



Math Connects

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STANDARDS	PAGE REFERENCES
1. Place Value	
<p>A. Solve problems involving 100 MORE/LESS or 1,000 MORE/LESS than a given number.</p>	<p>Student Edition: 17-19, 20-23, 70-72 <i>Mid-Chapter Check</i> 73 <i>Problem-Solving Investigation</i> 74-75 <i>Problem Solving in Social Studies</i> 76-77 <i>Study Guide and Review</i> 94 <i>Chapter Test</i> 97</p> <p>Teacher Edition: 74A A 23, 72; AE 21, 71; ATS 21, 71; SC 70</p>
<p>B. Identify alternative forms of expressing whole numbers <10,000 using expanded notation.</p>	<p>Student Edition: 17-19, 35 #44, 46 #36-#38 <i>Problem-Solving Investigation</i> 24 <i>Mid-Chapter Check</i> 31 #4 <i>Study Guide and Review</i> 51</p> <p>Teacher Edition: 20A A 19; AE 18; ATS 18; SC 17</p>

STANDARDS	PAGE REFERENCES
<p>C. Identify alternative forms of expressing whole numbers <10,000 using regrouping.</p>	<p>Student Edition: 60, 70-72 <i>Mid-Chapter Check</i> 73 <i>Study Guide and Review</i> 94 <i>Chapter Test</i> 97</p> <p>Teacher Edition: A 72; AE 71; ATS 71; CE 71</p>
<p>D. Use place value concepts to identify and compare the magnitude and value of digits in numbers.</p>	<p>Student Edition: 14, 17-19, 20-23, 39 #46-#52 <i>Mid-Chapter Check</i> 31 <i>Study Guide and Review</i> 50-51 <i>Chapter Test</i> 55</p> <p>Teacher Edition: 20A, 24A A 19, 23; AE 18, 21; ATS 18, 21; I 17; SC 17, 20</p>
<p>2. Pictorial Representation of Numbers</p>	
<p>A. Relate decimals (0.01-2.99) to pictorial representations and vice versa.</p>	<p>Student Edition: 28-30, 35 #34 <i>Mid-Chapter Check</i> 31 <i>Study Guide and Review</i> 52 <i>Chapter Test</i> 55 <i>Test Practice</i> 57 #5 <i>Explore</i> 78-79</p> <p>Teacher Edition: A 30; ATS 29; I 28; SC 28</p>
<p>B. Relate fractions and mixed numbers to pictures and vice versa.</p>	<p>Student Edition: 330, 332, 333-335, 338-342, 346-348 <i>Explore</i> 336-337 <i>Mid-Chapter Check</i> 349</p> <p>Teacher Edition: 338A A 335; AE 334; ATS 334, 339, 347; EC 337; I 333, 346; SC 333, 338</p>

STANDARDS	PAGE REFERENCES
C. Identify and/or shade fractional parts of regions, sets or mixed numbers in pictures.	<p>Student Edition: 330, 332, 333-335, 338-342, 346-348 <i>Explore</i> 336-337 <i>Mid-Chapter Check</i> 349</p> <p>Teacher Edition: 338A A 335; AE 334; ATS 334, 339, 347; EC 337; I 333, 346; SC 333, 338</p>
3. Equivalent Fractions, Decimals and Percents	
A. Rename equivalent fractions.	<p>Student Edition: 382-384, 386-389 <i>Game Time</i> 385 <i>Mid-Chapter Check</i> 390 <i>Study Guide and Review</i> 411-412 <i>Chapter Test</i> 415</p> <p>Teacher Edition: 386A A 384, 389; AE 383, 387; ATS 383, 387; I 382; SC 382, 386</p>
B. Rename equivalent mixed numbers as improper fractions and vice versa.	<p>Student Edition: 338-342, 346-348, 353 #39-#46 <i>Explore</i> 336-337 <i>Game Time</i> 343 <i>Mid-Chapter Check</i> 349 <i>Study Guide and Review</i> 363-364 <i>Chapter Test</i> 367</p> <p>Teacher Edition: 344A, 350A A 341, 348; AE 339, 347; I 338, 346; SC 338, 346</p>
4. Order, Magnitude and Rounding of Numbers	
A. Order whole numbers <100,000.	<p>Student Edition: 42-46 <i>Study Guide and Review</i> 54 <i>Chapter Test</i> 55</p> <p>Teacher Edition: 48A AE 43; I 42</p>

