# MATHEMATICS Course Description 

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## Series Description

The objective of the EduSystem Mathematics K-6 series is to help students develop skills and mathematical concepts in accordance with the standards set forth by the Department of Education of Puerto Rico and the National Council of Teachers of Mathematics. The purpose of the series is to create awareness of why studying mathematical processes is important and how it is necessary for solving problems that relate to real-life situations.

Through its content, strategies, and techniques, the EduSystem Mathematics K-6 series instills a deep understanding of the concepts, skills, and techniques necessary for the subsequent study of higher mathematics and applications. The way in which the topics, examples, and recommended applications are presented allows students to visualize, understand, and value the usefulness of mathematics in everyday life.

The EduSystem Mathematics K-6 series covers the following areas and topics: number sense, counting, and cardinal numbers; operations and algebraic thought; numbers and operations in base ten; numbers and operations with fractions and ratios; proportional relationships; numeral systems; expressions and equations; measurement and data; statistics and probability, and geometry.

In each lesson, the objectives have been carefully aligned by taking into consideration the concepts and skills students need to establish connections between the different topics. The instructional focus is based upon conceptual understanding, skills development, and mathematical problems/solutions. It also focuses on the development of critical thinking skills which is the integral means of foundation for the students.

The EduSystem Mathematics K-6 series encourages the direct application of what students learn and how they visualize the importance of mathematics as a universal discipline relating to society, community, organizations, and institutions. Furthermore, the incorporation of situations and real-life problems in each of the topics aims to awaken an interest in the study of mathematics for students.

## Concept Development

The EduSystem Mathematics K-6 series is directed toward developing a mastery of:

- Mathematical reasoning skills and their applications.
- Application of problem-solving processes and strategies.

Use of technology as tools to access, analyze, and apply information in the solution of problems in their immediate surroundings.

## General Objectives

The objectives of this Series are to:

- Help students develop an interest and appreciation for mathematics.
- Develop mathematical capability within students through experiences that stimulate their curiosity and focus it on investigation, problem solving, and communication.
- Promote that the students visualize mathematics as an integral whole and not as a group of isolated topics.
- Develop the problem-solving processes in students, as a cornerstone of encouragement, furthering the development of mathematical capacity.
- Stimulate within students the need of using language and academic vocabulary to communicate mathematical ideas.
- Develop mathematical reasoning and critical thinking skills that allow students to visualize mathematics as a relevant discipline in their lives.
- Emphasize the concepts of numbers, operations, and calculations so that they are correctly defined, conceived, and adequately applied.
- Promote the learning of concepts in geometry and measurement through hands-on experiences that incorporate experimentation and discovery of mathematical relationships using solid objects or manipulatives.


## Course Structure

The Mathematics I course is composed of twelve units. Each unit is composed of lessons. Each lesson contains a presentation divided into sections that develop their individual topics. Each lesson also contains a descriptive log, activities, worksheets, and handouts related to the content and, as in most cases, website links and resources. The practice and review documents generally include word problems, as well as a section devoted solely to solving problems.

We invite you to get to know the presentation sections and the documents that are generally found in the course lessons.

The units are made up of the following:

## Lessons

Each unit is composed of several lessons which are divided by topics. Furthermore, each lesson is comprised of the following:

## Presentation

Each presentation is composed of the following sections:

## Unit Opening



Each unit begins with an image which starts off the first lesson of the unit. This section presents the unit's theme as well as several questions in which the image or theme are explored.


## Introduction

Presentation of a situation and questions to be explored.

## Topics to Be Developed

Sections of concept development, where mathematical ideas and concepts are explained. On some occasions, skills are developed from the situation presented in the introduction and other examples are offered.

Like addition, subtraction can be expressed verbally Like addition, subtraction can be


Practice
Lesson closure in which students apply what they learned through some exercise.

1. How many crabs are left?

a. verbal expression
b. expression with symbols:

A reasoning question is presented and identified with a lightbulb. The goal is to develop students' reasoning and analysis capacities.

## Handouts and Worksheets

## Think and Practice



It presents exercises and problems after every concept development section. It has activities that help practice, enrich, end reinforce the concepts learned throughout the lesson.

