



Course Title/ Course #: Math Grade 6

Unit Title/ Marking Period # (MP): 4

Start day:

Meetings (Length of Unit): 5 days

<i>Desired Results ~ What will students be learning?</i>	
<u>Standards of Learning/ Standards</u>	
<b>6.19</b>	<b>The student will investigate and recognize</b> <b>a) the identity properties for addition and multiplication;</b> <b>b) the multiplicative property of zero; and</b> <b>c) the inverse property for multiplication.</b>
<u>Essential Understandings/ Big Ideas</u>	
	<ul style="list-style-type: none"><li>• How are the identity properties for multiplication and addition the same? Different?</li><li>• For each operation the identity elements are numbers that combine with other numbers without changing the value of the other numbers. The additive identity is zero (0). The multiplicative identity is one (1).</li><li>• What is the result of multiplying any real number by zero? The product is always zero.</li><li>• Do all real numbers have a multiplicative inverse? No. Zero has no multiplicative inverse because there is no real number that can be multiplied by zero resulting in a product of one.</li><li>• Identity elements are numbers that combine with other numbers without changing the other numbers. The additive identity is zero (0). The multiplicative identity is one (1). There are no identity elements for subtraction and division.</li><li>• The additive identity property states that the sum of any real number and zero is equal to the given real number (e.g., <math>5 + 0 = 5</math>).</li><li>• The multiplicative identity property states that the product of any real number and one is equal to the given real number (e.g., <math>8 \cdot 1 = 8</math>).</li><li>• Inverses are numbers that combine with other numbers and result in identity elements.</li><li>• The multiplicative inverse property states that the product of a number and its multiplicative inverse (or reciprocal) always</li></ul>

equals one (e.g.,  $4 \cdot \frac{1}{4} = 1$ ).

- Zero has no multiplicative inverse.
- The multiplicative property of zero states that the product of any real number and zero is zero.
- Division by zero is not a possible arithmetic operation. Division by zero is undefined.

**Key Essential Skills and Knowledge**

- Identify a real number equation that represents each property of operations with real numbers, when given several real number equations.
- Test the validity of properties by using examples of the properties of operations on real numbers.
- Identify the property of operations with real numbers that is illustrated by a real number equation.

NOTE: The commutative, associative and distributive properties are taught in previous grades.

**Vocabulary**

**Academic Vocabulary**

**Content Vocabulary**

additive and multiplicative identity property  
 reciprocal  
 additive and multiplicative inverse property  
 multiplicative property of zero

Inverse  
 Real Numbers

***Assessment Evidence ~ What is evidence of mastery? What did the students master & what are they missing?***

**Assessment/ Evidence**

Interactive Achievement  
 Formative Assessment - Brainstorm

***Learning Plan ~ What are the strategies and activities you plan to use?***

**Learning Experiences/ Best Practice**

Properties Foldable  
 Properties Matching game – Using index cards write the names of the properties and examples of each. The students can then match the examples to the correct property.  
 Students work in groups to create a poster of each of the properties. They will then do an oral presentation explaining their posters.

**Text**

Virginia Math Connects, Course 1, ©2012, Glencoe/McGraw-Hill

page(s) 289 - 293

Extra Practice page –EP 13 Lesson 5-2

Coach book, 6th Grade Virginia Gold Edition

page(s) 244 – 248

**Technology Integrations**

Gizmo – Chocomatic - interactive instructional resource

<http://www.explorelarning.com/index.cfm?method=cResource.dspDetail&ResourceID=1014>

Smart Exchange - interactive skill practice

[Properties of Numbers \[SMART Notebook lesson\]](#)

