



Junior Division Framework for Reading, Writing and Math

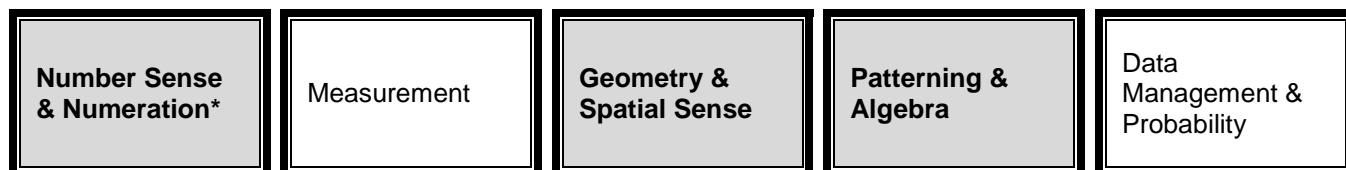
Mathematics Framework – Grade 5

Year at a Glance

Report: Introduce/teach, assess, evaluate and report

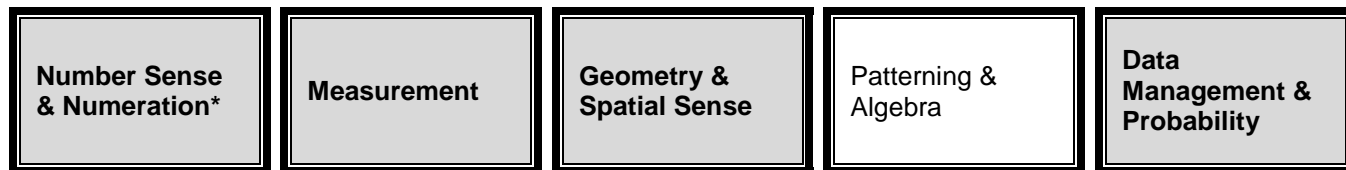
TERM 1: SEPT, OCT, NOV – REPORT

Suggested order of strands:



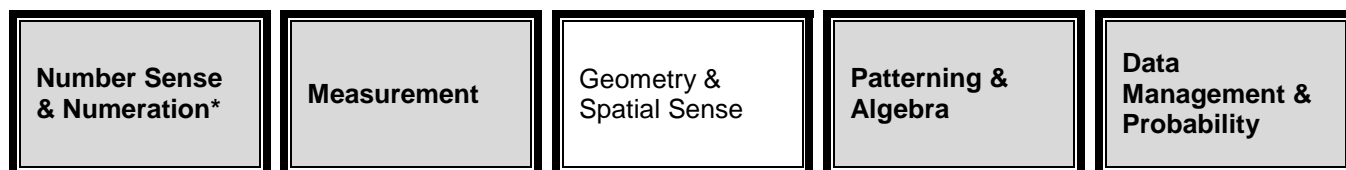
TERM 2: NOV, DEC, JAN, FEB, MAR – REPORT

Suggested order of strands:



TERM 3: MAR, APR, MAY, JUN – REPORT

Suggested order of strands:



* Number Sense & Numeration should be incorporated throughout each term

Overview of Lessons and Expectations from Math Makes Sense**UNIT 1: NUMBER PATTERNS**

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Cross-Strand Investigation: Building Castles	Optional but recommended	
Lesson 1: Number Patterns and Pattern Rules	Required	1.1, 1.4
Lesson 2: Creating Number Patterns	Required	1.2, 1.3
Lesson 3: Modeling Patterns	Required	1.1, 1.3, 1.4
Lesson 4: Using Patterns to Solve Problems	Required	1.1, 1.3
Lesson 5: Strategies Toolkit	Required	1.1
Unit Problem: Charity Fundraising	Optional but recommended	

