# Hands-On Standards, Common Core Edition 

Grade 5



## Contents

Introduction ..... 1
A Walk Through a Lesson ..... 2
A Walk Through a Student Page ..... 4
Operations and Algebraic Thinking ..... 6
Lesson 1 Order of Operations ..... 8
5.OA. 1
Lesson 2 Using Parentheses and Brackets ..... 12
5.OA. 1
Lesson 3 Graphing Number Patterns ..... 16
5.OA. 3
5.OA. 3
Number and Operations in Base Ten ..... 20
Lesson 1 Decimals ..... 22
5.NBT.1, 5.NBT.3a
Lesson 2 Comparing Decimals ..... 26
5.NBT.1, 5.NBT.3b
Lesson 3 Rounding Decimals ..... 30
5.NBT.1, 5.NBT. 4
Lesson 4 Add and Subtract Decimals I ..... 345.NBT. 7
Lesson 5 Add and Subtract Decimals II ..... 38
5.NBT. 7
Lesson 6 Multiply and Divide Decimals ..... 42
5.NBT. 7
Number and Operations-Fractions ..... 46
Lesson 1 Add Fractions with Unlike Denominators ..... 48 5.NF.1, 5.NF. 2
Lesson 2 Subtract Fractions with Unlike Denominators ..... 52
5.NF.1, 5.NF. 2
Lesson 6 Regular Polygons ..... 1165.G.3, 5.G. 4
Lesson 7 Exploring Quadrilaterals:
Sides and Angles1205.G.1, 5.G.2, 5.G.3, 5.G. 4
Blackline Masters
BLIM 1 Decimal Models ..... 124
BLIM 2 Coordinate Grid ..... 125
BLM 3 4-Column Recording Chart ..... 126
BLIM 4 Quadrilaterals Chart ..... 127
BLM 5 6-Column Recording Chart ..... 128
BLIM 6 Centimeter Grid ..... 129
BLIM 7 Fraction Towers ..... 130
BLIM 8 Fraction Squares ..... 131
BLIM 9 Function Tables ..... 132
BLIM 10 Place-Value Chart ..... 133
BLIM 11 Hundredths Grids ..... 134
Glossary of Manipulatives ..... 135
Index ..... 137

## Introduction

How do we help students find meaning in mathematics? That is, how do we give students more than a rote script for reciting facts and churning out computations? How do we help students develop understanding?

Hands-On Standards ${ }^{\oplus}$, Common Core Edition Grade 5 is an easy-to-use reference manual for teachers who want to help students discover meaning in mathematics. Each of the manual's 27 lessons demonstrates a hands-on exploration using manipulatives. The goal is to help students get a physical sense of a problem-to help students get their hands on the concepts they need to know and to help them "see" the meaning.

Each lesson in Hands-On Standards targets a clearly stated objective. The main part of a lesson offers a story problem that students can relate to and has the students work on the problem using a hands-on approach. Full-color photographs demonstrate the suggested steps. In addition to the main activity, each lesson includes suggested points of discussion, ideas for more exploration, a formative assessment item, and practice pages to help students solidify their understanding. The instructional model is a progression from concrete to abstract.

The book is divided into five sections-Operations and Algebraic Thinking, Number and Operations in Base Ten, Number and Operations-Fractions, Measurement and Data, and Geometry. These correspond to the five content domains for Grade 5 as cited in the Common Core State Standards for Mathematics.

Each lesson in this book features one of the following manipulatives:

```
AngLegs \({ }^{\ominus}\) - Base Ten Blocks • Deluxe Rainbow Fraction \({ }^{\circledR}\) Circles • Folding Number Line - Centimeter Cubes - Color Tiles • Deluxe Rainbow Fraction \({ }^{\circledR}\) Squares - Fraction Tower \({ }^{\circledR}\) Equivalency Cubes • Snap Cubes \({ }^{\circledR}\) - XY Coordinate Pegboard
```

Read on to find out how Hands-On Standards, Common Core Edition Grade 5 can help the students in your class find meaning in math and build a foundation for future math success!

## A Walk Through a Lesson

Each lesson in Hands-On Standards ${ }^{\ominus}$ includes many features, including background information, objectives, pacing and grouping suggestions, discussion questions, and ideas for further activities, all in addition to the step-by-step, hands-on activity instruction. Take a walk through a lesson to see an explanation of each feature.

