	Visual Aids and Models			Guided Instruction				Games	Online Resources		Practice
Grade 5 Correlation	Manipulatives	Book of Facts: Multiplication	Book of Facts: Division	ORIGOmath Program	Algebra for All	GEO Series	Mathementals	Fundamentals	Fundamentals Game Boards	Flare ®	Figure It!
Write and interpret numerical expressions.				- Unit 6	• pp 6-21 • pp 48-51		• pp 62-63 • pp 66-67			Pan Balance (in development)     Beam Balance (in development)	
Analyze patterns and relationships.					• pp 26-39 • pp 54-57 • pp 62-65					• Pattern Maker	
Understand the place value system.	Box of Facts:     Multiplication and Division	• pp 6-28 • pp 39-61	• pp 6-28 • pp 39-61	• Unit 2						Place Value     (in development)	
Perform operations with multi- digit whole numbers and with decimals to hundredths.				- Unit 1 - Unit 3 - Unit 4 - Unit 5 - Unit 5 - Unit 7 - Unit 9 - Unit 10 - Unit 12	• pp 42-43		- pp 8-19 - pp 22-23 - pp 32-45 - pp 56-67 - pp 82-93	Choose and Use Break it Down Jump Back Nice and Easy Roll a Remainder Factor Find Perfect Pairs Friendly Factors Dollars and Cents Target 10 First to One	Nice and Easy Roll a Remainder (dividing by 6) Roll a Remainder (dividing by 7) Roll a Remainder (dividing by 7) Roll a remainder (dividing by 8) Friendly Factors Target 10	Number Board     Number Line	• pp 1-36 • pp 41-64
Use equivalent fractions as a strategy to add and subtract fractions.				- Unit 8 - Unit 11			• pp 20-23 • pp 46-47	• One-on-One		Fractions: Length (in development)     Fractions: Area/Set (in development)	
Apply and extend previous understandings of multiplication and division to multiply and divide fractions.	Box of Facts:     Multiplication and Division						• pp 68-73	- Fraction Facts - Think Big	Fraction Facts	Fractions: Length (in development)     Fractions: Area/Set (in development)	• pp 37-40
Convert like measurement units within a given measurement system.										• Clocks	
Represent and interpret data.											
Geometric measurement: understand concepts of volume and relate volume to multiplication and to addition					• pp 50-51						
Graph points on the coordinate plane to solve real-world and mathematical problems.					• pp 52-65						
Classify two-dimensional figures into categories based on their properties.						Plane Puzzles				Tangram     Pattern Blocks (in development)	

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