STANDARDS	PAGE REFERENCES
B. Order mixed numbers, fractions and decimals.	<p>Student Edition: 42-46, 350-353, 404-407 <i>Game Time</i> 47 <i>Study Guide and Review</i> 54, 365, 414 <i>Chapter Test</i> 55 <i>Explore</i> 402-403</p> <p>Teacher Edition: 48A, 391B A 45, 353, 393, 407; AE 43, 351, 405; ATS 43, 392; I 404; SC 42</p>
C. Describe magnitude of whole numbers <100,000 and decimals.	<p>Student Edition: 17-19, 20-23 <i>Study Guide and Review</i> 51 <i>Chapter Test</i> 55</p> <p>Teacher Edition: 20A, 24A A 19, 23; AE 18; I 17, 20; SC 17, 20</p>
D. Describe magnitude of mixed numbers and fractions.	<p>Student Edition: 350-353, 404-407 <i>Explore</i> 402-403 <i>Study Guide and Review</i> 414</p> <p>Teacher Edition: A 353, 407; AE 351, 405; I 404; SC 350, 404</p>
E. Round whole numbers in context.	<p>Student Edition: 61-63, 64-67 <i>Mid-Chapter Check</i> 73 <i>Study Guide and Review</i> 93 <i>Chapter Test</i> 97</p> <p>Teacher Edition: 64A, 68A A 63, 67; AE 62, 65; ATS 62, 65; I 61; SC 61</p>
F. Round decimals.	<p>Student Edition: 61-63, 64-67 <i>Mid-Chapter Check</i> 73 <i>Study Guide and Review</i> 93 <i>Chapter Test</i> 97</p> <p>Teacher Edition: 64A, 68A A 63, 67; AE 62, 65; ATS 62, 65; I 61; SC 61</p>

STANDARDS	PAGE REFERENCES
G. Locate points (fractions, decimals and whole numbers) on number lines and scales.	Student Edition: 1, 20-23, 36 EX 1, 42 EX 1, 61 EX 1-2, 350-353, 356-359 <i>Study Guide and Review</i> 50, 362, 365 Teacher Edition: A 353, 359; AE 351; ATS 62, 357; SC 20, 350, 356
5. Models for Operations	
A. Identify the appropriate operation or number sentence to solve a story problem.	Student Edition: 35 #40 <i>Problem-Solving Investigation</i> 24-25, 74-75 <i>Mid-Chapter Check</i> 31 #11 <i>Study Guide and Review</i> 52 Teacher Edition: 28A A 25, 75; ATS 25, 75; SC 24
B. Write story problems from multiplication or division number sentences, using 1- and 2-digit numbers.	Student Edition: 118 #32-#33, 124 #34, 135 #26, 151 #28-#29, 154 #32, #34, 161 #32, 172 #16, #21, 176 #18
6. Basic Facts	
A. Multiply and divide facts.	Student Edition: 6, 102 #1-#7, 103-105, 148 #1-#7, 149-151 Teacher Edition: 108A, 152A AE 104, 150; ATS 150; I 103, 149; SC 103, 149
7. Computation with Whole Numbers and Decimals	
A. Add and subtract 2-, 3- and 4-digit whole numbers and money amounts less than \$100.	Student Edition: 70-72, 88-91, 102 #12-#15 <i>Mid-Chapter Check</i> 73 <i>Study Guide and Review</i> 94 <i>Chapter Test</i> 97 Teacher Edition: 74A A 72, 91; AE 71, 89; ATS 71; I 70, 88; SC 70, 88
B. Multiply and divide multiples of 10 and 100 by 10 and 100.	Student Edition: 7, 103-105, 149-151 Teacher Edition: A 105, 151; AE 104; APK 7; ATS 104, 150

STANDARDS	PAGE REFERENCES
<p>C. Multiply and divide 2- and 3-digit whole numbers and money amounts less than \$10 by 1-digit numbers.</p>	<p>Student Edition: 112-115, 122-124, 126-129, 132-135 <i>Mid-Chapter Check</i> 119 <i>Game Time</i> 125 <i>Study Guide and Review</i> 140-141 <i>Chapter Test</i> 143</p> <p>Teacher Edition: 126A A 115, 124, 135; AE 123, 133; ATS 114, 123; SC 112, 122</p>
<p>8. Computation with Fractions and Integers</p>	
<p>A. Add and subtract fractions and mixed numbers with like denominators.</p>	<p>Student Edition: 423-425, 428-431, 446 #28-#30, 461 #27-#29 <i>Explore</i> 421-422, 426-427 <i>Mid-Chapter Check</i> 447 <i>Study Guide and Review</i> 465 <i>Chapter Test</i> 469</p> <p>Teacher Edition: 428A, 434A A 425, 431; AE 424, 429; ATS 429; I 426; SC 423, 428</p>
<p>9. Solve Word Problems</p>	
<p>A. Solve one-step story problems involving whole numbers and money amounts with or without extraneous information. Use all operations.</p>	<p>Student Edition: <i>Problem-Solving Investigation</i> 24-25, 74-75, 136-137 <i>Problem Solving in Social Studies</i> 76-77</p> <p>Teacher Edition: A 25, 137; ATS 25; I 24; T 24</p>
<p>B. Solve two-step story problems involving whole numbers and money amounts with or without extraneous information.</p>	<p>Student Edition: <i>Problem-Solving Investigation</i> 24-25, 74-75, 136-137 <i>Problem-Solving Strategy</i> 68-69</p> <p>Teacher Edition: A 69; I 24, 136</p>

