

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

2, 3, 4, 5, 6, 7, 8

Algebra Challenges

Grade Span

Materials used with this activity:

- Task Cards
- Thick Markers
- Cloth Erasers

Comments:

This set is a variety of non-routine word problems that yield nicely to algebraic thinking and equations. A chart nearby listing problem solving strategies could be very helpful in reminding students what strategies to try. Various manipulatives can be made available to students for use in solving these problems.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 3) Make viable arguments and critique others reasoning.
- 4) Model with mathematics.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
 MD: Measurement & Data G: Geometry NF: Number & Operations—Fractions NS: The Number System
 EE: Expressions & Equations SP: Statistics & Probability RP: Ratio & Proportion Relationships F: Functions

1.OA.1 Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem.

1.OA.2 Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem.

2.OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

3.OA.3 Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem

4.OA.3 Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

5.NF.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.

6.EE.6 Use variables to represent numbers and write expressions when solving a real-world or mathematical problem. Understand that a variable can represent an unknown number, or, depending on the purpose at hand, any number in a specified set.

7.EE.2 Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. Solve real-life and mathematical problems using numerical and algebraic expressions and equations.



Algebra Challenges?



We use Algebra when we have a problem with an “unknown.” **You don’t always need an equation** - algebra can help you “think” through a problem to find an solution.

Look at this problem:

Frank has 48¢ in his pocket. When he looks in his pocket, he only has s and s. If he has twice as many s as s, how many of each coin does Frank have in his pocket?

There are many ways to solve this problem. You could make a table like this:

Try different **PROBLEM SOLVING STRATEGIES** to solve the Algebra Challenges at this table.

Dimes	Pennies	Amount
1	2	= 12¢
2	4	= 24¢
3	6	= 36¢
4	8	= 48¢
5	10	= 60¢
6	12	= 72¢

Math Festival Stations Correlation

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Math Festival: Algebra 1, 2, 3, 4, 5, 6, 7, 8

Algebra Corrals

Grade Span

Materials used with this activity:

- Task Cards in Sheet Protectors
- Tiles or Counters (for symbolic cows)

Comments:

These are essentially multi-variable equations with two or three unknowns. They can be done by younger students using guess & check and algebraic thinking, or Algebra I students can solve them using simultaneous equations or substitution.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 4) Model with mathematics.

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1.OA.1 Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem.

1.OA.4 Understand subtraction as an unknown-addend problem. Add and subtract within 20.1

2.OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

3.OA.8 Solve two-step word problems using the four operations. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.


4.OA.3 Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

5.OA.2 Write simple expressions that record calculations with numbers, and interpret numerical expressions without evaluating them.


6.EE.3 Apply the properties of operations to generate equivalent expressions.

6.EE.5 Understand solving an equation or inequality as a process of answering a question: which values from a specified set, if any, make the equation or inequality true? Use substitution to determine whether a given number in a specified set makes an equation or inequality true.

7.EE.2 Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. Solve real-life and mathematical problems using numerical and algebraic expressions and equations.



Mathematics
Festival
Program




Algebra Corrals

Use the clues inside each corral to figure out how many cows **MUST** be in each corral to make the clues agree:


Corral X

THERE ARE 5 COWS
IN THIS CORRAL.



Corral Y

HOW MANY COWS
MUST BE IN THIS
CORRAL?



THERE ARE 14 COWS IN ALL.

For example, in these corrals the clues are correct **ONLY** if there are **9** cows in Corral Y.

At this table, figure out as many of the Algebra Corrals you can. Use cubes for cows in the corrals until **ALL** the clues agree. There is **ONE** right answer for each problem!

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Activity Poster

7.EE.2 Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. Solve real-life and mathematical problems using numerical and algebraic expressions and equations.

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

4, 5, 6, 7, 8

BUG Functions

Grade Span

Materials used with this activity:

- Task Cards
- Thick Markers
- Cloth Erasers

Comments:

Unlike single variable functions, each of these tasks has TWO variables interacting with each other to yield results based upon a "rule." They are much more complex than simple functions, and are among the most challenging of the algebra stations.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 3) Make viable arguments and critique others reasoning.
- 7) Look for and make use of structure.
- 8) Look for and express regularity in repeated reasoning.

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1.OA.7 Understand the meaning of the equal sign, and determine if equations involving addition and subtraction are true or false.

1.OA.8 Determine the unknown whole number in an addition or subtraction equation relating three whole numbers.

2.OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

3.OA.4 Determine the unknown whole number in a multiplication or division equation relating three whole numbers.

3.OA.8 Solve two-step word problems using the four operations. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

5.OA.2 Write simple expressions that record calculations with numbers, and interpret numerical expressions without evaluating them.

6.EE.2 Write, read, and evaluate expressions in which letters stand for numbers. Write expressions that record operations with numbers and with letters standing for numbers. Identify parts of an expression using mathematical terms (sum, term, product, factor, quotient, coefficient); view one or more parts of an expression as a single entity. Evaluate expressions at specific values of their variables. Include expressions that arise from formulas used in real-world problems. Perform arithmetic operations.

6.EE.4 Identify when two expressions are equivalent (i.e., when the two expressions name the same number regardless of which value is substituted into them).

7.EE.2 Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. Solve real-life and mathematical problems using numerical and algebraic expressions and equations.