## Homework

Practice for each concept building section. Students are provided with a reasonable number of exercises so that they can master the skills and concepts studied in the lesson.

## Lesson 0

This lesson is composed of a series of unit documents and of formative and cumulative evaluation that can be used before, during, or after the study of each unit.

## What I Know!

A pretest of the concepts and skills to be discussed within the unit.


## Connection

Activity that initiates the unit. It relates Mathematics with other fields of study.

## Problem Solving

It explains strategies and procedures for the development of problem-solving skills.

Problem Solving

## Unit review

Practice exercises that allow students to confirm what they have learned in the unit.

## Reviewing the Units

Practice exercises that allow the student to confirm what they have learned in previous units.


Reviewing the Units

## What I Learned

What I Learned
The skills and concepts learned in the unit are measured. It allows students to do a self-evaluation. The teacher may use it as a test.

## Knowing Technology

It presents technology in its different manifestations, including the computer as well as all the gadgets present in our daily lives. It can be found in some units.


## Think

## Think

It presents activities and includes mathematical reasoning exercises. It can be found in some units.

## Unit Breakdown

Below is an itemization of the division of each unit in lessons, including the name of each lesson with its corresponding objectives, skills, and keywords.

## Unit I: Numbers from 0 to 12

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: $\quad$ Numbers from 0 to 12

## Code: C3I9GOIUOILOO

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Identifying Numerals from I to 9

Code: C3I9GOIUOILOI
Objectives

- Write the numerals from I to 9 .
- Count from I to 9 .
- Match sets with the corresponding number.

Keywords

- numbers, numerals from one through nine

Lesson 2: Identifying Numerals $\mathbf{0}$ and 10 to 12
Code: C3I9GOIUOILO2
Objectives

- Write the numerals 0 and 10 to 12 .
- Count from 10 to 12 .
- Match sets with the corresponding number.


## Keywords

numbers, numeral from one through nine

## Lesson 3: Ordering Numerals

Code: C3I9GOIUOILO3

## Objectives

- Count numerals in order from I to 12.
- Recognize the order of the numerals.
- Write the numerals that go before and after a given numeral.

Keywords

- after, before, between, numbers, numerals, order.


## Lesson 4: Least and Greatest Sets

## Code: C3I9GOIUOILO4

## Objectives

- Identify least and greatest sets.
- Match sets with the corresponding number.
- Draw least or greatest sets, as indicated.


## Keywords

- Greatest, more, least, less, set.


## Lesson 5: Ordinal Numbers

Code: C3I9G0IU0ILO5
Objectives

- Identify the order that an object or person occupies.
- Write ordinal numbers.

Keywords

- ordinal numbers (first, second, third, fourth, fifth, sixth, seventh, eighth, ninth, tenth)


## Lesson 6: Patterns with Numbers

## Code: C3I9G0IU0IL06

## Objectives

$>$ Identify numeric patterns.

- Complete patterns by using numbers.
- Write numbers to complete patterns.


## Keywords

- Numbers, numerals, number patterns, numeric patterns, patterns.


## Unit 2: Numbers up to 100

At the end of this unit, the student will achieve the objectives found in the following lessons.

Lesson 0: Numbers up to 100
Code: C3I9GOIU02L00
Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Groups of 10

Code: C3I9GOIU02LOI
Objectives

> Group in tens.

## Keywords

- count, group.


## Lesson 2: Tens and Ones

Code: C3I9G0IU02L02
Objectives
Represent numbers up to 100 in tens and ones.
Keywords
group, count, write.

Lesson 3: Count tens and ones up to 50.
Code: C3I9GOIU02L03
Objectives
Represent numbers up to 100 in tens and ones.
Keywords

- count tens and ones

Lesson 4: Tens and Ones up to 100
Code: C3I9GOIU02L04
Objectives
Count tens and ones up to 100 .
Keywords

- count, write, draw.


## Lesson 5: Counting up to $\mathbf{1 0 0 .}$

## Code: C3I9GOIU02L05

Objectives

- Count to 100 .

Keywords

- count, write.

Lesson 6: Make Numbers up to 100.
Code: C3I9GOIU02L06
Objectives

- Make numbers up to 100 .

