Name



Thinking Space



12 × 12 Multiplication Chart

×	1	2	3	4	5	6	7	8	q	10	11	12
1	1	2	3	4	5	6	7	8	q	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	q	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
q	q	18	27	36	45	54	63	72	81	90	qq	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	qq	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144



2-Column Chart



3-Column Chart



Budget Sheet

Goal:		Timeline:						
Earnings	Amount (\$)	Expenses	Amount (\$)					
Total Earned		Total Spent						

Savings (Total earned – Total spent):



Balance Sheet

Opening Balance: _____

Transaction	Credit	Debit	Balance

\bigcap	Math Mat	\sum
	Master 7	

Place-Value Mat

Representing

		М	illior	IS	Tho	ousa	nds	Hu	ndre	eds	l	Jnits	5	De	ecimo	als
	Billions	Hundreds	Tens	Ones	Hundreds	Tens	Ones	Hundreds	Tens	Ones	Hundreds	Tens	Ones	Tenths	Hundredths	Thousandths
Standard form																
Expanded form																
Word form																



Place-Value Mat

Comparing

	Μ	illior	IS	Tho	ousa	nds	Hu	ndre	eds	l	Units	5	Decimals			
Billions	Hundreds	Tens	Ones	Hundreds	Tens	Ones	Hundreds	Tens	Ones	Hundreds	Tens	Ones	Tenths	Hundredths	Thousandths	





Math Mat Master 11	0.5-cm Grid

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Math Mat	
Master 14	

Square Dot Grid

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Date





Carroll Diagram



Coding Tables







Input/Output Table







\bigcap	Math Mat	\sum
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Ratio Tables



Data Management and Probability

Activity 1 Assessment Exploring Line Graphs

Creating and Interpreting Graphs Chooses graph types based on the data (e.g., Uses common attributes (basic shape, scale, Uses graphs to answer some guestions within and beyond the data. titles, and labels) to create different graph types. line graphs, histograms) and justifies choice. Customers in a Bank in One Day Graph A: Bar Graph Graph B: Histogram How Students Get to School Time to Get to School Screen Time Before Bed of Customers 70-60 -Average Daily Evening Screen Tim 50-40-30-Number 20-10-0 108.10. 22959 8 8.11. 00ⁱⁿ 2011. 401 hat an had man couse -difficulty falling asleep which can enabytmaces fatigue Time 30 40 Time (min) 20 50 - nightmares Bus Car Bicycle Walk What are some ways Mode of Transportation to reduce screen time? "I drew lines to find how old Benji was when he A A was 80 cm tall: about 2 years 9 months. I assumed "I created a bar graph and a histogram about Benji continued to grow at the same rate and getting to school." "I created a histogram to show the amount of estimated he would be about 125 cm tall at screen time students have in the evening. Since age 11." my audience is Grade 6 students, I made the graph look more fun and engaging by drawing the histogram in a TV screen." **Observations/Documentation**

Activity 1 Assessment Exploring Line Graphs



Data Management and Probability

Activity 2 Assessment Exploring Histograms

Creating and Interpreting Graphs Chooses graph types based on the data (e.g., Uses common attributes (basic shape, scale, Uses graphs to answer some guestions within and beyond the data. titles, and labels) to create different graph types. line graphs, histograms) and justifies choice. Customers in a Bank in One Day Graph A: Bar Graph Graph B: Histogram How Students Get to School Time to Get to School Screen Time Before Bed of Customers 70-60 -Average Daily Evening Screen Tim 50-40-30-Number 20-10-0 108.10. 22959 8 8.11. 0 P.M. 2010. 4010 hat an had man couse -difficulty falling asleep which can enabytmaces fatigue Time 30 40 Time (min) 20 50 - nightmares Bus Car Bicycle Walk What are some ways Mode of Transportation to reduce screen time? "I drew lines to find how old Benji was when he A A was 80 cm tall: about 2 years 9 months. I assumed "I created a bar graph and a histogram about Benji continued to grow at the same rate and getting to school." "I created a histogram to show the amount of estimated he would be about 125 cm tall at screen time students have in the evening. Since age 11." my audience is Grade 6 students, I made the graph look more fun and engaging by drawing the histogram in a TV screen." **Observations/Documentation**

Activity 2 Assessment Exploring Histograms



Collecting and Organizing Data		
Recognizes the difference between first- and second-hand data. "I measured the height of the tomato plant daily, so that is first-hand data. I got the heights of the basketball players from the Internet, so that is second-hand data."	Formulates questions to help with data collection. "I wanted to find my classmates' favourite raw vegetable. I asked: What is your favourite raw vegetable: cauliflower, broccoli, celery, carrot, cucumber, other?"	Chooses best method to collect data (e.g., first- or second-hand data, survey vs experiment, databases vs electronic media). "To find out what people think about the renovations to the community centre, I would collect first-hand data using a questionnaire."
Observations/Documentation		

Activity 3 Assessment Collecting and Organizing Data

Collecting and Organizing Data (cont'd)										
Chooses representative sampling technique to collect relevant data (e.g., simple/systematic random, stratified). "I can't survey everyone who enters the community centre. I will use systematic random sampling and survey every 10th person."	Represents collected data using appropriate organizers. "I would display the data in a bar graph so that it is easy for others to see how satisfied the community is with the renovations."	Uses collected data to draw conclusions and make informed decisions. Hours on Social Media per Day 11 10 10 10 10 10 10 10 10 10								
Observations/Documentation										

Data Management and Probability

Activity 4 Assessment Interpreting Graphs to Solve Problems



Activity 4 Assessment Interpreting Graphs to Solve Problems



Data Management and Probability

Activity 5 Assessment Determining Range and Measures of Central Tendency



Data Management and Probability

Activity 5 Assessment Determining Range and Measures of Central Tendency



Data Management and Probability

Activity 6 Assessment Data Management Consolidation



Activity 6 Assessment Data Management Consolidation


Collecting and Organizing Data		
Recognizes the difference between first- and second-hand data. "I measured the height of the tomato plant daily, so that is first-hand data. I got the heights of the basketball players from the Internet, so that is second-hand data."	Formulates questions to help with data collection. "I wanted to find my classmates' favourite raw vegetable. I asked: What is your favourite raw vegetable: cauliflower, broccoli, celery, carrot, cucumber, other?"	Chooses best method to collect data (e.g., first- or second-hand data, survey vs experiment, databases vs electronic media). "To find out what people think about the renovations to the community centre, I would collect first-hand data using a questionnaire."
Observations/Documentation		

Activity 6 Assessment Data Management Consolidation

Collecting and Organizing Data (cont'	d)	
Chooses representative sampling technique to collect relevant data (e.g., simple/systematic random, stratified). "I can't survey everyone who enters the community centre. I will use systematic random sampling and survey every 10th person."	Represents collected data using appropriate organizers. "I would display the data in a bar graph so that it is easy for others to see how satisfied the community is with the renovations."	Uses collected data to draw conclusions and make informed decisions.
Observations/Documentation		

Date_

Data Management Unit 2 Line Master 1a

Exploring Probability

Part A

The pointer on this spinner is spun. Determine the probability of each outcome.



Event	Likelihood Term	Fraction	Decimal	Percent
not an even number				
12				
a number between 4 and 9				
a number less than 3				
a number less than 10				

Draw a probability line. Include benchmark terms, fractions, decimals, and/or percents. Place each outcome on the line.





Exploring Probability (cont'd)

Part B

Use the probability line from Part A.

Predict the results of spinning the pointer 100 times.

Event	Prediction
not an even number	
12	
a number between 4 and 9	
a number less than 3	
a number less than 10	

A student conducted the experiment 100 times.

Event	Results
not an even number	18
12	0
a number between 4 and 9	26
a number less than 3	6
a number less than 10	50

How do your predictions compare with these results?

Show the results on another probability line.



Compare the probability lines. What do you notice? Why might this be?

Date_



All Possible Outcomes

Part A

Two students tossed a coin and spun the pointer on this spinner to do a probability experiment

Make a tree diagram to determine all possible outcomes.



How many possible outcomes are there? How do you know?

List the outcomes in a table.





All Possible Outcomes (cont'd)

Part B

Use two objects to design your own probability experiment.

Determine all possible outcomes for your experiment.



Choose one possible outcome.

Determine the theoretical probability of that outcome. Record the probability using a fraction, decimal, or percent.

Determine the "odds in favour" of that outcome.

What do you notice about the sum of the theoretical probabilities of an outcome occurring and not occurring? Justify your thinking.

Data Management Unit 2 Line Master 3a Probability with Number Cubes

Part A: Single-Outcome Events

A number cube labelled from 1 to 6 is rolled. What are the possible outcomes?

What is the theoretical probability of each outcome?

- rolling a 4
- rolling an odd number
- rolling a 1 or a 3
- rolling a number less than 3

Roll the number cube 30 times. Record your results.

Outcome	1	2	3	4	5	6
Results						

Find the experimental probability of each outcome.

- rolling a 4
- rolling an odd number
- rolling a 1 or a 3
- rolling a number less than 3

How do these probabilities compare with the theoretical probabilities? Explain.

Data Management Unit 2 Line Master 3b Probability with Number Cubes (cont'd)

Combine your results with those of another pair.

Outcome	1	2	3	4	5	6
Combined Results						

What is the experimental probability of each outcome now?

- rolling a 4
- rolling an odd number
- rolling a 1 or a 3
 - rolling a number less than 3

How do the experimental probabilities compare with the theoretical probabilities now? Explain.

What do you think might happen if you rolled the number cube 500 times?



Part B: Experiments Involving Two Independent Events

Two number cubes labelled from 1 to 6 are rolled and the numbers added.

Use a tree diagram or a table to find all possible outcomes.

Choose 3 sums. Determine the theoretical probability of rolling each sum.

Sum	Theoretical Probability

Roll the number cubes 30 times. Record your results.

Sum	2	3	4	5	6	7	8	9	10	11	12
Results											

Date_

Data Management Unit 2 Line Master 3d Probability with Number Cubes (cont'd)

Find the experimental probability of each of your 3 sums.

Sum	Experimental Probability

How do these probabilities compare with the theoretical probabilities? Explain.

Combine your results with others who used the same sums.

Sum	2	3	4	5	6	7	8	9	10	11	12
Results											

What is the experimental probability of each sum now?

Sum	Experimental Probability



How do the experimental probabilities compare with the theoretical probabilities now? Explain.

What do you think might happen if you rolled the number cubes 500 times?

Data Management and Probability

Activity 7 Assessment Exploring Theoretical Probability



Data Management and Probability

Activity 8 Assessment

Independent Events

Listing All Possible Outcomes of an Experiment									
Uses a tree diagram to determine all possible outcomes of an experiment.			Uses a table or organized list to determine all possible outcomes of an experiment.	Determines the theoretical probability using a tree diagram, table, or organized list.		Fle pro of	Flexibly determines theoretical probability and knows that the sum of probabilities is 1 or 100%.		
Coin H T "There are 3 2 h and 1	Coin H T H 3 possible leads, 2 tail head and 1	Outcome (H, H) (H, T) (T, H) (T, T) outcomes: s, tail."	The principal can choose from 2 colours of pants (purple or red) and 3 colours of shirts (green, orange, or pink). Combination Purple pants and green shirt Purple pants and orange shirt Purple pants and pink shirt Red pants and green shirt Red pants and orange shirt Red pants and orange shirt Red pants and pink shirt	Table, or organized list. $\frac{\text{Outcome}}{2 \text{ heads}} \frac{\text{Theoretical Probability}}{1 \text{ out of 4, or \frac{1}{4} \cdot \text{or } 0.25, \text{ or } 25\%}}{1 \text{ head and 1 tail}} 2 \text{ out of 4, or } \frac{2}{4} = \frac{1}{2}, \text{ or } 0.5, \text{ or } 50\%}{2 \text{ tails}} "I divided the number of favourable outcomes by the total number of outcomes to find the theoretical probabilities."$		"II So	Outcome 2 heads 1 head and 1 tail 2 tails t is certain th outcomes probability or p, the sum o possible o 1	Theoretical Probability1 out of 4, or $\frac{1}{4}$, or 0.25, or 25%2 out of 4, or $\frac{2}{4} = \frac{1}{2}$, or 0.5, or 50%1 out of 4, or $\frac{1}{4}$, or 0.25, or 25%nat one of the possiblewill occur, and thef a certain event is 1.f the probabilities of alloutcomes must beor 100%.	
			matched it with each shirt colour."						
Observatio	ns/Docu	mentation					_		

Data Management and Probability

Activity 9 Assessment Conducting Experiments

Comparing Theoretical and Experimental Probabilities					
Conducts single-outcome experiment and calculates experimental probabilities.	Conducts experiment involving 2 events and calculates experimental probabilities.	Determines and compares the theoretical and experimental probabilities.	Determines and compares probabilities after a greater number of trials.		
"I tossed the coins 20 times and got 8H and 12T. The experimental probabilities are: H: $\frac{2}{5}$, T: $\frac{3}{5}$."	"I tossed the coins 20 times and got 3HH, 6TT, 11HT. The experimental probabilities are: $HH: \frac{3}{20}, TT: \frac{3}{10}, HT: \frac{11}{20}$."	$\begin{tabular}{ c c c c c c } \hline \hline \textbf{Outcome} & \hline \textbf{Theoretical} & \hline \textbf{Experimental} \\ \hline \textbf{Probability} & \hline \textbf{Probability} \\ \hline \hline \textbf{HH} & \frac{1}{4} & \frac{3}{20} \\ \hline \hline \textbf{HT} & \frac{1}{2} & \frac{111}{20} \\ \hline \hline \textbf{TT} & \frac{1}{4} & \frac{3}{10} \\ \hline \hline \end{tabular}$ "The actual result was different than the theoretical probability, but that is to be expected."	OutcomeTheoretical ProbabilityExperimental ProbabilityHH1/46/6HT1/21/2TT1/413/50"I used the Pearson Probability Tool to toss the coins 500 times. The results got closer to the theoretical probabilities."		
Observations/Documentation					



Geometry Unit 1A Line Master 1b

What's My Measure? (cont'd)

Measure the angles in each shape.







Date_



Name_





Activity 1 Assessment Classifying and Measuring Angles



Activity 1 Assessment Classifying and Measuring Angles



Activity 2 Assessment Measuring and Constructing Angles



Activity 2 Assessment

Measuring and Constructing Angles



Activity 3 Assessment Classifying Triangles

Properties of Triangles				
Recognizes various triangles by the number of equal sides.	Understands that triangles can be classified by side lengths and/or angle measures.	Constructs and identifies triangles given some side and angle measures.	Uses various geometric properties to determine unknown side and angle measures.	
"I know the first is scalene, the second is isosceles, and the third is equilateral by looking at the number of equal sides."	"The first triangle is an acute isosceles triangle because it has 2 equal sides and all acute angles. The second triangle is an obtuse scalene triangle because it has no equal sides and an obtuse angle."	$\Delta PQR, with PR = 5 cm, PQ = 5 cm, \angle P = 140^{\circ}"I drew PQ = 5 cm and used aprotractor to make a 140° angle atP. I drew PR = 5 cm, thenconnected R to Q to make the thirdside. Angles Q and R are each 20°because the interior angles mustadd to 180°.This is an obtuseisosceles triangle."$	"This is an isosceles right triangle. $\angle B = 90^{\circ} - 46^{\circ}$ so $\angle B = 44^{\circ}$. The interior angles must add to 180°. I know that side AC and CB are the same."	
Observations/Documentation				

Activity 4 Assessment Identifying and Constructing Triangles

Properties of Triangles				
Recognizes various triangles by the number of equal sides.	Understands that triangles can be classified by side lengths and/or angle measures.	Constructs and identifies triangles given some side and angle measures.	Uses various geometric properties to determine unknown side and angle measures.	
"I know the first is scalene, the second is isosceles, and the third is equilateral by looking at the number of equal sides."	"The first triangle is an acute isosceles triangle because it has 2 equal sides and all acute angles. The second triangle is an obtuse scalene triangle because it has no equal sides and an obtuse angle."	$\Delta PQR, with PR = 5 cm, PQ = 5 cm, \angle P = 140^{\circ}"I drew PQ = 5 cm and used aprotractor to make a 140° angle atP. I drew PR = 5 cm, thenconnected R to Q to make the thirdside. Angles Q and R are each 20°because the interior angles mustadd to 180°.This is an obtuseisosceles triangle."$	$C = \int_{A}^{B} $	
Observations/Documentation				

Activity 5 Assessment Investigating Polygons

Investigating Polygons			
Recognizes a polygon as a closed shape with straight lines. (I know these are polygons because they are closed shapes with straight sides."	Understands that regular polygons have equal sides and equal angles.	Describes differences and similarities between regular and irregular polygons. Regular and Irregular Polygons Name Regular Polygons Name Regular Irregular Triangle Image Quadrilateral Image Pentagon Image Octagon Image Octagon Image Vertication Image Weight of the second row are both quadrilaterals because they both have 4 sides. The square is a regular polygon because it has 4 equal sides and 4 equal angles, but the other quadrilateral is irregular because it does not have any equal sides."	Flexibly identifies and classifies polygons. Regular polygon of parallel sides of parallel sides of parallel sides with a solution of parallel sides for parallel sides of parallel sides with a solution of parallel sides "I sorted the polygons using the Venn diagram. The irregular quadrilateral is outside of the loops because it has neither attribute."
Observations/Documentation			

Activity 6 Assessment 2-D Shapes and Angles Consolidation



Activity 6 Assessment 2-D Shapes and Angles Consolidation



Activity 6 Assessment

2-D Shapes and Angles Consolidation

Properties of Triangles				
Recognizes various triangles by the number of equal sides.	Understands that triangles can be classified by side lengths and/or angle measures.	Constructs and identifies triangles given some side and angle measures.	Uses various geometric properties to determine unknown side and angle measures.	
"I know the first is scalene, the second is isosceles, and the third is equilateral by looking at the number of equal sides."	"The first triangle is an acute isosceles triangle because it has 2 equal sides and all acute angles. The second triangle is an obtuse scalene triangle because it has no equal sides and an obtuse angle."	$\Delta PQR, \text{ with } PR = 5 \text{ cm}, \\ PQ = 5 \text{ cm}, \\ \angle P = 140^{\circ}$ "I drew PQ = 5 cm and used a protractor to make a 140° angle at P. I drew PR = 5 cm, then connected R to Q to make the third side. Angles Q and R are each 20° because the interior angles must add to 180°. This is an obtuse isosceles triangle."	C = A = B = A = A = A = A = A = A = A = A	
Observations/Documentation				



Angle Puzzles

Puzzle A





Sum of angles A to E:



Angle Puzzles (cont'd)

Puzzle B

Measure the angles in each shape.



∠A:	∠B:	∠C:

∠D: ∠E:

Sum of angles A to E:









Who's the Suspect Shape?