BUG Functions



Each of these Function Bugs takes the two numbers around it, **does some math**, and makes a new number as a result.


Look at what this bug does to its numbers:

$1 \text{ bug } 2 = 3$

$0 \text{ bug } 1 = 1$

$2 \text{ bug } 3 = 5$

$10 \text{ bug } 2 = 12$

If this bug  always does the **SAME MATH**, what are the numbers that are missing below?


$2 \text{ bug } 2 = ?$

$3 \text{ bug } 4 = ?$

This is an easy bug.  just adds the two numbers and gets a sum. So the answers are:

$2 \text{ bug } 2 = 4$

$3 \text{ bug } 4 = 7$

Each of the Function Bugs at this table does **different** math to its two numbers. How many of the Function Bugs can you figure out? 

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ALGEBRA FESTIVAL

Activity Card # 1

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

2, 3, 4, 5, 6, 7, 8

Bunches of Beans

Grade Span

Materials used with this activity:

- Task Cards
- Plastic or Real Beans painted Red, White, and Brown
- Task Cards in Sheet Protectors

Comments:

These problems are essentially two equations (or three) with two (or three) unknowns. They can be done by younger students using guess & check, or by older students using algebraic thinking and/or simultaneous equations.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 4) Model with mathematics.
- 6) Attend to precision.

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K.OA.2 Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.

1.OA.1 Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem.

1.OA.4 Understand subtraction as an unknown-addend problem. Add and subtract within 20.1

2.OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

3.OA.8 Solve two-step word problems using the four operations. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

4.OA.3 Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

5.OA.2 Write simple expressions that record calculations with numbers, and interpret numerical expressions without evaluating them.

6.EE.3 Apply the properties of operations to generate equivalent expressions.

6.EE.5 Understand solving an equation or inequality as a process of answering a question: which values from a specified set, if any, make the equation or inequality true? Use substitution to determine whether a given number in a specified set makes an equation or inequality true.





Bunches of Beans

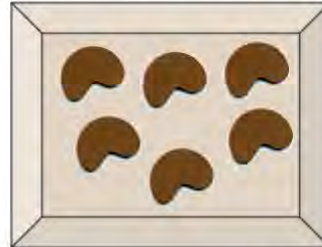
Use the math clues **AND** red, white, and brown beans to make the clues **AGREE**.

Look at the math clues for this bunch of beans:



In this bunch, you have **TWO** kinds of beans, 12 beans **IN ALL**. You have the same number of  beans as you have  beans. How many of each kind of bean do you have?

You can use the beans and **FIGURE IT OUT!**



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ALGEBRA FESTIVAL

Activity Card # 1

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra 1, 2, 3, 4, 5, 6, 7, 8

Calculator Patterns

Grade Span

Materials used with this activity:

- Task Cards
- Thick White Board Markers
- Cloth Erasers
- Four-Function Calculators*

Comments:

When is a common calculator a function generator? When you use it to generate number patterns. A non-routine use of calculators suitable and interesting for all grade levels.

*Note: The calculators used for this activity must have the automatic constant function built-in (most do).

Standard(s) for Mathematical Practice

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- 4) Model with mathematics.
- 5) Use appropriate tools strategically.
- 7) Look for and make use of structure.

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1.OA.5 Relate counting to addition and subtraction (e.g., by counting on 2 to add 2).

3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.


4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

5.OA.3 Generate two numerical patterns using two given rules. Identify apparent relationships between corresponding terms. Form ordered pairs consisting of corresponding terms from the two patterns, and graph the ordered pairs on a coordinate plane.

8.F.4 Construct a function to model a linear relationship between two quantities. Determine the rate of change and initial value of the function from a description of a relationship or from two (x, y) values, including reading these from a table or from a graph. Interpret the rate of change and initial value of a linear function in terms of the situation it models, and in terms of its graph or a table of values.





Calculator Patterns





A calculator can show **NUMBER PATTERNS** if you press certain keys in order.


Press the keys on the calculator just as shown **here**:


↑
1


↑
2


↑
3


↑
4 ...

Write the numbers you see in the display each time you press the  key:

number in display	2	4	6	8	10	12	16	24
arrow number	↑ 1	↑ 2	↑ 3	↑ 4	↑ 5	↑ 6 ...	↑ 8 ...	↑ 12

Make up a **MATH RULE** for the number pattern you see in the table. For example, the rule in this pattern is: **2 times the arrow number** or **2X**

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ALGEBRA FESTIVAL
Activity Card # 1

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Math Festival: Algebra

K, 1, 2, 3, 4, 5

Coloring Patterns

Grade Span

Materials used with this activity:

Task Cards

Thick Markers (red, green, blue, and black)

Cloth Erasers

Comments:

This is a coloring version of the classic hands-on A-B (or other) type cyclical patterns taught in the primary grades. Easy enough for Kindergarteners, but the harder tasks use much more sophisticated patterns in order to challenge upper elementary students as well. The task cards are self-checking.

Standard(s) for Mathematical Practice

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K.G.4 Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices/æcornersæ) and other attributes (e.g., having sides of equal length).

3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.

4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

Coloring Patterns

This is a Coloring Pattern. Figure out the pattern, then color the empty squares to **CONTINUE** the pattern to the last square.

