

Mathletics

Newfoundland and Labrador Program of Studies

Understanding Practice and Fluency (UPF)



Grades 3 – 6

October, 2021

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Grade 3

1 Number

1.1 Develop number sense

Outcome	Quests	Content
1. Say the number sequence 0 to 1000 forward and backward by: 5s, 10s or 100s, using any starting point; 3s, using starting points that are multiples of 3; 4s, using starting points that are multiples of 4; 25s, using starting points that are multiples of 25.	Count to 1000	Counting by 5s to 1000, forward & backward
		Counting by 10s to 1000, forward & backward
		Counting by 100s to 1000, forward & backward
		Counting by 1s to 1000
		Skip counting by 3s
		Skip counting by 4s
		Skip counting by 25s
2. Represent and describe numbers to 1000, concretely, pictorially and symbolically.	Represent & describe numbers to 1000	Representing & describing numbers to 1000
		Connecting multiples of 10 & 100 to number words
3. Compare and order numbers to 1000.	Compare & order numbers to 1000	Identifying numbers before & after within 1000
		Comparing numbers to 1000
		Ordering numbers to 1000
4. Estimate quantities less than 1000, using referents.	Estimate quantities less than 1000	Estimating quantities using referents
5. Illustrate, concretely and pictorially, the meaning of place value for numerals to 1000.	Place value of numbers up to 1000	Identifying place value of numbers to 1000
		Using place value to partition 3-digit numbers
		Non-standard partitioning, 3-digit numbers
		Solving place value number problems
6. Describe and apply mental mathematics strategies for adding two two-digit numerals.	Add 2-digit numbers, mental strategies	Adding 2-digit numbers, jump strategy
		Adding 2-digit numbers, split strategy
		Adding 2-digit numbers, bridge to ten
		Adding 2-digit numbers, using place value
		Adding 2-digit numbers, rounding & compensating

		Adding tens to a 2-digit number, models
7. Describe and apply mental mathematics strategies for subtracting two two-digit numerals.	Subtract 2-digit numbers, mental methods	Subtracting 2-digit numbers, jump strategy
		Subtracting 2-digit numbers, split strategy
		Subtracting 2-digit numbers, bridging to ten
		Subtracting 2-digit numbers, round & compensate
		Subtracting tens from a 2-digit number, models
8. Apply estimation strategies to predict sums and differences of two two-digit numerals in a problem solving context.	Estimate: two 2-digit number problems	Estimating with two 2-digit number problems
9. Demonstrate an understanding of addition and subtraction of numbers with answers to 1000 (limited to one-, two- and three-digit numerals), concretely, pictorially and symbolically, by: using personal strategies for adding and subtracting with and without the support of manipulatives; creating and solving problems in context that involve addition and subtraction of numbers.	Addition & subtraction to 1000	Adding up to 1000 using jump strategy
		Adding up to 1000 using bridging to ten
		Adding up to 1000 using split strategy
		Adding up to 1000 using rounding & compensating
		Adding up to 1000 using formal algorithm
		Subtracting up to 1000 using jump strategy
		Subtracting up to 1000 using split strategy
		Subtracting up to 1000 using bridging to ten
		Subtracting up to 1000 - rounding & compensating
		Subtracting up to 1000 using formal algorithm
		Adding & subtracting to 1000 using jump strategy
		Adding & subtracting to 1000 using split strategy
		Representing add/subtract problems using bar model
		Solving addition & subtraction word problems
10. Apply mental mathematics strategies and number properties in order to understand and recall basic addition facts and related subtraction facts to 18.	Mental strategies - add/sub facts to 18	Using the commutative property of addition
		Adding 3 single-digit numbers
		Finding the difference between 2 numbers