**Resources**

Virginia Department of Education

[SOL 6.19, 7.16c,d,e](#) – lesson plan page 14

[Pick and Choose](#) – lesson plan

**Cross Curricular Connection**

None

**Materials****Manipulatives**

Index Cards

Poster board

Various stickers, straws, string

Glue

Scissors

**Technology Resources**

LCD Projector

Speakers

Computer w/Internet Connection

**Student Supplies**

Interactive Notebooks

**Course Title/ Course #: Math Grade 6**

**Unit Title/ Marking Period # (MP): 4**

**Start day:**

**Meetings (Length of Unit): 4 days**

<i>Desired Results ~ What will students be learning?</i>	
<b><u>Standards of Learning/ Standards</u></b>	
<b>6.12</b>	<b>The student will determine congruence of segments, angles, and polygons.</b>
<b><u>Essential Understandings/ Big Ideas</u></b>	
<ul style="list-style-type: none"><li>• Given two congruent figures, what inferences can be drawn about how the figures are related?</li><li>• The congruent figures will have exactly the same size and shape.</li><li>• Given two congruent polygons, what inferences can be drawn about how the polygons are related?</li><li>• Corresponding angles of congruent polygons will have the same measure. Corresponding sides of congruent polygons will have the same measure.</li><li>• Congruent figures have exactly the same size and the same shape.</li><li>• Noncongruent figures may have the same shape but not the same size.</li><li>• The symbol for congruency is <math>\cong</math>.</li><li>• The corresponding angles of congruent polygons have the same measure, and the corresponding sides of congruent polygons have the same measure.</li><li>• The determination of the congruence or noncongruence of two figures can be accomplished by placing one figure on top of the other or by comparing the measurements of all sides and angles.</li><li>• Construction of congruent line segments, angles, and polygons helps students understand congruency.</li></ul>	
<b><u>Key Essential Skills and Knowledge</u></b>	
<ul style="list-style-type: none"><li>• Characterize polygons as congruent and noncongruent according to the measures of their sides and angles.</li><li>• Determine the congruence of segments, angles, and polygons given their attributes.</li><li>• Draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining</li></ul>	

points with the same first coordinate or the same second coordinate. Apply these techniques in the context of solving practical and mathematical problems.

**Vocabulary**

<b><u>Academic Vocabulary</u></b>		<b><u>Content Vocabulary</u></b>	
Congruent Figures	Polygon	Square	Rectangle
Segment	Angle	Parallelogram	Rhombus
Non-congruent Figures	Corresponding Angles	Trapezoid	Pentagon
Parallel	Line Segment	Triangle	Hexagon
		Quadrilateral	Kite
		Rhombi	Octagon
		Decagon	

***Assessment Evidence ~ What is evidence of mastery? What did the students master & what are they missing?***

**Assessment/ Evidence**

Interactive Achievement  
Formative Assessment- Application Article

***Learning Plan ~ What are the strategies and activities you plan to use?***

**Learning Experiences/ Best Practice**

Polygon Sort- sort pictures of polygons by their attributes  
Locate corresponding sides and angles of various shapes  
Use quadrilateral shapes and protractors to find the sum of the measures of the angles.  
Geoboards – Make congruent and non-congruent polygons and explain why they are or are not congruent.

**Text**

Virginia Math Connects, Course 1, ©2012, Glencoe/McGraw-Hill

page(s) 429 – 433 and 462 -473

Extra Practice page –EP20 -23 Lessons 8-1, 8-2, and 8-3

Coach book, 6th Grade Virginia Gold Edition

page(s) 162 – 168

**Technology Integrations**

[http://www.harcourtschool.com/activity/similar\\_congruent/](http://www.harcourtschool.com/activity/similar_congruent/)

Smart Exchange - interactive skill practice  
[Similarity and Congruence \[SMART Notebook lesson\]](#) - - interactive skill practice  
[Congruent and Symmetric Polygons \[SMART Notebook lesson\]](#) - **interactive** skill practice  
[Polygons \[SMART Notebook lesson\]](#) - - **interactive** skill practice  
 Brain Pop – [Polygons](#) – interactive skill practice

**Resources**

**Virginia Department of Education**  
[SOL 6.12, 7.6](#) – lesson plan pages 33- 73  
[Side to Side](#) – lesson plan

**Other Sites**

Study Jams – [Congruent Figures](#)  
 Interactivesites weebly - [Angles](#)  
 Interactivesites weebly – [Classify and Sort](#)

**Cross Curricular Connection**

Reading – *The Greedy Triangle* by Marilyn Burns  
 Art - Klee: Polygon Detective Inspired by Paul Klee's *Castle and Sun*  
 Show students an image of the painting *Castle and Sun*. Havethem point out different polygons that they see within the painting. Afterwards, give children construction paper and have them make their own castle. First, they lay out the outline of their castle by drawing rectangles. Next, they draw lines, using a ruler, within their rectangles to create polygons within the rectangular outlines. Then, they look for and color in polygons that have the same number of sides.