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

*You can check to see if your pattern is correct if **these** colored squares fit into your pattern!*

Finish each of the Coloring Patterns at this table. Each Pattern is **different!**

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Math Festival Stations Correlation

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Math Festival: Algebra K, 1, 2, 3, 4, 5, 6, 7, 8

Cube Patterns

Grade Span

Materials used with this activity:

Task Cards

Many Baskets of MultiLink Cubes

Comments:

At the lower grades, students can merely copy, build, and extend the patterns. At the upper grades students are asked to "skip" several elements of a pattern to find the 20th element in that pattern, without building all the previous elements first (for example: Triangular Numbers: 1, 3, 6, 10... If 10 is the 4th element in this patter, what is the 20th element in this pattern?).

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K.G.6 Compose simple shapes to form larger shapes.

3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.

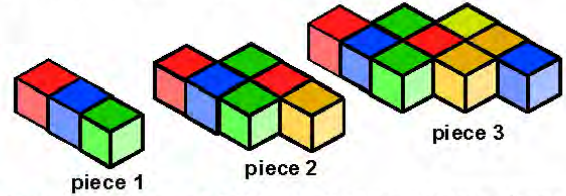
4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

7.RP.2 Recognize and represent proportional relationships between quantities. Decide whether two quantities are in a proportional relationship, e.g., by testing for equivalent ratios in a table or graphing on a coordinate plane and observing whether the graph is a straight line through the origin. Identify the constant of proportionality (unit rate) in tables, graphs, equations, diagrams, and verbal descriptions of proportional relationships. Represent proportional relationships by equations. Explain what

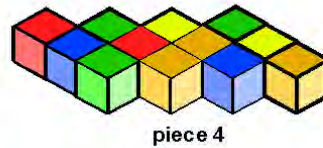


Cube Patterns

Look at this cube pattern:



Each new piece of the pattern grows larger **IN THE SAME WAY!** Figure out each cube pattern by using cubes to build the first few pieces of a pattern right on top. Then extend the pattern by building the **next larger** piece in the big blank space:



In these Cube Patterns, **COLOR DOESN'T MATTER!** Can you build each Cube Pattern?

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ALGEBRA FESTIVAL

Activity Poster

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Math Festival: Algebra K, 1, 2, 3, 4, 5, 6, 7, 8

Find X

Grade Span

Materials used with this activity:

- Balance Scales
- Mystery "X" boxes filled with "stuff" of different weights
- Wooden Cubes (for weights)

Comments:

This activity is meant to "define" a math variable in the minds of young students, where X can and does have multiple values. All of the "X" boxes look identical, but every box is a different weight; hence X is a variable. When we ask, "What is X?" at this station, the answer is always a different number.

Standard(s) for Mathematical Practice

- 2) Reason abstractly and quantitatively.
- 3) Make viable arguments and critique others reasoning.
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K.CC.5 Count to answer "how many?" questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1–20, count out that many objects. Compare numbers.

K.CC.6 Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group, e.g., by using matching and counting strategies with up to 10 objects.

K.MD.1 Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.

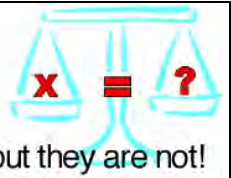
2.MD.3 Estimate using units e.g. inches, feet, centimeters, and meters.

3.MD.2 Measure and estimate liquid volumes and masses of objects using standard units of grams (g), kilograms (kg), and liters (l). Add, subtract, multiply, or divide to solve one-step word problems involving masses or volumes that are given in the same units, e.g., by using drawings (such as a beaker with a measurement scale) to represent the problem.

7.RP.2 Recognize and represent proportional relationships between quantities. Decide whether two quantities are in a proportional relationship, e.g., by testing for equivalent ratios in a table or graphing on a coordinate plane and observing whether the graph is a straight line through the origin. Identify the constant of proportionality (unit rate) in tables, graphs, equations, diagrams, and verbal descriptions of proportional relationships. Represent proportional relationships by equations. Explain what

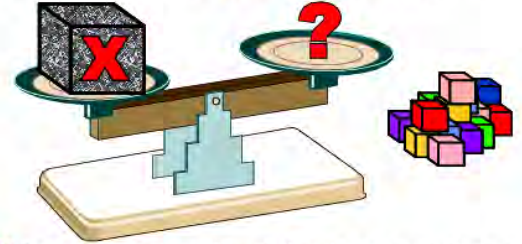


Find X

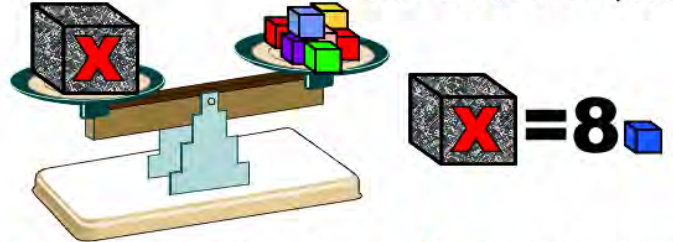


All of the X boxes look the same, but they are not!
X is a **VARIABLE**, a different number for each box.

Can you find what X is for each box?



Put one X box on one side of the balance, then add cubes to the other side of the balance to find what that X box equals.



Use the balances to solve all the X boxes at this table.

