

# *Unit 5 Module 1 Session 5*

## *Game Store Story Problems, Part 2*

### *Problems & Investigations-Solving & Posing Game Store Getting Ready- Problems*

- <sup>TM</sup> T8-T9 Game Store Problems 3&4
- <sup>TM</sup> T10 Game Store Problem Template
- Colored tiles
- Red linear pieces Magic Wall
- Magnetic tiles
- Base ten pieces, chart paper, colored pencils for students
- Student math journals
- Game Store Problem 1 and Game Store Problem 2 Teacher Masters (from Session 4)

# VOCABULARY

Array

Column

Dimension

Divide

Equation

Expression

Group

Multiply

Row

Share

I  
CAN

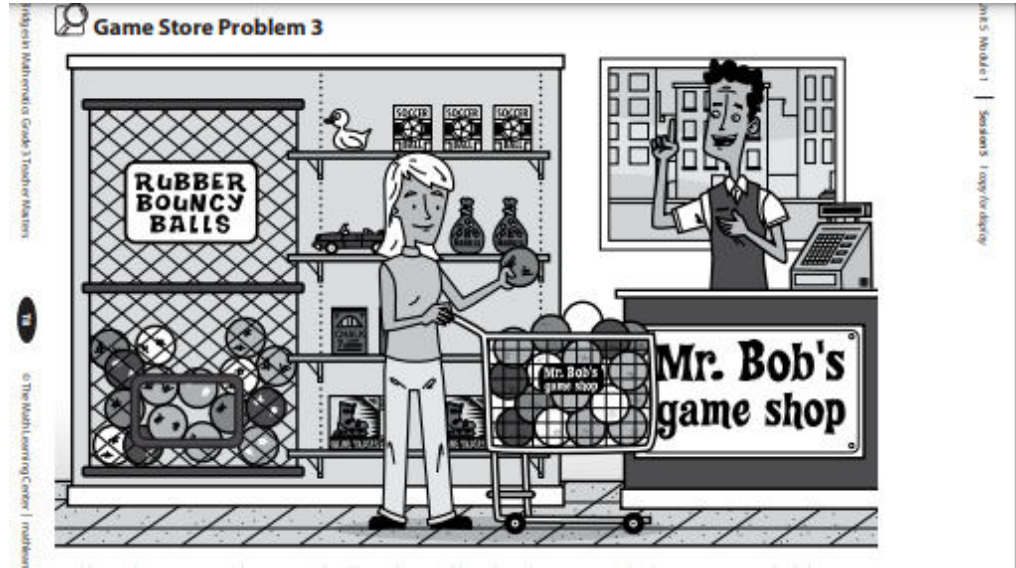


- Interpret products of whole numbers; write story problems or describe problem situations to match a multiplication expression or equation
- Interpret quotients of whole numbers; write story problems or describe problem situations to match a division expression or equation
- Solve multiplication and division story problems with products to 100 involving situations of groups and measurement quantities
- Solve division problems by finding an unknown factor

# JOURNALS PLEASE



## More Game Store Problems Today's Date



Sally is buying 18 bouncy balls. She will split them evenly between 3 children.  
How many bouncy balls will each child get?

Solve this in your journal using numbers, sketches or words

**LET'S  
SHARE**



### Game Store Problem 4



Solve this in your journal using numbers, sketches or words

Juan bought some packages of sidewalk chalk. There were 7 pieces of chalk in each package and 42 pieces of chalk in all. How many packages did Juan buy?

## Guidelines for Writing Story Problems

1. Make an interesting, challenging problem.
  - More than one step.
  - More than one operation.
  - Division with grouping.
  - Extraneous information.
2. Don't give away the answer.
3. Use factors between 3 and 15.
4. Products or dividends should be under 125.
5. Give the reader enough information to solve your problem.

Remember: If it takes less than a minute to solve, it's probably too easy. If you can't solve it yourself, it's too hard.

LET'S GET  
CREATIVE!



### Game Store Problem 4



We're going to write our own story problems using Game Store Problem 4

# ***Work Places***

3C Round Ball Hundreds

3D Round & Add Hundreds

4A Tic-Tac-Tock

4B Measurement Scavenger Hunt

4C Target One Thousand

4D Hexagon Spin & Fill



# *Daily Practice*

SB 149 Cats & Kittens

# *Home Connection*

HC 85-86 Telling Time to the Minute