# Study Links Common Core Units 1-3 Everyday Math Grade 5



Name:			
Teacher:			

## **Number Poetry**



Many poems have been written about mathematics. They are poems that share some of the ways that poets think about numbers and patterns.

- 1. Read the examples below.
- **2.** The ideas in the examples are some of the ideas you have studied in *Everyday Mathematics*. Subtraction is one of these ideas. Name as many other ideas from the examples as you can on the back of this page.

#### **Examples:**

Arithmetic is where numbers fly like pigeons in and out of your head. Arithmetic tells you how many you lose or win if you know how many you had before you lost or won.

from "Arithmetic" by Carl Sandburg

A square is neither a line nor circle; it is timeless. Points don't chase around a square. Firm, steady, it sits there and knows its place. A circle won't be squared. from "Finding Time" by JoAnne Growney	Second Poem: "123"  1 12 123 1-32 1-21 1-10
How many seconds in an hour? How many in a day? What size are the planets in the sky? How far to the Milky Way? How fast does lightning travel? How slow do feathers fall? How many miles to Istanbul? Mathematics knows it all!	2 21 21-31 2131 21-31-231 121 1
	from "Asparagus

from "Marvelous Math" by Rebecca Kai Dotlich

from "Asparagus X Plus Y" by Ken Stange

**3.** Use a number pattern to make your own poem on the back of this page.

# STUDY LINK

## **Unit 1: Family Letter**

## Introduction to Fifth Grade **Everyday Mathematics**

Welcome to Fifth Grade Everyday Mathematics. This curriculum was developed by the University of Chicago School Mathematics Project to offer students a broad background in mathematics.

The features of the program described below are to help familiarize you with the structure and expectations of Everyday Mathematics.

A problem-solving approach based on everyday situations Students learn basic math skills in a context that is meaningful by making connections between their own knowledge and experience and mathematics concepts.

Frequent practice of basic skills Students practice basic skills in a variety of engaging ways. In addition to completing daily review exercises covering a variety of topics and working with multiplication and division fact families in different formats, students play games that are specifically designed to develop basic skills.

An instructional approach that revisits concepts regularly Lessons are designed to take advantage of previously learned concepts and skills and to build on them throughout the year.

A curriculum that explores mathematical content beyond basic arithmetic Mathematics standards around the world indicate that basic arithmetic skills are only the beginning of the mathematical knowledge students will need as they develop critical-thinking skills. In addition to basic arithmetic, Everyday Mathematics develops concepts and skills in the following topics—number and numeration; operations and computation; data and chance; geometry; measurement and reference frames; and patterns, functions, and algebra.

Everyday Mathematics provides you with ample opportunities to monitor your child's progress and to participate in your child's mathematical experiences. Throughout the year, you will receive Family Letters to keep you informed of the mathematical content your child is studying in each unit. Each letter includes a vocabulary list, suggested Do-Anytime Activities for you and your child, and an answer guide to selected Study Link (homework) activities.

Please keep this Family Letter for reference as your child works through Unit 1.





# Fifth Grade Everyday Mathematics emphasizes the following content:

**Number and Numeration** Understand the meanings, uses, and representations of numbers; equivalent names for numbers, and common numerical relations.

**Operations and Computation** Make reasonable estimates and accurate computations; understand the meanings of operations.

**Data and Chance** Select and create appropriate graphical representations of collected or given data; analyze and interpret data; understand and apply basic concepts of probability.

**Geometry** Investigate characteristics and properties of 2- and 3-dimensional shapes; apply transformations and symmetry in geometric situations.

**Measurement and Reference Frames** Understand the systems and processes of measurement; use appropriate techniques, tools, units, and formulas in making measurements; use and understand reference frames.

**Patterns, Functions, and Algebra** Understand patterns and functions; use algebraic notation to represent and analyze situations and structures.

#### **Unit 1: Number Theory**

In Unit 1, students study properties of whole numbers by building on their prior work with multiplication and division of whole numbers.

Students will collect examples of arrays to form a class Arrays Museum. To practice using arrays with your child at home, use any small objects, such as beans, macaroni, or pennies.

#### **Building Skills through Games**

In Unit 1, your child will practice operations and computation skills by playing the following games. Detailed instructions for each game are in the *Student Reference Book*.

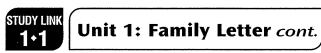
**Factor Bingo** This game involves 2 to 4 players and requires a deck of number cards with 4 each of the numbers 2–9, a drawn or folded 5-by-5 grid and 12 pennies or counters for each player. The goal of the game is to practice the skill of recognizing factors.

**Factor Captor** See Student Reference Book, cards. Name That No page 306. This is a game for 2 players. Materials computation and standard include a Factor Captor Grid, 48 counters the size of a penny, scratch paper, and a calculator. The

goal of the game is to strengthen the skill of finding the factors of a number.

**Multiplication Top-It** See Student Reference Book, page 334. This game requires a deck of cards with 4 each of the numbers 1–10 and can be played by 2–4 players. *Multiplication Top-It* is used to practice the basic multiplication facts.

**Name That Number** See Student Reference Book, page 325. This game involves 2 or 3 players and requires a complete deck of number cards. Name That Number provides practice with computation and strengthens skills related to number properties.



## **Vocabulary**

Important terms in Unit 1:

**composite number** A counting number greater than 1 that has more than two *factors*. For example, 4 is a composite number because it has three factors: 1, 2, and 4.

**divisible by** If the larger of two counting numbers can be divided by the smaller with no remainder, then the larger is divisible by the smaller. For example, 28 is divisible by 7 because 28 / 7=4 with no remainder.

**exponent** The small, raised number in exponential notation that tells how many times the base is used as a factor.

#### **Example:**

$$5^2 \leftarrow \text{exponent}$$
  $5^2 = 5 * 5 = 25.$ 

$$10^3 \leftarrow \text{exponent}$$
  $10^3 = 10 * 10 * 10 = 1,000.$ 

$$2^4 \leftarrow \text{exponent}$$
  $2^4 = 2 * 2 * 2 * 2 = 16.$ 

**factor** One of two or more numbers that are multiplied to give a *product*.

$$3*5 = 15$$
  $15*1 = 15$   
Factors Product Factors Product

**factor rainbow** A way to show factor pairs in a list of all the factors of a number. A factor rainbow can be used to check whether a list of factors is correct.

**number model** A number sentence or expression that models a number story or situation. For example, a number model for the array below is 4 \* 3 = 12.

**prime number** A whole number that has exactly two factors: itself and 1. For example, 5 is a prime number because its only factors are 5 and 1.

**product** The result of multiplying two or more numbers, called *factors*.

**rectangular array** A rectangular arrangement of objects in rows and columns such that each row has the same number of objects and each column has the same number of objects.



**square number** A number that is the product of a counting number multiplied by itself. For example, 25 is a square number, because 25 = 5 \* 5.