UNIT 2: WHOLE NUMBERS

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Representing, Comparing, and Ordering Numbers	Required	1.1, 1.2, 1.3, 1.9
Lesson 2: Using Mental Math to Add	Required	3.1
Lesson 3: Adding 3 and 4-Digit Numbers	Optional	
Lesson 4: Adding Three Numbers	Required	3.6
Lesson 5: Using Mental Math to Subtract	Required	3.1
Lesson 6: Subtracting with 4-Digit Numbers	Optional	
Lesson 7: Multiplication and Division Facts to 144	Optional but recommended	
World of Work: Banquet Coordinator	Optional	
Game: Multiplication Tic Tac Toe	Optional	
Lesson 8: Multiplying with Multiples of 10	Optional	
Lesson 9: Using Mental Math to Multiply	Required	3.1
Lesson 10: Multiplying 2-Digit Numbers	Required	3.3
Lesson 11: Estimating Quotients	Required	3.4
Lesson 12: Dividing with Whole Numbers	Required	3.4
Lesson 13: Solving Problems	Required	1.9, 3.3
Game: Less is More	Optional	
Lesson 14: Strategies Toolkit	Optional, but recommended	
Unit Problem: On the Dairy Farm	Optional, but recommended	

UNIT 3: GEOMETRY

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Naming and Sorting Polygons by Sides	Required	1.1, 1.5
Lesson 2: Measuring and Constructing Angles	Required	1.3, 1.4
Lesson 3: Strategies Toolkit	Optional but recommended	
Lesson 4: Naming and Sorting Polygons by Angles	Required	1.1, 1.5
Lesson 5: Constructing Triangles	Required	1.6
Lesson 6: Making Nets	Required	1.2, 2.1, 2.2
Technology: Using a Computer to Explore Nets	Required	
Game: What's My Rule?	Optional	
Unit Problem: Bridges	Optional but recommended	
Cross Strand Investigation: Triangle, Triangle, Triangle	Optional but recommended	

UNIT 4: DECIMALS

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Tenths and Hundredths	Required	1.1, 1.2, 2.1
Lesson 2: Equivalent Decimals	Optional but recommended	
Lesson 3: Comparing and Ordering Decimals	Required	1.1
Lesson 4: Rounding Decimals	Required	1.4
Lesson 5: Estimating Sums and Differences	Optional	
Lesson 6: Adding Decimals	Required	3.2
Game: Make 2!	Optional	
Game: Spinning Decimals	Optional	
Lesson 7: Subtracting Decimals	Required	3.2
Lesson 8: Multiplying Decimals by 10 and 100	Required	3.5
Lesson 9: Dividing Decimals by 10	Required	3.5
Lesson 10: Strategies Toolkit	Optional but recommended	
Unit Problem: Coins Close Up	Optional but recommended	

UNIT 5: DATA MANAGEMENT

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Interpreting Data	Required	2.1
Lesson 2: Mean and Mode	Required	2.2
Lesson 3: Drawing Bar Graphs	Required	1.1, 1.2, 1.3, 1.5, 2.1
Technology: Drawing Circle Graphs and Bar Graphs using Appleworks	Required	
Lesson 4: Line Graphs	Required	1.3, 2.1
Lesson 4A: Related Data (masters 5.25 to 5.28 Curriculum Companion)	Required	
Technology: Drawing Line Graphs using Appleworks	Required	
Lesson 5: Interpreting Survey Results	Required	1.4, 1.2
World of Work: Medical Researcher	Optional	
Lesson 6: Bias in Displaying Data	Optional	
Lesson 7: Strategies Toolkit	Optional but recommended	
Unit Problem: In the Lab	Required	

UNIT 6: MEASUREMENT

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Measuring Time	Required	1.1, 1.2, 2.3
Lesson 1A: The 24-hour Clock (masters 6.28 to 6.30 Curriculum Companion)	Required	
Lesson 1B: Elapsed Time (masters 6.31 to 6.34 Curriculum Companion)	Required	
Lesson 2: Exploring Time and Distance	Required	NS 4.3
Lesson 3: Strategies Toolkit	Required	NS 4.3
Lesson 4: Estimating Time and Money	Required	NS 1.8
Lesson 5: Making Change	Optional	
Lesson 6: Capacity	Required	2.7
Lesson 7: Volume	Required	2.8
Lesson 7A: Volume of a Rectangular Prism (masters 6.35 to 6.38 Curriculum Companion)	Required	
Lesson 8: Relating Capacity and Volume	Required	2.7
Lesson 9: Measuring Mass	Required	2.9
Lesson 10: Exploring Large Masses	Required	2.9
Unit Problem: All Aboard	Optional but recommended	