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Math Festival: Algebra

2, 3, 4, 5, 6, 7, 8

Function Machines

Grade Span

Materials used with this activity:

- Task Cards in Sheet Protectors
- Thick White Board Markers
- Cloths or White Board Erasers

Comments:

The classic algebra "input," "rule," and "output" function activity. This station has both very easy and very hard functions for different ability-level students.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 7) Look for and make use of structure.
- 8) Look for and express regularity in repeated reasoning.

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3.OA.5 Apply properties of operations as strategies to multiply and divide (Associative property of multiplication and Distributive property).

3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.

4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

5.OA.3 Generate two numerical patterns using two given rules. Identify apparent relationships between corresponding terms. Form ordered pairs consisting of corresponding terms from the two patterns, and graph the ordered pairs on a coordinate plane.

8.F.1 Understand that a function is a rule that assigns to each input exactly one output. The graph of a function is the set of ordered pairs consisting of an input and the corresponding output.1

8.F.2 Compare properties of two functions each represented in a different way (algebraically, graphically, numerically in tables, or by verbal descriptions).

8.F.4 Construct a function to model a linear relationship between two quantities. Determine the rate of change and initial value of the function from a description of a relationship or from two (x, y) values, including reading these from a table or from a graph. Interpret the rate of change and initial value of a linear function in terms of the situation it models, and in terms of its graph or a table of values.

Mathematics Festival Program

Function Machines

A **Function Machine** follows a **MATH RULE**. A number goes **IN**, the Function Machine does its work, and **OUT** comes a new number that follows the rule! Look at this Function Machine:

FUNCTION MACHINE
The Rule: **TIMES 2**

IN		OUT
0	0 TIMES 2	0
1	1 TIMES 2	2
2	2 TIMES 2	4
3	3 TIMES 2	6
5	5 TIMES 2	10
10	10 TIMES 2	20
50	50 TIMES 2	?
100	100 TIMES 2	?

Figure out the **MATH RULES** for the many different Function Machines on this table?

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Math Festival: Algebra

K, 1, 2, 3, 4, 5

Make My Pattern

Grade Span

Materials used with this activity:

Task Cards

Unifix Cubes (with white ones removed)

MultiLink cubes could be used in a pinch, but are not as good for this "straight-line" activity

Comments:

Among the easier algebra stations, these patterns are based upon the classic primary pattern activity (e.g., AB, ABB, AABBB patterns). Suitable for Kindergarten, the hardest task cards are challenging for 5th graders.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 7) Look for and make use of structure.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
MD: Measurement & Data G: Geometry NF: Number & Operations—Fractions NS: The Number System
EE: Expressions & Equations SP: Statistics & Probability RP: Ratio & Proportion Relationships F: Functions

K.G.4 Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices/corners) and other attributes (e.g., having sides of equal length).

K.G.6 Compose simple shapes to form larger shapes.

4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

Mathematics Festival Program

Make My Pattern

Use the cubes to **MAKE** each Task Card's pattern...

...Then use **MORE** cubes to make the pattern **LONGER** and **LONGER!**

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Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

2, 3, 4, 5, 6, 7, 8

Making Equations

Grade Span

Materials used with this activity:

Task Cards

Numbered Plastic Tiles (using 1–9 only)

Comments:

All the way from simple addition to reciprocals, this station is algebraic equation manipulation without the need for an eraser!

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 7) Look for and make use of structure.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
MD: Measurement & Data G: Geometry NF: Number & Operations—Fractions NS: The Number System
EE: Expressions & Equations SP: Statistics & Probability RP: Ratio & Proportion Relationships F: Functions

1.OA.7 Understand the meaning of the equal sign, and determine if equations involving addition and subtraction are true or false.

1.OA.8 Determine the unknown whole number in an addition or subtraction equation relating three whole numbers.

2.OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

3.OA.4 Determine the unknown whole number in a multiplication or division equation relating three whole numbers.

3.OA.8 Solve two-step word problems using the four operations. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

4.OA.3 Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

6.EE.2 Write, read, and evaluate expressions in which letters stand for numbers. Write expressions that record operations with numbers and with letters standing for numbers. Identify parts of an expression using mathematical terms (sum, term, product, factor, quotient, coefficient); view one or more parts of an expression as a single entity. Evaluate expressions at specific values of their variables. Include expressions that arise from formulas used in real-world problems. Perform arithmetic operations.

6.EE.5 Understand solving an equation or inequality as a process of answering a question: which values from a specified set, if any, make the equation or inequality true? Use substitution to determine whether a given number in a specified set makes an equation or inequality true.

7.EE.2 Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. Solve real-life and mathematical problems using numerical and algebraic expressions and equations.



$$?(?+?) - ? = 8$$

Making Equations

Equations are **TRUE** statements in **ALGEBRA**.

Find and place the right **Number Tiles** in the squares so each equation is a **TRUE** statement.

For example:

$$? (? + ?) - ? = 8$$

...is **TRUE** if we use these number chips:

$$2 (4 + 1) - 2 = 8$$

There may be **more than one** correct answer!
Can you find more than one right answer?

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ALGEBRA FESTIVAL

Activity Card # 1

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

© Paul Giganti, Jr., 2001

Math Festival: Algebra

K, 1, 2, 3, 4, 5, 6

Math & Literature

Grade Span

Materials used with this activity:

Children's Books

with math themes and problems to solve*

*There is a list of suggested math-themed children's book on the Math Festival CD.

