#### Content Area: Math Unit: Operations and Algebraic Thinking

Grade: Grade 5

# Common Core State Standards Domain: Operations and Algebraic Thinking

Common Core	RSU 54/MSAD 54	Instructional
State Standards	Objectives	Resources/Activities
Write and interpret	Write and interpret	
numerical	numerical expressions.	
expressions.		
1. Use parentheses, brackets, or braces in numerical expressions, and evaluate expressions with these symbols.	1. Use parentheses, brackets, or braces in numerical expressions, and evaluate expressions with these symbols.	<ol> <li><u>Scott Foresman</u>, Lesson 2-12</li> <li><u>Scott Foresman</u>, Lesson 3-13</li> <li>Game: "Krypto"</li> <li>Game: "Contig" (resource packet)</li> </ol>
2. Write simple	2a. Write simple	2a-b. Games: "Go For ItI Got It," "X-traordinary,"
expressions that	expressions and record	(resource packet)
record calculations	calculations with	2a-b. K-5MathTeachingResources.com (resource pkt)
with numbers, and	numbers.	*Verbal Expressions
interpret numerical		
expressions without	2b. Interpret numerical	
evaluating them. For	expression without	
calculation "add 8	evaluating them.	
and 7. then multiply		
by 2" as $2 \times (8 + 7)$ .		
Recognize that $3 \times$		
(18932 + 921) is		
three times as large		
as 18932 + 921,		
without having to		
indicated sum or		
product.		
Analyze patterns	Analyze patterns and	
and relationships.	relationships.	
3. Generate two	3a. Generate two	3a-b. Scott Foresman, Lessons 3-14, 3-15.
numerical patterns	numerical patterns using	
using two given rules.	two given rules.	
Identify apparent		

relationships between	3b. Identify	3a-b. K-5MathTeachingResources.com (resource pkt)
corresponding terms.	relationships between	*Addition on the Coordinate Plane
Form ordered pairs	corresponding terms	*Subtraction on the Coordinate Plane
consisting of	from the two patterns,	
corresponding terms	and graph the ordered	
from the two patterns,	pairs on a coordinate	
and graph the ordered	plane.	
pairs on a coordinate	1	
plane. For example,		
given the rule "Add		
3" and the starting		
number 0, and given		
the rule "Add 6" and		
the starting number 0,		
generate terms in the		
resulting sequences,		
and observe that the		
terms in one sequence		
are twice the		
corresponding terms		
in the other sequence.		
Explain informally		
why this is so.	Gain familiarity with	
	factors and multiples.	
	4a. Determine if a	4a-d. Scott Foresman, Lesson 3-10
	single-digit number is a	4a-d. <u>Teaching Arithmetic: Extending Division</u> , Ch. 3,
	factor of a given whole	7, 8, 9, 14, 15
	number.	
	4b. Determine if a	4b-c. Games: "Multiple Rally," "Divisibility Search"
	whole number is a	(resource packet)
	multiple of a given	
	single digit number.	
	4c. Recognize that a	
	whole number is a	
	multiple of each of its	
	factors.	
	4d. List the factor pairs	4d. Games: "Factor Search," "Divisibility Search"
	of a given whole	(resource packet)
	number up to 100.	
	4e. Determine whether a	4e. <u>Scott Foresman</u> , Lesson 3-11
	given number 1-100 is	4e. Zeroing In On Number and Operations, Finding
	prime or composite	Primes, Prime Builders

(Prime numbers are	4e. Game: "Prime or Not?" (resource packet)
numbers with exactly 2	
factors: 1 and the	
number itself)	
number itsen.)	

