

Lesson Plan Overview

Lesson	Worktext Pages	Activities Pages	Lesson Objectives
Chapter 1 · Place Value & Money			
1	1, 3–4	1–2	<ul style="list-style-type: none"> • Identify 10 hundreds as 1 one thousand • Identify the Ones, Hundreds, and Thousands periods • Identify the number of periods in up to a 6-digit number • Identify the value of each digit in a 4-digit number
2	5–6	3–4	<ul style="list-style-type: none"> • Recall that the value of each place is ten times greater than the value of the place immediately to its right • Identify the values of the digits in a number with 9 or fewer digits • Read and write numbers with 6 or fewer digits
3	7–8	5–6	<ul style="list-style-type: none"> • Recall the repetition of the Ones, Tens, and Hundreds places in each period • Read numbers with 9 or fewer digits • Write numbers with 9 or fewer digits in standard, expanded, and word form
4	9–10	7–8	<ul style="list-style-type: none"> • Use strategies to compare numbers • Use $>$, $<$, and $=$ to compare numbers with 7 or fewer digits • Compare numbers written in standard, expanded, and word form
5	11–12	9–10	<ul style="list-style-type: none"> • Order numbers from least to greatest • Order numbers from greatest to least • Identify even and odd numbers
6	13–14	11–12	<ul style="list-style-type: none"> • Identify the numbers that are $\frac{1}{10}$ of 10; 100; 1,000; 10,000; 100,000; and 1,000,000 • Round a number to the place with the greatest value • Round a number to a given place within the number
7	15–16	13–14	<ul style="list-style-type: none"> • Rename 10 tenths as 1 one • Read and write decimals to the Tenths place
8	17–18	15–16	<ul style="list-style-type: none"> • Rename 10 hundredths as 1 tenth • Read and write decimals to the Hundredths place
9	19–20	17–18	<ul style="list-style-type: none"> • Write amounts of money that are less than \$1.00 • Determine the value of a set of money • Count out amounts of money
10	21–22	19–20	<ul style="list-style-type: none"> • Count out money needed to purchase an item • <i>Count back change by counting on coins</i> • <i>Count back change by counting on dollars</i>
11	23–24	21–22	<ul style="list-style-type: none"> • Rename to write and represent numbers in 3 different ways
12	25–26	23–24	<ul style="list-style-type: none"> • Review the concepts presented in Chapter 1 in preparation for the Chapter 1 Test
13	STEAM 1–2		<ul style="list-style-type: none"> • Identify the problem that needs to be solved • Design a room with furnishings and plants • Create a purchase list within a set budget • Present a concept design • Write a check for a purchase • Explain how math can be used to make wise choices
14		25–26	Concept Review
Chapter 2 · Addition & Subtraction of Whole Numbers			
15	27, 29–30	27–28	<ul style="list-style-type: none"> • Use addition and subtraction properties to solve facts • Apply the Associative Property of Addition to make 10 • Complete a missing-addend equation with a variable • Use variables when adding doubles • Complete a function table

Lesson	Worktext Pages	Activities Pages	Lesson Objectives
16	31–32	29–30	<ul style="list-style-type: none"> • Add 2- and 3-digit numbers with renaming • Estimate the sum by rounding • Solve addition problems with 3 addends
17	33–34	31–32	<ul style="list-style-type: none"> • Identify the number that is 1,000 or 10,000 more or less • Add 4- and 5-digit numbers with renaming • Estimate the sum by rounding • Solve a word problem with 3 addends
18	35–36	33–34	<ul style="list-style-type: none"> • Rename pennies to add money, using manipulatives • Round amounts of money to the place with the greatest value • Add amounts of money • Solve a money word problem and interpret the solution
19	37–38	35–36	<ul style="list-style-type: none"> • Interpret the result of subtracting 0 • Subtract 2- and 3-digit numbers with renaming • Estimate the difference by rounding • Solve a missing-addend equation with a variable
20	39–40	37–38	<ul style="list-style-type: none"> • Subtract 4- and 5-digit numbers with renaming • Check a subtraction problem with addition • Estimate the difference by rounding • Solve a multi-step word problem and interpret the solution
21	41–42	39–40	<ul style="list-style-type: none"> • Subtract 3-digit numbers with renaming • Rename 1 one thousand and 1 ten thousand • Solve a word problem and interpret the solution
