

An illustration of a white egret and a robot standing in a pond with lily pads. The egret is on the left, facing right. The robot is on the right, facing left. The background shows a sunset or sunrise with trees and a bright sky.

Teacher  
Companion

enVision Matemáticas

Available in  
Spanish

## Teacher's Resource Masters

### GRADE 5 VOLUME 1

#### Topics 1-7

Home-School Connection Letters

Pick a Project

enVision® STEM Activities

Daily Review

Reteach to Build Understanding

Build Mathematical Literacy

Enrichment

Fluency Practice/Assessment

enVision® Mathematics

# Grade 5

## Volume 1: Topics 1–7

### Topic 1

#### Understand Place Value

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Topic 1 Home-School Connection  
(English and Spanish)

Topic 1 Pick a Project A–C

**enVision®** STEM Activity..... 1-1, 1-5

Daily Review (D)..... 1-1 through 1-7

Reteach to Build

Understanding (R)..... 1-1 through 1-7

Build Mathematical

Literacy (M) ..... 1-1 through 1-7

Enrichment (E) ..... 1-1 through 1-7

### Topic 2

#### Use Models and Strategies to Add and Subtract Decimals

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Topic 2 Home-School Connection  
(English and Spanish)

Topic 2 Pick a Project A–D

**enVision®** STEM Activity..... 2-2, 2-5

Daily Review (D)..... 2-1 through 2-6

Reteach to Build

Understanding (R)..... 2-1 through 2-6

Build Mathematical

Literacy (M) ..... 2-1 through 2-6

Enrichment (E) ..... 2-1 through 2-6

### Topic 3

#### Fluently Multiply Multi-Digit Whole Numbers

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Topic 3 Fluency Practice/Assessment

Topic 3 Home-School Connection  
(English and Spanish)

Topic 3 Pick a Project A–C

**enVision®** STEM Activity..... 3-1, 3-9

Daily Review (D)..... 3-1 through 3-9

Reteach to Build

Understanding (R)..... 3-1 through 3-9

Build Mathematical

Literacy (M) ..... 3-1 through 3-9

Enrichment (E) ..... 3-1 through 3-9

### Topic 4

#### Use Models and Strategies to Multiply Decimals

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Topic 4 Home-School Connection  
(English and Spanish)

Topic 4 Pick a Project A–D

**enVision®** STEM Activity..... 4-1, 4-4

Daily Review (D)..... 4-1 through 4-9

Reteach to Build

Understanding (R)..... 4-1 through 4-9

Build Mathematical

Literacy (M) ..... 4-1 through 4-9

Enrichment (E) ..... 4-1 through 4-9



Topic 5

**Use Models and Strategies to Divide Whole Numbers**

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Topic 5 Home-School Connection  
(English and Spanish)

Topic 5 Pick a Project A–C

**enVision®** STEM Activity.....5-6, 5-8

Daily Review (D) .....5-1 through 5-8

Reteach to Build  
Understanding (R) .....5-1 through 5-8

Build Mathematical  
Literacy (M) .....5-1 through 5-8

Enrichment (E) .....5-1 through 5-8

Topic 6

**Use Models and Strategies to Divide Decimals**

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Topic 6 Home-School Connection  
(English and Spanish)

Topic 6 Pick a Project A–D

**enVision®** STEM Activity.....6-4, 6-6

Daily Review (D) .....6-1 through 6-6

Reteach to Build  
Understanding (R) .....6-1 through 6-6

Build Mathematical  
Literacy (M) .....6-1 through 6-6

Enrichment (E) .....6-1 through 6-6

Topic 7

**Use Equivalent Fractions to Add and Subtract Fractions**

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Topic 7 Home-School Connection  
(English and Spanish)

Topic 7 Pick a Project A–C

**enVision®** STEM Activity.....7-9, 7-12

Daily Review (D) .....7-1 through 7-12

Reteach to Build  
Understanding (R) .....7-1 through 7-12

Build Mathematical  
Literacy (M) .....7-1 through 7-12

Enrichment (E) .....7-1 through 7-12

Name \_\_\_\_\_

# Understand Place Value

Dear Family,

Your child is learning about place value—the idea that the value of a digit depends on its place in a number—for whole numbers to hundred millions and decimals to thousandths.

He or she is learning that a digit in any place has 10 times the value it would have in the place to its right and  $\frac{1}{10}$  the value it would have in the place to its left. For example, in the number 105,558, the value of the 5 in the hundreds place is  $\frac{1}{10}$  the value of the 5 in the thousands place and 10 times the value of the 5 in the tens place. Your child will also learn to use whole-number exponents to write powers of 10.

You can expect to see work that provides practice in place value with whole numbers and decimals. Here is an activity you can do with your child.

