

Sampler

MOVING with MATH[®]

EXTENSIONS



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FREE
DVD on using
manipulatives



Math Teachers Press, Inc.

Curriculum at a Glance

Grades K-8 in English and Spanish



Description

Moving with Math® Extensions is a condensed grade-level program designed to teach the underlying concepts of essential standards. An easy-to-use, integrated system links all learning objectives to tests, teaching activities, and reteaching pages.

Pacing calendars and clear, lightly-scripted lesson plans ensure that teachers know exactly what to do and say each day. Every lesson uses manipulatives to guide students as they explore each math concept.

Classroom Kits

Classroom kits are available in English and Spanish for Grades K to 8. Each kit comes in a colorful carrying box with a Teacher Resource Manual, 20 student activity books, 20 Pre-and-Post Tests and record sheets, and 20 Parent Handbooks. Manipulative kits are purchased separately.

State and National Standards

The *Moving with Math*® curriculum embraces NCTM curriculum guidelines, and has been correlated to most state and national standards. Call for your state correlation.

Flexible Time Frame

The program may be used in summer schools from 4 to 6 weeks and extended day classes from 20 to 80 hours by varying the activities to fit the time available for each lesson. The Teacher Manual includes a 20-lesson pacing plan, and 30-lesson plans are also available.

Parent Handbooks

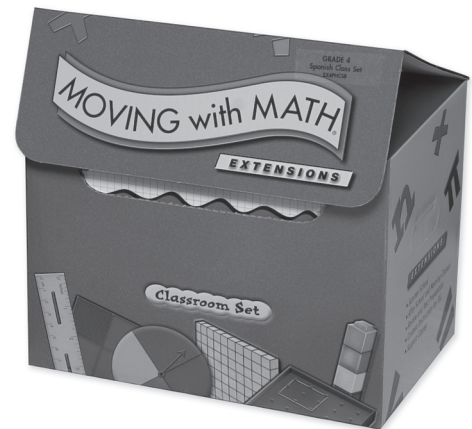
Based on the recommendations of the No Child Left Behind Act, Parent Handbooks provide everything a teacher needs to connect to home. Handbooks share Pre-Test results with parents, give an overview of the program, and contain fun games and activities for parents and students to do together at home.

Professional Development

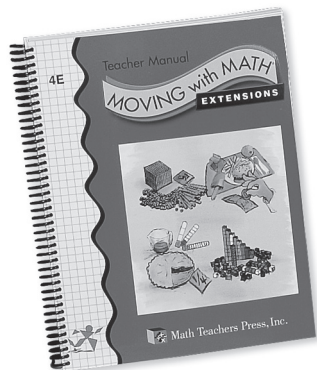
Educators may choose from a variety of options to fit their needs and budget. Professional Development Kits, training DVDs, and workshops with our educational consultants or your in-house trainers are available. All training is content-focused and is designed to help teachers reach students who have low test scores.

Boxed Classroom Kits

Each boxed classroom kit contains all the printed materials teachers need for a fun and successful extended day or summer school. Manipulative kits are purchased separately.



Each boxed kit contains:



1 Teacher Manual

- **A Pacing Calendar** to help teachers stay on track.
- **Objectives** matched to test items and teaching pages.
- **Reproducible Pre- and Post-Tests.**
- **Writing Prompts** with a reproducible journal for each student.
- **Activity-Based Lessons** for an interactive learning environment.
- **Games** to make learning fun and keep students engaged.
- **Reproducible Reteaching Pages** for all grade-level objectives.



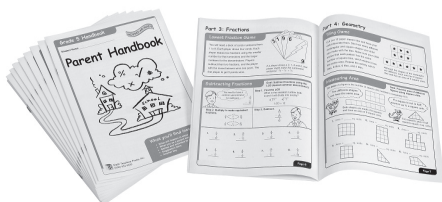
20 Student Activity Books

- **Activity Pages** that match the lessons in the Teacher Manual.
- **32 Daily Reviews** to reinforce all grade-level objectives.
- **Review Record Sheet** for continuous tracking of individual progress.



1 Test Assessment Pack

- **20 Pre- and Post-Tests** matched to grade-level objectives.
- **20 Student Progress Reports** to gauge progress or use as a report card.
- **Class Record Sheet** for easy tracking of class progress.
- **Final Test Journal Prompt.**

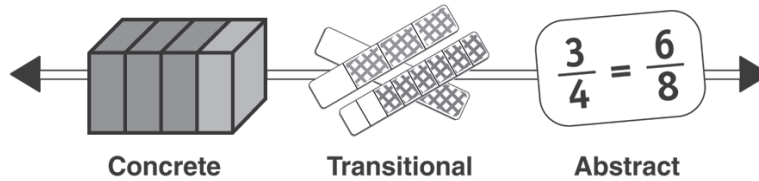


20 Parent Handbooks

- **20 Parent Handbooks** with a parent letter, a record of the student's strengths and weaknesses, plus games and activities to do at home.
- **20 Certificates of Achievement**

Hands-on Math

Every fun and engaging lesson guides students through the three stages of learning:



Students use manipulatives to understand math concepts.

Multi-Digit Numeration

To develop understanding of multi-digit numeration, students practice these activities:

1. **Writing numerals from blocks.** Display a set of ones, tens, and hundreds blocks. Ask students to describe and record what they see.
2. **Building blocks from numerals.** Write a 3-digit numeral. Ask students to read the number. Then ask them to build the number with base ten blocks.
3. **Building blocks and writing numerals from oral presentation.** Say a 3-digit number out loud. Students build the number and write the numeral.



4. **Drawing pictures of numerals.** Students draw pictures using a small square for each hundred (■), a stick for each ten (|), and a dot for each one (·).

Introducing Fractions

These activities help students gain an understanding of fractions. Students translate between concrete models, pictures, and spoken words.

1. Display a fraction bar. Ask 3 questions: **How many parts has the whole been divided into? How many parts are shaded? What fractional part is shaded?**
2. Write a fraction on the board, e.g., $\frac{3}{4}$. Have students draw a picture of this fraction.
3. Say a fraction name, e.g., $\frac{7}{12}$. Have students find a bar to match the fraction and then draw a picture of that fraction.



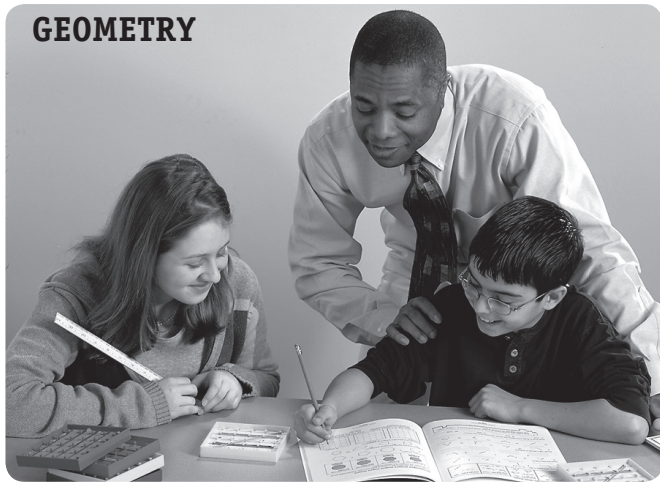
What's My Secret?

Partners take turns selecting a set of fraction bars alike in one way. The partner guesses the secret similarity.

Problem Solving Every Day

FOR Problem Solving: The Hands-on Difference

Students discover the conceptual underpinnings of math using manipulatives. Research proves that students who use manipulatives have higher scores on achievement tests and are better problem solvers.



ABOUT Problem Solving: Explicit Steps and Strategies

Students develop and apply a five-step problem solving model. They discover that a variety of strategies may be used to solve the same problem.

Problem Solving Steps

1. Read and understand.
2. Find question and needed facts.
3. Decide on process.
4. Estimate.
5. Solve and check back.

Sally was at the beach for the weekend. On Saturday she found 38 shells and on Sunday she found 17 shells. How many more shells did she find on Saturday than on Sunday?

1. Read and understand. Okay, I've read the problem and I know Sally went to the beach and I need to find out something about the shells she found.

2. Find question and needed facts. Question: How many more shells did she find on Saturday than on Sunday? Fact: 38 shells found on Saturday 17 shells found on Sunday

3. Decide on process. I think I should subtract because the problem asks "how many more?"

4. Estimate. I would guess about 20 more shells on Saturday than on Sunday.

5. Solve and check back. $38 - 17 = 21$ This answer makes sense when I read the problem again. Sally found 21 more shells on Saturday than on Sunday.

Problem Solving: Use Different Strategies to Decide on a Process

List the numbers of the strategies you can use to solve each problem. Estimate. Solve and check back.

Strategies

1. Act it out.
2. Use a model.
3. Draw a picture.
4. Simplify.
5. Make a table.

1. If a car travels 58 miles per hour, how far will it go in 16 hours?
Strategies _____
Estimate _____ Actual _____
2. Krista and Heather completed a jogging race in 1,080 seconds. How many minutes did they jog?
Strategies _____
Estimate _____ Actual _____
3. A skating rink sells an average of 706 tickets each day. How many tickets are sold in September and October?
Strategies _____
Estimate _____ Actual _____
4. A plane flew 3,300 miles in 6 hours. How many miles per hour did it travel?
Strategies _____
Estimate _____ Actual _____
5. A car driven 140 miles used 5 gallons of gas. How many miles per gallon did the car average?
Strategies _____
Estimate _____ Actual _____
6. Alyse had 134 stamps. She put 8 stamps on each page. How many pages did she fill? How many stamps were left?
Strategies _____
Estimate _____ Actual _____
7. Jesse swims 12 laps each day. How many days will it take him to swim 280 laps?
Strategies _____
Estimate _____ Actual _____
8. Catrin needs 4 ft. of material to make a table decoration. How many decorations can she make from 87 ft. of material?
Strategies _____
Estimate _____ Actual _____
9. Fifty Scouts went camping. If one car holds 4 Scouts and their camping gear, how many cars will be needed?
Strategies _____
Estimate _____ Actual _____
10. The distance to the Scout camp is 130 miles. If a car averages 20 miles per gallon, how many gallons will be needed for one round trip?
Strategies _____
Estimate _____ Actual _____

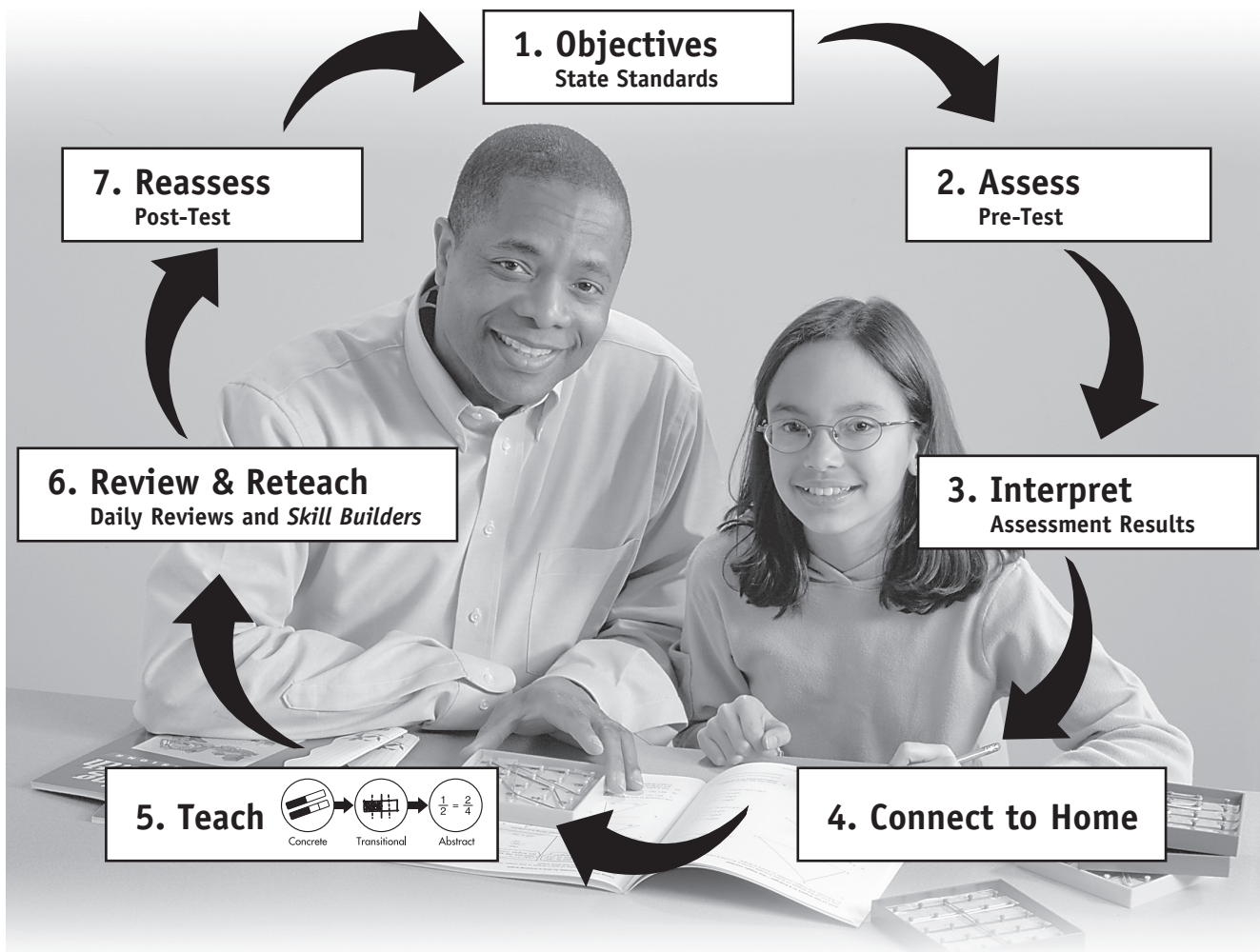
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VIA Problem Solving: Real-World Problems

Lessons begin with problems from the teacher guide, the student page, or those written by the teacher or student. As students write word problems, they understand the structure of a word problem and the need to focus on the question—the main point in the problem.

Assessment Linking... Standards to Tests, Curriculum, and Home.



Using our teacher-friendly curriculum:

The *Moving with Math*® Extensions is a condensed, grade-level curriculum for grades K–8. The series follows a systematic organization that is modeled in the diagram above. The series begins with a set of objectives that are correlated to state and national standards. These objectives are assessed with a Pre-Test before the course begins and results are interpreted with helpful record sheets. Teachers can then connect with home and share findings and learning objectives with parents.

Next, teachers use manipulative-based lesson plans to teach key math concepts, skills, and problem solving. Throughout the course of instruction, teachers monitor progress and assign reteaching with Daily Reviews and *Skill Builders*.

Finally, a Post-Test measures progress and identifies further intervention needs.

As this sampler guides you through each step, you will be able to see how the curriculum integrates assessment with a coherent structure of skills that fit together to make a complete, hands-on system for teaching math.

Matching the Standards

Everything starts with learning objectives.

Correlation to Objectives

Use this table to match pre- or post-test problems to objectives and pages in the teachers manual and students book.

Numeration		Student Book	Skill Builders
B-1	Identify the place value in a 3-digit number.	1, 2	1-1
B-2	Compare and order numbers up to 6 digits.	5, 6	2-1
B-3	Complete patterns of multiples of the numbers 1-6 or 10.	8	3-1
B-4	Write a 4-, 5- or 6-digit numeral from printed words or sets.	7	4-1
B-5	Write the words for any numeral up to 6 digits in length.		5-1
B-6	Identify the place value in a 4-, 5-, or 6-digit number.	3, 4	6-1
B-7	Round a 2-, 3- or 4-digit number to the nearest ten.	9	7-1
B-8	Round a 3- or 4-digit number to the nearest hundred.	10	8-1
B-9	Find a missing number.	11, 12	9-1, 9-2
Addition			
B-10	Add 3-digit numbers with zero or two regroupings. Word problems.	13, 23	10-1, 49-2, 49-3
B-11	Add three or four 2-digit numbers with regroupings.	14	11-1
B-12	Add 4- or 5-digit numbers with regroupings.	15	12-1
B-13	Add up to five numbers of differing lengths, 1- to 5-digits.	16	13-1
B-14	Knows the meaning of "sum" and the "+" sign in addition.		14-1
Subtraction			
B-15	Subtract 3-digit numbers with up to two regroupings, word problems.	17, 18, 23	15-1, 15-2, 49-2, 49-3
B-16	Subtract 3-digit numbers with regroupings across zero.	19	16-1
B-17	Subtract 4- or 5-digit numbers with regroupings, can be across zero.	20	17-1
B-18	Subtract numbers of varying lengths, 1- to 5-digits.	21	18-1
B-19	Knows the meaning of "difference" and the "-" sign in subtraction.		19-1
Multiplication			
B-20	Knows multiplication facts with factors 0-9.	25, 26, 27	20-1, 20-2, 20-3
B-21	Multiply a 3-digit number by a 1-digit number, can be across zero.	29, 30, 31, 32, 33	21-1, 21-2
B-22	Multiply a 1- or 2-digit number by 10 or a multiple of 10.	28, 34, 35	22-1
B-23	Multiply a 2-digit number by a 2-digit number with regrouping.		23-1
B-24	Knows the meaning of "product" and the "x" sign in multiplication.		24-1

Test Item/Objective Number

This table shows the learning objectives taught in the Grade 4 Extensions book.

Teachers can see where to find each objective in the Teacher Guide, Student Book, and reproducible Skill Builders pages.

Learning Objectives and Accountability

Moving with Math® learning objectives provide accountability to districts, parents, and students. Learning objectives match both what students need to know for future success and for state and national standardized tests. Call your local representative or (800) 852-2435 for state correlations.


Tests Aligned to Objectives

Pre-Test Identifies Weak Skills, Post-Test Demonstrates Progress

Name _____

Grade 4 Post-Test

1. Steve is thinking of a number that has a 4 in the hundreds place. Which number below could he be thinking of?

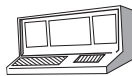



A 1347 C 1437
B 3714 D 4137

2. Which of these numbers is the greatest?

A 4349 C 5943
B 4439 D 5934

3. A number machine follows a rule to output numbers in a pattern. What number comes out next?

 6, 10, 14, _____


 **Teacher Note:** You may help students read words when requested. Do not explain the meaning of the words.

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Name _____

Grade 4 Pre-Test

1. Mort is thinking of a number that has a 2 in the hundreds place. Which number below could he be thinking of?

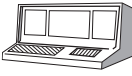


A 1572 C 1275
B 1725 D 1527

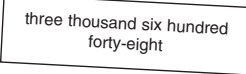
2. Which of these numbers is the greatest?

A 4251 C 4521
B 5421 D 5412

3. A number machine follows a rule to output numbers in a pattern. What number comes out next?


 3, 6, 9, _____


4. Write the numeral for the words in the box.

 three thousand six hundred forty-eight

5. Write 16,147 in words:


6. The population of New Town is 157,462. What digit is in the ten thousands place?



 **Teacher Note:** You may help students read words when requested. Do not explain the meaning of the words.

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Problem 1 tests Objective 1 on both the Pre-Test and the Post-Test.

Testing Ensures Accountability

Each question number on the Pre-Test and the Post-Test assesses the same objective at the same difficulty level. For example, Problem 1 on both tests asks students about 3-digit place value. Each test is approximately 50 questions.

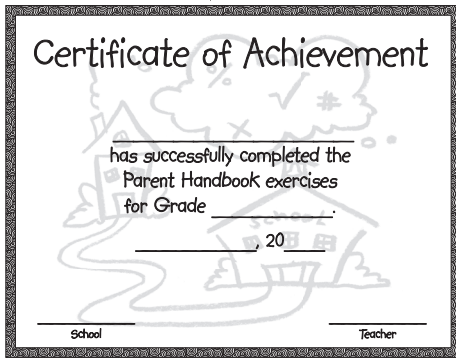
Step 4: Connect to Home

Parent Handbooks

Share results and provide activities for home.