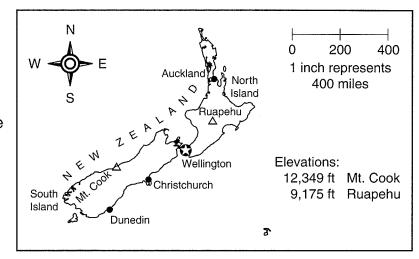


## **Estimation**



Class Medians for: Step Length \_\_\_\_\_ Steps in 1 Minute \_\_\_

A group of fifth-grade students in New Zealand are going camping. They will hike from Wellington to Ruapehu. Then they will follow a trail for another ½ mile to their campsite. Use the map on this page (Scale: 1 inch = 400 miles) as well as your class median step length, and number of steps in 1 minute, to make the following estimates. (*Reminder:* 1 mile = 5,280 feet)



1. About how many miles is it from Wellington to Ruapehu?

(unit)

2. About how many miles is it from Wellington to the campsite? \_\_\_\_

(unit)

3. About how long would it take the students to arrive at their campsite, if they don't make any stops?

(unit)

4. Each day, the students will hike for 12 hours and take 12 hours for stops to eat, rest, and sleep. If they leave at 7:00 A.M. on a Monday morning, at about what time, and on what day would you expect them to arrive at their campsite?

Time: About \_\_\_\_\_ Day: \_\_\_\_\_

#### **Try This**

5. Suppose the students take a bus from Wellington to Mt. Cook and then hike to a campsite at the top of the mountain. Would they have to hike more or less than the distance they hiked to their campsite at Ruapehu?

## **Number Hunt**





Reminder: A ( means Do not use a calculator.



Use the numbers in the following table to answer the questions below. You may not use a number more than once.

- 1. Circle two numbers whose sum is 832.
- 2. Make an X in the boxes containing three numbers whose sum is 57.
- 3. Make a check mark in the boxes containing two prime numbers whose sum is 42.

19	85.2	533	571
88.2	525	20	17.5
400	261	20.5	125
7	23	901	30

- **4.** Make a star in the boxes containing two numbers whose sum is 658.
- **5.** Make a triangle in the boxes containing two numbers whose sum is 105.7. Explain how you found the answer.

Solve Problems 6–9 using any method you want. Show your work in the space below.

**13.** 
$$4)\overline{34} \rightarrow \underline{\hspace{1cm}}$$

## **Top-It** Record Sheet



Round	Player 1	>, <, =	Player 2
Sample			
1			
2			
3			
4			
5			

Q	
0	1

Name

Date

Time

## **Top-It** Record Sheet



Round	Player 1	>, <, =	Player 2
Sample			
1			
2			
3			
4			
5			



## **Another Number Hunt**



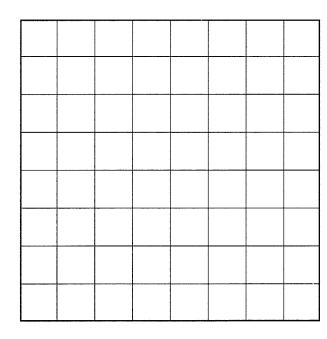
Use the numbers in the following table to answer the questions below. You may not use a number more than once.

- 1. Circle two numbers whose difference is 152.
- 2. Make an X in the boxes of two numbers whose difference is 25.6.
- **3.** Make a check mark in the boxes of two numbers whose difference is greater than 1,000.

17	15	9	75.03
100.9	803	25	451
1,500	5,000	1	3,096
299	703	75.3	40.03

- 4. Make a star in the boxes of two numbers whose difference is less than 10.
- **5.** Make a triangle in the boxes of two numbers whose difference is equal to the sum of 538 and 259.
- **6.** Use diagonal lines to shade the boxes of two numbers whose difference is equal to  $4^2$ .

Subtract. Show your work for one problem on the grid below.



# STUDY LINK 2 • 4

### **Open Sentences and Number Stories**



Read each problem. Fill in the blanks and solve the problem.

1. Althea and her brother collect baseball cards. Althea has 148 cards.

Her brother has 127 cards. How many cards do they have altogether? a. List the numbers needed to solve the problem. Describe what you want to find. c. Open number sentence: \_\_\_\_\_ d. Solution: e. Answer: (unit) 2. Mark bought a hamburger for \$3.89 and a drink for \$1.49. If he paid with a \$20 bill, how much change did he receive? a. List the numbers needed to solve the problem. Describe what you want to find. c. Open number sentence: \_\_\_\_\_ **d.** Solution: \_\_\_\_\_\_ **e.** Answer: \_\_\_\_\_ 3. Fran has four pieces of ribbon. Each piece of ribbon is a different length: 0.6 meters long, 1.15 meters long, 1.35 meters long, and 0.925 meters long. How many meters of ribbon does Fran have in all? **a.** List the numbers needed to solve the problem. **b.** Describe what you want to find. **c.** Open number sentence: **d.** Solution: \_\_\_\_\_\_

e. Answer: \_\_\_\_\_

(unit)



## **Comparing Reaction Times**



Use your Grab-It Gauge. Collect reaction-time data from two people at home. At least one of these people should be an adult.



1.

Person 1		
Left	Right	

2.

Person 2		
Left	Right	

3. Median times:

Left hand \_\_\_\_\_

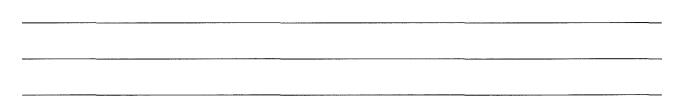
Right hand \_\_\_\_\_

4. Median times:

Left hand \_\_\_\_\_

Right hand \_\_\_\_\_

**5.** How do the results for the two people compare to your class data?



#### **Practice**

46

## High-Number Toss: Decimal Version Record Sheet



Circle the winning number for each round. Fill in the Score column each time you have the winning number.

1	SRE	1
4	321	7

Player 1		Player 2		
	(Name)		(Name)	

Round	Player 1	<,>,=	Player 2	Score
Sample	0. <u>6</u> 54	<	0. 7 5 3	0.753 - 0.654 0.099
1	0		0	
2	0		0	
3	0		0	
4	0		0	
5	0		0	
			Total Score	

# STUDY LINK 2 • 6

## **How Likely Is Rain?**



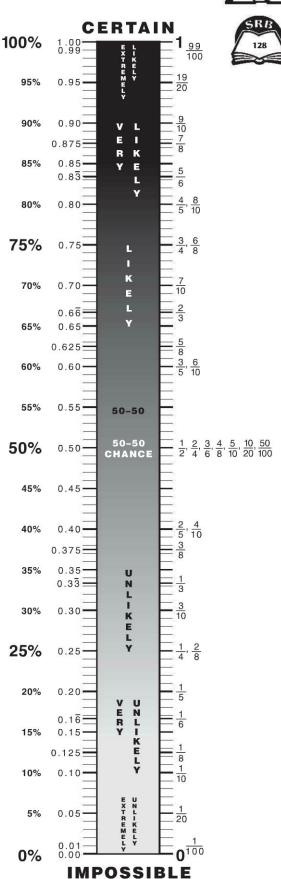
Many years ago, weather reports described the chances of rain with phrases such as *very likely, unlikely,* and *extremely unlikely.*Today, the chances of rain are almost always reported as percents. For example, "There is a 50% chance of rain tonight."

**1.** Use the Probability Meter Poster to translate phrases into percents.

Phrase	Percent
Unlikely	30%
Very likely	
Very unlikely	
Likely	
Extremely unlikely	

**2.** Use the Probability Meter Poster to translate percents into phrases.

Percent	Phrase
30%	Unlikely
5%	V
99%	
20%	
80%	
35%	
65%	
45%	





## **Magnitude Estimates**



A **magnitude estimate** is a very rough estimate. It tells whether the exact answer falls in the tenths, ones, tens, hundreds, thousands, and so on. For each problem, make a magnitude estimate. Ask yourself: *Is the answer in the tenths, ones, tens, hundreds, thousands, or ten-thousands?* Circle the appropriate box. Do not solve the problems.



