ADULT LITERACY FUNDAMENTAL MATHEMATICS (ALFM)

Goal Statement

Adult Literacy Fundamental Level Mathematics (ALF-M) will give students a strong foundation of basic skills, concepts, mathematical vocabulary, and problem solving strategies to prepare them to meet personal, career or further academic goals.

The ALF-M levels are six designated levels that range from pre-numeracy to readiness for the Intermediate ABE level. Learning Outcomes for all six levels are categorized as CONCEPTS, OPERATIONS/APPLICATIONS or SKILLS & STRATEGIES FOR LEARNING. The outcomes in each of the six ALF-M levels are cumulative and reflect all the skills encompassed by the previous ALF-M level. In many cases, it is necessary to spiral back to review concepts mastered at previous ALF-M levels.

Students are expected to develop conceptual understanding as well as skills. They are expected to apply the learned mathematical concepts and skills to a variety of problem-solving situations. They are to be encouraged to develop automaticity and estimation skills in order to increase their confidence and competence in mathematics.

ADULT LITERACY FUNDAMENTAL MATHEMATICS (ALFM) LEVEL 1

Students need to demonstrate competency in these outcomes before progressing to the next level. In assessment, it may be determined that some of the outcomes have already been met. In this case, students will focus on the outcomes which still need to be achieved.

NUMBER & NUMBER OPERATIONS CONCEPTS	Explain or use examples of keywords:
	 digit, place value, rounding, estimating, greater than, less than, equal, not equal, odd, even, zero, horizontal, vertical, operation, sum, difference, addition, subtraction, increase, decrease
	 Identify place value to 100
OPERATIONS AND APPLICATIONS	 Recognize vertical and horizontal format for adding and subtracting
	 Read and write digits 0 to 9
	Count to 100
	 Read and write whole numbers to 100
	 Compare and order whole numbers to 100
	 Add whole numbers whose sum is 20 or less without carrying
	 Subtract whole numbers that are 20 or less, without borrowing/trading in
	 Round whole numbers to the nearest 10

In Level 1 the student will be able to:

PATTERNS, FUNCTIONS & RELATIONS	 Use and apply patterns (shapes, letter and numbers)
OPERATIONS AND APPLICATIONS	 Count by 2's; 5's; 10's; up to 100
REAL LIFE	 Recognize coins and their values
APPLICATIONS	Show the relationship between manipulatives and numbers to 20
CONCEPTS	Estimate (ex. "It takes me about an hour to get to work in the morning")
OPERATIONS AND APPLICATIONS	 Use estimation in situations such as transportation and time management (ex. estimating commuting time per day)
	 Apply addition (to 20) to one step word problems in real life situations
	 Apply subtraction (20 or less) to one step word problems in real life situations
GEOMETRY	Explain or use examples of keywords:
CONCEPTS	 Rectangle, square, triangle, circle, perimeter
APPLICATIONS	 Identify rectangle, square, triangle, circle
TIME	Recognize am/pm clock notation
CONCEPTS	 Recognize common base time units and their relationship to each other (seconds to minutes, etc)
SKILLS & STRATEGIES	 Apply logical thinking to math operations
FOR LEARNING	 Use critical thinking skills
	 Give and receive help in a respectful manner
	 Organize work, with help, for easy access
	 Work independently for short periods of time
	 Receive feedback and respond appropriately
	 Identify personal short-term numeracy goals
	 Ask for help appropriately
	 Recognize personal learning strengths
	 Recognize math anxiety
	 Use strategies to manage math anxiety
	 Locate information in a text book with help
	 Manage frustrations of learning