Checklist

Properties
Has 4 right angles.
Has 1 reflex angle.
Has 2 equal angles.
Has 2 pairs of opposite angles equal.
Has 1 line of symmetry.
Has 2 lines of symmetry.
Has 4 lines of symmetry.
Has rotational symmetry of order 2.
Has rotational symmetry of order 4.
Has 4 equal sides.
Has exactly 1 pair of equal sides.
Has opposite sides equal.
Has opposite sides parallel.
Has 2 pairs of adjacent sides equal.
Has exactly 1 pair of parallel sides.
Has equal diagonals.
Has diagonals that intersect at right angles.
Has diagonals that bisect each other.
Has 1 bisected diagonal.




Who's the Suspect Shape?

Gameboard



Geometry Unit 1B Line Master 5a Building Objects from Views

Part A: Given one view

Build an object that has this top view.



How many different objects can you build?

Part B: Given two views

Build an object that has this top view and front view.



How many different objects can you build now?



Part C: Given three views

Build an object that has this top view, front view, and right-side view.



How many different objects can you build now?

Part D: Given four views

Here is the left-side view. Is your object correct? If not, add or move cubes until it is.



What did you notice as more views were given?



Part A: Given one view

Build an object that has this top view.



How many different objects can you build?

Part B: Given two views

Build an object that has this top view and front view.



How many different objects can you build now?



Part C: Given three views

Build an object that has this top view, front view, and right-side view.



How many different objects can you build now?

Part D: Given four views

Here is the left-side view. Is your object correct? If not, add or move cubes until it is.



What did you notice as more views were given?

Activity 1 Assessment Measuring and Constructing Angles

Measuring and Comparing Angles								
Identifies and compares different types of angles using benchmarks of 90° and 180°.	Compares/measures angles clockwise &counterclockwise using a 180° protractor.	Constructs angles using a 360° protractor and states the relationships between angles.	Flexibly measures & constructs angles and matches angles using the additive principle.					
"A is an acute angle because it looks less than 90°. B is a 90° right angle because it looks like a square corner. C is an obtuse angle because it looks like it is between 90° and 180°. D is a 180° straight angle because it is a straight line."	"I can use a protractor to compare and measure angles. The first angle opens right, so I used the inside scale. It measures 35°. The second angle opens left, so I used the outer scale. It measures 110°."	"I used the circle protractor to measure the reflex angle: 220°. I then subtracted the angle from 360° to determine the unknown interior angle: 360° – 220° = 140°. The sum of the reflex angle and the interior angle must be 360°."	 235° 125° 135° 45° 55°, and 125°, and the sum: 135° + 45 + 55° + 125° = 360°. The 235° reflex angle and 125° matching angle add to 360°. 					
Observations/Documentation								

Activity 2 Assessment Angle Properties and Relationships



Activity 2 Assessment Angle Properties and Relationships



Activity 3 Assessment Properties of Quadrilaterals

Properties of Quadrilaterals			
Recognizes that quadrilaterals have 4 sides and angles that sum to 360°. "I recognize the shapes by name. From left to right: square, rectangle, parallelogram, rhombus, isosceles trapezoid, trapezoid, convex kite (dart), and concave kite."	Understands that quadrilaterals can be classified using geometric properties. Has Rotational Has at Least One Pair of Parallel Sides "I sorted the quadrilaterals using the properties of rotational symmetry and at least one pair of	Sketches and identifies quadrilaterals when given specific properties. "I drew a parallelogram that has opposite sides equal and parallel; opposite angles equal; and rotational symmetry of order 2."	Sketches, defines, and analyzes quadrilaterals using common geometric properties. "A rectangle is a parallelogram because it has opposite sides equal and parallel. A parallelogram is not a rectangle because it does not have 4 right angles."
Observations/Documentation	parallel sides."		

Activity 4 Assessment Constructing 3-D Objects

Drawing Views								
 anderstands that 3-D objects can be presented in 2-D with fferent views. Top Front Top Fight Front Top Fight Front Top Fight Left S-D objects can be represented on paper to show different views. I can match the object to the d		Constructs a 3-D object using given views.	Analyzes multiple 3-D objects from different perspectives using the same views.					
Observations/Documentation								

Activity 5 Assessment

2-D Shapes, Angles, and 3-D Solids Consolidation

Measuring and Comparing Angles								
Identifies and compares different types of angles using benchmarks of 90° and 180°.	Compares/measures angles clockwise &counterclockwise using a 180° protractor.	Constructs angles using a 360° protractor and states the relationships between angles.	Flexibly measures & constructs angles and matches angles using the additive principle.					
"A is an acute angle because it looks less than 90°. B is a 90° right angle because it looks like a square corner. C is an obtuse angle because it looks like it is between 90° and 180°. D is a 180° straight angle because it is a straight line."	"I can use a protractor to compare and measure angles. The first angle opens right, so I used the inside scale. It measures 35°. The second angle opens left, so I used the outer scale. It measures 110°."	"I used the circle protractor to measure the reflex angle: 220°. I then subtracted the angle from 360° to determine the unknown interior angle: 360° – 220° = 140°. The sum of the reflex angle and the interior angle must be 360°."	 235° 135° 45° 55°, and 125°, and the sum: 135° + 45 + 55° + 125° = 360°. The 235° reflex angle and 125° matching angle add to 360°. 					
Observations/Documentation								

Activity 5 Assessment

2-D Shapes, Angles, and 3-D Solids Consolidation





At the Amusement Park



Geometry	
Unit 2B Line Master 2	

How Many Ways?



	_									

Activity 7 Assessment

Rotating 2-D Shapes on a Grid



Activity 8 Assessment

Single Transformations on a Grid



Activity 9 Assessment

Combining Transformations on a Grid



Activity 10 Assessment Plotting and Reading Coordinates



Activity 10 Assessment Plotting and Reading Coordinates



Activity 11 Assessment

Transformations on a Cartesian Plane



Activity 11 Assessment

Transformations on a Cartesian Plane



Activity 12 Assessment Transformations Consolidation



Activity 12 Assessment Transformations Consolidation

Locating and Mapping Shapes in 1st Quadrant of the Cartesian Plane Describes the location of 2-D shape/objects on Describes translations of points by describing Plots and locates points on a grid using various the grid. distance, direction, and coordinates. scales and labels the coordinates. 10 50 45 40 8 C (5, 7) D (10, 7) 35 30**0**W U 5 25 20 15 3 10 2 М 2 3 4 5 6 7 8 9 5 10 15 20 25 30 35 40 45 50 1 2 3 4 5 6 7 8 9 10 0 0 "The treasure chest is located at (6.3)." "I plotted the point C(5, 7), then translated it "To plot each point, I counted by 5s along each right 5 squares to C'(10, 5). axis and labelled the coordinates: W(0,30), The x-coordinate increased by 5." N(15,0), V(35,20), U(40,25), M(45,5)." **Observations/Documentation**

Activity 12 Assessment

Transformations Consolidation



Geometry Unit 2A Line Master 1

Pentominoes

A **pentomino** is a geometric shape made from 5 squares, connected at the sides.





Coordinate Grid

У X

0

Activity 6 Assessment

Plotting and Reading Coordinates in Four Quadrants of the Cartesian Plane Identifies coordinates to describe the Use coordinates to plot and describe Describes how to translate one point Flexibly predicts and describes the location and coordinates of points location of points on the location of points on to another point on a Cartesian plane. a Cartesian plane. a Cartesian plane. after a translation using the translation vector. Quadrant 2 Quadrant 1 H (-5, 5) E. D -8-7-6-5-4-3-2-1, 2345678 -10 -9 -8 -7 -6 -5 -4 -3 -2 -2345678910 F (3, -2) -8-7-6-5-4-3-Quadrant 3 Quadrant 4 "To move point A to A': "To move point H to point F, "The coordinates of point B $A(-5, 7) \rightarrow (-5 + 8, 7 + 2) \rightarrow A'(3, 9)$ translate point H 8 left and 7 down." are (8, -3)." $B(-3, 3) \rightarrow (-3 + 8, 3 + 2) \rightarrow B'(5, 5)$ "The ends of the soccer nets are point H(-5, 5) $C(-7, 3) \rightarrow (-7 + 8, 3 + 2) \rightarrow C'(1, 5)$ located at (-4, 7) to (4, 7) and $(-5 + 8, 5 - 7) \rightarrow (3, -2)$ The translation vector is (8, 2) (-4, -7) to (4, -7)" for all points." **Observations/Documentation**

Activity 7 Assessment

Transformations on a Grid



Activity 8 Assessment

Rotating 2-D Shapes up to 360°

Applying and Visualizing Rotations on a Grid



Activity 9 Assessment

Combining Transformations on a Grid



Activity 10 Assessment

Grids and Transformations Consolidation



Activity 10 Assessment

Grids and Transformations Consolidation

Applying and Visualizing Rotations on a Grid (cont'd) Identifies rotation that takes a shape Identifies rotation that takes a shape Performs and describes various Visualizes, predicts, and describes where the image of a shape will be to its image on a grid (point of to its image on a grid (point of rotations with angles of rotation rotation on shape). rotation off shape). to 360°. after a rotation. Shape ים Α 10-9-8-7-6-5-4-3-2-1 90° Р nage D C' С B' Image "I can picture rotating the shape 90° counterclockwise about the "I used the point of rotation to rotate point of rotation, P." "I know the shape was rotated 180° the shape 270° counterclockwise. clockwise about vertex P." "I know the shape was rotated 90° If I rotated the shape 90° clockwise, counterclockwise about point P." I would get the same final image. I know the image is correct because each vertex and its image are the same distance from point P and the angle between the lines joining matching vertices to the point of rotation is 90°. **Observations/Documentation**





What the Perimeter?

Polygon	Perimeter	Rule for Perimeter
square		
rectangle		
hexagon		
octagon		
triangle		
parallelogram		
rhombus		
pentagon		
regular hexagon		

Name_____

Date_____

Measurement	\sum
Unit 1A Line Master 3	

What the Area?

Recording Sheet

Area (cm²)	Length (cm)	Width (cm)



Area of Parallelograms




Area of Triangles





What's the Volume?

Volume (cubic units)	Length (units)	Width (units)	Area of Base (square units)	Height (units)

Activity 1 Assessment Determining the Perimeter of Polygons



Activity 2 Assessment Determining the Area of Rectangles

Measuring Area of Rectangles				
Recognizes that area is the number of congruent squares needed to cover a surface.	Understands how length and width of a rectangle relate to its area and related formulas.	Constructs different rectangles for a given area and uses formulas to check the measures.	Flexibly applies formulas to calculate the area of rectangles and to solve problems.	
"On the 1-cm grid, the rectangle forms an array of 3 rows of 5 squares: 3 × 5 = 15; the area of the rectangle is 15 cm ² ."	"A square has all sides equal. To determine its area, I multiply a side length by itself: $A = s \times s$, or $A = s^2$. To determine the area of a rectangle, I multiply the length by the width (or base by the height): $A = I \times w$, or $A = Iw$, or $A = b \times h$, or $A = bh$."	Area of rectangle = 16 cm^2 "I constructed 3 different rectangles: A square with side length 4 cm: 4 cm × 4 cm = 16 cm^2 . A 2-cm by 8-cm rectangle: 2 cm × 8 cm = 16 cm^2 . A 1-cm by 16- cm rectangle: 1 cm × 16 cm = 16 cm^2 .	Cassie charges \$4 for each 10 m ² of driveway shovelled. How much would Cassie charge for a driveway that is 15 m by 25 m? "Area of driveway: $15 \text{ m} \times 25 \text{ m} = 375 \text{ m}^2$. Determine how many 10 m ² are in the total area: $375 \div 10 = 37 \text{ R5}$. Cassie charged: $37 \times $4 + 0.5 \times $4 = $148 + 2 = \$150."	
Observations/Documentation				

Activity 3 Assessment Areas of Parallelograms, Triangles, and Trapezoids



Activity 3 Assessment Areas of Parallelograms, Triangles, and Trapezoids



Activity 4 Assessment Determining the Volume of Right Rectangular Prisms



Activity 4 Assessment Determining the Volume of Right Rectangular Prisms

Determining the Volume of Right Rectangular Prisms (cont'd)					
Constructs different rectangular prisms for a given volume.	Sketches rectangular prisms and calculates volume using formula $V =$ base area × height.	Flexibly solves problems in various contexts that involve the volume of rectangular prisms.			
 Make as many different rectangular prisms as you can with a volume of 30 cm³. "I made 5 different prisms. The dimensions are: 1 cm by 1 cm by 30 cm; 1 cm by 2 cm by 15 cm; 1 cm by 3 cm by 10 cm; 1 cm by 5 cm by 6 cm; 2 cm by 3 cm by 5 cm." 	"The base area is: $3 \text{ cm} \times 5 \text{ cm} = 15 \text{ cm}^2$. The height is 7 cm. Volume = $15 \text{ cm}^2 \times 7 \text{ cm} = 105 \text{ cm}^3$."	A box has volume 4500 cm ³ . The box has length 30 cm and width 15 cm. What is the height of the box? "The area of the base of the box is 30 cm × 15 cm = 450 cm ² . V = base area × h 4500 cm ³ = 450 cm ² × h h = 10 cm The box has height 10 cm."			
Observations/Documentation					



Investigating Mass and Capacity (cont'd)				
Explains the relationship between metric units of mass and/or capacity and converts between units.	Compares and orders items by mass and/or capacity when measures are given in different units.	Flexibly solves problems in various contexts where measures of mass and/or capacity are given in different units.		
 Rhianna drinks 1500 mL of milk at school in one week. How many litres does she drink? "I know 1000 mL = 1 L, so 500 mL = 0.5 L; 1 L + 0.5 L = 1.5 L." 		 One peach has a mass of 150 g. How much will it cost for 8 peaches if they sell for \$5 per kg? "I found the mass of 8 peaches in kilograms: 8 × 150 g = 1200 g, or 1.2 kg; I kg costs \$5; 0.2 kg is one-fifth of 1 kg and one-fifth of \$5 is \$1; 		
		\$5 + \$1 = \$6."		
	0.17 kg 80 g 5 mg			
	"I converted the mass of each object to grams: $0.17 \times 1000 = 170$ and $5 \div 1000 = 0.005$. The order from least to greatest mass is feather (0.005 g), apple (80 g), and cell phone (170 g)."			
Observations/Documentation				

Activity 6 Assessment Perimeter, Area, Volume, and Capacity Consolidation

Using Formulas to Determine Perimeter of Polygons Identifies the appropriate formula to Uses standard units to measure the Uses P = # of equal sides × length of Fluently applies formulas for a side to calculate the perimeter of determine the perimeter of perimeter of irregular polygons by determining perimeter of polygons to adding side lengths. regular polygons. different polygons. solve problems. A soccer field is 125 m by 85 m. A . . . football field is about 92 m by 49 m. 8 cm Which field has the greater perimeter? 5 cm "Both fields are rectangular, so I will use the formula for the perimeter of Regular Octagon a rectangle: P = 2(I + w). "The irregular polygon is a Soccer field: parallelogram, so I can use the "In a regular octagon, all sides are P = 2(125 m + 88 m) = 426 m."The polygon is on 1-cm dot paper. formula: P = 2(a + b): 2(48 mm + 68 the same length. I multiply the length Football field: I added the lengths of the sides: mm) = 2(116 mm) = 232 mm. of a side by the number of sides: P =P = 2(92 m + 49 m) = 282 m3 cm + 4 cm + 4 cm + 2 cmThe pentagon is a regular pentagon, 8×5 cm = 40 cm. The perimeter is The soccer field has the greater 1 cm + 1 cm + 1 cm = 18 cm;so I can use the formula P = 5s: 40 cm." perimeter." The perimeter of the shape 5×9.8 cm = 49.0 cm." is 18 cm." **Observations/Documentation**

Activity 6 Assessment Perimeter, Area, Volume, and Capacity Consolidation



Activity 6 Assessment Perimeter, Area, Volume, and Capacity Consolidation



Measurement Unit 1B Line Master 1 Order the Measures				
Set 1				
2.5 m	390 cm	450 mm	0.2 km	23 dm
Which attribu	ute is being n	neasured?		
Set 2				
6 L	2.4 kL	1100 mL	11 hL	110 L
Which attribute is being measured?				
Set 3				
600 g	3500 mg	45 hg	405 dg	0.5 kg
Which attribu	ute is being n	neasured?		

Date_



Conversion Problems

Problem 1

Jeremiah is at the grocery store to buy milk. It costs \$1.25 for a 250-mL carton and \$7.50 for a 2-L carton. Which is the better deal?

Without solving the problem, which do you think is the better deal? Why do you think so?

Solve the problem. Show your work.

How did converting between units help you solve the problem?

Ν	ar	n	e_
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Conversion Problems (cont'd)

Problem 2

Cherries are on sale for \$9.00 per kilogram. Chevon bought 300 g of cherries. How much did Chevon pay for the cherries?

Use estimation. About how much did Chevon pay for the cherries? How did you make your estimate?

Solve the problem. Show your work.

How did converting between units help you solve the problem?





Rhombus







Area of Quadrilaterals (cont'd)

Dart







Rhombus







Trapezoid





Kite



Dart





Shape A









Net A











Activity 1 Assessment Relationships Among Metric Units

Understanding Relationship	s Among Metric Units	Understanding Relationships Among Metric Units				
Understands the relationship among metric units of mass, capacity, length, and area. Length = 14.2 cm "14.4 ÷ 100 = 0.142; the cell phone's length is 14.2 cm or 0.142 m. I can visualize the phone being about 15 fingers long, but I can't visualize 0.142 of a metre stick. I would give the length in centimetres."	Uses metric relationships to convert from smaller to larger units to solve problems.	Uses metric relationships to convert from larger to smaller units to solve problems.	Use metric relationships to estimate, measure, and solve problems. 20 cm 20 cm 30.5 cm Which metric unit would you use in an ad to sell the fish tank? "I might list the dimensions in millimetres: 155 mm by 305 mm by 200 mm because the tank may seem bigger. Reasonably, I would list the dimensions in centimetres because prospective buys would be able to relate to the units better."			
Observations/Documentation						

Activity 2 Assessment

Determining Area



Activity 3 Assessment

Surface Area of Prisms and Pyramids



Measurement

Activity 4 Assessment

Length, Mass, Capacity, and Area Consolidation



Activity 4 Assessment

Length, Mass, Capacity, and Area Consolidation



Measurement

Number Unit 1 Line Master 1a		aster 1a	Place-Value Chart to 1 Million	

Units	Ones	
	Tens	
	Hundreds	
	Thousands	
Thousands	Ten Thousands	
	Hundred Thousands	
	Millions	

Date_

Num Unit	nber 1 Line	Place-Value Chart to Hundred Millions
	Ones	
nits	Tens	
Ō	Hundreds	
	Ones	
sands	Tens	
Thou	Hundreds	
Millions	Ones	
	Tens	
	Hundreds	

(

Number Unit 1 Line Master 1c Place-Value Chart to Billions				
Units	Ones			
	Tens			
	Hundreds			
Thousands	Ones			
	Tens			
	Hundreds			
Millions	Ones			
	Tens			
	Hundreds			
	Billions			

Date_____

Number Unit 1 Line Master 1d Place-Value Chart to Trillions

Units	0								
	Т								
	т								
Thousands	0								
	Т								
	т								
Millions	ο								
	Т								
	т								
Billions	ο								
	Т								
	т								
Trillions	0								
	Т								
	Т								
Number Connect 15: Beyond 1 Million Unit 1 Line Master 2a Connect 15: Beyond 1 Million									
--	---	--	--	--	--	--	--	--	--
START	seventy-six thousand five hundred ninety-six								
Where is 76 596?	Where is 2 000 000 + 40 000 + 6000 + 500 + 20 + 1?								
2 046 521 Where is a number with 4 hundred thousands, 2 ten thousands, 6 thousands, 8 hundreds, 2 ones?	four hundred twenty-six thousand eight hundred two Where is 9 000 000?								
9 million Where is 70 000 000 + 8 000 000 + 600 000 + 5000 + 800 + 20 + 4?	78 605 824 Where is 234 904?								
200 000 + 30 000 + 4000 + 900 + 4 Where is a number with 5 hundred thousands, 4 tens, 5 ones?	500 045 Where is 345 thousand?								
345 000 Where is 20 000 + 6?	20 006 Where is 300 000 + 5000 + 300 + 5?								



