# TABLE OF CONTENTS

Daily Schedule 4
Introduction 10
Daily Skills Practice Overview 12
Unit 1: Whole Numbers 15
Chapter 1: Place Value and Powers of Ten 17
Chapter 2: Multiplication, Factors,
and Multiples25
Chapter 3: Division 32
Unit 2: Fractions 41
Chapter 4: Adding and Subtracting Fractions 43
Chapter 5: Multiplying Fractions 51
Chapter 6: Dividing Fractions 57
Unit 3: Decimals
Chapter 7: Adding and Subtracting Decimals 66
Chapter 8: Multiplying Decimals
Chapter 9: Dividing Decimals 80
Unit 4: Geometry and Measurement 86
Chapter 10: Geometry 88
Chapter 11: Conversions 93
Unit 5: Percents 100
Chapter 12: Introduction to Percents 103
Chapter 13: Percent Operations 109
Unit 6: Graphing 115
Chapter 14: Data and Graphs 117
Chapter 15: Graphing on the Coordinate
Plane
2
Chapter Tests

# WEEK-BY-WEEK DAILY SCHEDULE

Below is a suggested weekly schedule to help you stay on track. It uses a four-day week to leave room for a co-op day or a review day. This schedule covers 36 weeks, but please feel free to adjust it to the needs of your child and your family's calendar.

Week	Day 1	Day 2	Day 3	Day 4
1	UNIT 1 INTRO CHAPTER 1 Lesson 1 Skills practice: adding three-digit numbers	CHAPTER 1	CHAPTER 1	CHAPTER 1
2	CHAPTER 1	CHAPTER 1	CHAPTER 1	CHAPTER 1
3	CHAPTER 2	CHAPTER 2 Lesson 9 Skills practice: subtracting three- digit numbers	CHAPTER 2 Lesson 10 Skills practice: subtracting three- digit numbers	CHAPTER 2 Lesson 11 Skills practice: subtracting three- digit numbers
4	CHAPTER 2 Lesson 12 Skills practice: subtracting three- digit numbers	CHAPTER 2 Lesson 13 Skills practice: subtracting three- digit numbers	CHAPTER 2 Lesson 14 Skills practice: subtracting three- digit numbers	CHAPTER 2 Lesson 15 Skills practice: subtracting three- digit numbers

\*\*\*\*

# TEACHER'S NOTES UNIT I: WHOLE NUMBERS

Unit One is a tour through many different concepts that are foundational to what we will be learning later in the year. Much of what is covered in this unit is review from 4<sup>th</sup> grade. In addition, we are going deeper into concepts like factors, multiples, and prime numbers. It is a great opportunity for kids to see the connection between different ideas like multiplication and long division. And the whole unit wraps up with an epic game of Mathematical Clue.

## **SUPPLY LIST**

#### **Skills Practice:**

- → Notecards
- → Addition worksheets (on the Book Extras website)
- → Uno cards
- Subtraction worksheets (on the Book Extras website)
- → A four-operation calculator (add, subtract, multiply, and divide)

#### **Chapter One:**

- → Masking tape
- → A prize
- → Scissors
- → Tape
- 3 dice
- → A glue stick

### **Chapter Two:**

- → Play Money (\$1's, \$10's, and \$100's)
- Scissors
- → Glue
- → 15 one-inch square tiles

#### **Chapter Three:**

- Play money (\$1's, \$10's, and \$100's)
- Scissors
- → Glue
- Graham crackers
- → Pretzel sticks
- Markers or colored pencils
- A clipboard
- Scratch paper
- → 8 envelopes
- → A timer

# SKILLS PRACTICE FOR UNIT 1: ADDITION AND SUBTRACTION

# Skill 1: Adding three-digit numbers

This skill was covered in detail in the earlier levels of this series. However, all kids can benefit from some review.

- 1. Notecard facts. Write a three-digit addition problem for them on a notecard and have them solve it. Rotate between problems that require regrouping and those that don't.
- 2. Practice with the addition worksheets that are available on the Book Extras website.
- 3. Play "Make the Greatest Sum." Each player picks 6 Uno cards and uses them to write an addition problem. Whoever has the largest sum wins.
- 4. <u>Take It Further</u>: For an extra challenge, give kids part of the addition problem and the sum. They have to work backward to find the missing part like in the example below.

# Skill 2: Subtracting three-digit numbers

The most challenging problems in this skills practice are those where you need to regroup twice or where you subtract across zeros. Some examples of those are below, followed by some suggestions on how to practice.

210	800	912	502
<u>– 98</u>	<u>– 562</u>	<u>– 198</u>	<u>– 378</u>

- 1. Notecard facts. Write a three-digit subtraction problem for them on a notecard and have them solve it. Rotate between problems that require regrouping and those that don't.
- 2. Practice with the subtraction worksheets that are available on the Book Extras website.
- 3. Play "Make the Greatest Difference." Each player picks 6 Uno cards and arranges them to make a subtraction problem. The player with the greatest difference wins.
- 4. <u>Take It Further</u>: For an extra challenge, give kids part of the subtraction problem and the difference. They have to work backward to find the missing part like in the example below. These can be pretty tough, especially if there is regrouping involved. Start with one that doesn't have regrouping and work up from there.