Teachers record Pre-Test results and share the student's strengths and weaknesses with parents.

Parents return the completed handbook at the end of the program to receive this certificate of achievement.



Student Strengths and Weaknesses

What this report shows:

The essential math skills listed here are necessary for your child's future math success. This report shows the skills your child already knows (marked with a \checkmark) as well as those your child still needs to learn during this course (marked with an \times). At the end of this class, your child will be tested again on these same skills.

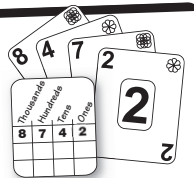
Numeration <ul style="list-style-type: none"> <input type="checkbox"/> Identify the place value in a 3-digit number. <input type="checkbox"/> Compare and order numbers up to 6 digits. <input type="checkbox"/> Complete patterns of multiples. <input type="checkbox"/> Write a numeral from printed words. <input type="checkbox"/> Write the words for a numeral up to 6 digits. <input type="checkbox"/> Identify the place value in a 6-digit number. <input type="checkbox"/> Round to the nearest ten. <input type="checkbox"/> Round to the nearest hundred. <input type="checkbox"/> Find the missing number in an addition sentence. 	Rational Numbers <ul style="list-style-type: none"> <input type="checkbox"/> Write the fraction for the shaded part of a whole. <input type="checkbox"/> Write the fraction for the shaded part of a set. <input type="checkbox"/> Compare fractions less than $\frac{1}{2}$ to fractions more than $\frac{1}{2}$. <input type="checkbox"/> Add or subtract 2 proper fractions with like denominators. <input type="checkbox"/> Add or subtract 2 mixed numbers with like denominators.
Whole Number Operations <ul style="list-style-type: none"> <input type="checkbox"/> Add 3-digit numbers with 2 regroupings. <input type="checkbox"/> Add three or four 2-digit numbers. <input type="checkbox"/> Add 4- or 5-digit numbers. <input type="checkbox"/> Add up to 5 numbers of differing lengths. <input type="checkbox"/> Define the word "sum" and the "+" sign. <input type="checkbox"/> Subtract 3-digit numbers with 2 regroupings. <input type="checkbox"/> Subtract 3-digit numbers with regroupings across 0. <input type="checkbox"/> Subtract 5-digit numbers with regroupings across 0. <input type="checkbox"/> Subtract numbers of varying lengths. <input type="checkbox"/> Define the word "difference" and the "-" sign. <input type="checkbox"/> Know multiplication facts up to 9x. <input type="checkbox"/> Multiply a 3-digit number by a 1-digit number across zero. <input type="checkbox"/> Multiply a 2-digit number by a multiple of 10. <input type="checkbox"/> Multiply a 2-digit number by a 2-digit number with regrouping. <input type="checkbox"/> Define the word "product" and the "x" sign. <input type="checkbox"/> Know division facts with divisors 0 to 9. <input type="checkbox"/> Divide a 2-digit number by a 1-digit number. <input type="checkbox"/> Divide a 4-digit number by a 1-digit number. <input type="checkbox"/> Divide a 4-digit number by a 1-digit number, 0's in the quotient. <input type="checkbox"/> Define the word "quotient" and the ":" sign. 	Geometry & Measurement <ul style="list-style-type: none"> <input type="checkbox"/> Identify plane figures such as lines and angles. <input type="checkbox"/> Identify line position such as horizontal, diagonal and vertical. <input type="checkbox"/> Identify types of lines such as intersecting, parallel, and perpendicular. <input type="checkbox"/> Identify a line of symmetry. <input type="checkbox"/> Identify congruent figures, name polygons. <input type="checkbox"/> Identify solid figures such as cones, cylinders, spheres and cubes. <input type="checkbox"/> Tell time to 5 minutes. <input type="checkbox"/> Read a thermometer, scale and calendar. <input type="checkbox"/> Measure to the nearest $\frac{1}{4}$ inch or .5 cm. <input type="checkbox"/> Recall equivalence of customary units of length, weight and capacity. <input type="checkbox"/> Recall equivalence of metric units of length, weight and capacity. <input type="checkbox"/> Find the perimeter of a polygon. Find area. <input type="checkbox"/> Make change for \$10.00.
Problem Solving <ul style="list-style-type: none"> <input type="checkbox"/> Solve a word problem with multiplication. <input type="checkbox"/> Solve a word problem with division. <input type="checkbox"/> Read and interpret a graph. 	

Page 3

Part 1: Number Sense

Greatest Number Game

You will need a deck of cards numbered from 1 to 9. Players make a game board as shown at right. Each player draws one card and all players write the number in one of the place value spots. Play continues until 4 cards have been drawn and all 4 spots are filled. Players are not allowed to rearrange numbers after they have been written. The player with the greatest number wins.



An 8, 4, 7, and 2 were drawn. This player made the number 8,742, which is the largest possible number.

Four-Digit Numbers

Goal: Understand place value up to 4 digits.

1,273
The place of each digit tells its value.

THOUSANDS	HUNDREDS	TENS	ONES
1	2	7	3

1,273 means:

- 1 thousand
- 2 hundreds
- 7 tens
- 3 ones

Give the place name and value of the underlined digit.

Place name	Value	Place name	Value	
1. 1 <u>4</u> 7	tens	40	2. 57	
3. 2 <u>8</u> 15			4. 8,1 <u>9</u> 4	

Write the number for:

5. 4 hundreds, 5 tens, 3 ones	6. 3 hundreds, 6 tens, 5 ones
7. 2 ones, 3 tens, 1 hundred	8. 7 hundreds, 0 tens, 0 ones

Page 4

What your child will learn...

This class is designed to help your child understand math better. Your child will use models to learn and understand math. Students first see what numbers mean and then practice with paper and pencil. The class will also include a pre-test, a post-test, regular reviews, math games, and writing about math.

This curriculum is based on the latest educational research and has been proven successful by independent studies. We are happy to have your child here and look forward to hearing from you.

Completing this Booklet...

The games and activities in this booklet should be spread throughout this program. Be sure to go over how to complete each answer on the practice pages.

At the end of this class, please fill out the comment form on the back, sign the form, and send the completed booklet to your child's teacher during the last week of class. Your child will receive a certificate of completion after the booklet is returned.

Stay Involved...

It is important for you to be involved in your child's education. Your child will do much better and be happier. Be sure to encourage regular attendance in class and show your child how math is important in the real world.

This booklet provides you ways to stay connected:

- A description of what is happening in our classroom
- A listing of your child's strengths and weaknesses
- Games and activities to go along with our classroom
- A comment form to give us your opinions
- The contact information for your child's teacher

Be sure to contact your child's teacher to discuss progress and ask any questions you might have.

"Research studies consistently reveal that high student achievement and self-esteem are closely related to positive parental participation in education."

Educational Resources Information Center

Certificate of Achievement

Certificate

Return this completed booklet to your child's teacher in the last week of class. Your child will get a certificate of achievement.

Page 2

Games and Activities

Each activity page matches a major content area taught in class. Simple instructions show parents how math skills are taught.

Parent Direction and Involvement

The parent letter shown here explains how the program works and what parents can do at home to help.

Easy Lesson Planning

Teacher-friendly calendars show everything.
Vocabulary develops the language of math.

Grade 4	Day 1	Day 2	Day 3	Day 4	Day 5
Warm-up	Daily Review #1 (in back of student book)	Test Day	Daily Review #3 (in back of student book)	Daily Review #5 (in back of student book)	Daily Review #7 (in back of student book)
Lesson	<p>Objective: Place value, expanded notation to 4-digits</p> <p>Materials: Base ten blocks, dice, place value mat, index cards, Master 3</p> <p>Teacher Guide pages: 1-4</p>	<p>Administer the Pre-Test. Record results on the Class Record Sheet and student test packets.</p>	<p>Objective: Ordering and patterns, writing numerals from printed words</p> <p>Materials: Base ten blocks, interlocking cubes, egg cartons, Masters 5, 6, 7</p> <p>Teacher Guide pages: 5-8</p>	<p>Objective: Property, ...</p> <p>Materials: interlocking crayons, Masters 7</p> <p>Teacher</p>	
Math Practice	Student book pages 1-4	Test Day	Student book pages 5-8	Student book pages 9-13	Student book pages 14-16
Journal Prompt/ Performance Assessment	Teacher Guide page 2 (see Assessment section for instructions)	Test Day Optional prompt on Teacher Guide page 4	Teacher Guide page 7	Teacher	
Test Preparation and Homework	Daily Review #2 (in back of student book) Skill Builders 6-1 (in back of this manual)	Test Day	Daily Review #4 (in back of student book) Skill Builders 7-1 (in back of this manual)	Daily Review #6 (in back of student book) Skill Builders 8-2 (in back of this manual)	Daily Review #8 (in back of student book)
Games	Hammer to 100 Place Value Bingo (on Teacher Guide pages 1, 4)	Test Day	How Many Ways? (on Teacher Guide page 6)	Rounding Relay 3 Dice Total (on Teacher Guide pages 10, 11)	Place Value Relay

A typical lesson includes a Daily Review, a hands-on lesson with practice, and follow-up activities like games, journal prompts, and homework.

The time spent on a lesson may vary from 45 minutes to 4 hours, depending on time available, the amount of student practice, the number of activities to be completed, and the background of the students.

positive integer _____

positive number $\begin{array}{c} \circ \\ | \\ 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5 \quad 6 \end{array}$

Any number to the right of 0.

Students define vocabulary words in their Math Glossary.

Glossary of Math Terms

pattern...a series of numbers or figures that follows a general rule

quotient...the result of division

range...the difference between the greatest and least values in a set

place value...a system of naming numbers which the value of a digit depends on its position in the numeral

place value names...ones, tens, hundreds, thousands, ten thousands, hundred thousands, millions, ten millions, hundred millions, ten billions, hundred billions, trillions

positive integer...any integer greater than zero; shown to the right of or above zero on a number line

positive number...any number greater than zero; shown to the right of zero on a number line

prime factorization...expressing a composite number as the product of prime numbers

square of a number...the product of a number multiplied by itself; "four square power"; see standard form

standard form...a way of writing a number as a decimal or as a power of 10

Distribute a copy of the reproducible Math Glossary Master to each student. Definitions of math terms (in the Teacher Manual) can be used to prepare word wall vocabulary cards.

My Number Vocabulary Master

Write a definition for each math term.

- geometric pattern _____
- greatest common factor (GCF) _____
- inductive reasoning _____
- inverse operations _____
- integers _____
- is greater than _____
- ordered pair _____
- origin _____
- Parentheses () _____
- pattern _____
- place value _____
- place value names _____
- positive integer _____
- positive number _____
- prime factorization _____
- prime number _____
- problem solving _____
- mode _____
- multiple _____
- multiplication (x) _____
- negative integer _____
- negative number _____

Step 5: Teaching Tools

Hands-On Lessons

Each lesson is organized in 3 easy parts.

1. **Introductory Activities** direct guided, hands-on exploration.
2. **About This Page** connects the student book activities to the lesson.
3. **Follow Up Activities** provide games and reteaching opportunities.

Each lesson begins with the day's objective, a list of materials needed, and new vocabulary.

Hands-on activities with manipulatives allow students to discover math concepts through experience.

Objective: To introduce the base ten blocks and 3-digit place value.

Materials: Base ten blocks, Place Value Mat (Masters 1 and 2 taped together), 6-sided dice

Vocabulary: place value, ones place, tens place, hundreds place

Introductory Activities

Introducing Base Ten Blocks

The main reason children make errors with whole number algorithms is that they do not understand multi-digit numeration. They do not know that 43 means 4 tens and 3 ones or $40 + 3$.

Base ten blocks are ideal for teaching numeration concepts because students can see the abstract concept of place value each time they pick up a block. One tens block is always seen both as 1 ten or 10 ones; 1 hundred block is always seen as 1 hundred or 10 tens or 100 ones; 1 thousand block is always seen as 10 hundreds or 100 tens or 1000 ones.

Carefully introduce the base ten blocks, allowing an appropriate exploratory time. Explain the benefits of manipulatives and ask for individual responsibility as the blocks are distributed.

After students have spent 10–15 minutes exploring with the base ten blocks, ask them to describe their observations about the blocks. Encourage them to find all the ways they are alike and all the ways they are different. (Alike: made of the same material, all the same color, the sides of each block are made up of 1 centimeter squares. Different: different sizes.)

Is there any pattern to the sizes of the blocks? (It takes 10 of 1 small block to equal 1 of the next larger block.) Name the smallest block as "ones" or "units," the next largest block as "longs" or "tens" and the largest block as "flats" or "hundreds." **Place each block where it belongs on the mat.**

About This Page

Direct attention to the top of the page. Have students match blocks to the pictures, place the blocks on the Place Value Mat and record the number of each block.

Three-digit numbers

2 hundreds	4 tens	8 ones	=	Hundreds	Tens	Ones
				2	4	8

Write each number.

1.

2	3	6
H	T	O
2.

3	2	3
H	T	O
3. 5 hundreds, 6 tens, 4 ones =

5	6	4
H	T	O
4. 7 hundreds, 3 tens, 8 ones =

7	3	8
H	T	O
5. 6 hundreds, 4 tens, 9 ones =

6	4	9
H	T	O
6. 2 hundreds, 9 tens, 5 ones =

2	9	5
H	T	O
7. 9 hundreds, 4 tens, 1 one =

9	4	1
H	T	O
8. 7 hundreds, 3 tens, 6 ones =

7	3	6
H	T	O
9. 5 hundreds, 8 tens, 5 ones =

5	8	5
H	T	O
10. 6 hundreds, 1 ten, 7 ones =

6	1	7
H	T	O
11. 7 hundreds, 2 tens, 2 ones =

7	2	2
H	T	O
12. 6 hundreds, 7 tens, 7 ones =

6	7	7
H	T	O

Follow Up Activities

Hand Game
 20
 takes tur
 removing the nu
 time a player ge
 1 ten. The first
 toss exchanges
 winner.

3-Digit Place Value

2 hundreds	4 tens	8 ones	=	Hundreds	Tens	Ones
				2	4	8

Write each number.

1.

H	T	O
2.

H	T	O
3. 5 hundreds, 6 tens, 4 ones =

H	T	O
4. 7 hundreds, 3 tens, 8 ones =

H	T	O
5. 6 hundreds, 4 tens, 9 ones =

H	T	O
6. 2 hundreds, 9 tens, 5 ones =

H	T	O
7. 9 hundreds, 4 tens, 1 one =

H	T	O
8. 7 hundreds, 3 tens, 6 ones =

H	T	O
9. 5 hundreds, 8 tens, 5 ones =

H	T	O
10. 6 hundreds, 1 ten, 7 ones =

H	T	O
11. 7 hundreds, 2 tens, 2 ones =

H	T	O
12. 6 hundreds, 7 tens, 7 ones =

H	T	O

1
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Each student page matches the same lesson plan page.

Continuous Reassessment

Spiral Reviews for Long-Term Retention

Grade 4 – Daily Review 15

- What time is it?
- What is the temperature?
- How long is the line to the nearest .5 cm?
- Tom typed 24 words per minute for 3 minutes. How many words did he type?
- There is room for 4 students at each table in the library. How many tables will 36 students fill?

Daily Review 15
© Math Teachers Press

Daily Reviews

Class starts with a quick, five-question review from the back of the student book. Teachers review and discuss answers.

Daily Review 15, problem 1 matches objective 41.

Name _____ Date _____ Pre-test _____
Date _____ Post-test _____

Daily Reviews

Record the results from your daily reviews here. The label "Obj." tells which objective that problem covered.

Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
1. Obj. 2	Obj. 3	Obj. 13	Obj. 13	Obj. 16	Obj. 2	Obj. 21	Obj. 3
2. Obj. 4	Obj. 8	Obj. 14	Obj. 14	Obj. 17	Obj. 4	Obj. 22	Obj. 8
3. Obj. 5	Obj. 9	Obj. 16	Obj. 16	Obj. 18	Obj. 5	Obj. 24	Obj. 9
4. Obj. 6	Obj. 11	Obj. 17	Obj. 17	Obj. 19	Obj. 6	Obj. 25	Obj. 12
5. Obj. 7	Obj. 12	Obj. 18	Obj. 18	Obj. 20	Obj. 7	Obj. 26	Obj. 26
Correct							

Review 9	Review 10	Review 11	Review 12	Review 13	Review 14	Review 15	Review 16
1. Obj. 16	Obj. 13	Obj. 2	Obj. 8	Obj. 20	Obj. 16	Obj. 17	Obj. 23
2. Obj. 17	Obj. 20	Obj. 3	Obj. 9	Obj. 21	Obj. 17	Obj. 17	Obj. 44
3. Obj. 18	Obj. 21	Obj. 5	Obj. 25	Obj. 22	Obj. 17	Obj. 17	Obj. 45
4. Obj. 19	Obj. 22	Obj. 7	Obj. 26	Obj. 25	Obj. 25	Obj. 43	Obj. 46
5. Obj. 26	Obj. 24	Obj. 13	Obj. 29	Obj. 26	Obj. 26	Obj. 49	Obj. 47
Correct							

Identify Objectives Missed by Students

Daily review record sheets provide continuous tracking of each student's progress.

Easy Reteaching

At a glance, teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

Every reteaching page is matched to an objective. This is the first reteaching page for objective 41.

Name _____

Telling Time to 5 Minutes

Every space between the numbers around the clock stands for 5 minutes.

The clock shows that the time is 35 minutes after 2. (The big hand is 7 spaces from the 12, so $7 \times 5 = 35$).

2:35
two thirty-five

- The hour (short) hand is between 2 and 3. Tell what time it is as the minute (long) hand moves around the clock and points to each number.
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____

What time is it?

-
-
-
-

Draw the hands to show the time.

-
-
-

Skill Builder 41-1
© Math Teachers Press
Reproduction only for one teacher's class.

Explanations at the top of the page help students recall what they have learned.

Optional On-Line Assessment Technology Made Easy!

Standards-Aligned

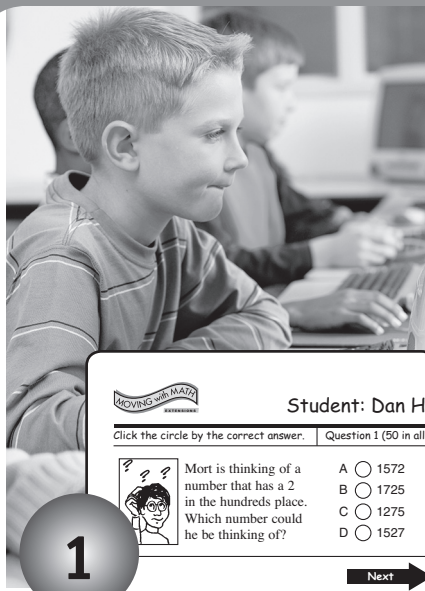
Moving with Math® is aligned to state and national standards.

Easy to Use

User friendly—no software to install. All you need are computers and the internet.

Accountability

District, school, classroom, and individual reports can be generated automatically.



On-Line Tests

Students using *Moving with Math* may take their Pre-Test and Post-Test at any internet-connected computer.



Instant Reports

Teachers can print time-saving reports that show their class' and students' strengths and weaknesses.



Targeted Instruction

Reports give clear direction on using *Moving with Math*® to differentiate instruction and increase achievement.

Technology addressing the needs of Response to Intervention provides a blended curriculum experience.

Predictive screening Pre-Test Reports

- Identify students in each tier
- Form learning groups
- Provide Individual Educational Plans (IEPs)

Post-Test Reports

- Measure progress
- Provide accountability
- Indicate future instructional needs



Helping Teachers Reach Under-Prepared Students

Moving with Math® Workshops

Teachers learn the proven *Moving with Math*® method to reach under-prepared students. Strategies include using models, vocabulary development, and problem solving.