Number Unit 1 Line Master 3a Connect 15:	Up to 1 Million
START	seventy-six thousand five hundred ninety-six
Where is 76 596?	Where is
946 521 Where is a number with	four hundred twenty-six thousand eight hundred two
4 hundred thousands, 2 ten thousands, 6 thousands, 8 hundreds, 2 ones?	Where is 1 000 000?
1 million	605 824
Where is 600 000 + 5000 + 800 + 20 + 4?	Where is a number that is 30 thousands more than 204 904?
200 000 + 30 000 + 4000 + 900 + 4 Where is a number with 5 hundred thousands, 4 tens, 5 ones?	500 045 Where is 345 thousand?
345 000	20 006
Where is 20 000 + 6?	Where is 300 000 + 5000 + 300 + 5?





0.5 cm Grid Paper

			 								_		 _	_	_				
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Nur Uni	nber t 1 Lin	e Mas	ster 5	$\Big)$	1-cı	m C	Gric	l Pa	ape	er			

Date_____



Hundred Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Name	Date
Number Unit 1 Line Master 7	Open Number Lines
4	
←	
←	+
<	*



12 x 12 Multiplication Chart

x	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

Number Unit 1 Line Master 9 Connect 10: Up to 100 000									
START	seven thousand five hundred ninety-six								
Where is 7596?	Where is 1000 + 400 + 60 + 50?								
1465 Where is	twenty-six thousand eight hundred two								
a number with 2 ten thousands, 6 thousands, 8 hundreds, 2 ones?	Where is 90 000?								
90 thousand	6584								
Where is 6000 + 500 + 80 + 4?	Where is 23 494?								
20 000 + 3000 + 400 + 90 + 4	5045								
Where is a number with 5 thousands, 4 tens, 5 ones?	Where is 45 thousand?								
45 000	2006								
Where is 2000 + 6?	END								

Date_____

Number Link 3! Gameboard A: Unit 1 Line Master 10a Up to 1 Million									
605 040	876 543	87 643	50 053						
904 005	548 632	9680	423 075						
427 089	747 747	207 089	1 000 000						
48 632	100 968	968 086	823 075						
474 747	405 060	765 432	304 056						

Number Unit 1 Line Master 10	▶ Link 3! U	Gameboard p to 1 Millio	A Cards:
Nine hundred sixty-eight thousand eighty-six	500 000 + 40 000 + 8000 + 600 + 30 + 2	765 thousand 432	50 000 + 50 + 3
Forty-eight thousand six hundred thirty-two	Nine hundred four thousand five	747 thousand 747	300 000 + 4000 + 50 + 6
800 000 + 20 000 + 3000 + 70 + 5	400 000 + 70 000 + 4000 + 700 + 40 + 7	Four hundred twenty-seven thousand eighty-nine	1 million
876 thousand 5 hundred 43	200 000 + 7000 + 80 + 9	One hundred thousand nine hundred sixty-eight	605 thousand 40
9000 + 600 + 80	87 thousand 6 hundred 43	Four hundred twenty-three thousand seventy-five	Four hundred five thousand sixty

Date_____

Number Unit 1 Line Master 11	Link 3! Beyo	Gameboard nd 1 Million	B:
70 605 040	876 543	87 643	8 350 053
12 004 005	10 548 632	0896	4 823 075
427 089	1 747 747	4 207 089	3 040 506
6 048 632	100 968	1 204 005	823 075
1 474 747	30 405 060	8 765 432	304 056

(Number Unit 1 Line Master 11	Link 3! Be	Gameboard yond 1 Milli	B Cards: on
	One million two hundred four thousand five	10 000 000 + 500 000 + 40 000 + 8000 + 600 + 30 + 2	8 million 765 thousand 432	8 000 000 + 300 000 + 50 000 + 50 + 3
	Six million forty-eight thousand six hundred thirty-two	Twelve million four thousand five	1 million 747 thousand 747	300 000 + 4000 + 50 + 6
	800 000 + 20 000 + 3000 + 70 + 5	1 000 000 + 400 000 + 70 000 + 4000 + 700 + 40 + 7	Four hundred twenty-seven thousand eighty-nine	3 million 40 thousand 5 hundred 6
	876 thousand 5 hundred 43	4 000 000 + 200 000 + 7000 + 80 + 9	One hundred thousand nine hundred sixty-eight	70 million 605 thousand 40
	1 000 000 + 9000 + 600 + 80	87 thousand 6 hundred 43	Four million eight hundred twenty-three thousand seventy-five	Thirty million four hundred five thousand sixty

Date

Number Unit 1 Line Master 12	Link 3! Up t	Gameboard o 1 Billion	C:
70 605 040	876 543	87 643	8 350 053
12 004 005	10 548 632	1 009 680	4 823 075
504 427 089	1 747 747	4 207 089	3 040 506
6 048 632	1 000 968 000	1 000 204 005	823 075
1 474 747	31 405 060	8 765 432	10 350 304 050

Name_____

Link 3! Gameboard C Cards:

Numb	er		
Unit 1	Line	Master	12b

	UU	p to 1 Billio	n
One hundred million two hundred four thousand five	10 000 000 + 500 000 + 40 000 + 8000 + 600 + 30 + 2	8 million 765 thousand 432	8 000 000 + 300 000 + 50 000 + 50 + 3
Six million forty-eight thousand six hundred thirty-two	Twelve million four thousand five	1 million 747 thousand 747	10 000 000 000 + 300 000 000 + 50 000 000 + 300 000 + 4000 + 50
800 000 + 20 000 + 3000 + 70 + 5	1 000 000 + 400 000 + 70 000 + 4000 + 700 + 40 + 7	Five hundred four million four hundred twenty-seven thousand eighty-nine	3 million 40 thousand 5 hundred 6
876 thousand 5 hundred 43	4 000 000 + 200 000 + 7000 + 80 + 9	One billion nine hundred sixty-eight thousand	70 million 605 thousand 40
1 000 000 + 9000 + 600 + 80	87 thousand 6 hundred 43	Four million eight hundred twenty-three thousand seventy-five	Thirty-one million four hundred five thousand sixty

Number

Unit 1 Line Master 13a

Date_____

Link 3! Gameboard D: Up to 100 000

74 747	4747	90 680				
9608	54 632	20 089				
8632	2098	23 075				
20 375	87 643	80 632				

Number Unit 1 Line Master 13b

Link 3! Gameboard D Cards: Up to 100 000

Two thousand ninety-eight	87 thousand 6 hundred 43	Nine thousand six hundred eight
4 thousand 7 hundred 47	4 000 000 + 200 000 + 7000 + 80 + 9	Twenty thousand three hundred seventy-five
90 000 + 600 + 80	70 000 + 4000 + 700 + 40 + 7	Fifty-four thousand six hundred thirty-two
Eight thousand six hundred thirty-two	20 000 + 3000 + 70 + 5	20 thousand 89

Number Unit 1 Line Master 14 Prime or	Composite?
Prime	Composite
Prime	Composite

Ext	endir	ng Wł	nole I	Numb	oer U	nders	stand	ling															
Rep (dec	resents	5-digit es in o	t numb ne way	ers on).	place-	value c	hart	Repr word	Represents same number in multiple ways (e.g., words, expanded form, place-value chart).								Uses relationships among place-value positions to read a number in more than one way.					ons to	
	Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones]		Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones]	[Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones	
		7	T	2	8	3				7	ı	2	8	3				7	I	2	8	3	
	"71 28 2	3 has 7 hundre	′ ten-th ds, 8 te	ousano ens, an	ds, 1 th Id 3 on	nousan ies."	d,	"- C	71 238; eighty-tl	sever hree; 7	nty-one '0 000 ·	thousa + 1000	nd two + 200) hundi + 80 +	red 3"	"7 t and	ten-tho 3 one	ousand s can a	s, 1 the Ilso be and 8	ousand 71 tho 33 ones	, 2 hun usands s."	dreds, s, 2 hur	8 ten, ndreds,
Ob	servat	ions/I	Docur	nenta	tion											-							
Observations/Documentation																							

Activity 1 Assessment Representing Larger Numbers (to 1 000 000 and Beyond)

Extending Whole Number Understanding (cont'd)											
Uses pl	ace-val	ue to c	ompare	e numt	oers.	Uses place value to compare and order numbers	Extends whole number understanding up to and beyond 1 000 000.				
Uses place-value to compare numbers.						65 218, 56 812, 65 018, 65 208	"To represent 1 639 587, I have to add 2 columns				
	7 7	1 3	2 	8 9	3 3	"I compared the digits in each place-value position. From least to greatest: 56 812, 65 018, 65 208, 65 218."	to the place value chart: one for hundred- thousands and one for millions."				
"Both thous	numbe ands is (rs have more t greater 73 19	e 3 ten- than 1 t than 7 93 > 71	-thousa thousa 1 283. 283	ands. S nd, 73 "	Since 3 193 is					
Obser	valion	15/000	Jumer	παιιο	18.8						

Ext	endir	ng Wł	nole I	Numb	er U	nders	tand	ling															
Rep (dec	resents	5-digit es in o	t numb ne way	ers on ′).	place-	value cl	hart	Rep word	Represents same number in multiple ways (e.g., words, expanded form, place-value chart).									onship ber in	s amor more t	ig place han one	e-value e way.	positio	ons to
	Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones			Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones]		Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones	
		7	I	2	8	3				7	I	2	8	3				7	I	2	8	3	
Oh	"71 283 21	3 has 7 hundre	/ ten-th	ousano ens, an	ds, 1 th d 3 on tion	nousano es."	d,	"	71 238 eighty-t	; sever hree; 7	nty-one 70 000 ·	thousa + 1000	and two + 200) hundi + 80 +	red 3"	"7 and	ten-tho 3 one	ousand s can a	s, 1 the also be and 8	ousand 71 tho 33 ones	, 2 hun usands "	dreds, s, 2 hur	8 ten, ndreds,
OD:	serval	10115/1	Docui	nenta	lion											r –							

Activity 2 Assessment Representing Numbers in Different Forms

Exten	ding	Whol	e Nu	mber	Und	erstand	ling (cont'd)	
Uses pl	ace-val	lue to c	compare	e numl	bers.		Uses place value to compare and order numbers.	Extends whole number understanding up to and beyond 1 000 000.
Ten thousands Thousands Hundreds Tens Ones							65 218, 56 812, 65 018, 65 208	"To represent 1 639 587, I have to add 2 columns
	7 7	1 3	2 I	8 9	3 3		"I compared the digits in each place-value position. From least to greatest: 56 812, 65 018, 65 208, 65 218."	to the place value chart: one for hundred- thousands and one for millions."
"Both thous	numbe ands is	ers have more t greater 73 19	e 3 ten- than 1 t than 7 93 > 71	-thousa thousa 1 283. 283	ands. { ind, 73 "	Since 3 193 is		
Obser	valioi	15/00	cume	ilalio	7 1			

Activity 3 Assessment Identifying Factors and Multiples

Determining Multiples and F	actors		
Uses concrete materials to find multiples. "To find multiples of 4, I added a row of 4 tiles each time and counted on: 4, 8, 12,"	Uses skip-counting or repeated addition. 4, 8, 12, 16, 20,	Uses familiar basic facts to identify some multiples and factors. $2 \times 4 = 8$ $3 \times 4 = 12$ $10 \times 4 = 40$ "I thought of the multiplication facts for 4 that I know."	Uses efficient, systematic strategies to determine multiples and identify all factors. "To find factors of 8, I start $8 \div 1 = 8$ Factors are 1 and 8. $8 \div 2 = 4$ Factors are 2 and 4. $8 \div 3 = X$ $8 \div 4 = 2$ So, 1, 2, 4, and 8 are all factors."
Observations/Documentation			

Number

Activity 3 Assessment Identifying Factors and Multiples

Determining Multiples and Factors (cont'd)							
Uses concrete materials to identify prime and composite numbers.	Writes a composite number as a product of its prime factors.	Identifies common factors and multiples for a pair of numbers.	Solves problems involving common factors and multiples				
"7 is prime because it has only 2 factors, 1 and 7. 12 is composite because it has more than 2 factors: 1 and 12, 2 and 6, and 3 and 4."	30 5 6 3 * 2 "30 = 2 × 3 × 5"	Multiples of 4: 4, 8, 12 , 16, 20, 24 , 28 Multiples of 6: 6, 12 , 18, 24 , 30 "Two common multiples are 12 and 24."	"Choir practice is every 5th day. Gymnastics is every 3rd day. That means choir and gymnastics both happen every 15th day."				
Observations/Documentation							

Activity 4 Assessment Identifying Prime and Composite Numbers

Determining Multiples and Factors								
Uses concrete materials to find multiples. "To find multiples of 4, I added a row of 4 tiles each time and counted on: 4, 8, 12,"	Uses skip-counting or repeated addition. 4, 8, 12, 16, 20,	Uses familiar basic facts to identify some multiples and factors. $2 \times 4 = 8$ $3 \times 4 = 12$ $10 \times 4 = 40$ "I thought of the multiplication facts for 4 that I know."	Uses efficient, systematic strategies to determine multiples and identify all factors. "To find factors of 8, I start $8 \div 1 = 8$ Factors are 1 and 8. $8 \div 2 = 4$ Factors are 2 and 4. $8 \div 3 = X$ $8 \div 4 = 2$ So, 1, 2, 4, and 8 are all factors."					
Observations/Documentation								

Number

Activity 4 Assessment Identifying Prime and Composite Numbers

Determining Multiples and Factors (cont'd)							
Uses concrete materials to identify prime and composite numbers.	Writes a composite number as a product of its prime factors.	Identifies common factors and multiples for a pair of numbers.	Solves problems involving common factors and multiples				
"7 is prime because it has only 2 factors, 1 and 7. 12 is composite because it has more than 2 factors: 1 and 12 across:	30 5 6 3 x 2 "30 = 2 × 3 × 5"	Multiples of 4: 4, 8, 12 , 16, 20, 24 , 28 Multiples of 6: 6, 12 , 18, 24 , 30 "Two common multiples are 12 and 24."	"Choir practice is every 5th day. Gymnastics is every 3rd day. That means choir and gymnastics both happen every 15th day."				
Observations/Documentation							

Ext	xtending Whole Number Understanding																						
Rep (dec	Represents 5-digit numbers on place-value chart decomposes in one way).			Rep wore	Represents same number in multiple ways (e.g., words, expanded form, place-value chart).							Uses relationships among place-value positi read a number in more than one way.) positi	ons to				
	Hundred thousands	Ten thousand	s Thousands	Hundreds	Tens	Ones			Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones			Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones]
		7	I	2	8	3				7	I	2	8	3				7	I	2	8	3	
Ob	"71 283 has 7 ten-thousands, 1 thousand, 2 hundreds, 8 tens, and 3 ones." "bservations/Documentation" "71 238; seventy-one thousand two hundred eighty-three; 70 000 + 1000 + 200 + 80 + 3" "7 ten-thousands, 1 thousand, 2 hundreds, 8 ten, and 3 ones can also be 71 thousands, 2 hundreds, and 83 ones."																						

Activity 5 Assessment Number Relationships and Place Value Consolidation

Exten	Extending Whole Number Understanding (con't)								
Uses pl	ace-val	ue to c	compare	e numl	bers.		Uses place value to compare and order numbers.	Extends whole number understanding up to and beyond 1 000 000	
"Both	Ten thousandsThousandsHundredsTensOnes7I28373I93"Both numbers have 3 ten-thousands. Since 3		Gince 3	65 218, 56 812, 65 018, 65 208 "I compared the digits in each place-value position. From least to greatest: 56 812, 65 018, 65 208, 65 218."	"To represent 1 639 587, I have to add 2 columns to the place value chart: one for hundred- thousands and one for millions."				
thousands is more than 1 thousand, 73 193 is greater than 71 283." 73 193 > 71 283			ind, 73 "	193 is					
Obser	vatior	ns/Doo	cumer	ntatio	n				

Activity 5 Assessment Number Relationships and Place Value Consolidation

Determining Multiples and Factors							
Uses concrete materials to find multiples. "To find multiples of 4, I added a row of 4 tiles each time and counted on: 4, 8, 12,"	Uses skip-counting or repeated addition. 4, 8, 12, 16, 20,	Uses familiar basic facts to identify some multiples and factors. $2 \times 4 = 8$ $3 \times 4 = 12$ $10 \times 4 = 40$ "I thought of the multiplication facts for 4 that I know."	Uses efficient, systematic strategies to determine multiples and identify all factors. "To find factors of 8, I start $8 \div 1 = 8$ Factors are 1 and 8. $8 \div 2 = 4$ Factors are 2 and 4. $8 \div 3 = X$ $8 \div 4 = 2$ So, 1, 2, 4, and 8 are all factors."				
Observations/Documentation							

Number

Activity 5 Assessment Number Relationships and Place Value Consolidation

Determining Multiples and Factors (con't)									
Uses concrete materials to identify prime and composite numbers.	Writes a composite number as a product of its prime factors. 30 5×6 3×2	Identifies common factors and multiples for a pair of numbers. Multiples of 4: 4, 8, 12 , 16, 20, 24 , 28 Multiples of 6: 6, 12 , 18, 24 , 30 "Two common multiples are 12 and 24."	Solves problems involving common factors and multiples "Choir practice is every 5th day. Gymnastics is every 3rd day. That means choir and gymnastics both happen every 15th day."						
"7 is prime because it has only 2 factors, 1 and 7. 12 is composite because it has more than 2 factors: 1 and 12, 2 and 6, and 3 and 4."	"30 = 2 × 3 × 5"								
Observations/Documentation									



Claim Your Prize!