**Example:** 18 \* 21

10s 1,000s 10,000s

20 1100

How I estimated

1. 73 \* 28

10s 100s 1,000s 10,000s

How I estimated

**2.** 12 \* 708

10s 100s 1,000s 10,000s

**3.** 98 \* 105

10s 100s 1,000s 10,000s

How I estimated

How I estimated

4. 17 \* 2.2

10s 100s 1,000s 10,000s

**5.** 2.6 \* 3.9

0.1s 1s 10s 100s

How I estimated

How I estimated

#### Try This

**6.** Use the digits 4, 5, 6, and 8. Make as many factor pairs as you can that have a product between 3,000 and 5,000. Use a calculator to solve the problems.

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# 2.7

## **Using Multiplication Patterns**



Find information about **Powers of 10** on page 5 of your *Student Reference Book.* Study the example below. Then try to use the same strategy to solve Problems 1 and 2.

$$20 * 300 = (2 * 10) * (3 * 100)$$

Write each factor in expanded form.

$$= 2 * 10 * 3 * 100$$

Remove the parentheses.

$$= 2 * 3 * 10 * 100$$

Use the Commutative Property so that the

$$= (2 * 3) * (10 * 100)$$

Multiply the basic fact, and multiply the

$$= 6 * 1,000$$

Multiply the partial products.

$$= 6,000$$

Solve the problems. Show your work.

**3.** Explain why you think counting zeros works in solving multiplication problems involving powers of 10.

**4.** Use what you know about counting zeros in multiplication to help you figure out the missing numbers below.

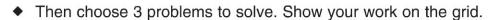
**5.** On the back of this page, write two problems of your own that can be solved by counting zeros.

## **Estimating and Multiplying**





- For each problem, make a magnitude estimate.
- ◆ Circle the appropriate box. Do not solve the problem.





4	Q *	19		
	$O$ $\Phi$	1.7		

10s 100s	1,000s	10,000s
----------	--------	---------

How I estimated

100	100-	1 000-	10,000s
108	100s	1,0005	10,0008

How I estimated

-				4
	10s	100s	1,000s	10,000s

How I estimated

#### **4.** 5 \* 4.2 \_\_\_\_\_

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10s	100s	1,000s	10,000s
-----	------	--------	---------

How I estimated

10s	100s	1.000s	10.000s
		- ,	, , , , , , ,

How I estimated

		7				
	-		4			
			-	 		

# STUDY LINK **2+9**

10s

## **Multiply with the Lattice Method**



For each problem:

Make a magnitude estimate. Circle the appropriate box.

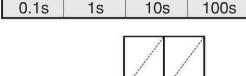
1,000s 10,000s

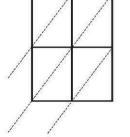


Solve using the lattice method. Show your work in the grids.

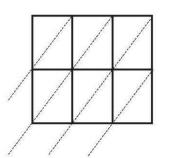
100s

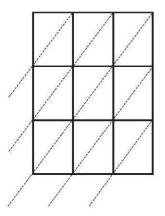
			1/
	/	1	
	/		



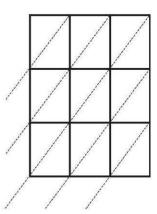


			7*
0.1s	1s	10s	100s





0.1s	1s	10s	100s
------	----	-----	------



**7.** 
$$37 \div 7 \rightarrow$$
\_\_\_\_\_\_



## **Place-Value Puzzles**



<b>N</b>	/lillions		T	housand	S	O	nes	
Hundred- millions	Ten- millions	1	Hundred- thousands thousands		Thousands	Hundreds	Tens	Ones

Use the clues to solve the puzzles.

#### Puzzle 1

- ◆ The value of the digit in the **thousandths** place is equal to the sum of the measures of the angles in a triangle (180°) divided by 30.
- ◆ If you multiply the digit in the **tens** place by 1,000; the answer will be 9,000.
- ◆ Double 35. Divide the result by 10. Write the answer in the **tenths** place.
- lacktriangle The **hundreds**-place digit is  $\frac{1}{2}$  the value of the digit in the thousandths place.
- ♦ When you multiply the digit in the ones place by itself, the answer is 0.
- ♦ Write a digit in the **hundredths** place so that the sum of all six digits in this number is 30.

What is the number?			
What is the number:		 	

#### Puzzle 2

- ◆ Double 12. Divide the result by 8. Write the answer in the **thousands** place.
- ◆ If you multiply the digit in the **hundredths** place by 10, your answer will be 40.
- ◆ The tens-place digit is a prime number. If you multiply it by itself, the answer is 49.
- ◆ Multiply 7 and 3. Subtract 12. Write the answer in the thousandths place.
- Multiply the digit in the hundredths place by the digit in the thousands place. Subtract 7 from the result. Write the digit in the **tenths** place.
- ◆ The digit in the **ones** place is an odd digit that has not been used yet.
- ◆ The value of the digit in the **hundreds** place is the same as the number of sides of a quadrilateral.

What is the number?				
Wilde 15 the number:	 	 	 	

61

**Check:** The sum of the answers to both puzzles is 3,862.305.



## **Using Place Value to Compare Powers of 10**



1 meter	10 decimeters	100 centimeters	1,000 millimeters
1 centimeter	0.01 meter	0.1 decimeter	10 millimeters

Use the information in the conversion table to respond to each statement below. Complete each statement with one of the following phrases:

10 times, 100 times,  $\frac{1}{10}$  of,  $\frac{1}{100}$  of

- 1. 1 meter is \_\_\_\_\_ the size of a decimeter.
- 2. 1 centimeter is \_\_\_\_\_\_ the size of a meter.
- 3. 1 centimeter is \_\_\_\_\_\_ the size of a millimeter.
- 4. 1 decimeter is \_\_\_\_\_\_ the size of a meter.
- **5.** 1 millimeter is \_\_\_\_\_\_ the size of a decimeter.

Write two of your own statements using the information in the table.

6. \_\_\_\_\_

7. \_\_\_\_\_

Complete the table below by making the appropriate conversions.

	millimeters	centimeters	decimeters	meters
8.	9,743			
9.				3
10.		175		

**11.** In Problem 10, explain what happens to the value of the digit 5 when you go from millimeters to centimeters, and then from decimeters to meters.



## **Self Assessment**

Progress Check 2



Think about each skill listed below. Assess your own progress by checking the most appropriate box.

	Skills	I can do this on my own and explain how to do this.	I can do this on my own.	I can do this if I get help or look at an example.
1.	Add and subtract whole numbers and decimals.			
2.	Convert between U.S. customary units of length.			
3.	Identify the place value of digits.			
4.	Identify multiplication errors.			
5.	Make magnitude estimates.			
6.	Explain usefulness of making an estimate.			
7.	Describe probabilities using words or phrases.			
8.	Write numbers in expanded notation.			
9.	Find the landmarks for a data set.			

Name Date Time



## **Unit 3: Family Letter**



# **Geometry Explorations and the American Tour**

In Unit 3, your child will set out on the American Tour, a yearlong series of mathematical activities examining historical, demographic, and environmental features of the United States. The American Tour activities will develop your child's ability to read, interpret, critically examine, and use mathematical information presented in text, tables, and graphics. These math skills are vital in our technological age.

Many American Tour activities rely on materials in the American Tour section of the *Student Reference Book*. This section—part historical atlas and part almanac—contains maps, data, and other information from a wide range of sources: the U.S. Census Bureau, the National Weather Service, and the National Geographic Society.

