

Contents

.....

iii Preface

vi About the Author

vi Acknowledgments

xi Correlation Chart

Whole Numbers

.....

3 Know Your Bowling Score!
Addition of Whole Numbers; Mental Math (Activity, page 149)

5 Counting Calories
Addition of Whole Numbers; Using a Table

7 Presidential Playing Field
Subtraction of Whole Numbers (Activity, page 149)

9 A Trip to 1776
Addition and Subtraction of Whole Numbers

11 Editor for a Day: \times and \div Facts
Multiplication and Division Facts

12 A Wall-to-Wall Product
First Solve a Simpler Problem; Multiplication of Whole Numbers

13 A Bit of Computing
Multiplication of Whole Numbers

14 Camp Quo-Tent
Division of Whole Numbers

16 Stuff You Auto Know about Mileage
Operations with Whole Numbers; Using a Map

17 Formula-Driven

Using Formulas with Whole Numbers (Activity, page 150)

Decimals

.....

21 Talking Points about Decimals I: Addition and Subtraction
Decimal Number-Sense Problems

23 Can You Make the Change?
Using Addition of Decimals to Make Change for a Dollar

24 To Life!
Subtraction of Decimals; Using a Table

26 Take Your Cue from Coupons
Addition and Subtraction of Decimals (Activity, page 150)

28 Checking Your Checking Account
Addition and Subtraction of Decimals

30 More Power to You
Multiplication of Decimals; Dividing Decimals by 1000

31 Talking Points about Decimals II: Multiplication and Division
Decimal Number-Sense Problems

33 At Any Rate ...
Using Division of Decimals to Find Unit Rates

34 Super Sports Statistics I: Baseball and Basketball
Operations with Decimals

36 Super Sports Statistics II: Football
Operations with Decimals

38 Wheels and Deals
Operations with Decimals

Fractions

.....

- 41 **Take Stock of Stocks**
Addition and Subtraction with Like Denominators (Activity, page 150)
- 42 **What Do They Have in Common?**
Problems Involving Least Common Multiple
- 44 **Rulers Rule!**
Addition with Mixed Numbers; Perimeter
- 45 **Mixed Numbers at the Olympics**
Subtraction with Mixed Numbers
- 47 **What's Cooking?**
Multiplication with Mixed Numbers (Activity, page 150)
- 48 **Editor for a Day: Fractions**
Language Arts Connection: Search for Errors in Mathematics (Fraction Computation) and in English Usage (Activity, page 150)
- 49 **It's Out of This World**
Division with Mixed Numbers
- 51 **The Spy Who Mixed Numbers**
Operations with Mixed Numbers
- 53 **In My Estimation ...**
Using Estimation to Solve Real-World Problems

Statistics

.....

- 57 **Learning about the Mean**
- 58 **Learning about the Median**
- 59 **Learning about the Mode**
- 60 **Finding Averages from a Frequency Table**

- 61 **Problems That Are *Just about Average***
Real-World Problems with Mean, Median, and Mode (Activity, page 151)
- 63 **Targeting the Mean Absolute Deviation**
Using Line Plots to Help Develop a Measure of Variability
- 67 **Where Do You Draw the Line?**
Making and Using a Dual Line Graph
- 68 **Graphs That Should Be Barred**
Analyzing Misleading Graphs

Probability

.....

- 71 **Spinning into Probability**
An Introduction to Probability; Converting Fractions to Decimals (Activity, page 152–154)
- 72 **Chance Problems**
Problems Involving Odds and Probability
- 73 **Odds Are ...**
Problems Involving Odds and Probability (Activity, page 155)
- 75 **It's Predictable**
Multiplication of Fractions and Probability
- 77 **What Are Your Chances for Passing a True-False Quiz by Guessing?**
Using a Probability Model and a Simulation to Estimate a Probability

Measurement

.....

- 81 **Monster Math**
Using a Ruler and Scale Drawings to Find Map Distances
- 82 **Going to Great Lengths**
Solving Problems Involving Metric Units of Length

- 84 **In What *Capacity*?**
Solving Problems Involving Metric Units of Capacity
- 85 **A *Weighty* Matter**
Solving Problems Involving Metric Units of Mass (Activity, page 155)
- 87 **Try These—to a *Degree***
Solving Problems Involving Temperature (Activity, page 155)
- 89 **It's *about* Time**
Solving Problems Involving Time

Proportion and Percent

.....