22	43–44	41–42	<ul style="list-style-type: none"> • Subtract amounts of money • Round amounts of money to the place with the greatest value • Solve money word problems • Solve a multi-step word problem and interpret the solution
23	45–46	43–44	<ul style="list-style-type: none"> • Estimate the sum of 3 or 4 addends by rounding to the place with the greatest value • Estimate the difference by rounding to the place with the greatest value • Estimate the sum or difference by rounding to the greatest place in the lesser number
24	47–48	45–46	<ul style="list-style-type: none"> • Solve different types of subtraction problems • Identify the type of subtraction • Solve a subtraction word problem and interpret the solution
25	49–50	47–48	<ul style="list-style-type: none"> • Solve word problems using a cost chart • Solve word problems using variables
26	51–52	49–50	<ul style="list-style-type: none"> • Review the concepts presented in Chapter 2 in preparation for the Chapter 2 Test
27	STEAM 27–28		<ul style="list-style-type: none"> • Identify the problem that needs to be solved • Design technology for randomly selecting a 3-digit number, using the digits 1–6 • Apply rounding and estimation principles collaboratively to reach a target number • Evaluate information using estimation principles
28		51–52	Concept Review
Chapter 3 · Fractions			
29	53, 55–56	53–54	<ul style="list-style-type: none"> • Identify 1 whole as being equivalent to $\frac{1}{2}$, $\frac{1}{3}$, and $\frac{1}{4}$ • Relate the terms <i>numerator</i> and <i>denominator</i> to their meanings • Identify the fraction that names part of a whole
30	57–58	55–56	<ul style="list-style-type: none"> • Identify part of a set and use the correct numerator and denominator to describe it • Write the fraction that names part of a set • Predict the results of a probability activity
31	59–60	57–58	<ul style="list-style-type: none"> • Determine the fraction of a set • Determine probability
32	61–62	59–60	<ul style="list-style-type: none"> • Compare and order like fractions • Compare unlike fractions

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33	63–64	61–62	<ul style="list-style-type: none"> • Add like fractions • Subtract like fractions • Solve a fraction word problem and interpret the solution
34	65–66	63–64	<ul style="list-style-type: none"> • Identify and read a mixed number • Identify an improper fraction • Write an improper fraction as a mixed number • Compare mixed numbers using $>$, $<$, or $=$
35	67–68	65–66	<ul style="list-style-type: none"> • Add mixed numbers • Subtract mixed numbers
36	69–70	67–68	<ul style="list-style-type: none"> • Determine the fractional parts of a whole • Interpret a circle graph
37	71–72	69–70	• Review the concepts presented in Chapter 3 in preparation for the Chapter 3 Test
38	STEAM 53–54		<ul style="list-style-type: none"> • Identify the problem that needs to be solved • Design and build a cell phone holder prototype using Lego® bricks • Test that the design is a workable, durable structure • Summarize in whole numbers, mixed numbers, and fractions the number of bricks used • Explain how math helps you do work
39		71–72	Concept Review
Chapter 4 · Multiplication & Division Facts			
40	73, 75–76	73–74	<ul style="list-style-type: none"> • Apply the terms <i>factor</i> and <i>product</i> • Create an array to show related multiplication facts • Apply the Identity Property of Multiplication • Apply the Zero Property of Multiplication • Write multiples of 2, 3, and 5
41	77–78	75–76	<ul style="list-style-type: none"> • Apply the terms <i>dividend</i>, <i>divisor</i>, and <i>quotient</i> • Relate division to multiplication • Complete a division fact with 1 as the divisor • Complete a division fact with 0 as the dividend • Write phrases using numbers and math symbols
42	79–80	77–78	<ul style="list-style-type: none"> • Apply the Commutative Property of Multiplication • Write related multiplication and division facts • Write a division fact, using three different forms • Picture and solve word problems • Solve facts with 9 or 10 as a factor or a divisor, using patterns
43	81–82	79–80	<ul style="list-style-type: none"> • Solve facts with 11 as a factor or a divisor, using patterns • Use the Multiplication-Addition Principle to solve a multiplication fact • Solve a word problem and interpret the solution