		Using doubles & near doubles to add & subtract
		Mental strategies for addition & subtraction facts
		Adding & subtracting zero
11. Demonstrate an understanding of multiplication to 5×5 by: representing and explaining multiplication using equal grouping and arrays; creating and solving problems in context that involve multiplication; modelling multiplication using concrete and visual representations, and recording the process symbolically; relating multiplication to repeated addition; relating multiplication to division.	Multiplication concepts to 5×5	Using repeated addition to multiply
		Exploring multiplication by 2
		Exploring multiplication by 3
		Exploring multiplication by 4
		Exploring multiplication by 5
		Multiplication facts to 5×5
12. Demonstrate an understanding of division (limited to division related to multiplication facts up to 5×5) by: representing and explaining division using equal sharing and equal grouping; creating and solving problems in context that involve equal sharing and equal grouping; modelling equal sharing and equal grouping using concrete and visual representations, and recording the process symbolically; relating division to repeated subtraction; relating division to multiplication.	Division concepts (up to 5×5 facts)	Using repeated subtraction to divide
		Dividing by 2
		Dividing by 3
		Dividing by 4
	Relating multiplication & division	Dividing by 5
		Modelling multiplication & division relationship
		Solving problems using arrays
13. Demonstrate an understanding of fractions by: explaining that a fraction represents a part of a whole; describing situations in which fractions are used; comparing fractions of the same whole that have like denominators.	Fraction concepts	Multiplication & division word problems
		Finding halves
		Finding fourths
		Working with halves & fourths
		Working with thirds
		Working with sixths
		Working with thirds & sixths
		Working with fifths
		Working with eighths
		Working with halves, fourths & eighths
		Working with halves, thirds, fourths
		Representing simple fractions
		Ordering & comparing fractions

2 Patterns and Relations (Patterns)

2.1 Use patterns to describe the world and to solve problems

Outcome	Quests	Content
1. Demonstrate an understanding of increasing patterns by: describing; extending; comparing; creating patterns using manipulatives, diagrams, sounds and actions (numbers to 1000).	Increasing patterns	Working with increasing number patterns to 100
		Working with increasing number patterns to 1000
		Working with visual patterns
2. Demonstrate an understanding of decreasing patterns by: describing; extending; comparing; creating patterns using manipulatives, diagrams, sounds and actions (numbers to 1000).	Decreasing patterns	Working with decreasing number patterns within 100
		Working with decreasing number pattern within 1000

3 Patterns and Relations (Variables and Equations)

3.1 Represent algebraic expressions in multiple ways

Outcome	Quests	Content
3. Solve one-step addition and subtraction equations involving a symbol to represent an unknown number.	One-step add/sub problems with unknowns	One-step number problems with unknowns up to 20
		One-step number problems with unknowns up to 100

4 Shape and Space (Measurement)

4.1 Use direct and indirect measurement to solve problems

Outcome	Quests	Content
1. Relate the passage of time to common activities, using non-standard and standard units (minutes, hours, days, weeks, months, years).	Understand passage of time	Understanding passage of time concepts
		Introducing time in hours, minutes & seconds
2. Relate the number of seconds to a minute, the number of minutes to an hour and the number of days to a month in a problem solving context.	Understand measures of time	Using calendars
		Solving problems related to units of time
3. Demonstrate an understanding of measuring length (cm, m) by: selecting and justifying referents for the units cm and m; modelling and describing the relationship between the units cm and m; estimating length, using referents; measuring and recording length, width and height.	Understand & measure length (m, cm)	Measuring in standard units: cm & m
		Selecting units of measurement: m, cm
		Ordering & comparing lengths: m, cm
		Converting between m & cm
		Estimating & measuring in cm
		Measuring length of 3D objects
4. Demonstrate an understanding of measuring mass (g, kg) by: selecting and justifying referents for the units g and kg; modelling and describing the relationship between the units g and kg; estimating mass, using referents; measuring and recording mass.	Understand & measure mass (kg, g)	Measuring mass: kilograms
		Measuring mass: grams
		Selecting units of measurement: kg, g
		Understanding relationships between kg & g
5. Demonstrate an understanding of perimeter of regular and irregular shapes by: estimating perimeter, using referents for cm or m; measuring and recording perimeter (cm, m); constructing different shapes for a given perimeter (cm, m) to demonstrate that many shapes are possible for a perimeter.	Understand & measure perimeter	Understanding & calculating perimeter

5 Shape and Space (3-D Objects and 2-D Shapes)

5.1 Describe the characteristics of 3-D objects and 2-D shapes, and analyze the relationships among them

Outcome	Quests	Content
6. Describe 3-D objects according to the shape of the faces and the number of edges and vertices.	3-D objects	Introducing the attributes of 3-D objects
		Introducing cubes
		Introducing cylinders
		Introducing spheres
		Introducing cones
		Introducing prisms & pyramids
		Describing the attributes of 3-D objects
		Comparing & sorting 3-D objects
		Making basic models of 3-D objects
7. Sort regular and irregular polygons, including: triangles; quadrilaterals; pentagons; hexagons; octagons according to the number of sides.	Sort & identify 2-D shapes	Comparing 2-D shapes
		Identifying & naming 2-D shapes
		Sorting 2-D shapes
	Regular & irregular polygons	Understanding regular & irregular polygons