Comments:

There are hundreds of children's literature books with math themes and math problems to solve. They range from Kinder (The Very Hungry Caterpillar) to middle school (the Phantom Tollbooth). This station should be stocked with an assortment of 20 or more different titles at a variety of grade levels.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 3) Make viable arguments and critique others reasoning.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
MD: Measurement & Data G: Geometry NF: Number & Operations—Fractions NS: The Number System
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There are MANY related CACSSM Standards that go with this Math Festival station, but each depends on the book chosen and the math concepts within.



Math & Literature

Did you know that MATH is not just found in your math textbook? You can also find math in many children's books!

In *the Greedy Triangle*, you'll learn how a triangle "morphs" into all sorts of new geometric shapes:



In *Alexander, Who Used to Be Rich Last Sunday*, you'll learn how NOT to lose your allowance:



In *Each Orange Had 8 Slices*, you'll see that MULTIPLICATION is every where you look in the real world:



...And many more! Have a seat at this table and discover all the math you can find in the wonderful children's **books with MATH inside**.

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Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

© Paul Giganti, Jr., 2001

Math Festival: Algebra 2, 3, 4, 5, 6, 7, 8

Math Jeopardy Grade Span

Materials used with this activity:

- Task Cards in Sheet Protectors
- Thick White Board Markers
- Cloths or White Board Erasers

Comments:

This is the algebraic version of the TV game, Jeopardy, where the "question" that must be asked to a given an "answer", is an equation. One of the most engaging non-manipulative based algebra activities, they are like algebra "candy;" do one and you want to do another!

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 6) Attend to precision.
- 7) Look for and make use of structure.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

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MD: Measurement & Data G: Geometry NF: Number & Operations—Fractions NS: The Number System
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1.OA.7 Understand the meaning of the equal sign, and determine if equations involving addition and subtraction are true or false.

1.OA.8 Determine the unknown whole number in an addition or subtraction equation relating three whole numbers.

2.OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

3.OA.4 Determine the unknown whole number in a multiplication or division equation relating three whole numbers.

4.OA.3 Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

6.EE.5 Understand solving an equation or inequality as a process of answering a question: which values from a specified set, if any, make the equation or inequality true? Use substitution to determine whether a given number in a specified set makes an equation or inequality true.

7.EE.2 Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. Solve real-life and mathematical problems using numerical and algebraic expressions and equations.



+, -, x, ÷, & ()

Math Jeopardy

In Math Jeopardy, **start with an ANSWER** and figure out the problem to go with it!

For example:

Math Jeopardy 8 Find an equation that uses each number once and gives you the answer below:

You **MUST** use each of these numbers once: **1, 3, 5, 12** You may use **+, -, x, ÷, ()**

Write your equation here:

$(3 \times 12 - 1) \div 5 = 7$

The answer **MUST** be: 7

Remember: You must use each number **ONCE AND ONLY ONCE**, but you can use as many **+, -, x, ÷, or ()** as you need!

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ALGEBRA FESTIVAL

Activity Card #1

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

2, 3, 4, 5, 6, 7, 8

Numbell Puzzles

Grade Span

Materials used with this activity:

Task Cards

Numbered Counter Chips (either number tiles or 2-color

* The Numbells Activity on the Math Festival CD includes a list of the numbers you'll need on the chips.

Comments:

The easiest Numbell puzzle in this station can be completed by a 1st grader; the hardest Numbells will challenge even the best of 8th graders (and adults). Each Numbell's solution reveals a geometry pattern in the placement of the numbers, and these patterns are algebraic in nature. Finding the pattern helps in finding the solution!

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 7) Look for and make use of structure.
- 8) Look for and express regularity in repeated reasoning.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

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1.OA.8 Determine the unknown whole number in an addition or subtraction equation relating three whole numbers.

2.OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

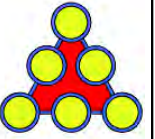
5.OA.2 Write simple expressions that record calculations with numbers, and interpret numerical expressions without evaluating them.

6.EE.4 Identify when two expressions are equivalent (i.e., when the two expressions name the same number regardless of which value is substituted into them).

7.EE.2 Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. Solve real-life and mathematical problems using numerical and algebraic expressions and equations.



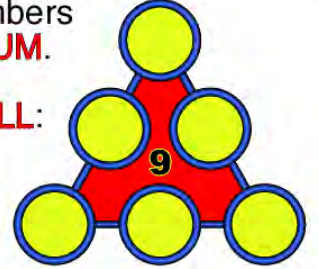
Numbells



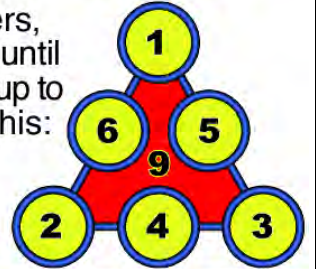
A **NUMBELL** is a puzzle where you put a set of numbers in the right places so each **STRAIGHT LINE** of numbers adds up to the **SAME SUM**.

Look at this **NUMBELL**:

All the circles in each row must add up to **9**.



Using **ONLY** these numbers, move the numbers around until every line of numbers adds up to the **SAME SUM** of **9** like this:



Solve the many different **NUMBELLS** on this table.

