





## **EUREKA MATH®: USING EXIT TICKETS TO INFORM INSTRUCTION K-5**

## **Session Objectives**

Participants will

- practice a replicable three-step process for using and analyzing Exit Tickets to determine student progress toward mastery of the learning objective for a Eureka Math lesson and
- analyze and use Exit Ticket data to strategically move students from what they know to where they need to go next.

TIME	AGENDA	DESCRIPTION
Opening 10 minutes	Introductions Ice breaker Frame the session	<ul><li>Reflect on the use of Exit Tickets.</li><li>Learn the focus and trajectory of the session.</li></ul>
Do the Exit Ticket 15 minutes	Do the math Name the thinking List potential misconceptions Reflect	<ul> <li>Solve the problems on the Exit Ticket.</li> <li>Name the knowledge and skills students need to be successful with these problems.</li> <li>Name the challenges students may have with completing the problems successfully.</li> <li>Reflect on the instructional purpose behind this work.</li> </ul>
Sort the Exit Tickets 20 minutes	Sort by challenges Determine successes	<ul> <li>Use the named challenges to sort Exit Tickets.</li> <li>Analyze Exit Tickets with errors or misconceptions to determine the last point of success.</li> </ul>
Make a Plan 20 minutes	Three common pathways Determine the pathway for each student	<ul> <li>Describe three common paths for addressing misconceptions in follow-up instruction.</li> <li>Make strategic choices about instructional follow-up for each student.</li> </ul>
Practice with Your Own Exit Tickets 20 minutes		<ul> <li>Practice the "Do, Sort, Plan" process with participants' own set of Exit Tickets.</li> <li>Synthesize learning about students' progress toward mastery and follow-up instruction.</li> </ul>
Closing 5 minutes	Reflect on the learning Solidify next steps	<ul> <li>Reflect on how this process facilitates access for all students.</li> <li>Name what participants will stop, start, and continue doing with Exit Tickets.</li> </ul>