	TAPS KOTAPS	D
	Skill-testing Question:	A.
T		EN EN
Ø		U
010		S
and the second s		J.
S	Answer:	All a
		(J)
0	4. A. 7. 54. A.	8



Splash Challenge!

Gameboard



Number Unit 2 Line Master 3a Splash (Game	Challenge! Cards
(6 + 3) × 4 ÷ 6	18 – 12 + 8 ÷ 4
4 × 10 – 5 × 7	81 ÷ (12 – 3) – 8
27 – (6 × 3 + 7)	3 + 144 ÷ 12 – 4
3 × 12 ÷ 9 – 1	60 – 5 × 11 + (8 ÷ 4)

Number Unit 2 Line Master 3b Game Cards						
89 × 4 – 348	85 – 79					
(123 + 74) × 0	(214 + 36) – (125 + 123)					
19 × 5 – (48 + 43)	215 ÷ 5 – 21					
(21 × 4) ÷ (17 + 11)	104 ÷ 2 – (18 + 33)					

Number Unit 2 Line Master 3c Game Cards						
4 tickets cost \$24. How much is 1 ticket?	Nadia walked 21 km in 3 h. How far did Nadia walk in 1 h?					
\$4.20 for 6 juice boxes.	18 chairs in 2 rows. How					
How much is 1 juice box?	many in 1 row?					
56 apples in 7 baskets.	36 flowers in 3 bunches.					
How many in 1 basket?	How many in 1 bunch?					
28 people at 7 tables.	36 tennis balls in 12 cans.					
How many at 1 table?	How many in 1 can?					


Splash Challenge! (cont'd) Game Cards

Ratios



Activity 6 Assessment Solving Problems with Whole Numbers

Developing Fluency with Whole Number Operations			
Understands number relationships and properties and applies them to whole number operations.	Uses estimation to check reasonableness of solutions.	Uses mental math strategies to solve single-step equations with larger numbers.	
? - 240 = 720 50 × ? = 2000 720 + 240 = 960 2000 + 50 = 40 "I solved each equation using an operation I am comfortable with."	A forklift can carry 2000 kg. An operator is unloading boxes of shoes weighing 78 kg. How many boxes can the forklift safely carry at one time? $78 \times ? = 2000$ "78 is close to 80. I know 80 × 20 = 1600 and $80 \times 5 = 400.1600 + 400 = 2000.$ An estimate of 25 boxes seems reasonable." $78 \times 25 = (70 + 8) \times (20 + 5)$ $= (70 \times 20) + (8 \times 20) + (7)$ = 1400 + 160 + 350 + 40 = 1950 $78 \times 25 = (70 + 8) \times (20 + 5)$ $= (70 \times 20) + (8 \times 20) + (7)$ = 1400 + 160 + 350 + 40 = 1950 $78 \times 25 = (70 + 8) \times (20 + 5)$ $= (70 \times 20) + (8 \times 20) + (7)$ = 1400 + 160 + 350 + 40 = 1950 $16 \circ (20 \times 8)$ $3 5 \circ (70 \times 5)$ $= \frac{4 4 0}{1 9 5 \circ}$ "I decomposed the nur to make multiplying ea		
Observations/Documentation			

Activity 6 Assessment Solving Problems with Whole Numbers

Developing Fluency with Whole Number Operations (cont'd)			
Solves multi-step equations using mental math strategies and properties of operations. 1560 + 1682 - 440 - 602 = ? 1560 - 440 = 1120 1682 - 602 = 1080 1120 + 1080 = 2200	Uses order of operations to solve equations and explains the effect when order is not followed. $9 \times 8 - 3 + 16 \div 4 = 72 - 3 + 4$ = 73 "I have to do multiplication and division first. If the order isn't followed and I perform the operations in the order in which they appear, I get 21 R1."	Flexibly selects mental math strategies and applies order of operations to solve multi-step equations/problems. To claim the prize in a contest, you must answer this skill-testing question: $19 + 11 \times 6 - 4 = 19 + 66 - 4$ = 20 - 1 + 66 - 4 = 20 + 66 - 1 - 4 = 86 - 5 = 81	
Observations/Documentation			

Activity 7 Assessment Estimating Reasonable of Solutions

Developing Fluency with Whole Number Operations			
Understands number relationships and properties and applies them to whole number operations.	Uses estimation to check reasonableness of solutions.	Uses mental math strategies to solve single-step equations with larger numbers.	
? - 240 = 720 50 × ? = 2000 720 + 240 = 960 2000 + 50 = 40 "I solved each equation using an operation I am comfortable with."	A forklift can carry 2000 kg. An operator is unloading boxes of shoes weighing 78 kg. How many boxes can the forklift safely carry at one time? 78 × ? = 2000 "78 is close to 80. I know 80 × 20 = 1600 and 80 × 5 = 400. 1600 + 400 = 2000. An estimate of 25 boxes seems reasonable."	$78 \times 25 = (70 + 8) \times (20 + 5)$ = (70 × 20) + (8 × 20) + (70 × 5) + (8 × 5) = 1400 + 160 + 350 + 40 = 1950 $\frac{7 8}{1 4 0 0} (70 \times 20)$ $\frac{7 0 8}{1 6 0 (20 \times 8)}$ $\frac{20 1400 160}{5 350 40}$ + 40 (8 × 5) 1 decomposed the numbers	
Observations/Documentation		to make multiplying easier.	

Activity 7 Assessment Estimating Reasonable of Solutions

Developing Fluency with Whole Number Operations (cont'd)			
Solves multi-step equations using mental math strategies and properties of operations. 1560 + 1682 - 440 - 602 = ? 1560 - 440 = 1120	Uses order of operations to solve equations and explains the effect when order is not followed. $9 \times 8 - 3 + 16 \div 4 = 72 - 3 + 4$ = 73	Flexibly selects mental math strategies and applies order of operations to solve multi-step equations/problems. To claim the prize in a contest, you must answer this skill-testing question:	
1682 - 602 = 1080 1120 + 1080 = 2200 Observations/Documentation	"I have to do multiplication and division first. If the order isn't followed and I perform the operations in the order in which they appear, I get 21 R1."	$19 + 11 \times 6 - 4 = ?$ $19 + 11 \times 6 - 4 = 19 + 66 - 4$ $= 20 - 1 + 66 - 4$ $= 20 + 66 - 1 - 4$ $= 86 - 5$ $= 81$	

Activity 8 Assessment The Order of Operations

Developing Fluency with Whole Number Operations			
Understands number relationships and properties and applies them to whole number operations.	Uses estimation to check reasonableness of solutions.	Uses mental math strategies to solve single-step equations with larger numbers.	
 ? - 240 = 720 50 × ? = 2000 720 + 240 = 960 2000 + 50 = 40 "I solved each equation using an operation I am comfortable with." A forklift can carry 2000 kg. An operator is unloading boxes of shoes weighing 78 kg. How many boxes can the forklift safely carry at one time? 78 × ? = 2000 "78 is close to 80. I know 80 × 20 = 1600 and 80 × 5 = 400. 1600 + 400 = 2000. An estimate of 25 boxes seems reasonable." 		$78 \times 25 = (70 + 8) \times (20 + 5)$ = (70 × 20) + (8 × 20) + (70 × 5) + (8 × 5) = 1400 + 160 + 350 + 40 = 1950 $\frac{7 8}{1 \ 4 \ 0 \ 0} (70 \times 20)$ 1 6 0 (20 × 8) 3 5 0 (70 × 5) $\frac{70 \ 8}{20 \ 1400 \ 160}$ $\frac{7}{5 \ 350 \ 40}$ $\frac{4 \ 4 \ 0}{1 \ 9 \ 5 \ 0} (8 \times 5)$ "I decomposed the numbers to make multiplying easier."	
Observations/Documentation			

Activity 8 Assessment The Order of Operations

Developing Fluency with Whole Number Operations (cont'd)			
Solves multi-step equations using mental math strategies and properties of operations. 1560 + 1682 - 440 - 602 = ? 1560 - 440 = 1120	Uses order of operations to solve equations and explains the effect when order is not followed. $9 \times 8 - 3 + 16 \div 4 = 72 - 3 + 4$ = 73	Flexibly selects mental math strategies and applies order of operations to solve multi-step equations/problems. To claim the prize in a contest, you must answer this skill-testing question:	
1682 - 602 = 1080 1120 + 1080 = 2200	"I have to do multiplication and division first. If the order isn't followed and I perform the operations in the order in which they appear, I get 21 R1."	$19 + 11 \times 6 - 4 = 19 + 66 - 4$ $= 20 - 1 + 66 - 4$ $= 20 + 66 - 1 - 4$ $= 86 - 5$ $= 81$	
Observations/Documentation			

Activity 9 Assessment

Mental Math Strategies

Developing Fluency with Whole Number Operations			
Understands number relationships and properties and applies them to whole number operations.	Uses estimation to check reasonableness of solutions.	Uses mental math strategies to solve single-step equations with larger numbers.	
? - 240 = 720 50 × ? = 2000 720 + 240 = 960 2000 + 50 = 40 "I solved each equation using an operation I am comfortable with."	A forklift can carry 2000 kg. An operator is unloading boxes of shoes weighing 78 kg. How many boxes can the forklift safely carry at one time? 78 × ? = 2000 "78 is close to 80. I know 80 × 20 = 1600 and 80 × 5 = 400. 1600 + 400 = 2000. An estimate of 25 boxes seems reasonable."	$78 \times 25 = (70 + 8) \times (20 + 5)$ = (70 × 20) + (8 × 20) + (70 × 5) + (8 × 5) = 1400 + 160 + 350 + 40 = 1950 $\frac{7 8}{1 4 0 0} (70 \times 20) \qquad \boxed{70 8}$ 1 6 0 (20 × 8) $20 \qquad 1400 \qquad 160$ 3 5 0 (70 × 5) $\frac{20 \qquad 1400 \qquad 160}{5 \qquad 350 \qquad 40}$ + 4 0 (8 × 5) $\frac{1}{1 9 5 0} (8 \times 5)$ "I decomposed the numbers to make multiplying easier."	
Observations/Documentation			

Activity 9 Assessment

Mental Math Strategies

Developing Fluency with Whole Number Operations (cont'd)			
Solves multi-step equations using mental math strategies and properties of operations. 1560 + 1682 - 440 - 602 = ? 1560 - 440 = 1120 1682 - 602 = 1080 1120 + 1080 = 2200	Uses order of operations to solve equations and explains the effect when order is not followed. $9 \times 8 - 3 + 16 + 4 = 72 - 3 + 4$ = 73 "I have to do multiplication and division first. If the order isn't followed and I perform the operations in the order in which they appear, I get 21 R1."	Flexibly selects mental math strategies and applies order of operations to solve multi-step equations/problems. To claim the prize in a contest, you must answer this skill-testing question: $19 + 11 \times 6 - 4 = 19 + 66 - 4$ = 20 - 1 + 66 - 4 = 20 + 66 - 1 - 4 = 86 - 5 = 81	
Observations/Documentation			

Activity 10 Assessment Unit Rates

Representing Equivalent Ra	tios and Rates		
Represents and records ratios and rates symbolically.	Represents and creates equivalent ratios and rates.	Represents and creates in-between ratios and rates.	Flexibly solves problems involving ratios, including percents, and rates.
10 glue sticks cost \$4.How much will 60 glue sticks cost?For example, using rates:Glue Sticks102030405060Cost (\$)4812162024	10 glue sticks cost \$4. How much will 60 glue sticks cost? "The ratio of glue sticks to cost is 10:4. To find the cost of 60 glue sticks, I multiply each term by 6." $10 \times 6 : 4 \times 6$ 60 : 24	A crafter sells 2 hand-painted pots for \$18. How much will the crafter make if 7 pots are sold? For example, using rates: Pots Sold 2 4 6 8 10 Amount Made (\$) 18 36 54 72 90 "7 is halfway between 6 and 8, so I find the number halfway between 54 and 72, which is \$63.00."	The ratio of dogs to cats in the animal shelter is 8:12. Show the comparison using percents. "The whole is 8 + 12 = 20. Since percent is "out of 100", I multiply each term in the ratio by 5 because 5 × 20 = 100. 8 × 5:12 × 5, or 40:60 40% of the animals are dogs and 60% are cats."
Observations/Documentation			

Activity 11 Assessment Exploring Ratios

Representing Equivalent Ratios and Rates			
Represents and records ratios and rates symbolically.	Represents and creates equivalent ratios and rates.	Represents and creates in-between ratios and rates.	Flexibly solves problems involving ratios, including percents, and rates.
How much will 60 glue sticks cost? For example, using rates: Glue Sticks 10 20 30 40 50 60 Cost (\$) 4 8 12 16 20 24	For example, using ratios: "The ratio of glue sticks to cost is 10 glue sticks to cost is 10:4. To find the cost of 60 glue sticks. I multiply each term by 6."	A crafter sens 2 hand-painted poils for \$18. How much will the crafter make if 7 pots are sold? For example, using rates: Pots Sold 2 4 6 8 10 Amount Made (\$) 18 36 54 72 90	The ratio of dogs to cats in the animal shelter is 8:12. Show the comparison using percents. "The whole is 8 + 12 = 20. Since percent is "out of 100", I multiply each term in the ratio by 5
"I skip-counted by 10s and 4s."	10 × 6 : 4 × 6 60 : 24	"7 is halfway between 6 and 8, so I find the number halfway between 54 and 72, which is \$63.00."	because 5 × 20 = 100. 8 × 5:12 × 5, or 40:60 40% of the animals are dogs and 60% are cats."
Observations/Documentation			

Activity 12 Assessment Fluency with Whole Numbers Consolidation

Developing Fluency with Whole Number Operations			
Understands number relationships and properties and applies them to whole number operations.	Uses estimation to check reasonableness of solutions.	Uses mental math strategies to solve single-step equations with larger numbers.	
? - 240 = 720 50 × ? = 2000 720 + 240 = 960 2000 + 50 = 40 "I solved each equation using an operation I am comfortable with." A forklift can carry 2000 kg. An operator is unloading boxes of shoes weighing 78 kg. How many boxes can the forklift safely carry at one time? 78 × ? = 2000 "78 is close to 80. I know 80 × 20 = 1600 and 80 × 5 = 400. 1600 + 400 = 2000. An estimate of 25 boxes seems reasonable."		$78 \times 25 = (70 + 8) \times (20 + 5)$ = (70 × 20) + (8 × 20) + (70 × 5) + (8 × 5) = 1400 + 160 + 350 + 40 = 1950 $\frac{7 8}{1 4 0 0} (70 \times 20)$ 1 6 0 (20 × 8) 3 5 0 (70 × 5) $\frac{20 1400 160}{5 350 40}$ $\frac{4 4 0}{1 9 5 0} (8 \times 5)$ "I decomposed the numbers	
Observations/Documentation		to make multiplying easier."	

Activity 12 Assessment Fluency with Whole Numbers Consolidation

Developing Fluency with Whole Number Operations (cont'd)			
Solves multi-step equations using mental math strategies and properties of operations. 1560 + 1682 - 440 - 602 = ? 1560 - 440 = 1120 1682 - 602 = 1080 1120 + 1080 = 2200	Uses order of operations to solve equations and explains the effect when order is not followed. $9 \times 8 - 3 + 16 + 4 = 72 - 3 + 4$ = 73 "I have to do multiplication and division first. If the order isn't followed and I perform the operations in the order in which they appear, I get 21 R1."	Flexibly selects mental math strategies and applies order of operations to solve multi-step equations/problems. To claim the prize in a contest, you must answer this skill-testing question: $19 + 11 \times 6 - 4 = ?$ $19 + 11 \times 6 - 4 = 19 + 66 - 4$ = 20 - 1 + 66 - 4 = 20 + 66 - 1 - 4 = 86 - 5 = 81	
Observations/Documentation			

Activity 12 Assessment Fluency with Whole Numbers Consolidation

Representing Equivalent Ratios and Rates						
Represents and records ratios and rates symbolically.	Represents and creates equivalent ratios and rates.	Represents and creates in-between ratios and rates.	Flexibly solves problems involving ratios, including percents, and rates.			
10 glue sticks cost \$4.How much will 60 glue sticks cost?For example, using rates:Glue Sticks102030405060Cost (\$)4812162024	10 glue sticks cost \$4. How much will 60 glue sticks cost? For example, using ratios: "The ratio of glue sticks to cost is 10:4. To find the cost of 60 glue sticks, I multiply each term by 6." $10 \times 6: 4 \times 6$ 60: 24	A crafter sells 2 hand-painted pots for \$18. How much will the crafter make if 7 pots are sold? For example, using rates: Pots Sold 2 4 6 8 10 Amount Made (\$) 18 36 54 72 90 "7 is halfway between 6 and 8, so I find the number halfway between 54 and 72, which is \$63.00."	The ratio of dogs to cats in the animal shelter is 8:12. Show the comparison using percents. "The whole is 8 + 12 = 20. Since percent is "out of 100", I multiply each term in the ratio by 5 because 5 × 20 = 100. 8 × 5:12 × 5, or 40:60 40% of the animals are dogs and 60% are cats."			
Observations/Documentation						

Name	
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Representing Fractions

Whole:

Unit:

Rods selected:

Fraction modelled:



Equivalent fractions:



Date



Fraction Strips





Relational Rods

White White White White White White White White White						
Red	Red Red Red		Red	Red		
Light Green Light Green		nt Green	Light Gre	en White		
Purple Pu		Pu	rple	Red		
Yellow			Yellow	· · · · ·		
Dark Green			Pu	rple		
Black			Lię	ght Green		
Brown				Red		
Blue				White		
Orange				y oo		













(

Date_____

Number Unit 3 Line Master 6	Place-Value Mat (Thousandths)
Thousandths	My Number
Hundredths	
Tenths	
• Ones	
Tens	
Hundreds	
Thousands	



Thousandths Grids



Num	b	er		
Unit	3	Line	Master	8a /

Electricity Usage

Appliance	On-Time per day	On-Time per day (decimal)	On-Time per day (fraction)	On-Time per day (%)
Bathroom lighting	2 h 57 min		<u>12</u> 100	
Cooking stove, ventilation	2 h 12 min	0.09		
Dishwasher	1 h 7 min			5%
Floor heating	4 h 5 min			17%
Iron, vacuum cleaner	2 h 2 min		<u>8</u> 100	
Lighting	7 h 58 min	0.33		
Refrigerator	15 h 36 min		<u>65</u> 100	
TV, modem, PC, video	12 h 42 min			53%
Washing machine	32 min	0.02		
Water heater	5 h 46 min		<u>24</u> 100	

Source: <u>https://www.researchgate.net/figure/Operation-times-and-energy-consumption-of-home-appliances_tbl1_268406195</u>

Date









Integer Situations

The temperature is 7°C above zero.	The car is parked 2 floors below ground level.
A student withdrew \$5 from a bank account.	The golfer was 4 under par for the round.
The song dropped 1 position on the hit chart.	The barn swallow was flying at an altitude of 2 m above the ground.
The dancer took 3 steps backward.	The child deposited \$6 into the piggy bank.
The student walked down 9 flights of stairs.	The item was on sale for \$10 off.