44	83–84	81–82	<ul style="list-style-type: none"> • Solve facts with 12 as a factor or a divisor, using strategies • Use the Multiplication-Addition Principle to solve a multiplication fact
45	85–86	83–84	<ul style="list-style-type: none"> • Apply the Multiplication-Addition Principle • Apply mental math strategies for solving multiplication facts with 6 or 9 as factors • Solve division facts using related multiplication facts • Solve a word problem and interpret the solution
46	87–88	85–86	<ul style="list-style-type: none"> • Apply the Associative Property of Multiplication • Solve word problems with 3 factors • Solve a multiplication equation with 3 factors
47	89–90	87–88	<ul style="list-style-type: none"> • Solve a missing-factor equation with a variable • Solve math equations with 2 operations
48	91–92	89–90	• Solve word problems by working backward
49	93–94	91–92	• Review the concepts presented in Chapter 4 in preparation for the Chapter 4 Test

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50	STEAM 73–74		<ul style="list-style-type: none"> Identify the problem that needs to be solved Identify all the different combinations of 3, 2, and 1 that equal 8, using problem-solving strategies collaboratively State conclusions numerically, with pictures, or in words Discuss connections between math and helping others
51		93–94	Concept Review
Chapter 5 · Decimals			
52	95, 97–98	95–96	<ul style="list-style-type: none"> Rename 10 tenths as 1 one, using manipulatives Read and write a decimal to the Tenths place Write a decimal as a fraction or a mixed number
53	99–100	97–98	<ul style="list-style-type: none"> Picture decimals to the Tenths place Write a mixed number as a decimal Compare decimals to the Tenths place Order decimals from least to greatest
54	101–2	99–100	<ul style="list-style-type: none"> Rename 100 hundredths as 1 whole Rename 10 hundredths as 1 tenth Read and write a decimal to the Hundredths place Write a mixed number as a decimal
55	103–4	101–2	<ul style="list-style-type: none"> Picture decimals to the Hundredths place Write a mixed number as a decimal Compare decimals to the Hundredths place Order decimals from least to greatest
56	105–6	103–4	<ul style="list-style-type: none"> Add decimals Subtract decimals Solve a word problem and interpret the solution
57	107–8	105–6	<ul style="list-style-type: none"> Round decimals to the nearest whole number Estimate the sum by rounding Solve 3-addend addition problems Estimate the difference by rounding Solve a decimal word problem and interpret the solution
58	109–10	107–8	<ul style="list-style-type: none"> Rename to write and represent equivalent values
59	111–12	109–10	<ul style="list-style-type: none"> Review the concepts presented in Chapter 5 in preparation for the Chapter 5 Test
60	STEAM 95–96		<ul style="list-style-type: none"> Identify the problem that needs to be solved Design an heirloom treasure Record an ordered inventory list of gems used Explain that math has limits
61		111–12	Concept Review
Chapter 6 · Multiplication: 1-Digit Multipliers			
62	113, 115–16	113–14	<ul style="list-style-type: none"> Multiply a 2-digit factor by a 1-digit factor Multiply a 3-digit factor by a 1-digit factor Solve a multiplication word problem and interpret the solution
63	117–18	115–16	<ul style="list-style-type: none"> Multiply a 2-digit factor by a 1-digit factor with renaming, using manipulatives Multiply a 3-digit factor by a 1-digit factor with renaming, using manipulatives Multiply a 2- or 3-digit factor by a 1-digit factor with and without renaming Solve a word problem and interpret the solution
64	119–20	117–18	<ul style="list-style-type: none"> Multiply a 2- or 3-digit factor by a 1-digit factor Multiply multiples of 10 by a 1-digit factor and determine the number of zeros in the product Multiply multiples of 100 by a 1-digit factor and determine the number of zeros in the product Multiply multiples of 1,000 by a 1-digit factor and determine the number of zeros in the product
65	121–22	119–20	<ul style="list-style-type: none"> Round numbers to the nearest ten or the nearest hundred Estimate the product by rounding Multiply a 2- or 3-digit factor by a 1-digit factor

