

**SOL’S / SCOPE & SEQUENCE / BLUEPRINTS**

**Iath**

**5.4**

STRATEGIES/ACTIVITIES	RESOURCES
<ul style="list-style-type: none"><li>- provide students with a price list, menu or sale flyer – have students make up problems that can be solved with one operation – have classmates trade problems and solve</li><li>- provide students with a local car rental company’s rates for rentals and mileage fees – have students create problems based on trips they would like to take – solve with calculations</li><li>- student play a fantasy trip to Walt Disney World or another destination – they consider the variety of expenses (e.g. lodging, food, souvenirs, gasoline, admission, etc) – set a reasonable budget for the trip – solve a variety of problems based on information obtained</li></ul>	<ul style="list-style-type: none"><li>- <b>AIMS:</b> “Save the Best for Last”, <u>What is Next?</u> Volume I; “Peddle the Metal”, <u>Hard-hitting in a Geo-World</u></li><li>- <b>Books:</b> <u>Anno’s Mysterious Multiplying Jar</u> by Masaichiro and Mitsumasa Anno; <u>The Good Time Math Event Book</u> by Marilyn Burns</li><li>- <b>Technology:</b> Math Heroes, Quotient Quest, Conquering Whole Numbers, Dyno Sports</li></ul>