#### Content Area: Math Unit: Number and Operations in Base Ten

Grade: Grade 5

### Common Core State Standards Domain: Number and Operations in Base Ten

Common Core	<b>RSU 54/MSAD 54</b>	Instructional
State Standards	Objectives	Resources/Activities
Understand the	Understand the	
place value system.	Place Value System	
1. Recognize that in a multi-digit number, a digit in one place represents 10 times as much as it represents in the place to its right and 1/10 of what it represents in the place to its left.	1. Recognize that in a multi-digit number, a digit in one place represents 10 times as much as it represents in the place to its right and 1/10 of what it represents in the place to its left.	<ol> <li>Scott Foresman, Lesson 1-1</li> <li>Zeroing In On Number and Operations, Millions and Billions, Place Value</li> <li>Explorelearning.com         <ul> <li>Cannon Ball Clowns</li> <li>Modeling Decimals</li> <li>Treasure Hunter</li> <li>Games: "Close to 100," "Close to 1000," "Target Amounts," "Go For Broke!" (resource packet)</li> </ul> </li> </ol>
2. Explain patterns in the number of zeros of the product when multiplying a number by powers of 10, and explain patterns in the	2a. Explain patterns in the number of zeros of the product when multiplying a number by powers of 10.	<ul> <li>2a. <u>Scott Foresman</u>, Lessons 2-1, 2-7.</li> <li>2a. Games: "Multiplication Fill In," "Product Comparing" (resource packet)</li> </ul>
placement of the decimal point when a decimal is multiplied or divided by a power of 10. Use whole- number exponents to denote powers of 10.	2b. Explain patterns in the placement of the decimal point when a decimal is multiplied or divided by a power of 10.	<ul> <li>2b. <u>Scott Foresman</u>, Lesson 2-7</li> <li>2a-c: K-5MathTeachingResource.com (resource pkt)</li> <li>*Multiplying a whole # by a Power of 10</li> <li>*Multiplying a decimal by a power of 10</li> <li>*Dividing a decimal by a power of 10</li> </ul>
	2c. Use whole-number exponents to denote powers of 10.	2c. Scott Foresman, Lesson 1-5 (Enrichment, p. 17)
3. Read, write, and compare decimals to thousandths.	<b>I I I I I I I I I I</b>	
3a. Read and write decimals to thousandths using base-ten numerals,	3a. Read, write, and compare decimals to thousandths (using base- ten numerals, number	3a. Scott Foresman, Lessons 1-2, 1-3, 1-4

