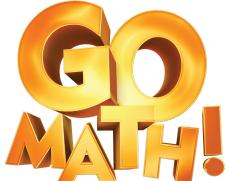
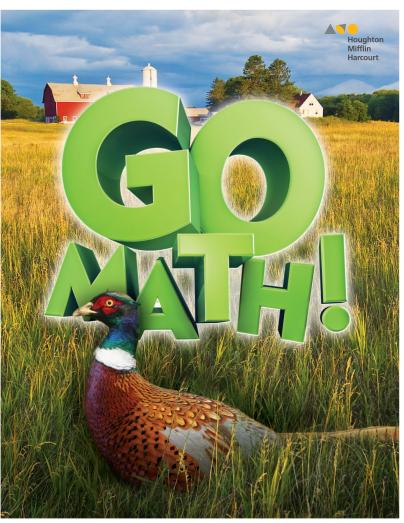
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Parent's Guide to **GO Math!** Technology Correlation





Grade 5

Not sure how to help your child with homework? Looking for extra practice to help your child succeed? **GO Math!**® Grade 5 has a variety of resources that can help you understand lesson content and provide your child with educational opportunities online.

These resources can be accessed through your child's ThinkCentral account. After logging in, click on Student Library and you'll find the resources described below. The items in the Student Library are for practice at any time. Usage and results are not sent to the teacher. Make sure you also check your child's To Do list, which may contain assignments from the teacher that will send results to the teacher.

Interactive Student Edition

These activities explain the content of the lesson using a few examples. The last two screens offer practice problems from the **Personal Math Trainer**[®] Powered by Knewton $^{\text{m}}$.

Math on the Spot

These videos feature a **GO Math!** author discussing lesson content and solving a problem that exemplifies lesson content. They can also be accessed via the QR codes in the print student book.

Animated Math Models*

These mini-lessons focus on a specific skill that relates to the lesson.

iTools*

These virtual manipulatives may be used in the classroom to help students model and discuss problems in the lesson.

Mega Math*

This game-like environment will challenge students to answer guestions related to the lesson content.

Chapter 1: Place Value, Multiplication, and Expressions

Lesson	Laccon Title	Interactive	Math on the	Animated Ma	ath Models	iTools	Maria Math	Lesson
Number	Lesson Title	Student Edition	Spot Video	Activity Name	Skill Number	1100IS	Mega Math	Number
1	Investigate • Place Value and Patterns	~	~			Base-Ten Blocks—Activity 1:		1
2	Place Value of Whole Numbers	~	~	Place Value	1	Show (Thousands)	The Number Games, Tiny's Think Tank, Level A	2
3	Algebra • Properties	~	~	Algebra: Properties and Mental Math Strategies	5	Counters—Activity 2: Compare (Counters)		3
4	Algebra • Powers of 10 and Exponents	•	~	Exponents	20	Base-Ten Blocks—Activity 1: Show (Thousands)	Ice Station Exploration, Arctic Algebra, Level U	4
5	Algebra • Multiplication Patterns	~	~	Multiplication Patterns	21			5
6	Multiply by 1-Digit Numbers	~	~	Multiply by 1-Digit Numbers	5	Base-Ten Blocks—Activity 5: Multiply	The Numbers Games, Up, Up, and Array, Level J	6
7	Multiply by 2-Digit Numbers	~	~	Multiply by 2-Digit Numbers	6		The Numbers Games, Up, Up, and Array, Level K	7
8	Relate Multiplication to Division	•	~					8
9	Problem Solving • Multiplication and Division	~	~					9
10	Algebra • Numerical Expressions	~	V					10
11	Algebra • Evaluate Numerical Expressions	~	~	Order of Operations	52		Ice Station Exploration, Arctic Algebra, Levels Q and R	11
12	Algebra • Grouping Symbols	~	~					12

Adjust Quotients

Problem Solving

• Division

8

9

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	ter 2: Divid	I	ı					
Lesson Number	Lesson Title	Interactive Student Edition	Math on the Spot Video	Animated Ma Activity Name	Skill Number	iTools	Mega Math	Lesson Numbe
1	Place the First Digit	V	V	Place the First Digit	9	Base-Ten Blocks—Activity 6: Divide		1
2	Divide by 1-Digit Divisors	V	V	Divide by 1-Digit Divisors Zeros in	10 11	Base-Ten Blocks—Activity 6: Divide Base-Ten Blocks—Activity 1:	The Number Games, Up, Up, and Array, Levels O and P	2
3	Investigate • Division with 2-Digit Divisors	V	V	Division		Show (Thousands) Base-Ten Blocks—Activity 6: Divide		3
4	Partial Quotients	V	V				The Number Games, Up, Up, and Array, Level R	4
5	Estimate with 2-Digit Divisors	V	V	Division Patterns to Estimate Estimate With Two-Digit Divisors	14 15			5
6	Divide by 2-Digit Divisors	V	V	Divide by 2-Digit Divisors	16		The Number Games, Up, Up, and Array, Levels R and S	6
7	Interpret the Remainder	~	~			Base-Ten Blocks—Activity 6: Divide	The Number Games, Up, Up, and Array, Level L	7