Teachers learn how to differentiate instruction using *Moving with Math*® assessments to target instruction on weak areas.

Teachers learn by doing. In our hands-on training, teachers practice key manipulative-based lessons that they will use in the classroom.



Even More Training Options Professional Development Kits

Boxed kits contain all the training materials your staff needs to conduct workshops on their own. Each kit includes a teacher resource manual and student book, presenter's guide, teacher handbooks, overhead transparencies, overhead manipulative, and a training video with sample manipulative-based lessons.



Training DVDs

In many cases, training DVDs are all teachers need to use the curriculum successfully.



Each 30-minute grade-level DVD from K through 8 gives a curriculum overview and demonstrates key manipulative activities with students. Included with each Teacher Manual.

Getting the most out of *Moving with Math*®

Satisfied customers attribute success to Professional Development.

“The *Moving with Math*® Staff Development materials made a believer out of me. Both the regular math teachers and the non-math teachers went away ready and excited about implementing this new program.”

Martha Askew
Math Supervisor
Newport News, Virginia

“The workshops helped teachers reach students who are struggling in math.”
“Teacher evaluations were positive and indicated a great appreciation for the time spent to prepare them for the program.”
“The teachers who taught summer school this year have reported student improvement.”

Cathleen McStroul
Math Program Consultant 4-7
Regional Center for Teaching and Learning
Reno, Nevada




















Easy Assessment

List of Objectives, Tests, and Reviews

Teachers can easily track progress and individualize the program.

KE Objectives

Numeration, Classification, Patterns

-  K-1 Identify and sort by colors.
-  K-2 Identify sets that have the same number.
-  K-3 Identify which of two sets has more or fewer objects. Identify which of two sets has many objects or one object.
-  K-4 Identify and extend a pattern using color, people, objects and pictures.
-  K-5 Identify the number in a set of up to twelve objects through active participation. Match sets of 0 to 12 objects with the written numbers.
-  K-6 Write the number for a set of 0-12 objects or for a picture of 0-12 objects.
-  K-7 Order numbers from 0 to 10. Count forward and backward between 1 and 10. Count forward and backward from any number between 1 and 10.
-  K-8 Compare two sets of up to 10 objects.
-  K-9 Identify ordinal numbers first to fifth.
-  K-10 Identify and write numbers 13-31. Count aloud and write numbers 13-31. Count and write numbers 13-31 using a number line.
-  K-17 Identify order of events: first, next, last. Refine time intervals as morning, afternoon, evening and night. Know names of seasons, months, and days of the week.
-  K-18 Identify which activity takes more time or less time. Estimate elapsed time related to one minute and one hour.
-  K-19 Tell time to the hour.
-  K-20 Estimate and measure length and height using arbitrary units.
-  K-21 Estimate and measure objects by weight, capacity, area, and temperature.
-  K-22 Identify an object divided into equal parts. Identify halves, one-half of a region.
-  K-23 Explore concepts of chance and probability, using objects.
-  K-24 Identify and give the value of a real penny, nickel and dime.
-  K-25 Give the value of a set of coins up to 10 cents. Match sets of coins to price tags.

This page is found in the Teacher Manual. The 30 kindergarten objectives are identified by number and a unique symbol.

Objective K-5 (the cat) is connected throughout the program for easy tracking and reteaching.

Name _____


KE Cumulative Test Page 1

	
	
	
	 5 6 7
	

7

Assessment 5

Oral Reviews

 **1** **MATERIALS:** Teddy bears of the same size, cubes, number cards 0-12
 Display from 0 to 5 objects. **Tell me the number of bears.**
 Display from 0 to 5 objects and the number cards 0-5 in random order. **How many bears?**
Show me the card that tells how many.
 Quickly show a number of fingers from 1 to 5 and then hide them. **How many fingers?**
Show me the card that tells how many.
 Display a numeral card from 0 to 5. **Show me as many bears.**

2 Display from 6 to 12 objects. **Tell me the number of bears.**
 Display from 6 to 12 objects and the number cards 6 to 10 in random order. **How many bears?**
Show me the card that tells how many.
 Quickly show a number of fingers from 6 to 10 and then hide them. **How many fingers?**
Show me the card that tells how many.
 Display a numeral card from 6 to 12. **Show me as many bears.**

K-5 Match 0 to 12 objects

Oral reviews allow individual or class review.

Friendly Lesson Plans

Grade

K

Lesson Plans

"We remember 10% of what we hear, 30% of what we see and 90% of what we do."
—Piaget

Objective: To introduce the plus sign. To introduce the equals sign.

Materials: Teddy bear counters, Teddy Bear Storyboard (Master 10), numeral cards (Master 6)

Introductory Activities

Acting Out a Story, Introducing the Plus Sign

Have children model and retell the following story using teddy bear counters on the Teddy Bear Storyboard.

There were 4 teddy bears playing in the sand box. One more teddy bear joined them. How many teddy bears are in the sand box?

Ask children to tell you the numbers they heard in this story as you write each number on the chalkboard: 4 1 5.

This is a story about 4 bears, 1 bear and 5 bears. What was the action in the story? (The bears came together in the sandbox.) Very good. We call the operation or process of joining things together "addition". We use a special sign to show that the objects or numbers have been added. We use the plus sign.

Write a big plus sign on the board. Have students make a plus sign by crossing the index finger of each hand. Have a volunteer come to the board and draw the plus sign between the two numbers which were joined together.

Repeat with other stories.

Acting Out a Story, Introducing the Equals Sign

Have children tell and act out a story on the top part of the storyboard as you record the number sentence on the chalkboard.

Two bears were playing on the slide. One more bear came to play with them. How many were playing on the slide? Record 2, 1 and 3 on the chalkboard.

What sign should go between the 2 and 1? Why? (the plus sign, because we are putting together 2 numbers)

What sign should go between the 2 and 1? (the equals sign, because the number in the box is 3)

Equals

Draw

On this page, students act out stories with teddy bears and record the story as a number sentence.

sandbox story. This time have students select the numeral cards, "+" card, and "=" card to form a number sentence. For example: **There are 3 bears in the sand box. Two more bears come to play. How many bears are now in the sand box?**

$$3 + 2 = 5$$

About This Page

This page involves sums to 6. Have volunteers tell a story for each picture. Ask how many bears in all should be drawn in the sand box. Notice that these problems require the child to visualize the number of bears being added and then draw a picture of the number in all.

Follow Up Activities



Journal Prompt

Draw an addition story about the bears. Use the plus sign and the equals sign to write a number sentence about your story.

Students develop math language as they make up and model stories.

Skill Builders 26-1

Name _____

Dinosaur Count:
Count. Write. Add.

Skill Builders may be assigned for further practice.

Two Greedy Bears, Ginsburg, Mirra
Summary: A clever fox teaches two bears a lesson about greed and what is equal.

Activity: Use this story to introduce the lesson. The last line of the story says, "But they were equal." Have the students explain what that means in their own words.

Program Objectives

List of Objectives

Grade 1

Student Progress Report

Mark an X in the Pre- and/or Post-Test boxes to indicate missed objectives.

Teacher _____
School _____

Student _____

<small>Pre-</small>	<small>Post</small>	
Numeration		
<input type="checkbox"/>	<input type="checkbox"/>	A-1 Match objects ≤ 9 with numerals.
<input type="checkbox"/>	<input type="checkbox"/>	A-2 Order numerals 0-9.
<input type="checkbox"/>	<input type="checkbox"/>	A-3 Compare sets ≤ 10 objects.
<input type="checkbox"/>	<input type="checkbox"/>	A-4 Write the numeral from sets of tens and ones.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	A-5 Not tested in this level.
<input type="checkbox"/>	<input type="checkbox"/>	A-6 Write 5 numbers before or after any number ≤ 100 .
<input type="checkbox"/>	<input type="checkbox"/>	A-7 Write a numeral up to 3 digits from printed words.
<input type="checkbox"/>	<input type="checkbox"/>	A-8 Write words for up to a 3-digit numeral.
<input type="checkbox"/>	<input type="checkbox"/>	A-9 Compare and order numbers to 999.
<input type="checkbox"/>	<input type="checkbox"/>	A-10 Compare lengths – long or short.
<input type="checkbox"/>	<input type="checkbox"/>	A-11 Compare objects – large or small.
<input type="checkbox"/>	<input type="checkbox"/>	A-12 Order 5 lengths.
<input type="checkbox"/>	<input type="checkbox"/>	A-13 Identify ordinals first through tenth.
<input type="checkbox"/>	<input type="checkbox"/>	A-14 Extend patterns of objects.
Operations		
<input type="checkbox"/>	<input type="checkbox"/>	A-15 Add with sums ≤ 10 .
<input type="checkbox"/>	<input type="checkbox"/>	A-16 Subtract with differences ≤ 10 .
<input type="checkbox"/>	<input type="checkbox"/>	A-17 Add up to 3 numbers, sums ≤ 10 .
<input type="checkbox"/>	<input type="checkbox"/>	A-18 Add with sums ≤ 18 . Define “+” and “sum.”
<input type="checkbox"/>	<input type="checkbox"/>	A-19 Subtract a 1-digit from a 2-digit number ≤ 18 . Define “-” and “difference.”
<input type="checkbox"/>	<input type="checkbox"/>	A-20 Add 2 numbers, 2 digits and 1 digit, no regrouping.
<input type="checkbox"/>	<input type="checkbox"/>	A-21 Add 2 multiples of 10, sums ≤ 90 .
<input type="checkbox"/>	<input type="checkbox"/>	A-22 Add two 2-digit numbers, no regrouping.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	A-23 Not tested in this level.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	A-24 Not tested in this level.
<input type="checkbox"/>	<input type="checkbox"/>	A-25 Subtract two 2-digit numbers, no regrouping.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	A-26 Not tested in this level.
<input type="checkbox"/>	<input type="checkbox"/>	A-27 Estimate and solve addition word problems. Use strategies.
<input type="checkbox"/>	<input type="checkbox"/>	A-28 Estimate and solve subtraction word problems. Use strategies.
<input type="checkbox"/>	<input type="checkbox"/>	A-29 Solve a subtraction problem asking, “How many more of one than another?”
<input type="checkbox"/>	<input type="checkbox"/>	A-30 Skip count by 2’s, 5’s, 10’s to 100.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	A-31 Not tested in this level.
Geometry & Measurement		
<input type="checkbox"/>	<input type="checkbox"/>	A-32 Identify “top” and “bottom.”
<input type="checkbox"/>	<input type="checkbox"/>	A-33 Identify “inside” and “outside.”
<input type="checkbox"/>	<input type="checkbox"/>	A-34 Identify “between.”
<input type="checkbox"/>	<input type="checkbox"/>	A-35 Identify “next to.”
<input type="checkbox"/>	<input type="checkbox"/>	A-36 Identify “above” and “below.”
<input type="checkbox"/>	<input type="checkbox"/>	A-37 Identify a square.
<input type="checkbox"/>	<input type="checkbox"/>	A-38 Identify a circle.
<input type="checkbox"/>	<input type="checkbox"/>	A-39 Identify a triangle.
<input type="checkbox"/>	<input type="checkbox"/>	A-40 Identify a rectangle.
<input type="checkbox"/>	<input type="checkbox"/>	A-41 Identify portions of a region as halves.
<input type="checkbox"/>	<input type="checkbox"/>	A-42 Identify portions of a region divided into thirds or fourths.
<input type="checkbox"/>	<input type="checkbox"/>	A-43 Select 2 figures with the same shape.
<input type="checkbox"/>	<input type="checkbox"/>	A-44 Select 2 figures with the same size.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	A-45 Not tested in this level.
<input type="checkbox"/>	<input type="checkbox"/>	A-46 State the value of coins $\leq 9\phi$. Identify the penny and nickel.
<input type="checkbox"/>	<input type="checkbox"/>	A-47 State value of 1-9 dimes and 1-9 pennies. Identify the dime.
<input type="checkbox"/>	<input type="checkbox"/>	A-48 State value of coins and bills $\leq \$2.00$. Identify the quarter and half-dollar.
<input type="checkbox"/>	<input type="checkbox"/>	A-49 Tell time to the half hour. Interpret a calendar.
<input type="checkbox"/>	<input type="checkbox"/>	A-50 Measure to the nearest centimeter or inch. Read a graph.
<input type="checkbox"/>	<input type="checkbox"/>	Total score (out of 44 possible)
<input type="checkbox"/>	<input type="checkbox"/>	44 44

Student Progress Report (List of Objectives)

This page is in the Teacher Manual and in the Test Assessment Pack. It lists each skill alongside an objective number. This page provides the foundation for tracking a student’s achievement and may be sent home as a report card.

Tracking Achievement

Grade

1

Testing

Teachers see a snapshot of each student and the class at the beginning and end of the session.

Testing

The Test Assessment Pack contains 20 Pre-Test and 20 Post-Test booklets. Each test has 44 questions, one for each objective.

The number of each problem on the test matches the corresponding objective number of the opposite page.

25. There were 47 apples at a road stand. 13 of them are sold. How many are left?

47 _____

13 _____

26. (not tested in this level)

27. Two buttons in one set. Six buttons in another set. How many buttons in all?

28. Here are 8 birds. Five of them fly away. How many are left?

Class Record Sheet

Results show improvement for each student and the class.

Grade 1 Class Record Sheet																																																					Teacher: _____																																										
Student Name																																																					Grade: _____	School: _____																																									
Student Name	Numeration										Operations, Problem Solving										Operations, Problem Solving (cont.)					Fractions, Geometry, Measurement															Record Number Correct out of 50																																																						
	Pre-Test	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	Pre	Post	Abs																																									
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Teachers mark an X under the number of each problem the student misses. The total correct on the Pre- and Post-Test is recorded at the far right.

Teacher
Guide

This lesson directs exploration with base ten blocks to discover a fundamental concept: ten of one place value equals one of the next higher place value.

Friendly Lesson Plans

Objective: To develop an understanding that 10 ones have the same value as 1 ten.

Materials: Base ten blocks (ones and tens), 6-sided dice, plastic bags, paper clips

Vocabulary: Ones, units, tens, long

Introductory Activities

Exploring and Discovering Patterns

Each pair should have 25 ones blocks and 10 tens blocks. Allow a short exploratory period. Children might make buildings, roads and parking ramps. Have students share their discoveries.

Encourage children to look for patterns. **These blocks are important because of the pattern used to make them. We can find important patterns if we ask ourselves how these blocks are all the same and how they are different.**

Write 2 columns on the board: How are the blocks the same? How are the blocks different?

Talk with your partner about ways the blocks are alike or the same. Think of a way to record what you find. You can draw a picture or write a word. What is a way the blocks are the same? (e.g. same material.)

Write the answer under the word "same" on the chalkboard. **Now find other ways they are alike.** (smooth, have 8 points, 6 sides, slide, stack, same color, solids, all made of little cubes)

Ask how the blocks are different. (different size, length, weight) **How many different sizes do you have? (2) Can you put 1 of each size in front of you? We call the smallest block the "ones" or "units" block. What is the relationship or pattern between the ones block and the other block? (It takes 10 ones blocks to make the next block.) We will name the next size of block the "tens" or "long" block.**




About This Page

Read the example together. Use base ten blocks to show that 10 ones are the same as 1 ten.
















Look at Problem 1. Match 1 block to each picture of a block. Do you have 10 or more blocks? (yes) Trade 10 ones for 1 ten. What blocks do you have now? (1 ten and 4 ones)
Ring groups of 10 blocks. How many groups of 10? (1) Write a 1 in the blank above the

Students learn that each number from 11 to 20 can be shown as ones or a combination of 1 ten and additional ones.

Name _____

10 ones is the same as...  ...1 ten.  

Ring groups of tens. Write the numbers in the blanks.


1.	 	$\frac{1}{\text{tens}}$ $\frac{4}{\text{ones}}$
		$\underline{14}$
2.	 	$\frac{1}{\text{tens}}$ $\frac{7}{\text{ones}}$
		$\underline{17}$
3.	 	$\frac{1}{\text{tens}}$ $\frac{2}{\text{ones}}$
		$\underline{12}$
4.	 	$\frac{1}{\text{tens}}$ $\frac{9}{\text{ones}}$
		$\underline{19}$
5.	 	$\frac{2}{\text{tens}}$ $\frac{0}{\text{ones}}$
		$\underline{20}$

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Page 29

word "tens." How many leftover ones blocks?
 (4) Write 4 in the blank above the "ones."
 What is another name for 1 ten 4 ones? (14)
 Have children complete the page on their own.

Follow Up Activities

SPIN TO 10

 Each pair should have a die, 10 ones blocks and 1 tens block. Each pair puts a pile of ones blocks in the center of the play area. The tens block is put by itself and shared between players.

Player 1 throws the die, removes the number of ones from the pile, and places them by the tens block. Placing the ones blocks next to the tens block helps children see relationships, e.g. a 9 looks like 10 - 1 rather than 1, 2, 3, ... 9.

The winner is the first player who throws a number exactly to 10. (If a player has 9 ones and throws a 3, the player loses that turn. The player must spin "1" to get to 10 exactly.)



Journal Prompt

List the numbers from 11 to 20. Draw a picture showing how many tens and ones are in each number.

Test Preparation

Grade

1

Test Preparation

Daily Reviews are the keys to long term retention.

Teachers report high satisfaction with use of Daily Reviews.

Daily Reviews

Class starts with a five-question review from the back of the student book. Teachers review and discuss answers.

Daily Review 15

1. How much are these coins worth altogether? _____ ¢

2. 5 cookies. 3 crackers. How many altogether? _____

3. 7 birds. 3 flew away. How many are left? _____

4. 5 fish. 2 worms. How many more fish than worms? _____

5.
$$\begin{array}{r} 52 \\ + 7 \\ \hline \end{array}$$

$$\begin{array}{r} 11 \\ + 6 \\ \hline \end{array}$$

Daily Review 15
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Problem 1 on Daily Review 15 matches objective 47.

Name _____ Date _____ Pre-test _____
Date _____ Post-test _____ **1E**

Daily Reviews Record the results from your daily reviews here. The label "Obj.," tells which objective that problem covered.

Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
1. Obj. 1	Obj. 1	Obj. 1	Obj. 13	Obj. 13	Obj. 13	Obj. 10	Obj. 13
2. Obj. 2	Obj. 2	Obj. 2	Obj. 14	Obj. 14	Obj. 14	Obj. 10	Obj. 13
3. Obj. 3	Obj. 3	Obj. 3	Obj. 15	Obj. 15	Obj. 15	Obj. 11	Obj. 14
4. Obj. 7	Obj. 7	Obj. 7	Obj. 16	Obj. 16	Obj. 16	Obj. 12	Obj. 15
5. Obj. 8	Obj. 8	Obj. 8	Obj. 15	Obj. 16	Obj. 15	Obj. 46	Obj. 16
Correct							

Review 9	Review 10	Review 11	Review 12	Review 13	Review 14	Review 15	Review 16
1. Obj. 4	Obj. 4	Obj. 4	Obj. 32	Obj. 47	Obj. 47	Obj. 4	Obj. 10
2. Obj. 9	Obj. 9	Obj. 9	Obj. 33	Obj. 27	Obj. 27	Obj. 27	Obj. 11
3. Obj. 30	Obj. 30	Obj. 30	Obj. 34	Obj. 28	Obj. 28	Obj. 28	Obj. 12
4. Obj. 17	Obj. 17	Obj. 17	Obj. 35	Obj. 29	Obj. 29	Obj. 29	Obj. 46
5. Obj. 19	Obj. 18	Obj. 19	Obj. 36	Obj. 20	Obj. 20	Obj. 20	Obj. 6
Correct							

Daily Review Record Sheets

Students record their results on the record sheet, which identifies missed objectives.

Name _____

A dime has a value of 10¢.

10 =

10¢ =

Give the value of these coins.

Give the value of these coins.

Give the value of these coins.

Give the value of these coins.