Unit 3 also will review some geometry concepts from earlier grades while introducing and expanding on others. In *Fourth Grade Everyday Mathematics*, students used a compass to construct basic shapes and create geometric designs. In this unit, your child will extend these skills and explore concepts of congruent figures (same size, same shape), using a compass and straightedge. In addition, students will use another tool, the Geometry Template. It contains protractors and rulers for measuring, as well as cutouts for drawing a variety of geometric figures.

Finally, students will explore the mathematics and art of tessellations—patterns of shapes that cover a surface without gaps or overlaps. They will use math tools to create their own designs.

You can help your child by asking questions about information presented in newspaper and magazine tables and graphics. Also, the world is filled with many 2-dimensional and 3-dimensional geometric forms: angles, line segments, curves, cubes, cylinders, spheres, pyramids, and so on. Many wonderful geometric patterns can be seen in nature as well as in the things that people create. It will be helpful for you and your child to look for and talk about geometric shapes throughout the year.

Please keep this Family Letter for reference as your child works through Unit 3.





#### **Unit 3: Family Letter** cont.

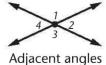
## **Vocabulary**

Important terms in Unit 3:

**acute angle** An angle with a measure greater than 0 degrees and less than 90 degrees.



**adjacent angles** Two angles with a common side and vertex that do not otherwise overlap. In the diagram, angles 1 and 2 are adjacent angles. Angles 2 and 3, angles 3 and 4, and angles 4 and 1 are also adjacent.



**congruent** Having exactly the same shape and size.



Congruent triangles

**diameter** A line segment that passes through the center of a circle (or sphere) and has endpoints on the circle (or sphere); also, the length of this line segment. The diameter of a circle or sphere is twice the length of its radius.



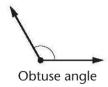


**equilateral triangle** A triangle with all three sides the same length. In an equilateral triangle, all three angles have the same measure.



Equilateral triangles

**obtuse angle** An angle with a measure greater than 90 degrees and less than 180 degrees.



**radius** A line segment from the center of a circle (or sphere) to any point on the circle (or sphere); also, the length of this line segment.



**right angle** An angle with a measure of 90 degrees.

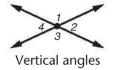


**tessellation** An arrangement of shapes that covers a surface completely without overlaps or gaps. Also called *tiling*.



A tessellation

**vertical (opposite) angles** The angles made by intersecting lines that do not share a common side. Vertical angles have equal measures. In the diagram, angles 2 and 4 are a pair of vertical angles. Angles 1 and 3 are another pair of vertical angles.



## **Building Skills through Games**

In Unit 3, your child will practice geometry and computation skills by playing the following games. For detailed instructions, see the *Student Reference Book*.

Angle Tangle See Student Reference Book, page 296

Two players will need a protractor and a straightedge to play this game. Playing *Angle Tangle* gives students practice in drawing and measuring angles.

High-Number Toss: Decimal Version See Student Reference Book, page 321

This game practices concepts of place value and standard notation. It requires 2 players and number cards 0–9 (4 of each).

Multiplication Top-It See Student Reference Book, page 334

This game practices the basic multiplication facts. It requires a deck of cards with 4 each of the numbers 1–10, and can be played by 2–4 players.

Polygon Capture See Student Reference Book, page 328

This game uses 16 polygons and 16 Property Cards, and is played by partners or 2 teams each with 2 players. *Polygon Capture* practices identifying properties of polygons related to sides and angles.

## **Do-Anytime Activities**

To work with your child on the concepts taught in this unit and in previous units, try these interesting and rewarding activities:

- **1.** Together, read the book A Cloak for the Dreamer by Marilyn Burns.
- **2.** When you are at home or at a store, ask your child to identify different types of polygons such as triangles, squares, pentagons, and hexagons.
- **3.** Visit the Web site for the U.S. Bureau of the Census at http://www.census.gov/. Have your child write three interesting pieces of information that he or she learned from the Web site.
- **4.** Look for examples of bar graphs in newspapers or magazines. Ask your child to explain the information shown by a graph.

# STUDY LINK

## **More Array Play**



A rectangular array is an arrangement of objects in rows and columns. Each row has the same number of objects, and each column has the same number of objects. We can write a multiplication number model to describe a rectangular array.



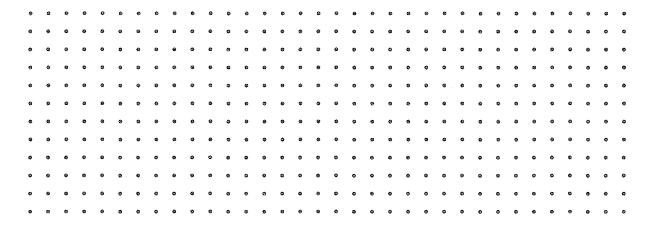


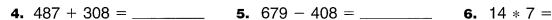
For each number below, use pennies or counters to make as many different arrays as possible. Draw each array on the grid with dots. Write the number model next to each array.

**1.** 5

**2.** 14







# STUDY LINK 1+3

## **Number Models for Arrays**



Complete the chart. You will need to find each missing part and write it in the correct space.



	Array	Number Model	Factors	Product
1		6 * 4 =	6, 4	
2			2, 12	
3		3 * 8 =		
4			1, 15	
5				15
6				5

Reminder: Look for examples of arrays and bring them to school.



#### LESSON 1+3

## **Multiplication Facts**



	A List				
	A L	IST			
3 * 6 = 18					
6 * 3 = 18					
3 * 7 = 21					
7 * 3 = 21					
3 * 8 = 24					
8 * 3 = 24					
3 * 9 = 27					
9 * 3 = 27					
4 * 6 = 24					
6 * 4 = 24					
4 * 7 = 28					
7 * 4 = 28					
4 * 8 = 32					
8 * 4 = 32					
4 * 9 = 36					
9 * 4 = 36					
5 * 7 = 35					
7 * 5 = 35					
5 * 9 = 45					
9 * 5 = 45					
6 * 6 = 36					
6 * 7 = 42					
7 * 6 = 42					
6 * 8 = 48					
8 * 6 = 48					
6 * 9 = 54					
9 * 6 = 54					
7 * 7 = 49					
7 * 8 = 56					
8 * 7 = 56					
7 * 9 = 63					
9 * 7 = 63					
8 * 8 = 64					
8 * 9 = 72		51			
9 * 8 = 72		5			
9 * 9 = 81					

B List				
3 * 3 = 9				
3 * 4 = 12				
4 * 3 = 12				
3 * 5 = 15				
5 * 3 = 15				
4 * 4 = 16				
4 * 5 = 20				
5 * 4 = 20				
5 * 5 = 25				
5 * 6 = 30				
6 * 5 = 30				
5 * 8 = 40				
8 * 5 = 40				
6 * 10 = 60				
10 * 6 = 60				
7 * 10 = 70				
10 * 7 = 70				
8 * 10 = 80				
10 * 8 = 80				
9 * 10 = 90				
10 * 9 = 90				
10 * 10 = 100				

Bonus Problems				
11 * 11 = 121				
11 * 12 = 132				
5 * 12 = 60				
12 * 6 = 72				
7 * 12 = 84				
12 * 8 = 80				
9 * 12 = 108				
10 * 12 = 120				
5 * 13 = 65				
15 * 7 = 105				
12 * 12 = 144				
6 * 14 = 84				



## **Factors**



To find the factors of a number, ask yourself: *Is 1 a factor of the number? Is 2 a factor? Is 3 a factor?* Continue with larger numbers. For example, to find all the factors of 15, ask yourself these questions.



