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3^{\text {rd }} \text { Grade }
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## TO DIVISION



Whole class Lessons and Guided Math Groups Active Ensagement and Games Intervention and Enrichment EXit Tickets


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be the math teacher that gets results
are you Ready for Help?
Click the links for Lesson Plans that $\quad 4^{\text {th }}$ Grade Math align with TEXAS TEKS!

2 2nd $^{\text {Grade Math }}$ Lesson Plans Lesson Plans
$3{ }^{\text {rd }}$ Grade Math Lesson Plans

## $5^{\text {th }}$ Grade Math Lesson Plans

## I SEE YOU~

- struggling each week to write lesson plans that meet the rigor of the TEKS.
- searching endlessly for resources that will help kids learn math while being challenged and engaged.
- staying late everyday after school working on plans and creating everything from scratch.
You are exhausted from working with students all day, and still have to prep, write and create.

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Relating Multiplication to Division

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Relating Multiplication to Division

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Relating Multiplication to Division

| LT | Statement | 1 | 2 | 3 | 4 | Evidence |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| I | I can recall facts to multiply up to IO by IO <br> with automaticity and recall the <br> corresponding division facts. |  |  |  |  |  |
| 2 | I can use strategies to multiply. Strategies <br> may include mental math. |  |  |  |  |  |
| 3 | I can use strategies to multiply. Strategies <br> may include partial products. |  |  |  |  |  |
| $\mathbf{4}$ | I can use strategies to multiply. Strategies <br> may include the properties. |  |  |  |  |  |
| 5 | I can determine the number of objects in <br> each group when a set of objects is <br> partitioned into equal shares |  |  |  |  |  |
| $\mathbf{6}$ | I can determine the number of objects in <br> each group when a set of objects is shared <br> equally. |  |  |  |  |  |
| 7 | I can determine if a number is even or odd <br> using divisibility rules. |  |  |  |  |  |
| $\mathbf{8}$ | I can determine a quotient using the <br> relationship between multiplication and <br> division. |  |  |  |  |  |
| $\mathbf{9}$ | I can solve one-step problems involving <br> multiplication and division within I00 using <br> strategies based on objects. |  |  |  |  |  |


| 1 | 2 | 3 | 4 |
| :---: | :---: | :---: | :---: |
| I have no idea how to <br> do this. | I can do this with <br> some help. | I can do this by <br> myself | I can teach someone <br> to do this. |


| LT | Statement | IO | 2 | 3 | 4 | Evidence |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | I can solve one-step problems involving <br> multiplication and division within 100 using <br> strategies based on pictorial models, <br> including arrays, area models. |  |  |  |  |  |
|  | I can solve one-step problems involving <br> multiplication and division within 100 using <br> strategies based on properties of <br> operations. |  |  |  |  |  |
| I2 | I can solve one-step problems involving <br> multiplication and division within l00 using <br> strategies based on recall of facts. |  |  |  |  |  |
|  | I can determine the unknown whole number <br> in a multiplication or division equation <br> relating three whole numbers when the <br> unknown is either a missing factor. |  |  |  |  |  |
|  | I can determine the unknown whole number <br> in a multiplication or division equation <br> relating three whole numbers when the <br> unknown is either a missing product. |  |  |  |  |  |


| 1 | 2 | 3 | 4 |
| :---: | :---: | :---: | :---: |
| I have no idea how to <br> do this. | I can do this with <br> some help. | I can do this by <br> myself | I can teach someone <br> to do this. |


| Learning Target | What do we want students to learn? | How will we know if they learned it? | What will we do if they don't? | What will we do if they already know it? |
| :---: | :---: | :---: | :---: | :---: |
| $\begin{gathered} \text { । } \\ 3.4 F \end{gathered}$ | Recall facts to multiply up to IO by IO with automaticity and recall the corresponding division facts. | Given a division problem situation, recall the multiplication fact. | Continue working in small group, building facts with concrete models. | Begin working on multiplication by 10 andl00 |
| $\begin{gathered} 2 \\ 3.4 G \end{gathered}$ | Use strategies to multiply. Strategies may include mental math. | Explain how mental math can be used as a strategy to multiply. |  |  |
| $\begin{gathered} 3 \\ 3.46 \end{gathered}$ | Use strategies to multiply. Strategies may include partial products. | Show partial products as a strategy for multiplication. | Use base 10 blocks to model partial products. | Begin working with double digit by double digit numbers |
| $\begin{gathered} 4 \\ 3.46 \end{gathered}$ | Use strategies to multiply. Strategies may include the properties. | Show properties of multiplication as a strategy for multiplication. | Reteach properties of multiplication using concrete objects. |  |
| $\begin{gathered} 5 \\ 3.4 \mathrm{H} \end{gathered}$ | Determine the number of objects in each group when a set of objects is partitioned into equal shares | Determine the number of objects in each group when a set of objects is partitioned into equal shares <br> (Partitive division) | Using concrete objects practice dividing objects in a set number of groups. | Work on division with 10 or 100 |
| $\begin{gathered} 6 \\ 3.4 \mathrm{H} \end{gathered}$ | Determine the number of objects in each group when a set of objects is shared equally. | Determine the number of objects in each group when a set of objects is shared equally. (Measurement division) | Using concrete objects practice dividing objects in equal sized groups |  |