Skill Builder: 47-1
© Math Teachers Press, Inc.
Reproductions only for one student for your class.

This page reteaches objective 47 and is the first page for reteaching that objective.

Easy Reteaching

Reteaching is a snap. Teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

Program Objectives

Grade 2

Student Progress Report

Mark an X in the Pre- and/or Post-Test boxes to indicate missed objectives.

Teacher _____
School _____

Student _____

Pre-Test Post-Test	Pre-Test Post-Test
<p style="text-align: center;">Numeration</p> <p><input type="checkbox"/> <input type="checkbox"/> A-1 Match objects \approx 9 with numerals.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-2 Order numerals 0-9.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-3 Use $<$, $=$, or $>$ to compare sets with $<$ 10 objects.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-4 Write the numeral from tens and ones blocks.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-5 Write the numeral from hundreds, tens and ones blocks.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-6 Write five numbers before or after any number $<$ 100.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-7 Write any numeral up to three digits, given printed words.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-8 Read and write words for any 3-digit numeral.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-9 Order and compare numbers to 999. Complete number patterns.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-10 Compare lengths as longest or shortest.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-11 Compare objects as largest or smallest.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-12 Order five different lengths from shortest to longest.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-13 Identify ordinal positions first through tenth.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-14 Extend patterns of objects.</p> <p style="text-align: center;">Operations</p> <p><input type="checkbox"/> <input type="checkbox"/> A-15 Add sums $<$ 10 in horizontal or vertical format.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-16 Subtract differences $<$ 10 in horizontal or vertical format.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-17 Add two or three numbers, sums $<$ 10.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-18 Add sums $<$ 18.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-19 Subtract a 1-digit from a 2-digit number $<$ 18.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-20 Add two numbers, 2 digits and 1 digit, no regrouping.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-21 Add two numbers, both multiples of 10, sums $<$ 90.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-22 Add two numbers, 2 digits each, no regrouping.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-23 Add three numbers, 2 digits each, no regrouping.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-24 Add two numbers, 2 digits each, with regrouping.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-25 Subtract a 2-digit number from a 2-digit number, no regrouping.</p>	<p><input type="checkbox"/> <input type="checkbox"/> A-26 Subtract a 2-digit number from a 2-digit number, with regrouping.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-27 Estimate and solve addition word problems.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-28 Estimate and solve subtraction word problems.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-29 Solve a subtraction word problem asking, "How many more?"</p> <p><input type="checkbox"/> <input type="checkbox"/> A-30 Skip count by 2's, 5's, 10's to 100.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-31 Divide a group of objects into equal groups, none remaining.</p> <p style="text-align: center;">Fractions, Geometry, Measurement</p> <p><input type="checkbox"/> <input type="checkbox"/> A-32 Identify <i>top</i> and <i>bottom</i> in a location problem.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-33 Identify <i>inside</i>, <i>outside</i> in a location problem.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-34 Identify <i>between</i> in a location problem.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-35 Identify <i>next to</i> in a location problem.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-36 Identify <i>above</i> and <i>below</i> in a location problem.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-37 Identify a square from a set of figures.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-38 Identify a circle from a set of figures.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-39 Identify a triangle from a set of figures.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-40 Identify a rectangle from a set of figures.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-41 Identify portions of a region as halves.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-42 Identify portions of a region divided into thirds or fourths.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-43 Select two figures with the same shape.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-44 Select two figures with the same size.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-45 Select two figures with the same shape and size.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-46 State the value of coins $<$ 9¢. Identify the penny and nickel.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-47 State value of 1-9 dimes and 1-9 pennies. Identify the dime.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-48 State value of coins and bills $<$ \$2.00. Identify the quarter and half-dollar.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-49 Tell time in hours and half hours. Interpret a calendar.</p> <p><input type="checkbox"/> <input type="checkbox"/> A-50 Measure to the nearest unit. Interpret graphs.</p> <p style="text-align: center;">Total Score (out of 50 possible)</p> <p style="text-align: center;">50 50</p>

Assessment 1

Student Progress Report (List of Objectives)

This page is in the Teacher Manual and in the Test Assessment Pack. It lists each skill alongside an objective number. This page provides the foundation for tracking a student's achievement and may be sent home as a report card.

Teacher Guide

As students discover different ways to solve a subtraction problem, they gain self confidence in their own ability to solve problems.

A major reason for errors in computation is a lack of understanding of multi-digit numeration. Students use base ten blocks to understand place value concepts.

Friendly Lesson Plans

Objective: To use base ten blocks to subtract 2-digit numbers, no regrouping. To find a pattern for subtracting 2-digit numbers.

Materials: Place Value Mat (Master 10 and 11), base ten blocks (tens and ones), tape recorder (optional), 6-sided dice or playing cards.

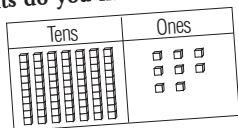
Introductory Activities

Each pair or group should have a Place Value Mat and base ten blocks. **Today I will tell stories and record them on the tape recorder. Listen to the whole story the first time. Look for the question and needed facts. Discuss with your partner how to solve the problem.**

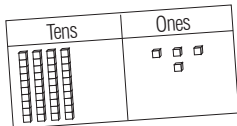
Next I will retell the story and pause after each sentence for you to decide what to do. We will use the Place Value Mat and base ten blocks to solve the problem.

After you have found the answer with blocks, think of a way to record the story with paper and pencil.

Story 1: You buy a box of 78 peanuts at the circus. You eat 34 peanuts. How many peanuts do you have left?



Start by building 7 tens and 8 ones.



Then remove 3 tens and 4 ones.

4 tens 4 ones 44 are left

Students might record by drawing a picture using sticks or dots for tens and ones, or they might record:

$$\begin{array}{r} 78 \\ - 34 \\ \hline 44 \end{array}$$

pattern for subtracting two 2-digits. Possible explanations or patterns: 30 from 70 and 4 from 8 and 48 - 4 is 44 and 8 - 4 is 4, so the answer is 44. number in the ones place. numbers in the tens place. ve 79 hot dogs. You sell 28 y hot dogs do you have?

47 bears are under the Big Top. 23 bears leave. How many bears are under the Big Top?

You can use base ten blocks on a Place Value Mat.

First, build the larger number. Then, remove the smaller number and read the number left.

TENS	ONES
47	
-23	
	44

TENS	ONES
47	
-23	
	24

Now work the problem this way with paper and pencil.

Subtract	47	Subtract	47
the ones	-23	the tens	-23
	44		24

Use base ten blocks to subtract. Cross out blocks.

1. $35 - 12 = 23$ 2. $49 - 35 = 14$

3. $46 - 20 = 26$ 4. $70 - 30 = 40$

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Story 3: You have 75 peanuts. Your friend Bill has fewer peanuts than you do. How many fewer peanuts does Bill have? (not enough information)

About This Page

Work the example at the top of the page together. Have students use base ten blocks.

What is the pattern for subtracting 2-digit numbers? (Subtract the ones, then subtract the tens.) Have students complete the page.

Follow Up Activities



BINGO
Skill Builders 25-3



Journal Prompt

Pat has 25 tickets. He uses 13 of them to go on a ride. How many tickets does he have left? Draw pictures of base ten blocks to solve and to explain your answer.

Skill Builders 25-1, 25-2

Counting Sheep, Mendoza, George
Summary: An old shepherd who counts sheep to fall asleep has a troubled dream about one to twenty sheep.
Activity: Tell the students that tonight the old shepherd has 100 sheep to count.

Students find there are often many ways to solve the same problem. They naturally begin looking for the most efficient way—subtract the ones then subtract the tens.

Test Preparation

Grade

2

Test Preparation


Daily Reviews are the keys to long term retention.

Teachers report high satisfaction with use of Daily Reviews.


Daily Reviews

Class starts with a five-question review from the back of the student book. Teachers review and discuss answers.

Daily Review 6



- Write the 5 numbers that come after 47:

- Write this number.
7 tens 5 ones
- Which of these is true?
(A) $15 < 13$
(B) $9 > 13$
(C) $15 > 13$
(D) $13 = 15$
- Fill in the missing numbers.
5, 10, 15, _____, _____, _____, 50.
- Which shape is this?

(A) circle (C) square
(B) rectangle (D) triangle

Daily Review 6
© Math Teachers Press, Inc.

Problem 2 on D Review 6 matches objective 4.

Name _____ Date _____ Pre-test _____
Date _____ Post-test _____

Daily Reviews Record the results from your daily reviews here. The label "Obj." tells which objective that problem covered.

Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
1. Obj. 7	Obj. 6	Obj. 18	Obj. 7	Obj. 20	Obj. 6	Obj. 7	Obj. 24
2. Obj. 8	Obj. 4	Obj. 19	Obj. 8	Obj. 21	Obj. 9	Obj. 8	Obj. 24
3. Obj. 13	Obj. 9	Obj. 27	Obj. 13	Obj. 22	Obj. 23	Obj. 13	Obj. 26
4. Obj. 14	Obj. 30	Obj. 28	Obj. 14	Obj. 23	Obj. 30	Obj. 14	Obj. 26
5. Obj. 47	Obj. 5	Obj. 29	Obj. 47	Obj. 24	Obj. 40	Obj. 47	Obj. 37
correct							
Review 9	Review 10	Review 11	Review 12	Review 13	Review 14	Review 15	Review 16
1. Obj. 6	Obj. 23	Obj. 18	Obj. 26	Obj. 20	Obj. 29	Obj. 29	Obj. 29
2. Obj. 4	Obj. 24	Obj. 19	Obj. 50	Obj. 21	Obj. 23	Obj. 23	Obj. 23
3. Obj. 9	Obj. 26	Obj. 27	Obj. 45	Obj. 22	Obj. 24	Obj. 24	Obj. 23
4. Obj. 30	Obj. 49	Obj. 28	Obj. 41	Obj. 23	Obj. 25	Obj. 25	Obj. 24
5. Obj. 20	Obj. 48	Obj. 29	Obj. 42	Obj. 24	Obj. 26	Obj. 26	Obj. 25
correct							

Daily Review Record Sheets

Students record their results on the record sheet, which identifies missed objectives.

Easy Reteaching

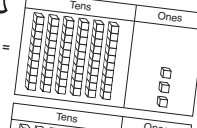

Reteaching is a snap. Teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

This page reteaches objective 4 and is the first page for reteaching that objective.

Name _____

Ring the number that has 6 in the ones place.

63 36

63 =  36 = 

- Ring the number with 4 in the ones place.
42 24
- Ring the number with 7 in the ones place.
17 71
- Ring the number with 2 in the tens place.
25 52
- Ring the number with 7 in the tens place.
75 57
- Ring the number with 6 in the ones place.
86 68
- Ring the number with 4 in the tens place.
24 42
- The 4 is in what place?
45 ones tens
- The 7 is in what place?
27 ones tens

Skill Builders 4-1
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Program Objectives

Grade 3

Student Progress Report

Mark an X in the Pre- and/or Post-Test boxes to indicate missed objectives.

Teacher _____

School _____

Student _____

Pre-Test
Post-Test

Numeration

- B-1 Identify the place value in a 3-digit number.
 B-2 Compare and order numbers up to 6 digits.
 B-3 Complete patterns of multiples.
 B-4 Write a numeral from printed words.
 B-5 Write the words for a numeral up to 6 digits.
 B-6 Identify the place value in a 6-digit number.
 B-7 Round to the nearest ten.
 B-8 Round to the nearest hundred.
 B-9 Find the missing number in an addition sentence.

Addition

- B-10 Add 3-digit numbers with 2 regroupings.
 B-11 Add three or four 2-digit numbers.
 B-12 Add 4- or 5-digit numbers.
 B-13 Not tested in this level.
 B-14 Define the word "sum" and the "+" sign.

Subtraction

- B-15 Subtract 3-digit numbers with 2 regroupings.
 B-16 Not tested in this level.
 B-17 Subtract 5-digit numbers with regroupings across 0.
 B-18 Not tested in this level.
 B-19 Define the word "difference" and the "-" sign.

Multiplication

- B-20 Know multiplication facts up to 9's.
 B-21 Multiply a 3-digit number by a 1-digit number across zero.
 B-22 Not tested in this level.
 B-23 Not tested in this level.
 B-24 Define the word "product" and the "x" sign.

Division

- B-25 Know division facts with divisors 0 to 9.
 B-26 Divide a 2-digit by a 1-digit number.
 B-27 Not tested in this level.

Pre-Test
Post-Test

- B-28 Not tested in this level.
 B-29 Define the word "quotient" and the "÷" sign.

Rational Numbers

- B-30 Write the fraction for the shaded part of a whole figure.
 B-31 Write the fraction for the shaded part of a set.
 B-32 Compare fractions less than $\frac{1}{2}$ to fractions more than $\frac{1}{2}$.
 B-33 Not tested in this level.
 B-34 Not tested in this level.

Geometry

- B-35 Not tested in this level.
 B-36 Not tested in this level.
 B-37 Identify types of lines.
 B-38 Identify a line of symmetry.
 B-39 Identify congruent figures, name polygons.
 B-40 Identify solid figures.

Measurement

- B-41 Tell time to 5 minutes.
 B-42 Read a thermometer, scale and calendar.
 B-43 Measure to the nearest $\frac{1}{2}$ inch or .5 cm.
 B-44 Recall equivalence of customary units of length, weight and capacity.
 B-45 Recall equivalence of metric units of length, weight and capacity.
 B-46 Find the perimeter of a polygon. Find area.
 B-47 Make change for \$10.00.

Problem Solving

- B-48 Solve a word problem with multiplication.
 B-49 Solve a word problem with division.
 B-50 Read and interpret a graph.

Total Scores (out of 38 possible)
 38 38

Student Progress Report (List of Objectives)

This page is in the Teacher Manual and in the Test Assessment Pack. It lists each skill alongside an objective number. This page provides the foundation for tracking a student's achievement and may be sent home as a report card.

Tracking Achievement

Grade
3

Testing

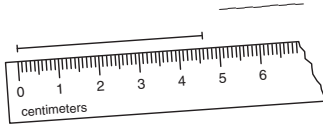
Testing

The Test Assessment Pack contains 20 Pre-Test and 20 Post-Test booklets. Each test has 38 questions, one for each objective.

The number of each problem on the test matches the corresponding objective number of the opposite page.

Teachers see a snapshot of each student and the class at the beginning and end of the session.

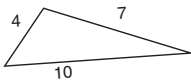
43. What is the measure of the line to the nearest .5 cm?



44. 1 foot = _____ inches

45. 1 meter = _____ centimeters

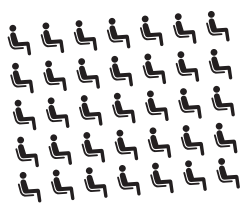
46. Find the perimeter: _____



47. Alex has saved \$10.00 to spend during a family trip. If he buys a sundae for \$3.25, how much will Alex have left?



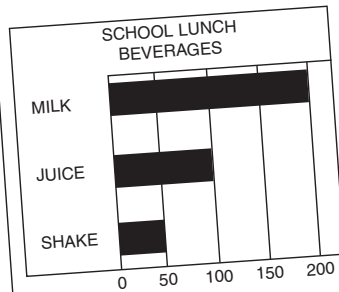
48. There are 7 desks in a row. There are 5 rows. How many desks are there in all?



49. There are 18 baseball player cards in a set. 3 friends wish to share a set equally. How many cards will each person receive?



50. How many students drink juice with their school lunch?



Class Record Sheet

Results show improvement for each student and the class.

Student Name		Numeration									Addition				Subtraction				Multiplication				Division				Rational Numbers				Geometry				Measurement				Problem Solving		Score Number (out of 50)								
		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
1.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
2.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
3.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
4.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
5.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
6.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
7.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
8.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
9.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
10.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
11.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
12.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
13.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
14.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
15.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
16.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
17.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
18.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
19.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.										
20.	Pre-Post-	NOT TESTED									NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				NOT TESTED				Pre		Post		Abs.						

Teachers mark an X under the number of each problem the student misses. The total correct on the Pre- and Post-Test is recorded at the far right.

Friendly Lesson Plans

Teacher Guide

“What you have been obliged to discover by yourself leaves a path in your mind which you can use again when the need arises.”
—G.C. Lichtenberg

Objective: To round to the nearest ten, using a model.

Materials: Base ten blocks, interlocking cubes, real or play coins (Master 9)

Vocabulary: round

Introductory Activities

Rounding Pattern

Write on the board: There are 28 students in Room 114, 21 students in Room 115 and 25 students in Room 116. About how many students are in each room?

Have students use base ten blocks to discover a pattern for rounding each number.

We round numbers to find out “about how much” a number is. Build the number 28. (2 tens blocks and 8 ones blocks) **About how many tens would you say 28 is?** Have students skip count by tens from 10 to 100. Place the number 28 between 20 and 30. **Twenty-eight is between 2 tens and 3 tens. Build 2 tens and build 3 tens. Is 28 closer to 20 or 30? Work with your partner to decide if 28 is closer to 20 or 30 and how you know.** (It is closer to 30 because it would only take 2 more ones blocks to get to 30, but it would take 8 fewer blocks to get to 20. 28 is more than halfway between 20 and 30.)

Repeat with 21 and 25. Students should discover that numbers above the halfway number are “rounded up” and numbers below the halfway number are “rounded down.”

Point out that the halfway number, 25, is “rounded up” by agreement. This pattern also makes the rounding rule fair because five of the numbers in the twenties will round to 20 (20, 21, 22, 23, 24) and the other five numbers will round to 30 (25, 26, 27, 28, 29).

About This Page

Read the top of the page together. **Look at the first example. What number are we going to round? (17) Build 17 with your base ten blocks. We will round to the nearest 10.**

What tens blocks would 17 be between? (1 tens block and 2 tens blocks) Which is it closer to? (2 tens, or twenty) How do you know? (It is more than the halfway number.)

Go through the second example together, explaining again that 15 is the halfway number, so

Rounding to the Nearest Ten with Base Ten Blocks

Sometimes you do not need an exact answer. You need an answer that is close, or approximately equal to the exact number. Numbers can be rounded off to find an approximate answer.

Example: Round 17 to the nearest 10.

Build a 17 train, a 10 train and a 20 train.
17 rounds to 20.

Round 15 to the nearest ten.

Build a 15 train, a 10 train and a 20 train.
15 is a halfway number. We round halfway numbers up.

Use base ten blocks to round each number to the nearest ten. Look for a pattern.

1.	10	2.	20
3.	30	4.	40
5. 61	60	6. 87	90
7. 25	30	8. 96	100
9. 41	40	10. 73	70
11. 89	90	12. 65	70
		13. 27	30
		14. 48	50
		15. 95	100

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it is rounded up. Work through problems 1, 3 and 5 in the same way. Then have student pairs use base ten blocks to solve the remaining problems at the bottom of the page. Remind them that they are rounding to the nearest tens block.

Follow Up Activities

Rounding Money

Write 43¢ on the chalkboard. Display 43¢ with dimes and pennies. **If we round 43¢ to the nearest dime, how many dimes is it closer to?** (4 dimes) Repeat with 41¢, 42¢, 44¢, 46¢...49¢.

Write 45¢ on the chalkboard. **What number of dimes is it closer to?** (neither; halfway) **We agree that the halfway number is to be rounded up.** Point out that there are 5 amounts with a 4 in the tens place which round down (40¢ to 44¢) and 5 which round up (45¢ to 49¢).

Journal Prompt

Round the number 76 to the nearest 10. Prove why it is nearest to that number. Use words, pictures and symbols to explain.

Skill Builders 7-1

Estimation is a difficult skill for many students. In this activity, students discover the pattern for rounding on their own.

Test Preparation

Grade
3

Test Preparation

Daily Reviews are the keys to long term retention.

Teachers report high satisfaction with use of Daily Reviews.

Daily Reviews

Class starts with a five-question review from the back of the student book. Teachers review and discuss answers.