	Yes/No	Number Sentence	Factor Pair
Is 1 a factor of 15?	Yes	/ * /5 = /5	1, 15
Is 2 a factor of 15?	No		
Is 3 a factor of 15?	Yes	3 * 5 = 15	3, 5
Is 4 a factor of 15?	No		

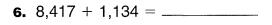
1. You don't need to go any further. Can you tell why?

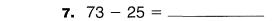
So the factors of 15 are 1, 3, 5, and 15.

List as many factors as you can for each of the numbers below.

- **2.** 25 \_\_\_\_\_
- **3.** 28 \_\_\_\_\_
- **4.** 42 \_\_\_\_\_
- **5.** 100 \_\_\_\_\_

14







# STUDY LINK 1.5

## **Divisibility Rules**



◆ All even numbers are divisible by 2.



- ◆ A number is divisible by 3 if the sum of its digits is divisible by 3.
- ◆ A number is divisible by 6 if it is divisible by both 2 and 3.
- ◆ A number is divisible by 9 if the sum of its digits is divisible by 9.
- ◆ A number is divisible by 5 if it ends in 0 or 5.
- ◆ A number is divisible by 10 if it ends in 0.
- 1. Use divisibility rules to test whether each number is divisible by 2, 3, 5, 6, 9, or 10.

Number	Divisible							
Number	by 2?	by 3?	by 6?	by 9?	by 5?	by 10?		
998,876								
5,890								
36,540								
33,015						,		
1,098								

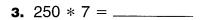
A number is divisible by 4 if the tens and ones digits form a number that is divisible by 4.

**Example:** 47,8**36** is divisible by 4 because 36 is divisible by 4.

It isn't always easy to tell whether the last two digits form a number that is divisible by 4. A quick way to check is to divide the number by 2 and then divide the result by 2. It's the same as dividing by 4, but is easier to do mentally.

**Example:** 5,384 is divisible by 4 because 84 / 2 = 42 and 42 / 2 = 21.

2. Place a star next to any number in the table that is divisible by 4.





15



# **Multiplication Facts**



1						
A List						
3 * 6 = 18						
6 * 3 = 18						
3 * 7 = 21						
7 * 3 = 21						
3 * 8 = 24						
8 * 3 = 24						
3 * 9 = 27						
9 * 3 = 27						
4 * 6 = 24						
6 * 4 = 24						
4 * 7 = 28						
7 * 4 = 28						
4 * 8 = 32						
8 * 4 = 32						
4 * 9 = 36						
9 * 4 = 36						
5 * 7 = 35						
7 * 5 = 35						
5 * 9 = 45						
9 * 5 = 45						
6 * 6 = 36						
6 * 7 = 42						
7 * 6 = 42						
6 * 8 = 48						
8 * 6 = 48						
6 * 9 = 54						
9 * 6 = 54						
7 * 7 = 49						
7 * 8 = 56						
8 * 7 = 56						
7 * 9 = 63						
9 * 7 = 63						
8 * 8 = 64						
8 * 9 = 72						
9 * 8 = 72						
9 * 9 = 81						

B List					
3 * 3 = 9					
3 * 4 = 12					
4 * 3 = 12					
3 * 5 = 15					
5 * 3 = 15					
4 * 4 = 16					
4 * 5 = 20					
5 * 4 = 20					
5 * 5 = 25					
5 * 6 = 30					
6 * 5 = 30					
5 * 8 = 40					
8 * 5 = 40					
6 * 10 = 60					
10 * 6 = 60					
7*10 = 70					
10 * 7 = 70					
8 * 10 = 80					
10 * 8 = 80					
9 * 10 = 90					
10 * 9 = 90					
10 * 10 = 100					

Bonus	Pr	oble	ems	5	
11 * 11 = 121					
11 * 12 = 132					
5 * 12 = 60					
12 * 6 = 72					
7 * 12 = 84					
12 * 8 = 80					
9 * 12 = 108					
10 * 12 = 120					
5 * 13 = 65					
15 * 7 = 105					
12 * 12 = 144					
6 * 14 = 84					



## **Prime and Composite Numbers**



A prime number is a whole number that has exactly two factors—1 and the number itself. A composite number is a whole number that has more than two factors.



For each number:

- ◆ List all of its factors.
- Write whether the number is prime or composite.
- ◆ Circle all of the factors that are prime numbers.

Number		Factors	Prime or Composite?
1	11		
2	18		
3	24		
4	28		
5	36		
6	49		
7	50		
8	70		
9	100		





## **Exploring Square Numbers**



A square number is a number that can be written as the product of a number multiplied by itself. For example, the square number 9 can be written as 3 \* 3.



 $9 = 3 * 3 = 3^2$ 

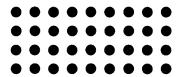
Fill in the missing numbers.

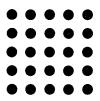
4. 
$$8^2 =$$
\_\_\_\_\_

**5.** 
$$5^2 =$$

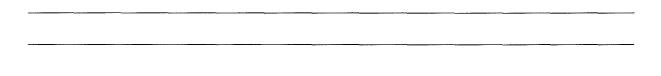
**4.** 
$$8^2 =$$
 **5.**  $5^2 =$  **6. 9**  $= 9^2$ 

Write a number model to describe each array.





- 9. a. Which of the arrays above shows a square number?
  - **b.** Explain your answer.







## Factor Rainbows, Squares, and Square Roots



1. List all the factors of each square number. Make a factor rainbow to check your work. Then fill in the missing numbers.



Reminder: In a factor rainbow, the product of each connected factor pair should be equal to the number itself. For example, the factor rainbow for 16 looks like this:

1 \* 16 = 16

$$4 * 4 = 16$$

1, 2, 4 124



9:

$$2^2 = 4$$
 The square root of 4 is  $2$ .

= 9 The square root of 9 is \_\_\_\_.

25:

36:

$$2$$
 = 25 The square root of 25 is  $2$ .

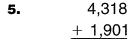
= 36 The square root of 36 is  $\_$ 

2. Do all square numbers have an odd number of factors? \_\_\_\_\_

Unsquare each number. The result is its square root. Do not use the square root key 🗹 on your calculator.

The square root of 121 is \_\_\_\_\_. The square root of 2,500 is \_\_\_\_\_.

#### **Practice**





22

## **Top-It** Record Sheet



Round	Player 1	>, <, =	Player 2
Sample			
1			
2			
3			
4			
5			

0	
$\approx$	_
O	1-

Name

Date

Time

## **Top-It** Record Sheet



Round	Player 1	>, <, =	Player 2
Sample			
1			
2			
3			
4			
5			

## STUDY LINK

#### **Exponents**



An **exponent** is a raised number that shows how many times the number to its left is used as a factor.



**Examples:** 

$$5^2$$
 means 5 \* 5, which is 25.

$$10^3$$
 means  $10 * 10 * 10$ , which is 1,000.

$$2^4$$
 means  $2 * 2 * 2 * 2$ , which is 16.