Keywords
count, sum.

## Lesson 7: Comparing Numbers up to 100

## Code: C3I9GOIU02L07

## Objectives

- Compare numbers up to 100 .
- Identify the greatest number.
- Identify the lesser number.

Keywords

- observe, compare, color, count.

Lesson 8: Skip Counting by Two

## Code: C3I9GOIU02L08

Objectives

- Skip count by two.

Keywords

- Count
- Create patterns.
- Color

Lesson 9: Skip Counting by Three
Code: C3I9GOIU02L09
Objectives

- Count numbers in a three-by-three pattern.

Keywords
> count, identify patterns, write.

## Lesson I 0: Skip Counting by Five and Ten

 Code: C3I9G0IU02LIOObjectives

- Skip count by 5 and 10 .

Keywords
count, write.

## Unit 3: Addition up to 10

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Addition up to 10

## Code: C3I9GOIU03L00

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Addition

## Code: C3I9GOIU03LOI

## Objectives

- Add numbers up to 10 .

Count to add.
Keywords

- count, add.


## Lesson 2: Adding Zero

Code: C3I9GOIU03L02

## Objectives

- Identify sets of additions with zero.
- Find the total for addition combinations with zero.


## Keywords

- Add, count, draw, identify, represent, write.


## Lesson 3: Combinations of Addition

## Code: C3I9G0IU03L03

## Objectives

- Identify addition sets.
- Complete addition combinations of totals up to 10.
- Draw sets to solve addition combinations up to 10.
- Count sets to add.
- Write addition combinations.
- Find the total.
- Draw elements to represent sets of addition.

Keywords

- add, count, draw, identify, represent, write.


## Lesson 4: Other Ways of Adding

## Code: C3I9G0IU03L04

## Objectives

- Identify sets of addition with totals up to 10 .
- Identify addition combinations of totals up to 10 .
- Find the total for addition combinations up to 10 .
- Write addition combinations vertically and horizontally.
- Complete exercises of addition by counting forward.
- Use drawings to complete addition combinations up to 10 .

Keywords
add, count, draw, identify, represent, write.

Lesson 5: Adding with a Number Line
Code: C3I9G0IU03L05

## Objectives

- Identify the use of a number line.
- Use the number line to solve problems of addition.
- Find the totals with the number line.

Keywords
identify.

## Unit 4:Subtraction from 10

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Subtraction from 10

## Code: C3I9GOIU04L00

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Subtraction

Code: C3I9GOIU04LOI
Objectives

- Recognize and represent the subtraction concept.
- Identify the parts of a subtraction (minuend, subtrahend, difference).
- Solve subtraction combinations in a given set.
- Subtract to solve problems.

Keywords

- count, identify, subtract.


## Lesson 2: Subtraction Combinations

Code: C3I9G0IU04L02
Objectives

- Identify subtraction combinations up to 10 .
- Complete subtraction combinations up to 10 .
- Subtract to solve problems up to 10.

Keywords

- subtract.


## Lesson 3: Subtracting Zero or Everything

Code: C3I9GOIU04L03
Objectives

- Identify subtraction sets.
- Subtract zero to a given number.
- Solve subtraction problems with zero and the same number.

Keywords

- solve, subtract.


## Lesson 4: Other Ways of Subtracting

## Code: C3I9G0IU04L04

## Objectives

- Identify subtraction sets.
- Subtract horizontally and vertically.
- Find differences in vertical subtractions from 10.

Keywords

- subtract.


## Lesson 5: Subtracting with a Number Line

Code: C3I9G0IU04L05

## Objectives

- Identify the use of a number line.
- Find differences using the number line.
- Complete subtraction exercises using the number line.

Keywords
$>$ subtract.

## Lesson 6: Subtracting by Counting Down

Code: C3I9G0IU04L06
Objectives
Subtracting by Counting Down.
Keywords
count, subtract.

## Unit 5: Addition and Subtraction up to 12

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Addition and Subtraction up to 12

Code: C3I9GOIU05L00
Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Adding and Subtracting up to II

## Code: C3I9GOIU05LOI

## Objectives

- Identify sets of addition and subtraction up to II.
- Find the total or difference for combinations up to II.
- Solve addition and subtraction problems up to II.