- 93 **This Ratio Is Golden**
Art Connection: Using the Golden Ratio (Activity, pages 156–157)
- 94 **A Portion of Proportions**
Using Proportions to Solve Problems
- 96 **A *Model* Way to Solve Percent Problems**
Using a Bar Diagram to Help Set Up Proportions to Solve Each of the Three Basic Types of Percent Problems
- 98 **Percent Potpourri**
Finding a Percent of a Number
- 100 **Building a *Solid* Foundation on Percents**
Solving Problems Involving Percents and Bases
- 102 **Percents That Don't Make Sense**
Analyzing Situations Involving Incorrect Percents
- 103 **Take *Interest* in This**
Problems Involving Simple Interest; True Annual Percentage Rate
- 105 **Take *Even More* Interest in This**
Problems Involving Compound Interest

- 107 **Spread Out Your Spreadsheets**
Using a Spreadsheet to Find Compound Interest (Activity, page 158)
- 109 **Choose a Calculation Method**
Deciding if Estimation, Mental Math, Paper and Pencil, or a Calculator Should Be Used to Solve a Problem

Geometry

.....

- 113 **What *Shape* Is He In?**
Using Tangrams and Children's Literature to Explore Spatial Concepts (Activity, page 158)
- 115 **Tangrams, Fractions, and Area**
Using Tangrams to Develop Fraction and Geometry Concepts
- 116 **What's Inside a Rectangle?**
Area of a Rectangle, Surface Area of a Rectangular Prism
- 118 **Base Times Height—and You'll Be Right!**
Area of a Parallelogram, Triangle, and Trapezoid; Geometric Probability
- 120 **Going Around in *Circles***
Circumference and Area of a Circle
- 122 **Turn Up the *Volume***
Volume of a Rectangular Prism, Square Pyramid, Cylinder, and Cone (Activity, page 158)
- 124 **Estimation with Area and Volume**
Using Estimation to Solve Real-World Geometry Problems, Including Those Involving Irregular-Shaped Figures
- 126 **Hidden Figures**
Make a Systematic List to Help Solve a Problem (Activity, page 158)

Integers

.....

- 131 **Tackling Integers I**
Addition of Integers (Activity, page 159)
- 132 **Tackling Integers II**
Subtraction of Integers
- 133 **Tackling Integers III**
Discovering Rules for Adding and Subtracting Integers
- 134 **Wind Chill Numbrrrs**
Addition and Subtraction of Integers
- 135 **Multiplying Two Negatives Is a Plus—Let’s Discuss**
Using a Real-World Model for Multiplying Integers
- 136 **Positively Negative**
Operations with Integers

Pre-algebra

.....

- 139 **Number Tricks**
Using Variables to Make Generalizations (Activity, page 159)
- 141 **Inequalities in the Real World**
Writing Inequalities and Graphing Their Solutions to Describe Problem Situations
- 142 **Planely Algebra**
Interpreting Airline Data from a Scatterplot
- 144 **Getting to the Root of the Problem**
Using a Flowchart to Find Square Root (Activity, page 159)

- 145 **Pythagorean Problems**
Solving Problems Applying the Pythagorean Theorem
- 147 **Upside-Down Calculator Problems**
Mathematical Recreation Connection: Solving Problems Where the Upside-down Calculator Display of the Answer Spells Out a Word Related to the Problem

149 Activities

160 Answer Key

Correlation Chart

Math for Real Kids, Third Edition

Correlations to the Common Core State Standards

This Correlation Chart provides the CCSS codes of the Standards for Mathematical Content and Standards for Mathematical Practice that are addressed in each lesson. Full statements of the CCSS codes for these lessons are available at www.mathforrealkids.com from the link **Correlation of *Math for Real Kids* to the Common Core State Standards**. The *Common Core State Standards for Mathematics* is available for download at www.corestandards.org/Math/.