number names, and	names, and expanded	3a. Zeroing In On Number and Operations, Making
expanded form, e.g.,	form).	Sense with Thousandths
$347.392 = 3 \times 100 + 4$		3a. Games: "Roll a Whole, "Making Sense of
$\times$ 10 + 7 $\times$ 1 + 3 $\times$		Decimals," "Decimal Roll," "Target Decimals," "Make
$(1/10) + 9 \times (1/100) +$		One with Decimals " "Get Them in Order Decimals "
$2 \times (1/1000)$		"Decimal Sum Comparing " "From Here to There
$2 \times (1/1000)$ .		Decimal Sum Comparing, Trom frete to friere
		20 K 5 Moth Tooshing Descures some (resource rist)
		sa. K-Siviain Leaching Resource.com (resource pkt)
		*Representing decimals in different ways
		*Hunt for decimals
		*Representing decimals with base 10 blocks
3b. Compare two	3b. Compare two	3b. Scott Foresman, Lesson 1-4
decimals to	decimals to thousandths	3b. Teaching Arithmetic: Decimals and Percents, Ch. 3,
thousandths based on	based on meanings of	4, 6, 7
meanings of the digits	the digits in each place	3b. Game: "Decimal Number Maker" (resource packet)
in each place using >	using $> -$ and $<$	
- and $<$ symbols to	symbols to record the	
record the results of	results of comparisons	
comparisons	results of comparisons.	
comparisons.		
4. Use place value	4. Use place value	4. Scott Foresman, Lesson 1-8
understanding to	understanding to round	4. K-5MathTeachingResource.com (resource pkt)
	desimple to say also	*D d'a - d'
round decimals to any		*Rounding decimals to the nearest hundredth
round decimals to any	decimals to any place.	*Rounding decimals to the hearest hundredth
place	decimals to any place.	*Rounding decimals to the nearest hundreath
place Perform operations	Perform operations	*Rounding decimals to the hearest hundreath
Perform operations with multi-digit	Perform operations with multi-digit whole	*Rounding decimals to the nearest hundreath
Perform operations with multi-digit whole numbers and	Perform operations with multi-digit whole numbers and with	*Rounding decimals to the nearest hundreath
Perform operations with multi-digit whole numbers and with decimals to	Perform operations with multi-digit whole numbers and with decimals to	*Rounding decimals to the hearest hundreath
Perform operations with multi-digit whole numbers and with decimals to hundredths.	Perform operations with multi-digit whole numbers and with decimals to hundredths.	*Rounding decimals to the nearest hundreath
Perform operations with multi-digit whole numbers and with decimals to hundredths.	Perform operations with multi-digit whole numbers and with decimals to hundredths.	*Rounding decimals to the hearest hundredth
Perform operations with multi-digit whole numbers and with decimals to hundredths.	Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Multiply multi-digit	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. Teaching Arithmetic: Extending Multiplication, Ch</li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole	Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Multiply multi-digit whole numbers using	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundreath</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch.</li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the	Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Multiply multi-digit whole numbers using the standard algorithm.	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Compare "Die Deckle Teaching ""Teacat Deckers"</li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the standard algorithm.	Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Multiply multi-digit whole numbers using the standard algorithm.	<ul> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products"</li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the standard algorithm.	Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Multiply multi-digit whole numbers using the standard algorithm.	<ul> <li>*Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the standard algorithm. 6. Find whole-number	Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Multiply multi-digit whole numbers using the standard algorithm. 6a. Solve whole	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-</li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the standard algorithm. 6. Find whole-number quotients of whole	<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Multiply multi-digit whole numbers using the standard algorithm.</li> <li>6a. Solve whole number quotients with</li> </ul>	<ul> <li>*Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-4, 4-5, 4-7</li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the standard algorithm. 6. Find whole-number quotients of whole numbers with up to	<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Multiply multi-digit whole numbers using the standard algorithm.</li> <li>6a. Solve whole number quotients with up to four digit</li> </ul>	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-4, 4-5, 4-7</li> <li>6a. <u>Zeroing In On Number and Operations</u>, <i>Connecting</i></li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the standard algorithm. 6. Find whole-number quotients of whole numbers with up to four-digit dividends	<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Multiply multi-digit whole numbers using the standard algorithm.</li> <li>6a. Solve whole number quotients with up to four digit dividends and two-digit</li> </ul>	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-4, 4-5, 4-7</li> <li>6a. <u>Zeroing In On Number and Operations</u>, <i>Connecting Division to Multiplication, Understanding Division</i></li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the standard algorithm. 6. Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit	<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Multiply multi-digit whole numbers using the standard algorithm.</li> <li>6a. Solve whole number quotients with up to four digit dividends and two-digit divisors (students will</li> </ul>	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-4, 4-5, 4-7</li> <li>6a. <u>Zeroing In On Number and Operations</u>, <i>Connecting Division to Multiplication</i>, Understanding Division Algorithms, Working with Remainders, Estimating</li> </ul>
<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Fluently multiply multi-digit whole numbers using the standard algorithm.</li> <li>6. Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors. using</li> </ul>	<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Multiply multi-digit whole numbers using the standard algorithm.</li> <li>6a. Solve whole number quotients with up to four digit dividends and two-digit divisors (students will use strategies based on</li> </ul>	<ul> <li><sup>*</sup>Rounding decimals to the nearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-4, 4-5, 4-7</li> <li>6a. <u>Zeroing In On Number and Operations</u>, <i>Connecting Division to Multiplication, Understanding Division Algorithms, Working with Remainders, Estimating Quotients</i></li> </ul>
Perform operations with multi-digit whole numbers and with decimals to hundredths. 5. Fluently multiply multi-digit whole numbers using the standard algorithm. 6. Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, using strategies based on	<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Multiply multi-digit whole numbers using the standard algorithm.</li> <li>6a. Solve whole number quotients with up to four digit dividends and two-digit divisors (students will use strategies based on place value, properties</li> </ul>	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-4, 4-5, 4-7</li> <li>6a. <u>Zeroing In On Number and Operations</u>, <i>Connecting Division to Multiplication, Understanding Division Algorithms, Working with Remainders, Estimating Quotients</i></li> </ul>
<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Fluently multiply multi-digit whole numbers using the standard algorithm.</li> <li>6. Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, using strategies based on place value, the</li> </ul>	<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Multiply multi-digit whole numbers using the standard algorithm.</li> <li>6a. Solve whole number quotients with up to four digit dividends and two-digit divisors (students will use strategies based on place value, properties of operations, and/or the</li> </ul>	<ul> <li><sup>*</sup>Kounding decimals to the hearest hundredth</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-4, 4-5, 4-7</li> <li>6a. <u>Zeroing In On Number and Operations</u>, <i>Connecting Division to Multiplication</i>, Understanding Division Algorithms, Working with Remainders, Estimating Quotients</li> <li>6a. K-5MathTeachingResource.com (resource pkt)</li> </ul>
<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Fluently multiply multi-digit whole numbers using the standard algorithm.</li> <li>6. Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, using strategies based on place value, the properties of</li> </ul>	<ul> <li>Perform operations with multi-digit whole numbers and with decimals to hundredths.</li> <li>5. Multiply multi-digit whole numbers using the standard algorithm.</li> <li>6a. Solve whole number quotients with up to four digit dividends and two-digit divisors (students will use strategies based on place value, properties of operations, and/or the relationship between</li> </ul>	<ul> <li><sup>*</sup>Rounding decimals to the hearest hundreath</li> <li>5. <u>Scott Foresman</u>, Lesson 2-4</li> <li>5. <u>Teaching Arithmetic: Extending Multiplication</u>, Ch. 12, 13</li> <li>5. Games: "Big Double Trouble," "Target Products" (resource packet)</li> <li>6a. <u>Scott Foresman</u>, Lessons 3-2, 3-3, 3-5 to 3-8, 4-2, 4-4, 4-5, 4-7</li> <li>6a. <u>Zeroing In On Number and Operations</u>, <i>Connecting Division to Multiplication</i>, Understanding Division Algorithms, Working with Remainders, Estimating Quotients</li> <li>6a. K-5MathTeachingResource.com (resource pkt)</li> </ul>