STANDARDS	PAGE REFERENCES
10. Numerical Estimation Strategies	
A. Identify the best expression to find an estimate.	<p>Student Edition: 61-63, 64-67, 112-115, 152-155, 356-359, 444-446 <i>Mid-Chapter Check</i> 73, 119, 165, 447 <i>Problem-Solving Investigation</i> 74-75 <i>Study Guide and Review</i> 95-96, 140, 183, 365, 467 <i>Chapter Test</i> 97, 143, 187, 367, 469</p> <p>Teacher Edition: 116A, 158A, 360A A 67, 115, 155, 359, 446; AE 65, 113, 153, 357, 445; ATS 65, 114, 357, 445; SC 64, 112, 152, 356, 444</p>
B. Identify whether and why a particular strategy will result in an overestimate or an underestimate.	<p>Student Edition: 61-63, 64-67, 112-115, 152-155, 356-359, 444-446 <i>Mid-Chapter Check</i> 73, 119, 165, 447 <i>Problem-Solving Investigation</i> 74-75 <i>Study Guide and Review</i> 95-96, 140, 183, 365, 467 <i>Chapter Test</i> 97, 143, 187, 367, 469</p> <p>Teacher Edition: 116A, 158A, 360A A 67, 115, 155, 359, 446; AE 65, 113, 153, 357, 445; ATS 65, 114, 357, 445; SC 64, 112, 152, 356, 444</p>
11. Estimating Solutions to Problems	
A. Identify a reasonable estimate to a problem, including estimating change.	<p>Student Edition: 61-63, 64-67, 112-115, 152-155, 356-359, 444-446 <i>Mid-Chapter Check</i> 73, 119, 165, 447 <i>Problem-Solving Investigation</i> 74-75 <i>Study Guide and Review</i> 95-96, 140, 183, 365, 467 <i>Chapter Test</i> 97, 143, 187, 367, 469</p> <p>Teacher Edition: 116A, 158A, 360A A 67, 115, 155, 359, 446; AE 65, 113, 153, 357, 445; ATS 65, 114, 357, 445; SC 64, 112, 152, 356, 444</p>
12. Ratios and Proportions	
Not tested	

STANDARDS	PAGE REFERENCES
13. Computation with Percents	
Not tested	
14. Time	
A. Solve problems involving elapsed time (a.m. and p.m.).	Student Edition: 500-503 <i>Study Guide and Review</i> 508 <i>Chapter Test</i> 509 Teacher Edition: A 503; AE 501; ATS 501; I 500; SC 500
B. Solve problems involving conversions of measures of time (minutes, hours and days).	Student Edition: 492-495 <i>Problem Solving in Health</i> 498-499 <i>Study Guide and Review</i> 507 <i>Chapter Test</i> 509 Teacher Edition: 496A A 495; AE 493; ATS 493; I 492; SC 492
15. Approximating Measures	
A. Estimate lengths and areas.	Student Edition: 480 #29, 520 #28, 521 #36, 612-615, 627 #23, 635 #30 <i>Remember</i> 478 <i>Mid-Chapter Check</i> 623 <i>Study Guide and Review</i> 651 <i>Chapter Test</i> 655 Teacher Edition: 616A A 615; AE 613; ATS 613; SC 612