6 Statistics and Probability (Data Analysis)

6.1 Collect, display and analyze data to solve problems

Outcome	Quests	Content
1. Collect first-hand data and organize it using: tally mark; line plots; charts; lists to answer questions.	Organize first-hand data	Understanding & using line plots
		Understanding & using data in lists & tables
		Understanding the statistical process
2. Construct, label and interpret bar graphs to solve problems.	Bar graphs	Understanding & using bar graphs

Grade 4

1 Number

1.1 Develop number sense

Outcome	Quests	Content
1. Represent and describe whole numbers to 10 000, concretely, pictorially and symbolically.	Number concepts to 10 000	Reading & writing numbers to 10 000
		Understanding place value, 4-digit numbers
		Partitioning 4-digit numbers
2. Compare and order whole numbers to 10 000.	Compare & order numbers to 10 000	Identifying numbers before & after to 10 000
		Identifying missing numbers to 10 000
		Comparing & ordering numbers to 10 000
3. Demonstrate an understanding of addition of whole numbers with answers to 10 000 and their corresponding subtractions (limited to 3- and 4-digit numerals) by: using personal strategies for adding and subtracting; estimating sums and differences; solving problems involving addition and subtraction.	Addition to 10 000	Adding up to 10 000 using number line
		Adding up to 10 000 using place value
		Adding up to 10 000 using a split strategy
		Adding up to 10 000 using rounding & compensating
		Choosing mixed addition strategies
	Subtraction to 10 000	Subtracting up to 10 000 using number line
		Subtracting up to 10 000 using place value
		Subtracting up to 10 000 using a split strategy
		Subtracting up to 10 000 using round & compensate
		Subtracting up to 10 000 using algorithms
		Choosing mixed subtraction strategies
	Add & subtract word problems to 10 000	Solving addition & subtraction word problems

4. Explain and apply the properties of 0 and 1 for multiplication and the property of 1 for division.	Multiply by 0 & 1, divide by 1	Multiplying by 1 or 0
		Dividing by 1
5. Describe and apply mental mathematics strategies, such as: skip counting from a known fact; using doubling or halving; using doubling or halving and adding or subtracting one more group; using patterns in the 9s facts; using repeated doubling to determine basic multiplication facts to 9×9 and related division facts.	Multiplication facts to 9×9	Exploring multiplication by 2
		Exploring multiplication by 3
		Exploring multiplication by 4
		Exploring multiplication by 5
		Exploring multiplication by 6
		Exploring multiplication by 7
		Exploring multiplication by 8
		Exploring multiplication by 9
		Recalling multiplication facts to 7×7
	Division facts to $81 \div 9$	Dividing by 2 & 5
		Dividing by 3 & 6
		Dividing by 4 and 8
		Dividing by 9
	Multiplication & division facts	Recall multiplication & division facts to 7×7
		Understand relationship, multiplication & division
6. Demonstrate an understanding of multiplication (2- or 3-digit by 1-digit) to solve problems by: using personal strategies for multiplication with and without concrete materials; using arrays to represent multiplication; connecting concrete representations to symbolic representations; estimating products; applying the distributive property.	Multiplication, 2- or 3-digit by 1-digit	Multiplying 2- or 3-digits by 1-digit, place value
		Multiplying 2- or 3-digits by 1-digit, doubling
		Multiplying 2- or 3-digits by 1-digit, area model
		Multiplying 2- or 3-digits by 1-digit, factoring
		Multiplying 2- or 3-digits by 1-digit, algorithm
		Multiply to 3-digits \times 1-digit, expanded algorithm
		Multiply to 3-digits \times 1-digit, round to estimate
		Multiplying by multiples of 10 & 100
7. Demonstrate an understanding of division (1-digit divisor and 2-digit dividend) to solve problems by: using personal strategies for dividing with and without concrete materials; estimating quotients; relating division to multiplication.	Division, 2-digit by 1-digit	Dividing 2-digits by 1-digit, models
		Dividing 2-digits by 1-digit, halving
		Dividing 2-digits by 1-digit, related facts
		Dividing 2-digits by 1-digit, inverse relationship
		Dividing 2-digit by 1-digit, extended algorithm
		Dividing 2-digit by 1-digit, algorithm