1. Write each of the following as a factor string. Then find the product.

Example:  $2^3 = 2 \times 2 \times 2 = 8$  a.  $10^4 = 4$ 

**b.** 
$$7^2 =$$
 \_\_\_\_\_ = \_\_\_\_ = \_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ = \_\_\_\_ =

2. Write each factor string using an exponent.

Example:  $6*6*6*6 = \underline{6^{4}}$  a.  $11*11 = \underline{\phantom{0}}$ 

**b.** 9 \* 9 \* 9 =

**c.** 
$$50 * 50 * 50 * 50 =$$

3. Write each of the following as a factor string that does *not* have any exponents. Then use your calculator to find the product.

Example:  $2^3 * 3 = 2 \times 2 \times 2 \times 3 = 24$ 

**a.** 
$$2 * 3^3 * 5^2 = \underline{\phantom{a}} = \underline{\phantom{a}}$$

**b.**  $2^4 * 4^2 = \underline{\phantom{a}} = \underline{\phantom{a}}$ 

**4.** Write the prime factorization of each number. Then write it using exponents.

Example:  $18 = 2 \times 3 \times 3 = 2 \times 3^2$ 







#### **Self Assessment**

Progress Check 1



Think about each skill listed below. Assess your progress by checking the most appropriate box.

	Skills	I can do this on my own and explain how to do it.	I can do this on my own.	I can do this if I get help or look at an example.
1.	Rename numbers written in exponential notation as repeated factor expressions.			
2.	Rename numbers written in exponential notation as standard notation.			
3.	Find and identify prime and composite numbers.			
4.	Know the basic multiplication facts with rapid recall.			
5.	Use divisibility tests to find factors and divisors.			
6.	Read and write whole numbers through billions and decimals through thousandths.			
7.	Factor numbers.			

## STUDY LINK 1.10

#### **Unit 2: Family Letter**

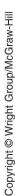
#### **Estimation and Calculation**

Computation is an important part of problem solving. Many of us were taught that there is just one way to do each kind of computation. For example, we may have learned to subtract by borrowing, without realizing that there are many other methods of subtracting numbers.

In Unit 2, students will investigate several methods for adding, subtracting, and multiplying whole numbers and decimals. Students will also take on an Estimation Challenge in Unit 2. For this extended problem, they will measure classmates' strides, and find a median length for all of them. Then they will use the median length to estimate how far it would take to walk to various destinations.

Throughout the year, students will practice using estimation, calculators, as well as mental and paper-and-pencil methods of computation. Students will identify which method is most appropriate for solving a particular problem. From these exposures to a variety of methods, they will learn that there are often several ways to accomplish the same task and achieve the same result. Students are encouraged to solve problems by whatever method they find most comfortable.

Computation is usually not the first step in the problem-solving process. One must first decide what numerical data are needed to solve the problem and which operations need to be performed. In this unit, your child will continue to develop his or her problem-solving skills with a special focus on writing and solving equations for problems.



Please keep this Family Letter for reference as your child works through Unit 2.

#### **Vocabulary**

Important terms in Unit 2:

**Estimation Challenge** A problem for which it is difficult, or even impossible, to find an exact answer. Your child will make his or her best estimate and then defend it.

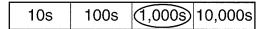
**magnitude estimate** A rough estimate. A magnitude estimate tells whether an answer should be in the tens, hundreds, thousands, and so on.

**Example:** Give a magnitude estimate for 56 \* 32

Step 1: Round 56 to 60.

Step 2: Round 32 to 30.

60 \* 30 = 1,800, so a magnitude estimate for 56 \* 32 is in the thousands.



**maximum** The largest amount; the greatest number in a set of data.

**mean** The sum of a set of numbers divided by the number of numbers in the set. The mean is often referred to simply as the average.

**median** The middle value in a set of data when the data are listed in order from smallest to largest or vice versa. If there is an even number of data points, the median is the *mean* of the two middle values.

**minimum** The smallest amount; the smallest number in a set of data.

**partial-sums addition** A method, or algorithm, for adding in which sums are computed for each place (ones, tens, hundreds, and so on) separately and are then added to get a final answer.

	268
	+ 483
1. Add 100s	600
2. Add 10s	140
3. Add 1s	<u>+ 11</u>
4. Add partial sums.	751

Partial-sums algorithm

**place value** A number system that values a digit according to its position in a number. In our number system, each place has a value ten times that of the place to its right and one-tenth the value of the place to its left. For example, in the number 456, the 4 is in the hundreds place and has a value of 400.

**range** The difference between the *maximum* and *minimum* in a set of data.

**reaction time** The amount of time it takes a person to react to something.

**trade-first subtraction** A method, or algorithm, for subtracting in which all trades are done before any subtractions are carried out.

**Example:** 352 - 164

100s	10s	1s
	4	12
3	\$	2
1	6	4
Tra	ade 1 ten 1	for
	10 ones.	

100s	10s	1s
	14	
2	4	12
≉	\$	⊉
-1	6	4
1	8	8

Trade 1 hundred for 10 tens and subtract in each column.

#### **Building Skills through Games**

In Unit 2, your child will practice computation skills by playing these games. Detailed instructions are in the *Student Reference Book*.

**Addition Top-It** See Student Reference Book, page 333. This game for 2 to 4 players requires a calculator and 4 each of the number cards 1–10, and provides practice with place–value concepts and methods of addition.

**High-Number Toss** See Student Reference Book, pages 320 and 321. Two players need one six-sided die for this game. *High-Number Toss* helps students review reading, writing, and comparing decimals and large numbers.

**Multiplication Bull's-Eye** See Student Reference Book, page 323. Two players need 4 each of the

number cards 0–9, a six-sided die, and a calculator to play this game. *Multiplication Bull's Eye* provides practice in estimating products.

**Number Top-It** See Student Reference Book, page 326. Two to five players need 4 each of the number cards 0–9 and a Place-Value Mat. Students practice making large numbers.

**Subtraction Target Practice** See Student Reference Book, page 331. One or more players need 4 each of the number cards 0–9 and a calculator. In this game, students review subtraction with multidigit whole numbers and decimals.

#### **Do-Anytime Activities**

To work with your child on the concepts taught in Units 1 and 2, try these activities:

**1.** When your child adds or subtracts multidigit numbers, talk about the strategy that works best. Try not to impose the strategy that works best for you! Here are some problems to try:

**2.** As you encounter numbers while shopping or on license plates, ask your child to read the numbers and identify digits in various places—thousands place, hundreds place, tens place, ones place, tenths place, and hundredths place.

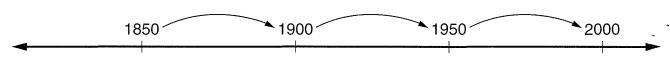
## STUDY LINK **3+1**

#### **Population Data**



State	1850	1900	1950	2000
Ohio	1,980,000	4,158,000	7,947,000	11,319,000
Indiana	988,000	2,516,000	3,934,000	6,045,000
Illinois	851,000	4,822,000	8,712,000	12,051,000
Michigan	398,000	2,421,000	6,372,000	9,679,000
Wisconsin	305,000	2,069,000	3,435,000	5,326,000
Minnesota	6,000	1,751,000	2,982,000	4,830,000
Iowa	192,000	2,232,000	2,621,000	2,900,000
Missouri	682,000	3,107,000	3,955,000	5,540,000

- 1. Which state had the largest population growth from 1850 to 2000? \_\_\_\_\_\_
- 2. Record the population figures for this state below the timeline.

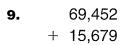


Find the increases for this state for each of the following time spans:

- **3.** 1850–1900 \_\_\_\_\_
- **4.** 1900–1950 \_\_\_\_\_
- **5.** 1950–2000 \_\_\_\_\_
- 6. Are these increases similar or different? Explain.

