

SCOPE & SEQUENCE
GR. 5 – MATH

ICT Outcomes

Student Task

GRADE 5: Math

STRAND: Shape and Space (Transformations)

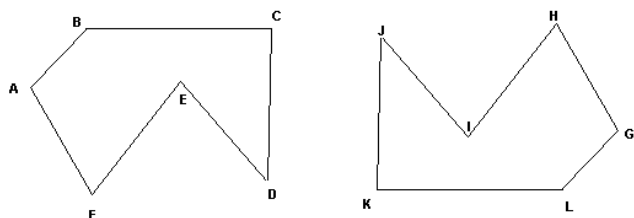
TASK: Create and Describe a Slide, Flip and Turn

PRODUCTIVITY TOOL: Paint

TIMELINE: 1 Class for Each

LEVEL OF DIFFICULTY: Easy

The student will draw a 4, 5, or 6-sided shape using a *Paint* program, label the vertices and save the document as “Geometric Shape”. Using the copy function, they will create a duplicate of the first shape, describing the motion as a slide, turn, or flip. The student will then label each of the sides and vertices in order to compare those from the first object to those of the second. Each of the subsequent files shall be based on the original “Geometric Shape” file saving the student time in creating a new shape for each assignment and will be ultimately saved as “Geometric Shape – Slide”, “Geometric Shape – Turn”, “Geometric Shape – Flip.”



TURN

VERTICES

- A==>G
- B==>L
- C==>K
- D==>J
- E==>I
- F==>H

SIDES

- AB==>GL
- BC==>LK
- CD==>KJ
- DE==>JI
- EF==>IH
- FA==>HG

By Justin (Gr. 5)

The learner will:

- F1** 2.1 apply terminology appropriate to the technologies being used at this division level
- 2.2 identify and apply techniques and tools for communicating, storing, retrieving, and selecting information
- 2.3 explain the advantages and limitations of using computers to store, organize, retrieve and select information
- F3** 2.1 comply with the acceptable use policy of the school and district for Internet and networked services, including software licensing agreements
- 2.2 work collaboratively to share limited resources






Curriculum Outcomes

GRADE 5: Math


STRAND: Shape and Space (Transformations)

TASK: Create and Describe a Slide, Flip and Turn

General Outcome

-  Describe motion in terms of a slide, a turn or a flip.

Specific Outcome #20

-  Recognize motion as a slide (translation), turn (rotation), or a flip (reflection).