## Place the Digit

**Materials** Number cards for 0–9, paper and pencil

**Step 1** Mix and place the cards face down. Your child picks the top card while you name a place from ones to millions.

**Step 2** Have your child write a number that includes the digit on the card in the place you named. Alternate roles and repeat until all the cards have been used. Increase the difficulty of the game by including the digit on the card in two or more places in a single number.

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## Observe Your Child

For the new numbers that are written, ask your child to name the place value of each digit.



# Valor de posición

Estimada familia:

Su niño(a) está aprendiendo acerca del valor de posición, la idea de que el valor de un dígito depende del lugar que ocupa dentro del número, para números enteros hasta la centena de millón y para números decimales con milésimas.

Su niño(a) está aprendiendo que un dígito, independientemente del lugar, tiene 10 veces el valor que tendría si estuviera a la derecha y  $\frac{1}{10}$  del valor que tendría si estuviera a la izquierda. Por ejemplo, en el número 105,558, el valor del 5 en el lugar de las centenas es  $\frac{1}{10}$  del valor del 5 en el lugar de los millares y 10 veces el valor del 5 en el lugar de las decenas. Su niño(a) también aprenderá a usar exponentes de números enteros para escribir potencias de 10.

Pueden esperar encontrar ejercicios de práctica acerca del valor de posición con números enteros y números decimales. Pruebe esta actividad con su niño(a):

## Sitúe el dígito

**Materiales** Tarjetas numéricas del 0 al 9, papel y lápiz

**Paso 1** Mezcle y coloque las tarjetas boca abajo. Su niño(a) debe tomar la primera tarjeta mientras usted nombra un valor de posición que puede estar entre las unidades y los millones.

**Paso 2** Pida a su niño(a) que escriba un número que incluya el dígito de la tarjeta en el valor de posición que usted dijo. Cambien de roles y repitan el juego con todas las tarjetas. Aumente la dificultad del juego incluyendo el dígito de la tarjeta en dos o más posiciones dentro de un mismo número.

## Observe a su niño(a)

Para los nuevos números escritos, pida a su niño(a) que nombre el valor de posición de cada dígito.

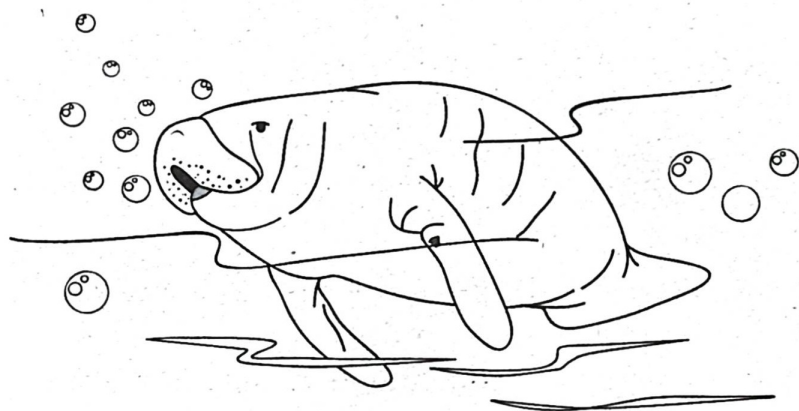
Name \_\_\_\_\_

**Pick a Project**

**Project 1A**

## **All About Manatees**

Manatees, sometimes called sea cows, are large, gentle marine mammals that live in warm waters. Manatees are found in the Caribbean Sea, the Gulf of Mexico, the Amazon River basin, and in West Africa. Florida manatees are able to live in both the salt water of the ocean and the fresh water of rivers.



Manatees are herbivores, and they can eat for up to 7 hours per day.

Manatees are considered vulnerable to extinction and are protected from hunting.

### **Your Project Create a Manatee Poster**

Research manatees in the library and online. Create a poster about the manatees that live in and around Florida. Include facts about their size, life span, population size, diet, and habitat, and anything else you find interesting.

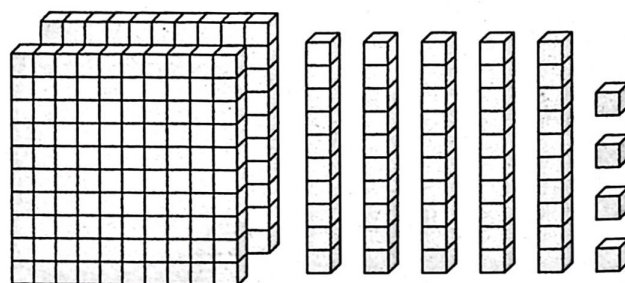
For facts that are numbers (for example, population size), write the number name, standard form, and expanded form.