Elevations Below Sea Level Unit 3 Line Master 11a

Place	Country	Elevation (Below Sea Level)
Laguna del Carbon	Argentina	–105 m
Lake Eyre	Australia	–16 m
Baku	Azerbaijan	−28 m
Lake Assal	Djibouti	–153 m
Lake Enriquillo	Dominican Republic	−46 m
Allenby Bridge	Jordan–West Bank	−381 m
Dead Sea	Jordan–West Bank– Israel	−430 m
Atyrau Airport	Kazakhstan	−22 m
Badwater Basin, Death Valley, California	United States	−85 m
Jericho	West Bank	−258 m

Source: https://en.wikipedia.org/wiki/List_of_places_on_land_with_elevations_below_sea_level



์Num	b	er		
Unit	3	Line	Master	12a

Centre Tasks

Centre A: The Garden (Representing Fractions)

The residents of an apartment building decided

to make a rectangular community garden.

Their design is shown below.

The walkway is part of the garden.

What fraction of the garden does each type of vegetable cover? Explain.

Lettuce	т		
Walkway			Corn
Beans	Peppers	Cucumbers	

Name	
------	--

Number		
Unit 3 Line	Master	12b

Centre Tasks (cont'd)

Centre B: Planting Seeds (Comparing Fractions)

Seeds come in small packages, with different numbers of seeds in each, depending on the type of vegetable.

This table shows the fraction of the garden each package of seeds will cover.

Vegetable	Lettuce	Tomatoes	Corn	Peppers	Cucumbers	Beans
Fraction of garden covered with 1 package of seeds	<u>1</u> 9	<u>1</u> 9	<u>1</u> 6	<u>1</u> 6	$\frac{1}{6}$	<u>1</u> 3

Use the fractions you identified in Centre A. Determine how many packages of each seed the gardeners should buy.



Centre Tasks (cont'd)

Centre C: Tending to the Garden (Working with Percents)

These tasks need to be completed daily to maintain the garden.

Task	Time (h)
Watering	2
Weeding	4
Fertilizing	0.5
Pruning	1
Maintenance of Walkway	1
Picking/Cleaning Crop	1.5

The gardeners want to divide up the tasks equally. To do this, they would like a visual that shows each time as a percent of the total daily time: 10 h. Create a visual to help the gardeners.

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Number
Unit 3 Line Master 12d
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Centre Tasks (cont'd)

Centre D: Harvesting Vegetables (Fractions of a Set)

One day in mid-August, 24 vegetables were harvested from the garden. Here is the harvest:



- Show each type of vegetable as a fraction of the whole harvest for that day.
- Order the fractions from least to greatest.
- Create a visual to show the harvest.
 Partition the rectangle to show the harvest of each type of vegetable.

Today's Harvest





Centre Tasks (cont'd)

Centre E: Recording Temperatures (Interpreting Integers)

The gardeners recorded the temperatures daily. This table shows the temperatures for the first 10 days of May.

Date	Daytime High (°C)	Nighttime Low (°C)
May 1	15	-3
May 2	12	-7
May 3	23	4
May 4	24	15
May 5	23	10
May 6	29	16
May 7	28	8
May 8	15	-4
May 9	19	0
May 10	17	-1

- Which day had the coldest daytime temperature?
- Which day had the coldest nighttime temperature?
- Frost is possible any time the nighttime temperature drops to 4°C or lower.

For which dates was there a risk of frost?

• Order the nighttime temperatures from highest to lowest.
Date_



Centre Tasks (cont'd)

Centre F: Applying Fertilizer (Relating Fractions, Decimals, and Percents)

The gardeners want to use an organic fertilizer that is high in nitrogen and low in potash. Here are their options.



- Which fertilizer best matches their needs?
- For the chosen fertilizer, express the value of each chemical as:
 - a fraction
 - a decimal
 - a percent
- Identify the fertilizer that has the most phosphate.
 Show your thinking.

Date_

Number Unit 3 Line Master 12g

Centre Tasks (cont'd)

Answers

Centre A:

Lettuce: $\frac{2}{18}$ or $\frac{1}{9}$; Tomatoes: $\frac{3}{18}$ or $\frac{1}{6}$; Corn: $\frac{3}{18}$ or $\frac{1}{6}$; Cucumbers: $\frac{2}{18}$ or $\frac{1}{9}$; Peppers: $\frac{1}{18}$; Beans: $\frac{2}{18}$ or $\frac{1}{9}$

Centre B:

Lettuce: 1 package; Tomatoes: 2 packages; Corn: 1 package; Cucumbers: 1 package; Peppers: 1 package; Beans: 1 package

Centre C:

Visual to show: Watering: 20%; Weeding: 40%; Fertilizing: 5%; Pruning: 10%; Maintenance of Walkway: 10%; Picking/Cleaning Crop: 15%

Centre D:

Tomatoes: $\frac{10}{24}$, or $\frac{5}{12}$; Cucumbers: $\frac{6}{24}$, or $\frac{1}{4}$; Lettuce: $\frac{3}{24}$, or $\frac{1}{8}$; Peppers: $\frac{5}{24}$;

Least to greatest: $\frac{1}{8}$, $\frac{5}{24}$, $\frac{1}{4}$, $\frac{5}{12}$



Date_

Number Unit 3 Line Master 12h

Centre Tasks (cont'd)

Answers

Centre E:

May 2; May 2; May 1, May 2, May 3, May 8, May 9, May 10; 16, 15, 10, 8, 4, 0, -1, -3, -4, -7

Centre F: Natural Nutrients Fertilizer; Nitrogen: $\frac{1}{5}$, 0.2, 20%; Phosphate: $\frac{1}{10}$, 0.1, 10%; Potash: $\frac{1}{20}$; 0.05, 5%; Greener Growers Fertilizer; 20%.

Activity 13 Assessment Representing Fractions

Exploring Fractions, Decima	Exploring Fractions, Decimals, Percents, and Integers			
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.	
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."		 "Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths." 	
		"I have forty-eight hundredths, which		
		is the same as $\frac{40}{100}$."		
Observations/Documentation				

Activity 13 Assessment Representing Fractions

Exploring Fractions, Decimals, Percents, and Integers (cont'd)			
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 "Negative 5 is the same distance from zero as positive 5."	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. ••	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). 4 + 245 -2 -1 = 0 How might you use the different types of numbers in real life?
Observations/Documentation			

Activity 14 Assessment Comparing and Ordering Fractions

Exploring Fractions, Decima	Exploring Fractions, Decimals, Percents, and Integers			
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.	
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."		"Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths."	
		"I have forty-eight hundredths, which 48		
		is the same as $\frac{100}{100}$."		
Observations/Documentation				

Activity 14 Assessment Comparing and Ordering Fractions

Exploring Fractions, Decima	Exploring Fractions, Decimals, Percents, and Integers (cont'd)			
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. → → → → → → → → → → -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 "Negative 5 is the same distance from zero as positive 5."	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. 	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). $\begin{array}{r} \bullet \\ \bullet \\ -2 \end{array} \begin{array}{r} \bullet \\ -2 \end{array} \begin{array}{r} \bullet \\ 0 \end{array} \begin{array}{r} \bullet \\ \hline \hline$	
Observations/Documentation				

Activity 15 Assessment

Representing Decimals

Exploring Fractions, Decimals, Percents, and Integers			
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."		"Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths."
		"I have forty-eight hundredths, which	
		is the same as $\frac{48}{100}$."	
Observations/Documentation			

Activity 15 Assessment

Representing Decimals

Exploring Fractions, Decima	Ils, Percents, and Integers (co	ont'd)	
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. → → → → → → → → → → → -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 "Negative 5 is the same distance from zero as positive 5."	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. 	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). $\begin{array}{r} \bullet \\ \bullet \\ -2 \end{array} \begin{array}{r} \bullet \\ -2 \end{array} \begin{array}{r} \bullet \\ \bullet \\ -2 \end{array} \begin{array}{r} \bullet \\ \bullet \\ 0 \end{array} \begin{array}{r} \bullet \\ \bullet \\ \hline \hline$
Observations/Documentation			

Activity 16 Assessment Comparing and Ordering Decimals

Exploring Fractions, Decimals, Percents, and Integers			
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."		"Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths."
		"I have forty-eight hundredths, which	
		is the same as $\frac{48}{100}$."	
Observations/Decumentation			
Observations/Documentation			

Activity 16 Assessment Comparing and Ordering Decimals

Exploring Fractions, Decimals, Percents, and Integers (cont'd)			
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. → → → → → → → → → → → -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 "Negative 5 is the same distance from zero as positive 5."	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 "-8 is less than +3 because it is less than zero; -10 is even less than -8 because it is farther away from zero."	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). $\begin{array}{r} \hline \hline \\ -2 \\ -2 \\ -2 \\ -1 \\ 0 \\ 5 \\ 9 \\ 1 \\ 1 \\ \frac{5}{8} \\ 2 \\ 1 \\ \frac{11}{8} \\ 2 \\ \frac{11}{4} \\ \frac{1}{3} \\ 1 \\ \frac{15}{8} \\ 2 \\ \frac{11}{4} \\ \frac{1}{3} \\ 1 \\ \frac{1}{8} \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ $
Observations/Documentation			

Activity 17 Assessment Comparing and Ordering Fractions and Decimals

Exploring Fractions, Decima	Exploring Fractions, Decimals, Percents, and Integers			
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.	
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."		"Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths."	
		"I have forty-eight hundredths, which		
		is the same as $\frac{40}{100}$."		
Observations/Documentation				

Activity 17 Assessment Comparing and Ordering Fractions and Decimals

Exploring Fractions, Decimals, Percents, and Integers (cont'd)			
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. 	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 "-8 is less than +3 because it is less than zero; -10 is even less than -8 because it is farther away from zero."	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). 4 + 245
Observations/Documentation			

Activity 18 Assessment Relating Fractions, Decimals, and Percents

Exploring Fractions, Decima	Exploring Fractions, Decimals, Percents, and Integers			
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.	
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."		"Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths."	
		"I have forty-eight hundredths, which 48		
		is the same as $\frac{100}{100}$."		
Observations/Documentation				

Activity 18 Assessment

Relating Fractions, Decimals, and Percents

Exploring Fractions, Decima	Exploring Fractions, Decimals, Percents, and Integers (cont'd)			
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. 	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. 	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). $\begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr$	
Observations/Documentation				

Activity 19 Assessment Representing Integers

Exploring Fractions, Decima	ls, Percents, and Integers		
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."		"Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths."
		"I have forty-eight hundredths, which	
		is the same as $\frac{40}{100}$."	
Observations/Decumentation			
Observations/Documentation			

Activity 19 Assessment Representing Integers

Exploring Fractions, Decima	ls, Percents, and Integers (co	ont'd)	
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. 	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 "-8 is less than +3 because it is less than zero; -10 is even less than -8 because it is farther away from zero."	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). 4 + 245 -2 -1 = 0 How might you use the different types of numbers in real life?
Observations/Documentation			

Activity 20 Assessment Comparing and Ordering Integers

Exploring Fractions, Decima	Ils, Percents, and Integers		
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."		"Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths."
		"I have forty-eight hundredths, which	
		is the same as $\frac{40}{100}$."	
Observations/Documentation			

Activity 20 Assessment Comparing and Ordering Integers

Exploring Fractions, Decima	lls, Percents, and Integers (co	ont'd)	
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. → → → → → → → → → → -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 "Negative 5 is the same distance from zero as positive 5."	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 "-8 is less than +3 because it is less than zero; -10 is even less than -8 because it is farther away from zero."	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). $\begin{array}{r} \bullet \\ \hline -2 \\ -2 \\ -2 \\ -1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ $
Observations/Documentation			

Activity 21 Assessment

Fractions, Decimals, Percents, and Integers Consolidation

Exploring Fractions, Decima	Ils, Percents, and Integers		
Uses counting to determine improper fractions and mixed numbers (based on equivalence).	Compares and orders fractions (e.g., using benchmarks, equivalent fractions, number sense).	Reads and understands decimals as fractions with denominators of 10, 100, or 1000.	Understands the base-ten place- value system and uses it to compare and order decimals.
"I counted by fifths. I have 13 one-fifths, which is the same as $\frac{13}{5}$ or $2\frac{3}{5}$."	"To compare $\frac{13}{4}$ and $3\frac{1}{3}$, I know $\frac{13}{4}$ is the same as $3\frac{1}{4}$, but $3\frac{1}{3}$ is closer to $3\frac{1}{2}$, so I know it is greater."	"I have forty-eight hundredths, which is the same as $\frac{48}{100}$."	"Even though 0.575 has more digits than 0.67, 0.575 < 0.67 because five hundred and seventy-five thousandths is less than six hundred and seventy thousandths."
Observations/Documentation			

Activity 21 Assessment

Fractions, Decimals, Percents, and Integers Consolidation

Exploring Fractions, Decima	lls, Percents, and Integers (co	n't)	
Understands percent as "out of 100" and makes connections with decimals and fractions. "0.52 is read as 52 hundredths and since percent is 'out of 100,' it can also be thought of as 52% of something."	Understands that a negative number is the opposite of its corresponding positive number. → → → → → → → → → → → -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 "Negative 5 is the same distance from zero as positive 5."	Recognizes that negative numbers have both a sign and a direction (size) and their value decreases as the number of digits increases. -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 "-8 is less than +3 because it is less than zero; -10 is even less than -8 because it is farther away from zero."	Flexibly connects quantities across number systems (fractions, decimals, percents, and integers). $\begin{array}{r} \bullet \\ \hline -2 \\ \hline -2 \\ \hline -2 \\ \hline -2 \\ \hline -1 \\ \hline 0 \\ \hline 5 \\ \hline 9 \\ \hline 1 \\ \hline 1 \\ \hline 5 \\ \hline 8 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 8 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 8 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 2 \\ \hline 1 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 1 \\ \hline 3 \\ \hline 3 \\ \hline 1 \\ 1 \\$
Observations/Documentation			



Gemstone Tracker

Gemstone	Amber	Emerald	Garnet	Quartz	Jade
Mass	276 g	354 g	189 g	623 g	714 g

Buying Gemstones

Gemstone	Mass (g)	Price Per Gram	Price Paid (\$)

Total Paid:

Selling Gemstones

Gemstone	Mass (g)	Price Per Gram	Sales (\$)

Total Sales:

Profit/Loss:

 Mathology 6, Operations with Fractions, Decimals, and Percents
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Shopping for the Food Bank

Preston is grocery shopping to buy 10 kg of food for the food bank. Preston will choose 1 of each item.

Identify a basket of food that comes close to a total mass of 10 kg. Estimate first, then add to check.

What is the difference between the total mass of food you chose and 10 kg? Show how you know.

Food Item	Mass (kg)
Baked beans	0.550
Blueberries	1.750
Carrots	1.360
Cereal	0.640
Cheese (grated)	0.125
Chicken broth	0.985
Chicken wings	0.850
Hamburger	1.450
Potatoes	2.270
Tea bags	0.790
Tuna (3 cans)	0.510
Water	1.250



Name	Date
Number Unit 4 Line Master 4	Paper Fraction Strips



Question and Answer Cards

Questions

Question:	Question:	Question:	Question:
What is $2 \times \frac{3}{8}$?	What is 3 $\times \frac{5}{7}$?	What is $4 \times \frac{2}{3}$?	What is $6 \times \frac{3}{4}$?
U	r	U	Т
Question:	Question:	Question:	Question:
Question: What is $7 \div \frac{2}{2}$?	Question: What is $9 \div \frac{3}{4}$?	Question: What is $5 \div \frac{4}{7}$?	Question: What is $5 \div \frac{4}{5}$?
Question: What is $7 \div \frac{2}{3}$?	Question: What is $9 \div \frac{3}{4}$?	Question: What is $5 \div \frac{4}{7}$?	Question: What is $5 \div \frac{4}{5}$?
Question: What is $7 \div \frac{2}{3}$?	Question: What is $9 \div \frac{3}{4}$?	Question: What is $5 \div \frac{4}{7}$?	Question: What is 5 $\div \frac{4}{5}$?
Question: What is $7 \div \frac{2}{3}$?	Question: What is $9 \div \frac{3}{4}$?	Question: What is $5 \div \frac{4}{7}$?	Question: What is $5 \div \frac{4}{5}$?
Question: What is 7 $\div \frac{2}{3}$?	Question: What is $9 \div \frac{3}{4}$?	Question: What is $5 \div \frac{4}{7}$?	Question: What is $5 \div \frac{4}{5}$?
Question: What is $7 \div \frac{2}{3}$?	Question: What is 9 $\div \frac{3}{4}$?	Question: What is 5 ÷ $\frac{4}{7}$?	Question: What is $5 \div \frac{4}{5}$?

