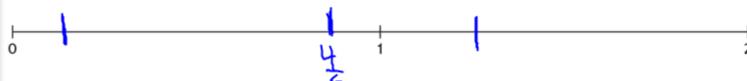


2 18 44 1 2 2/5 5 4 1 4 12 D/80(3) 2

Use your fraction strips to plot the following fractions on the number line. Label each point with its fraction name.

 $\frac{1}{5}$   $\frac{1}{4}$ ,  $1\frac{3}{8}$ ,  $\frac{5}{4}$ ,  $\frac{4}{5}$ ,  $\frac{3}{10}$ ,  $\frac{1}{3}$ ,  $\frac{4}{6}$ ,  $\frac{1}{8}$ 

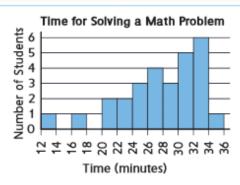


- 2 a. Identify the unit fractions from Problem 1.
  - b. Describe how you can put unit fractions in order.
- 3 Use your fraction strips to plot  $\frac{1}{10}$  on the number line above. Describe how you found where to plot it.
- 4 a. Find all fractions labeled on your fraction strips between  $\frac{1}{6}$  and  $\frac{1}{2}$ .
  - **b.** Write a fraction that is not labeled on your fraction strips between  $\frac{1}{6}$  and  $\frac{1}{2}$ .

### **Try This**

**Solution** Explain how you could fold a strip to help you find  $\frac{1}{7}$  on the number line. Describe where it is.

Unit Fraction in numerator  $\frac{1}{3}$ The Bigger the denominator, the Smaller the fraction 0

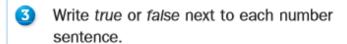


Write a statistical question that could be answered using the graph above.

SRB 280

Nicole did the sit-and-reach test at the gym and stretched  $18\frac{1}{2}$  inches. The next month she tried again and reached an additional  $2\frac{1}{4}$  inches. How far did she reach on the second try?

Solution: \_\_\_\_\_



**a.** 
$$9 * 75 = (9 * 70) + (9 * 5)$$

**d.** 
$$9 * 75 = 10 * 74$$

SRB 32 SRB 132-138

Writing/Reasoning Without multiplying to find what both sides equal, how do you know whether Problem 3b is true or false?

#### Landmark Shark

 Materials
 □ 1 set of number cards

 □ 1 each of the range, median, and mode Landmark Shark Cards for each player (Math Masters, p. G9)

 □ 1 Landmark Shark Score Sheet (Math Masters, p. G10)

 Players
 2 or 3

 Skill
 Finding the range, mode, median, and mean

 Object of the Game
 To score the most points by finding data landmarks.

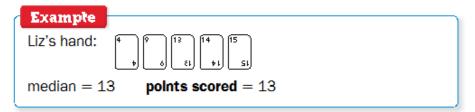
#### **Directions**

- 1 To play a round:
  - The dealer shuffles the number cards and deals 5 cards number-side down to each player.
  - Players put their cards in order from the smallest number to the largest.
  - There are 3 ways a player may score points using his or her five cards:

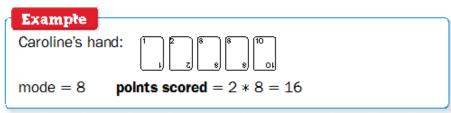
Range: The player's score is the range of the 5 numbers.

# 

Median: The player's score is the median of the 5 numbers.



**Mode:** The player must have at least 2 cards with the same number. The player's score is found by multiplying the mode of the 5 numbers by the number of modal cards. If there is more than one mode, the player uses the mode that will produce the most points.

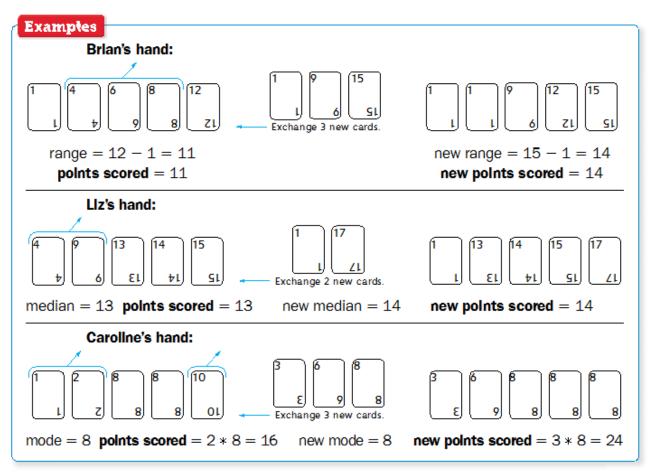


## Landmark Shark (continued)

Each player decides which landmark will yield the highest score for the hand. A player indicates his or her choice by placing 1 of the 3 Landmark Shark Cards (range, median, or mode) on the table.



Players can try to improve their scores by exchanging up to 3 of their cards for new cards from the deck. However, the Landmark Shark Card they chose stays the same.



- Players lay down their cards and record their points scored on the score sheet.
- Round 1: Points Scored

	Bonus Points						
	Round 1 Score						
the cum of his or her points seered							

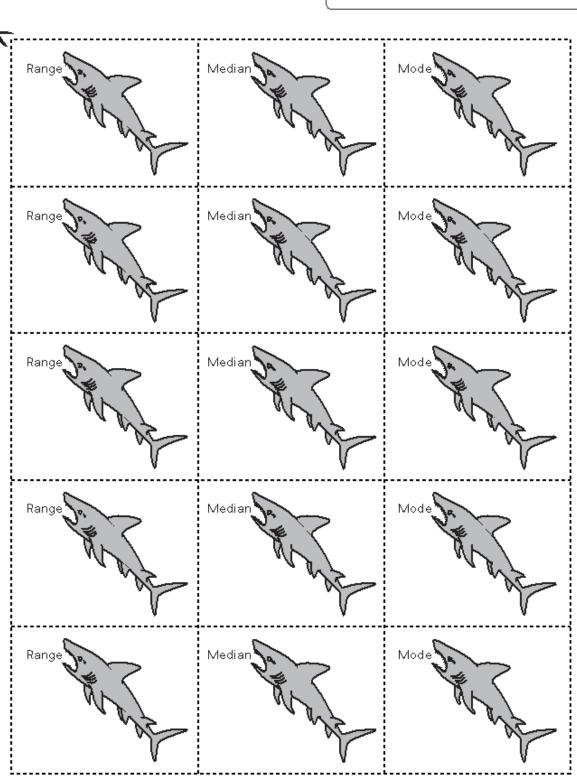
- Bonus Points: Each player calculates the mean of his or her card numbers to the nearest tenth. Each player's score for the round is the sum of his or her points scored plus any bonus points.
- Repeat Steps 1-5 for each round. The winner is the player with the highest total after 5 rounds.

# Landmark Shark Score Sheet



		Player 1	Player 2	Player 3			
Round 1:	Points Scored						
	Bonus Points						
	Round 1 Score						
Round 2:	Points Scored						
	Bonus Points						
	Round 2 Score						
Round 3:	Points Scored						
	Bonus Points						
	Round 3 Score						
<u> </u>							
Round 4:	Points Scored						
	Bonus Points						
	Round 4 Score						
Round 5:	Points Scored						
	Bonus Points						
	Round 5 Score						
Total Score for 5 Rounds							

# Landmark Shark Cards



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