**Materials**

**Manipulatives**

Polygons  
 Geometric Solids  
 Attribute Blocks  
 Index Cards  
 Venn Diagrams

**Technology Resources**

LCD Projector  
 Speakers  
 Computer w/Internet Connection

**Student Supplies**

Interactive Notebooks  
 Polygon cards

Course Title/ Course #: Math Grade 6

Unit Title/ Marking Period # (MP): 4

Start day: Review all Objectives

Meetings (Length of Unit): days

<b><i>Desired Results ~ What will students be learning?</i></b>	
<b><u>Standards of Learning/ Standards</u></b>	
6.1 thru 6.20	
<b><u>Essential Understandings/ Big Ideas</u></b>	
ALL	
<b><u>Key Essential Skills and Knowledge</u></b>	
ALL	
<b><u>Vocabulary</u></b>	
<b><u>Academic Vocabulary</u></b>	<b><u>Content Vocabulary</u></b>
ALL	ALL
<b><i>Assessment Evidence ~ What is evidence of mastery? What did the students master &amp; what are they missing?</i></b>	
<b><u>Assessment/ Evidence</u></b>	
VDOE – <a href="#">Released Test</a> VDOE - <a href="#">Performance Analysis</a> Interactive Achievement Post Assessments - ARDT Post Test,	
<b><i>Learning Plan ~ What are the strategies and activities you plan to use?</i></b>	
<b><u>Learning Experiences/ Best Practice</u></b>	
Use materials made throughout the year to review. Print and cut up problems from released tests and glue to file folders or index cards. Vocabulary Review – Using 2 sets of index cards with vocabulary words on one set and definitions on the other the students can play	

swat. Place the definition cards on a table or tape on a wall. Students will break into teams and a word will be called. The first team to swat the definition with a fly swatter wins the point.

**Text**

Coach book, 6th Grade Virginia Gold Edition

- 6.1, 6.2, 6.3, and 6.5 – page(s) 57 – 60
- 6.4, 6.6, 6.7, and 6.8 – page(s) 110 – 113
- 6.9 and 6.10 - page(s) 151 – 154
- 6.11, 6.12, and 6.13 – page(s) 177 – 179
- 6.14, 6.15, and 6.16 – page(s) 224 – 228
- 6.17, 6.18, 6.19, and 6.20 – page(s) 256 - 259

**Technology Integrations**

- [http://www.doe.virginia.gov/testing/sol/released\\_tests/index.shtml](http://www.doe.virginia.gov/testing/sol/released_tests/index.shtml)
- <http://education.jlab.org/solquiz/>

**Resources**

**Virginia Department of Education**

- [http://www.doe.virginia.gov/testing/sol/released\\_tests/index.shtml](http://www.doe.virginia.gov/testing/sol/released_tests/index.shtml)
- [http://doe.virginia.gov/testing/sol/practice\\_items/](http://doe.virginia.gov/testing/sol/practice_items/)
- [http://doe.virginia.gov/testing/test\\_administration/cat/index.shtml](http://doe.virginia.gov/testing/test_administration/cat/index.shtml)  
(CAT Training Test)

**Other Sites**

- [http://va.testnav.com/va\\_\(ARDT\)](http://va.testnav.com/va_(ARDT))

**Cross Curricular Connection**

N/A

**Materials**

**Manipulatives**

- Task Cards
- File Folder Games
- Vocabulary Matching Cards
- Review Games and Activities
- Fly Swatters

**Technology Resources**

- LCD Projector
- Speakers
- Computer w/Internet Connection

**Student Supplies**

- Interactive Notebooks
- Review Packets