Daily Review 16

1. What time is shown?

2. What weight is shown?

3. How much money?

4. There were 345 children and 128 adults skating. How many were there in all?

5. Kera sold 118 boxes of popcorn and 256 soft drinks at the skating party. How many more soft drinks than popcorn were sold?

Daily Review 16
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Problem 1 on Daily Review 16 matches objective 41.

Name _____ Date _____ Pre-test _____
Date _____ Post-test _____ **3E**

Daily Reviews Record the results from your daily reviews here. The label "Obj." tells which objective that problem covered.

	Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
1.	Obj. 1	Obj. 7	Obj. 7	Obj. 7	Obj. 12	Obj. 1	Obj. 7	Obj. 20
2.	Obj. 2	Obj. 8	Obj. 8	Obj. 8	Obj. 14	Obj. 2	Obj. 8	Obj. 20
3.	Obj. 4	Obj. 9	Obj. 9	Obj. 9	Obj. 15	Obj. 4	Obj. 9	Obj. 24
4.	Obj. 5	Obj. 10	Obj. 10	Obj. 10	Obj. 17	Obj. 5	Obj. 10	Obj. 50
5.	Obj. 6	Obj. 11	Obj. 11	Obj. 11	Obj. 19	Obj. 6	Obj. 11	Obj. 50
Correct								

	Review 9	Review 10	Review 11	Review 12	Review 13	Review 14	Review 15	Review 16
1.	Obj. 20	Obj. 20	Obj. 41	Obj. 41	Obj. 12	Obj. 12	Obj. 20	Obj. 41
2.	Obj. 21	Obj. 21	Obj. 42	Obj. 42	Obj. 14	Obj. 14	Obj. 21	Obj. 42
3.	Obj. 24	Obj. 24	Obj. 47	Obj. 47	Obj. 15	Obj. 15	Obj. 24	Obj. 47
4.	Obj. 50	Obj. 50	Obj. 10	Obj. 15	Obj. 17	Obj. 17	Obj. 50	Obj. 10
5.	Obj. 50	Obj. 50	Obj. 15	Obj. 10	Obj. 10	Obj. 19	Obj. 50	Obj. 15
Correct								

Daily Review Record Sheets

Students record their results on the record sheet, which identifies missed objectives.

Easy Reteaching

Reteaching is a snap. Teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

This page reteaches objective 41 and is the first page for reteaching that objective.

Name _____

Telling Time to 5 Minutes

Every space between the numbers around the clock stands for 5 minutes.

5 minutes (2 x 5)
10 min. (2 x 5)
15 min. (3 x 5)

The clock shows that the time is 35 minutes after 2. (The big hand is 7 spaces from the 12, so $7 \times 5 = 35$).

2:35
two thirty-five

1. The hour (short) hand is between 2 and 3. Tell what time it is as the minute (long) hand moves around the clock and points to each number.

1 _____ 2 _____ 3 _____ 4 _____
5 _____ 6 _____ 7 _____ 8 _____
9 _____ 10 _____ 11 _____ 12 _____

What time is it?

2. _____

3. _____

4. _____

Draw the hands to show the time.

5. 9:10

6. 2:40

7. 10:25

Skill Builders 41-1
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Program Objectives

Grade 4

Student Progress Report

Mark an X in the Pre- and/or Post-Test boxes to indicate missed objectives.

Student _____

Pre-Test
Post-Test

Numeration

- B-1 Identify the place value in a 3-digit number.
 B-2 Compare and order numbers up to 6 digits.
 B-3 Complete patterns of multiples.
 B-4 Write a numeral from printed words.
 B-5 Write the words for a numeral up to 6 digits.
 B-6 Identify the place value in a 6-digit number.
 B-7 Round to the nearest ten.
 B-8 Round to the nearest hundred.
 B-9 Find the missing number in an addition sentence.

Addition

- B-10 Add 3-digit numbers with 2 regroupings.
 B-11 Add three or four 2-digit numbers.
 B-12 Add 4- or 5-digit numbers.
 B-13 Add up to 5 numbers of differing lengths.
 B-14 Define the word "sum" and the "+" sign.

Subtraction

- B-15 Subtract 3-digit numbers with 2 regroupings.
 B-16 Subtract 3-digit numbers with regroupings across 0.
 B-17 Subtract 5-digit numbers with regroupings across 0.
 B-18 Subtract numbers of varying lengths.
 B-19 Define the word "difference" and the "-" sign.

Multiplication

- B-20 Know multiplication facts up to 9's.
 B-21 Multiply a 3-digit number by a 1-digit number across zero.
 B-22 Multiply a 2-digit number by a multiple of 10.
 B-23 Multiply a 2-digit number by a 2-digit number with regrouping.
 B-24 Define the word "product" and the "x" sign.

Division

- B-25 Know division facts with divisors 0 to 9.
 B-26 Divide a 2-digit by a 1-digit number.
 B-27 Divide a 4-digit by a 1-digit number.

Pre-Test
Post-Test

- B-28 Divide a 4-digit by a 1-digit number, 0's in the quotient.
 B-29 Define the word "quotient" and the "÷" sign.

Rational Numbers

- B-30 Write the fraction for the shaded part of a whole figure.
 B-31 Write the fraction for the shaded part of a set.
 B-32 Compare fractions less than $\frac{1}{2}$ to fractions more than $\frac{1}{2}$.
 B-33 Add or subtract 2 proper fractions with like denominators.
 B-34 Add or subtract 2 mixed numbers with like denominators.

Geometry

- B-35 Identify plane figures.
 B-36 Identify and draw line position.
 B-37 Identify types of lines.
 B-38 Identify a line of symmetry.
 B-39 Identify congruent figures, name polygons.
 B-40 Identify solid figures.

Measurement

- B-41 Tell time to 5 minutes.
 B-42 Read a thermometer, scale and calendar.
 B-43 Measure to the nearest $\frac{1}{2}$ inch or .5 cm.
 B-44 Recall equivalence of customary units of length, weight and capacity.
 B-45 Recall equivalence of metric units of length, weight and capacity.
 B-46 Find the perimeter of a polygon. Find area.
 B-47 Make change for \$10.00.

Problem Solving

- B-48 Solve a word problem with multiplication.
 B-49 Solve a word problem with division.
 B-50 Read and interpret a graph.

Total Score (out of 50 possible)
 50 50

Student Progress Report (List of Objectives)

This page is in the Teacher Manual and in the Test Assessment Pack. It lists each skill alongside an objective number. This page provides the foundation for tracking a student's achievement and may be sent home as a report card.

Students develop an understanding of the meaning of multiplication and division as opposite operations.

Friendly Lesson Plans

Objective: To use models to relate multiplication and division as opposites.

Materials: Base ten units blocks, interlocking plastic cubes, number line (Master 12), soft ball

Introductory Activities

Relating Multiplication and Division

Review the meaning of multiplication as putting together groups of equal size by acting out a problem.

Jane, Jack and Kim, would you each bring 4 books and place them on a pile on my desk? How many books are on my desk? (12) How did you get the answer? (skip counting by 4's or multiplying 3×4) The answer could be found by adding groups of equal size or multiplying.

Write on the board: $4 + 4 + 4 = 12$ or $3 \times 4 = 12$.

Show that division is the opposite of multiplication by putting the 12 books together in one pile. Then ask one student at a time to each remove 4 books from your desk. **How many students removed groups of 4 books each? (3) How did you get your answer? (I watched the**

$$\begin{array}{r} 12 \\ -4 \\ \hline 8 \end{array} \quad \begin{array}{r} 8 \\ -4 \\ \hline 4 \end{array} \quad \begin{array}{r} 4 \\ -4 \\ \hline 0 \end{array} \quad (3 \text{ groups of } 4)$$

$$12 \div 4 = 3 \quad \text{or} \quad 4 \overline{)12}$$

problem being acted out and I saw that 4 could be subtracted three times.)

Write on the board:

Multiplication and division are opposites. Multiplication puts together groups of equal size. Division takes apart groups of equal size.

About This Page

Use base ten blocks to demonstrate the relationship between multiplication and division for several of the examples.

Point out that students could write two different division facts for each given multiplication fact.

Dividing with 1's to 9's: division and multiplication as opposites

Multiplication puts together groups of equal size.
2 groups of 5 is 10. $\begin{array}{r} 5 \\ \times 2 \\ \hline 10 \end{array}$

Division takes apart groups of equal size.
10 divided into 2 groups is 5. $\begin{array}{r} 5 \\ 2 \overline{)10} \end{array}$

Write two division facts for each multiplication fact.

1. $2 \times 4 = 8$ $\begin{array}{r} 4 \\ 2 \overline{)8} \end{array}$	2. $5 \times 3 = 15$ $\begin{array}{r} 3 \\ 5 \overline{)15} \end{array}$	3. $4 \times 3 = 12$ $\begin{array}{r} 3 \\ 4 \overline{)12} \end{array}$	4. $2 \times 9 = 18$ $\begin{array}{r} 9 \\ 2 \overline{)18} \end{array}$
5. $3 \times 6 = 18$ $\begin{array}{r} 6 \\ 3 \overline{)18} \end{array}$	6. $8 \times 2 = 16$ $\begin{array}{r} 2 \\ 8 \overline{)16} \end{array}$	7. $4 \times 7 = 28$ $\begin{array}{r} 7 \\ 4 \overline{)28} \end{array}$	8. $9 \times 3 = 27$ $\begin{array}{r} 3 \\ 9 \overline{)27} \end{array}$

9. 12 How many for each ? $\frac{12}{2} = 6$

10. 8 on each How many ? $\frac{8}{2} = 4$

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Follow Up Activities

Division on the Number Line

Mount a number line (made on page 25) on the wall. Pretend you have a board 12 feet long. You want to cut 4-foot shelves. How many shelves can you cut? Place 12 cubes above the number line. Remove 4 cubes at a time, showing 3 groups of 4.

Relating Multiplication and Division Game

Divide students into small groups of 4 to 6 students. A player in the middle throws a soft ball to a player in the outer circle saying a multiplication fact at the same time, "6 times 8..." The other player catches the ball and says the answer, "48," and throws the ball back to the center, saying a related division fact at the same time, "48 divided by 6..."



Journal Prompt

Describe how multiplication and division are opposites. Use the problems $3 \times 7 = 21$ and $21 \div 3 = 7$ in your explanation.

Skill Builders 25-2

Student journal writing helps teachers understand students' thinking.

Test Preparation

Grade

4

Test Preparation

Daily Reviews are the keys to long term retention.

Teachers report high satisfaction with use of Daily Reviews.

Daily Reviews

Class starts with a five-question review from the back of the student book. Teachers review and discuss answers.

Daily Review 15

1. What time is it?

2. What is the temperature?

3. How long is the line to the nearest half inch?

4. Tom typed 24 words per minute for 3 minutes. How many words did he type? _____

5. There is room for 4 students at each table in the library. How many tables will 36 students fill?

Daily Review 15
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Problem 3 on Daily Review 15 matches objective 43.

Name _____ Date _____ Pre-test _____ Post-test _____ **4E**

Daily Reviews Record results from your daily reviews here. The label "Obj." tells which objective that problem covered.

Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
1. Obj. 2	Obj. 3	Obj. 13	Obj. 13	Obj. 16	Obj. 2	Obj. 21	Obj. 3
2. Obj. 4	Obj. 8	Obj. 14	Obj. 14	Obj. 17	Obj. 4	Obj. 22	Obj. 3
3. Obj. 5	Obj. 9	Obj. 16	Obj. 16	Obj. 18	Obj. 5	Obj. 24	Obj. 8
4. Obj. 6	Obj. 11	Obj. 17	Obj. 17	Obj. 19	Obj. 6	Obj. 25	Obj. 9
5. Obj. 7	Obj. 12	Obj. 18	Obj. 18	Obj. 20	Obj. 7	Obj. 26	Obj. 12
Correct							

Review 9	Review 10	Review 11	Review 12	Review 13	Review 14	Review 15	Review 16
1. Obj. 16	Obj. 13	Obj. 2	Obj. 8	Obj. 20	Obj. 16	Obj. 41	Obj. 23
2. Obj. 17	Obj. 20	Obj. 3	Obj. 9	Obj. 22	Obj. 17	Obj. 42	Obj. 44
3. Obj. 18	Obj. 21	Obj. 5	Obj. 25	Obj. 21	Obj. 18	Obj. 43	Obj. 45
4. Obj. 19	Obj. 22	Obj. 7	Obj. 26	Obj. 25	Obj. 25	Obj. 48	Obj. 46
5. Obj. 26	Obj. 24	Obj. 13	Obj. 29	Obj. 26	Obj. 26	Obj. 49	Obj. 47
Correct							

Daily Review Record Sheets

Students record their results on the record sheet, which identifies missed objectives.

Easy Reteaching

Reteaching is a snap. Teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

This page reteaches objective 43 and is the first page for reteaching that objective.

Name _____

Make your own ruler.

1. Cut out the 1 inch measure. Use it to mark off 1 inch lengths along the edge of the ruler. Label each mark 0, 1, 2, 3, and so on.

2. Cut out your ruler. Measure the lines below to the nearest inch. Write the measure above each line.

3. Cut out the 1/2 inch measure. Use it to mark off 1/2 inch lengths along the edge of the ruler. Label each mark 0, 1/2, 1, and so on.

4. Cut out your ruler. Measure the lines below to the nearest 1/2 inch. Write the measure above each line.

2 inches
2 in.
2"

... all mean the same measure

Skill Builders 43-1
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Program Objectives

List of Objectives

Grade 5

Student Progress Report

Mark an X in the Pre- and/or Post-Test boxes to indicate missed objectives.

Teacher _____
School _____

Student _____

	Pre-Test	Post-Test		Pre-Test	Post-Test	
			Numeration	<input type="checkbox"/>	<input type="checkbox"/>	C-26 Add and subtract decimals or money.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-1 Identify the place value in a 7-digit number.	<input type="checkbox"/>	<input type="checkbox"/>	C-27 Not tested in this level.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-2 Read, write and compare 9- digit numbers.	<input type="checkbox"/>	<input type="checkbox"/>	C-28 Not tested in this level.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-3 Round to the nearest thousand.	<input type="checkbox"/>	<input type="checkbox"/>	C-29 Not tested in this level.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-4 Identify prime numbers and the factors.	<input type="checkbox"/>	<input type="checkbox"/>	C-30 Not tested in this level.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-5 Use the commutative, associative or the distributive property.			
			Whole Number Operations			Geometry & Measurement
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-6 Add numbers up to 6-digits.	<input type="checkbox"/>	<input type="checkbox"/>	C-31 Identify a point, line, line segment, ray and angle.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-7 Subtract numbers up to 6-digits.	<input type="checkbox"/>	<input type="checkbox"/>	C-32 Identify lines.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-8 Multiply a 3-digit number by a 2-digit number. Multiply by multiples of 10.	<input type="checkbox"/>	<input type="checkbox"/>	C-33 Identify angles.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-9 Divide a 6-digit by a 1-digit number.	<input type="checkbox"/>	<input type="checkbox"/>	C-34 Identify basic shapes and solids.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-10 Divide a 4-digit by a 2-digit number.	<input type="checkbox"/>	<input type="checkbox"/>	C-35 Identify parts of a circle.
			Fractions	<input type="checkbox"/>	<input type="checkbox"/>	C-36 Measure to the nearest $\frac{1}{8}$ unit.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-11 Write fractions from shaded regions, number lines and printed words.	<input type="checkbox"/>	<input type="checkbox"/>	C-37 Use a protractor to measure and draw angles.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-12 Find equivalent fractions.	<input type="checkbox"/>	<input type="checkbox"/>	C-38 Find the perimeter or area.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-13 Compare 2 like or unlike proper fractions and order 5 like or unlike proper fractions.	<input type="checkbox"/>	<input type="checkbox"/>	C-39 Find the volume of a rectangular solid.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-14 Interchange mixed numbers and improper fractions.	<input type="checkbox"/>	<input type="checkbox"/>	C-40 Tell time to the nearest minute.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-15 Add/subtract fractions with common denominators.	<input type="checkbox"/>	<input type="checkbox"/>	C-41 Use the appropriate unit for weight.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-16 Add/subtract mixed numbers with common denominators.	<input type="checkbox"/>	<input type="checkbox"/>	C-42 Use the appropriate unit for liquid capacity.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-17 Add/subtract unlike proper fractions.	<input type="checkbox"/>	<input type="checkbox"/>	C-43 Give the total value of a combination of coins and bills; make change for a \$20 bill.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	C-18 Not tested in this level.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-19 Multiply 2 proper non-reducible fractions or a proper fraction by a whole number.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-20 Divide proper fractions by proper fractions or whole numbers.			
			Decimals			Problem Solving
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-21 Write decimals from a picture or from a number line.	<input type="checkbox"/>	<input type="checkbox"/>	C-44 Can find the missing number in patterns.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-22 Read and write decimals up to thousandths.	<input type="checkbox"/>	<input type="checkbox"/>	C-45 Can solve a 1-step word problem with whole numbers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-23 Identify place value up to ten-thousandths.	<input type="checkbox"/>	<input type="checkbox"/>	C-46 Find the average of whole numbers or decimals.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-24 Compare/order decimals up to hundredths.	<input type="checkbox"/>	<input type="checkbox"/>	C-47 Read and interpret pictographs, bar graphs, tables and charts.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-25 Interchange fractions having denominators of 10 or 100 with decimals.	<input type="checkbox"/>	<input type="checkbox"/>	C-48 Read and interpret line graphs and circle graphs.
				<input type="checkbox"/>	<input type="checkbox"/>	C-49 Estimate sums and differences of numbers up to and including 4 digits.
				<input type="checkbox"/>	<input type="checkbox"/>	C-50 Estimate products of a 3-digit number.
				<input type="checkbox"/>	<input type="checkbox"/>	Total Scores (out of 45 possible)
				45	45	

Student Progress Report (List of Objectives)

This page is in the Teacher Manual and in the Test Assessment Pack. It lists each skill alongside an objective number. This page provides the foundation for tracking a student's achievement and may be sent home as a report card.

Teacher Guide

Manipulatives increase visualization—seeing math in the mind’s eye. Retention increases 300% when students are able to visualize what they are learning.

Friendly Lesson Plans

Objective: To name fractions from fraction bars.
To identify similarities and differences among fraction bars.

Materials: Fraction Bars®, overhead Fraction Bars® (optional)

Vocabulary: fraction, similarities, differences, pattern

Introductory Activities

Discover the Concept of a Fraction

Distribute a set of fraction bars to each group of 2 to 5 students.

Each fraction bar in this set represents one whole or one unit such as one whole cracker or one whole brownie. Look through your set of fraction bars with your group. Discuss in what ways your bars are all alike and in what ways they are different. Record your findings in a table with two columns headed “Similarities and Differences.”

After 5–10 minutes, ask volunteers from each group to suggest the similarities and differences they have found.

SIMILARITIES

- same shape
- same size
- congruent
- same width/length
- same area/perimeter
- same thickness
- same weight
- same material
- *all divided into parts of equal size

DIFFERENCES

- colors
- divided into different numbers of parts
- number of shaded parts is different
- number of bars of any one color

*It is very important that the last similarity, i.e. each bar is divided into parts of equal size, be verbalized. This is the essential concept of a fraction. To guide this discovery, ask **What do the lines do to the fraction bar?** (divide the bar into parts of equal size)



What’s My Secret?

With a partner or small group, students take turns selecting a subset of fraction bars which are alike in one way. Others in the group try to guess the secret. Demonstrate an example by showing all the bars of one color and have students guess the secret of

Problem solving: find the pattern
These fraction bars have been sorted into groups by some way they are alike or similar. Guess the similarity.