The following **CCSS domains** are addressed in this book:

- OA** Operations and Algebraic Thinking
- NBT** Number and Operations in Base Ten
- NS** The Number System
- NF** Number and Operations—Fractions
- SP** Statistics and Probability
- MD** Measurement and Data
- RP** Ratios and Proportional Relationships
- G** Geometry
- EE** Expressions and Equations

How to Read the CCSS Codes for the Standards for Mathematical Content

The code **5.NBT.6** is interpreted as:

- Grade 5**
- Domain: Number and Operations in Base Ten**
- Standard 6.**

The eight **Standards for Mathematical Practice** are listed below. Each standard is described in detail on pages 6–8 of the *Common Core State Standards for Mathematics*.

- MP1: Make sense of problems and persevere in solving them.**
- MP2: Reason abstractly and quantitatively.**
- MP3: Construct viable arguments and critique the reasoning of others.**
- MP4: Model with mathematics.**
- MP5: Use appropriate tools strategically.**
- MP6: Attend to precision.**
- MP7: Look for and make use of structure.**
- MP8: Look for and express regularity in repeated reasoning.**

Whole Numbers

Key CCSS Domains: *Operations and Algebraic Thinking (OA); Number and Operations in Base Ten (NBT)*

3	Know Your Bowling Score!	4.OA.3	MP1, MP2, MP6
5	Counting Calories	4.OA.3	MP1, MP2
7	Presidential Playing Field	4.OA.3	MP1, MP2, MP4
9	A Trip to 1776	4.OA.3	MP1, MP2
11	Editor for a Day: \times and \div Facts	4.OA.3	MP1, MP2, MP6, MP7
12	A Wall-to-Wall <i>Product</i>	4.OA.3, 4.NBT.5	MP1, MP2, MP4, MP7
13	A <i>Bit</i> of Computing	5.NBT.5	MP1, MP2, MP5, MP8
14	Camp <i>Quo-Tent</i>	5.NBT.6	MP1, MP2, MP4
16	Stuff You <i>Auto</i> Know about Mileage	4.NBT.4, 5.NBT.5, 5.NBT.6	MP1, MP2, MP4
17	<i>Formula-Driven</i>	5.NBT.5, 5.NBT.6, 6.EE.2c	MP1, MP2, MP4

Decimals

Key CCSS Domains: *The Number System (NS); Number and Operations in Base Ten (NBT); Ratios and Proportional Relationships (RP)*

21	<i>Talking Points</i> about Decimals I: Addition and Subtraction	5.NBT.7, 6.NS.3, 6.NS.6, 7.NS.2c	MP2, MP3, MP4, MP7, MP8
23	Can You Make the <i>Change?</i>	4.MD.2, 5.NBT.7	MP1, MP2, MP4, MP6
24	To Life!	5.NBT.7, 6.SP.5c	MP1, MP2, MP3
26	Take Your Cue from Coupons	5.NBT.7	MP1, MP2, MP3, MP4
28	Checking Your Checking Account	5.NBT.7	MP1; MP2, MP4, MP6
30	More <i>Power</i> to You	5.NBT.7, 6.NS.3	MP1, MP2
31	<i>Talking Points</i> about Decimals II: Multiplication and Division	5.NBT.1, 5.NBT.2, 6.NS.3, 6.NS.6, 7.NS.2c, 7.NS.2d	MP2, MP3, MP4, MP7, MP8
33	At Any <i>Rate</i> . . .	5.NBT.7, 6.RP.2, 6.RP.3b, 6.NS.2	MP1, MP2
34	Super Sports Statistics I: Baseball and Basketball	5.OA.1, 6.NS.3	MP1, MP2, MP4
36	Super Sports Statistics II: Football	6.NS.2	MP1, MP2, MP4
38	Wheels and Deals	6.NS.2, 6.EE.2c	MP1, MP2