# Skill 3: Multiplying by a Two-Digit Number

Students will be multiplying in Chapter 2. But most students will need additional practice to really let that skill sink in. That is why it is included in the Unit 1 skills practice.

1. Notecard problems. This is probably the easiest, most straightforward way to practice this skill. Each day, give your child one problem to complete. I like to write it out on a colorful notecard and put the answer on the back so that they can check when they are done. Below are 7 problems you could use, one for each day that they are doing this skills practice.

14	25	81	15
<u>× 23</u>	<u>× 11</u>	<u>× 27</u>	<u>× 79</u>
19	68	20	
× 22	× 24	× 53	

2. Draw and Multiply. Each player draws 4 Uno cards and uses them to create their own multiplication problem. Whoever gets the higher product wins. It is also fun to let players check their answers with a calculator.

# **CHAPTER 1: PLACE VALUE AND POWERS OF TEN**

# **LESSON 1**

The opening activity involves some prep on your part. I promise that future activities will not be this involved; I just wanted to start the year off with something fun. I created this activity to help you hook and engage your child. Hopefully, you will agree with me that a bit more prep time was worth it.

Start by tearing out the seven activity sheets out of the back of this answer key. Cut out the squares along the dotted lines. Fold them in half along the solid black line so that the large white numbers (or the word 'start') are showing on top, and the clues are hidden inside.



Use masking tape to hang the paper at different places in your house. It could be all in the same room or you can make the search more challenging (see below). Your child will read the clues beneath the "start" paper, and then find the answer on one of the next papers. The process will continue until the last clue. It will really increase the excitement if you tape a small prize inside the final clue. This doesn't have to be something physical. A small personal note of praise from you can even work.



Take It Further: There is only one possible answer to each clue. To make it extra

challenging, space the clues throughout your house so that your child cannot see all of them at once and use the process of elimination to figure out the answers.



#### Page 18 Answers



# <page-header> 1. Server and the server of the server and the se

# **LESSON 2**

A key concept for kids to grasp is that math isn't random process. The order of operations is a set of steps that **ALL** mathematicians follow. It isn't that doing the problem another way doesn't work or doesn't make sense. <u>It's just that</u> <u>everyone must agree on the same order so that</u> <u>answers will be consistent</u>. Math is a language and so it has rules, the same way that English has an agreed upon set of grammar rules.

If you take the time to help your child learn the rules introduced in Level 5, the order of operations will be more manageable for them in the future as more complicated operations are added in. You might be teaching a future rocket scientist or quantum theorist, and one day they'll thank you for your diligence in helping them understand their world through the wonder of mathematics.

#### Page 23 Answers

Page 19 Answers

1. Follow the order of operations	ORDER OF OPERATIONS LESSON 2
Show each step of your work.	
12 + 5 17	7-6 1
= 10-8+6 2+6 8	4 + 16 + 4 4 + 4 8
3×8+7×2 24+7×2 24+14 38	10+72+9 10+8 18
4+4×2 4+8 12	8 + 20 - 5 28 - 5 23
6 + 50 - 3 56 - 3 53	5+8+3 13+3 16
2. Write your own order of oper correct answer. Cover the a someone can solve it correc Answers will vary.	rations problem below. Then write the source with a piece of paper and see if dy.
	23

In the practice, kids are asked to show each step. Good mathematicians write down the process they used to solve a problem, not just the answer. This not only helps them clarify their own thinking, but also allows them to communicate their ideas clearly to others.

# **LESSON 3**

The fraction bar, absolute value sign, and radical sign also function as grouping symbols in mathematics. But, they will be introduced at a higher level of mathematics. For now, students can focus on parentheses, braces, and brackets. Understanding the mathematical language and rules of these symbols is important for expanding your child's mathematical foundation.

For the opening activity, be sure to mix up the activity numbers. Your student should solve each problem before looking at the final picture on the back.

Page 26 Answers



Activity Sheet Answers

# **LESSON 4**

Exponents are introduced for the first time in this lesson, but only with 10 as the base. Note the common mistake of students is mixing up exponents with multiplication. To avoid this, they can write out the exponents as repeated multiplication until they become comfortable with the notation.





#### Page 30 Answers

LESSON 4	POWERS OF TEN			
Ø	Use your knowledge of place questions below. a. 800 is ten times as much b. 90 is 1/10 of what numb c. 60,000 is ten times as m d. 300 is 1/10 of what num	Use your knowledge of place value to answer the questions below. a. 800 is ten times as much as what number? 80 b. 90 is 1/10 of what number? 900 c. 60.000 is ten times as much as what number? 6,000 c. 300 is 1/10 of what number? 3,000		
2. Comple	ete the chart.			
Namb	er Ten times as much	1/10 as much		
100	1,000	10		
50	500	5		
8,000	80,000	800		
20,000	200,000	2,000		
300,000	3,000,000	3,000,000 30,000		
3. Match	each number to the correct power	r of ten.		
100		101		
10	10 102			
10,000	10,000 101			
1,000,0	1.000,000 104			
1,000		105		
100,000	0	106		
30				

# **LESSON 5**

. . . . . . . . .