## Keywords

addition, subtraction.

## Lesson 2: Adding and Subtracting up to 12

Code: C3I9GOIU05L02
Objectives

- Identify addition and subtraction combinations up to 12 .
- Add and subtract combinations up to 12.
- Solve addition and subtraction problems up to $\mathbf{I} 2$.


## Keywords

- addition, subtraction.


## Lesson 3: Fact Families up to 10

Code: C3I9G0IU05L03
Objectives
Identify related sets of numbers.

- Relate addition and subtraction operations up to 10.
- Complete related operations of addition and subtraction up to 10.

Keywords

- addition, subtraction, fact families.


## Lesson 4: Adding Doubles

## Code: C3I9G0IU05L04

Objectives

- Identify combinations of doubles of addition and subtraction with totals up to 12.
- Recognize combinations of doubles.
- Add doubles to solve problems.

Keywords
> sum of equals.

Lesson 5: Estimating
Code: C3I9G0IU05L05
Objectives

- Identify the estimation strategy to solve problems.
- Estimate to add and subtract up to 12.
- Solve addition and subtraction problems through estimation.

Keywords
$>$ estimate.

## Unit 6: Addition and Subtraction up to 20

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Addition and Subtraction up to 20

## Code: C3I9GOIU06L00

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Adding Doubles up to 18

## Code: C3I9GOIU06LOI

## Objectives

Apply the double addition strategy to complete the sum.

## Keywords

add, addend, answer, doubles.

## Lesson 2: Adding Doubles Plus I

Code: C3I9G0IU06L02
Objectives

- Apply the double addition plus one strategy to add numbers.


## Keywords

add, addend, answer, doubles.

## Lesson 3: Adding to Complete the Tens

Code: C3I9G0IU06L03
Objectives

- Add tens.


## Keywords

- add, addend, answer, doubles, tens.

Lesson 4: Adding up to 20.
Code: C3I9G0IU06L04
Objectives

- Solve addition equations with one and two digits.

Keywords
> add, addend, answer, doubles.

## Lesson 5: Adding Doubles Minus I

Code: C3I9G0IU06L05

## Objectives

- Apply the double addition minus I strategy to add numbers.

Keywords

- add, addend, answer, doubles.

Lesson 6: Subtracting up to 20
Code: C3I9G0IU06L06
Objectives
Subtract combinations up to 20.

## Keywords

- answer, doubles, difference, minuend, subtract, subtrahend, take away.


## Lesson 7: Adding Three Numbers

Code: C3I9G0IU06L07
Objectives

- Solve expressions of three numbers.

Keywords
add, addend, answer, digits, doubles.

Lesson 8: Adding Two and Three-Digit Numbers
Code: C3I9G0IU06L08
Objectives

- Solve addition expressions two and three digits.

Keywords

- add, addend, answer, digits, doubles, total.

Lesson 9: Addition and subtraction equations
Code: C3I9G0IU06L09
Objectives

- Determine the unknown number in an addition and subtraction equation.
- Solve addition and subtraction equations.

Keywords

- addition, equality, equation, subtraction, solution.


## Lesson I0: Addition properties

## Code: C3I9G0IU06LIO

Objectives

- Recognizes properties of addition.
- Apply the properties of addition.

Keywords
addition properties, associative property, commutative property, identity property.

## Unit 7: Geometry

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Geometry

## Code: C3I9G0IU07L00

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Three-Dimensional Figures

## Code: C3I9GOIU07LOI

## Objectives

- Identify and recognize the geometric three-dimensional shapes.

Keywords
cylinder, cone, cube, sphere, solid figures, pyramid, rectangular prism.

## Lesson 2: Two-Dimensional Shapes

## Code: C3I9G0IU07L03

## Objectives

Identify and recognize the geometric two-dimensional shapes.

## Keywords

- circle, oval, rectangle, square, two-dimensional shapes, triangle.


## Lesson 3: Sides and Vertexes

## Code: C3I9G0IU07L02

## Objectives

- Identify how many sides and how many corners each solid figure has.

