## PRESCHOOL TEACHERS' MATH TALK: EFFECTIVE MATH DOMAINS, SYNTAX & PURPOSE

SUDHA SWAMINATHAN JEFFREY TRAWICK-SMITH JULIA DELAPP

CENTER FOR EARLY CHILDHOOD EDUCATION

EASTERN CONNECTICUT STATE UNIVERSITY

## Center for Early Childhood Education







## **CECE** Mission

- Conduct research
- Disseminate research findings
- Support teacher educators and others who prepare current and future teachers and providers
- Provide traditional and video-based professional development

#### Video Clip Library for Faculty and Trainers

The library contains a collection of video clips that were selected to provide opportunities for awareness and reflection in a class, training, or coaching session. Clips contain categories and tags that can assist in narrowing down the list based on age, setting type, developmental domain and/or content area.

#### All users of the library must agree to our Terms of Use.



# **CECE Math-Play Studies**

2010 TO 2018

## **Over-Arching Goal**

- To discern if teachers can guide mathematical thinking in children without interfering in their play.
- To determine the teacher-child interactions that support both Math and play.

## Study 1: Block Play



## Study 2: Teachers' Natural Guidance During Play

#### 1. Fit

- Good-fit
- Poor-fit

#### 2. Content

- Number
- Geometry
- Measurement

#### 3. Process

- Problemsolving
- Reasoning
- Communication

## Study 3: Impact on Math Learning



## Study 4: Impact of Math-Talk PD



## Study 5: What & How of Teachers' Math-Talk



# Study 6: Effective Domains, Syntax & Purpose

Objective 1:

Determine the most effective math domain for math-talk

Objective 2:

Determine the most effective syntax

Objective 3:

Determine the most effective purpose

# Methodology

## Participants: Preschoolers

40 children 3 to 5 years of age	50% female	
7% with identified special needs	55% of moderate to high need	
45% Euro-Amer 4% Africa 1% Asia	rican, 50% Latino n American an/Indian	

## **Other Participants**

## Teachers

## Researchers

4 classrooms with each a head teacher, assistant teachers and an associate teacher

Two early childhood education researchers

Educational background included master's and bachelor's degrees and several years of teaching experience.

4 undergraduate research assistants

## Procedures



## Math Talk Coding Instrument

Math Talk Coding Instrument (sample)

File Name: Spencer16/Round 1/Teal Room/T1/T1a Classroom: Teal

	Transci	riber: Ste	efanie	Coder: Sa	rah		Date:		
+									
	Time	Num	Geo.	Meas	Patterns	Syntax	Purpose	Effect	Transcript:
	07;14	Domain	Domain	Domain	P-ident	S-declar	T-inform	on	
	;54;0	N-sym	G-spatial	M-meas	P-create	S-	T-	Play	"My friends,
	3	N-cpres	G-	ob	P-contin	closedq	Guiding		all three of us
		N-abs	shapeid	M-		ues	T-	Unob	can use it,
		N-card	G-	compare		S-	Instruct	Intrus	right?"
		N-ord	composit	M-order		openque	T-		
		N-comb	ion			s	Narrate		
			G-				T-		
		# of	attributes				Reasonin		
		Objects:	G-				g		
			tranform				T-Pose		
							closed		
							T-Pose		
							Open		
L							T-Model		
	Time	Num	Geo.	Meas	Patterns	Syntax	Purpose	Effect	Transcript:
	09;34	Domain	Domain	Domain	P-ident	S-declar	T-inform	on	What other
	;08;0	N-sym	G-spatial	M-meas	P-create	S-	T-	Play	shapes will fit
	2	N-cpres	G-	ob	P-contin	closedq	Guiding		that space?
		N-abs	shapeid	M-		ues	T-	Unob	
		N-card	G-	compare		S-	Instruct	Intrus	
		N-ord	composit	M-order		openque	T-		
		N-comb	ion			s	Narrate		
			G-				T-		
		# of	attributes				Reasonin		
		Objects:	G-				g		
			tranform				T-Pose		
							closed		
							T-Pose		

## Math Domains and Sub-Categories

 Domains	Number (Num)	Geometry (Geo)	Measurement (Meas)	Patterns (Pat)	
	Symbol	Spatial location	Measuring object	Identify a pattern	
	Counting objects present	Shape identification	Comparing measurements	Create a pattern	
Itegories	Abstract counting	Shape composition	Ordering by measurement	Continue a pattern	
Sub-ca	Cardinality	Shape attributes			
	Ordinality	Transformation			
	Combination				
	# of objects				