operations, and/or the relationship between multiplication and division. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.	multiplication and division.)	<ul> <li>6a. Teacher Created Materials 5<sup>th</sup> gr. Division, (resource packet)</li> <li>6a. Games: "Keep the Leftovers," "Quotient Comparing," "Hit 1,000," "Multiplication Arrays," "Target Quotients" (resource packet)</li> <li>6a-b. <u>Teaching Arithmetic: Extending Division</u>, Ch. 5, 6, 11, 12, 13</li> </ul>
	6b. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area of models.	6b. <u>Scott Foresman</u> , Lesson 3-1
7. Add, subtract, multiply, and divide decimals to hundredths, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between	<ul> <li>7a. Add, subtract, multiply, and divide decimals to hundredths.</li> <li>7b. Solve problems with decimals using concrete models or drawings and strategies based on place value.</li> </ul>	<ul> <li>7a. <u>Scott Foresman</u>, Lessons 1-12, 1-13, 2-7 to 2-11, 3-9, 4-9, 4-11</li> <li>7a. <u>Zeroing In On Number and Operations</u>, <i>Estimating Decimals, Adding and Subtracting Decimals, Multiplying Decimals with Arrays, Dividing Decimals</i></li> <li>7a. Game: "Go for Zero with Decimals" (resource packet)</li> <li>7b. <u>Scott Foresman</u>, Lesson 1-12 Reteaching Activity</li> </ul>
addition and subtraction; relate the strategy to a written method and explain the reasoning used.	<ul> <li>7c. Solve problems with decimals using the relationship between addition and subtraction.</li> <li>7d. Relate the strategy (7a and 7b) to a written calculation method and explain the reasoning used in solving the decimal problem.</li> </ul>	<ul> <li>7c. <u>Teaching Arithmetic: Decimals and Percents</u>, Ch. 8</li> <li>K-5MathTeachingResource.com (resource pkt)</li> <li>*Decimal Addition to 500</li> <li>*Decimal Addition Bingo</li> <li>*Decimal Race to Zero</li> <li>*Decimal Magic Triangle</li> <li>*Magic Squares Addition Decimals</li> <li>*Base Ten Buildings with Decimals</li> <li>*Decimal cross number puzzles</li> <li>*Base Ten Decimal Bag: addition</li> <li>*Base Ten Decimal Bag: subtraction</li> <li>*Total ten</li> <li>*Decimal Subtraction Spin</li> <li>*Base Ten Pictures with Decimals</li> </ul>