All of this practice with powers of ten and moving numbers left and right also prepares students for multiplying decimals. We will build on this concept in the decimals unit using some of the same strategies. For now, the goal is to help your student become proficient and comfortable with the process.

## Page 31 Answers

. . . . . . . . . . .



#### Page 32 Answers



### Page 33 Answers



. . . . . . . . . . . . . . . . .

# **LESSON** 6

Scientific notation isn't typically introduced in 5<sup>th</sup> grade, but it is such a great application of what they have been learning that I wanted to include it. However, you will notice that I simplified it significantly. I haven't used any numbers that would involve decimals. For now, I just wanted them to practice with writing the powers of ten. This exposure will also make it easier for them to grasp the full concept when they come across it in a science book.

#### Page 34 Answers

. . . . . . . . . . .



Page 35 Answers



#### Page 37 Answers



# **LESSON 7**

Students are encouraged to solve the problems in this lesson in their own way. Let them try several strategies before you offer a possible method. There is more than one method that can be used, and you want your child to be competent in selecting the style that fits his or her learning style. Sample answers are provided below as a guide if your child needs your help.

## Problem #1

One method that can work well with this problem is to make a list. Clue number 2 narrows down the options quite a bit, so begin by making a list of two-digit numbers that have a repeated digit.

66

- 22 55
- 33

#### Page 41 Answers



Already we realize that we only have 9 options on our list. The third clue states that the digits must add up to 12. We can test each item on the list.

1 + 1 = 2	3 + 3 = 6	5 + 5 = 10	
2 + 2 = 4	4 + 4 = 8	6 + 6 = 12	

66

This is the only number on our list that will work.

## Problem #2

A great method for this problem is guess-and-check. Writing the digits on pieces of paper or notecards that can be easily moved around helps with making the guesses easier to check. Suppose you guessed this first:	709 <u>- 531</u> 178
This guess is not correct. Also, you can see that the ones digits were not correct because we need a 4 in the ones column. On the next guess we will focus on getting the ones correct. Assuming there isn't any regrouping, $7 - 3$ is the only way to get a 4 in the ones column.	507 <u>- 193</u> 314
The ones digit is correct, but the answer is too small. The easiest way to increase the difference is to move the 9 digit to the hundreds place.	907 <u>- 153</u> 774
We are close. Let's try rearranging one more time. Hooray! We found the answer.	957 <u>- 103</u> 854

# **COMPLETE SUPPLY LIST**

- → A four-operation calculator (add, subtract, multiply, and divide)
- → Fraction tiles
- → Pattern blocks
- Base ten blocks
- → Linking Cubes
- → A protractor
- → Notecards
- → Uno cards
- → Masking tape
- → A prize
- → Scissors
- Tape
- → 3 dice
- → A glue stick
- → Play money (\$1's, \$10's, and \$100's)
- → Glue
- → 15 one-inch square tiles
- Graham crackers
- → Pretzel sticks
- Markers or colored pencils
- → A clipboard
- → 8 envelopes
- → A timer
- Bingo chips or markers
- → A timer
- → Dominoes
- → 30 counters
- → Colored pencils
- 2 oranges (or another fruit that can be cut into thirds)
- → 2 graham crackers

- → 3 friends, siblings, dolls, stuffed animals or action figures
- → Straws
- → Paper clips
- → 100 pennies
- → 10 dimes
- → A ruler
- → 4 clear plastic bottles with caps
- → A permanent marker
- → A funnel
- → 3 cups warm water
- → Active dry yeast
- → Sugar
- → Table salt
- → 6 balloons
- → Popcorn
- → 3 containers that are different sizes
- ➔ 1 cup measuring cup
- → 50 cubes (such as the unit cubes in the base ten set)
- → Game pieces
- 2 or more players
- → 2 plastic bottles (16 ounces)
- → 8 plastic bottle caps that are all the same size
- → Skewers
- 2 rubber bands
- Knife and the help of an adult
- ➔ Times table
- → Store flyers showing sales

- → Coupons or online ads
- → Food items in your refrigerator
- A collection of small objects (like a silverware drawer, a chess set, etc.)
- A bag of Skittles<sup>®</sup>
- → A bag of M & M's<sup>®</sup> (or another small candy or snack)
- → 10 people to survey
- Books or internet resources on animals
- Snack mix (any mixed bag of trail mix that has a variety of items in it)
- → A cup
- A paper towel
- → A tape measure
- → 10 pencils (that are different lengths)
- Outdoor thermometer or weather website
- → A bag of marshmallows
- → A microwave
- → A centimeter/inch ruler
- → 2 posters
- Markers
- → Chalk
- → A plastic shower curtain or tablecloth
- Assorted toys
- Markers (dry erase or washable; depending on what kind of surface you are using)
- → 5 magnets