

April

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
					 Equilateral Triangle	 Rectangle
 Regular Pentagon	 Isosceles Triangle	 Regular Pentagon	 Regular Pentagon	 Equilateral Triangle	 Square	 Regular Pentagon
 Isosceles Triangle	 Isosceles Triangle	 Isosceles Triangle	 Equilateral Triangle	 Rectangle	 Isosceles Triangle	 Equilateral Triangle
 Isosceles Triangle	 Isosceles Triangle					

Calendar Grid

April Calendar Record Sheet			
Date	Shape Name	Perimeter	
		Calculations	Total
1	Equilateral Triangle	$1+1+1$ or $3 \times 1 =$	3 cm
2	Rectangle	$(2 \times 1) + (2 \times 2) =$	6 cm
3	Regular Pentagon	$1+1+1+1+1 =$	5 cm
4	Isosceles Triangle	$3+3+2 =$	8 cm
5	Trapezoid	$3+1+1+2 =$	7 cm
6	Regular Pentagon	$2+2+2+2+2$ or $5 \times 2 =$	10 cm
7	Equilateral Triangle	$3+3+3$ or $3 \times 3 =$	9 cm
8	Square	$3+3+3+3$ or $4 \times 3 =$	12 cm
9	Pentagon	$1+2+2+3+3 =$	11 cm
10	Isosceles Triangle	$5+5+4$ or $(2 \times 5) + 4 =$	14 cm
11	Trapezoid	$3+3+3+4$ or $(3 \times 3) + 4 =$	13 cm
12	Pentagon	$2 + (2 \times 3) + (2 \times 4) =$	16 cm
13	Equilateral Triangle	$5 \times 3 =$	15 cm
14	Rectangle	$2 + 2 + 7 + 7$ or $(2 \times 2) + (2 \times 7) =$	18 cm
15	Pentagon	$6 + 2 + 3 + 2 + 4 =$	17 cm
16	Scalene Triangle	$4 + 7 + 9 =$	20 cm
17	Trapezoid	$8 + 3 + 5 + 3 =$	19 cm
18	Pentagon	$(2 \times 6) + (2 \times 3) + 4 =$	22 cm

April Overhead NC 8.3

Great Fraction Race Game Board

Class Collection

$\frac{1}{3} + \frac{1}{3} + \frac{1}{6}$
 $\frac{1}{6} + \frac{1}{12} = 1\frac{1}{12}$
 $\frac{1}{2} + \frac{1}{6} + \frac{1}{6}$
 $\frac{1}{12} + \frac{1}{2} = 1\frac{5}{12}$
 $2\frac{5}{12} - 1\frac{1}{12}$

Teacher's Collection

$\frac{1}{12} + \frac{1}{12} + \frac{1}{6}$
 $\frac{1}{3} + \frac{1}{3} = 1$
 $\frac{1}{3} + \frac{1}{2} + \frac{1}{12}$
 $\frac{1}{12} + \frac{1}{3} = 1\frac{1}{3}$

$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{6}$	$\frac{1}{6}$
$\frac{1}{12}$	$\frac{1}{2}$	$\frac{1}{6}$	$\frac{1}{6}$
$\frac{1}{2}$			
1			
1			
1			
$\frac{1}{12}$	$\frac{1}{12}$	$\frac{1}{6}$	$\frac{1}{3}$
$\frac{1}{3}$	$\frac{1}{2}$	$\frac{1}{12}$	$\frac{1}{12}$
$\frac{1}{3}$	1		
1			
1			
1			

Calendar Collector



Number Corner Student Book
NAME _____ DATE _____

Division Capture Instructions

COMPUTATIONAL FLUENCY

- Each player rolls the 1–6 die once. The player with the higher number gets to choose what color he or she wants to be and gets to take the first turn. Then write your names and fill in the color boxes at the top of your record sheet.
- Roll the die and use the number you get to make one of the equations in the grid true. There will be more than one equation that will work for any number. Write the number in the box using your color.
- Take turns until all the boxes are filled. (If you roll a number you can't use, you lose that turn.) Both players fill in every turn on their own record sheets. Try to capture 3 or 4 boxes in a row—across, up and down, or diagonally. After all the boxes are filled, help each other use a calculator to check the answers. Then circle the places on the grid where you got 3 or 4 equations in a row and figure your scores.
- Now play another round of the game!

Here's an example of a completed game. Jamal would score 5 points because he got 2 sets of 4 in a row and 1 set of 3 in a row. Tristen would get 3 points because she got 3 sets of 3 in a row.

Scoring	
3 in a row	1 point
4 in a row	2 points

Computational Fluency

Number Corner Student Book
NAME _____ DATE _____

April Problem Solving Sheet 2

PROBLEM SOLVING

- There were 64 wrapped candies in the bag. Mrs. Longchamp gave 3 to each student in her class, and that left 1 for her. How many students are in her class?

- Use the information below to find the perimeter of each rectangle.
 - Perimeter =

Area = 18 square cm

6 cm

- Perimeter =

Area = 40 square cm

10 cm

- Perimeter =

Problem Solving

Number Corner Student Book
NAME Rafael DATE 4/5

Decimal Draw Game Sheet 1

NUMBER LINE

Game 1

Students' Score	Teacher's Score
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Number Line