#### Content Area: Math Unit: Number and Operations--Fractions

Grade: Grade 5

# Common Core State Standards Domain: Number and Operations--Fractions

Common Core	RSU 54/MSAD 54	Instructional
State Standards	Objectives	Resources/Activities
Use equivalent fractions as a	Use equivalent	
strategy to add and subtract	fractions as a	
fractions.	strategy to add and	
	subtract fractions.	
1. Add and subtract fractions with unlike denominators (including mixed numbers) by replacing given fractions with equivalent fractions in such a way as to produce an equivalent sum or difference of fractions with like denominators. For example, $2/3 + 5/4 = 8/12 + 15/12 =$ 23/12. (In general, $a/b + c/d = (ad + bc)/bd$ .)	1. Add and subtract fractions with unlike denominators (including mixed numbers). Students will do this by: replacing fractions with equivalent fractions that have like denominators.	<ol> <li><u>Teaching Arithmetic: Introducing</u> <u>Fractions</u>, Ch. 15 (resource packet)</li> <li><u>Teaching Arithmetic: Extending Fractions</u>, Ch. 9, 11- 14</li> <li><u>Scott Foresman</u>, Lessons 8-1 to 8-8</li> <li><u>Zeroing In On Number and Operations</u>, <i>Greatest Common Factor and Least Common</i> <i>Multiple, Problem Solving with Greatest</i> <i>Common Factor and Least Common Multiple</i>, <i>Adding and Subtracting Fractions with Pattern</i> <i>Blocks, Adding and Subtracting Fractions</i></li> <li>Games: "Make a Pound," "Make One with Fractions" (resource packet)</li> </ol>
2. Solve word problems involving addition and subtraction of fractions referring to the same whole, including cases of unlike denominators, e.g., by using visual fraction models or equations to represent the problem. Use benchmark fractions and number sense of fractions to estimate mentally and assess the reasonableness of answers. For example, recognize an incorrect result $2/5 + 1/2 = 3/7$ , by observing that $3/7 < 1/2$ .	2a. Solve word problems involving addition and subtraction of fractions by using visual fraction models or equations to represent the problem.	<ul> <li>2a. <u>Teaching Arithmetic: Extending Fractions</u>, Ch. 10, Assessments, p. 163-185</li> <li>2a. <u>Scott Foresman</u>, Lesson 7-16</li> <li>2a. K-5MathTeachingResources.com (res. pkt)</li> <li>*Using Equivalent Fractions to Subtract Fractions</li> <li>*Addition Word Problems w/ Fractions</li> <li>*Subtraction Word Problems w/Fractions</li> <li>*The Wishing Club (Read aloud)</li> <li>*Fraction Word Problems (Unlike Denominators)</li> <li>*Mixed Number Word Problems (Unlike Denominator)</li> <li>*Closest to 25</li> </ul>
	2b. Use benchmark fractions, number sense, and estimation	<ul> <li>2b. <u>Teaching Arithmetic, Introducing</u> <u>Fractions</u>, Ch. 6, 7, 8.</li> <li>2b. Fraction Kits, Number Lines</li> </ul>

Apply and extend previous understandings of multiplication and division to multiply and divide fractions.	to mentally assess the reasonableness of the answer. Apply and extend previous understandings of multiplication and division to multiply and divide fractions.	2b. Game: "Target Fractions" (resource packet)
<ul> <li>3. Interpret a fraction as division of the numerator by the denominator (a/b = a ÷ b). Solve word problems involving division of whole numbers leading to answers in the form of fractions or mixed numbers, e.g., by using visual fraction models or equations to represent the problem. For example, interpret 3/4 as the result of dividing 3 by 4, noting that 3/4 multiplied by 4 equals 3, and that when 3 wholes are shared equally among 4 people each person has a share of size 3/4. If 9 people want to share a 50-pound sack of rice equally by weight, how many pounds of rice should each person get? Between what two whole numbers does your answer lie?</li> <li>4. Apply and extend previous understandings of multiplication to multiply a fraction or whole number by a fraction.</li> </ul>	<ul> <li>3a. Interpret a fraction as division of the numerator by the denominator.</li> <li>3b. Solve word problems involving division of whole numbers leading to answers in the form of fractions or mixed numbers. Students will use visual fraction models or equations to represent the problem.</li> </ul>	<ul> <li>3a. <u>Scott Foresman</u>, Lesson 7-2</li> <li>3a. <u>Teaching Arithmetic: Introducing Fractions</u>, Ch. 11</li> <li>3a. Games: "Ready, Set, Fraction!" (res. pkt)</li> <li>3b. <u>Scott Foresman</u>, Investigating the Concept 7-2</li> <li>3b. <u>Scott Foresman</u>, Enrichment Worksheet 7-2</li> <li>3b. <u>Scott Foresman</u>, Test Taking Practice 7-2</li> <li>3b. Game: "From Here to There Fractions" (resource packet)</li> </ul>
4a. Interpret the product $(a/b) \times q$ as a parts of a partition of $q$ into $b$ equal parts; equivalently, as the result of a sequence of operations $a \times q \div b$ . For example, use a visual fraction model to show $(2/3) \times 4 = 8/3$ , and create a story context for this equation. Do the same with $(2/3) \times$ $(4/5) = 8/15$ . (In general, $(a/b) \times$ (c/d) = ac/bd.)	4a. Interpret the product of multiplying a fraction as repeated addition with equal parts. For example, $2/3 \ge 4 = 8/3 \text{ OR } 2 = 2/3$ 4b. Develop an	<ul> <li>4a. <u>Teaching Arithmetic: Multiplying and</u> <u>Dividing Fractions</u>, Ch. 1, 2</li> <li>4a. <u>Scott Foresman</u>, Reteaching Lesson 8-10</li> <li>4a. Game: "Running with Fractions," "Fraction Sum Reject" (resource packet)</li> <li>4b. <u>Teaching Arithmetic: Multiplying and</u></li> </ul>