1. Similarity: *divided into 2 parts, all are green*

2. Similarity: *1 part shaded, fractions close to 0*

3. Similarity: *all parts shaded, equals 1 whole*

4. Similarity: *one-half shaded*

5. Similarity: *one-third shaded*

6. Similarity: *three-fourths shaded*

7. Similarity: *less than one-half shaded*

8. Similarity: *all but 1 part shaded, fractions close to 1*

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the sorting. Other ways the students will sort by: everything shaded, nothing shaded, one part shaded, equivalent parts (such as $\frac{1}{2}$, $\frac{2}{4}$, $\frac{3}{6}$, $\frac{5}{10}$, $\frac{6}{12}$) shaded, more than $\frac{1}{2}$ shaded, and so on.

About This Page

This page provides examples of ways students may have sorted their fraction bars. Students generalize how three fractions are alike according to some attribute. Illustrate the first problem with overhead fraction bars or by drawing a picture.

Follow Up Activities



Journal Prompt

Draw a picture and use symbols to illustrate what Jon did each time.

1. Jon cut his whole pizza into 4 slices of equal size. What fraction is one slice?
2. Jon cut 1 slice into 2 smaller parts of equal size. What fraction names the smaller part?

Skill Builders 11-1, 11-2

Math games require students to apply their knowledge to “stump” their partner.

As students answer the question “How are these bars alike and how are they different?” they discover the essential concept of a fraction—a whole divided into parts of equal size.

Test Preparation

Grade
5

Test Preparation


Daily Reviews are the keys to long term retention.

Teachers report high satisfaction with use of Daily Reviews.

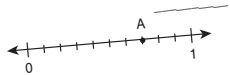
Daily Reviews

Class starts with a five-question review from the back of the student book. Teachers review and discuss answers.



Daily Review 13


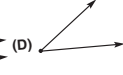


1. What decimal fraction is shown at Point A on the number line?


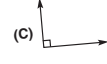



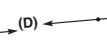
2. Lines _____ are perpendicular.

(A)  (C) 

(B)  (D) 

3. Which angle is 90° ?


(A)  (C) 

(B)  (D) 

4. What digit is in the tenths' place in the numeral 0.123? _____

5. \overline{CD} is what part of the circle?

(A) center
(B) diameter
(C) radius
(D) circumference



Daily Review 13
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Problem 3 on Daily Review 13 matches objective 33.

Name _____ Date _____ Pre-test _____
Date _____ Post-test _____

Daily Reviews Record the results from your daily reviews here. The label "Obj." tells which objective that problem covered.

Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
1. Obj. 1	Obj. 6	Obj. 1	Obj. 6	Obj. 1	Obj. 6	Obj. 11	Obj. 15
2. Obj. 2	Obj. 7	Obj. 2	Obj. 7	Obj. 2	Obj. 7	Obj. 12	Obj. 17
3. Obj. 3	Obj. 8	Obj. 3	Obj. 8	Obj. 3	Obj. 8	Obj. 13	Obj. 17
4. Obj. 4	Obj. 9	Obj. 4	Obj. 9	Obj. 4	Obj. 9	Obj. 14	Obj. 19
5. Obj. 5	Obj. 10	Obj. 5	Obj. 10	Obj. 5	Obj. 10	Obj. 15	Obj. 20

Review 9	Review 10	Review 11	Review 12	Review 13	Review 14	Review 15	Review 16
1. Obj. 11	Obj. 15	Obj. 11	Obj. 15	Obj. 11	Obj. 15	Obj. 21	Obj. 26
2. Obj. 12	Obj. 17	Obj. 13	Obj. 17	Obj. 13	Obj. 17	Obj. 21	Obj. 22
3. Obj. 13	Obj. 17	Obj. 12	Obj. 17	Obj. 12	Obj. 17	Obj. 24	Obj. 28
4. Obj. 14	Obj. 19	Obj. 14	Obj. 19	Obj. 14	Obj. 19	Obj. 24	Obj. 25
5. Obj. 15	Obj. 20	Obj. 15	Obj. 20	Obj. 15	Obj. 20	Obj. 26	Obj. 30

Daily Review Record Sheets

Students record their results on the record sheet, which identifies missed objectives.

Easy Reteaching

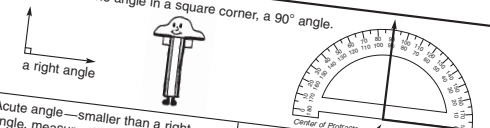
Reteaching is a snap. Teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

This page reteaches objective 33 and is the first page for reteaching that objective.

Name _____

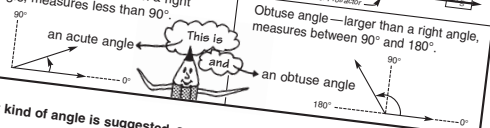
Right Angle, Acute Angle, Obtuse Angle

Right Angle—the angle in a square corner, a 90° angle.



Acute angle—smaller than a right angle, measures less than 90° .

Obtuse angle—larger than a right angle, measures between 90° and 180° .

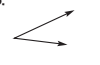

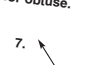





What kind of angle is suggested, acute, right or obtuse?

1. the open blades of scissors _____ 2. corners of the American flag _____

3. corners of a stop sign _____ 4. hands of clock at 3:00 _____

What kind of angle? Put A for acute, R for right and O for obtuse.

5.  _____ 6.  _____ 7.  _____

8.  _____ 9.  _____ 10.  _____

11. The clock hands at 5:00 _____ 12. The clock hands at 3:20 _____ 13. The clock hands at 6:15 _____

Skill Builders 33-1
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Program Objectives

List of Objectives

Grade 6

Student Progress Report

Mark an X in the Pre- and/or Post-Test boxes to indicate missed objectives.

Teacher _____
School _____

Student _____

	Pre-Test	Post-Test			Pre-Test	Post-Test		
Numeration								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-1	Identify the place value in a 7-digit number.	<input type="checkbox"/>	<input type="checkbox"/>	C-26	Add and subtract decimals or money.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-2	Read, write and compare 9- digit numbers.	<input type="checkbox"/>	<input type="checkbox"/>	C-27	Multiply money and 2–place decimals.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-3	Round to the nearest thousand.	<input type="checkbox"/>	<input type="checkbox"/>	C-28	Divide money and 2–place decimals.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-4	Identify prime numbers and the factors.	<input type="checkbox"/>	<input type="checkbox"/>	C-29	Identify the percent of shaded regions.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-5	Use the commutative, associative or the distributive property.	<input type="checkbox"/>	<input type="checkbox"/>	C-30	Interchange 2–place decimals with fractions.
Whole Number Operations								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-6	Add numbers up to 6-digits.	<input type="checkbox"/>	<input type="checkbox"/>	C-31	Identify a point, line, line segment, ray and angle.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-7	Subtract numbers up to 6-digits.	<input type="checkbox"/>	<input type="checkbox"/>	C-32	Identify lines.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-8	Multiply a 3-digit number by a 2-digit number. Multiply by multiples of 10.	<input type="checkbox"/>	<input type="checkbox"/>	C-33	Identify angles.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-9	Divide a 6-digit by a 1-digit number.	<input type="checkbox"/>	<input type="checkbox"/>	C-34	Identify basic shapes and solids.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-10	Divide a 4-digit by a 2-digit number.	<input type="checkbox"/>	<input type="checkbox"/>	C-35	Identify parts of a circle.
Fractions								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-11	Write fractions from shaded regions, number lines and printed words.	<input type="checkbox"/>	<input type="checkbox"/>	C-36	Measure to the nearest $\frac{1}{8}$ unit.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-12	Find equivalent fractions.	<input type="checkbox"/>	<input type="checkbox"/>	C-37	Use a protractor to measure and draw angles.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-13	Compare 2 like or unlike proper fractions and order 5 like or unlike proper fractions.	<input type="checkbox"/>	<input type="checkbox"/>	C-38	Find the perimeter or area.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-14	Interchange mixed numbers and improper fractions.	<input type="checkbox"/>	<input type="checkbox"/>	C-39	Find the volume of a rectangular solid.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-15	Add/subtract fractions with common denominators.	<input type="checkbox"/>	<input type="checkbox"/>	C-40	Tell time to the nearest minute.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-16	Add/subtract mixed numbers with common denominators.	<input type="checkbox"/>	<input type="checkbox"/>	C-41	Use the appropriate unit for weight.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-17	Add/subtract unlike proper fractions.	<input type="checkbox"/>	<input type="checkbox"/>	C-42	Use the appropriate unit for liquid capacity.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-18	Can find the common denominator.	<input type="checkbox"/>	<input type="checkbox"/>	C-43	Give the total value of a combination of coins and bills; make change for a \$20 bill.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-19	Multiply 2 proper non-reducible fractions or a proper fraction by a whole number.	<input type="checkbox"/>	<input type="checkbox"/>	Problem Solving	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-20	Divide proper fractions by proper fractions or whole numbers.	<input type="checkbox"/>	<input type="checkbox"/>	C-44	Can find the missing number in patterns.
Decimals								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-21	Write decimals from a picture or from a number line.	<input type="checkbox"/>	<input type="checkbox"/>	C-45	Can solve a 1-step word problem with whole numbers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-22	Read and write decimals up to thousandths.	<input type="checkbox"/>	<input type="checkbox"/>	C-46	Find the average of whole numbers or decimals.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-23	Identify place value up to ten-thousandths.	<input type="checkbox"/>	<input type="checkbox"/>	C-47	Read and interpret pictographs, bar graphs, tables and charts.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-24	Compare/order decimals up to hundredths.	<input type="checkbox"/>	<input type="checkbox"/>	C-48	Read and interpret line graphs and circle graphs.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	C-25	Interchange fractions having denominators of 10 or 100 with decimals.	<input type="checkbox"/>	<input type="checkbox"/>	C-49	Estimate sums and differences of numbers up to and including 4 digits.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	C-50	Estimate products of a 3-digit number.
					<input type="checkbox"/>	<input type="checkbox"/>	Total Scores (out of 50 possible)	
					50	50		

Student Progress Report (List of Objectives)

This page is in the Teacher Manual and in the Test Assessment Pack. It lists each skill alongside an objective number. This page provides the foundation for tracking a student's achievement and may be sent home as a report card.

Tracking Achievement

Grade

6

Testing

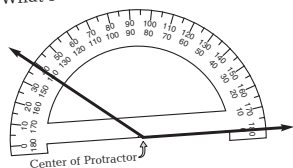
Teachers see a snapshot of each student and the class at the beginning and end of the session.

Testing

The Test Assessment Pack contains 20 Pre-Test and 20 Post-Test booklets. Each test has 50 questions, one for each objective.

The number of each problem on the test matches the corresponding objective number of the opposite page.

37. What is the measure?



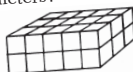
- (A) 40°
- (B) 135°
- (C) 140°
- (D) 145°

38. If □ = 1 square unit, what is the area in square units?



39. \square = 1 cubic centimeter

What is the volume in cubic centimeters?



40. What time will it be 2 hours and 20 minutes after 6:15?

41. _____

The weight of a paper clip is approximately _____

- (A) 1 pound
- (B) 1 gram
- (C) 1 kilogram
- (D) 1 ton

42.

1 pint = 2 cups
1 quart = 2 pints
1 gallon = 4 quarts

3 quarts = _____ cups

43. How much money? _____



Grade 6 Class Record Sheet

Teacher: _____
Grade: _____ School: _____

- If answer is correct, leave the space empty.
- Put an X on missed objectives.
- Record days absent in the last column labeled "Abs."

Student Name	Numeration					Operations					Fractions										Decimals					Decimals (cont.)					Geometry					Measurement					Mixed					Record Number						
	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	Pre	Post
1. Pre-Post- /50 /50																																																				
2. Pre-Post- /50 /50																																																				
3. Pre-Post- /50 /50																																																				
4. Pre-Post- /50 /50																																																				
5. Pre-Post- /50 /50																																																				
6. Pre-Post- /50 /50																																																				
7. Pre-Post- /50 /50																																																				
8. Pre-Post- /50 /50																																																				
9. Pre-Post- /50 /50																																																				
10. Pre-Post- /50 /50																																																				
11. Pre-Post- /50 /50																																																				
12. Pre-Post- /50 /50																																																				
13. Pre-Post- /50 /50																																																				
14. Pre-Post- /50 /50																																																				
15. Pre-Post- /50 /50																																																				
16. Pre-Post- /50 /50																																																				
17. Pre-Post- /50 /50																																																				
18. Pre-Post- /50 /50																																																				
19. Pre-Post- /50 /50																																																				
20. Pre-Post- /50 /50																																																				

Class Record Sheet

Results show improvement for each student and the class.

Teachers mark an X under the number of each problem the student misses. The total correct on the Pre- and Post-Test is recorded at the far right.

Friendly Lesson Plans

Objective: To identify angles as right, acute, obtuse or straight.

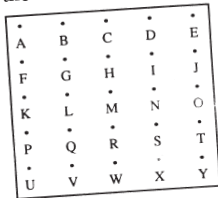
Materials: Geoboards (or Master 12), masking tape, overhead geoboards (optional)

Vocabulary: right, obtuse, acute, straight, congruent

Introductory Activities

Geoboard Activities

Using a 25 peg geoboard, put a strip of masking tape below each row of pegs. Starting at the top left peg, write the letters A–E below each peg in the first row, F–J below each peg in the second row, K–O in the third row, P–T in the fourth row and U–Y in the bottom row. Use an overhead geoboard to demonstrate and to parallel the activities with the students.



Have students find and label a pair of line segments that are the same length. **These line segments are congruent.** Show an angle on a geoboard. Name another angle that is congruent. Prove they are congruent by using Master 12 and cutting out the first angle and placing the cutout on the other angle.

Geoboard Activities

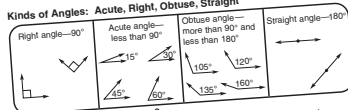
Draw a right angle HRT on the chalkboard or overhead geoboard. Have students form the angle on their geoboards. Describe $\angle HRT$. (A right angle, an angle with square corners, sides HR and RT are perpendicular.)

Draw an acute $\angle JRT$ on the chalkboard. Have students form the same angle on their geoboards, using a contrasting color to $\angle HRT$.

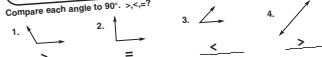
How does $\angle JRT$ compare to $\angle HRT$? (has a smaller measure) **Is $\angle JRT$ more than, less than or equal to 90° ?** (less than) **Estimate the measure of $\angle JRT$.** (45°) **Angles measuring less than 90° are called acute angles.**

Draw $\angle GRT$ on the chalkboard and repeat the activity to identify obtuse angles as measuring more than 90° .

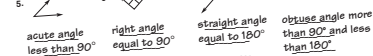
Kinds of Angles: Acute, Right, Obtuse, Straight



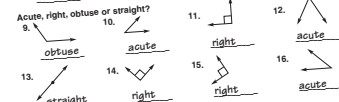
Compare each angle to 90° . $>$, $<$, or $=$?



Describe each figure.



Acute, right, obtuse or straight?



What kind of angle is formed by the hands of a clock when the time is:

17. 3:00 right 18. 5:00 obtuse 19. 6:00 straight 20. 10:00 acute

Every hour the minute hand of a clock moves and forms a "round" angle. How many degrees are in a round angle? 360°

Draw $\angle PRT$ on the chalkboard and repeat the activity to define a straight angle as two right angles of 90° , each or 180° .

Using the circular side of the geoboard, have students form $\angle BOD$ and describe the angle as acute, right or obtuse. Repeat with $\angle BOH$ (straight) and $\angle BOF$ (obtuse).

Have students use toothpicks or straws to demonstrate angles equal to 90° , less than 90° , more than 90° , and equal to 180° .

About This Page

Ask students to study the two right angles drawn in the first illustration. **How does the size of the second angle compare to the size of the first?** (same) **How do you know?** (The small box always means 90° ; the size of the angle does not change as the whole angle is rotated.)

Follow Up Activities

Journal Prompt



Think of the three types of angles: right, obtuse and acute. Explain how these angles are different.

Skill Builders 33-1

Students use geoboards to show models of geometric concepts.

Test Preparation

Grade
6

Test Preparation


Daily Reviews are the keys to long term retention.

Teachers report high satisfaction with use of Daily Reviews.

Daily Reviews

Class starts with a five-question review from the back of the student book. Teachers review and discuss answers.

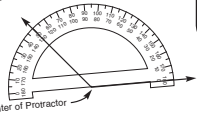
Daily Review 12



1. 3 gallons = _____ pints

1 pint = 2 cups
1 quart = 2 pints
1 gallon = 4 quarts


2. The measure of this angle is.



Center of Protractor


A 60° B 110°
C 120° D 130°

3. What is the area in square inches?



8 in. 5 in.

4. What is the volume in cubic cm?



4 cm 3 cm 2 cm

5. A recipe for cookies calls for $2\frac{1}{2}$ cups sugar. If the recipe is to be doubled, how many cups of sugar will be needed?

Daily Review 12
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Problem 4 on Daily Review 12 matches objective 39.

Name _____ Date _____ Pre-test _____
Date _____ Post-test _____

Daily Reviews Record the results from your daily reviews here. The label "Obj." tells which objective that problem covered.

Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
Obj. 1	Obj. 6	Obj. 11	Obj. 16	Obj. 21	Obj. 27	Obj. 23	Obj. 31
Obj. 2	Obj. 7	Obj. 12	Obj. 18	Obj. 22	Obj. 28	Obj. 27	Obj. 31
Obj. 3	Obj. 8	Obj. 13	Obj. 18	Obj. 23	Obj. 29	Obj. 28	Obj. 32
Obj. 4	Obj. 9	Obj. 14	Obj. 19	Obj. 25	Obj. 30	Obj. 29	Obj. 33
Obj. 5	Obj. 10	Obj. 16	Obj. 20	Obj. 17	Obj. 26	Obj. 35	Obj. 34
Obj. 6	Obj. 11	Obj. 17	Obj. 21	Obj. 26	Obj. 31	Obj. 36	Obj. 41
Obj. 7	Obj. 12	Obj. 18	Obj. 23	Obj. 28	Obj. 33	Obj. 38	Obj. 42
Obj. 8	Obj. 13	Obj. 19	Obj. 24	Obj. 29	Obj. 34	Obj. 39	Obj. 43
Obj. 9	Obj. 14	Obj. 20	Obj. 25	Obj. 30	Obj. 35	Obj. 40	Obj. 44
Obj. 10	Obj. 15	Obj. 21	Obj. 26	Obj. 31	Obj. 36	Obj. 41	Obj. 45
Obj. 11	Obj. 16	Obj. 22	Obj. 27	Obj. 32	Obj. 37	Obj. 42	Obj. 46
Obj. 12	Obj. 17	Obj. 23	Obj. 28	Obj. 33	Obj. 38	Obj. 43	Obj. 47
Obj. 13	Obj. 18	Obj. 24	Obj. 29	Obj. 34	Obj. 39	Obj. 44	Obj. 48
Obj. 14	Obj. 19	Obj. 25	Obj. 30	Obj. 35	Obj. 40	Obj. 45	Obj. 49
Obj. 15	Obj. 20	Obj. 26	Obj. 31	Obj. 36	Obj. 41	Obj. 46	Obj. 50
Obj. 16	Obj. 21	Obj. 27	Obj. 32	Obj. 37	Obj. 42	Obj. 47	Obj. 51
Obj. 17	Obj. 22	Obj. 28	Obj. 33	Obj. 38	Obj. 43	Obj. 48	Obj. 52
Obj. 18	Obj. 23	Obj. 29	Obj. 34	Obj. 39	Obj. 44	Obj. 49	Obj. 53
Obj. 19	Obj. 24	Obj. 30	Obj. 35	Obj. 40	Obj. 45	Obj. 50	Obj. 54
Obj. 20	Obj. 25	Obj. 31	Obj. 36	Obj. 41	Obj. 46	Obj. 51	Obj. 55
Obj. 21	Obj. 26	Obj. 32	Obj. 37	Obj. 42	Obj. 47	Obj. 52	Obj. 56
Obj. 22	Obj. 27	Obj. 33	Obj. 38	Obj. 43	Obj. 48	Obj. 53	Obj. 57
Obj. 23	Obj. 28	Obj. 34	Obj. 39	Obj. 44	Obj. 49	Obj. 54	Obj. 58
Obj. 24	Obj. 29	Obj. 35	Obj. 40	Obj. 45	Obj. 50	Obj. 55	Obj. 59
Obj. 25	Obj. 30	Obj. 36	Obj. 41	Obj. 46	Obj. 51	Obj. 56	Obj. 60
Obj. 26	Obj. 31	Obj. 37	Obj. 42	Obj. 47	Obj. 52	Obj. 57	Obj. 61
Obj. 27	Obj. 32	Obj. 38	Obj. 43	Obj. 48	Obj. 53	Obj. 58	Obj. 62
Obj. 28	Obj. 33	Obj. 39	Obj. 44	Obj. 49	Obj. 54	Obj. 59	Obj. 63
Obj. 29	Obj. 34	Obj. 40	Obj. 45	Obj. 50	Obj. 55	Obj. 60	Obj. 64
Obj. 30	Obj. 35	Obj. 41	Obj. 46	Obj. 51	Obj. 56	Obj. 61	Obj. 65
Obj. 31	Obj. 36	Obj. 42	Obj. 47	Obj. 52	Obj. 57	Obj. 62	Obj. 66
Obj. 32	Obj. 37	Obj. 43	Obj. 48	Obj. 53	Obj. 58	Obj. 63	Obj. 67
Obj. 33	Obj. 38	Obj. 44	Obj. 49	Obj. 54	Obj. 59	Obj. 64	Obj. 68
Obj. 34	Obj. 39	Obj. 45	Obj. 50	Obj. 55	Obj. 60	Obj. 65	Obj. 69
Obj. 35	Obj. 40	Obj. 46	Obj. 51	Obj. 56	Obj. 61	Obj. 66	Obj. 70
Obj. 36	Obj. 41	Obj. 47	Obj. 52	Obj. 57	Obj. 62	Obj. 67	Obj. 71
Obj. 37	Obj. 42	Obj. 48	Obj. 53	Obj. 58	Obj. 63	Obj. 68	Obj. 72
Obj. 38	Obj. 43	Obj. 49	Obj. 54	Obj. 59	Obj. 64	Obj. 69	Obj. 73
Obj. 39	Obj. 44	Obj. 50	Obj. 55	Obj. 60	Obj. 65	Obj. 70	Obj. 74
Obj. 40	Obj. 45	Obj. 51	Obj. 56	Obj. 61	Obj. 66	Obj. 71	Obj. 75
Obj. 41	Obj. 46	Obj. 52	Obj. 57	Obj. 62	Obj. 67	Obj. 72	Obj. 76
Obj. 42	Obj. 47	Obj. 53	Obj. 58	Obj. 63	Obj. 68	Obj. 73	Obj. 77
Obj. 43	Obj. 48	Obj. 54	Obj. 59	Obj. 64	Obj. 69	Obj. 74	Obj. 78
Obj. 44	Obj. 49	Obj. 55	Obj. 60	Obj. 65	Obj. 70	Obj. 75	Obj. 79
Obj. 45	Obj. 50	Obj. 56	Obj. 61	Obj. 66	Obj. 71	Obj. 76	Obj. 80

Daily Review Record Sheets

Students record their results on the record sheet, which identifies missed objectives.

Easy Reteaching

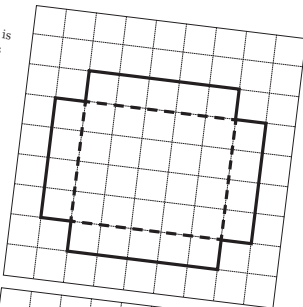
Reteaching is a snap. Teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

This page reteaches objective 39 and is the first page for reteaching that objective.

Name _____

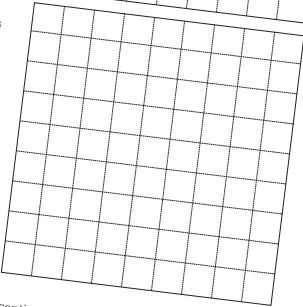
Filling Boxes

1. Here is a pattern for a box that is 5 centimeters by 4 centimeters by 1 centimeter. Cut out the pattern and tape the sides.



How many centimeter cubes would it take to fill the box?
_____ cu. cm.

2. Make a pattern for a box that is 4 centimeters by 3 centimeters by 2 centimeters. Cut and tape the sides.



How many centimeter cubes would it take to fill the box?
_____ cu. cm.

3. Use centimeter graph paper. Make a pattern for a box that is 10 centimeters by 10 centimeters by 1 centimeter. How many centimeter cubes would it take to fill the box?

4. Use two sheets of centimeter graph paper to make a pattern for a box that is 10 centimeters by 10 centimeters by 10 centimeters. How many centimeter cubes would it take to fill the box?

Skill Builders 39-1
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Program Objectives

List of Objectives

Grade 7

Student Progress Report

Mark an X in the Pre- and/or Post-Test boxes to indicate missed objectives.

Teacher _____
School _____

Student _____

	Pre-Test	Post-Test		Pre-Test	Post-Test	
			Numeration			Geometry
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-1 Knows the four basic operations.	<input type="checkbox"/>	<input type="checkbox"/>	D-29 Know geometric symbols and names.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-2 Make a true statement using number properties.	<input type="checkbox"/>	<input type="checkbox"/>	D-30 Identify types of angles.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-3 Write the prime factors for numbers ≤ 20 .	<input type="checkbox"/>	<input type="checkbox"/>	D-31 Name types of polygons.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-4 Identify the place value of, read, write, compare and order numbers ≤ 12 digits.	<input type="checkbox"/>	<input type="checkbox"/>	D-32 Identify congruent figures.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-5 Round numbers ≤ 7 digits to any place value.	<input type="checkbox"/>	<input type="checkbox"/>	D-33 Find the measure of a missing angle.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-6 Give the value of and write an exponential expression in factored form and vice versa.			Measurement
			Whole Numbers	<input type="checkbox"/>	<input type="checkbox"/>	D-34 Measure time intervals and temperature changes.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-7 Add numbers of the same or varying lengths.	<input type="checkbox"/>	<input type="checkbox"/>	D-35 Add, subtract, multiply and divide measurements.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-8 Subtract numbers of any length.	<input type="checkbox"/>	<input type="checkbox"/>	D-36 Know the appropriate unit of measurement and can estimate length, weight and capacity.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-9 Multiply a 4-digit number by powers of 10.	<input type="checkbox"/>	<input type="checkbox"/>	D-37 Use a table to convert measurements.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-10 Divide a 5-digit number by powers of 10.	<input type="checkbox"/>	<input type="checkbox"/>	D-38 Find perimeter.
			Fraction Concepts and Computations	<input type="checkbox"/>	<input type="checkbox"/>	D-39 Find the circumference of a circle.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-11 Change a fraction to higher or lower terms.	<input type="checkbox"/>	<input type="checkbox"/>	D-41 Find the volume of a rectangular solid.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-12 Add and subtract unlike proper fractions.			Problem Solving
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-13 Add or subtract mixed numbers.	<input type="checkbox"/>	<input type="checkbox"/>	D-42 Fill in a missing number in patterns.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-14 Multiply proper fractions.	<input type="checkbox"/>	<input type="checkbox"/>	D-43 Can solve a 1- or 2-step word problem using whole numbers, fractions or decimals.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-15 Multiply mixed numbers.	<input type="checkbox"/>	<input type="checkbox"/>	D-44 Estimate the answer by rounding.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-16 Divide proper fractions.	<input type="checkbox"/>	<input type="checkbox"/>	D-45 Find the average of whole numbers, decimals, fractions or percent.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-17 Divide mixed numbers.	<input type="checkbox"/>	<input type="checkbox"/>	D-46 Solve a word problem using a proportion with a rate, scale drawing or similar shapes.
			Decimal Concepts and Computations	<input type="checkbox"/>	<input type="checkbox"/>	D-47 Determine the probability of a simple event.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-18 Identify the place value of, read, write, compare and order decimals up to ten thousandths.			Algebra and Computer
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-19 Round a decimal to the nearest unit, tenth, hundredth or thousandth.	<input type="checkbox"/>	<input type="checkbox"/>	D-48 Identify, compare, order and solve word problems with integers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-20 Interchange decimals and fractions.	<input type="checkbox"/>	<input type="checkbox"/>	D-49 Use the Cartesian system to place a point or name its coordinates.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-21 Add and subtract decimals and money.	<input type="checkbox"/>	<input type="checkbox"/>	D-50 Solve a 1- or 2-step linear equation with one variable and whole number coefficients.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-22 Multiply decimals or money.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-23 Divide decimals or money.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-24 Multiply and divide whole numbers and decimals by powers of 10.			
			Percent Concepts and Computations	<input type="checkbox"/>	<input type="checkbox"/>	Total Correct (Out of 50)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-25 Interchange fractions, decimals and percents.	50	50	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-26 Find the missing number in a proportion.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-27 Find the whole number percent of a whole number, decimal or money amount.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-28 Find the amount of discount, sales tax or interest in a percent problem.			

Student Progress Report (List of Objectives)

This page is in the Teacher Manual and in the Test Assessment Pack. It lists each skill alongside an objective number. This page provides the foundation for tracking a student's achievement and may be sent home as a report card.

Friendly Lesson Plans

Teacher Guide

Students develop an understanding of volume by building a box from centimeter graph paper and filling the box with 1 centimeter cubes.

Objective: To find the volume of a rectangular solid.

Materials: Centimeter graph paper, centimeter cubes, scissors, tape, base ten blocks, one inch graph paper (Master 1)

Introductory Activities

A Cubic Centimeter

Each small group should have graph paper, scissors and tape.

Use your centimeter graph paper, scissors and tape to build a model of a cube measuring 1 cm on each edge. The space inside your cube is called its capacity or volume. The 1 cm cube has a volume of 1 cubic centimeter.

Write on the board: The volume of a 1 cm cube = 1 cubic centimeter (or 1 cu cm or 1 cm^3)

Display 1 unit block from a set of base ten blocks. This block or cube is 1 centimeter on each edge. It is a 1 centimeter cube and has a volume of 1 cubic centimeter. Show a solid with a volume of 2 cubic centimeters. (2 cubes placed together)

Have students build different models of solids having a capacity or volume of 4 cubic inches. Discuss how the models are alike and different. (They all have the same volume but have different shapes.)



Next build a box that is 6 centimeters by 4 centimeters wide and 2 centimeters high. Find the number of cubic centimeters inside the box. Students should build the model with their graph paper to find the answer.

About This Page

Read the illustration together. Give each student a sheet of centimeter graph paper to build the box described. Fill the box with 1 cm cubes to find its volume.

Have students work with a partner to complete problems 1-8. Have one person build a model to match each picture and the other partner count the number of cubes needed to fill the model.

Volume
Volume is the number of cubic units needed to fill a box.

Volume is the number of cubic units needed to fill a box.

Cut out a 11 x 11 cm square.

Cut 1 square out of each corner.

Fold up the rest to make a box.

How many 1 cm cubes will fill the box? We say the volume or capacity is 100 cu cm

How many cm cubes will fill a box of 2 layers? _____ 10 layers? _____

How many cubic centimeters will be needed to fill each box?

1. a 1 layer box, 4 cm by 3 cm 12

2. a 2 layer box, 5 cm by 6 cm 60

Build each rectangular solid with cubic units. How many cubic units?

3. 12 cu units 4. 27 cu units 5. 24 cu units

6. 24 cu units 7. 30 cu units 8. 37 cu units

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Page 75

Follow Up Activities

A Cubic Inch

Use your one-inch graph paper, scissors and tape to build a model of a cube measuring 1 inch on each side. The space inside your cube is called its capacity or volume. A one-inch cube has a capacity or volume of 1 cubic inch.



Journal Prompt

Would you use perimeter, area or volume to measure:

1. the length of wood needed to frame a picture
2. the water needed to fill a bathtub
3. carpet needed to cover the living room floor
4. fencing to enclose a small garden

Explain each of your answers by drawing and labeling diagrams.

Test Preparation

Grade

7

Test Preparation


Daily Reviews are the keys to long term retention.

Teachers report high satisfaction with use of Daily Reviews.

Daily Reviews

Class starts with a five-question review from the back of the student book. Teachers review and discuss answers.

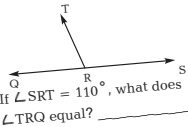
Daily Review 15



1. Which of the following is not a proportion?


(A) $\frac{1}{2} = \frac{2}{4}$
 (B) $\frac{2}{3} = \frac{4}{5}$
 (C) $\frac{3}{4} = \frac{6}{8}$
 (D) $\frac{1}{5} = \frac{2}{10}$

2.



If $\angle SRT = 110^\circ$, what does $\angle TRQ$ equal?

3.




What is the measure of the line to the nearest centimeter?

4.

1000 m = 1 km
 429 m = _____ km
 43 km = _____ m

5.



What is the perimeter of the rectangle in feet?

Daily Review 15
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Problem 5 on Daily Review 15 matches objective 38.

Name _____ Date _____ Pre-test _____
 Date _____ Post-test _____

Daily Reviews Record the results from your daily reviews here. The label "Obj." tells which objective that problem covered.

Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
1. Obj. 1	Obj. 6	Obj. 21	Obj. 11	Obj. 2	Obj. 21	Obj. 16	Obj. 26
2. Obj. 2	Obj. 7	Obj. 22	Obj. 12	Obj. 3	Obj. 22	Obj. 17	Obj. 27
3. Obj. 3	Obj. 8	Obj. 23	Obj. 13	Obj. 4	Obj. 23	Obj. 18	Obj. 28
4. Obj. 4	Obj. 9	Obj. 24	Obj. 14	Obj. 5	Obj. 24	Obj. 19	Obj. 29
5. Obj. 5	Obj. 10	Obj. 25	Obj. 15		Obj. 25	Obj. 20	Obj. 30
1. Obj. 11	Obj. 1	Obj. 26	Review 12	Review 13	Review 14	Review 15	Review 16
2. Obj. 12	Obj. 3	Obj. 29	Obj. 21	Obj. 27	Obj. 11	Obj. 11	Obj. 21
3. Obj. 13	Obj. 4	Obj. 30	Obj. 22	Obj. 31	Obj. 12	Obj. 33	Obj. 22
4. Obj. 14	Obj. 26	Obj. 31	Obj. 23	Obj. 32	Obj. 13	Obj. 34	Obj. 23
5. Obj. 15	Obj. 30	Obj. 32	Obj. 24	Obj. 33	Obj. 15	Obj. 37	Obj. 24
			Obj. 29	Obj. 2	Obj. 27	Obj. 31	Obj. 37

Daily Review Record Sheets

Students record their results on the record sheet, which identifies missed objectives.

Easy Reteaching

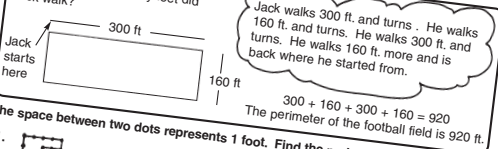
Reteaching is a snap. Teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

This page reteaches objective 38 and is the first page for reteaching that objective.


Name _____


Finding the Perimeter of a Polygon
 Perimeter means the total distance around the outside.


Jack walked all the way around a football field. How many feet did Jack walk?





The space between two dots represents 1 foot. Find the perimeter of each polygon.


1.  perimeter = _____ ft

2.  perimeter = _____ ft

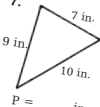
3.  perimeter = _____ ft

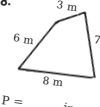
4.  perimeter = _____ ft

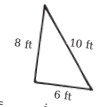
5.  perimeter = _____ ft


6.  perimeter = _____ ft

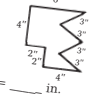
The measurement of each side of the polygon are given. Find the perimeter.

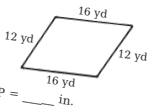
7.  P = _____ in.

8.  P = _____ in.

9.  P = _____ in.

10.  P = _____ in.

11.  P = _____ in.

12.  P = _____ in.

Skill Builders 38-1
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Program Objectives

Grade 8

Student Progress Report

Mark an X in the Pre- and/or Post-Test boxes to indicate missed objectives.

Teacher _____
School _____

Student _____

	Pre-	Post-	
			Numeration
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-1 Know and use the four basic operations.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-2 Make a true statement using number properties.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-3 Write the prime factors for numbers ≤ 20 .
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-4 Identify the place value of, read, write, compare and order numbers ≤ 12 digits.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-5 Round numbers ≤ 7 digits to any place value.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-6 Give the value of and write an exponential expression in factored form and vice versa.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-57 Use scientific notation.
			Whole Numbers
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-7 Add numbers of the same or varying lengths.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-8 Subtract numbers of any length.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-9 Multiply a 4-digit number by powers of 10.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-10 Divide a 5-digit number by powers of 10.
			Fraction Concepts and Computations
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-11 Change a fraction to higher or lower terms.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-12 Add and subtract unlike proper fractions.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-13 Add or subtract mixed numbers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-14 Multiply proper fractions.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-15 Multiply mixed numbers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-16 Divide proper fractions.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-17 Divide mixed numbers.
			Decimal Concepts and Computations
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-18 Identify the place value of, read, write, compare and order decimals up to ten thousandths.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-19 Round a decimal to the nearest unit, tenth, hundredth or thousandth.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-20 Interchange decimals and fractions.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-21 Add and subtract decimals and money.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-22 Multiply decimals or money.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-23 Divide decimals or money.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-24 Multiply/divide whole numbers and decimals by powers of 10.
			Percent Concepts and Computations
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-25 Interchange fractions, decimals and percents.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-26 Find the missing number in a proportion.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-27 Find the whole number percent of a whole number, decimal or money amount.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-28 Find the amount of discount, sales tax or interest in a percent problem.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-51 Find what percent one number is of another.
			Geometry
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-29 Know geometric symbols and names.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-30 Identify types of angles.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-31 Name types of polygons.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-32 Identify congruent figures.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-33 Find the measure of a missing angle.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-52 Knows the sum of angles in triangles.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-53 Identify corresponding sides of figures.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-54 Knows the Pythagorean theorem relationship.
			Measurement
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-34 Measure time intervals and temperature changes.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-35 Add, subtract, multiply and divide measurements.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-36 Estimate length, weight and capacity.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-37 Use a table to convert measurements.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-38 Find perimeter.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-39 Find the circumference of a circle.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-41 Find the volume of a rectangular solid.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-55 Find the area of a triangle or parallelogram.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-56 Find the area of a circle.
			Problem Solving
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-42 Fill in a missing number in patterns.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-43 Can solve a 1- or 2-step word problem using whole numbers, fractions or decimals.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-44 Estimate the answer by rounding.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-45 Find the average of whole numbers, decimals, fractions or percent.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-46 Solve a word problem using a proportion with a rate, scale drawing or similar shapes.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-47 Determine the probability of a simple event.
			Algebra and Computer
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-48 Identify, compare, order and solve word problems with integers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-49 Use the Cartesian coordinate system.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-50 Solve a 1- or 2-step linear equation.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-58 Solve operations with rational numbers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-59 Graph a linear equation. Use order of operations.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	D-60 Identify output of a BASIC program.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Total Correct (Out of 60)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	60 60

Student Progress Report (List of Objectives)

This page is in the Teacher Manual and in the Test Assessment Pack. It lists each skill alongside an objective number. This page provides the foundation for tracking a student's achievement and may be sent home as a report card.

"What you have been obliged to discover by yourself leaves a path in your mind which you can use again when the need arises."

—G.C.

Lichtenberg

Friendly Lesson Plans

Objectives: To square a number. To find the square root of a number. To find the Pythagorean relationship in right triangles.