## Lesson Introduction

A brief introduction explores the background of the concepts and skills covered in each lesson. It shows how they fit into the larger context of students' mathematical development.

## Try It! Arrow

In order to provide a transition from the introduction to the activity, an arrow draws attention to the Try It! activity on the next page. When the activity has been completed, return to the first page to complete the lesson.

## Objective

The Objective summarizes the skill or concept students will learn through the hands-on lesson.

## Common Core State Standards

Each lesson has been created to align with one or more of the Common Core State Standards for Mathematics.

## Talk About It

The Talk About It section provides post-activity discussion topics and questions. Discussion reinforces activity concepts and provides the opportunity to make sure students have learned and understood the concepts and skills.

## Solve It

Solve It gives students a chance to show what they've learned. Students are asked to return to and solve the original word problem. They might summarize the lesson concept through drawing or writing, or extend the skill through a new variation on the problem.

## Try lt !

The Try It! activity opens with Pacing and Grouping guides. The Pacing guide indicates about how much time it will take for students to complete the activity, including the post-activity discussion. The Grouping guide recommends whether students should work independently, in pairs, or in small groups.
Next, the Try It! activity is introduced with a real-world story problem. Students will "solve" the problem by performing the hands-on activity. The word problem provides a context for the hands-on work and the lesson skill.
The Materials box lists the type and quantity of materials that students will use to complete the activity, including manipulatives such as Color Tiles and Pattern Blocks.
This section of the page also includes any instruction that students may benefit from before starting the activity, such as a review of foundational mathematical concepts or an introduction to new ones.
Here is a problem about the order of operations.
Jay brought some juice boxes to soccer practice to share with his teammates.
He had 3 single boxes and 4 multi-packs. There are 6 single boxes in each
multi-pack. To determine how many boxes of juice Jay brought to practice,
evaluate $3+4 \times 6$.
Introduce the problem. Then have students do
the activity to solve the problem. Distribute Color
Tiles, paper, and pencils to students. Explain
simplifying expressions. Discuss the rules.


1. Write $3+4 \times 6$ on the board. Have students start by laying down 3 tiles. Then have students add a 4-by-6 array. Ask: How many tiles are shown in the model?

2. Say: You built two models. Ask: How are they different? Have students write the expressions to represent the models. Ask: Which model
is correct? is correct?
is corrt?

## Step-by-Step Activity Procedure

The hands-on activity itself is the core of each lesson. It is presented in three-or sometimes four-steps, each of which includes instruction in how students should use manipulatives and other materials to address the introductory word problem and master the lesson's skill or concept. An accompanying photograph illustrates each step.
2. Have students show $3+4$ using a different color of tile for each addend. Then have them build an array to show this quantity times six. Ask: How many tiles are shown in the model?

A Look Out!
Because we read English from left to right, some students may continue to simplify expressions by performing operations in that order. Suggest that students write the order of operations at the top of their papers and then refer to the steps as they simplify expressions. Some students find a mnemonic,
such as Please My Dear Aunt Sally (Parentheses such as Please My Dear Aunt Sally (Parentiose helpful in remembering the order.
Materials

- Color Tiles (100 per group)
- paper (1 sheet per group) - pencils (1 per group)



## A Walk Through a Student Page

Each lesson is followed by a corresponding set of student pages. These pages take the student from the concrete to the abstract, completing the instructional cycle. Students begin by using manipulatives, move to creating visual representations, and then complete the cycle by working with abstract mathematical symbols.

## Exercise

Concrete and Representational exercises (pictorial representations of the featured manipulative) help students bridge conceptual learning to symbolic mathematics.

## Standards-Based Math Practice

Abstract exercises provide standards-based math practice to allow students to deepen their understanding of the featured skill.


1 Operations and Algebraic Thinking
Use Color Tiles to model each expression. Write expressions for the models. Circle the model that shows the equation $4+(6 \times 5)=34$.
(Check students' work.)

$4+6 \times 5=34 ;(4+6) \times 5=50$; The model on the left should be circled.

$\qquad$

Using Color Tiles, model the expression using the Order of Operations. Sketch the model and write the answer.
2. $8+5 \times 3$

23

Use the Order of Operations to find each answer.
3. $6+4 \times 3$
18
4. $4 \times 2+10$
18
6. $7 \times 5-10$
8. $3 \times 4+9$
25
21

10
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