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ALGEBRA FESTIVAL

Activity Card # 1

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

© Paul Giganti, Jr., 2001

Math Festival: Algebra 1, 2, 3, 4, 5, 6, 7, 8

Number Patterns

Grade Span

Materials used with this activity:

- Task Cards
- Thick White Board Markers
- Cloth Erasers

Comments:

All the way from easy: 2, 4, 6, 8... to very hard: 1, 8, 27, 64... The task cards are self checking; if done incorrectly, the last number in the pattern WON'T fit!

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 6) Attend to precision.
- 7) Look for and make use of structure.
- 8) Look for and express regularity in repeated reasoning.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

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3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.

4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

5.OA.3 Generate two numerical patterns using two given rules. Identify apparent relationships between corresponding terms. Form ordered pairs consisting of corresponding terms from the two patterns, and graph the ordered pairs on a coordinate plane.

8.F.1 Understand that a function is a rule that assigns to each input exactly one output. The graph of a function is the set of ordered pairs consisting of an input and the corresponding output.

8.F.4 Construct a function to model a linear relationship between two quantities. Determine the rate of change and initial value of the function from a description of a relationship or from two (x, y) values, including reading these from a table or from a graph. Interpret the rate of change and initial value of a linear function in terms of the situation it models, and in terms of its graph or a table of values.



2, 4, 6, 8, ...?

Number Patterns

Sometimes **numbers form interesting patterns**, such as this pattern:

Number Pattern 2
Continue this number pattern by filling in the blanks:

10, 20, 30, 40, 50,
60, 70, 80, 90, 100...

When you get to the end, the LAST number MUST FIT as your next number!

Remember: You only have the pattern **correct if the LAST NUMBER "FITS"** in your pattern!

Make up a **MATH RULE** for each Number Pattern. This pattern's rule is: **Multiples of 10**

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Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

© Paul Giganti, Jr., 2001

Math Festival: Algebra

1, 2, 3, 4, 5

Number-Table Patterns

Grade Span

Materials used with this activity:

- Task Cards
- Thick Markers (light colors are recommended)
- Cloth Erasers

Comments:

Students don't need to know all their math facts to complete these tables successfully; they can use skip-counting or follow the visual and geometry patterns that emerge.

Standard(s) for Mathematical Practice

- Reason abstractly and quantitatively.
- Look for and make use of structure.
- Look for and express regularity in repeated reasoning.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

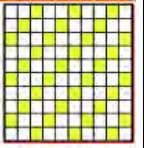
CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
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 EE: Expressions & Equations SP: Statistics & Probability RP: Ratio & Proportion Relationships F: Functions

3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.

4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.



Number-Table Patterns



With one color marker, color in the **MULTIPLES OF THREE** in a Hundred Chart. You get a **COLOR PATTERN!**

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

Each set of multiples will give you a **DIFFERENT COLOR PATTERN!**

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra K, 1, 2, 3, 4, 5, 6, 7, 8

Pattern Block Generations Grade Span

Materials used with this activity:

Task Cards

Many Baskets of Pattern Blocks—wooden or foam

Comments:

At the lower grades, students can merely copy, build, and extend the geometry patterns. At the upper grades students are asked to leap over several elements in a pattern to find the 20th element of the pattern (without building all the previous elements). To do this, the ability to generalize a growth pattern is required.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 4) Model with mathematics.
- 7) Look for and make use of structure.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
MD: Measurement & Data G: Geometry NF: Number & Operations—Fractions NS: The Number System
EE: Expressions & Equations SP: Statistics & Probability RP: Ratio & Proportion Relationships F: Functions

K.G.6 Compose simple shapes to form larger shapes.

3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.

4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

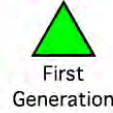
7.RP.2 Recognize and represent proportional relationships between quantities. Decide whether two quantities are in a proportional relationship, e.g., by testing for equivalent ratios in a table or graphing on a coordinate plane and observing whether the graph is a straight line through the origin. Identify the constant of proportionality (unit rate) in tables, graphs, equations, diagrams, and verbal descriptions of proportional relationships. Represent proportional relationships by equations. Explain what



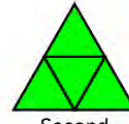
Pattern Block Generations



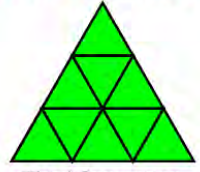
Look at these **Pattern Block Generations**:



First Generation

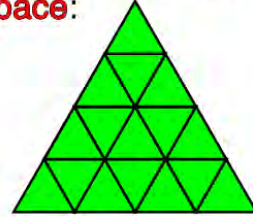


Second Generation



Third Generation

Each new piece of the pattern **grows larger IN THE SAME WAY**; each new Generation looks like the one before, **ONLY LARGER!** Use the Pattern Blocks to build the first few Generations of a pattern right on top. Then **build the next larger Generation in the big blank space**:



Fourth Generation



Fifth Generation

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ALGEBRA FESTIVAL

Activity Card #1

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

4, 5, 6, 7, 8

Picture Graphing

Grade Span

Materials used with this activity:

- Task Cards
- Thin Markers
- Cloth Erasers
- Rulers

Comments:

Students from 4th grade on up need practice in plotting Cartesian coordinates. The pictures resulting from these task cards encourage self-checking. This is an especially good activity for two students working together; one calling out the points and keeping track, the other plotting and connecting the points.