4b. Find the area of a rectangle with fractional side lengths by tiling it with unit squares of the appropriate unit fraction side lengths, and show that the area is the same as would be found by multiplying the side lengths. Multiply fractional side lengths to find areas of rectangles, and represent fraction products as rectangular areas.	understanding of multiplication of fractions (especially through the use of arrays with fractional sides).	Dividing Fractions, Ch. 1, 2, 4 4b. Zeroing In On Number and Operations, Modeling Multiplication of Fractions, Multiplying Fractions with Arrays
5. Interpret multiplication as scaling (resizing), by:		
5a. Comparing the size of a product to the size of one factor on the basis of the size of the other factor, without performing the indicated multiplication.	5a. Interpret multiplication as scaling and/or resizing by comparing the size of a product to the size of one factor on the basis of the size of the other factor, without performing the indicated multiplication. For example: Mr. Allen's garden is 40 feet wide and 20 feet long. Mrs. Smith's garden is half as long and the same width. How do the areas of the two gardens compare?	5a-d. <u>Scott Foresman</u> , Lessons 7-7 to 7-10
5b. Explaining why multiplying a given number by a fraction greater than 1 results in a product greater than the given number (recognizing multiplication by whole numbers greater than 1 as a familiar case); explaining why multiplying a given number by a fraction less than 1 results in a product smaller than the given number; and relating the principle of fraction equivalence $a/b = (n \times a)/(n \times b)$ to the effect of multiplying $a/b$ by 1.	<ul> <li>5b. Understand that when multiplying a fraction greater than 1, the answer results in a product greater than the given number.</li> <li>5c. Understand that multiplying a given number by a fraction less than 1, results in a product smaller than the given number.</li> </ul>	

6. Solve real world problems involving multiplication of fractions and mixed numbers, e.g., by using visual fraction models or equations to represent the problem.	<ul> <li>5d. Relate the principle of fraction equivalence to the effect of multiplying the fraction by one.</li> <li>6. Solve real world problems involving multiplication of fractions and mixed numbers, by using fraction models or equations to represent the problem.</li> </ul>	6. <u>Zeroing In On Number and</u> <u>Operations</u> , Posing Problems with Fractions
7. Apply and extend previous understandings of division to divide unit fractions by whole numbers and whole numbers by unit fractions. <sup>1</sup>		
7a.Interpret division of a unit fraction by a non-zero whole number, and compute such quotients. For example, create a story context for $(1/3) \div 4$ , and use a visual fraction model to show the quotient. Use the relationship between multiplication and division to explain that $(1/3) \div 4 = 1/12$ because $(1/12)$ $\times 4 = 1/3$ .	7a. Interpret division of a unit fraction by a non-zero whole number and solve quotients. $(1/3) \div 4=1/12$	7a. K-5MathTeachingResources.com (resource pkt) *Fraction x Mixed Number Word Problems *Whole Number x Mixed Number Models *Mixed Number x Fraction Models
7b.Interpret division of a whole number by a unit fraction, and compute such quotients. For example, create a story context for 4 $\div$ (1/5), and use a visual fraction model to show the quotient. Use the relationship between multiplication and division to explain that $4 \div (1/5)$ = 20 because $20 \times (1/5) = 4$ .	7b. Interpret division of a whole number by a unit fraction, and solve. $4 \div (1/5)=20$	7b. <u>Teaching Arithmetic: Multiplying and</u> <u>Dividing Fractions</u> , Ch. 7, 8, 12
7c. Solve real world problems involving division of unit fractions by non-zero whole numbers and division of whole numbers by unit fractions, e.g., by using visual	7c. Solve real world problems involving division of unit fractions by non-zero whole numbers and	<ul> <li>7c. K-5MathTeachingResources.com</li> <li>*Fraction x Mixed Number Word Problems</li> <li>*Whole Number x Mixed Number Models</li> <li>*Mixed Number x Fraction Models</li> </ul>