Keywords

- corners, edge, face, side, vertex.


## Lesson 4: Symmetry

Code: C3I9G0IU07L06
Objectives

- Determine the symmetry of a figure.
- Identifies symmetry in their environment.


## Keywords

- line of symmetry, symmetry.

Lesson 5: Rotation
Code: C3I9G0IU07L07
Objectives

- Recognizes the movements of translation and rotation.
- Describes and identifies movements in a two-dimensional figure.

Keywords
rotation, translation.

## Lesson 6: Patterns With Shapes

## Code: C3I9G0IU07L08

Objectives

- Recognize and create patterns.

Keywords
pattern, repetition, sequence.

## Unit 8: Measurement

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Measurement

## Code: C3I9G0IU08L00

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Long and Short

## Code: C3I9GOIU08LOI

## Objectives

- Identify objects by their length.
- Classify objects by their length.
- Identify long and short objects.

Keywords
long, short.

## Lesson 2: Tall and Short

Code: C3I9GOIU08L02
Objectives

- Identify objects by their physical characteristics.
- Identify and classify objects by height: tall and short.


## Keywords

- tall, short.


## Lesson 3: Wide and Narrow

Code: C3I9G0IU08L03

## Objectives

- Identify wide and narrow figures.
- Compare figures by their width.
- Recognize wide and narrow figures.


## Keywords

- narrow, wide.


## Lesson 4: Arbitrary Units

## Code: C3I9G0IU08L04

## Objectives

- Identify arbitrary units to measure.
- Work with arbitrary units.
- Measure objects using arbitrary units.

Keywords
arbitrary units.

Lesson 5: Inches
Code: C3I9G0IU08L05
Objectives

- Identify measuring instruments.
- Identify the inch as a measuring unit.
- Measure objects using an inch ruler.

Keywords
feet, inches.

Lesson 6: Feet
Code: C3I9G0IU08L06
Objectives

- Identify the foot as a measuring unit.
- Use measuring instruments.
- Measure different objects in feet.

Keywords

- feet, inches.


## Lesson 7: Centimeters

Code: C3I9G0IU08L07
Objectives

- Identify the centimeter as a measuring unit.
- Measure items using a centimeter ruler.

Keywords
> centimeters.

## Lesson 8: Weight

## Code: C3I9G0IU08L08

## Objectives

- Identify measuring instruments of weight.
- Identify heavy and light objects.
- Identify heavier objects.

Keywords
measuring weight

Lesson 9: Temperature
Code: C3I9G0IU08L09
Objectives

- Identify the temperature as a measuring unit.
- Identify the thermometer as a measuring instrument.
- Identify objects that emit heat and cold.

Keywords

- cold, hot, temperature, thermometer.


## Lesson I0: Capacity

Code: C3I9G0IU08LIO
Objectives

- Identify objects with greater or lesser capacity.
- Compare objects by their greater or lesser capacity.

Keywords
> capacity, greater, least.

## Unit 9: Money

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Money

## Code: C3I9G0IU09L00

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Pennies and Nickels

## Code: C3I9GOIU09LOI

## Objectives

- Recognize the value of money.
- Identify pennies and nickels.

Keywords

- cent, dime, value.


## Lesson 2: Dimes

Code: C3I9G0IU09L02
Objectives

- Recognize the value of money.
- Identify dimes.

Keywords
$>$ cent.

## Lesson 3: Quarters

## Code: C3I9G0IU09L03

## Objectives

- Recognize the value of money.
- Identify quarters.

Keywords

- cent, money, quarter.

Lesson 4: Dollars
Code: C3I9G0IU09L04
Objectives

- Identify the dollar.

Keywords

- coins, dollar, equivalent.


## Lesson 5: Counting Money

## Code: C3I9G0IU09L05

## Objectives

- Count coins according to their value.

Keywords

- coins, count, dollar, equivalence, value.


## Lesson 6: The Value of Things

Code: C3I9G0IU09L06
Objectives

- Represent amounts of money with different coins.

Keywords
coins, count, dollar, equivalence, value.

## Lesson 7: Equal Amounts of Money

Code: C3I9G0IU09L07
Objectives

- Establish a relation between the coins.