## Syntax, Purpose, Effect on Play

Syntax	Purpose	Effect on Play
Declarative statements	Informing	Unobstrusive
Closed Questions	Guiding	Instrusive
Open-ended Questions	Instructing	
	Narrating	
	Reasoning	
	Posing closed problem	
	Posing open problem	
	Modeling	

## Math Talk Coding Instrument

#### Math Talk Coding Instrument (sample)

File Name: Spencer16/Round 1/Teal Room/T1/T1a Classroom: Teal

	Transc	riber: Ste	efanie	Coder: Sa	rah	Dat		Date:		
+										
	Time	Num	Geo.	Meas	Patterns	Syntax	Purpose	Effect	Transcript:	
	07;14	Domain	Domain	Domain	P-ident	S-declar	T-inform	on		
	;54;0	N-sym	G-spatial	M-meas	P-create	S-	T-	Play	"My friends,	
	3	N-cpres	G-	ob	P-contin	closedq	Guiding		all three of us	
		N-abs	shapeid	M-		ues	T-	Unob	can use it,	
		N-card	G-	compare		S-	Instruct	Intrus	right?"	
		N-ord	composit	M-order		openque	T-		-	
		N-comb	ion			s	Narrate			
			G-				T-			
		# of	attributes				Reasonin			
		Objects:	G-				g			
			tranform				T-Pose			
							closed			
							T-Pose			
							Open			
							T-Model			
ſ	Time	Num	Geo.	Meas	Patterns	Syntax	Purpose	Effect	Transcript:	
	09;34	Domain	Domain	Domain	P-ident	S-declar	T-inform	on	What other	
	;08;0	N-sym	G-spatial	M-meas	P-create	S-	T-	Play	shapes will fit	
	2	N-cpres	G-	ob	P-contin	closedq	Guiding	-	that space?	
		N-abs	shapeid	M-		ues	T-	Unob	-	
		N-card	G-	compare		S-	Instruct	Intrus		
		N-ord	composit	M-order		openque	T-			
		N-comb	ion			s	Narrate			
			G-			-	T-			
		# of	attributes				Reasonin			
		Objects:	G-				g			
			tranform				T-Pose			
							closed			
							T-Pose			

File Name: Spencer16/Round 1/Teal Room/T1/T1a Classroom: Teal

Transcriber: Stefanie Coder: Sarah Date:

Time	Num	Geo.	Meas	Patterns	Syntax	Purpose	Effect	Transcript:
07;14	Domain	Domain	Domain	P-ident	S-declar	T-inform	on	-
;54;0	N-sym	G-spatial	M-meas	P-create	S-	T-	Play	"My friends,
3	N-cpres	G-	ob	P-contin	closedq	Guiding		all three of us
	N-abs	shapeid	M-		ues	T-	Unob	can use it,
	N-card	G-	compare		S-	Instruct	Intrus	right?"
	N-ord	composit	M-order		openque	T-		<u> </u>
	N-comb	ion			s	Narrate		
		G-				T-		
	# of	attributes				Reasonin		
	Objects:	G-				g		
	-	tranform				T-Pose		
						closed		
						T-Pose		
						Open		
						T-Model		
Time	Num	Geo.	Meas	Patterns	Syntax	Purpose	Effect	Transcript:
Time 09;34	Num Domain	Geo. Domain	Meas Domain	Patterns P-ident	Syntax S-declar	Purpose T-inform	Effect on	Transcript: What other
Time 09;34 ;08;0	Num Domain N-sym	Geo. Domain G-spatial	Meas Domain M-meas	Patterns P-ident P-create	Syntax S-declar S-	<b>Purpose</b> T-inform T-	Effect on Play	Transcript: What other shapes will fit
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres	Geo. Domain G-spatial G-	Meas Domain M-meas ob	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq	Purpose T-inform T- Guiding	Effect on Play	Transcript: What other shapes will fit that space?
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs	Geo. Domain G-spatial G- shapeid	Meas Domain M-meas ob M-	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues	Purpose T-inform T- Guiding T-	Effect on Play <u>Unob</u>	Transcript: What other shapes will fit that space?
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card	Geo. Domain G-spatial G- shapeid G-	Meas Domain M-meas ob M- compare	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S-	Purpose T-inform T- Guiding T- Instruct	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
<b>Time</b> 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-ord	Geo. Domain G-spatial G- shapeid G- composit	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- openque	Purpose T-inform T- Guiding T- Instruct T-	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-card N-ord N-comb	Geo. Domain G-spatial G- shapeid G- composit ion	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- <u>openque</u> <u>s</u>	Purpose T-inform T- Guiding T- Instruct T- Narrate	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-ord N-comb	Geo. Domain G-spatial G- shapeid G- composit ion G-	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- <u>openque</u> <u>s</u>	Purpose T-inform T- Guiding T- Instruct T- Narrate T-	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-ord N-ord N-comb # of	Geo. Domain G-spatial G- shapeid G- composit ion G- attributes	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- <u>openque</u> <u>s</u>	Purpose T-inform T- Guiding T- Instruct T- Narrate T- Reasonin	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
<b>Time</b> 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-ord N-ord N-comb # of Objects:	Geo. Domain G-spatial G- shapeid G- composit ion G- attributes G-	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- <u>openque</u> <u>s</u>	Purpose T-inform T- Guiding T- Instruct T- Narrate T- Reasonin g	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
<b>Time</b> 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-ord N-ord N-comb # of Objects:	Geo. Domain G-spatial G- shapeid G- composit ion G- attributes G- tranform	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- <u>openque</u> <u>s</u>	Purpose T-inform T- Guiding T- Instruct T- Narrate T- Reasonin g T-Pose	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-ord N-ord N-comb # of Objects:	Geo. Domain G-spatial G- shapeid G- composit ion G- attributes G- tranform	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- <u>openque</u> <u>s</u>	Purpose T-inform T- Guiding T- Instruct T- Narrate T- Reasonin g T-Pose closed	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-ord N-ord N-comb # of Objects:	Geo. Domain G-spatial G- shapeid G- composit ion G- attributes G- tranform	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- <u>openque</u> <u>s</u>	Purpose T-inform T- Guiding T- Instruct T- Narrate T- Reasonin g T-Pose closed T- <u>Pose</u>	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?
Time 09;34 ;08;0 2	Num Domain N-sym N-cpres N-abs N-card N-ord N-ord N-comb # of Objects:	Geo. Domain G-spatial G- shapeid G- composit ion G- attributes G- tranform	Meas Domain M-meas ob M- compare M-order	Patterns P-ident P-create P-contin	Syntax S-declar S- closedq ues S- <u>openque</u> <u>s</u>	Purpose T-inform T- Guiding T- Instruct T- Narrate T- Reasonin g T-Pose closed T- <u>Pose</u> Open	Effect on Play <u>Unob</u> Intrus	Transcript: What other shapes will fit that space?

## Data and Data Analysis

#### DATA

7957 codes

Reliability of coding established close to 100%

#### DATA ANALYSIS

Hierarchical multiple regression analysis

Dependent variable: Post-test TEAM scores

#### Independent variables:

- 1. Frequency of math-talk categories
- 2. Pretest
- 3. Age
- 4. SES
- 5. Gender

## Results

### Model 1: Age, SES, Gender & Pretest

Independent Variable	В	Std. Error	Beta	t	Sig.
Age	5.76	3.44	.22	1.68	.10
SES	1.83	1.71	.11	1.07	.29
Gender	3.34	3.17	12	-1.06	.30
Pretest Scores	.79	.16	.63	4.81	.00*

## Model 2: Math Sub-categories

Independent Variable	В	Std. Error	Beta	t	Sig.
Abstract Counting	.79	.14	.32	5.77	.00*
Cardinality	.11	.06	.11	1.72	.05*
Ordinality	.16	.05	.04	3.18	.01*
Attributes	.30	.09	.16	3.54	.00*

## Frequency of Math Domains



Model 3: Syntax

Independent Variable	В	Std. Error	Beta	t	Sig.
Closed Question	06	.10	06	61	.55
Declarative Statement	.03	.06	.04	.45	.66
Open-Ended Question	.77	.11	.50	6.98	.00*