| Learning Target | What do we want students to learn? | How will we know if they learned it? | What will we do if they don't? | What will we do if they already know it? |
| :---: | :---: | :---: | :---: | :---: |
| $\begin{gathered} 7 \\ 3.4 I \end{gathered}$ | Determine if a number is even or odd using divisibility rules. | Determine if a number is even or odd using divisibility rules. | Model division by 2 to determine if a number is odd or even with concrete objects. | Learn divisibility rules for $5,10,3$, 9 |
| $\begin{gathered} 8 \\ 3.4 \mathrm{~J} \end{gathered}$ | Determine a quotient using the relationship between multiplication and division. | Determine a quotient using the relationship between multiplication and division. | Model fact families for multiplication and division | Work with larger numbers higher than $10 \times 10$ |
| $\begin{gathered} \hline 9 \\ 3.4 \mathrm{~K} \end{gathered}$ | Solve one-step problems involving multiplication and division within 100 using strategies based on objects. | Solve one-step problems involving multiplication and division within 100 using strategies based on objects. | Model using concrete objects: base IO blocks, color tiles, counters to make area models and arrays. Practice situations where the number of groups is unknown and situations where the amount in in each group is unknown. | Begin working on two steps problems involving multiplication and division. |
| $\begin{gathered} 10 \\ 3.4 K \end{gathered}$ | Solve one-step problems involving multiplication and division within 100 using strategies based on pictorial models, including arrays, area models. | Solve one-step problems involving multiplication and division within 100 using strategies based on pictorial models, including arrays, area models. |  |  |
| $\begin{gathered} \\| \\ 3.4 K \end{gathered}$ | Solve one-step problems involving multiplication and division within 100 using strategies based on properties of operations. | Solve one-step problems involving multiplication and division within 100 using strategies based on properties of operations. |  |  |


| Learning Target | What do we want students to learn? | How will we know if they learned it? | What will we do if they don't? | What will we do if they already know it? |
| :---: | :---: | :---: | :---: | :---: |
| $\begin{gathered} 12 \\ 3.4 K \end{gathered}$ | Solve one-step problems involving multiplication and division within 100 using strategies based on recall of facts. | Solve one-step problems involving multiplication and division within 100 using strategies based on recall of facts. | Continue working on fact families. | Begin working on two steps problems involving multiplication and division. |
| $\begin{gathered} 13 \\ 3.5 D \end{gathered}$ | Determine the unknown whole number in a multiplication or division equation relating three whole numbers when the unknown is a missing factor. | Determine the unknown whole number in a multiplication or division equation relating three whole numbers when the unknown is a missing factor. | Fact Families: <br> Product unknown Factor unknown | Begin working with a |
| $\begin{gathered} 14 \\ 3.5 D \end{gathered}$ | Determine the unknown whole number in a multiplication or division equation relating three whole numbers when the unknown is a missing product. | Determine the unknown whole number in a multiplication or division equation relating three whole numbers when the unknown is a missing product. | Quotient unknown Divisor unknown Dividend unknown | multiplication and division |


| Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
| :---: | :---: | :---: | :---: | :---: |
| Learning Target <br> 5 <br> Literature <br> Connection | Learning Target $8(1-4)$ <br> Fact families <br> Mini Lesson | Learning Target 9-12 (1-4) <br> One step problems <br> Mini Lesson | Learning Target <br> Independent <br> Practice | Learning Target $13-14(1-4)$ <br> Mini Lesson |
| Guided Math Unit 4 Reteach | Guided Math One step problems 8 | Guided Math One step problems 9, 10 | Guided Math One Step problems II, I2 | Guided Math One Step problems 13, 14 |
| Day 6 | Day 7 | RELATING <br> MULTIPLICATION <br> TO DIVISION |  |  |
| Learning Target 5, 6, 7 (I-4) <br> Odd/Even <br> Partitive and <br> Measurement <br> Division <br> Math Huddle <br> Guided Math <br> 5, 6 | Learning Target <br> I3, $14,5,6,7$ <br> Independent <br> Practice <br> Guided Math <br> One Step <br> problems ALL |  |  |  |

## EPRAlly Fqu.

Thank you for your downloqd!

I hope this helps your students!


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## Whole class Lessons and Guided Math Groups Active engagement and Games Intervention and Enrichment EXit Trickets