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Content Area: Math Unit: Measurement and Data Grade: Grade 5

#### Common Core State Standards Domain: Measurement and Data

Common Core	RSU 54/MSAD 54	Instructional
State Standards	Objectives	<b>Resources/Activities</b>
Convert like	Convert like	

2012

measurement units within a given measurement system	measurement units within a given measurement system.	
1. Convert among different-sized standard measurement units within a given measurement system (e.g., convert 5 cm to 0.05 m), and use these conversions in solving multi-step, real world problems.	1. Convert different- sized standard measurement units within a given measurement system. Students will use multi- step and real world problems in measurement. For example convert 5 cm to 0.05 m.	<ol> <li>Scott Foresman, Lessons 9-1, 9-3, 9-4, 10-6, 10-7, 10-8, 10-9</li> <li>K-5MathTeachingResources.com (resource pkt)</li> <li>*Comparing Units of Metric Linear Measure</li> <li>*Metric Conversion Word Problems</li> </ol>
Represent and interpret data.	Represent and interpret data.	
1. Make a line plot to display a data set of measurements in fractions of a unit (1/2, 1/4, 1/8). Use operations on fractions for this grade to solve problems involving information presented in line plots. For example, given different measurements of liquid in identical beakers, find the amount of liquid each beaker would contain	<ol> <li>Use fraction units such as <sup>1</sup>/<sub>2</sub>, <sup>1</sup>/<sub>4</sub>, and 1/8th on a line plot to display a data set of measurements.</li> <li>2a. Use operations on fractions and solve problems presented on line plots.</li> </ol>	1. K-5MathTeachingResources.com *Fractions on a Line Plot *Sacks of Flour
if the total amount in all the beakers were redistributed equally.		
Geometric measurement: understand concepts of volume and relate	Geometric measurement: understand concepts of volume and relate	

volume to multiplication and to addition.	volume to multiplication and to addition.	
3. Recognize volume as an attribute of solid figures and understand concepts of volume measurement.		
-A cube with side length 1 unit, called a "unit cube," is said to have "one cubic unit" of volume, and can be used to measure volume.	3a. Understand that a cube with a side length 1 unit is called a unit cube. Students will understand that is called "one cubic unit." As a result students will know that a unit cube can be used to measure volume.	<ul> <li>3a-b. Activity: "How Many Boxes w/24 Cubes," (resource packet)</li> <li>3a-b. <u>Scott Foresman</u>, Lesson 10-5</li> </ul>
-A solid figure which can be packed without gaps or overlaps using n unit cubes is said to have a volume of n cubic units.	3b. Understanding that cubic units are packed without gaps or overlaps and the total of the cubes can be referred to as n cubic units.	
4. Measure volumes by counting unit cubes, using cubic cm, cubic in, cubic ft, and improvised units	4. Measure volumes by counting unit cubes, using cubic cm, cubic in, cubic ft, and improvised units.	<ul> <li>4. <u>Scott Foresman</u>, Lesson 10-5</li> <li>4. K-5MathTeachingResources.com (resource pkt)</li> <li>*Build a Cubic Meter</li> </ul>
5. Relate volume to the operations of multiplication and addition and solve real world and mathematical problems involving volume.		
-Find the volume of a right rectangular	5a. Find the volume of right rectangular prisms	5a. K-5MathTeachingResources.com (resource pkt) *Designing a Toy Box