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66	123–24	121–22	<ul style="list-style-type: none"> Estimate by rounding Multiply a 2- or 3-digit factor by a 1-digit factor Solve a money multiplication word problem and interpret the solution
67	125–26	123–24	<ul style="list-style-type: none"> Multiply a 4-digit factor by a 1-digit factor Estimate the product by rounding Solve a word problem and interpret the solution
68	127–28	125–26	<ul style="list-style-type: none"> Solve money multiplication problems Solve a multi-step money word problem Read and complete a table
69	129–30	127–28	Review the concepts presented in Chapter 6 in preparation for the Chapter 6 Test
70	STEAM 113–14		<ul style="list-style-type: none"> Research to gather data Identify the problem that needs to be solved Calculate how much food is needed Design, build, and test a system for accomplishing a task Evaluate a statement that says that work is not fun
71		129–30	Concept Review
Chapter 7 · Geometry: Plane Figures			
72	131, 133–34	131–32	<ul style="list-style-type: none"> Identify a point, a line, and a line segment Identify horizontal and vertical lines Identify and describe parallel and intersecting lines Read a map Draw points, lines, and line segments
73	135–36	133–34	<ul style="list-style-type: none"> Identify and name rays Identify and name angles Demonstrate and describe a right angle, an acute angle, and an obtuse angle
74	137–38	135–36	<ul style="list-style-type: none"> Describe regular and irregular polygons Identify regular and irregular polygons Identify a right triangle Identify acute and obtuse angles
75	139–40	137–38	<ul style="list-style-type: none"> Differentiate between regular and irregular polygons Identify and name quadrilaterals Define <i>perimeter</i> Find the perimeter of a polygon
76	141–42	139–40	<ul style="list-style-type: none"> Find the perimeter of a figure Count unit squares to find the area of a region Multiply to find the area of a region Solve an area word problem and interpret the solution
77	143–44	141–42	<ul style="list-style-type: none"> Identify similar and congruent figures Identify symmetrical figures and a line of symmetry Identify a slide, a flip, and a turn
78	145–46	143–44	<ul style="list-style-type: none"> Measure to find the perimeter of a figure Find the area of a region
79	147–48	145–46	<ul style="list-style-type: none"> Identify the center point of a circle Identify and name the radius of a circle Identify and name the diameter of a circle Find the length of a radius and a diameter
80	149–50	147–48	<ul style="list-style-type: none"> Find the area of a complex polygon Find the area of a triangle Identify regular and irregular polygons Identify parallel, intersecting, horizontal, and vertical lines Identify right angles, acute angles, and obtuse angles
81	151–52	149–50	Review the concepts presented in Chapter 7 in preparation for the Chapter 7 Test

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82	STEAM 131–32		<ul style="list-style-type: none"> Identify the problem that needs to be solved Design and create a polygon art picture using triangles Verify that the specifications have been met Explain why people are able to use math to create an orderly design
83		151–52	Concept Review
Chapter 8 · Division: 1-Digit Divisors			
84	153, 155–56	153–54	<ul style="list-style-type: none"> Solve partition and measurement division problems Write division word problems
85	157–58	155–56	<ul style="list-style-type: none"> Divide to find a 1-digit quotient with a remainder Solve a long division problem using facts and near facts
86	159–60	157–58	<ul style="list-style-type: none"> Solve division facts using long division Divide a 2-digit dividend by a 1-digit divisor Divide a 3-digit dividend by a 1-digit divisor
87	161–62	159–60	<ul style="list-style-type: none"> Divide to find a 2-digit quotient with a remainder Divide to find a 1-digit quotient with a remainder, renaming in the dividend Divide to find a 2-digit quotient with a remainder, renaming in the dividend
88	163–64	161–62	<ul style="list-style-type: none"> Divide to find a 3-digit quotient with a remainder Divide to find a 2-digit quotient, renaming in the dividend Divide to find a 3-digit quotient, using the traditional form
89	165–66	163–64	<ul style="list-style-type: none"> Divide to find a quotient containing 0 Check the quotient of a division problem, using multiplication