		Dividing 2-digit by 1-digit, round to estimate
8. Demonstrate an understanding of fractions less than or equal to one by using concrete, pictorial and symbolic representations to: name and record fractions for the parts of a whole or a set; compare and order fractions; model and explain that for different wholes, two identical fractions may not represent the same quantity; provide examples of where fractions are used.	Represent fractions less than/equal to 1	Introducing the terms numerator & denominator
		Understanding fractions
		Representing halves, fourths & eighths
		Representing thirds & sixths
		Representing fifths
		Representing tenths
		Representing eighths
	Compare & order fractions	Comparing & ordering unit fractions with models
		Comparing & ordering common fractions with models
		Comparing fractions with the same numerator
		Compare fractions with the same denominator
9. Represent and describe decimals (tenths and hundredths), concretely, pictorially and symbolically.	Decimals to hundredths	Introducing decimal notation
		Introducing decimal tenths
		Introducing decimal hundredths
10. Relate decimals to fractions and fractions to decimals (to hundredths).	Connect decimals & fractions	Connecting decimals & fractions, tenths
		Connecting decimals & fractions, hundredths
		Connecting decimals & fractions, up to hundredths
11. Demonstrate an understanding of addition and subtraction of decimals (limited to hundredths).	Add & subtract decimals to hundredths	Adding decimals to tenths
		Subtracting decimals to tenths
		Adding decimals to hundredths
		Subtracting decimals to hundredths
		Estimating decimal sums & differences
		Adding & subtracting decimal word problems
	Use decimals in the context of money	Using decimals in money
		Estimating & calculating change
		Solving word problems involving money

2 Patterns and Relations (Patterns)

2.1 Use patterns to describe the world and to solve problems

Outcome	Quests	Content
1. Identify and describe patterns found in tables and charts, including a multiplication chart.	Patterns in tables & charts	Exploring increasing number patterns
		Identifying number patterns up to 1000
		Investigating number sequences
2. Translate among different representations of a pattern, such as a table, a chart or concrete materials.	Different representations in patterns	Relating patterns to tables or charts
		Creating addition patterns from a given rule
		Creating multiplication patterns from a given rule
3. Represent, describe and extend patterns and relationships, using charts and tables, to solve problems.	Use patterns to solve problems	Using patterns to solve problems
		Identifying & describing additive number patterns
4. Identify and explain mathematical relationships, using charts and diagrams, to solve problems.	Use Venn & Carroll diagrams	Introducing Venn diagrams
		Introducing Carroll diagrams
		Relating Carroll & Venn diagrams
		Describing pattern rules

3 Patterns and Relations (Variables and Equations)

3.1 Represent algebraic expressions in multiple ways

Outcome	Quests	Content
5. Express a given problem as an equation in which a symbol is used to represent an unknown number.	Express a problem as an equation	Matching equations to word problems
		Using symbols to represent unknown numbers
6. Solve one-step equations involving a symbol to represent an unknown number.	One-step equations using all operations	Finding missing numbers: add & subtract equations
		One-step equations: addition and subtraction
		One-step equations: multiplication and division
		One-step equations: balancing number sentences

4 Shape and Space (Measurement)

4.1 Use direct and indirect measurement to solve problems

Outcome	Quests	Content
1. Read and record time, using digital and analog clocks, including 24-hour clocks.	Read & record time	Telling time to the hour & half hour
		Telling time to the quarter hour
		Telling time to 5 minutes
		Telling time to the minute
		Using am & pm notation
		Using 24-hour time
2. Read and record calendar dates in a variety of formats.	Read & record calendar dates	Reading & writing calendar dates
3. Demonstrate an understanding of area of regular and irregular 2-D shapes by: recognizing that area is measured in square units; selecting and justifying referents for the units cm ² or m ² ; estimating area, using referents for cm ² or m ² ; determining and recording area (cm ² or m ²); constructing different rectangles for a given area (cm ² or m ²) in order to demonstrate that many different rectangles may have the same area.	Understand area	Measuring area using non-standard units
		Introducing formal units for area: cm ²
		Introducing formal units for area: m ²
	Measure the area of rectangles	Estimating & measuring areas of rectangles
		Comparing & ordering rectangular areas
		Finding the area of a rectangle, arrays
		Finding the area of a rectangle, area model
		Finding the area of rectangles, formula
	Approximate area, non-rectilinear shapes	Approximating areas, non-rectilinear shapes