Answers

Answer: 10 <mark>1</mark>	Answer: 12	Answer: 2 1 7	Answer: 4 <mark>1</mark>
Answer: $8\frac{3}{4}$	Answer: $\frac{3}{4}$	Answer: $2\frac{2}{3}$	Answer: 6 ¹ / ₄

Num Unit	ber 4 Line Master 6a	Top Tipper	
	25%	14%	40%
	of	of	of
	\$200	\$300	\$250
	45%	11%	50%
	of	of	of
	\$280	\$400	\$130
	15%	35%	30%
	of	of	of
	\$360	\$140	\$110 4
	20%	10%	60%
	of	of	of
	\$135	\$420	\$150

Num Unit	ber 4 Line Master 6b	Top Tipper (con	ťd)
	12%	13%	18%
	of	of	of
	\$340	\$225	\$180
	19%	22%	21%
	of	of	of
	\$190	\$125	\$145
	24%	23%	17%
	of	of	of
	\$170	\$290	\$160
	75%	55%	8%
	of	of	of
	\$380	\$350	\$120

Num Unit	ber 4 Line Master 6c	Top Tipper (con	ťd)
	10%	15%	20%
	of	of	of
	\$40	\$60	\$50
	25%	5%	1%
	of	of	of
	\$20	\$30	\$10
	30%	40%	35%
	of	of	of
	\$80	\$90	\$40
	50%	6%	55%
	of	of	of
	\$36	\$20	\$60





Number Cross Canada Challenge! Unit 4 Line Master 8a Game Cards Game Cards Multiplication		
7.4 × 6	2.76 × 5	
3.829 × 8	4 × 0.72	
4 × 0.9	8 × 1.34	
3 × 5.204	7 × 4.725	
9 × 0.7	5.63 × 4	
2 × 6.06	9 × 5.209	
8 × 2.125	3.055 × 6	

Unit 4 Line Master 8b Cross Canada Challenge! (cont'd Game Cards Division	
8.75 ÷ 5	167.4 ÷ 6
32.8 ÷ 4	77.6 ÷ 8
65.1 ÷ 3	44.1 ÷ 9
10.5 ÷ 6	170.8 ÷ 4
25.96 ÷ 8	14.736 ÷ 6
25.75 ÷ 5	56.08 ÷ 4
13.94 ÷ 2	8.785 ÷ 7



Cross Canada Challenge! (cont'd) Game Cards (ON only)

Multiplication

7.4 × 6	2.76 × 5
3.829 × 8	4 × 0.72
215 × 0.3	500 × 0.4
773 × 0.6	5 × 7 8
$\frac{4}{9} \times 3$	$8 \times \frac{3}{5}$
10% of 350	15% of 240
4% of 800	75% of 420

Number Unit 4 Line Master 8d

Cross Canada Challenge! (cont'd) Game Cards (ON only)

Division

8.75 ÷ 5	167.4 ÷ 6
32.8 ÷ 100	77.6 ÷ 8
29.5 ÷ 10	156 ÷ 0.4
162 ÷ 0.6	872 ÷ 0.5
356 ÷ 0.2	293 ÷ 0.1
$9 \div \frac{3}{5}$	$4 \div \frac{5}{6}$
$7 \div \frac{2}{3}$	$6 \div \frac{3}{4}$

Number Unit 4 Line Master 8e

Cross Canada Challenge! (cont'd) Game Cards (ON only)

Addition

12.35 + 143.226	29.7 + 81.07
8.9 + 12.297 + 9.03	215.05 + 74.543
267.788 + 121.962	41.9 + 57.006
43.008 + 105.409	$\frac{6}{5} + \frac{7}{5}$
$\frac{5}{8} + \frac{11}{8}$	$\frac{1}{4} + \frac{2}{3}$
$2\frac{3}{4} + 3\frac{5}{8}$	$1\frac{2}{5} + 3\frac{7}{10}$
$\frac{1}{6} + \frac{5}{12}$	$\frac{1}{2} + \frac{3}{8}$
Number Unit 4 Line Master 8f

Cross Canada Challenge! (cont'd) Game Cards (ON only)

Subtraction

121.5 – 37.309	29.654 – 14.022
57.28 – 38.176	16.79 – 9.84
33.007 – 29.999	73.01 – 22.1
179.4 – 75.04	$\frac{9}{5} - \frac{4}{5}$
$8 - \frac{2}{3}$	$\frac{7}{4} - \frac{3}{4}$
$2\frac{3}{4} - 1\frac{3}{8}$	$5\frac{9}{10} - 4\frac{2}{5}$
$\frac{3}{4} - \frac{1}{3}$	$\frac{2}{3} - \frac{5}{9}$

Activity 22 Assessment Multiplying Decimals by 1-Digit Numbers



Activity 22 Assessment Multiplying Decimals by 1-Digit Numbers

Multiplying and Dividing Decimals by	1-Digit Numbers (cont'd)	
Decomposes numbers to use partial quotients to divide.	Estimates to determine if answer to multiplication or division problem is reasonable.	Solves multiplication and division problems flexibly using a variety of strategies.
$21.25 \div 5 = ?$ $5 \boxed{2125} \\ 400 \text{ groups of 5} \\ 125 \\ -100 \\ 25 \\ -25 \\ 5 \\ 9 \\ 25 \\ -25 \\ 0 \\ 425 \\ \end{bmatrix}$ $400 \text{ groups of 5} \\ 5 \\ 5 \\ 9 \\ 425 \\ \end{bmatrix}$ $1 used partial quotients to divide as whole numbers, then estimated to place the decimal point. 21.25 is about 20. 20 \div 5 = 4 So, I placed the decimal point so 425 is close to 4: 4.25."$	38.22 ÷ 3 = 12.74 "I used estimation to check. 38 is close to 39 and 39 ÷ 3 = 13. Since 12.74 is close to 13, my answer is reasonable."	A bus travelled 446.5 km in 5 h, with no stops. On average, how far did the bus travel in 1 h? "I divided as I would whole numbers, then used estimation to place the decimal point. 446.5 is about 450, and 450 ÷ 5 = 90. I placed the decimal point so that 893 is close to 90: 89.3." 893 5 4465
Observations/Documentation		

Activity 23 Assessment Multiplying 3-Digit Whole Numbers by Decimal Tenths

Multiplying and Dividing Wh	ole Numbers by Decimal Ten	ths		
Explores and generalizes patterns using place-value relationships.	Uses patterns, number relationships, and properties of operations to solve problems.	Uses algorithms and checks for reasonableness (e.g., partial products, standard algorithm).	Flexibly solves multiplication and division problems using a variety of strategies.	
245 × 1 = 245 245 × 0.1 = 24.5 245 ÷ 0.1 = 2450 "When I multiply by 0.1, the digits shift one place to the right. When I divide by 0.1, the digits shift one place to the left."	190 × 0.4 = ? "I multiplied by 1 tenth first, then multiplied the product by 4." 190 × 0.1 = 19.0 19.0 × 4 = 76.0 190 × 0.4 = 76.0	$355 \times 0.5 = ?$ I used partial products to multiply, then estimated to check the reasonableness of my answer. $355 \times 0.5 \times 5 = 2.5$ $25.0 0.5 \times 50 = 25.0$ $\frac{150.0}{177.5} 0.5 \times 300 = 150.0$ 355 is close to 350. 0.5 is the same as one half. One half of 350 is 175. Since 177.5 is close to 175, my answer is reasonable."	$428 \div 0.4 = ?$ "I multiplied both numbers by 10 so I could work with whole numbers, then used an algorithm." $428 \div 0.4 = 4280 \div 4$ $\frac{1070}{4 4280}$ $\frac{411}{028}$ $\frac{281}{00}$	
Observations/Documentation				

Activity 24 Assessment Dividing Decimals by 1-Digit Numbers



Activity 24 Assessment Dividing Decimals by 1-Digit Numbers

Multiplying and Dividing Decimals by	1-Digit Numbers (cont'd)	
Decomposes numbers to use partial quotients to divide.	Estimates to determine if answer to multiplication or division problem is reasonable.	Solves multiplication and division problems flexibly using a variety of strategies.
$21.25 \div 5 = ?$ $5 \overline{) 2125} \\ - 2000 \\ 125 \\ - 100 \\ 25 \\ - 25 $	$38.22 \div 3 = 12.74$ "I used estimation to check. 38 is close to 39 and $39 \div 3 = 13$. Since 12.74 is close to 13, my answer is reasonable."	A bus travelled 446.5 km in 5 h, with no stops. On average, how far did the bus travel in 1 h? "I divided as I would whole numbers, then used estimation to place the decimal point. 446.5 is about 450, and 450 ÷ 5 = 90. I placed the decimal point so that 893 is close to 90: 89.3." $\frac{893}{5 \sqrt{4465}}$
Observations/Documentation		

Activity 25 Assessment

Dividing 3-Digit Whole Numbers by Decimal Tenths

Multiplying and Dividing Wh	ole Numbers by Decimal Ten	ths	
Explores and generalizes patterns using place-value relationships.	Uses patterns, number relationships, and properties of operations to solve problems.	Uses algorithms and checks for reasonableness (e.g., partial products, standard algorithm).	Flexibly solves multiplication and division problems using a variety of strategies.
245 × 1 = 245 245 × 0.1 = 24.5 245 ÷ 0.1 = 2450 "When I multiply by 0.1, the digits shift one place to the right. When I divide by 0.1, the digits shift one place to the left."	$190 \times 0.4 = ?$ "I multiplied by 1 tenth first, then multiplied the product by 4." $190 \times 0.1 = 19.0$ $19.0 \times 4 = 76.0$ $190 \times 0.4 = 76.0$	$355 \times 0.5 = ?$ I used partial products to multiply, then estimated to check the reasonableness of my answer. $355 \times 0.5 \times 5 = 2.5$ $25.0 0.5 \times 50 = 25.0$ $\frac{15}{17} \times 0.5$ $355 \text{ is close to } 350. 0.5 \text{ is the same as one half. One half of } 350 \text{ is } 175.$ Since 177.5 is close to 175, my answer is reasonable."	$428 \div 0.4 = ?$ "I multiplied both numbers by 10 so I could work with whole numbers, then used an algorithm." $428 \div 0.4 = 4280 \div 4$ $428 \div 0.4 = 4280 \div 4$
Observations/Documentation			

Activity 26 Assessment Adding and Subtracting Decimals

Addition and Subtraction of	Decimals (to Thousandths)		
Models and symbolizes ways to solve problems. +10 $+0.06$ $+0.023.247$ 13.247 $13.3273.247$ $+10.08 = ?"I decomposed 10.08 and useda number line to add.3.247$ $+ 10.08 = 13.327$."	Uses an understanding of place value to add or subtract decimals. 43.6 - 1.345 = ? "First, I subtracted the whole number, then I subtracted the parts. 43 - 1 = 42 600 thousandths - 345 thousandths = 255 thousandths. So, 43.6 - 1.345 = 42.255."	Uses estimation and mental math strategies to check reasonableness of solutions. 137.008 + 1.5 + 4.23 = 142.738 "I used rounding to check. 137.008 is close to 137. 1.5 is close to 2. 4.23 is close to 4. 137 + 2 + 4 = 143 Since 142.738 is close to 143, my solution is reasonable."	Solves addition and subtraction problems flexibly, using a variety of strategies. Ricardo has room for 5 kg of supplies in his suitcase. Ricardo puts in a box of crayons (1.2 kg), a box of toothbrushes (1.25 kg), and a backpack (0.78 kg). How much room does Ricardo have left? 5 kg - (1.2 kg + 1.25 kg + 0.78 kg) = 5 kg - 3.23 kg = 1.77 kg "Ricard has 1.77 kg of room left."
Observations/Documentation			

Activity 27 Assessment Adding and Subtracting Fractions



Activity 28 Assessment Multiplying and Dividing Whole Numbers by Proper Fractions



Activity 29 Assessment Using Mental Math to Calculate Percents

Calculating Percents using Mental Math				
Explores number patterns and relationships.	Uses number patterns and relationships to solve problems.	Uses mental math strategies and checks for reasonableness.	Fluently calculates percents using a variety of mental math strategies	
100% of 360 = 360 50% of 360 = 180 25% of 360 = 90 12.5% of 360 = 45 What patterns do you see? "I see that the percent is halved each time and when this happens, the product is also halved."	50% of 80 = ? 10% is the same as 0.1 and 50% is the same as 0.5. So, 50% of 80 = 5 × 0.1 × 80 = 5 × 8 = 40	Find 14% of \$300 14% = 10% + 5% - 1% 10% of \$300 = \$30 5% of \$300 = \$15 1% of \$300 = \$3 So, 14% of \$300 = \$30 + \$15 - 3 = \$42	8% of 260 = ? 8% of 260 = (10% - 2%) of 260 = 10% of 260 - 2% of 260 = 26 - 2(2.6) = 26 - 5.2 = 20.8	
Observations/Documentation				

Activity 30 Assessment

Operations with Fractions, Decimals, and Percents Consolidation



Activity 30 Assessment

Operations with Fractions, Decimals, and Percents Consolidation

Multiplying and Dividing Decimals by	1-Digit Numbers (cont'd)	
Decomposes numbers to use partial quotients to divide.	Estimates to determine if answer to multiplication or division problem is reasonable.	Solves multiplication and division problems flexibly using a variety of strategies.
$21.25 \div 5 = ?$ 5) 2125 - 2000 125 - 100 25 - 25 -	38.22 ÷ 3 = 12.74 "I used estimation to check. 38 is close to 39 and 39 ÷ 3 = 13. Since 12.74 is close to 13, my answer is reasonable."	A bus travelled 446.5 km in 5 h, with no stops. On average, how far did the bus travel in 1 h? "I divided as I would whole numbers, then used estimation to place the decimal point. 446.5 is about 450, and 450 ÷ 5 = 90. I placed the decimal point so that 893 is close to 90: 89.3." $\frac{893}{54465}$
Observations/Documentation		

Activity 30 Assessment

Operations with Fractions, Decimals, and Percents Consolidation

Multiplying and Dividing Whole Numbers by Decimal Tenths				
Explores and generalizes patterns using place-value relationships. 245 × 1 = 245 245 × 0.1 = 24.5 245 ÷ 0.1 = 2450 "When I multiply by 0.1, the digits shift one place to the right. When I divide by 0.1, the digits shift one place to the left."	Uses patterns, number relationships, and properties of operations to solve problems. 190 × 0.4 = ? "I multiplied by 1 tenth first, then multiplied the product by 4." 190 × 0.1 = 19.0 19.0 × 4 = 76.0 190 × 0.4 = 76.0	Uses algorithms and checks for reasonableness (e.g., partial products, standard algorithm). $355 \times 0.5 = ?$ I used partial products to multiply, then estimated to check the reasonableness of my answer. $355 \times 0.5 \times 5 = 2.5$ $2.5 \times 0.5 \times 5 = 2.5$ $2.5 \times 0.5 \times 50 = 25.0$ $150.0 \times 300 = 150.0$ $177.5 \times 300 = 150.0$ $177.5 \times 100 \times 100 \times 100$	Flexibly solves multiplication and division problems using a variety of strategies. $428 \div 0.4 = ?$ "I multiplied both numbers by 10 so I could work with whole numbers, then used an algorithm." $428 \div 0.4 = 4280 \div 4$ 1070 4)4280 411 028 281 00	
Observations/Decumentation				
Observations/Documentation				

Date_____

Number Unit 5 Line Master 1a) Ch	eck and Sa	ve!		
	Banks				
Name of Bank	1.	2.	3.		
Savings Accou	int				
Fees					
Sign-up promotion					
Number of monthly transactions					
Number of e-Transfers [©]					
Interest rate					
Minimum balance					

Date_____

Number Unit 5 Line Master 1b) Cł	neck a	nd Sav	/e! (cor	nťď)	
	Banks					
Name of Bank	1.		2.		3.	
Chequing Acco	ount					
Fees						
Sign-up promotion						
Number of monthly transactions						
Number of e-Transfers [©]						

Name	Date	
Number Unit 5 Line Master 2a	Our Financial Plan	
1. Our goal is		

2. Explain why you chose to support your charity.

3. Is your goal immediate, short-term, or long-term?

4. What steps will you take to reach your goal?

Date___



Our Financial Plan (cont'd)

5. Create a budget and a savings plan to reach your goal.

6. What factors might help you reach your goal?

7. What factors might prevent you from reaching your goal?



Which Would You Choose?

Choose a situation.

Research information that would help you make an informed decision.

- Identify the advantages and disadvantages of each option.
- Consider interest rates and fees when making your choice.
- Identify whether you could trade, lend, borrow, or donate for what you need.
- Determine the cost, then explain how you might earn, save, or pay for the chosen option.

Situation 1: Movie Night

You and your friends want to have a movie night.

Consider the following options.

- pay to watch it on demand
- use your streaming service
- take from the library
- go to the movies
- other



Which Would You Choose? (cont'd)

Situation 2: Car Repairs

Your family has a 10-year-old car. It needs \$1000 worth of repairs. It is worth \$500 if you trade it into a car dealership.

Consider the following options.

- buy a new car
- lease a new car
- buy a used car
- repair your existing car
- rent a car
- use public transit
- other

Number Unit 5 Line Master 3c

Which Would You Choose? (cont'd)

Situation 3: Phone a Friend

You need a new cell phone.

Consider the following options.

- buy a new phone outright
- pay for a new phone on a 2-yr plan
- trade in your old phone for a \$50 credit
- buy a refurbished phone
- other

Activity 31 Assessment

Advantages and Disadvantages of Payment Methods

Exploring Advantages and Disadvantages of Payment Methods					
Identifies different payment methods that can be used to buy goods and service.	Describes different payment methods and identifies advantages and disadvantages of each.	Compares two different payment methods and determines the more suitable for a given scenario.	Determines the most appropriate payment method and considers the short- and long-term impact.		
	"Advantage: money comes out of the bank account instantly Disadvantage: people tend to spend more money than they would using cash."	To send money to a friend in another province, I would use an e-Transfer as it is much safer than sending cash in the mail."	Credit Card		
Observations/Documentation					

Activity 32 Assessment

Interest Rates and Fees

Comparing Interest Rates and Fees					
Identifies factors to consider when choosing an account or loan. "It is important to compare interest rates and fees."	Describes the pros and cons of fees and interest rates to borrowing and saving money. Bank A Bank B Bank C Number of Interac 2 free unlimited \$0.50 each	Compares how fees and interest rates support making choices about better deals. Bank A Bank B Fees none	Fluently makes informed financial decisions related to borrowing and saving money. "When saving money, I look for the		
	"Each bank offers a different number of e-Transfers. It is important to think about how many a person makes a month."	Sign-up promotion none \$25 Number of monthly transactions unlimited unlimited Number of Interac e-Transfers® 2 free unlimited Interest rate 0.05% 0.05% Minimum balance n/a n/a "I choose Bank B because the interest rates are the same, but I get unlimited e-Transfers and \$25 for signing up."	borrowing money, I look for the lowest interest rate. It is important to take all factors into account."		
Observations/Documentation					

Planning for Financial Goals				
Identifies different types of financial goals, including earning and savings goals. "I want to save \$5 for the pizza lunch next Friday. I want to save \$50 for new skates next Winter."	Outlines key steps needed to make a plan to achieve a financial goal. "I earn \$10 a week cutting grass. I will save \$5 each week in my bank account."	Recognizes and explains various factors that may help or interfere with reaching a financial goal. "I will have to find another job as I can't cut grass in the Winter. To save money, I will borrow books from the library."	Makes informed decisions about planning for a financial goal, considering all possible factors "If I lose a job or I have an unexpected expense, I need to be able to adjust my plan so that I can still achieve my goal."	
Observations/Documentation				

Activity 34 Assessment Financial Literacy Consolidation

Comparing Interest Rates and Fees				
Identifies factors to consider when choosing an account or loan. "It is important to compare interest rates and fees."	Describes the pros and cons of fees and interest rates to borrowing and saving money. <u>Number of Interac</u> <u>2 free</u> <u>unlimited</u> <u>80.50 each</u> "Each bank offers a different number of e-Transfers. It is important to think about how many a person makes a month."	Compares how fees and interest rates support making choices about better deals.	Fluently makes informed financial decisions related to borrowing and saving money. "When saving money, I look for the higher interest rate, but when borrowing money, I look for the lowest interest rate. It is important to take all factors into account."	
Observations/Documentation				

Planning for Financial Goals				
Identifies different types of financial goals, including earning and savings goals. "I want to save \$5 for the pizza lunch next Friday. I want to save \$50 for new skates next Winter."	Outlines key steps needed to make a plan to achieve a financial goal. "I earn \$10 a week cutting grass. I will save \$5 each week in my bank account."	Recognizes and explains various factors that may help or interfere with reaching a financial goal. "I will have to find another job as I can't cut grass in the Winter. To save money, I will borrow books from the library."	Makes informed decisions about planning for a financial goal, considering all possible factors "If I lose a job or I have an unexpected expense, I need to be able to adjust my plan so that I can still achieve my goal."	
Observations/Documentation				

Buying Video Games

In 14 weeks, Zac earned \$504 to buy some video games for a children's hospital. Each game costs \$64.