Standard(s) for Mathematical Practice

- 2) Reason abstractly and quantitatively.
- 5) Use appropriate tools strategically.
- 6) Attend to precision.
- 7) Look for and make use of structure.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
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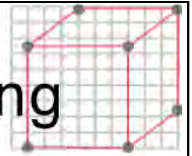
5.G.1 Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand that 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

5.G.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.

6.G.3 Draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first coordinate or the same second coordinate. Apply these techniques in the context of solving real-world and mathematical problems.



Picture Graphing

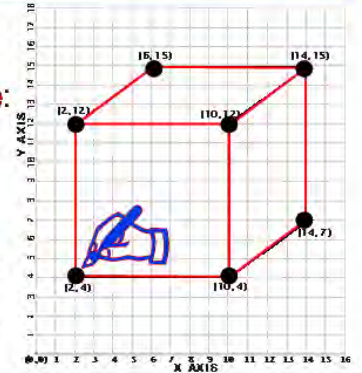


Ordered-pairs, or points on a graph, may not look like much, but when you plot them and connect them in order, they can make a picture!

For Example:

Connect (10,4) to (2,4) then to (2,12) then to (6,15) then to (14,15) then to (14,7) then to (10,4) then to (10,12) and then to (2,12). Last connect (10,12) to (14,15).

When you're done, you've graphed a **cube**:



Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

1, 2, 3, 4, 5, 6, 7, 8

Row Patterns

Grade Span

Materials used with this activity:

- Task Cards
- Thin Markers
- Cloth Erasers

Comments:

These tasks are a variety of classic math number patterns from the even and odd numbers, all the way to the Fibonacci Numbers—each with a built in self-checking checksum. The hardest number patterns in this set take a great deal of careful calculation and can be upset along the way by a simple computation error.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 6) Attend to precision.
- 7) Look for and make use of structure.
- 8) Look for and express regularity in repeated reasoning.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

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3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.

4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

5.OA.3 Generate two numerical patterns using two given rules. Identify apparent relationships between corresponding terms. Form ordered pairs consisting of corresponding terms from the two patterns, and graph the ordered pairs on a coordinate plane.

8.F.1 Understand that a function is a rule that assigns to each input exactly one output. The graph of a function is the set of ordered pairs consisting of an input and the corresponding output.

8.F.4 Construct a function to model a linear relationship between two quantities. Determine the rate of change and initial value of the function from a description of a relationship or from two (x, y) values, including reading these from a table or from a graph. Interpret the rate of change and initial value of a linear function in terms of the situation it models, and in terms of its graph or a table of values.

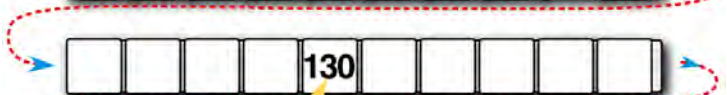


5 10 15 20 25 30

Row Patterns

This is a Row Pattern. Figure out the pattern, then fill in the empty squares to **CONTINUE the pattern** to the last square.

For example:



You can check to see if your pattern is correct if these numbers fit your pattern!

Make up a **MATH RULE** for each pattern. The rule for this pattern is: **Multiples of 5**

Each Row Pattern is different!

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ALGEBRA FESTIVAL POSTER

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra K, 1, 2, 3, 4, 5, 6, 7, 8

Slicing Pizzas

Grade Span

Materials used with this activity:

- Task Cards
- Thick Markers
- Rulers
- Cloth Erasers

Comments:

This activity can be done very simply by younger children just counting (without looking for the pattern), but is much more sophisticated mathematically when upper graders follow the pattern correctly and try to generalize it. This pizza-cutting situation yields a variation of the Triangular Numbers, and is a hard pattern to generalize for most 8th grade algebra

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 3) Make viable arguments and critique others reasoning.
- 4) Model with mathematics.
- 8) Look for and express regularity in repeated reasoning.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

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2.G.1 Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces (sizes are compared directly or visually, not compared by measuring). Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.

4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

5.OA.3 Generate two numerical patterns using two given rules. Identify apparent relationships between corresponding terms. Form ordered pairs consisting of corresponding terms from the two patterns, and graph the ordered pairs on a coordinate plane.

8.F.1 Understand that a function is a rule that assigns to each input exactly one output. The graph of a function is the set of ordered pairs consisting of an input and the corresponding output.1



Slicing Pizzas



Making **STRAIGHT cuts only**, what is the largest number of slices you can make with one cut, two cuts, three cuts, or more? Look at these cuts:



1 cut, 2 pieces



2 cuts, 4 pieces



3 cuts, 7 pieces

Use the Slicing Pizza task cards, pens, and rulers at this table to “cut” up pizzas and count the slices.

TRY THIS:

Make a table to keep track of the largest number of pieces you can have with each new cut. Count carefully: the pieces get harder to count each time you make a new cut.

number of cuts	number of pieces
1	2
2	4
3	7
4	?
5	?
6	?
more...	???

Can you find a math rule for the most slices per cut?

Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

4, 5, 6, 7, 8

T-Tables

Grade Span

Materials used with this activity:

- Task Cards
- Thin White Board Markers
- Cloths or White Board Erasers

Comments:

While this station includes T-Tables that are easy enough for 2nd graders to complete, the hardest T-Table problems here are the most difficult "problems" in the Algebra Math Festival. This station is designed to challenge even the smartest 8th grade algebra students (and their teachers).