5 Shape and Space (3-D Objects and 2-D Shapes)

5.1 Describe the characteristics of 3-D objects and 2-D shapes, and analyze the relationships among them

Outcome	Quests	Content
4. Describe and construct right rectangular and right triangular prisms.	Understand prisms	Identifying prisms in the environment
		Introducing rectangular & triangular prisms
		Comparing & describing prisms
		Connecting nets to rectangular & triangular prisms

6 Shape and Space (Transformations)

6.1 Describe and analyze position and motion of objects and shapes

Outcome	Quests	Content
5. Demonstrate an understanding of congruency, concretely and pictorially.	Congruent shapes	Understanding congruent shapes
6. Demonstrate an understanding of line symmetry by: identifying symmetrical 2-D shapes; creating symmetrical 2-D shapes; drawing one or more lines of symmetry in a 2-D shape.	Recognize and draw line symmetry	Recognizing line symmetry
		Identifying & drawing lines of symmetry

7 Statistics and Probability (Data Analysis)

7.1 Collect, display and analyze data to solve problems

Outcome	Quests	Content
1. Demonstrate an understanding of many-to-one correspondence.	Understand many-to-one correspondence	Comparing pictographs - different correspondence
2. Construct and interpret pictographs and bar graphs involving many-to-one correspondence to draw conclusions.	Graphs using many-to-one correspondence	Using pictographs with many-to-one correspondence
		Compare pictographs with different correspondence
		Using bar graphs with many-to-one correspondence

Grade 5

1 Number

1.1 Develop number sense

Outcome	Quests	Content
1. Represent and describe whole numbers to 1 000 000.	Number concepts to 1 000 000	Reading & writing numbers up to 6 digits
		Comparing & ordering numbers up to 6 digits
		Identifying place value of 6-digit numbers
		Using place value to partition 6-digit numbers
2. Use estimation strategies, including: front-end estimation; compensation; compatible numbers; rounding in problem-solving contexts.	Strategies for estimation & computation	Rounding numbers up to 6-digits
		Round numbers to estimate - addition & subtraction
		Checking calculations when adding & subtracting
		Using compensation to add & subtract
		Rounding numbers to estimate - multiply & divide
		Checking calculations when multiplying & dividing
3. Apply mental mathematics strategies and number properties, such as: skip counting from a known fact; using doubling or halving; using patterns in the 9s facts; using repeated doubling or halving in order to understand, apply and recall basic multiplication facts to 9×9 and related division facts.	Multiplication facts to 9×9	Multiplication facts for 2
		Multiplication facts for 3
		Multiplication facts for 4
		Multiplication facts for 5
		Multiplication facts for 6
		Multiplication facts for 7
		Multiplication facts for 8
		Multiplication facts for 9
		Multiplying by 1 or 0
		Recalling multiplication facts to 9×9
		Relationship between multiplication & division
	Division facts to $81 \div 9$	Dividing by 2 & 5
		Dividing by 3 & 6
		Dividing by 4 & 8
		Dividing by 9

		Recall multiplication & division facts to 9×9
4. Apply mental mathematics strategies for multiplication, such as: annexing (adding) zero; halving and doubling; using the distributive property.	Mental strategies to multiply	Multiplying by multiples of 10, 100 & 1000
		Multiplying using doubling
		Multiplying using doubling & halving
		Multiplying using distributive property
5. Demonstrate, with and without concrete materials, an understanding of multiplication (two-digit by two-digit) to solve problems.	Multiply 2-digits by up to 2-digits	Multiplying 2-digits by 2-digits, area model
		Multiplying 2-digits by 2-digits, factorizing
		Multiplying 2-digits by 2-digits, use known facts
		Multiplying 2-digits by 2-digits, formal algorithm
		Solving multiplication word problems
6. Demonstrate, with and without concrete materials, an understanding of division (three-digit by one-digit), and interpret remainders to solve problems.	Divide up to 3-digits by 1-digit	Dividing up to 3-digit by 1-digit, no remainders
		Dividing by partitioning, no remainders
		Dividing 3-digits by 1-digit, factoring
		Finding the remainder, 2-digits by 1-digit
		Dividing by partitioning with remainders
		Dividing 3-digits by 1-digit, formal algorithm
7. Demonstrate an understanding of fractions by using concrete, pictorial and symbolic representations to: create sets of equivalent fractions; compare fractions with like and unlike denominators.	Equivalent fractions	Finding equivalent fractions with models
		Finding equivalent fractions using multiplication
		Finding equivalent fractions using a number line
	Compare & order fractions	Comparing unit fractions, different denominators
		Comparing & ordering proper fractions
8. Describe and represent decimals (tenths, hundredths, thousandths) concretely, pictorially and symbolically.	Decimals to thousandths	Understanding decimals to thousandths
		Partitioning decimal numbers to thousandths
9. Relate decimals to fractions and fractions to decimals (to thousandths).	Relate decimals & fractions	Relating decimals & fractions up to thousandths