17

Correcting

Quotients

8

9

The Number Games, Up, Up,

and Array, Levels R and S

Chapter 3: Add and Subtract Decimals

		ı					1	
Lesson	Lesson Title	Interactive	Math on the	Animated Ma		iTools	Mega Math	Lesson
Number		Student Edition	Spot Video	Activity Name	Skill Number			Number
1	Investigate • Thousandths	V	V	Place Value of	46			1
2	Place Value of Decimals	~	~	Decimals	46		Fraction Action, Number Line Mine, Level M	2
3	Compare and Order Decimals	~	V	Compare and Order Decimals	47		Fraction Action, Number Line Mine, Levels P and Q	3
4	Round Decimals	~	✓				Fraction Action, Number Line Mine, Level R	4
5	Investigate • Decimal Addition	~	✓					5
6	Investigate • Decimal Subtraction	~	~					6
7	Estimate Decimal Sums and Differences	~	V	Estimate Sums and Differences	44			7
8	Add Decimals	~	~				The Number Games, Buggy Bargains, Level E	8
9	Subtract Decimals	~	V					9
10	Algebra • Patterns with Decimals	~	V	Add and	45			10
11	Problem Solving • Add and Subtract Money	V	V	Subtract Decimals	45	Measurement—Activity 5: Money (Explore)	The Number Games, Buggy Bargains, Level I	11
12	Choose a Method	V	V					12

Chapter 4: Multiply Decimals	Chap	ter 4:	Muli	tiply	Dec	ima	s
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Lesson		Interactive	Math on the	Animated Ma	ath Models			Lesson
Number	Lesson Title	Student Edition	Spot Video	Activity Name	Skill Number	iTools	Mega Math	Number
1	Algebra • Multiplication Patterns with Decimals	V	V					1
2	Investigate • Multiply Decimals and Whole Numbers	V	~			Base-Ten Blocks—Activity 5:		2
3	Multiplication with Decimals and Whole Numbers	V	V			Multiply		3
4	Multiply Using Expanded Form	~	~					4
5	Problem Solving • Multiply Money	~	~				The Number Games, Buggy Bargains, Level J	5
6	Investigate • Decimal Multiplication	V	~					6
7	Multiply Decimals	•	~	Multiply	Grade 6	Base-Ten Blocks—Activity 5: Multiply	The Number Games, Tiny's Think Tank, Level R	7
8	Zeros in the Product	~	~	Decimals	Skill 11			8

Cha	pter 5:	Divide D	Decimals

Lesson		Interactive	Math on the	Animated Ma	ath Models			Lesson
Number	Lesson Title	Student Edition	Spot Video	Activity Name	Skill Number	iTools	Mega Math	Number
1	Algebra • Division Patterns with Decimals	V	~	Patterns in Decimal Division	12			1
2	Investigate • Divide Decimals by Whole Numbers	~	~					2
3	Estimate Quotients	~	~					3
4	Division of Decimals by Whole Numbers	•	~	Divide Decimals by Whole Numbers	12		The Number Games, Buggy Bargains, Level M The Number Games, Tiny's Think Tank, Level S	4
5	Investigate • Decimal Division	V	~					5
6	Divide Decimals	~	~				The Number Games, Buggy Bargains, Level M The Number Games, Tiny's Think Tank, Level S	6
7	Write Zeros in the Dividend	~	~	Divide Decimals by Decimals	13			7
8	Problem Solving • Decimal Operations	V	~				The Number Games, Buggy Bargains, Levels N and O	8

