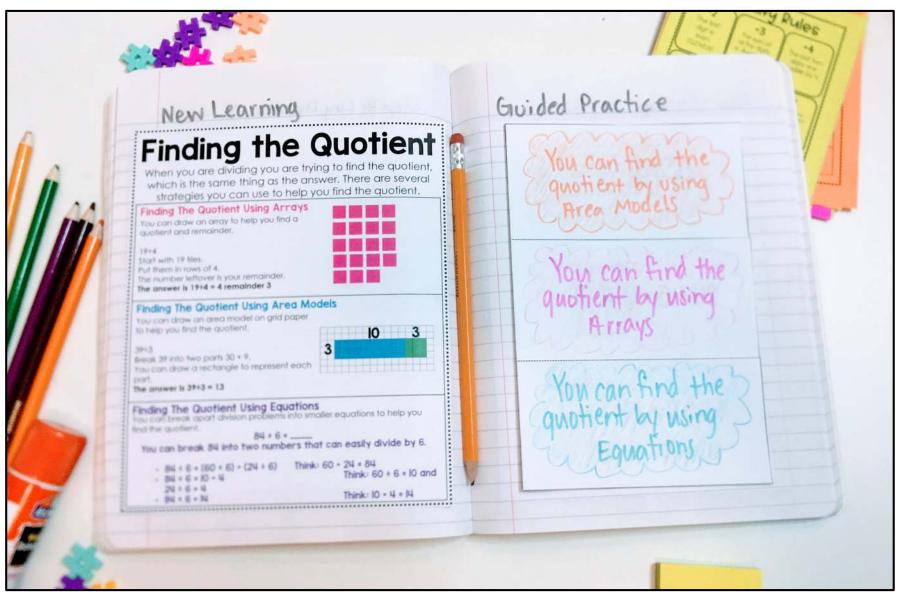
Division Interactive Math Notebook



Activities to TEACH, REINFORCE and ASSESS each skill



What's Included?

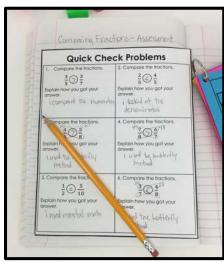
Each skill has these four elements:

Anchor Chart



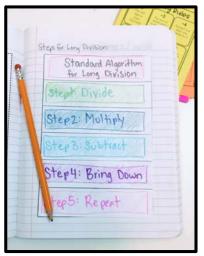
Great tool to introduce new math skill to students. Student friendly and fits perfectly in journals.

Exit Ticket



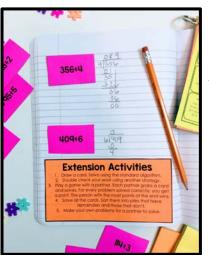
Great way to assess students at the end of the lesson or to use as a spiral review a few weeks after the lesson is taught.

Interactive Foldable



Works great as guided practice and gives students an interactive opportunity to practice the new skill.

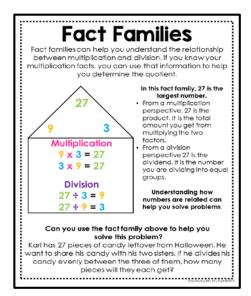
Extension Activity

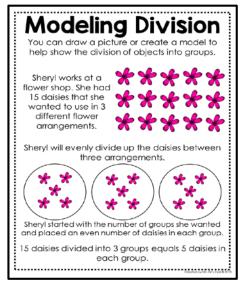


Works great as early finisher work or in a math work station.



What Skills are Covered?



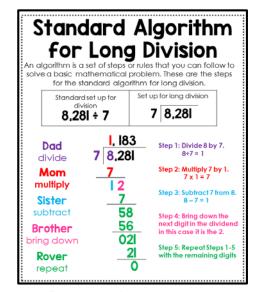


Finding the Quotient When you are dividing you are trying to find the quotient, which is the same thing as the answer. There are several strategies you can use to help you find the quotient. Finding The Quotient Using Arrays You can draw an array to help you find a quotient and remainder. Start with 19 tiles. Put them in rows of 4. The number left over is your remainder Finding The Quotient Using Area Mod You can draw an area model on arid paper to help you find the quotient. 10 3 You can draw a rectangle to represent each The answer is 39+3 = 13 Finding The Quotient Using Equations You can break apart division problems into smaller equations to help you You can break 84 into two numbers that can easily divide by 6. Think: 60 + 6 = 10 and 24 + 6 = 4 Think: 10 • 4 = 14

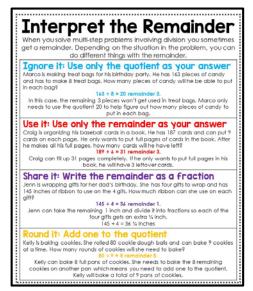
Fact Families

Modeling Division

Finding the Quotient



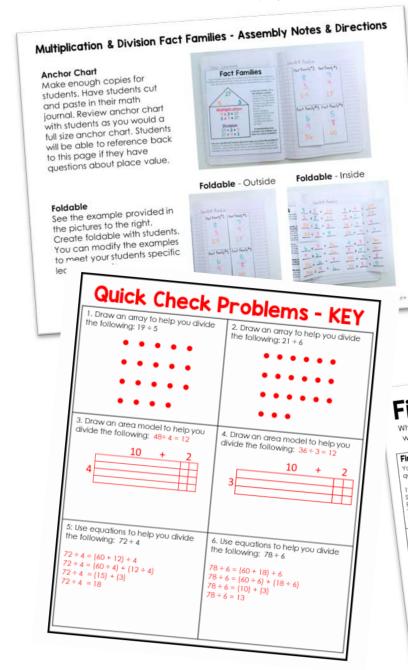
Long Division



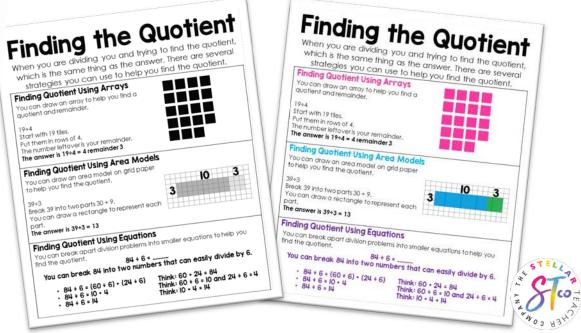
Interpret the Remainder



Additional Features



- Includes assembly notes and directions for each entry
- Includes answer key for each exit ticket
- Includes black and white or color options for each anchor chart