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 3) Make viable arguments and critique others reasoning.
- 7) Look for and make use of structure.
- 8) Look for and express regularity in repeated reasoning.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
 MD: Measurement & Data G: Geometry NF: Number & Operations—Fractions NS: The Number System
 EE: Expressions & Equations SP: Statistics & Probability RP: Ratio & Proportion Relationships F: Functions

3.OA.5 Apply properties of operations as strategies to multiply and divide (Associative property of multiplication and Distributive property).

3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.


4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.

5.OA.3 Generate two numerical patterns using two given rules. Identify apparent relationships between corresponding terms. Form ordered pairs consisting of corresponding terms from the two patterns, and graph the ordered pairs on a coordinate plane.

6.EE.9 Use variables to represent two quantities in a real-world problem that change in relationship to one another; write an equation to express one quantity, thought of as the dependent variable, in terms of the other quantity, thought of as the independent variable. Analyze the relationship between the dependent and independent variables using graphs and tables, and relate these to the equation.

8.F.1 Understand that a function is a rule that assigns to each input exactly one output. The graph of a function is the set of ordered pairs consisting of an input and the corresponding output.1

8.F.4 Construct a function to model a linear relationship between two quantities. Determine the rate of change and initial value of the function from a description of a relationship or from two (x, y) values, including reading these from a table or from a graph. Interpret the rate of change and initial value of a linear function in terms of the situation it models, and in terms of its graph or a table of values.



Mathematics
Festival
Program

T-Tables

A **T-Table** can help you figure out a pattern by finding the **RULE** between the left and right numbers in the table!

For example:

Item in the pattern	Number in the pattern
1	2
2	4
3	6
4	8
5	10
6	12
7	14
8	16
9	18
10	20
...	...
12	24
...	...
20	40
...	...
N	2N

Fill in the missing numbers.

Watch for the "jumps" between these numbers

Item in the pattern	Number in the pattern
1	2
2	4
3	6
4	8
5	10
6	12
7	14
8	16
9	18
10	20
...	...
12	24
...	...
20	40
...	...
N	2N

Using **N** to stand for any number, can you write an algebraic formula for each pattern's **RULE**?

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Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Algebra

2, 3, 4, 5, 6, 7, 8

Using Formulas

Grade Span

Materials used with this activity:

- Task Cards
- Thick White Board Markers
- Cloth Erasers

Comments:

While younger students can simply count squares and parts of squares to find the area, older students have the opportunity to utilize the many area formulas they've learned from 4th through 8th grade.

Standard(s) for Mathematical Practice

- 1) Make sense of problems, persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 4) Model with mathematics.
- 6) Attend to precision.
- 7) Look for and make use of structure.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality OA: Operations & Algebraic Thinking NBT: Number & Operations in Base Ten
MD: Measurement & Data G: Geometry NF: Number & Operations—Fractions NS: The Number System
EE: Expressions & Equations SP: Statistics & Probability RP: Ratio & Proportion Relationships F: Functions

3.G.2 Partition shapes into parts with equal areas. Express the area of each part as a unit fraction of the whole.

3.MD.5 Recognize area as an attribute of plane figures and understand concepts of area measurement.

3.MD.7 Relate area to the operations of multiplication and addition.

4.MD.3 Apply the area and perimeter formulas for rectangles in real-world and mathematical problems.

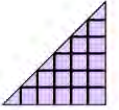
4.NBT.5 Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers, using strategies based on place value and the properties of operations. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

6.G.1 Find the area of right triangles, other triangles, special quadrilaterals, and polygons by composing into rectangles or decomposing into triangles and other shapes; apply these techniques in the context of solving real-world and mathematical problems.

7.G.4 Know the formulas for the area and circumference of a circle and use them to solve problems; give an informal derivation of the relationship between the circumference and area of a circle.

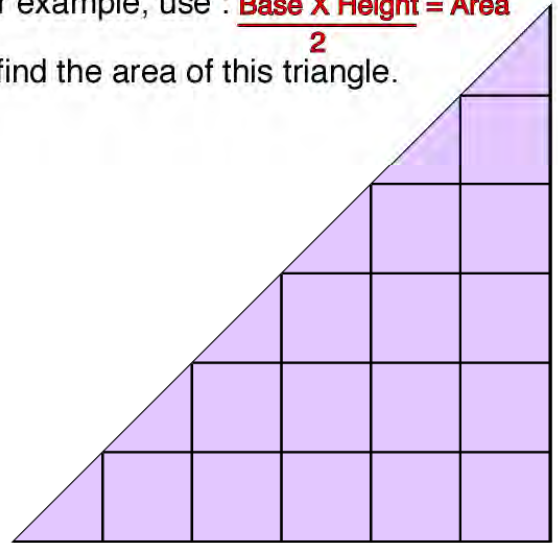


Using Formulas



Knowing and using algebra formulas can help you easily find the **AREA** of geometric figures. Use formulas to find the area of the figures at this table.

For example, use : **$\frac{\text{Base} \times \text{Height}}{2} = \text{Area}$**
to find the area of this triangle.



Each task card suggests a **FORMULA** to use.

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