STANDARDS	PAGE REFERENCES
16. Customary and Metric Measures	
<p>A. Measure lengths to the nearest quarter-inch or half-centimeter.</p>	<p>Student Edition: 477-480, 487 #33, 503 #34, 517-521 <i>Explore</i> 475-476, 515-516 <i>Game Time</i> 481 <i>Mid-Chapter Check</i> 491, 532 <i>Study Guide and Review</i> 505, 547 <i>Chapter Test</i> 509, 551 <i>Problem Solving in Social Studies</i> 542-543</p> <p>Teacher Edition: 482A, 522A A 480, 521; AE 478, 481; ATS 478, 519; SC 477, 517</p>
<p>B. Measure and determine perimeters and areas.</p>	<p>Student Edition: 608-611, 616-619, 627 #20-#24, 644-647 <i>Game Time</i> 622 <i>Mid-Chapter Check</i> 623 <i>Study Guide and Review</i> 651, 654 <i>Chapter Test</i> 655</p> <p>Teacher Edition: 612A, 624A, 648A A 611, 619; AE 609, 617, 645; ATS 610, 617; SC 608, 616, 644</p>
<p>C. Identify appropriate customary or metric units of measure (length, capacity and mass) for a given situation.</p>	<p>Student Edition: 477-480, 488-490, 517-521, 524-526, 527-530 <i>Game Time</i> 481 <i>Mid-Chapter Check</i> 491, 532 <i>Study Guide and Review</i> 505-506, 547-548 <i>Chapter Test</i> 509, 551</p> <p>Teacher Edition: A 480, 490, 521, 526, 530; AE 478, 489, 525, 528; ATS 478, 489, 525, 528; SC 477, 488, 517, 524, 527</p>

STANDARDS	PAGE REFERENCES
D. Solve problems involving conversions of measures of length.	<p>Student Edition: 477-480, 487 #33, 503 #34, 517-521 <i>Explore</i> 475-476, 515-516 <i>Game Time</i> 481 <i>Mid-Chapter Check</i> 491, 532 <i>Study Guide and Review</i> 505, 547 <i>Chapter Test</i> 509, 551 <i>Problem Solving in Social Studies</i> 542-543</p> <p>Teacher Edition: 482A, 522A A 480, 521; AE 478, 481; ATS 478, 519; SC 477, 517</p>
17. Geometric Shapes and Properties	
A. Identify, describe and/or classify 2-dimensional geometric shapes and figures.	<p>Student Edition: 566-569, 570-574, R62 <i>Mid-Chapter Check</i> 575 <i>Problem Solving in Art</i> 594-595 <i>Study Guide and Review</i> 598 <i>Chapter Test</i> 601</p> <p>Teacher Edition: 570A, 576A A 569, 573; AE 567, 571; ATS 567, 571; I 566, 570; SC 566, 570</p>
B. Draw, describe and/or classify 2-dimensional geometric shapes and figures.	<p>Student Edition: 566-569, 570-574, R62 <i>Mid-Chapter Check</i> 575 <i>Problem Solving in Art</i> 594-595 <i>Study Guide and Review</i> 598 <i>Chapter Test</i> 601</p> <p>Teacher Edition: 570A, 576A A 569, 573; AE 567, 571; ATS 567, 571; I 566, 570; SC 566, 570</p>

STANDARDS	PAGE REFERENCES
18. Spatial Relationships	
A. Identify lines of symmetry.	Student Edition: 10 Teacher Edition: APK 10
B. Draw lines of symmetry.	Student Edition: 10 Teacher Edition: APK 10
C. Identify congruent figures.	Student Edition: R58-R59
D. Locate points on grids.	Student Edition: 250-252 <i>Mid-Chapter Check</i> 253 <i>Problem Solving in Geography</i> 259 <i>Game Time</i> 263 Teacher Edition: 254A A 252; AE 251; ATS 251; SC 250
19. Tables, Graphs and Charts	
A. Identify correct information from tables, bar graphs, pictographs and charts.	Student Edition: 284-288, 289-292, 294-298, 299-303, 306-310 <i>Mid-Chapter Check</i> 293 <i>Problem Solving in Art</i> 304-305 <i>Game Time</i> 311 <i>Study Guide and Review</i> 322-326 <i>Chapter Test</i> 327 Teacher Edition: A 287, 292, 297, 303; AE 285, 290, 295, 300; ATS 286, 291, 301; SC 284, 289, 294, 299

