

SOL'S / SCOPE & SEQUENCE / BLUEPRINTS	
Math	5.2
STRATEGIES/ACTIVITIES	
<ul style="list-style-type: none"> - working in 4-person teams with number generators, let each student take a turn throwing three number generators and use the results to write a decimal less than 1 – students then work together to order their four numbers from least to greatest – for example $0.124 < 0.455 < 0.618$ - students should be divided into small groups – give each group 4 decimal squares (to 10's) with different quantities shaded – students choose 2 cards and order from larger to smaller – each student writes decimals for shaded areas and compare answers with others in group – repeat activity with next 2 cards - every student in the class write a decimal number less than 1 on an index card – they must then order themselves in a line from least to greatest 	