90	167–68	165–66	<ul style="list-style-type: none"> Divide multiples of 10 and 100 Check the quotient of a division problem
91	169–70	167–68	<ul style="list-style-type: none"> Divide 4-digit dividends Divide money Solve a division money word problem
92	171–72	169–70	<ul style="list-style-type: none"> Find the average of a set of 1-digit numbers Solve an averaging word problem Find the average of a set of 2-digit numbers Find the average of a set of 3-digit numbers
93	173–74	171–72	<ul style="list-style-type: none"> Determine whether a number is divisible by 2, 5, or 10 Determine the remainder of a division equation
94	175–76	173–74	Review the concepts presented in Chapter 8 in preparation for the Chapter 8 Test
95	STEAM 153–54		<ul style="list-style-type: none"> Identify the problem that needs to be solved Calculate the total cost of camp Develop a monthly savings plan for camp Track savings and expenses toward a goal Use math to set and assess goals for living wisely
96		175–76	Concept Review
Chapter 9 · Data & Graphs			
97	177, 179–80	177–78	<ul style="list-style-type: none"> Read and interpret a pictograph and a bar graph Use collected data to create a tally table Use a tally table to create a bar graph and a pictograph Find the average (mean) for a set of data Identify the range, mode, and median for a series of values
98	181–82	179–80	<ul style="list-style-type: none"> Create a double bar graph from a table Read and interpret a double bar graph Create a bar graph and a circle graph from a tally table
99	183–84	181–82	<ul style="list-style-type: none"> Create a single line graph from a table Determine mode, range, median, and average (mean) Interpret a double line graph

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100	185–86	183–84	<ul style="list-style-type: none"> Write ordered pairs to identify points on a coordinate graph Locate and plot coordinate points on a coordinate graph Apply the terms <i>scale</i> and <i>interval</i>.
101	187–88	185–86	<ul style="list-style-type: none"> Create and read a line plot Determine the range for a set of data Create a stem-and-leaf plot from a line plot
102	189–90	187–88	<ul style="list-style-type: none"> Use logic to solve an order problem Use logic to solve an identity problem
103	191–92	189–90	<ul style="list-style-type: none"> Record survey data on a tally table Create a bar graph and a pictograph from a tally table Create a circle graph Compare a circle graph, bar graph, pictograph, and tally table.
104	193–94	191–92	Review the concepts presented in Chapter 9 in preparation for the Chapter 9 Test
105	STEAM 177–78		<ul style="list-style-type: none"> Identify the problem that needs to be solved Design and administer a survey Report survey findings in graphs Evaluate the idea that math has limits
106		193–94	Concept Review
Chapter 10 · Customary Measurement & Time			
107	195, 197–98	195–96	<ul style="list-style-type: none"> Recognize inches and feet as standard units of measurement Measure objects to the nearest inch and foot Estimate and measure length, width, and height to the nearest half inch or fourth inch Draw a line to the nearest inch, half inch, or fourth inch
108	199–200	197–98	<ul style="list-style-type: none"> Determine the best measurement: inches, feet, or yards Estimate and measure length and height to the nearest inch, foot, or yard Recognize the mile as a standard unit of measurement for distance Use a map key to determine distance
109	201–2	199–200	<ul style="list-style-type: none"> Rename yards to feet and feet to yards Rename feet to inches and inches to feet Rename miles to feet and to yards
110	203–4	201–2	<ul style="list-style-type: none"> Recognize a pound and an ounce as measuring units for weight Read a spring scale Recognize a ton as a measuring unit for weight Determine the appropriate unit of weight: ounce or pound Rename pounds to ounces, tons to pounds, and pounds to tons
111	205–6	203–4	<ul style="list-style-type: none"> Recognize cups, pints, quarts, and gallons as measuring units for capacity Determine the appropriate unit of capacity: cup, pint, quart, or gallon Compare capacity using $>$, $<$, or $=$ Rename units of capacity Solve a capacity word problem
