Unit 5 Module 1 Session 6 Game Store Story Problems, Part 3

Problems & Investigations-Recording Our Strategies & Solutions Getting Ready-

- ™T11 Game Store Problem 5
- TM T12 Work Place Guide 5A Solving Game Store Problems
- ™T13 5A Solving Game Store Problems
- SB 150 Solving Game Store Problems
- SB 151 Work Place Instructions 5A Solving Game Store Problems
- Colored tiles
- Red linear pieces
- Base ten pieces
- chart paper markers

VOCABULARY

Divide Equation Expression Multiply Reasonable Answer Estimate



- 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 equal groups and measurement quantities
- Solve division problems by finding an unknown factor



Solving Game Store Problems

I am solving _ 's problem.

I estimate a reasonable answer will be: (circle one)

less than 10	10	20	30	40	50	60	70	80	90	100	greater than 100	
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The problem I am trying to figure out is:

Explain why making an estimate might be a useful way to begin thinking about a problem.

Here's my equation:

This is my work:



Kate went to the game store with her dad. They needed to replace game markers for their board games at home. There were 7 small bags at the register with 8 game markers in each. If they bought 3 bags, how many markers would they have in all?

Circle your estimate on page 150

Finish the page and then we will share.

Solving Game Store Problems

I am solving _____

____'s problem.

I estimate a reasonable answer will be: (circle one)

less than 10	10	20	30	40	50	60	70	80	90	100	greater than 100]
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The problem I am trying to figure out is:

Here's my equation:

This is my work:

Work Places

- Introduce 5A Solving Game Sore Problems
- ™ T12 Work Place Guide 5A Solving Game Store Problems ™ T13 5A Solving Game Store Problems SB 151** Work Place Instructions 5A Solving Game Store Problems

Writing Good Story Problem Answers

- Show your thinking step by step. Tell people what you did first, then second, then third, etc.
- You can use pictures, numbers, or words to show your work. You need to use at least 2 of these ways to be clear.
- Use equations to show how you solved the problem. Be sure to use the right symbols
 (+, -, =, x, ÷).
- If you draw pictures, be sure to label them so everyone knows what they mean. Also be sure to make them neat and use the same symbol for each thing.
- Use neat handwriting, and don't forget your name.

Work Places

3D Round & Add Hundreds 4A Tic-Tac-Tock 4B Measurement Scavenger Hunt 4C Target One Thousand 4D Hexagon Spin & Fill 5A Solving Game Store Problems

Daily Practice

SB 152 Undersea Adventures