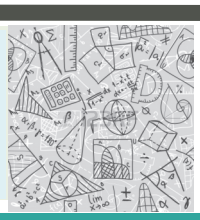
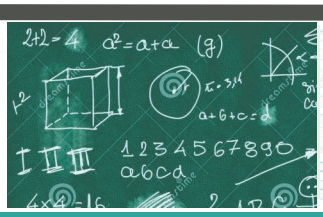
GET IT ON Google play

Look for the Matific APP for the chrome book!

Getkahoot.com

Here is a new *Kahoot Quiz* "Ordered Pairs". Use after Go Math! lessons 9.1-9.3





Middletown Township Elementary Schools — *Grade Five Newsletter March/April 2015*

Math Empowers 5

Check Out Terrific Matific!

Organized by grade level and standard, Matific's library of hundreds of interactive and playful activities, called "episodes" can be used to introduce a new concept to the whole class, or independently in small groups.

Because the "Teacher Dashboard" provides student **and** class level performance reports, Matific can be used for formative assessment! It allows you to help struggling students progress, while challenging top performers.

https://www.matific.com/

Geometry Standards

Grade 5 Common Core Standard G.B.4 challenges students to a higher level of analysis of shape attributes. **Attached is an NCTM game called Polygon Capture.** The purpose of this game is to motivate students to examine relationships among geometric properties. (G.B.3)

Grade 5 Common Core Standard G.B.4 challenges students to organize two dimensional figures into a hierarchy based on their properties. Take a look at the **attached *Smart* board Grade 5 GB4 Quadrilateral Hierarchy**.

The Great TRAPEZOID Debate

The Go Math program defines a trapezoid as a quadrilateral with *EXACTLY* one pair of parallel sides. PARCC defines it as a quadrilateral with *AT LEAST* one pair of parallel sides. This completely changes the hierarchy of quadrilaterals.

Consider posing this as a "what if?" question to your class. After working with Go Math, challenge students to determine how such a consideration would affect what shapes could be considered trapezoids and how that would affect the hierarchy. Be sure to discuss the debate with them, and how PARCC sees it.

ENGAGE
With Pictures or Videos!

Beginning a lesson with an interesting video or picture is an effective way to get students engaged in a problem solving activity. Consider a 3-act lesson that begins with a video situation in which there is a math problem to solve.

Show Graham Fletcher's "Fish Tank" video to your class without any introduction. Then ask them the two questions: What do you notice? What do you wonder? (The intended question of course, is "How long will it take to fill the fish tank?") This three act lesson hits standards: 5.MD.1,4 & 5.

Another great three act lesson from Dan Meyer that also hits 5.MD.1 is "The Slow Forty" .

Remember that commercial about how your eyes can see a candle 10 miles away? Use this engaging video to inspire students to convert miles to yards in terms of "how many football fields" http://www.101qs.com/2776 This is a quick 1 minute introduction for lesson 10.1

Finding and even creating interesting videos or pictures to open a math lesson doesn't have to be as involved as these. Choose a problem from the lesson and finding a more timely, engaging picture off of the internet, or twist the problem around to be more relevant.

VOLUME NOTEBOOK

INVESTIGATIONS Containers and Cubes is a fantastic resource to introduce VOLUME! Try pages 100-101 for a simple mini-lesson. Then try:

http://illuminations.nctm.org/ActivityDetail.aspx?ID=6

http://www.learner.org/interactives/geometry/area_volume.html

http://www.sheppardsoftware.com/mathgames/geometry/shapeshoot/VolumeShapesShoot.htm

V= L x W x H and **V= B x H**