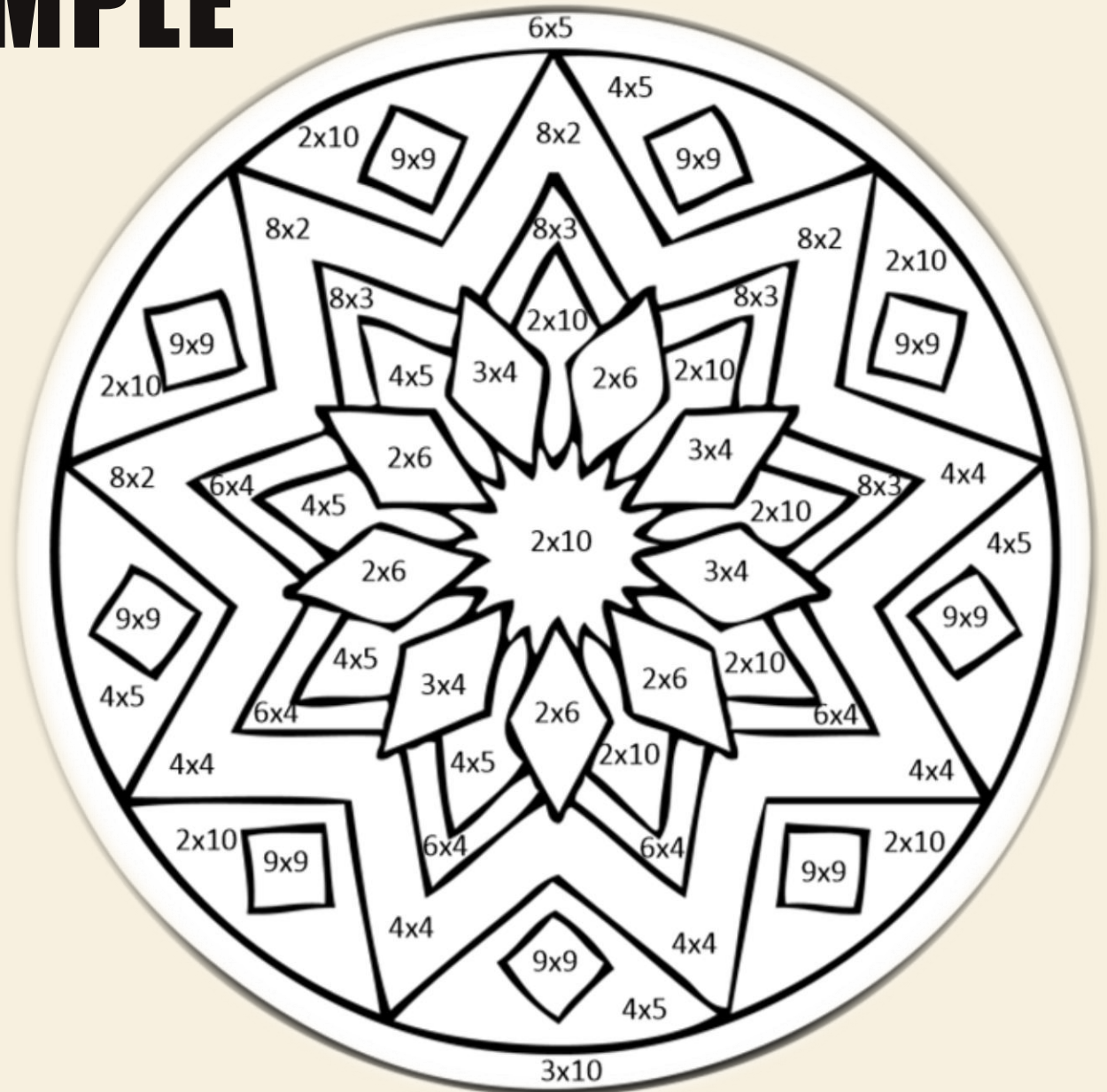
50	8x1
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81	8x7
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90	3x4
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EASY LEVEL: EXAMPLE

Drawing



HOW TO MANAGE IN A CLASSROOM

- Language
 - Take a “beginning test”.
 - Teacher checks the test en puts the results in our digital system.
 - Then he knows what the needs are.
 - * Listening
 - * Reading
 - * Speaking
 - * Writing



HOW TO MANAGE IN A CLASSROOM

- Knowledge
 - Visual materials
 - Expansion exercises/ other exercises
 - Less/more time
 - Extra teacher in the class
 - Instructions easy versus difficult