UNIT 7: TRANSFORMATIONAL GEOMETRY

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Coordinate Systems	Required	1.1, 1.5
Lesson 2: Transformations	Required	1.3, 1.4
Lesson 3: Congruent Figures	Optional	
Technology: Using a Computer to Explore Congruent Figures	Optional	
Lesson 4: Line Symmetry	Optional	
Lesson 5: Strategies Toolkit	Optional but recommended	
World of Work: Fashion Designer	Optional	
Lesson 6: Exploring Tiling	Required	1.2, 2.1, 2.2
Unit Problem: Geometry in Art	Optional	
Cross Strand Investigation: Rep-Tiles	Optional	

UNIT 8: FRACTIONS AND DECIMALS

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Equivalent Fractions	Required	1.6
Lesson 2: Fractions and Mixed Numbers	Required	1.5
Lesson 3: Comparing and Ordering Fractions	Required	1.5
Game: Order Up!	Optional	
Lesson 4: Relating Fractions to Decimals	Required	1.7, 4.2
Lesson 5: Fraction and Decimal Benchmarks	Required	1.7, 4.2
Lesson 6: Relating Fractions to Division	Optional	
Technology: Fractions and Decimals on a Calculator	Optional	
Game: Fractions in Between	Optional	
Lesson 7: Estimating Products and Quotients	Optional	
Lesson 8: Multiplying Decimals with Tenths	Optional	
Lesson 9: Multiplying Decimals with Hundredths	Optional	
Lesson 10: Strategies Toolkit	Optional	
Lesson 11: Dividing Decimals with Tenths	Required	
Lesson 12: Dividing Decimals with Hundredths	Required	
Unit Problem: In the Garden	Optional	

UNIT 9: LENGTH, PERIMETER, AND AREA

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Measuring Linear Dimensions	Required	2.1
Lesson 2: Relating Units of Measure	Required	2.2
Lesson 3: Using Non-Standard Units to Estimate Lengths	Optional	
Lesson 4: Measuring Distance Around a Circular Object	Optional	
Lesson 5: Using Grids to Find Perimeter and Area	Required	1.4
Lesson 6: Measuring to Find Perimeter	Required	1.4
Lesson 7: Calculating the Perimeter of a Rectangle	Required	1.4, 2.5, 2.6
Lesson 8: Calculating the Area of a Rectangle	Required	1.4, 2.5, 2.6
Lesson 9: Find the Area of an Irregular Polygon	Required	1.4
Lesson 10: Estimating Area	Optional	
Lesson 11: Strategies Toolkit	Optional but recommended	
Unit Problem: At the Zoo	Optional	

UNIT 10: PATTERNS IN NUMBER AND GEOMETRY

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: Patterns in Multiplication	Required	2.2, 2.3
Lesson 1A: Multiplicative Relationships (masters 10.23 to 10.25 Curriculum Companion)	Required	
Lesson 2: Exploring Patterns in Decimals with a Calculator	Optional	
Lesson 3: Graphing Patterns	Required	1.1, 1.2, 1.4, 2.1
Lesson 4: Another Number Pattern	Required	1.1, 1.4
World of Work: Choreographer	Optional	
Lesson 5: Strategies Toolkit	Optional	
Lesson 6: Tiling Patterns	Optional	
Technology: Using a Computer to Explore Tiling Patterns	Optional	
Unit Problem: Squares Everywhere	Optional	

UNIT 11: PROBABILITY

LESSON	CURRICULUM COVERAGE	EXPECTATIONS COVERED
Lesson 1: The Likelihood of Events	Required	3.3
Lesson 2: Calculating Probability	Required	3.1, 3.2
Lesson 3: Probability and Fractions	Required	3.2, 3.3
Lesson 4: Tree Diagrams	Required	3.1
Lesson 5: Strategies Toolkit	Required	3.1
Lesson 6: Probability in Games	Required	3.3
World of Work: Professional Sports Coach	Optional	
Unit Problem: At the Pet Store!	Optional but recommended	
Cross Strand Investigation: The Domino Effect	Optional	