



KENTUCKY CENTER FOR MATHEMATICS

Let's Do Math with KCM-Middle Grades

Connecting Fractions, Decimals and Percents



Your host

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Kentucky Center for Mathematics

- KCM seeks to advance the knowledge and practice of effective mathematics teaching and learning, encompassing early childhood through adult education.
- KCM provides and develops statewide leadership, facilitate professional learning experiences, and cultivate innovation with the aim of improving mathematics education, practice and policy.



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Today's Goals

- Do some math, review promising problems and unpack key ideas important for developing meaningful learning.
- Review various strategies to help students use and connect mathematical representations.



Today's Agenda

- Research
- Doing Math/Review of some activities allowing students connect fractions, decimals and percent
 - Some more mathematical thinking and unpacking key ideas
- Games using multiple representations
- Ending with KCM



Research

"Violet is a fourth-grade student and asked to name and compare 0.38 to 0.4, responded in a way that is familiar to many fourth-grade teachers:

Violet: Zero point four. Interviewer: OK, and how about this one? Violet: Zero point thirty-eight. Interviewer: And, which one is larger, or are they equal? Violet: Thirty-eight. Interviewer: Thirty-eight is larger, and why is that? Violet: Because thirty-eight is bigger than four."





Research

Indicators of Understanding

- 1. Using precise mathematical language when working with decimals
- 2. Accurately using models to represent decimals
- Decomposing and composing decimals based on mental images of the models and/or place-value understandings to order decimals
- 4. Using an understanding of **the relative size of decimals** to guide their estimation for operations with decimals
- Using a model and their ability to compose and decompose decimals to interpret addition and subtraction operations and **build meaning** for work with symbols.





Research





DeAnn Huinker, 2015, p. 6



Standards

KY.5.NBT.7 Operations with decimals to hundredths.

- a. Add, subtract, multiply and divide decimals to hundredths using...
- concrete models or drawings
- strategies based on place value
- properties of operations
- the relationship between addition and subtraction
- b. Relate the strategy to a written method and explain the reasoning use.

KY.7.RP.3 Use percents to solve mathematical and real-world problems. a. Find a percent of a quantity as a rate per 100; solve problems involving finding the whole, a part and a percent, given two of these.



Many people use benchmarks for determining tips. Jill explains her strategy "I always figure out 10% of the bill, and then use this information to calculate a 15 % or 20% bill."

- 1. Find 10% and 5% of \$20.00. How are the two percents related?
- 2. Find 10% and 20% of \$24.50. How are the two percents related?
- 3. Find 10% of \$15.00. Use this to find 15% and 20% of \$15. Explain your reasoning in each case.



Connected Mathematics Program 2, Decimal Ops Unit <u>https://connectedmath.msu.edu</u>

\$20

0% 10%

\$0

100%

Tape Bar Diagrams

Connected Mathematics Program 2, Decimal Ops Unit





Tape Bar Diagrams

Connected Mathematics Program 2, Decimal Ops Unit





https://www.bitpaper.io/go/percents%20and%20Decimals/Sk0m9T1P8

Connected Mathematics Program 2, Bits and Pieces Unit, p. 67







Percents on a Number Line



PERCENTS ON A LINEAR MODEL 4

Directions: Using the digits 0 to 9 at most one time each, fill in the boxes to create an accurate number line. How many solutions can you find?



www.openmiddle.com



Percents on a Number Line



PERCENTS ON A LINEAR MODEL 4

Directions: Using the digits 0 to 9 at most one time each, fill in the boxes to create an accurate number line. How many solutions can you find?





Take turns to:

1.Fill in the missing decimals and percents.

2.Place the cards in order of size.

3. Check that you agree





http://map.mathshell.org/





The gray cards are the ones that students had to create for themselves.



https://www.map.mathshell.org



The gray cards are the ones that students had to create for themselves.

https://www.map.mathshell.org



Materials: Clothesline, decimals/percent/fractions number cards Students will put numbers in order on the clothesline.







This number line is still in progress, students worked on correcting their mistakes.





https://andrewsmathspace.wor dpress.com/2016/03/25/clothes line-math/



https://clotheslinemath.com/2018/09/24/single-or-multiple-clotheslines/

Materials: Decimal Number cards

Students are given random decimal number cards

They order themselves from smallest to biggest according to the value of their card. Once they are done, they determine which numbers are closest to 0, $\frac{1}{2}$ or 1.



Materials: Decimal Number cards

Students are given random decimal number cards

They get in order from smallest to biggest according to the value of the card they got.

Once they are done, they determine which numbers are closest to 0, $\frac{1}{2}$ or 1.



Which one is closer to half?

https://www.bitpaper.io/go/percents%20and%20Decimals/Sk0m9T1P8



Connected Mathematics Program 2, Decimal Ops Unit

Card Sorting

FOR MATHEMATICS

Students sort the given number cards.

Number cards can be created in many different ways.



Getting Close Game

Two to four players can play Getting Close.

Materials

- Getting Close fraction or decimal game cards (one set per group)
- A set of four number squares (0, 1, 2, and 3) for each player



Directions

1. All players hold their 0, 1, 2, and 3 number squares in their hand. The game cards are placed facedown in a pile in the center of the table.

2. One player turns over two game cards from the pile. Each player mentally estimates the sum of the numbers on the two game cards.

3. Each player then selects a number square (0, 1, 2, or 3) closest to their estimate and places it facedown on the table.

4. After each player has played a number square, the players turn their number squares over at the same time.

5. Each player calculates the actual sum by hand or with a calculator. The player whose number square is closest to the actual sum gets the two game cards.

Note: If there is a tie, all players who tied get one game card. Players who have tied may take a game card from the deck if necessary.

6. Players take turns turning over the two game cards.

7. When all game cards have been used, the player with the most game cards wins.

Connected Mathematics Program 2, Let's Be Rational Unit

https://connectedmath.msu.edu/sites/_connectedMath/assets/File/Conferences/carnival_instructions.pdf



<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>
10	8	5		3
<u>1</u> 2	<u>3</u>	<u>7</u>	<u>9</u>	<u>2</u>
	10	10	10	5
<u>3</u> 5	<u>4</u> 9	1	<u>3</u> 4	$1\frac{4}{10}$
$1\frac{1}{5}$	1 <u>3</u>	1 <u>2</u> 3	1 <u>1</u> 3	<u>2</u> 3
<u>6</u>	<u>3</u>	<u>5</u>	<u>7</u>	<u>5</u>
8	8	8	8	9

Getting	Close	Fraction	Game	Cards	
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Getting	Close	Decima	al Gam	e Cards
1.375	0.5	0.75	0.6	0.9
0.125	0.375	0.875	1.5	1.75
1.125	0.2	0.8	1.33	1.67
0.33	0.67	1.875	0.1	1.9
1.1	2	1.45	1.25	1.6



Connected Mathematics Program 2, Let's Be Rational Unit

https://connectedmath.msu.edu/sites/_connectedMath/assets/File/Conferences/carnival_instructions.pdf



Online Interactive Resources

https://www.nctm.org/Classroom-Resources/Illuminations/Interactives/Fraction-Models/





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KCM loves to support teachers!

Contact me;

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