

**Richmond Public Schools**  
Curriculum Framework  
*Grade 6*

<b>Strand: Measurement and Geometry</b>	
<p><b>6.7</b> The student will</p> <ul style="list-style-type: none"> <li>a) derive <math>\pi</math> (pi);</li> <li>b) solve problems, including practical problems, involving circumference and area of a circle; and</li> <li>c) solve problems, including practical problems, involving area and perimeter of triangles and rectangles.</li> </ul>	
<b>Suggested Pacing</b>	
Third Nine Weeks-6 instructional days	
<b>Related Standards</b>	
<p><b>5.8</b> The student will a) solve practical problems that involve perimeter, area, and volume in standard units of measure; and b) differentiate among perimeter, area, and volume and identify whether the application of the concept of perimeter, area, or volume is appropriate for a given situation.</p> <p><b>5.10</b> The student will identify and describe the diameter, radius, chord, and circumference of a circle.</p>	<p><b>7.4</b> The student will a) describe and determine the volume and surface area of rectangular prisms and cylinders; and b) solve problems, including practical problems, involving the volume and surface area of rectangular prisms and cylinders.</p> <hr/> <p><b>8.6</b> The student will a) solve problems, including practical problems, involving volume and surface area of cones and square-based pyramids; and b) describe how changing one measured attribute of a rectangular prism affects the volume and surface area.</p> <p><b>8.10</b> The student will solve area and perimeter problems, including practical problems, involving composite plane figures.</p> <hr/> <p><b>A.4</b> The student will solve c) literal equations for a specified variable.</p> <hr/> <p><b>G.13</b> The student will use surface area and volume of three-dimensional objects to solve practical problems</p> <p><b>G.14</b> The student will apply the concepts of similarity to two- or three-dimensional geometric figures. This will include; b) determining how changes in one or more dimensions of a figure affect area and/or volume of the figure; c) determining how changes in area and/or volume of a</p>

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	figure affect one or more dimensions of the figure; and d) solving problems, including practical problems, about similar geometric figures.
<b>Essential Questions</b>	<b>Common Misconceptions</b>
<p><b>6.7a</b></p> <ul style="list-style-type: none"> <li>• What relationships exist among the radius, diameter, and circumference of a circle?</li> </ul> <p><b>6.7b</b></p> <ul style="list-style-type: none"> <li>• How does the circumference of a circle relate to the distance it rotates? (i.e. tire, ferris wheel, gears)</li> <li>• In what type of situations would you need to find the area of a circle?</li> </ul> <p><b>6.7c</b></p> <ul style="list-style-type: none"> <li>• How can patterns be used to determine formulas for area and perimeter?</li> <li>• How could you find the area of a square if you knew the perimeter?</li> <li>• How is the area formula for a triangle similar to the area formula of a rectangle?</li> </ul>	<p>Students often use the wrong formula or no formula at all when calculating.</p> <p>Students often confuse the ideas of area and circumference.</p> <p>Students do not know the difference between radius and diameter.</p>
<b>Understanding the Standard</b>	<b>Essential Knowledge and Skills</b>
<ul style="list-style-type: none"> <li>• The value of pi (<math>\pi</math>) is the ratio of the circumference of a circle to its diameter. Thus, the circumference of a circle is proportional to its diameter.</li> <li>• The calculation of determining area and circumference may vary depending upon the approximation for pi. Common approximations for <math>\pi</math> include 3.14, <math>\frac{22}{7}</math>, or the pi (<math>\pi</math>) button on a calculator.</li> <li>• Experiences in deriving the formulas for area, perimeter, and volume using manipulatives such as tiles, one-inch cubes, graph paper, geoboards, or tracing paper, promote an understanding of the formulas and their use.</li> <li>• Perimeter is the path or distance around any plane figure. The</li> </ul>	<p><b>The student will use problem solving, mathematical communication, mathematical reasoning, connections, and representations to</b></p> <ul style="list-style-type: none"> <li>• Derive an approximation for pi (3.14 or <math>\frac{22}{7}</math>) by gathering data and comparing the circumference to the diameter of various circles, using concrete materials or computer models. (a)</li> <li>• Solve problems, including practical problems, involving circumference and area of a circle when given the length of the diameter or radius. (b)</li> <li>• Solve problems, including practical problems, involving area and perimeter of triangles and rectangles.(c)</li> </ul>