Materials: Centimeter Graph Paper (Master 5), crayons, scissors, glue

Vocabulary: Square, squared, exponent, factor, square root, Pythagorean theorem, legs, hypotenuse, radical sign

Introductory Activities

Squaring a Number

Display a 1 centimeter square and describe the number of units on each side. **This is the smallest square shape we can make with these squares. Each side of the square has a unit of 1. How many units on the horizontal side? (1) on the vertical side? (1) How many small squares in the whole figure? (1)**

Write on the board: The square of $1 = 1 \times 1 = 1$

Build the next smallest square shape. How many units on the vertical side? (2) How many units on the horizontal side? (2) How many small squares in the whole figure? (4)

Write on the board: The square of $2 = 2 \times 2 = 4$

Introduce the exponent as a shortcut way of expressing each relationship, e.g. $2^2 = 2 \times 2 = 4$. Have students continue the following table:

Units	Vertical by Horizontal	Squares	Relationship
1	1 by 1	1	$1^2 = 1 \times 1 = 1$
2	2 by 2	4	$2^2 = 2 \times 2 = 4$
⋮	⋮	⋮	⋮
10	10 by 10	100	$10^2 = 10 \times 10 = 100$

Square Roots

Now we will undo squaring a number. We will build the squared number with small squares and then find how many units on each side to find the original number.

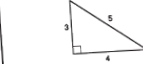
Build a square using exactly 9 of your small squares. How many small squares in the large square? (9) How many units on each side of the large square? (3)

The number of units on each side is called the square root. We say the square root of 9 is 3 and we write this relationship with a special symbol called the radical sign.

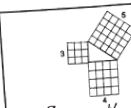
Write on the board: $\sqrt{9} = 3$

The Pythagorean theorem
Pythagoras, a Greek mathematician, discovered a special property about right triangles. This property relates to the square which can be drawn on each side.

The right triangle has sides of 3, 4 and 5.



The shorter sides, 3 and 4, are called the legs of the right triangle. The longest side, 5, is called the hypotenuse. The hypotenuse is the side opposite the right angle.



$$3^2 = 9 \quad 4^2 = 16 \quad 5^2 = 25$$

$$3^2 + 4^2 = 25 \quad 5^2 = 25$$

Describe this relationship (known as the Pythagorean theorem):

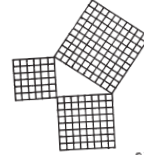
In a right triangle, the sum of squares on the legs equals the square on the hypotenuse

Three sides of a triangle are given. Is the triangle a right triangle?

- 5, 12, 13 *yes*
- 4, 5, 6 *no*
- 6, 8, 10 *yes*
- 4, 5, 7, 9 *no*
- 9, 12, 15 *yes*
- 7, 24, 25 *yes*

Find the legs and hypotenuse of the right triangle formed by these squares.

- legs = $6, 8$ hypotenuse = 10
- legs = $8, 12$ hypotenuse = 17 between 14 and 15



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Page 54

Discovering the Right Triangle Pattern

Each student will need a sheet of centimeter graph paper and base ten blocks. Have students outline and cut a square with 1 cm on each side, 2 cm ... 10 cm on each side.

Write on the board: How many right triangles can be formed by joining 3 different sides of your 10 squares?

Ask students to describe each right triangle they find. (Students will find the 3-4-5 right triangles and the 6-8-10.) **There is a pattern for the sides of every right triangle. The sum of the squares on the 2 small ends of a right triangle equals the square on the large side.**

About This Page

Work the top of the page together, then have students complete the page on their own.

Follow Up Activities



Journal Prompt

Evon said a triangle with units of 6 cm, 3 cm and 12 cm is a right triangle. Draw a picture of the triangle. Explain why you agree or disagree with Evon.

In this lesson, students use squares of different sizes to discover the Pythagorean Theorem.

Test Preparation

Grade
8

Test Preparation


Daily Reviews are the keys to long term retention.

Teachers report high satisfaction with use of Daily Reviews.

Daily Reviews

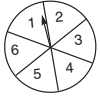
Class starts with a five-question review from the back of the student book. Teachers review and discuss answers.

Daily Reviews 13 and 14

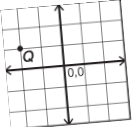


- To find how much capacity a solid holds, you would find its _____.
(A) length (C) perimeter
(B) area (D) volume
- What is the average of .78, .83, .91, .82 and .86?

- In a scale drawing, 1 cm stands for 5 meters. How long a line would be drawn to represent 100 meters?

- 

What is the probability that the spinner will land on a 6?

- 

What are the coordinates of point Q?

Daily Review 13
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Problem 3 on Daily Review 13 matches objective 47.

Name _____ Date _____ Pre-test _____ Post-test _____ **8E**

Daily Reviews Record the answers from your daily reviews here. The label "Obj." tells which objective that problem covered.

Review 1	Review 2	Review 3	Review 4	Review 5	Review 6	Review 7	Review 8
Obj. 5	Obj. 16	Obj. 16	Obj. 26	Obj. 11	Obj. 27	Obj. 20	Obj. 18
Obj. 7	Obj. 17	Obj. 17	Obj. 43	Obj. 12	Obj. 35	Obj. 25	Obj. 20
Obj. 8	Obj. 18	Obj. 18	Obj. 29	Obj. 13	Obj. 37	Obj. 28	Obj. 30
Obj. 9	Obj. 19	Obj. 19	Obj. 31	Obj. 15	Obj. 38	Obj. 30	Obj. 30
Obj. 11	Obj. 20	Obj. 20	Obj. 32	Obj. 15	Obj. 29	Obj. 31	Obj. 38
Obj. 11	Obj. 8	Obj. 25	Obj. 55	Obj. 35	Obj. 11	Obj. 30	Obj. 35
Obj. 13	Obj. 11	Obj. 40	Obj. 42	Obj. 45	Obj. 39	Obj. 38	Obj. 48
Obj. 27	Obj. 22	Obj. 42	Obj. 42	Obj. 46	Obj. 41	Obj. 42	Obj. 48
Obj. 36	Obj. 25	Obj. 43	Obj. 43	Obj. 47	Obj. 46	Obj. 43	Obj. 49
Obj. 5	Obj. 29	Obj. 44	Obj. 44	Obj. 49	Obj. 47	Obj. 48	Obj. 43

Daily Review Record Sheets

Students record their results on the record sheet, which identifies missed objectives.

Easy Reteaching

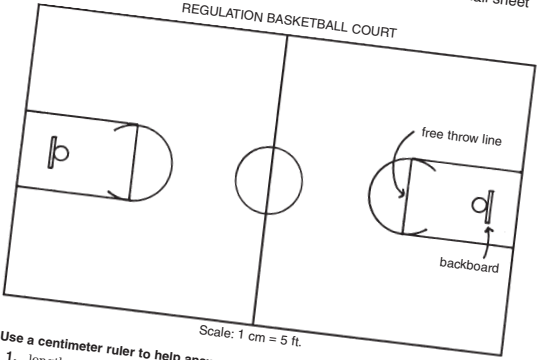
Reteaching is a snap. Teachers can track each student's progress and pinpoint weak areas. Reproducible *Skill Builders* pages (shown here) for every objective are found in the Teacher Manual.

This page reteaches objective 46 and is the second page for reteaching that objective.

Name _____

Scale Drawings
A scale drawing allows you to represent large distances on a small sheet of paper.

REGULATION BASKETBALL COURT



Scale: 1 cm = 5 ft.

- length of drawing = _____ cm
actual length of court = _____ ft.
- width of drawing = _____ cm
actual width of court = _____ ft.
- width of free throw line = _____ cm
actual width of free throw line = _____ ft.
- distance from center court to free throw line = _____ ft.

Use a scale of $\frac{1}{4}$ in. = 1 ft. and make a scale drawing of a room of your choice (bedroom, classroom, etc.)

Skill Builders 46-2
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Spanish



Teacher Guide and Spanish Resource Pack

Teachers use both the English Teacher Guide and the Spanish Resource Pack.

The English Teacher Guide provides step-by-step directions for each student book page. The Spanish Resource Pack includes matching tests and Skill Builder pages in Spanish.

Student Books

Both English and Spanish speakers can work together in the same classroom.

Moviéndose con Matemáticas® is an exact match to the English student book.

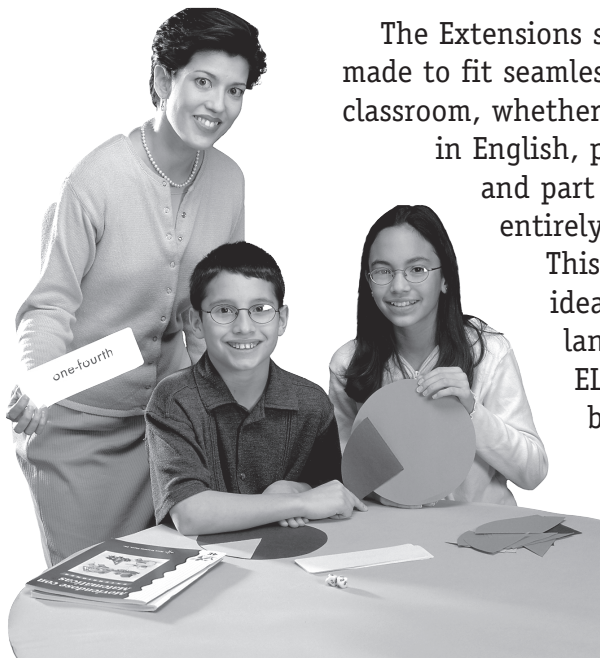
Boxed Class Kits in Spanish



A boxed class kit in Spanish includes:

- 1 English Teacher Manual
- 1 Spanish Resource Pack
- 20 Spanish student workbooks
- 20 Spanish Parent Handbooks

Getting Started in Spanish...



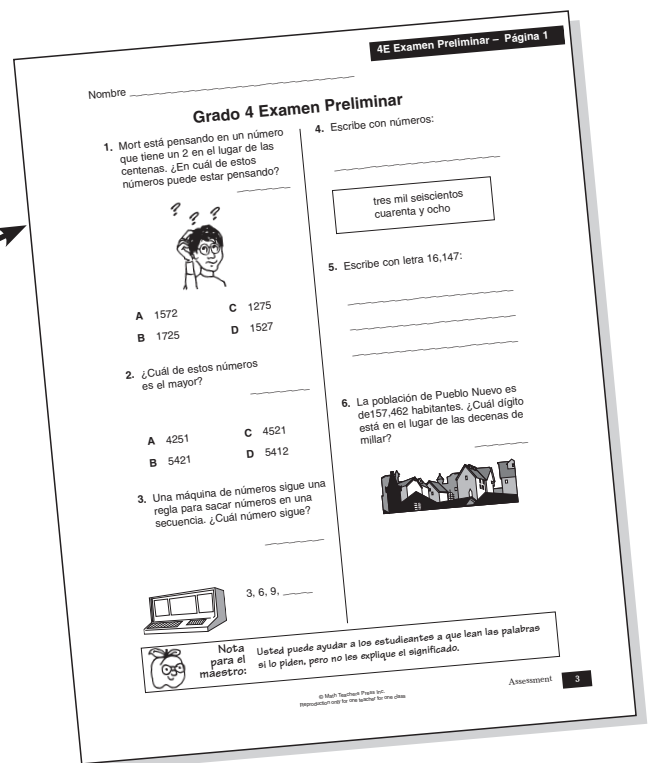
The Extensions series is made to fit seamlessly into any classroom, whether it's taught in English, part English and part Spanish, or entirely in Spanish. This program is ideal for second language and ELL students because

manipulatives convey the abstract concept even when students have difficulty understanding the spoken language.

Content-based instruction is combined with language development activities to increase ELL students' understanding of math concepts and skills.

The Grade 4 Pre-Test in Spanish tests the same objectives as the English Pre-Test shown on page 8.

The Spanish Resource Pack contains matching Pre- and Post-Tests plus Skill Builders reteaching pages and vocabulary words in Spanish. All are reproducible.



Matching Books

English and Spanish pages match exactly!

Spanish



Manipulatives
Benefit ELL
Students

Manipulatives are especially beneficial to second language learners. Manipulatives convey the concept even when language is not developed.

Illustrations connect the hands-on activities to practice pages.

Students work in small groups in an active language learning environment.

Valor posicional en números de 3 dígitos

2 centenas 4 decenas 8 unidades =

Centenas	Decenas	Unidades
2	4	8

Escribe cada número.

1.

Centenas	Decenas	Unidades

2.

Centenas	Decenas	Unidades

3. 5 centenas, 6 decenas, 4 unidades =

c	d	u

4. 7 centenas, 3 decenas, 8 unidades =

c	d	u

5. 6 centenas, 4 decenas, 9 unidades =

c	d	u

6. 2 centenas, 9 decenas, 5 unidades =

c	d	u

7. 9 centenas, 4 decenas, 1 unidades =

c	d	u

8. 7 centenas, 3 decenas, 6 unidades =

c	d	u

9. 5 centenas, 8 decenas, 5 unidades =

c	d	u

10. 6 centenas, 1 decena, 7 unidades =

c	d	u

11. 7 centenas, 2 decenas, 2 unidades =

c	d	u

12. 6 centenas, 7 decenas, 7 unidades =

c	d	u

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3-Digit Place Value

2 hundreds 4 tens 8 ones =

Hundreds	Tens	Ones
2	4	8

Write each number.

1.

Hundreds	Tens	Ones

2.

Hundreds	Tens	Ones

3. 5 hundreds, 6 tens, 4 ones =

H	T	O

4. 7 hundreds, 3 tens, 8 ones =

H	T	O

5. 6 hundreds, 4 tens, 9 ones =

H	T	O

6. 2 hundreds, 9 tens, 5 ones =

H	T	O

7. 9 hundreds, 4 tens, 1 one =

H	T	O

8. 7 hundreds, 3 tens, 6 ones =

H	T	O

9. 5 hundreds, 8 tens, 5 ones =

H	T	O

10. 6 hundreds, 1 ten, 7 ones =

H	T	O

11. 7 hundreds, 2 tens, 2 ones =

H	T	O

12. 6 hundreds, 7 tens, 7 ones =

H	T	O

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After exploring with base ten blocks, students understand that ten of any one block equals one of the next larger block.

Easy Review and Reteaching in Spanish

Repasos Diarios 1 y 2

1. Ordena estos números de menor a mayor:
1345 1450 1350 1400 1453
1345 1350 1400 1450 1453

2. Escribe lo siguiente con números: 24,476
veinticuatro mil cuatrocientos setenta y seis

3. Escribe 502,400 con letras:
quinientos dos mil cuatrocientos

4. ¿Qué dígito está en el lugar de los cientos de miles en el número 523,467? 5

5. Redondea 5648 a la decena más próxima: 6000

Daily Review 1

Repasos Diarios

Marca aquí las res La palabra "Obj" si

Repaso 1	Repaso 2	Repaso 3	Repaso 4	Rep
Obj. 2	Obj. 3	Obj. 13	Obj. 14	Obj. 15
Obj. 4	Obj. 8	Obj. 14	Obj. 16	Obj. 16
Obj. 5	Obj. 9	Obj. 15	Obj. 17	Obj. 17
Obj. 6	Obj. 11	Obj. 17	Obj. 18	Obj. 18
Obj. 7	Obj. 12	Obj. 18	Obj. 19	Obj. 19

Correctas

Repaso 9	Repaso 10	Repaso 11	Repaso 12	Rep
Obj. 16	Obj. 17	Obj. 3	Obj. 8	Obj. 10
Obj. 17	Obj. 20	Obj. 3	Obj. 9	Obj. 10
Obj. 18	Obj. 21	Obj. 5	Obj. 25	Obj. 10
Obj. 19	Obj. 22	Obj. 7	Obj. 26	Obj. 10
Obj. 20	Obj. 23	Obj. 13	Obj. 27	Obj. 10

Problem 5 on Daily Review 1 covers objective 7. Skill Builders 7-1 (in the Spanish Resource Pack) provides extra practice.

Redondeando a la decena más próxima

Algunas veces no necesitas una respuesta exacta. Necesitas una respuesta que está cerca de la respuesta exacta. Se pueden redondear los números para encontrar una respuesta aproximada.

Ej. Redondea el 27 a la decena más próxima.
1. Construye el número:

2. Construye los dos grupos de decenas entre los cuales está el 27.

3. Compara 27 con 20 y con 30. ¿De cuál está más cerca?
El 27 "se redondea" al 30.

Ej. Redondea el 45 a la decena más próxima.
1. Construye el número:

2. Construye los dos grupos de 10 entre los cuales está el 45.

3. ¿Está el 45 más cerca del 40 ó del 50?
El 45 es un número "intermedio". Los números "intermedios" se redondean hacia arriba.
El 45 "se redondea" al 50.

Encierra en un círculo el grupo de 10 del cual está más cerca el número dado. Llena los espacios.

1. ¿Está más cerca de ó de ? El 32 se redondea a _____

2. ¿Está más cerca de ó de ? El 14 se redondea a _____

3. ¿Está más cerca de ó de ? El 25 se redondea a _____

4. ¿Está más cerca de ó de ? El 25 se redondea a _____

Redondea cada número a la decena más próxima.

5. 81 _____ 6. 18 _____ 7. 54 _____
8. 68 _____ 9. 86 _____ 10. 96 _____

Skill Builders 7-1
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Call 1-800-852-2435 to receive a copy of results achieved with second language students.

Response to Intervention

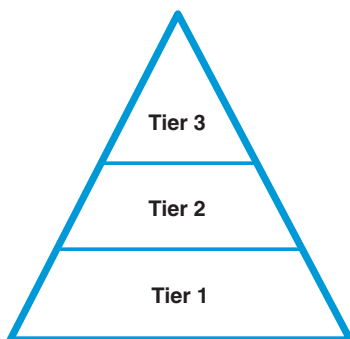
***Moving with Math*[®] materials integrate all eight of the Best Practices published by What Works Clearinghouse.**

Moving with Math[®] **Extensions** addresses all the essential math content standards for grades K through 8. *Moving with Math*[®] **Extensions** is **RTI Ready**[™] and includes all of the recommendations listed below.



“RTI intentionally cuts across the borders of special education and general education and involves school-wide collaboration.”

Assisting Students Struggling with Mathematics: Response to Intervention (RTI) for Elementary and Middle Schools, National Center for Education Evaluation and Regional Assistance, 2009



***Moving with Math*[®] Extensions RTI Check List** ✓

- ✓ **Predictive Screening:**
 - ▶ **Pre-Tests, Post-Tests, Daily Reviews,** and weekly **Check Points** identify at-risk students and monitor progress
- ✓ **In-Depth Instruction:**
 - ▶ Focus on whole numbers in grades 1 through 4
 - ▶ Focus on rational numbers in grades 4 through 8 (decimals and fractions)
- ✓ **Systematic and Explicit Instruction:**
 - ▶ Lightly-scripted lesson plans guide instruction
 - ▶ Classroom activities use explicit models and strategies
 - ▶ Students given opportunities to verbalize, write, discuss, and practice skills learned
- ✓ **Solving Word Problems:**
 - ▶ Explicit steps and strategies for solving word problems
 - ▶ Practice solving word problems using alternative strategies
 - ▶ Use of word frames [underlying structures] in solving word problems
- ✓ **Visual Representations of Math Concepts:**
 - ▶ Manipulative-based activities introduce each math concept
 - ▶ Pictorial representations on every student page
- ✓ **Fluency-Building Activities:**
 - ▶ **Skill Builder** worksheets include flash cards, timed exercises, speed games
 - ▶ Include research-based strategies such as fact families
- ✓ **Monitoring:**
 - ▶ **Pre-Tests, Post-Tests, Daily Reviews,** weekly **Check Points,** and embedded assessments monitor the progress of at-risk students
- ✓ **Motivation:**
 - ▶ Activity-based instruction offers rich opportunities for student success and natural occasions for praise and encouragement

Moving with Math[®] **Foundations** and **Math by Topic (IM/MH)** are also **RTI Ready**[™]. Visit our website to learn more.