Estimate the state's population:

- **7.** In 2050 \_\_\_\_\_
- **8.** In 2025 \_\_\_\_\_







#### **Education and Earnings** continued



Use the Education and Earnings table to answer the following questions.

1. Describe the relationship between number of years of education and income. 2. Compare the number of householders who did not graduate from high school in 1980 with the number in 1990. Describe any changes that occurred. 3. What would you expect to be the number of householders who do not graduate from high school in 2010? 4. How does the number of householders who did not graduate from high school in 1990 compare to the number of householders who graduated from college?

## High-Number Toss: Decimal Version Record Sheet



Circle the winning number for each round. Fill in the Score column each time you have the winning number.

1	SRB	A
	321	1
	2	

Player 1	Player 2	
(Name)	(Name)	

Round	Player 1	<,>,=	Player 2	Score
Sample	0.654	<	0. 7 5 3	0.753 - 0.654 0.099
1	0		0	
2	0		0	
3	0		0	
4	0		0	
5	0		0	
			Total Score	

## STUDY LINK **3+2**

#### **An Unofficial Census**





In 1991, author Tom Heymann took an unofficial U.S. census. The table shows how many people believed various common sayings, based on the sample of the population that he surveyed.

	Saying	Number Who Believe Saying Is True
A	Look before you leap.	175,104,000
В	The grass is always greener on the other side of the fence.	69,312,000
С	Haste makes waste.	153,216,000
D	Beauty is only skin deep.	149,568,000
E	Don't cry over spilled milk.	160,512,000
F	The early bird catches the worm.	136,800,000
G	A penny saved is a penny earned.	155,040,000
Н	Don't count your chickens before they hatch.	169,632,000

Source: The Unofficial U.S. Census, by Tom Heymann. Ballantine Books, 1991

- 1. Which saying had the largest number of believers? \_\_\_\_\_
- 2. How many more people believed saying E than saying G? \_\_\_\_\_
- 3. Which saying had about 100 million more believers than saying B? \_\_\_\_\_
- **4. a.** About  $\frac{7}{10}$  of the U.S. population in 1991 believed saying A to be true. What was the total population?
  - **b.** About what percent of the total population believed saying F to be true? \_\_\_\_\_

#### Practice



**6.** 26,551 + 2,558





**72** 



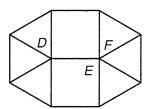
### **Finding Angle Measures**



Figure out the angle measures for the labeled angles in the patterns below. Remember that there are 360° in a circle and 180° in a straight line. Use the Geometry Template, or cut out the shapes at the bottom of this page to help you. Do not use a protractor.

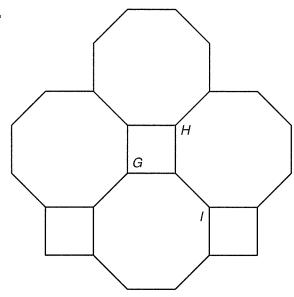


1.



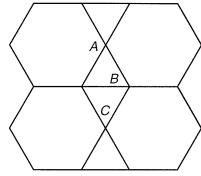
$$m\angle D = \underline{\hspace{1cm}}$$

3.



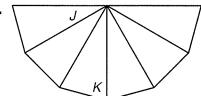
$$m \angle I =$$

2.



$$m\angle B = 1$$

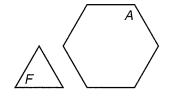
4.

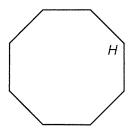


$$m \angle J = \underline{\hspace{1cm}}$$

**5.** On the back of this page, explain how you found the measure of  $\angle I$ .









#### **Angle Measures**



Find the approximate measure of each angle at the right.

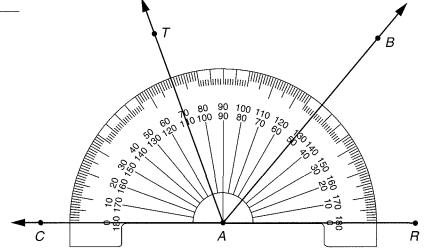
**1.** measure of  $\angle CAT =$ 

**3.** 
$$m \angle RAT = _____$$

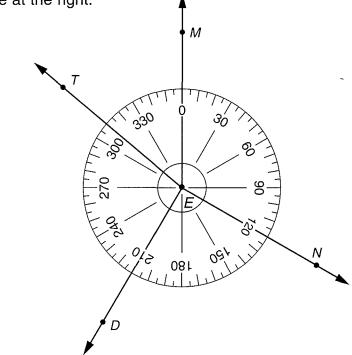
**4.** 
$$m \angle CAB =$$

**5.** 
$$m \angle BAT =$$
\_\_\_\_\_

**6.** 
$$m\angle CAR =$$



Find the approximate measure of each angle at the right.



#### **Practice**



**15.** 
$$60 \div 5 =$$

**15.** 
$$60 \div 5 =$$
 \_\_\_\_\_

80



#### **Angles in Figures**







Circle acute, right, or obtuse for each angle in triangle ABC. Then measure each angle.

1. ∠ABC

acute

right

obtuse

**2.** ∠*CAB* 

acute

right

obtuse

**3.** ∠*BCA* 

acute

right

obtuse

Use the figure at the right to do Problems 4-6.

4. Name a pair of adjacent angles.

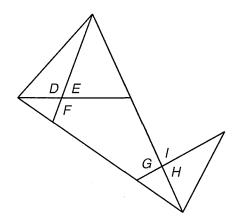
\_\_\_\_\_ and \_\_\_\_

5. Name a pair of vertical angles.

\_\_\_\_\_ and \_\_\_\_

6. Name a pair of opposite angles.

\_\_\_\_\_ and \_\_\_\_



#### **Practice**

7. 7,568 + 9,217 8. 415 - 207

326 \* 45



- **10.**  $68 \div 4 =$  **11.**  $78 \div 7 \rightarrow$  **.....**

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## **High-Number Toss: Decimal Version Record Sheet**



Circle the winning number for each round. Fill in the Score column each time you have the winning number.

1	SRB	1
Z	321	7
		$\equiv$

Player 1	Player 2			
,	(Name)	,	(Name)	

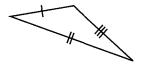
Round	Player 1	<,>,=	Player 2	Score
Sample	0. <u>6</u> 54	<	07_5_3	0.753 - 0.654 0.099
1	0		0	
2	0		0	
3	0		0	
4	0		0	
5	0		0	
			Total Score	

## STUDY LINK

#### **Triangle and Angle Review**



For each triangle below, fill in the ovals for all the names that apply.



0 equilateral

0 isosceles

0 scalene

0 right



- 0 isosceles

O equilateral

- 0 right
- 0 scalene



- 0 equilateral
- 0 isosceles
- 0 right
- 0 scalene



- O equilateral
- 0 isosceles
- 0 right
- 0 scalene

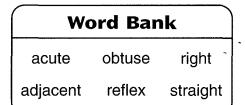
On the back of this page, draw three angles of different sizes that you find at home. (For example, you could trace one corner of a book.) For each angle, name the object that has the angle. Then use words from the Word Bank to name each angle.