prism with whole-	by packing them with	*Designing a Cereal Box
number side lengths	unit cubes to show that	
by packing it with	the volume is the same	
unit cubes, and show	as multiplying the	
that the volume is the	height by the area of the	
same as would be	base.	
found by multiplying		
the edge lengths,		
equivalently by		
multiplying the height		
by the area of the		
base. Represent		
threefold whole-		
number products as		
volumes, e.g., to		
represent the		
associative property		
of multiplication.		
-Apply the formulas V	5b. Students will apply	5b. <u>Scott Foresman</u> , Lesson 10-5
$= l \times w \times h$ and $V = b$	the formulas $V = I \times W \times I$	K-5MathTeachingResources.com (resource pkt)
$\times h$ for rectangular	h and $V = b x h$ for	*Roll a Rectangular Prism
prisms to find	rectangular prisms to	
volumes of right	find volumes of:	
rectangular prisms	rectangular prisms with	
with whole-number	whole-number edge	
edge lengths in the	solving real world and	
world and	mathematical problems	
mathematical	mathematical problems.	
nroblems		
problems.		
-Recognize volume as	5d Recognize volume	
additive Find	as additive. Le, The	
volumes of solid	volume of 3-D shapes	
figures composed of	composed of two or	
two non-overlapping	more simple shapes can	
right rectangular	be found by finding the	
prisms by adding the	volume of each simple	
volumes of the non-	shape and then adding.	
overlapping parts.		
applying this		
technique to solve		
real world problems.		Additional Resource: Calendar Math
r		

Content Area: Math Unit: Geometry Grade: Grade 5

# Common Core State Standards Domain: Geometry

Common Core	RSU 54/MSAD 54	Instructional
State Standards	Objectives	Resources/Activities
Graph points on the coordinate plane to solve real-world and mathematical problems.	Graph points on the coordinate plane.	
1. Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand that the first number indicates how far to travel from the origin in the direction of one axis, and the second number indicates how far to travel in the direction of the second axis, with the convention that the names of the two axes and the coordinates correspond (e.g., <i>x</i> - axis and <i>x</i> -coordinate, <i>y</i> -axis and <i>y</i> - coordinate).	1. Plot points on the coordinate axis and name points that are already plotted.	<ol> <li>Scott Foresman, Lesson 3-14 and 12-9</li> <li>Game: "Coordinate Bull's Eye" (resource packet)</li> <li>K-5MathTeachingResources.com (resource pkt)</li> <li>*A Fly on the Ceiling (Read aloud)</li> <li>*Coordinate Grid Geoboards</li> <li>*Coordinate Grid Geoboards</li> <li>*Coordinate Grid Swap</li> <li>*Coordinate Grid Tangram</li> <li>*Geometric Shapes on the Coordinate Grid</li> </ol>

2. Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation.	2. Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane and interpret coordinate values.	<ol> <li><u>Scott Foresman</u>, Lesson 5-3</li> <li>Make and interpret line graphs for situations that arise in the classroom or in the context of other subjects.</li> </ol>
Classify two- dimensional figures into categories based on their properties.	Classify two- dimensional figures into categories based on properties.	
3. Understand that attributes belonging to a category of two- dimensional figures also belong to all subcategories of that category. For example, all rectangles have four right angles and squares are rectangles, so all squares have four right angles.	3. Understand that all 2- D figures within a category share the attributes of the category.	<ul> <li>3. <u>Scott Foresman</u>, Lesson 6-6</li> <li>3. K-5MathTeachingResources.com (resource pkt)</li> <li>*Identifying Quadrilaterals</li> <li>*Quadrilateral Criteria</li> <li>*Constructing Quadrilaterals</li> <li>*Quadrilateral Tangram Challenge</li> </ul>
4. Classify two- dimensional figures in a hierarchy based on properties.	4. Classify two- dimensional figures into sub categories based on properties (E.g. quadrilaterals, parallelograms, rectangles, squares.) Focus on number and types of angles, number and orientation of sides (parallel/perpendicular).	<ul> <li>4. K-5MathTeachingResources.com (resource pkt)</li> <li>*Quadrilateral Hierarchy Diagram</li> <li>*Triangle Hierarchy Diagram 1</li> <li>*Regular/Irregular Hierarchy Diagram</li> <li>*Triangle Hierarchy Diagram 2</li> </ul>