

## Prime Time -- Unit Planning Overview 6<sup>th</sup> Grade

Investigations & Assessments	Days	Materials for Students	Materials for Teachers	Transparencies	ACE Questions	Copies for Students	Miscellaneous
1. The Factor Game <i>Read TE p. 16 a-e</i>	3	Colored pencils or pens	2 colors of over-head pens	1.1, 1.2A, 1.2B	1.1: #1-9, 14 1.2: #10-13, 15-21	Notebook checklist p.76 Labsheets 1.1, 1.2, p.96-97	Introduce unit project. Continue student picture dictionary.
2. The Product Game <i>Read TE p. 25 a-e</i>	5	Paper clips (2/pair) Colored chips or colored pencils/pens	Colored over-head pens or colored chips for overhead	2.1 – 2.3	2.1: #1-8, 13, 17-20 2.2: #9, 10, 14 2.3: #11, 12, 15, 16	Labsheet 2.1, p.98	Sample Product Game Boards with scores and comments on p.82-86.
3. Factor Pairs <i>Read TE p. 35 a-g</i>	4	1” square tiles 1” grid paper cm or ¼” grid paper (optional)		3.1 – 3.3	3.1: #9, 16 3.2: #1-8, 17-19 3.3: #10-15, 21-25		
Quiz A	1					p.69	Answers on p.78
Check-Up 1	½					p.68	Answers on p. 78
4. Common Factors and Multiples <i>Read TE p. 45 a-c</i>	3	Calculators		4.1 – 4.3	4.1: #1-4 4.2: #5-7, 14-16 4.3: #17, 18, 21, 22		
5. Factorizations <i>Read TE 57 a-g</i>	4	Calculators		5.1, 5.2, 5.3	5.1: #16, 17, 19 5.2: #1-12, 21, 22 5.3: #13-15, 20, 23, 24	Labsheet 5.1 p.99	
Quiz B	1					p.71	Answers on p.78
Check-Up 2	½					p.70	Answers on p. 78-79
6. The Locker Problem <i>Read TE p. 64 a-b</i>	2	Calculators	12 signs to show open and closed lockers (optional) p. 119-120	6.1	See note in miscellaneous section		This activity can be skipped if you find yourself behind schedule. Do the ACE problems in class and use the actual locker problem for extra credit.
Self Assessment	Take Home					p.77	
Unit Test	1					p.74-75	Answers p.81
Unit Project	Take Home						Guide to the Unit Project, p.87-93