

Goal of Lesson

The goal of this lesson is to motivate students by increasing student ownership over learning. Students will learn how to make learning goals and how to measure success towards them by using TenMarks monsters!

By the end of the lesson, students should be able to:

- Identify which monsters represent which mathematical domains
- Apply data in report cards to answer, “In which domain(s) do you want to grow the most?”
- Explain how to ‘level up’ a monster
- Explain why monsters earn accessories
- Create an appropriate learning goal for themselves

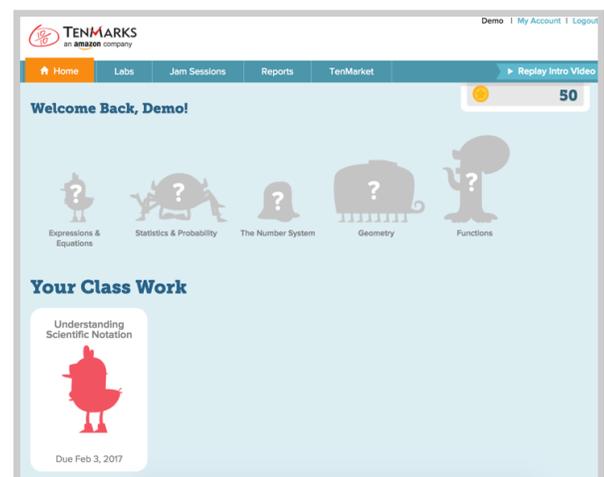
Monster Motivators! is designed as a lesson for one day, and then an ongoing activity for a number of weeks you determine. On the first day of the lesson, students will set a goal. They will track their progress towards that goal over the ensuing weeks.

Prep Required

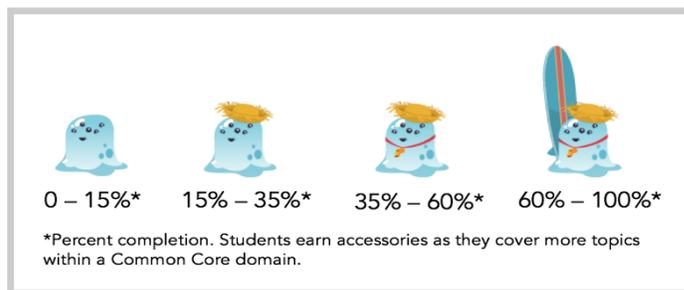
- Use the **Monster Poster** to show students which monsters represent which domains! (Monsters are also labeled with domains in the students’ TenMarks accounts.)
- Be ready to explain how monsters ‘level up’, and how monsters earn accessories. (See explanations on student handout.)
- Be ready to explain words students need to know: Domain and Standard. (See student handout for definitions.)
- View a TenMarks student report card to show students how to use their own data to identify areas of strength and weakness in their own reports. (Project from your screen to the class, or print out a report card from a student, and cover the name at the top.)
- Decide what individual students will win if they meet goals. (See Ideas to Celebrate in your Spring Forward Toolkit!)

Introduction to Students

- Announce to your class that they are beginning a competition....against themselves!
Can each student beat his or her personal best?
Let them know they will be making goals and tracking their own progress towards that goal.
- Optional: Let students know what they will be awarded if they do meet their goals, or let the class decide what they want as a motivator.
- Using definitions and visuals, introduce students to mathematical domains and standards. (See **Monster Poster**)
- Then, ask a student to volunteer to login to his/her account to show the class.
 - Explain to students that assignments also have monster silhouettes on them.
Ask students, “Which domain is this assignment affiliated with?”



- Then, have the student volunteer click on a colored monster to show how they keep track of which standards have been practiced, and which ones have not been practiced yet.
 - Explain to students how they can level up monsters, and explain to them how they can win accessories. Students “Level Up” when they score 80% or higher on assignments, and earn accessories as they complete assignments in that domain. Percentages below show completion with 80% or higher scores.
- Ask students, in which domain, or major topic in math, do you want to grow the most? Where do you think you need to spend the most time learning?
- Then, show them how to look up report cards and identify domains they have mastered and one domain where they want to grow.
- Release students to:
 - Log into their accounts.
 - Look up their report cards.
 - Identify strongest and weakest domains.
 - Record average scores.
- Then, have students make goals. (See the student handout for Monster Motivators.)



Throughout Activity

Once or twice a week, have students spend 5 to 10 minutes checking on their goals. Have them write down what they need to do next to get closer to their goals.

It's also a good idea to have a buddy system to help students stay accountable and invested in their goals! At each checkpoint, students can tell each other if they got closer to their goal over the past week, and what their next steps are to get closer to achieving the goal.

TIP: Throughout this activity, students will discover they want to work on assignments that are not currently assigned to them. Do set expectations for how you want students to ask you for work! Do you want them to ask you right away in class? Do you want them to write down assignments they want and at the end of every day, give you a piece of paper with standards written down?

Student Materials: TenMarks accounts and Monster Motivators student handout

Wrap Up

You can have students consult their data to make goals and track progress for as many weeks as you wish, but let students know at the beginning for how long you will run Monster Motivators. On the last day of the activity, give students time to write a journal entry and answer:

- How did you feel about your knowledge of the math domain you chose to work on at the beginning of Monster Motivators?
- How do you feel about your knowledge of that math domain now?
- What did you learn about making goals and tracking progress towards them during this activity? What might you do differently next time around?

For ideas how to celebrate achievement of goals, see the Ideas to Celebrate list in your Spring Forward Toolkit!