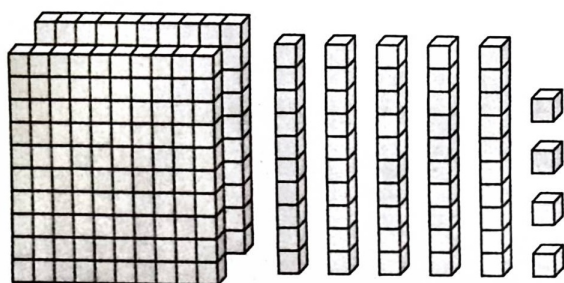
## Playing with Blocks

Board games can use pieces in different ways. The game Jenga® is played by carefully removing wooden blocks from a stack. The games checkers, chess, and Go are played with different pieces with specific rules for how they can move around the game boards. In the game Monopoly®, each player moves a piece called a token around the board. The game also has dot cubes, cards, and house and hotel pieces—players can exchange 4 houses for 1 hotel. Players in the game Rummikub® draw 16 tiles that must be played according to the rules. The winner is the first to play all their tiles.

Place-value blocks are pieces of different sizes that can be used to model a wide variety of numbers. The same place-value blocks can represent values from whole numbers through thousands to decimal numbers through thousandths and beyond.



Place-value blocks showing the whole number 254



Place-value blocks showing the decimal number 2.54

Whether the place-value blocks show whole numbers or decimal numbers, they can be combined and separated to show addition and subtraction. They also can be compared to determine which number is greater or less.

### Your Project Design a Game with Place-Value Blocks

Create a game for 2 or more players that involves comparing groups of place-value blocks. Your game can use dot cubes or spinners, and you may create a game board, cards, rules, instructions, or anything else that your game needs. The game must be able to be played using whole numbers or decimal numbers.

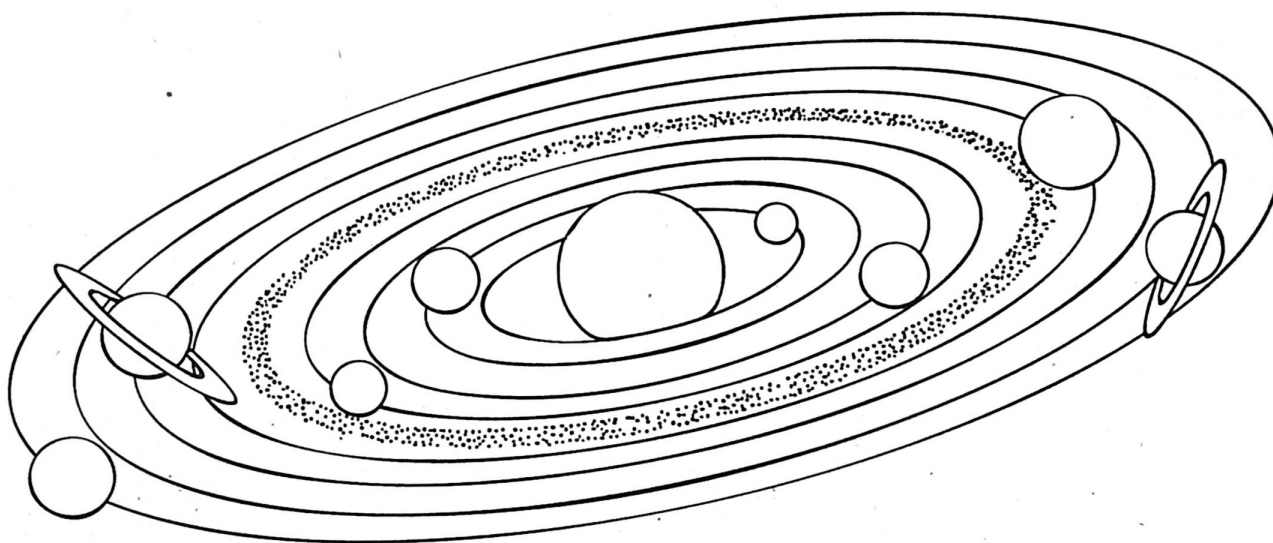
Name \_\_\_\_\_

**Pick a Project**

**Project 1C**

## Planetary Distances

Distances between the sun and the planets in our solar system range from millions to billions of miles. Because those distances are so great, scientists sometimes write them in scientific notation. Scientific notation is a number multiplied by a power of 10. For example, 2,000,000 written in scientific notation would be  $2 \times 10^6$ .



### **Your Project** Research Measurements in Our Solar System

Use books or the internet to research the distance from the sun to each planet in our solar system. Create a chart to record each distance, in miles, in both standard notation and scientific notation. Round the distances to the nearest 100,000 miles to make them easier to work with.

Also include other interesting measurements, such as the distance Mercury travels in one trip around the sun, the size of Jupiter's Great Red Spot, or the time it takes Neptune to revolve around the sun.