Standard Algorithm for Long Division

An algorithm is a set of steps or rules that you can follow to solve a basic mathematical problem. These are the steps for the standard algorithm for long division.

Standard set up for division

 $8,281 \div 7$

Set up for long division

7 8,28

Dad

divide

Moin

multiply

Sister

subtract

Brother

bring down

Rover

repeat

1, 183 7 8 281

7

1 7

58

56 021

<u>2l</u>

tep 1 Divid > 8 ky 7.

Step 2: Multiply 7 by 1. $7 \times 1 = 7$

Step 3: Subtract 7 from 8. 8 - 7 = 1

Step 4: Bring down the next digit in the dividend in this case it is the 2.

Step 5: Repeat Steps 1-5 with the remaining digits



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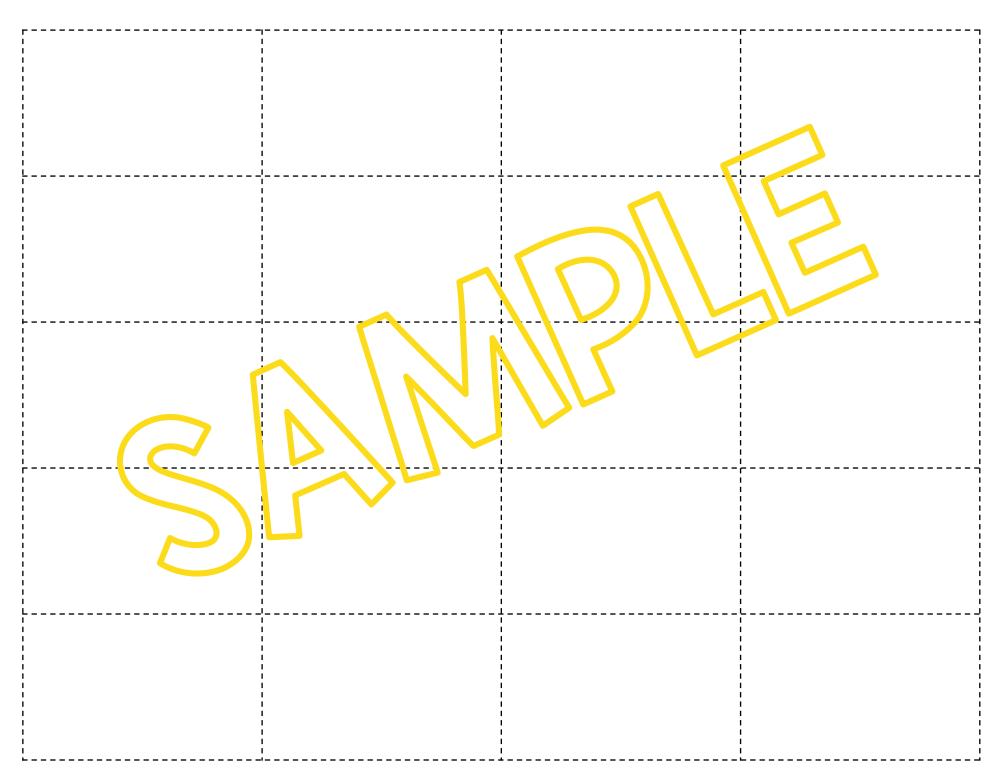
Extension Activities

- 1. Draw a card. Solve using the standard algorithm.
- 2. Double check your work using another strategy.
- Play a game with a partner. Each partner grabs a card and solves. For every problem solved correctly, you get a point. The person with the most points at the end wins.
 - 4. Solve all the cards. Sort them into piles that have remainders and those that don't.
 - 5. Make your own problems for a partner to solve.

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247÷3	356÷4	625÷5	I04÷6
98÷2	8 q÷q	163:4	325÷5
4÷3	945÷6	50l÷2	358÷4
13 9 ÷5	723÷7	462÷8	318÷2
40 9 ÷6	872÷3	868÷9	7 9 5÷5



Quick Check Problems

1. Use the standard algorithm to solve the following: 873 ÷ 4	2. Use the standard algorithm to solve the following: 164 ÷ 4
3. Use the standard algorithm to solve the following: 327 ÷ 3	4. Use the standard algorithm to solve the following: 1268 - 2
5. Use the standard algorithm to solve the following: 300 ÷ 3	6. Use the standard algorithm to solve the following: 625 ÷ 5

Quick Check Problems - KEY

Use the standard algorithm to solve the following: 873 ÷ 4	2. Use the standard algorithm to solve the following: 164 ÷ 4
218 Remainder 1	41
3. Use the standard algorithm to solve the following: 327 ÷ 3	4. Use the standard algorithm to solve the following: 1768 + 3
109	89 Remainder 1
5. Use the standard algorithm to solve the following: 300 + 3	6. Use the standard algorithm to solve the following: 625 ÷ 5
101	125
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