Complete the table to show how many games Zac can buy.

Number of Games Bought	Total Money Spent (\$)	Money Left Over (\$)

Write a pattern rule and an algebraic expression for the total money spent.

Is it an increasing or a decreasing pattern?



Buying Video Games (cont'd)

Write a pattern rule and an algebraic expression for the money left over.

Is it an increasing or a decreasing pattern?

How many video games can Zac buy? Is there money left over? Explain.

Growing Patterns

Linear Growing Pattern

Term Number	1	2	3	4	
Term Value					

Pattern rule for the term values in words:

Pattern rule for term values as an algebraic expression:

Equation for the pattern in the term values:

Is it an increasing or a decreasing pattern?

Growing Patterns (cont'd)

Non-Linear Growing Pattern

Term Number	1	2	3	4	
Term Value					

Pattern rule for the term values in words:

How are linear and non-linear patterns alike?

How are they different?

Activity 1 Assessment

Investigating Patterns and Relationships in Tables and Graphs



Activity 1 Assessment

Investigating Patterns and Relationships in Tables and Graphs

Generalizing and Representing Patterns (cont'd)					
Extends patterns using repeated addition and subtraction, multiplication, and division. $\begin{array}{c c c c c c c c c c c c c c c c c c c $	Creates and translates linear patterns using various representations. Kiera has \$15 to spend on items that cost \$3 each. Number Money of Items Left (\$) Bought 1 12 2 9 3 6 4 3 5 0 "The table shows that for each additional item bought, the money left decreases by \$3. The graph shows the same linear pattern, where the money left decreases by \$3 as you move from point to point."	Uses patterns to represent and solve problems. How far had the bus travelled after 3 h 30 min? $\frac{\overline{\text{Time (h)}} \underline{\text{Distance Travelled (km)}}{1 & 70 \\ 2 & 140 \\ 3 & 210 \\ 4 & 280 \\ }$ "The bus travels 70 km in 1 h (60 min). So, in 30 min, the bus travels 70 km $\div 2 = 35$ km. In 3 h, the bus travels 210 km. So, in 3 h 30 min, the bus travels 210 km + 35 km = 245 km."	Fluently identifies, creates, and extends patterns to solve real-life problems. How much would a 6-km ride cost? $\frac{1}{2} \frac{3.50}{2} \frac{4.00}{3} \frac{3}{4.50} \frac{4.50}{4} \frac{5.00}{5.00}$ "I added 2 × \$0.50 = \$1.00 to the cost of a 4-km ride which is \$5.00. So, a 6-km ride costs: \$5.00 + \$1.00 = \$6.00. Or, I could multiply the number of kilometres by \$0.50, then add \$3: 6 × \$0.50 + \$3 = \$3 + \$3, or \$6."		
Observations/Documentation					

Activity 2 Assessment

Solving Problems

Extending Patterns to Solve Problems				
Determines the pattern rule. 5, 10, 15, 20, 25, 30, 35, 40	Uses pattern rule to determine Extends patterns using missing values.	Flexibly describes and solves problems using mathematical expressions and properties.		
"The term numbers are consecutive multiples of 5."	Term510152530Term16316176"The pattern rule for the term numbers is: Skip count by 5s. So, the missing term is 20. The pattern rule for the term values is: Multiply the term number by 3, then add 1. The missing term values are: $15 \times 3 + 1 = 46$ and $30 \times 3 + 1 = 91$."Graph B"I can use the expression $3n + 1$ extend the pattern, where n represents the term number $3 \times 8 + 2 = 26$."	Zac earned \$504 to buy games for a children's hospital. Each game costs \$64. How many games can Zac buy? $\begin{array}{r} \hline & \\ \hline \hline \\ \hline & \\ \hline & \\ \hline \hline \\ \hline & \\ \hline \hline \\ \hline & \\ \hline \hline \\ \hline \\$		
Observations/Documentation				

Activity 2 Assessment Solving Problems



Activity 2 Assessment Solving Problems

Number Pattern Relationships (cont'd)				
Creates and translates repeating, increasing, and decreasing patterns and describes them using algebraic expressions and equations. $ \frac{4^{4}}{20} + \frac{6^{4}}{12} + 6^{$	Describes patterns to show relationships among whole numbers and decimals with tenths, hundredths, and thousandths. 3.004 - 0.004 = 3.000 3.004 - 0.003 = 3.001 3.004 - 0.002 = 3.002 3.004 - 0.001 = 3.003 3.004 - 0.000 = 3.004 "As the number that is subtracted decreases by 0.001, the difference increases by 0.001."	Fluently identifies and describes linear and non- linear patterns and justifies choice of representation to show pattern relationships. Students raised \$180 to buy 8 games that cost \$26 each. Do they have enough money? $\frac{1 26}{2 52}$ $\frac{3}{3} 78}{4 104}$ $\frac{4 104}{5 130}$ $\frac{6}{6} 156}{7 182}$ "This is a linear pattern where \$26 dollars is added each time. I used the equation <i>c</i> = 26 <i>n</i> to determine the cost of <i>n</i> games in dollars, where <i>n</i> = 8: <i>c</i> = 26 × 8, which is \$208. There is not enough money to buy games for 8 classes. Only 6 classes can have a game."		
Observations/Documentation				

Activity 3 Assessment Representing Patterns in Different Ways


Patterning and Algebra

Activity 3 Assessment Representing Patterns in Different Ways

Generalizing and Representing Patterns (cont'd)				
Extends patterns using repeated addition and subtraction, multiplication, and division. Term 1 Term 2 Term 3 Term 4 Term 1 2 3 4 5 6 7 Term 20 17 14 11 8 5 2 "This is a linear decreasing pattern because the same number (3) is subtracted each time. To extend the pattern, I subtract 3 from the previous term: $11 - 3 = 8, 8 - 3 = 5, 5 - 3 = 2$. The term values can be represented with the expression 23 - 3n, where <i>n</i> is the term number."	Creates and translates linear patterns using various representations. Kiera has \$15 to spend on items that cost \$3 each. Number Money Money 0 0 1 12 2 9 3 6 4 3 5 0 "The table shows that for each additional item bought, the money left decreases by \$3. The graph shows the same linear pattern, where the money left decreases by \$3 as you move from point to point."	Uses patterns to represent and solve problems. How far had the bus travelled after 3 h 30 min? $\frac{\overline{\text{Time (h)}} \underline{\text{Distance Travelled (km)}}{1 & 70 \\ 2 & 140 \\ 3 & 210 \\ 4 & 280 \\ }$ "The bus travels 70 km in 1 h (60 min). So, in 30 min, the bus travels 70 km $\div 2 = 35$ km. In 3 h, the bus travels 210 km. So, in 3 h 30 min, the bus travels 210 km. So, in 3 h 30 min, the bus travels 210 km + 35 km = 245 km."	Fluently identifies, creates, and extends patterns to solve real-life problems. How much would a 6-km ride cost? $\frac{1}{2} \frac{1}{3.50}$ $\frac{2}{2} \frac{4.00}{3}$ $\frac{4.50}{4} \frac{1}{5.00}$ "I added 2 × \$0.50 = \$1.00 to the cost of a 4-km ride which is \$5.00. So, a 6-km ride costs: \$5.00 + \$1.00 = \$6.00. Or, I could multiply the number of kilometres by \$0.50, then add \$3: 6 × \$0.50 + \$3 = \$3 + \$3, or \$6."	
Observations/Documentation				

Activity 3 Assessment Representing Patterns in Different Ways



Activity 3 Assessment Representing Patterns in Different Ways

Number Pattern Relationships (cont'd)				
Creates and translates repeating, increasing, and decreasing patterns and describes them using algebraic expressions and equations. $ \frac{24}{20} + \frac{3}{20} + \frac{3}{2$	Describes patterns to show relationships among whole numbers and decimals with tenths, hundredths, and thousandths. 3.004 - 0.004 = 3.000 3.004 - 0.003 = 3.001 3.004 - 0.002 = 3.002 3.004 - 0.001 = 3.003 3.004 - 0.000 = 3.004 "As the number that is subtracted decreases by 0.001, the difference increases by 0.001."	Fluently identifies and describes linear and non- linear patterns and justifies choice of representation to show pattern relationships. Students raised \$180 to buy 8 games that cost \$26 each. Do they have enough money? $\frac{1 26}{2 52}$ $\frac{1}{3} 78}{4 104}$ $\frac{1}{5} 130}{6 156}$ $\frac{1}{7} 182}{8 208}$ "This is a linear pattern where \$26 dollars is added each time. I used the equation $c = 26n$ to determine the cost of n games in dollars, where n = 8: $c = 26 \times 8$, which is \$208. There is not enough money to buy games for 8 classes. Only 6 classes can have a game."		
Observations/Documentation				

Activity 4 Assessment Patterning Consolidation

Generalizing and Representing Patterns



Activity 4 Assessment Patterning Consolidation

Generalizing and Representing Patterns				
Extends patterns using repeated addition and subtraction, multiplication, and division. Term 1 Term 2 Term 3 Term 4 Term 1 2 3 4 5 6 7 Term 20 17 14 11 8 5 2 "This is a linear decreasing pattern because the same number (3) is subtracted each time. To extend the pattern, I subtract 3 from the previous term: $11 - 3 = 8, 8 - 3 = 5, 5 - 3 = 2$. The term values can be represented with the expression 23 - 3n, where <i>n</i> is the term number."	Creates and translates linear patterns using various representations. Kiera has \$15 to spend on items that cost \$3 each. Number Left (\$) Bought 1 12 2 9 3 6 4 3 5 0 "The table shows that for each additional item bought, the money left decreases by \$3. The graph shows the same linear pattern, where the money left decreases by \$3 as you move from point to point."	Uses patterns to represent and solve problems. How far had the bus travelled after 3 h 30 min? $\frac{1}{1}$ $\frac{1}{2}$ $\frac{140}{3}$ $\frac{110}{4}$ $\frac{1}{280}$ "The bus travels 70 km in 1 h (60 min). So, in 30 min, the bus travels 70 km ÷ 2 = 35 km. In 3 h, the bus travels 210 km. So, in 3 h 30 min, the bus travels 210 km. So, in 3 h 30 min, the bus travels 210 km + 35 km = 245 km."	Fluently identifies, creates, and extends patterns to solve real-life problems. How much would a 6-km ride cost? $\frac{1}{2} \frac{3.50}{2} \frac{4.00}{3} \frac{4.50}{4} \frac{5.00}{3} \frac{4.50}{5.00}$ "I added 2 × \$0.50 = \$1.00 to the cost of a 4-km ride which is \$5.00. So, a 6-km ride costs: \$5.00 + \$1.00 = \$6.00. Or, I could multiply the number of kilometres by \$0.50, then add \$3: 6 × \$0.50 + \$3 = \$3 + \$3, or \$6."	
Observations/Documentation				

Activity 4 Assessment

Patterning Consolidation

Extending Patterns to Solve Problems				
Determines the pattern rule. 5, 10, 15, 20, 25, 30, 35, 40	Uses pattern rule to determine missing values.	Extends patterns using mathematical expressions.	Flexibly describes and solves problems using mathematical expressions and properties.	
"The term numbers are consecutive multiples of 5."	Term510152530Term16316176"The pattern rule for the term numbers is: Skip count by 5s. So, the missing term is 20. The pattern rule for the term values is: Multiply the term number by 3, then add 1. The missing term values are: $15 \times 3 + 1 = 46$ and $30 \times 3 + 1 = 91$."	Graph B $24 \frac{y}{20}$ $16 \frac{y}{12}$ $4 \frac{y}{12}$ $12 \frac{y}{12}$	Zac earned \$504 to buy games for a children's hospital. Each game costs \$64. How many games can Zac buy?Number of Games BoughtTotal Money Spent (\$)Money Left Over (\$)16444021283763192312425624853201846384120744856"Expression for money spent (\$) is 64v, where v is the number of games bought. The money left over, in dollars, is: 504 - (the money spent) = 504 - 64v. Zac can buy 7 games and have \$56 left over."	
Observations/Documentation				

Date_____



Date_____

Patterning and Algebra	
Unit 2 Line Master 1b	\mathcal{I}

Equation Balance

Part B



Date_____

Patterning and Algebra	
Unit 2 Line Master 2	

What's the Pattern?

Day	Number of Members
1	8
2	11
3	14
4	
5	

Date_

Patterning and Algebra Unit 2 Line Master 3

Story Problems

 In one week, Jess ran 4 times as many laps of the track as Tyson. Jess ran 24 laps. How many laps did Tyson run?



 For a fundraising barbecue, Trenton bought 64 hotdog buns. How many packages did Trenton buy?



3. Alex is 5 years younger than her brother Liam. How old is Alex?



Liam — 14 years old

Activity 5 Assessment Investigating Algebraic Expressions

Investigating Algebraic Expressions			
Identifies the monomial represented by a model	Identifies the algebraic expression represented by a model.	Evaluates expressions, given the value of each variable.	Adds like terms to simplify an expression, then evaluates it when variables have decimal values.
3h + 3 = 9			Evaluate $3q + 2r + 4r + q$ when q = 1.5 and $r = 2.2$
"The hexagon represents <i>h</i> . So, the		<i>h</i> = 5 and <i>t</i> = 2	3q + 2r + 4r + q = 3q + q + 2r + 4r = $4q + 6r$
model represents 3h."	"There are 2 hexagons and	$2h + 6t = 2 \times 5 + 6 \times 2$	$= 4 \times 1.5 + 6 \times 2.2$
	6 triangles, so the design	= 10 + 12 = 22	= 6 + 13.2 = 19 2
		"The value of the expression is 22."	"The value of the expression is 19.2."
Observations/Documentation			

Activity 6 Assessment Investigating Equality in Equations



Activity 6 Assessment Investigating Equality in Equations

Solving for an Unknown in Multi-Step Equations (cont'd)				
Uses a flow chart and inverse operations. 3d + 5 = 65 $d \longrightarrow Multiply \longrightarrow Add 5 \longrightarrow 65$ $20 \longleftarrow Divide \longrightarrow 5 \longrightarrow 65$ "I decomposed the equation into parts, then reversed the flow using inverse operations."	 Writes an equation with an unknown to solve a problem. Chico works for a dog-walking company. Chico earns \$25 a day, plus \$5 for every dog he walks. On Thursday, Chico earned \$70. How many dogs did Chico walk? "I let <i>d</i> represent the number of dogs Chico walked. I wrote the equation: 70 = 25 + 5<i>d</i>." 	Flexibly uses multiple strategies to solve equations. $70 = 25 + 5d$ $25 + 45 = 25 + 5d$ $25 + 45 - 25 = 25 + 5d - 25$ $45 = 5d$ $\frac{45}{5} = \frac{5d}{5}$ $9 = d$ "I made the equation easier to solve by decomposing 70, subtracting 25 from each side, then dividing both sides by 5."		
Observations/Documentation				

Activity 7 Assessment

Representing Generalizations in Patterns



Activity 7 Assessment Representing Generalizations in Patterns

Solving for an Unknown in Multi-Step Equations (cont'd)				
Uses a flow chart and inverse operations. 3d + 5 = 65 $d \longrightarrow Multiply \longrightarrow Add 5 \longrightarrow 65$ $20 \longleftarrow Divide \longrightarrow 5 \longrightarrow 65$ "I decomposed the equation into parts, then reversed the flow using inverse operations."	 Writes an equation with an unknown to solve a problem. Chico works for a dog-walking company. Chico earns \$25 a day, plus \$5 for every dog he walks. On Thursday, Chico earned \$70. How many dogs did Chico walk? "I let <i>d</i> represent the number of dogs Chico walked. I wrote the equation: 70 = 25 + 5<i>d</i>." 	Flexibly uses multiple strategies to solve equations. $70 = 25 + 5d$ $25 + 45 = 25 + 5d$ $25 + 45 - 25 = 25 + 5d - 25$ $45 = 5d$ $\frac{45}{5} = \frac{5d}{5}$ $9 = d$ "I made the equation easier to solve by decomposing 70, subtracting 25 from each side, then dividing both sides by 5."		
Observations/Documentation				

Activity 8 Assessment Writing and Solving Equations

Solving for an Unknown in Multi-Step Equations				
Uses 'guess and check.'	Uses the balance model.	Uses relationships among operations (inverse operations, associative property)		
28 – <i>t</i> = 12	18 = <i>d</i> + 7			
"I know $28 - 8 = 20$. So, t must be more than 8. 28 - 10 = 18 (too high) 28 - 15 = 13 (too high, but close) So, $n = 16$ because $28 - 16 = 12$."	18 – 7 = <i>d</i> + 7 – 7 11 = <i>d</i> "I subtracted 7 from each side to keep the balance and to make the equation easier to solve.	0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 28 = 4x ■ + 4 "I rewrote it as a subtraction equation, then divided both sides by 4." 28 - 4 = 4x → 24 = 4x → 6 = x		
Observations/Documentation				

Activity 8 Assessment Writing and Solving Equations

Solving for an Unknown in Multi-Step Equations (cont'd)				
Uses a flow chart and inverse operations. 3d + 5 = 65 $d \rightarrow Muttiply \rightarrow Add 5 \rightarrow 65$ $20 \leftarrow Divide by 3 \leftarrow Subtract 5 \leftarrow 65$ "I decomposed the equation into parts, then reversed the flow using inverse operations."	 Writes an equation with an unknown to solve a problem. Chico works for a dog-walking company. Chico earns \$25 a day, plus \$5 for every dog he walks. On Thursday, Chico earned \$70. How many dogs did Chico walk? "I let <i>d</i> represent the number of dogs Chico walked. I wrote the equation: 70 = 25 + 5<i>d</i>." 	Flexibly uses multiple strategies to solve equations. $70 = 25 + 5d$ $25 + 45 = 25 + 5d$ $25 + 45 - 25 = 25 + 5d - 25$ $45 = 5d$ $\frac{45}{5} = \frac{5d}{5}$ $9 = d$ "I made the equation easier to solve by decomposing 70, subtracting 25 from each side, then dividing both sides by 5."		
Observations/Documentation				