112	207–8	205–6	<ul style="list-style-type: none"> Recognize a degree as a measuring unit for temperature Read and set a Fahrenheit thermometer Recognize standard Fahrenheit temperatures Use a Fahrenheit thermometer to measure temperature Interpret a line graph
113	209–10	207–8	<ul style="list-style-type: none"> Tell and write time to the minute Identify the appropriate unit of time measure for activities Rename minutes to seconds, hours to minutes, and days to hours Compare minutes and seconds, hours and minutes, and days and hours
114	211–12	209–10	<ul style="list-style-type: none"> Tell, write, and show time to the quarter-hour. Tell the time before or after the hour Differentiate between a.m. and p.m. and between noon and midnight
115	213–14	211–12	<ul style="list-style-type: none"> Determine the elapsed time to the hour and minute Determine the future time Solve an elapsed time word problem

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116	215–16	213–14	<ul style="list-style-type: none"> Read a calendar Identify the position of a month in the year and write a date Determine the past or future date
117	217–18	215–16	<ul style="list-style-type: none"> Write Roman numerals for the numbers 1–12 Recognize a pattern in writing Roman numerals Solve a multi-step elapsed time problem
118	219–20	217–18	<ul style="list-style-type: none"> Review the concepts presented in Chapter 10 in preparation for the Chapter 10 Test
119	STEAM 195–96		<ul style="list-style-type: none"> Identify the problem that needs to be solved Collaboratively design and build a pasta car Make predictions, conduct tests, and record results Analyze design, construct arguments, and critique reasoning Evaluate how math is not always helpful to people in a fallen world
120		219–20	Concept Review
Chapter 11 · Multiplication: 2-Digit Multipliers			
121	221, 223–24	221–22	<ul style="list-style-type: none"> Multiply multiples of 10, 100, and 1,000 Solve word problems mentally
122	225–26	223–24	<ul style="list-style-type: none"> Apply the Multiplication-Addition Principle, using manipulatives Apply the Multiplication-Addition Principle, using an array
123	227–28	225–26	<ul style="list-style-type: none"> Apply the Multiplication-Addition Principle Multiply a 2-digit factor by a 2-digit factor
124	229–30	227–28	<ul style="list-style-type: none"> Apply the Multiplication-Addition Principle Multiply a 2-digit factor by a 2-digit factor Estimate the product of a multiplication word problem by rounding
125	231–32	229–30	<ul style="list-style-type: none"> Multiply a 2-digit factor by a 2-digit factor Multiply a 3-digit factor by a 2-digit factor Solve a multiplication word problem and interpret the solution
126	233–34	231–32	<ul style="list-style-type: none"> Multiply a 2- or 3-digit factor by a 2-digit factor Estimate the product of a multiplication word problem
127	235–36	233–34	<ul style="list-style-type: none"> Multiply money Estimate the product of a money word problem Use mental math to solve a multi-step word problem
128	237–38	235–36	<ul style="list-style-type: none"> Review the concepts presented in Chapter 11 in preparation for the Chapter 11 Test
129	STEAM 221–22		<ul style="list-style-type: none"> Identify the problem that needs to be solved Design a Lego brainteaser puzzle Calculate the total stud value of the puzzle pieces Record a puzzle solution and solve other puzzles Determine how math helps us meet others' needs
130		237–38	Concept Review
Chapter 12 · Fractions: Addition & Subtraction			
131	239, 241–42	239–40	<ul style="list-style-type: none"> Identify the fraction that names part of a whole Identify the fraction that names part of a set Compare and order like fractions Compare unlike fractions Write an improper fraction as a mixed number Compare mixed numbers
132	243–44	241–42	<ul style="list-style-type: none"> Determine whether fractions are less than, greater than, or equal to 1 Determine whether fractions are less than, greater than, or equal to $\frac{1}{2}$ Order unlike fractions with $\frac{1}{2}$
133	245–46	243–44	<ul style="list-style-type: none"> Add like fractions Rename an improper fraction as a mixed number Subtract like fractions Rename 1 as an improper fraction

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134	247–48	245–46	<ul style="list-style-type: none"> Add mixed numbers Rename an improper fraction as a mixed number Subtract mixed numbers Rename 1 as an improper fraction