10. Compare and order decimals (to thousandths) by using: benchmarks; place value; equivalent decimals.	Compare & order decimals to thousandths	Comparing & ordering decimals to thousandths
11. Demonstrate an understanding of addition and subtraction of decimals (limited to thousandths).	Add & subtract decimals to thousandths	Adding decimals to thousandths
		Subtracting decimals to thousandths
		Adding & subtracting decimal word problems
		Estimating sums & differences to thousandths

2 Patterns & Relations (Patterns)

2.1 Use patterns to describe the world and to solve problems

Outcome	Quests	Content
1. Determine the pattern rule to make predictions about subsequent elements.	Represent, analyze & apply patterns	Additive & subtractive number patterns
		Generating add/subtract patterns from a given rule
		Working with repeating number & shape patterns
		Multiplication & division number patterns
		Modelling number patterns from a table of values
		Writing pattern rules as algebraic expressions
		Working with shape patterns & rules

3 Patterns & Relations (Variables & Equations)

3.1 Represent algebraic expressions in multiple ways

Outcome	Quests	Content
2. Solve problems involving single-variable, one-step equations with whole number coefficients and whole number solutions.	One-step equations with variables	Writing one-step equations using variables
		Solving one-step equations & word problems
		Solving one-step equations using bar model
	Equations with letter variables	Expressing word problems as equations

4 Shape & Space (Measurement)

4.1 Use direct and indirect measurement to solve problems

Outcome	Quests	Content
1. Design and construct different rectangles, given either perimeter or area, or both (whole numbers), and draw conclusions.	Perimeter of rectangles	Introducing perimeter
	Area of rectangles, formula	Finding the area of rectangles, formula
	Relationship between area & perimeter	Solving perimeter & area problems
2. Demonstrate an understanding of measuring length (mm and km) by: selecting and justifying referents for the unit mm; modelling and describing the relationship between mm and cm units, and between mm and m units; selecting and justifying referents for the unit km; modelling and describing the relationship between m and km units.	Measure length in millimetres	Introducing millimetres
	Measure length in kilometres	Introducing kilometres
	Relationship between mm, cm, m & km	Recording length in decimal notation
		Comparing lengths in mm, cm, m & km
		Ordering lengths in mm, cm, m & km
		Converting between mm, cm, m & km
3. Demonstrate an understanding of volume by: selecting and justifying referents for cm ³ or m ³ units; estimating volume, using referents for cm ³ or m ³ ; measuring and recording volume (cm ³ or m ³); constructing right rectangular prisms for a given volume.	Measure volume in cubic units	Using unit cubes to measure volume
		Using cubic cm & m to measure volume
		Estimating volume using cubic cm & m
4. Demonstrate an understanding of capacity by: describing the relationship between mL and L; selecting and justifying referents for mL or L units; estimating capacity, using referents for mL or L; measuring and recording capacity (mL or L).	Measure capacity in L & mL	Introducing litres & millilitres
		Using millilitres & litres as references
		Measuring capacity in mL
		Estimating capacity using mL & L
		Selecting units to measure capacity (mL, L)

5 Shape & Space (3-D Objects & 2-D Shapes)

5.1 Describe the characteristics of 3-D objects and 2-D shapes, and analyze the relationships among them

Outcome	Quests	Content
5. Describe and provide examples of edges and faces of 3-D objects, and sides of 2-D shapes that are: parallel; intersecting; perpendicular; vertical; horizontal.	Features of 2-D shapes & 3-D objects	Identifying features on 3-D objects
		Identifying features on 2-D shapes
6. Identify and sort quadrilaterals, including: rectangles; squares; trapezoids; parallelograms; rhombi (or rhombuses) according to their attributes.	Identify & sort quadrilaterals	Sorting & naming quadrilaterals
		Classifying quadrilaterals