Fractions

Key CCSS Domains: *Number and Operations—Fractions (NF); The Number System (NS)*

41	Take Stock of Stocks	4.NF.3c	MP1, MP2
42	What Do They Have in <i>Common?</i>	6.NS.4	MP1, MP2, MP7
44	Rulers Rule!	4.MD.3, 5.NF.1	MP1, MP2, MP5, MP6
45	Mixed Numbers at the Olympics	5.NF.1, 5.NF.2	MP1, MP2
47	What's Cooking?	5.NF.4a, 5.NF.5b, 7.NS.3	MP1, MP2
48	Editor for a Day: Fractions	5.NF.1, 5.NF.3, 5.NF.4, 5.NF.7a, 5.NF.7b, 6.NS.1	MP1, MP2, MP6, MP7
49	It's Out of This World	6.NS.1, 7.NS.3	MP1, MP2
51	The Spy Who <i>Mixed Numbers</i>	6.NS.1, 6.EE.2c, 7.NS.3	MP1, MP2, MP7
53	In My <i>Estimation</i> . . .	4.OA.3, 5.NF.2, 7.EE.3	MP1, MP2, MP5

Statistics*Key CCSS Domain: Statistics and Probability (SP)*

57	Learning about the Mean	5.MD.2, 6.SP.5c	MP2, MP3
58	Learning about the Median	6.SP.5c	MP2
59	Learning about the Mode	6.SP.5c	MP2
60	Finding Averages from a Frequency Table	6.SP.5c, 7.SP.1	MP1, MP2, MP4
61	Problems That Are <i>Just about Average</i>	6.SP.5c, 6.SP.5d	MP2, MP3, MP7
63	<i>Targeting</i> the Mean Absolute Deviation	6.SP.1, 6.SP.2, 6.SP.3, 6.SP.4, 6.SP.5, 7.SP.3	MP2, MP3, MP4, MP5, MP7
67	Where Do You <i>Draw the Line?</i>	5.OA.3, 5.G.2	MP1, MP4
68	Graphs That Should Be <i>Barred</i>	6.SP.4	MP1, MP2

Probability*Key CCSS Domain: Statistics and Probability (SP)*

71	<i>Spinning into Probability</i>	7.SP.5, 7.SP.6	MP2, MP3, MP4
72	Chance Problems	7.SP.5	MP2
73	<i>Odds Are . . .</i>	6.EE.2c, 7.SP.5	MP2, MP4
75	<i>It's Predictable</i>	6.EE.2c, 7.SP.6	MP4, MP5
77	What Are Your Chances for Passing a True-False Quiz by Guessing?	7.SP.2, 7.SP.6, 7.SP.7a, 7.SP.8a, 7.SP.8c	MP2, MP3, MP4, MP5

Measurement*Key CCSS Domain: Measurement and Data (MD)*

81	Monster Math	4.MD.1, 4.MD.2, 5.MD.1, 7.G.1	MP2, MP4, MP5, MP6
82	Going to Great <i>Lengths</i>	4.MD.1, 4.MD.2, 5.MD.1, 6.RP.1	MP1, MP2, MP4, MP7, MP8
84	In What <i>Capacity?</i>	4.MD.1, 4.MD.2	MP2, MP4, MP7
85	A <i>Weighty Matter</i>	4.MD.1, 4.MD.2, 6.EE.2c	MP1, MP2, MP4, MP7
87	Try These—to a <i>Degree</i>	4.MD.1, 4.MD.2, 6.EE.2c	MP4, MP5, MP7
89	<i>It's about Time</i>	4.MD.1, 4.MD.2	MP1, MP2

Proportion and Percent*Key CCSS Domain: Ratios and Proportional Relationships (RP)*