135	249–50	247–48	<ul style="list-style-type: none"> Repartition shapes to find equivalent fractions Use number lines to find equivalent fractions Use multiplication to find equivalent fractions
136	251–52	249–50	<ul style="list-style-type: none"> Repartition shapes to find equivalent fractions Add unlike fractions Subtract unlike fractions
137	253–54	251–52	<ul style="list-style-type: none"> Use multiplication to find equivalent fractions Add unlike fractions Subtract unlike fractions
138	255–56	253–54	<ul style="list-style-type: none"> Determine the fractional part of a set Solve a word problem and interpret the solution
139	257–58	255–56	<ul style="list-style-type: none"> Solve fraction word problems
140	259–60	257–58	<ul style="list-style-type: none"> Review the concepts presented in Chapter 12 in preparation for the Chapter 12 Test
141	STEAM 239–40		<ul style="list-style-type: none"> Assemble an origami figure Recognize fractions and their equivalents in an origami figure Use fractions to design a color pattern for an origami figure Evaluate the claim that design in our world happened by chance Explore origami's connection to STEAM disciplines
142		259–60	Concept Review
Chapter 13 · Metric Measurement			
143	261, 263–64	261–62	<ul style="list-style-type: none"> Recognize the meter, centimeter, and millimeter as measuring units for length Estimate and measure length, width, and height to the nearest meter, centimeter, and millimeter Determine the appropriate linear unit Draw a line to the nearest centimeter or millimeter
144	265–66	263–64	<ul style="list-style-type: none"> Recognize the kilometer as a measuring unit for distance Determine the appropriate linear unit Rename millimeters, centimeters, or kilometers to meters and meters to kilometers, centimeters, or millimeters Compare linear measurements using $>$, $<$, or $=$ Solve a measurement word problem and interpret the solution
145	267–68	265–66	<ul style="list-style-type: none"> Recognize the liter and milliliter as measuring units for capacity Determine the appropriate unit of capacity Determine the best estimate for the capacity of a container Rename milliliters to liters and liters to milliliters Compare milliliters to liters using $>$, $<$, or $=$ Solve a measurement word problem and interpret the solution
146	269–70	267–68	<ul style="list-style-type: none"> Recognize the gram and kilogram as measuring units for mass Determine the appropriate unit of mass Rename kilograms to grams and grams to kilograms Compare grams and kilograms using $>$, $<$, or $=$ Solve a measurement word problem and interpret the solution
147	271–72	269–70	<ul style="list-style-type: none"> Recognize degrees as a measuring unit for temperature Read and set a Celsius thermometer Recognize standard Celsius temperatures Determine the temperature 10° warmer or 10° colder Determine the amount of temperature increase or decrease Measure temperature using a Celsius thermometer
148	273–74	271–72	<ul style="list-style-type: none"> Apply an understanding of metric units Identify the appropriate measurement tool Determine the temperature, given the increase or decrease from a given temperature

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149	275–76	273–74	<ul style="list-style-type: none"> • Complete a table • Use logic to extend a number sequence • Match a set of operations to a sequence of numbers
150	277–78	275–76	• Review the concepts presented in Chapter 13 in preparation for the Chapter 13 Test
151	STEAM 261–62		<ul style="list-style-type: none"> • Identify the problem that needs to be solved • Make a biodegradable seedling planter and recyclable greenhouse cover • Plant a seed and measure and record its growth • Apply the principle of sowing and reaping to studying math
152		277–78	Concept Review
Chapter 14 · Division: 2-Digit Divisors			
153	279, 281–82	279–80	<ul style="list-style-type: none"> • Divide a 2-digit multiple of 10 by a 2-digit multiple of 10 • Divide a 3-digit multiple of 10 by a 2-digit multiple of 10 • Solve a division word problem
154	283–84	281–82	<ul style="list-style-type: none"> • Divide by a 2-digit multiple of 10 • Solve a division word problem