6 Shape & Space (Transformations)

6.1 Describe and analyze position and motion of objects and shapes

Outcome	Quests	Content
8. Identify and describe a single transformation, including a translation, rotation and reflection of 2-D shapes.	Single transformations of 2-D shapes	Introducing slides/translations
		Introducing flips/reflections
		Introducing turns/rotations
		One-step translations, reflections & rotations

7 Statistics & Probability (Data Analysis)

7.1 Collect, display and analyze data to solve problems

Outcome	Quests	Content
2. Construct and interpret double bar graphs to draw conclusions.	Double bar graphs	Interpreting data, double bar graphs
		Representing data, double bar graphs

8 Statistics & Probability (Chance & Uncertainty)

8.1 Use experimental or theoretical probabilities to represent and solve problems involving uncertainty

Outcome	Quests	Content
3. Describe the likelihood of a single outcome occurring, using words such as: impossible; possible; certain.	Likelihood of single outcomes	Exploring the language of probability
4. Compare the likelihood of two possible outcomes occurring, using words such as: less likely; equally likely; more likely.	Likelihood of 2 possible outcomes	Describing chances of everyday events
		Understanding chance experiments, equal outcomes
		Understanding chance experiments, unequal outcomes
		Understand chance experiments, independent events

Grade 6

1 Number

1.1 Develop number sense

Outcome	Quests	Content
1. Demonstrate an understanding of place value, including numbers that are: greater than one million; less than one thousandth.	Place value to billions	Reading & writing numbers up to billions
		Identifying place value up to billions
	Place value smaller than thousandths	Place value smaller than thousandths
	Situational questions	Situational questions, larger than one million
		Situational questions, smaller than one thousandth
2. Solve problems involving whole numbers and decimal numbers.	Solve problems: whole numbers & decimals	Multiplying decimals & whole numbers
		Dividing decimals & whole numbers
		Adding decimals & whole numbers
		Subtracting decimals & whole numbers
3. Demonstrate an understanding of factors and multiples by: determining multiples and factors of numbers less than 100; identifying prime and composite numbers; solving problems using multiples and factors.	Prime & composite numbers	Introducing prime & composite numbers
	Prime factors	Using prime factors
	Find factors & multiples	Finding multiples up to 100, including LCM
		Finding factors up to 100, including GCF
		Situational questions, factors & multiples
4. Relate improper fractions to mixed numbers.	Improper fractions & mixed numbers	Comparing & ordering mixed numbers
		Comparing & ordering improper fractions
		Comparing & ordering fractions & mixed numbers
		Converting improper fractions to mixed numbers
		Converting mixed numbers to improper fractions
	Introduction to ratios	Introducing ratios

5. Demonstrate an understanding of ratio, concretely, pictorially and symbolically.		Simplifying ratios
		Dividing a quantity into a given ratio
		Identifying equivalent ratios
6. Demonstrate an understanding of percent (limited to whole numbers), concretely, pictorially and symbolically.	Whole-number percentages	Introducing percentages
	Percentage equivalents	Representing percentage & fraction equivalents
		Representing percentage & decimal equivalents
		Fraction, decimal & percentage equivalents
	Calculate percentage discounts	Calculating percentage discounts
	Calculate percentages of whole numbers	Calculating simple percentages
7. Demonstrate an understanding of integers, concretely, pictorially and symbolically.	Read & represent integers	Investigating integers
		Understanding integers in real-life contexts
		Comparing & ordering integers
8. Demonstrate an understanding of multiplication and division of decimals (1-digit whole number multipliers and 1-digit natural number divisors).	Multiply decimals to thousandths	Multiplying decimals to thousandths
		Multiplying decimals & whole numbers, base 10
	Divide decimals to thousandths	Dividing decimals & whole numbers, base 10
		Dividing decimals to thousandths
9. Explain and apply the order of operations, excluding exponents, with and without technology (limited to whole numbers).	Order of operations with whole numbers	Order of operations, addition & subtraction
		Order of operations, multiplication & division
		Order of operations, 4 operations
		Order of operations, grouping symbols
		Situational questions, order of operations

2 Patterns & Relations (Patterns)

2.1 Use patterns to describe the world and to solve problems

Outcome	Quests	Content
1. Demonstrate an understanding of the relationships within tables of values to solve problems.	Relationships within tables	Determining missing values in a table of values
		Making predictions about linear growing patterns
2. Represent and describe patterns and relationships, using graphs and tables.	Patterns in tables of values & graphs	Creating a table of values, visual pattern
		Representing linear patterns, tables & graphs

