

# 6<sup>th</sup> Grade EDM Support for Focus Strand: Geometry

## Purpose of the GLE Strand Reference Guide:

The purpose of the Everyday Math (EDM) /Grade Level Expectation (GLE) strand reference guide is to offer teachers easy access to remediation materials in the Everyday Math Program for not only the specific strand, but also for specific GLEs.

Below you will find:

- Power Lessons that emphatically teach to specific GLEs in either Part 1 or Part 2 of the lesson.
- Projects that target a GLE within the strand are listed by the GLE that is addressed
- Games listed by GLE addressed
- Open Response item listed by GLE addressed
- Minute or 5-Minute Math activities that target the strand
- Assessment Disk assessment/practice problems that could be used to assess the strand
- Reinforcement Suggestions from *Maintaining Concepts and Skills* in the Differentiation Handbook

## Power Lessons:

**G-1:** 8.10

**G-3:** 5.10

**G-5:** 5.6, 5.7, 5.8, 5.10, 8.10

**G-6:** 5.5, 10.1, 10.3

**G-7:** 9.8

**G-9:** 9.9

**G-10:** 5.4

**G-11:** 8.10

## Games:

*Over and Up Squares* (G-10; Unit 1)

*Polygon Capture* (G-1; Unit 5)

*Angle Tangle* (G-1; Unit 5)

*X and O Tic-Tac-Toe* (G-10; Unit 5)

*3-D Shape Sort* (G-2; Unit 5)

## 5th Grade

Triangle Sort –

Sides & Angles: Triangles

Where Do I Fit In?

What's My Attribute Rule?

## 4<sup>th</sup> Grade

Properties of Polygons

Comparing Areas

**Open Response Items (Assessment Handbook):**

Unit 9: *Area of an Octagon* (G-7)

Unit 10 – *Finding Symmetry* (G1 & G-5)

**5 Minute Math:**

Geometry: Easy 56-65, Moderate 139-149, Difficult 220-230

**Everyday Math Assessment Assistant**

Everyday Math Grade 6 Goals

Geometry

Goal 1: Lines and Angles

Goal 2: Plain and Solid Figures

Goal3; Transformations and Symmetry

**Reinforcement Suggestions  
from *Maintaining Concepts and Skills*  
in Differentiation Handbook**

**G – 1**

- Have students play *Polygon Capture*. ( Unit 5)
- Use Venn Diagram masters A and B on p. 137 and 138 of the Differentiation Handbook to create a Venn diagram to sort Quadrangles. See the Readiness activity in Lesson 5.6 (Unit 5).

**G – 3**

- Have students play *3-D Shape Sort*. (Unit 10)

### **G – 9**

- Have students play *Rugs and Fences*. (Unit 8)
- Have students construct rectangles and squares of a given perimeter on a geoboard. See Readiness activity in Lesson 8.1. (Unit 8)
- Have students explore area using square pattern blocks. See Readiness activity in Lesson 8.5. (Unit 8)

### **G – 10**

- Have students play *Over and Up Squares*. (Unit 3)
- Have students play *X and O Tic-Tac-Toe*. See the Readiness activity in Lesson 5.4 (Unit 5).

### **G – 11**

- Have students play *Angle Tangle*. (Unit 5)
- Use the “What’s My Rule?” master on p. 134 of the Differentiation Handbook to create a visual set of practice problems. Use geometry rules. For example, add one side (to polygons) or draw an angle that is 20 degrees smaller.