155	285–86	283–84	<ul style="list-style-type: none"> • Divide by rounding the divisor • Use multiplication to check division problems • Solve a word problem and interpret the solution
156	287–88	285–86	<ul style="list-style-type: none"> • Divide to find a 1-digit quotient • Solve a division word problem
157	289–90	287–88	<ul style="list-style-type: none"> • Divide to find a 1- or 2-digit quotient • Solve a division word problem and interpret the solution
158	291–92	289–90	<ul style="list-style-type: none"> • Divide to find a 2-digit quotient • Solve division word problems • Divide money
159	293–94	291–92	<ul style="list-style-type: none"> • Adjust the quotient in a division problem • Use multiplication to check a division problem • Solve a division word problem
160	295–96	293–94	<ul style="list-style-type: none"> • Adjust the quotient in a division problem • Divide to find a quotient containing 0 • Divide money • Solve a money word problem
161	297–98	295–96	<ul style="list-style-type: none"> • Use multiplication and repeated addition to solve a word problem • Use division and repeated subtraction to solve a word problem • Solve a multi-step word problem and interpret the solution
162	299–300	297–98	• Review the concepts presented in Chapter 14 in preparation for the Chapter 14 Test
163	STEAM 279–80		<ul style="list-style-type: none"> • Identify the problem that needs to be solved • Design a 3-D model for testing solutions • Show equal divisions of a square cake and its frosting • Evaluate the reasonableness of a solution • Recognize that math cannot determine right and wrong • Construct a practical solution to a problem
164		299–300	Concept Review
Chapter 15 · Geometry: 3-Dimensional Figures			
165	301, 303–4	301–2	<ul style="list-style-type: none"> • Distinguish between 2-dimensional and 3-dimensional objects • Identify faces, edges, and vertices of 3-dimensional figures • Identify the characteristics of a sphere • Identify the characteristics of a cone • Identify the characteristics of a cylinder

Lesson	Worktext Pages	Activities Pages	Lesson Objectives
166	305–6	303–4	<ul style="list-style-type: none"> Identify the characteristics of a rectangular prism Identify the characteristics of a square prism (cube) Identify the characteristics of a triangular prism Construct prisms from nets Identify a prism by its net
167	307–8	305–6	<ul style="list-style-type: none"> Make a model of a prism Identify a square pyramid and a triangular pyramid Make models of pyramids Identify the characteristics of pyramids Construct pyramids from nets
168	309–10	307–8	<ul style="list-style-type: none"> Add the area of each face to find the surface area Find the surface area of a square prism Find the surface area of a rectangular prism
169	311–12	309–10	<ul style="list-style-type: none"> Use cubes to picture the volume of a 3-dimensional figure Use a formula to determine volume
170	313–14	311–12	<ul style="list-style-type: none"> Recognize patterns Extend patterns Determine the missing part in a pattern Create a pattern Make a Venn diagram
171	315–16	313–14	Review the concepts presented in Chapter 15 in preparation for the Chapter 15 Test
172	STEAM 301–2		<ul style="list-style-type: none"> Identify the problem that needs to be solved Design and build a 3-dimensional structure to withstand an attack Test a structure Apply an understanding of God's design
173		315–16	Concept Review
Chapter 16 · Pre-Algebra			
174	317–18	317–18	<ul style="list-style-type: none"> Identify positive and negative numbers on a number line Identify the opposite of a number Determine positive and negative numbers
175	319–20	319–20	<ul style="list-style-type: none"> Compare and order positive and negative numbers Graph positive and negative numbers on a number line
176	321–22	321–22	<ul style="list-style-type: none"> Graph positive and negative numbers on a number line Order positive and negative numbers
177	323–24	323–24	<ul style="list-style-type: none"> Graph points on a coordinate graph Write ordered pairs to identify points on a coordinate graph
178	325–26	325–26	<ul style="list-style-type: none"> Use variables to represent quantities Complete a function table Graph points on a coordinate graph
179	327–28	327–28	Review the concepts presented in Chapter 16 in preparation for the Chapter 16 Test
180		329–30	Concept Review