3 Patterns & Relations (Variables & Equations)

3.1 Represent algebraic expressions in multiple ways

Outcome	Quests	Content
3. Represent generalizations arising from number relationships, using equations with letter variables.	Patterns, expressions & equations	Writing an equation to represent a table of values
		Writing expressions, rule for a pattern
4. Demonstrate and explain the meaning of preservation of equality, concretely and pictorially.	Preservation of equality	Solving 1-step equations
		Solving 1-step equations using a balance
		Solving 1-step equations using algebra tiles
		Understanding the preservation of equality
		Creating equivalent forms of an equation

4 Shape & Space (Measurement)

4.1 Use direct and indirect measurement to solve problems

Outcome	Quests	Content
1. Demonstrate an understanding of angles by: identifying examples of angles in the environment; classifying angles according to their measure; estimating the measure of angles, using 45° , 90° and 180° as reference angles; determining angle measures in degrees; drawing and labelling angles when the measure is specified.	Angle measurement & classification	Classifying angles
		Measuring angles with a circular protractor
2. Demonstrate that the sum of interior angles is: 180° in a triangle; 360° in a quadrilateral.	Sum of interior angles	Finding the missing angle of a triangle
		Finding the missing angle of a quadrilateral
3. Develop and apply a formula for determining the: perimeter of polygons; area of rectangles; volume of right rectangular prisms.	Relationships between area & perimeter	Solving perimeter & area problems
	Volume of rectangular prisms	Finding the volume of rectangular prisms
		Finding the missing dimension, rectangular prisms
	Area of rectangles	Finding the area of rectangles
	Perimeter of polygons	Determining the perimeter of polygons

5 Shape & Space (3-D Objects & 2-D Shapes)

5.1 Describe the characteristics of 3-D objects and 2-D shapes, and analyze the relationships among them

Outcome	Quests	Content
4. Construct and compare triangles, including: scalene; isosceles; equilateral; right; obtuse; acute in different orientations.	Classification of triangles	Classifying triangles by their sides & angles
5. Describe and compare the sides and angles of regular and irregular polygons.	Regular & irregular polygons	Understanding regular & irregular polygons

6 Shape & Space (Transformations)

6.1 Describe and analyze position and motion of objects and shapes

Outcome	Quests	Content
6. Perform a combination of translations, rotations and/or reflections on a single 2-D shape, with and without technology, and draw and describe the image.	Combinations of transformations	Identifying combinations of transformations
7. Perform a combination of successive transformations of 2-D shapes to create a design, and identify and describe the transformations.	Recognize tessellations	Recognizing tessellations
8. Identify and plot points in the first quadrant of a Cartesian plane, using whole number ordered pairs.	The Cartesian plane, first quadrant	Plotting points in the first quadrant
		Plotting points that create a shape
9. Perform and describe single transformations of a 2-D shape in the first quadrant of a Cartesian plane (limited to whole number vertices).	Transformations in the first quadrant	Investigating translations in the first quadrant
		Identifying reflections in the first quadrant
		Identifying rotations in the first quadrant

7 Statistics & Probability (Data Analysis)

7.1 Collect, display and analyze data to solve problems

Outcome	Quests	Content
1. Create, label and interpret line graphs to draw conclusions	Construct line graphs	Constructing a line graph
		Interpreting data in a line graph
		Choosing graphs, continuous vs discrete data
2. Select, justify and use appropriate methods of collecting data, including: questionnaires; experiments; databases; electronic media.	Data collection	Collecting data: questionnaires
3. Graph collected data, and analyze the graph to solve problems.	Select data displays	Selecting data displays

8 Statistics & Probability (Chance & Uncertainty)

8.1 Use experimental or theoretical probabilities to represent and solve problems involving uncertainty

Outcome	Quests	Content
4. Demonstrate an understanding of probability by: identifying all possible outcomes of a probability experiment; differentiating between experimental and theoretical probability; determining the theoretical probability of outcomes in a probability experiment; determining the experimental probability of outcomes in a probability experiment; comparing experimental results with the theoretical probability for an experiment.	Theoretical & experimental probability	Comparing observed & expected frequencies
		Probability of 0 and 1
		Predicting the probability of a specific outcome
		Listing the sample space for an event



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