93	This Ratio Is Golden	6.RP.1, 6.RP.2, 6.NS.3, 7.NS.2d	MP2, MP3, MP4, MP5, MP6, MP7
94	A Portion of Proportions	6.RP.1, 6.RP.3b, 7.RP.1, 7.RP.2c	MP1, MP2, MP4
96	A <i>Model Way</i> to Solve Percent Problems	6.RP.1, 6.RP.3c, 7.RP.2, 7.RP.3	MP1, MP2, MP4, MP5
98	Percent Potpourri	6.RP.3c, 7.RP.3	MP1, MP2, MP4
100	Building a <i>Solid Foundation</i> on Percents	6.RP.3c, 7.RP.3	MP1, MP2, MP4
102	Percents That Don't Make Sense	6.RP.3c, 7.RP.3	MP1, MP2, MP3, MP4
103	Take <i>Interest</i> in This	6.RP.3c, 6.EE.2c, 7.RP.3	MP1, MP2, MP4
105	Take <i>Even More Interest</i> in This	6.RP.3c, 6.EE.2c, 7.RP.3	MP1, MP2, MP4
107	Spread Out Your Spreadsheets	6.RP.3c, 6.EE.2c, 7.RP.3	MP1, MP2, MP4, MP5, MP6
109	Choose a Calculation Method	4.OA.3, 4.MD.2, 5.NF.6, 6.RP.3c	MP1, MP2, MP3, MP4, MP5, MP6

Geometry

Key CCSS Domains: *Geometry (G); Expressions and Equations (EE); Measurement and Data (MD)*

113	What <i>Shape</i> Is He In?	4.G.1	MP4, MP5
115	Tangrams, Fractions, and Area	3.G.2, 4.NF.1, 4.NF.4, 5.NF.3b	MP3, MP4, MP8
116	What's Inside a Rectangle?	4.MD.3, 5.NBT.6, 5.NF.4b, 6.NS.1, 6.G.4	MP1, MP2, MP4, MP6, MP7
118	Base Times Height—and You'll Be Right!	4.MD.3, 5.NF.4b, 6.NS.1, 6.EE.2c, 6.G.1, 7.SP.5	MP1, MP2, MP4, MP6
120	Going Around in <i>Circles</i>	6.EE.2c, 6.G.1, 7.G.4	MP1, MP2, MP3, MP4, MP6
122	Turn Up the <i>Volume</i>	5.MD.5a, 5.MD.5b, 6.EE.2c, 6.G.2	MP1, MP2, MP3, MP4, MP6
124	Estimation with Area and Volume	4.OA.3, 5.MD.5, 6.G.1, 7.EE.3	MP1, MP2, MP3, MP4, MP5
126	Hidden Figures	4.G.1	MP1, MP7, MP8

Integers

Key CCSS Domain: *The Number System (NS)*

131	<i>Tackling Integers I</i>	6.NS.5, 6.NS.6a, 6.NS.6c, 7.NS.1b	MP2, MP4
132	<i>Tackling Integers II</i>	6.NS.5, 6.NS.6a, 6.NS.6c, 7.NS.1c	MP2, MP4
133	<i>Tackling Integers III</i>	6.NS.5, 6.NS.6a, 6.NS.6c, 7.NS.1c	MP3, MP4, MP7, MP8
134	Wind Chill <i>Numbrrs</i>	6.NS.5, 7.NS.1d	MP1, MP2
135	Multiplying Two Negatives Is a <i>Plus</i> —Let's Discuss	7.NS.2a, 7.NS.3	MP1, MP2, MP3, MP4, MP7, MP8
136	Positively Negative	6.NS.5, 6.EE.2c, 7.NS.1d, 7.NS.2a, 7.NS.2b, 7.NS.2c, 7.NS.3	MP1, MP2, MP4

Pre-algebra

Key CCSS Domains: *The Number System (NS); Expressions and Equations (EE)*

139	Number Tricks	5.OA.1, 6.EE.2, 6.EE.3, 6.EE.6, 7.NS.3	MP1, MP2, MP3, MP7
141	Inequalities in the Real World	6.EE.5, 6.EE.8, 7.EE.4b	MP2, MP4, MP5, MP6
142	<i>Planely Algebra</i>	5.G.1, 5.G.2, 7.RP.d, 8.SP.1, 8.SP.3	MP2, MP4, MP5, MP6, MP8
144	Getting to the <i>Root</i> of the Problem	6.EE.2c, 8.NS.2	MP1, MP2, MP4, MP5, MP6, MP7, MP8
145	Pythagorean Problems	8.G.7	MP1, MP2, MP4, MP6, MP7, MP8
147	Upside-Down Calculator Problems	6.NS.4, 6.EE.2c, 7.NS.3	MP1, MP2, MP5, MP6