Activity 9 Assessment Solving and Graphing Inequalities

Solving and Graphing Inequ	alities		
Identifies range of numbers in solution to inequalities. 45 + 5n ≥ 100 45 + 5n > 100 "Each time, the unknown can be any number greater than 11. In the second equation, it could also be 11. There are many quantities that would work."	Represents solutions to simple inequalities by graphing on a number line. $45 + 5n \ge 100$ $45 + 5n = 45 + 55$ $5n = 55$ $n = 11$ At least 11 cars need to be washed. $45 + 5n \ge 100$ $45 + 5n \ge 100$ $11 = 13$	Verifies the solution to an inequality. $45 + 5n \ge 100$ $n \ge 11$ "To check, I substituted a number greater than 11 into the left side. 45 + 5(20) = 145. Since 145 > 100, the solution is correct."	Flexibly solves inequalities using various strategies, then verifies and graphs the solutions. $13 > 6 + \frac{d}{3}$ $13 = 6 + \frac{d}{3}$ $6 + 7 = 6 + \frac{d}{3}$ $7 = \frac{d}{3}$ $d = 21$ So, $d < 21$ To check, substitute $d = 15$. $6 + \frac{d}{3} = 6 + \frac{15}{3}$, or 11 13 > 11, so the solution is correct.
Observations/Documentation			

Activity 10 Assessment Variables and Equations Consolidation



Activity 10 Assessment Variables and Equations Consolidation

Solving for an Unknown in Multi-Step	Equations (con't)	
Uses a flow chart and inverse operations. 3d + 5 = 65	 Writes an equation with an unknown to solve a problem. Chico works for a dog-walking company. Chico earns \$25 a day, plus \$5 for every dog he walks. On Thursday, Chico earned \$70. How many dogs did Chico walk? "I let <i>d</i> represent the number of dogs Chico walked. I wrote the equation: 70 = 25 + 5d." 	Flexibly uses multiple strategies to solve equations. $70 = 25 + 5d$ $25 + 45 = 25 + 5d$ $25 + 45 - 25 = 25 + 5d - 25$ $45 = 5d$ $\frac{45}{5} = \frac{5d}{5}$ $9 = d$ "I made the equation easier to solve by decomposing 70, subtracting 25 from each side, then dividing both sides by 5."
Observations/Documentation		

Activity 10 Assessment Variables and Equations Consolidation

Solving and Graphing Inequalities						
Identifies range of numbers in solution to inequalities. 45 + 5n ≥ 100 45 + 5n > 100 "Each time, the unknown can be any number greater than 11. In the second equation, it could also be 11. There are many quantities that would work."	Represents solutions to simple inequalities by graphing on a number line. $45 + 5n \ge 100$ $45 + 5n = 45 + 55$ $5n = 55$ $n = 11$ At least 11 cars need to be washed. $45 + 5n \ge 100$ $45 + 5n \ge 101$ $11 + 12 + 14 + 15 + 16$ "Since 11 is part of the solution, I drew a closed circle at 11. Since n must be greater than or equal to 11, the arrow goes to the right."	Verifies the solution to an inequality. $45 + 5n \ge 100$ $n \ge 11$ "To check, I substituted a number greater than 11 into the left side. 45 + 5(20) = 145. Since 145 > 100, the solution is correct."	Flexibly solves inequalities using various strategies, then verifies and graphs the solutions. $13 > 6 + \frac{d}{3}$ $13 = 6 + \frac{d}{3}$ $6 + 7 = 6 + \frac{d}{3}$ $7 = \frac{d}{3}$ $d = 21$ So, $d < 21$ To check, substitute $d = 15$. $6 + \frac{d}{3} = 6 + \frac{15}{3}$, or 11 13 > 11, so the solution is correct.			
Observations/Documentation						

Date_

	Patterning and Algebra	7
 	Unit 3 Line Master 1a	Ϊ

Coding Routines

What is this code sequence for?

Code
Brush teeth
Go out the door
Get dressed
Eat breakfast
Pack school bag
Turn off alarm

If this code was for your getting ready for school routine, would it be in the correct order?

How might you reorganize the steps in the 'code' so that it was accurate? Is more than one sequence possible? Explain.

When we are looking for mistakes/errors in code, we are **debugging**.

Do Part A of the activity. Use the coding templates on the next page. Patterning and Algebra Unit 3 Line Master 1a

Coding Routines (cont'd)

Code: Brushing your teeth			

Code:			

Date_

Probability Game Block Coding Program

Click the link to access Scratch: Dice Game – Doubles:

https://scratch.mit.edu/projects/484777128/

dice 1 10 Rolls 0 dice 2 6 Sprite1: x position -100	
Start	Finish

The starts the game, and the space bar rolls the dice. Play until you win. Play again. Compare your results with the class results when students rolled number cubes. Patterning and Algebra Unit 3 Line Master 2b

Probability Game (cont'd) Block Coding Program

Examine the Code

 Click See Inside. Look at the code.
 What do you think the different blocks mean? How do they relate to the probability experiment?



Patterning and Algebra Unit 3 Line Master 2c Probability Game (cont'd) Block Coding Program

• Connect the blocks to what happened during the experiment. For example,

point in direction 90 has Cat facing right (looking from Start to Finish). go to x: -100 -50 has Cat starting at (-100,50). has Cat go back to Start if dice 2 then dice 1 the dice match. -100 -50 ao to x: Meow If the dice don't match, the numbers start sound rolled are added. Then Cat takes that many steps. dice 1 dice 2 steps change Rolls 💌 1 has the roll tracked each time, and random numbers are 10 pick random 1 set dice 1 📼 chosen from 1 to 10. pick random to (10) dice 2 💌 to 1 set has the Cat being declared touching color the Winner! Winner! 3 for seconds sav When the Cat touches the red Finish Line.

Note:

Cat starts at -100 and ends up at 150. Thinking about the distance on each side of 0, 100 pixels + 150 pixels = 250 pixels.

Date_

Patterning and Algebra	\mathcal{A}
Unit 3 Line Master 3a	Σ

Making Shapes

Using a Block-Coding Program

What to Do

Click the link to access Scratch: Cat and Dinosaur – Making Shapes: <u>https://scratch.mit.edu/projects/494179883/</u>

- key pressed • To execute Cat's code, press To execute Dinosaur's code, press Alter the code so that Cat makes a triangle and Dinosaur makes a parallelogram. • Try changing some of the numbers. How do the changes impact the outcome? Try to include a Repeat Block to make repeat 2 the code more efficient. Tips Change one thing at a time. Talk about what you are changing and why. (5 See inside , you will see the code. When you press
- You can click the values in the code and change them.
- To see the code for Dinosaur, you need to click the Dinosaur icon.



Patterning and Algebra Unit 3 Line Master 3b

Making Shapes (cont'd)

Using a Block-Coding Program



- You can click and drag any of the blocks of code out of the code to remove them or change their order.
- At the start of the code, there are other blocks that help to achieve the outcome. They are part of what makes the code work.



Self-check in

What have you learned about block coding so far?

Did you get stuck? If so, what did you do?

Did you turn to your classmates for help? If so, how did they help?

What are you doing to help the learning of others?

This is "hard fun." What do you think we mean by "hard fun"? What other activities do you do that are "hard fun"?

Making a Design with Rotational Symmetry

Using a Block-Coding Program

What to Do

Patterning and Algebra

Unit 3 Line Master 4a

Click the link to access Scratch: Cat, Duck, and the Balloon: Rotationally Symmetrical Designs (Shapes & Conditional Statements):

https://scratch.mit.edu/projects/484712758/

- Select **See Inside** to access the code.
- Alter the code so that the design has rotational symmetry.
- Look at your code. Do you see any repeated events? Nested events? If so, what do they create?



Patterning and Algebra Unit 3 Line Master 4b Making a Design with Rotational Symmetry (cont'd)

Using a Block-Coding Program

Tips

- To begin, Duck's design is slightly off the screen.
 Can you alter the code to account for that?
 Consider altering the **Go to** block's values so Duck's design begins higher up on the Cartesian plane.
- Change one thing at a time. Talk about what you are changing and why.
- Make sure the design has rotational symmetry.
- A balloon is part of this program. The balloon is there to help you think about different aspects of this block coding program. The balloon's code is based on Conditional Statements ("If ... then" or If ... then ... else"). Try altering the conditions. What happens when the balloon contacts the other sprites?

Patterning and Algebra Unit 3 Line Master 5a Creating and Classifying Polygons Using a Block-Coding Program

Follow the link to access the file: What type of polygon? https://scratch.mit.edu/projects/546910232/editor

Let's explore.

Enter 3 for the number of sides. What polygon did you make?

sides 3	
Does your polygon look like this?	
Try again. This time enter 5. It seems as like the program isn't quite right. We need to alter the code so that the words and drawings are accurate.	
sides 5	~





Try one more time. Enter 8.



Ha! I guess it would take forever to code this for

ALL possible polygons.

But maybe we can code a few more polygons.

Let's look inside the code.

This program uses a conditional statement where something is either true or false. We are going to use these to classify different polygons. It either has 3 sides or it doesn't.

- If it does, a triangle is named and drawn.
- If it doesn't, nothing happens.

Notice that the code for 3 sides is working for our program.

You might use this code as you determine how to make the other polygons work properly.

You will see that some Blocks have already been created and labelled by their polygon name. These are part of the conditional statements that this program runs on, but there are mistakes. Patterning and Algebra Unit 3 Line Master 5c Creating and Classifying Polygons (cont'd) Using a Block-Coding Program



What are some of the blocks you recognize? Any new ones?

Notice for the triangle code, we used a "repeat 3" block. If we wrote this without a repeat block, it would require more blocks. We'd have to use the "move" and "turn" blocks three times! Repeats help our code to be more efficient.

When we are coding, we try to make our code as efficient as possible. The more experience we have with coding, the more efficient we are to make our applications!

Patterning and Algebra Unit 3 Line Master 5d Creating and Classifying Polygons (Cont'd) Using a Block-Coding Program

Tips

This code allows the "answer" to be used in the rest of the code, since the classification is based on the answer that is given.

ask	How many sides does your polygon have? and wai					vait		
set	sides 💌	to	answer					

We've stored the user's answer in a variable called "sides."

You might notice that you can use this variable block (found under Variables) to make your code even more *efficient* by incorporating it in your repeat values. There's that word again – "efficient". Variables are another great way to help us make our code more efficient.

This code incorporates a conditional statement that means:

"If the answer entered by the user is 3, then the triangle code will be executed."

This is the resulting code.

This defines the code to create a triangle.

When you click the green flag, the main program begins.

The main program "calls" the triangle code (or subprogram).

The code for the triangle is executed if the user typed 3 for number of sides.



3

sides

triangle

Name

Patterning and Algebra Creating and Classifying Polygons (cont'd) Unit 3 Line Master 5e Using a Block-Coding Program

Date

For this conditional statement, the user is told to enter a new value if they enter a number less than 3. This is because we cannot create a polygon with fewer than 3 sides! Why is that?

For the other conditional statements, you will need to ensure the proper polygon is named and drawn according to the number of sides.

For example, if the user enters 4 for number of sides, a quadrilateral should be named and drawn:

But what happens when the user types in 4 now? Look at the quadrilateral code as it is currently written:

What a mess! We can see several mistakes:

- The polygon is named incorrectly.
- The repeat value is incorrect.
- The angle turn is incorrect.

Make the required changes for the quadrilateral.







Patterning and Algebra Creating and Classifying Polygons (cont'd)

Using a Block-Coding Program

What to Do

Alter all the code so it is accurate.

Remember to change only one value at a time,

so that you can reflect on the impact of your change.

After you fix the broken parts of the code, try to add more

blocks to make this program define and draw more polygons.

You will find these in the My Blocks Tab My Blocks

You can see that the block for triangle, quadrilateral and pentagon have already been created.

Alter the code for each of the blocks that are there so they are accurate with naming, classifying, and drawing.

Try to add more blocks (My Blocks, Make a Block) for other polygons, so that more polygons are included in the classification.



My Blocks		
Make a Bl	ock	
pentagon		
quadrilateral		
triangle		
Patterning and Algebra Creating and Classifying Polygons (Cont'd)

Using a Block-Coding Program

Self-check in

What have you learned about block coding so far?
What is one way to make your code more efficient?
Did you get stuck? If so, what did you do?
Did you turn to your classmates for help? If so, how did they help?
What are you doing to help the learning of others?
This is "hard fun." What do you think we mean by "hard fun"?
What other activities do you do that are "hard fun"?
Go on "spy walks" to see what your classmates have done.

Patterning and Algebra

Activity 11 Assessment Altering Code for a Game

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements		
Classifying 2-D Shapes, Using Algebr	<text><text><complex-block><complex-block></complex-block></complex-block></text></text>	<text></text>
Or "In this game, if the dice are the same you go back to the start or else you add the dice." Or "I'm going to move the repeat 3 times block to the end and see if that works."		Or "I'm going to make the condition that if the Balloon is touching the Duck, it 'pops,' but if it's touching the edge, it gets bigger." Or "I've created conditions for the 3- to 6-sided polygons. I will also do 7- and 8-sided polygons. Then I'll need to change the last block to answer > 8."
Observations/Documentation		

Activity 11 Assessment

Altering Code for a Game

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements (cont'd)

Uses basic blocks to write code for a desired outcome. "I wrote the code for my probability experiment based on the instructions for the game." OR "I tried using these blocks, but I didn't get what I wanted.	Uses more complex blocks to write code for a desired outcome and considers efficiency. "I wrote code but it had so many blocks to it. I can see that these blocks repeat. So instead, I used the repeat block and deleted these other blocks. I also included the If, then to explain what should happen to the balloon if it touches Cat or Duck."	Uses conditional statement blocks to write different code related to outcomes of code and polygon classification. "Writing code with conditional statements is like creating a flow chart. All the possibilities have to be accounted for in one way or another. The Boolean conditions help us to consider the yes/no for each possible answer, and the code also draws one of the polygons, but it may not be exactly the same unless we add more questions and set more conditions based on the answers."
Observations/Documentation		

Activity 12 Assessment

Making Shapes

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements			
Reads and alters code by testing out various values or blocks until desired outcome is attained.Image Rule for the first random is if the dice are the same you go back to the start or else you add the dice."Or "I'm going to move the repeat 3 times block to the end and see if that works."	Reads and alters code by visualizing and explaining the impact of changes until desired outcome is achieved.Image: transmission of t	Flexibly alters code and makes sense of conditional statements related to outcomes and polygon classification. Image: Conditional statements related to outcomes and polygon classification. Image: Conditional statements related to outcomes and polygon classification. Image: Conditional statements related to outcomes and polygon classification. Image: Conditional statements related to outcomes and polygon classification. Image: Conditional statements related to outcomes and polygons. I will also do 7- and 8-sided polygons. Then I'll need to change the last block to answer > 8."	
Observations/Documentation			

Activity 12 Assessment

Making Shapes

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements (cont'd)		
Uses basic blocks to write code for a desired outcome. "I wrote the code for my probability experiment based on the instructions for the game." OR "I tried using these blocks, but I didn't get what I wanted.	Uses more complex blocks to write code for a desired outcome and considers efficiency. "I wrote code but it had so many blocks to it. I can see that these blocks repeat. So instead, I used the repeat block and deleted these other blocks. I also included the If, then to explain what should happen to the balloon if it touches Cat or Duck."	Uses conditional statement blocks to write different code related to outcomes of code and polygon classification. "Writing code with conditional statements is like creating a flow chart. All the possibilities have to be accounted for in one way or another. The Boolean conditions help us to consider the yes/no for each possible answer, and the code also draws one of the polygons, but it may not be exactly the same unless we add more questions and set more conditions based on the answers."
Observations/Documentation		

Activity 13 Assessment Classifying Polygons

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements		
Reads and alters code by testing out various values or blocks until desired outcome is attained.	Reads and alters code by visualizing and explaining the impact of changes until desired outcome is achieved.	Flexibly alters code and makes sense of conditional statements related to outcomes and polygon classification.
Image: Rells + ly ()i dic 1 + lp (ik random)i dic 2 + lp (ik random)i dic 2 + lp (ik random)i dic 1 + dic 2 + lp (ik ra	<pre>wint is starts Cat at (-100, -50) but if the game takes too long, we could start Cat at (0, -50) instead."</pre>	<pre>(************************************</pre>
Observations/Documentation		

Activity 13 Assessment Classifying Polygons

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements (cont'd)

Uses basic blocks to write code for a desired outcome. "I wrote the code for my probability experiment based on the instructions for the game." OR "I tried using these blocks, but I didn't get what I wanted.	Uses more complex blocks to write code for a desired outcome and considers efficiency. "I wrote code but it had so many blocks to it. I can see that these blocks repeat. So instead, I used the repeat block and deleted these other blocks. I also included the If, then to explain what should happen to the balloon if it touches Cat or Duck."	Uses conditional statement blocks to write different code related to outcomes of code and polygon classification. "Writing code with conditional statements is like creating a flow chart. All the possibilities have to be accounted for in one way or another. The Boolean conditions help us to consider the yes/no for each possible answer, and the code also draws one of the polygons, but it may not be exactly the same unless we add more questions and set more conditions based on the answers."
Observations/Documentation		

Activity 14 Assessment Coding Consolidation

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements		
Classifying 2-D Shapes, Using Algebr Reads and alters code by testing out various values or blocks until desired outcome is attained.	AIC Thinking, and Conditional Statement Reads and alters code by visualizing and explaining the impact of changes until desired outcome is achieved.	Its Flexibly alters code and makes sense of conditional statements related to outcomes and polygon classification. Image: Comparison of the compari
Or "In this game, if the dice are the same you go back to the start or else you add the dice." Or "I'm going to move the repeat 3 times block to the end and see if that works."	Or "This starts Cat at (-100, -50) but if the game takes too long, we could start Cat at (0, -50) instead." Or "I'm going to change the degrees to 25 and 95, so they add up to 120, then it will make a hexagon. I'm also going to delete the wait because it doesn't impact the final image."	Or "I'm going to make the condition that if the Balloon is touching the Duck, it 'pops,' but if it's touching the edge, it gets bigger." Or "I've created conditions for the 3- to 6-sided polygons. I will also do 7- and 8-sided polygons. Then I'll need to change the last block to answer > 8."
Observations/Documentation		

Activity 14 Assessment

Coding Consolidation

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements (cont'd)

Uses basic blocks to write code for a desired outcome. "I wrote the code for my probability experiment based on the instructions for the game." OR "I tried using these blocks, but I didn't get what I wanted.	Uses more complex blocks to write code for a desired outcome and considers efficiency. "I wrote code but it had so many blocks to it. I can see that these blocks repeat. So instead, I used the repeat block and deleted these other blocks. I also included the If, then to explain what should happen to the balloon if it touches Cat or Duck."	Uses conditional statement blocks to write different code related to outcomes of code and polygon classification. "Writing code with conditional statements is like creating a flow chart. All the possibilities have to be accounted for in one way or another. The Boolean conditions help us to consider the yes/no for each possible answer, and the code also draws one of the polygons, but it may not be exactly the same unless we add more questions and set more conditions based on the answers."
Observations/Documentation		