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<p>B. Create bar graphs and pictographs from data in tables and charts.</p>	<p>Student Edition: 279-281, 284-288, 289-292, 294-298, 299-303, 306-310 <i>Mid-Chapter Check</i> 293 <i>Problem Solving in Art</i> 304-305 <i>Game Time</i> 311 <i>Study Guide and Review</i> 322-326 <i>Chapter Test</i> 327</p> <p>Teacher Edition: 282A, 294A A 281, 287, 292, 297, 303; AE 280, 285, 290, 295, 300; ATS 286, 291, 301; SC 279, 284, 289, 294, 299</p>
<p>20. Statistics and Data Analysis</p>	
<p>A. Draw reasonable conclusions from data in tables, bar graphs, pictographs, circle graphs and charts.</p>	<p>Student Edition: 284-288, 289-292, 294-298, 299-303, 306-310 <i>Mid-Chapter Check</i> 293 <i>Problem Solving in Art</i> 304-305 <i>Game Time</i> 311 <i>Study Guide and Review</i> 322-326 <i>Chapter Test</i> 327</p> <p>Teacher Edition: A 287, 292, 297, 303; AE 285, 290, 295, 300; ATS 286, 291, 301; SC 284, 289, 294, 299</p>
<p>B. State a conclusion and explain why a claim is or is not reasonable, based on the data.</p>	<p>Student Edition: 284-288, 289-292, 294-298, 299-303, 306-310 <i>Mid-Chapter Check</i> 293 <i>Problem Solving in Art</i> 304-305 <i>Game Time</i> 311 <i>Study Guide and Review</i> 322-326 <i>Chapter Test</i> 327</p> <p>Teacher Edition: A 287, 292, 297, 303; AE 285, 290, 295, 300; ATS 286, 291, 301; SC 284, 289, 294, 299</p>

STANDARDS	PAGE REFERENCES
21. Probability	
<p>A. Identify correct solutions to problems involving elementary notions of probability and fairness.</p>	<p>Student Edition: 661-663, 668-672, 677-680 <i>Explore</i> 666-667 <i>Extend</i> 673 <i>Mid-Chapter Check</i> 676 <i>Study Guide and Review</i> 685-686 <i>Chapter Test</i> 687 Teacher Edition: 674A A 663, 671, 680; AE 669, 678; ATS 669; SC 668</p>
<p>B. Solve problems involving elementary notions of probability and fairness, including justifying solutions.</p>	<p>Student Edition: 661-663, 668-672, 677-680 <i>Explore</i> 666-667 <i>Extend</i> 673 <i>Mid-Chapter Check</i> 676 <i>Study Guide and Review</i> 685-686 <i>Chapter Test</i> 687 Teacher Edition: 674A A 663, 671, 680; AE 669, 678; ATS 669; SC 668</p>
22. Patterns	
<p>A. Identify the missing terms in a pattern, or identify rules for a given pattern using whole numbers and attributes.</p>	<p>Student Edition: 210-213, 222 #23 <i>Study Guide and Review</i> 228 <i>Chapter Test</i> 229 Teacher Edition: A 213; AE 211; ATS 211; I 210; SC 210</p>
<p>B. Extend or complete patterns and state rules for given patterns using whole numbers and attributes.</p>	<p>Student Edition: 210-213, 222 #23, 260-262 <i>Study Guide and Review</i> 228 <i>Chapter Test</i> 229 <i>Problem-Solving Strategy</i> 248-249 <i>Extend</i> 264-265 Teacher Edition: A 213; AE 211; ATS 211; I 210; SC 210</p>

STANDARDS	PAGE REFERENCES
23. Algebraic Concepts	
A. Solve simple one-step algebraic equations involving addition, subtraction, multiplication and fact families.	<p>Student Edition: 237-239, 244-247, 288 #30-#33 <i>Explore</i> 235-236, 242-243</p> <p>Teacher Edition: 244A, 248A A 239, 247; AE 238, 245; ATS 238, 245; SC 237, 244</p>
24. Classification and Logical Reasoning	
A. Solve logic, counting and classification problems involving the organization of data.	<p>Student Edition: 677-680 <i>Problem-Solving Strategy</i> 344-345, 674-675 <i>Game Time</i> 681</p> <p>Teacher Edition: 346A, 682A AE 678; ATS 678; I 344; SC 677</p>
B. Sort or classify objects and draw logical conclusions from data, including Venn diagrams and transitive reasoning questions.	<p>Student Edition: 677-680 <i>Problem-Solving Strategy</i> 344-345 <i>Game Time</i> 681</p> <p>Teacher Edition: 346A, 682A A 345, 680</p>
25. Mathematical Applications	
A. Solve extended numerical, statistical and spatial problems.	<p>Student Edition: 260-262, 312-317 <i>Problem-Solving Investigation</i> 266-267, 320-321 <i>Extend</i> 318-319 <i>Problem-Solving Strategy</i> 394-395 <i>Problem Solving in Art</i> 594 <i>Test Practice</i> 656-657</p> <p>Teacher Edition: A 262, 316-317; AE 261, 313-314; ATS 261, 315; I 260; SC 260, 312</p>