ADD ME Affective Domain
Quick Reference Guide

5: Mathematical learning extends beyond the classroom (Characterization)

Learning influences behavior, strategies, activities, and perspectives beyond the classroom

Apply mathematical learning outside of the classroom; Recognize, identify, and share ways they actively **use mathematical learning in their own lives** or helping others to see how they are using or can use it

4: Integrate mathematical learning into existing personal value system (Organization)

Independently recognize and identify examples of how learning connects with things of personal value

Identify and share **personal contexts and examples** from their lives, communities, learning and the lives of those important to them that connect to their mathematical learning – **'my-world' examples**

3: Independently recognize general value in mathematical learning (Valuing)

Independently seek, recognize, and identify examples of how learning has value, regardless of personal relevance

Explore and find examples of real-world uses of mathematical learning, connections to other subject areas, and mathematical content; demonstrate commitment to **belief in general value of mathematics**

2: Responsive to participation in mathematical learning (Responding)

Recognize and acknowledge learning has value when pointed out by others, even if not personally relevant

Apply learning to **given real-world problems**; Interpret the significance of results or solutions **for a given context**; **Recall or recognize value** in connections with prior learning or other subject areas **when identified by teacher**

1: Receptive to mathematical learning (Receiving)

Willing to participate and open to the possibility of learning something of value

Come prepared; Log in; Watch videos; Download activities; Take notes; Listen to classmates' ideas; Follow directions, processes, or procedures on paper, calculators, or other devices; Memorize, recall, or recite facts or formulas

Suggested Reference: Paolucci, C. (2020). *Affective Domain - Mathematics Quick Reference Guide.* Retrieved online at www.addmeproject.com.