

Bethlehem Lutheran School
Math Grade 6

In recognizing the need for understanding and mastering mathematical computations and concepts, the philosophy of the mathematics program is to involve each student in a learning program that blends mathematical skills with practical applications to their daily Christian lives.

State Standard 1

Students develop number sense and use of numbers and number relationships in problem-solving situations and communicate the reasoning used in solving these problems.

Classroom objectives

The student will:

- 1.1 Demonstrate meanings for integers, rational numbers, exponents, square roots, and pi (π); use physical materials and technology in problem-solving situations.
- 1.2 Read, write, and order integers, rational numbers, and common irrational numbers such as π .
- 1.3 Apply number theory concepts (for example, primes, factors, and multiples) to represent numbers in various ways.
- 1.4 Use the relationships among fractions, decimals, and percents; include the concepts of ratio and proportion in problem-solving situations.
- 1.5 Develop, test, and explain conjectures about properties of integers and rational numbers.
- 1.6 Use number sense to estimate and justify the reasonableness of solutions to problems involving integers, rational numbers, and common irrational numbers such as $\sqrt{}$.
- 1.7 Recognize place value through trillions.
- 1.8 Round and estimate numbers and decimals.
- 1.9 Write the standard form for numbers which are in expanded notation, and in expanded notation with exponents, decide the order of operations with parentheses and exponents.
- 1.10 Estimate quotients.
- 1.11 Recognize decimals to hundred thousandths.
- 1.12 Compare and order numbers, decimals, fractions, and integers.
- 1.13 Estimate decimal products and quotients.

- 1.14 Write equivalent fractions, fractions as decimals, and decimals as fractions.
- 1.15 Determine factors and GCF, LCD.
- 1.16 Graph coordinates on a grid.

State Standard 2

Students use algebraic methods to explore, model, and describe patterns and functions involving numbers, shapes, data, and graphs in problem-solving situations and communicate the reasoning used in solving these problems.

Classroom objectives

The student will:

- 2.1 Represent, describe, and analyze patterns and relationships using tables, graphs, verbal rules, and standard algebraic notation.
- 2.2 Describe patterns using variables, expressions, equations, and inequalities in problem-solving situations.
- 2.3 Analyze functional relationships to explain how a change in one quantity results in a change in another (for example, how the area of a circle changes as the radius increases, or how a person's height changes over time).
- 2.4 Distinguish between linear and nonlinear functions through informal investigations.
- 2.5 Solve simple linear equations in problem-solving situations using a variety of methods (informal, formal, and graphical) and a variety of tools (physical materials, calculators, and computers).
- 2.6 Write the standard form for numbers which are in expanded notation, and in expanded notation with exponents, decide the order of operations with parentheses and exponents.
- 2.7 Find range, mean, mode, and median.
- 2.8 Work with ratios and proportions (including scale).
- 2.9 Interpret graphs.

- 2.10 Determine factors; find GCF and LCD.

State Standard 3

Students use data collection and analysis, statistics, and probability in problem-solving situations and communicate the reasoning used in solving these problems.

Classroom objectives

The student will:

- 3.1 Read and construct displays of data using appropriate techniques (for example, line graphs, circle graphs, scatter plots, box plots, and stem-and-leaf plots) and appropriate technology.
- 3.2 Display and use measures of central tendency, such as mean, median, and mode, and measures of variability, such as range and quartiles.
- 3.3 Evaluate arguments that are based on statistical claims.
- 3.4 Formulate hypotheses, draw conclusions, and make convincing arguments based on data analysis.
- 3.5 Determine probabilities through experiments or simulations.
- 3.6 Make predictions and compare results using both experimental and theoretical probability drawn from real-world problems.
- 3.7 Use counting strategies to determine all the possible outcomes from an experiment (for example, the number of ways students can line up to have their picture taken).
- 3.8 Solve problems using one or more of the following methods: developing a four-step plan, estimating, interpreting information from a chart or graph, drawing pictures, using trial and error, writing equations, choosing best operations, organizing, understanding too-little or too-much information, using multi-steps, determining if answers are reasonable, using formulas, interpreting answers, simplifying, working backwards, and calculating rates.
- 3.9 Use percent applications.
- 3.10 Find range, mean, mode, and median.
- 3.11 Interpret graphs.
- 3.12 Find probability of the event.

State Standard 4

Students use geometric concepts, properties, and relationships in problem-solving situations and communicate the reasoning used in solving these problems.

Classroom objectives

The student will

- 4.1 Construct two- and three-dimensional models using a variety of materials and tools.
- 4.2 Describe, analyze, and reason informally about the properties (for example, parallelism, perpendicularity, congruence) of two- and three-dimensional figures.
- 4.3 Apply the concepts of ratio, proportion, and similarity in problem-solving situations.
- 4.4 Solve problems using coordinate geometry.
- 4.5 Solve problems involving perimeter and area in two dimensions and involving surface area and volume in three dimensions.
- 4.6 Transform geometric figures using reflections, translations, and rotations to explore congruence.
- 4.7 Identify geometric terms and figures.
- 4.8 Use geometric formulas (perimeter, circumference, volume, S.A., and area).
- 4.9 Construct geometric figures.
- 4.10 Graph coordinates on a grid.

State Standard 5

Students use a variety of tools and techniques to measure, apply the results in problem-solving situations, and communicate the reasoning used in solving these problems.

Classroom objectives

The students will

- 5.1 Estimate, use, and describe measures of distance, perimeter, area, volume, capacity, weight, mass, and angle comparison.
- 5.2 Estimate, make, and use direct and indirect measurements to describe and make comparisons.
- 5.3 Read and interpret various scales including those based on number lines, graphs, and maps.

- 5.4 Develop and use formulas and procedures to solve problems involving measurement.
- 5.5 Describe how a change in an object's linear dimensions affects its perimeter, area, and volume.
- 5.6 Select and use appropriate units and tools to measure to the degree of accuracy required in a particular problem-solving situation.
- 5.7 Use metric measurements of length, capacity, and weight.
- 5.8 Use customary measurements of length, capacity, and weight.

Standard 6

Students link concepts and procedures as they develop and use computational techniques, including estimation, mental arithmetic, paper-and-pencil, calculators, and computers in problem-solving situations and communicate the reasoning used in solving these problems.

Classroom objectives

The student will:

- 6.1 Use models to explain how ratios, proportions, and percents can be used to solve real-world problems.
- 6.2 Construct, use, and explain procedures to compute and estimate with whole numbers, fractions, decimals, and integers.
- 6.3 Develop, apply, and explain a variety of different estimation strategies in problem-solving situations and explain why an estimate may be acceptable in place of an exact answer.
- 6.4 Select and use appropriate algorithms for computing with commonly used fractions and decimals, percents, and integers in problem solving and determine whether the results are reasonable.
- 6.5 Solve equations (addition, subtraction, multiplication, and division).
- 6.6 Add and subtract numbers, decimals, fractions, mixed numbers, and integers.
- 6.7 Multiply and divide numbers, decimals, fractions, mixed numbers, and integers.