5. a. Object \_\_\_\_\_

Type of angle \_\_\_\_\_

**b.** Object \_\_\_\_\_

Type of angle \_\_\_\_\_



c. Object \_\_\_\_\_

Type of angle \_\_\_\_\_

- **6.**  $4{,}117 + 3{,}682 + 3{,}962 =$  **7.**  $8{,}036 2{,}286 =$
- **8.** 8,481 \* 5 = \_\_\_\_\_

- **9.**  $99 \div 9 =$



#### **Odd Shape Out**



In each set of shapes, there is one shape that doesn't belong. Cross out that shape and tell why it doesn't belong. (There may be more than one possible reason. What's important is having a good reason for crossing out a shape.)



1.

Λ		
/		
$\angle$		







Reason:

2.









Reason:

3.









Reason: \_\_\_\_\_









Reason: \_\_\_\_\_

5. Make up your own "Odd Shape Out" problem on the back of this page.

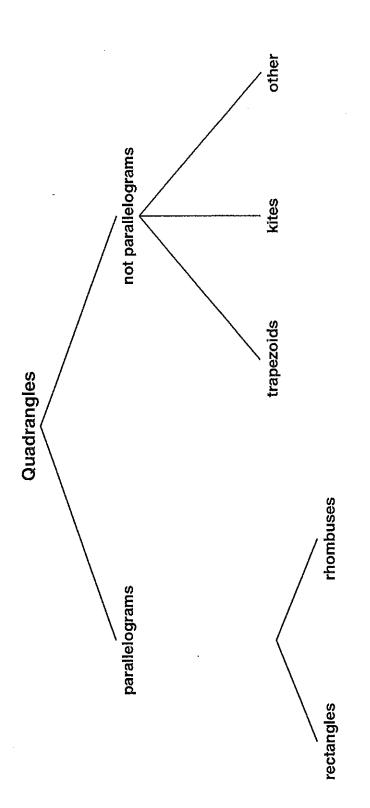


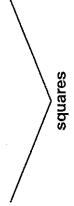


## LESSON **3.7**

## **Classifying Quadrangles**

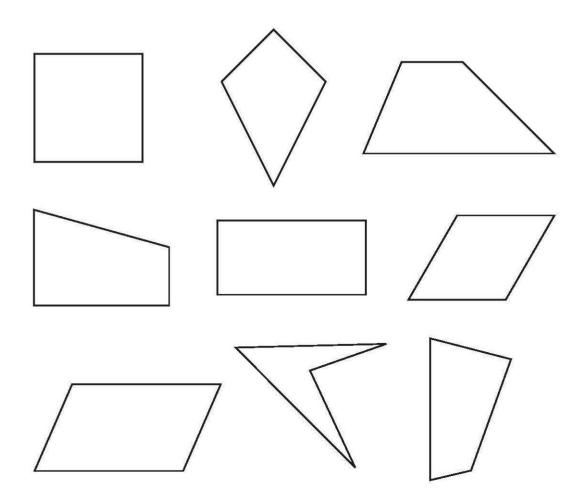






## Quadrangles





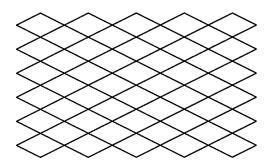


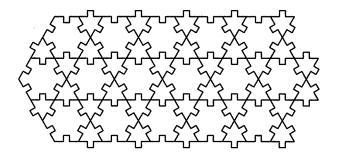
#### **Tessellation Museum**



A **tessellation** is an arrangement of repeated, closed shapes that completely covers a surface, without overlaps or gaps. Sometimes only one shape is used in a tessellation. Sometimes two or more shapes are used.







- **1.** Collect tessellations. Look in newspapers and magazines. Ask people at home to help you find examples.
- **2.** Ask an adult whether you may cut out the tessellations. Tape your tessellations onto this page in the space below.
- **3.** If you can't find tessellations in newspapers or magazines, look around your home at furniture, wallpaper, tablecloths, or clothing. In the space below, sketch the tessellations you find.

**Practice** 

**4.** 1,987 + 6,213 + 2,046 = \_\_\_\_\_

**5.** 4,615 - 3,148 = \_\_\_\_\_

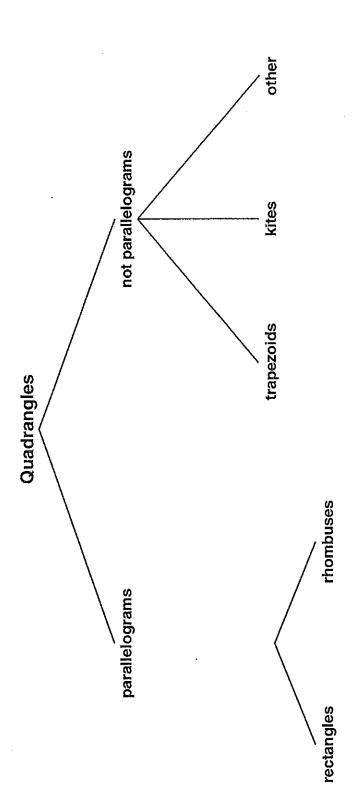
**6.** 3,714 \* 8 = \_\_\_\_\_

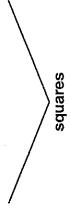
**7.** 39 / 7 → \_\_\_\_\_

## LESSON 3.7

## Classifying Quadrangles





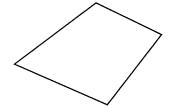


# STUDY LINK **3.9**

#### **Sums of Angle Measures**



1. Describe one way to find the sum of the angles in a quadrangle without using a protractor. You might want to use the quadrangle at the right to illustrate your explanation.

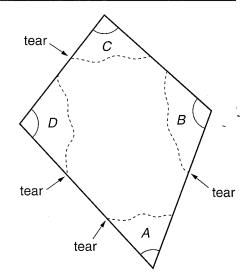




2. The sum of the angles in a quadrangle is \_\_\_\_\_.



- **a.** With a straightedge, draw a large quadrangle on a separate sheet of paper.
- b. Draw an arc in each angle.
- **c.** Cut out the quadrangle and tear off part of each angle.
- **d.** Tape or glue the angles onto the back of this page so that the angles touch but do not overlap.





#### Practice



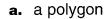


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#### **Polygons and Their Measures**



1. Draw each of the following figures.



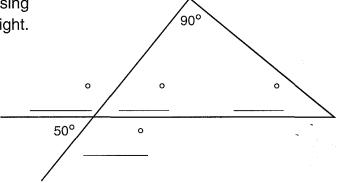
b. a triangle with no equal sides



c. a quadrangle with one right angle

d. a quadrangle with no pairs of parallel sides

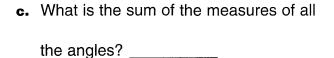
2. Without using a protractor, record the missing angle measurements in the figure to the right.

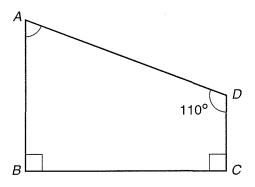


**3.** Use the figure to the right to answer the questions.



**b.** What is the measure of angle *A*? \_\_\_\_\_





**d.** What is a geometric name for the figure?







#### **Self Assessment**

Progress Check 3



Think about each skill listed below. Assess your own progress by checking the most appropriate box.

SI	kills	I can do this on my own and explain how to do this.	I can do this on my own.	I can do this if I get help or look at an example.
_	place value n numbers to			
	right, straight, obtuse, and ingles.			
	protractor to re angles.			
	r right, es, equilateral, alene triangles.			
Templa isoscel	e Geometry ate to draw right, es, equilateral, alene triangles.			
6. Identify	polygons.			
7. Make p	oatterns that ate.			