Keywords
coins, count, dollar, equivalence, relation, worth.

## Unit IO:Time

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Time

Code: C3I9GOIUIOLOO
Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Duration of Events

## Code: C3I9GOIUIOLOI

## Objectives

- Make time estimates in terms of the duration of an event.


## Keywords

 comparison, duration, event.
## Lesson 2: Order of Events

Code: C3I9GOIUIOLO2
Objectives

- Order events according to the period of the day in which they occur.

Keywords
event, order, sequence.

## Lesson 3: The Clock

Code: C3I9GOIUIOLO3
Objectives

- Recognize and name the hands of a clock.

Keywords

- clock, hand, hour hand, minute hand, second hand.

Lesson 4: The Hour
Code: C3I9G0IUIOL04
Objectives

- Identify and write the hour in an analog clock.

Keywords
hour.

## Lesson 5: The Half Hour

## Code: C3I9GOIUIOL05

## Objectives

- Identify and write the half hour in an analog clock.

Keywords

- half an hour.


## Lesson 6: The Digital Clock

## Code: C3I9GOIUIOL06

## Objectives

- Identify and write the hour in a digital clock.
- Identify and write the half an hour in a digital clock.


## Keywords

- digital clock.


## Lesson 7: Morning, Afternoon, and Night

Code: C3I9G0IUIOL07

## Objectives

- Identify the morning, afternoon, and night as periods of a day.
- Order events according to the period of the day in which they occur.


## Keywords

- afternoon, day, morning, night, periods.


## Lesson 8: Days of the Week

Code: C3I9G0IUIOL08

## Objectives

- Recognize the days of the week.

Keywords

- days, Friday, Monday, Saturday, Sunday, Thursday, Tuesday, Wednesday, week.


## Lesson 9: Months of the Year

Code: C3I9G0IUIOL09

## Objectives

- Recognize the months of the year.


## Keywords

- April, August, calendar, December, February, January, July, June, March, May, month, November, October, September, year.


## Unit II: Graphs and Probability

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Graphs and Probability

## Code: C3I9GOIUIILOO

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Organizing Data

Code: C3I9GOIUIILOI
Objectives

- Organize data.

Keywords compilation, data, information, organizing.

## Lesson 2: Data Tables

Code: C3I9GOIUIILO2
Objectives

- Interpret information in graphs and tables.
- Organize data in order to build graphs and tables.

Keywords

- compilation, data, information, organizing, table.


## Lesson 3: Pictographs

Code: C3I9G0IUIILO3
Objectives
Recognize and use pictographs.
Keywords
pictographs.

Lesson 4: Bar Graphs
Code: C3I9G0IUIILO4
Objectives
Recognize and use bar graphs.
Keywords

- bar graphs.


## Lesson 5: Probability

## Code: C3I9G0IUIILO5

Objectives

- Estimate the probability of an event occurring.

Keywords

- probability.

Lesson 6: Certain, Probable, Impossible
Code: C3I9G0IUIIL06
Objectives

- Estimate the probability of an event occurring.

Keywords
certain, impossible, probable.

## Unit I 2: Fractions

At the end of this unit, the student will achieve the objectives found in the following lessons.

## Lesson 0: Fractions

## Code: C3I9GOIUI2L00

Unit Documents: Learning While Playing, Problem Solving, Unit Review I \& II and What I Learned

## Lesson I: Parts of a Whole

Code: C3I9GOIUI2LOI

## Objectives

- Identify the parts of a whole.

Keywords
equal parts, fractions, parts of a whole, parts of a group, whole.

## Lesson 2: Halves

Code: C3I9GOIUI2L02

## Objectives

- Identify the half of a figure.

Keywords
halves.

## Lesson 3: Thirds

Code: C3I9GOIUI2L03
Objectives

- Observe and divide figures into three equal parts.

Keywords
thirds.

## Lesson 4: Fourths

Code: C3I9GOIUI2L04
Objectives

- Divide figures into four equal parts.

Keywords

- fourths.


## Lesson 5: Parts of a Group

## Code: C3I9GOIUI2L05

Objectives

- Identify the parts of a group.

Keywords parts of a whole, whole.