## Model 4: Purpose

 Independent Variable	В	Std. Error	Beta	t	Sig.
Informing	.05	.12	.03	.42	.68
Instructing	.00	.25	.00	.01	.99
Modeling	.43	.23	.19	1.89	.04*
Narrating	11	.28	03	38	.71
Posing a Closed Problem	22	.12	15	-1.79	.09
Posing an Open Problem	.69	.15	.43	4.61	.00*
Reasoning	11	.18	04	62	.54

## Implications

1. What we say (not how often) does matter

2. Talk about deeper concepts

3. Pose open-ended questions/problems

# Why did we study math in **PLAY?**



Percentage of preschool day devoted to play: 64% (Fuligni et al., 2012)

Play involves mathematical thinking (Sarama & Clements, 2009; Ginsberg, 2006).

- *Blocks* (Hanline, 2010a; Wolfgang et al., 2001; Trawick-Smith et al., 2016)
- *Construction toys* (Wolfgang et al., 2003)
- *Pretend play* (Hanline, 2010b)
- *Board games* (Ramani & Siegler, 2008; Siegler & Ramani, 2009; Stebler et al., 2013)
- *Water play* (Trawick-Smith et al., 2014)
- *Puzzles* (Levine et al., 2012)

## Play Pedagogy: Three Perspectives



## Challenging Math Talk in Play

#### **NOT AS CHALLENGING**

- Let's count the blocks, 1, 2, 3...
- What shape is this?



#### MORE CHALLENGING

#### (ENGEL, CLAESSONS, & FINCH, 2013)

- How many blocks do you have? How do you know you have 7?
- How many tickets do you need for your family?
- Why is this a triangle?
- What other shapes would fit here?

## Contact

Sudha Swaminathan: <u>swaminathans@easternct.edu</u> Jeffrey Trawick-Smith: <u>trawick@easternct.edu</u> Julia DeLapp: <u>delappj@easternct.edu</u>

Videos/research briefs: <a href="http://www.easternct.edu/cece">www.easternct.edu/cece</a>



#### APPLY VISIT REQUEST INFO GIVE



# Supporting Early Mathematical Development

From a very early age, children are naturally interested in exploring size, shapes, and quantities. Preschoolers begin to count, sort materials by different characteristics, and recognize shapes. These

About the CECE CECE Research

#### SUPPORTING MATHEMATICAL DEVELOPMENT IN YOUNG CHILDREN (SERIES)

These videos describe children's early mathematical development and provide examples of how adults can explicitly teach math skills and support their development through daily routines and play. Math areas covered include:

#### • Counting (3:57)

- One-to-one correspondence (4:08)
- Cardinality (4:42)
- Recognition of quantity (3:49)
- Comparison (3:51)
- Number operations (4:35)
- Measurement (5:30)
- Data (4:37)
- Geometry (5:15)

#### 

#### USING MATH TALK WITH PRESCHOOLERS TO SUPPORT LEARNING (5:17)

While many preschool classrooms use explicit, teacher-directed activities to help children develop basic math skills, recent research from the Center shows that a lot of math learning occurs within the context of classroom play, especially when teachers are talking with children about how to solve problems involving number. In this *e-clip* video, Dr. Sudha Swaminathan and Dr. Jeffrey Trawick-Smith discuss the importance of talking with children about numbers and encouraging them to explain their mathematical processes. When teachers and children engage in regular conversations about quantities, measurement, and size, children will gain mathematical and general cognitive skills.

INCORPORATING MATH INTO GROSS MOT SEE MORE-

In this "Reflection from the Field," pPresch activity in an obstacle course using toy tru prepare her students for kindergarten, she sorting skills while incorporating gross mo she expresses how an activity similar to th fun and creative ways.

SEE MORE->

#### THE RELATIONSHIP OF TEACHER-CHILD INTERACTIONS IN PRESCHOOL PLAY TO YOUNG CHILDREN'S MATHEMATICAL ABILITIES (11:02)

Math ability in preschool is one of the best predictors of later school success-research suggests it is a better predictor than early literacy skills. While many studies have found strong relationships between young children's play and literacy, studies of teacher interactions in play and mathematics learning have not been conducted. This edition of "Research Clips" describes findings from a study aimed at identifying classroom interventions in play that are associated with math achievement in three- and four-year-olds. The findings indicate that how teachers interact with and communicate with children while they play has powerful impacts on children's mathematical learning.