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<p>perimeter of a circle is called the circumference.</p> <ul style="list-style-type: none"> <li>● The circumference of a circle is about three times the measure of its diameter.</li> <li>● The circumference of a circle is computed using <math>C = \pi d</math> or <math>C = 2\pi r</math>, where <math>d</math> is the diameter and <math>r</math> is the radius of the circle.</li> <li>● The area of a closed curve is the number of nonoverlapping square units required to fill the region enclosed by the curve.</li> <li>● The area of a circle is computed using the formula <math>A = \pi r^2</math>, where <math>r</math> is the radius of the circle.</li> <li>● The perimeter of a square whose side measures <math>s</math> can be determined by multiplying 4 by <math>s</math> (<math>P = 4s</math>), and its area can be determined by squaring the length of one side (<math>A = s^2</math>).</li> <li>● The perimeter of a rectangle can be determined by computing the sum of twice the length and twice the width (<math>P = 2l + 2w</math>, or <math>P = 2(l + w)</math>), and its area can be determined by computing the product of the length and the width (<math>A = lw</math>).</li> <li>● The perimeter of a triangle can be determined by computing the sum of the side lengths</li> <li>● (<math>P = a + b + c</math>), and its area can be determined by computing the product of base and the height (<math>A = \frac{1}{2}bh</math>).</li> </ul>													
<b>Vocabulary</b>	<b>Instructional Activities Organized by Learning Objective</b>												
<p>circle pi approximation radius circumference diameter area triangle rectangle base height</p>	<p><b>Textbook:</b> Eureka</p> <table border="1" style="width: 100%; border-collapse: collapse; margin: 10px 0;"> <thead> <tr style="background-color: #e0e0e0;"> <th style="padding: 5px;">Eureka Grade</th> <th style="padding: 5px;">Module</th> <th style="padding: 5px;">Topic</th> <th style="padding: 5px;">Lesson(s)</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 5px;">6</td> <td style="padding: 5px;"></td> <td style="padding: 5px;">5 A</td> <td style="text-align: center; padding: 5px;">1-4</td> </tr> <tr> <td style="text-align: center; padding: 5px;">7</td> <td style="padding: 5px;"></td> <td style="padding: 5px;">3 C</td> <td style="text-align: center; padding: 5px;">16-17</td> </tr> </tbody> </table> <p>Virginia Math Connects, Course 1, ©2012, Glencoe/McGraw-Hill Circumference – page(s) 507 - 512 Area - page(s) 495 – 500 (triangles) 513 – 518 (circles)</p>	Eureka Grade	Module	Topic	Lesson(s)	6		5 A	1-4	7		3 C	16-17
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<p>length width perimeter</p>	<p>Perimeter – page(s) 520 – 524          Volume – page(s) 534 – 540          Extra Practice page –EP 24 -27 Lessons 9-1, 9-2, 9-3, and 9-4</p>
<b>Assessment</b>	<p>Coach book, 6th Grade Virginia Gold Edition          6.10a - page(s) 121 – 126          6.10b - page(s) 127 – 131          6.10c – page(s) 132 – 138</p> <p>Notes          SOL 6.7 Interactive Notebook (INB) Notes</p> <p>Resources</p> <ul style="list-style-type: none"> <li>● Print</li> <li>● Technology-based</li> </ul> <p><a href="#">Circumference</a> [SMART Notebook lesson]  <a href="#">The Area of Circles</a> [SMART Notebook lesson]  <a href="#">Volume of Rectangular Prisms</a> [SMART Notebook lesson]          Gizmos – <a href="#">Circumference and Area of Circles</a> - interactive instructional resource          Gizmos – <a href="#">Balancing Blocks</a> - interactive instructional resource          Gizmos – <a href="#">Finding Fido’s Flower Bed</a> - interactive instructional resource          Brain Pop – <a href="#">Pi</a> – interactive skills practice</p> <p>Station Activities</p>
<b>Cross-Curricular Connections</b>	<b>Tiered Differentiations</b>
<p>Area and perimeter scenarios can be embedded in many real world example including <a href="#">sports</a>, architecture, and <a href="#">design</a>. For example, students can design their own dream home. Students can be asked to find the</p>	<p>Bubble Circumference – Students will blow bubbles onto construction paper, trace the outline, and then find the circumference, diameter, radius, and area of each circle.</p>

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fencing (perimeter) needed for the backyard, the carpet (area) to cover each bedroom floor, and a variety of other real world connections.

Snowmen – Use a variety of circle sizes to make a snowman. Glue the circles on construction paper and then have students find diameter, radius, circumference, and/or area.

Geoboards or Grid paper – Make different shapes and find the area and perimeter of each.

Volume – Use linking cubes or empty boxes, have students find the volume of a variety of different rectangular prisms.

Surface Area – Collect empty cardboard boxes and label with a letter or number. Have the students find the measurements of length, width, and height. They can then chart the surface area of each box.