Chapter 6: Add and Subtract Fractions with Unlike Denominators

Lesson		Interactive	Math on the	Animated Ma	ath Models	· - 1		Lesson
Number	Lesson Title	Student Edition	Spot Video	Activity Name	Skill Number	iTools	Mega Math	Number
1	Investigate • Addition with Unlike Denominators	•	V			Fractions—Activity 3: Add (Fraction Bars)	Fraction Action, Fraction Flare Up, Level I	1
2	Investigate • Subtraction with Unlike Denominators	~	•	Add and Subtract Fractions with Unlike Denominators	34	Fractions—Activity 7: Explore (Fraction Bars)	Fraction Action, Fraction Flare Up, Level J	2
3	Estimate Fraction Sums and Differences	~	~	Estimate Sums and Differences	35		Fraction Action, Number Line Mine, Level K	3
4	Common Denominators and Equivalent Fractions	•	~			Number Charts—Activity 1: Hundred Chart (Show Patterns)	Fraction Action, Fraction Flare Up, Level D	4
5	Add and Subtract Fractions	~	V	Add and Subtract Unlike Fractions	38	Fractions—Activity 3: Add (Fraction Bars) Fractions—Activity 4: Subtract (Fraction Bars)	Fraction Action, Fraction Flare Up, Level K	5
6	Add and Subtract Mixed Numbers	~	~	Record Addition and Subtraction with Mixed Numbers	39		The Number Games, Tiny's Think Tank, Level W	6
7	Subtraction with Renaming	V	V	Subtract Mixed Numbers with Renaming	40			7
8	Algebra • Patterns with Fractions	•	V			Fractions—Activity 3: Add (Fraction Bars) Fractions—Activity 4: Subtract (Fraction Bars)	Fraction Action, Fraction Flare Up, Level K	8
9	Problem Solving • Practice Addition and Subtraction	~	~				The Number Games, Tiny's Think Tank, Level W	9
10	Algebra • Use Properties of Addition	~	~			Fractions—Activity 3: Add (Fraction Bars)	Fraction Action, Fraction Flare Up, Level I	10

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Lesson		Interactive	Math on the	Animated Ma	ath Models			Lesson
Number	Lesson Title	Student Edition	Spot Video	Activity Name	Skill Number	iTools	Mega Math	Number
1	Find Part of a Group	V	~			Fractions—Activity 1: Show (Two-Color Counters)	Fraction Action, Fraction Flare Up, Level C	1
2	Investigate • Multiply Fractions and Whole Numbers	V	•	Multiply Fractions and	41	Fractions—Activity 7:		2
3	Fraction and Whole Number Multiplication	~	~	Whole Numbers		Explore (Fraction Circles)		3
4	Investigate • Multiply Fractions	~	~	Multiply a Fraction by a Fraction	42		Fraction Action, Fraction Flare Up, Level O	4
5	Compare Fraction Factors and Products	~	~			Eventions Activity E. Multiply		5
6	Fraction Multiplication	~	~	Multiply Fractions and Whole Numbers Multiply a Fraction by a	41 42	Fractions—Activity 5: Multiply	Fraction Action, Fraction Flare Up, Level O	6
7	Investigate • Area and Mixed Numbers	V	~	Fraction				7
8	Compare Mixed Number Factors and Products	V	V					8
9	Multiply Mixed Numbers	~	~			Fractions—Activity 5: Multiply		9
10	Problem Solving • Find Unknown Lengths	V	~					10

Chapter 8: Divide Fractions

Lesson	Lesson Title	Interactive	Math on the	Animated Ma	ath Models	iTools	Mega Math	Lesson
Number	Lesson Title	Student Edition	Spot Video	Activity Name	Skill Number	110013	Iviega Watii	Number
1	Investigate • Divide Fractions and Whole Numbers	~	V	Divide Whole Numbers by Fractions	43	Fractions—Activity 7: Explore (Fraction Bars)	Fraction Action, Fraction Flare Up, Level P	1
2	Problem Solving • Use Multiplication	~	V	Fractions				2
3	Connect Fractions to Division	~	V				Fraction Action, Fraction Flare Up, Level E	3
4	Fraction and Whole-Number Division	~	V	Divide Whole Numbers by	43		Fraction Action, Fraction	4
5	Interpret Division with Fractions	~	V	Fractions			Flare Up, Level P	5

Graph and Analyze

Relationships

7

Chapter 9: Algebra: Patterns and Graphing Math on the **Animated Math Models** Lesson Interactive Lesson Mega Math Lesson Title iTools **Student Edition** Number Spot Video Number **Activity Name Skill Number** 1 Graphs—Activity 6: Line Plot Line Plots 1 1 Graph **Ordered Pairs** 21 2 **Ordered Pairs** 2 Use a 22 Algebra—Activity 3: Coordinate The Number Games. Coordinate Grid Grids and Coordinate Planes ArachnaGraph, Level H (Points on a Grid) Investigate • Graph 3 3 Data The Number Games. ArachnaGraph, Level I Interpret Line Graphs—Activity 5: 4 Line Graphs 23 4 Line Graph (Basic) Graphs The Number Games, ArachnaGraph, Level | Number Lines—Activity 3: 5 **Numerical Patterns** 5 Skip Count Problem Solving • Algebra—Activity 4: Algebra Ice Station Exploration, Arctic 6 6 Find a Rule Tiles (Add) and (Subtract) Algebra, Levels J and K Graph

21

22

Ordered Pairs

Use a

Coordinate Grid

Algebra—Activity 3: Coordinate

Grids and Coordinate Planes

(Points on a Grid)

The Number Games.

ArachnaGraph, Level H

7

Chapter 10: Convert Units of Measure

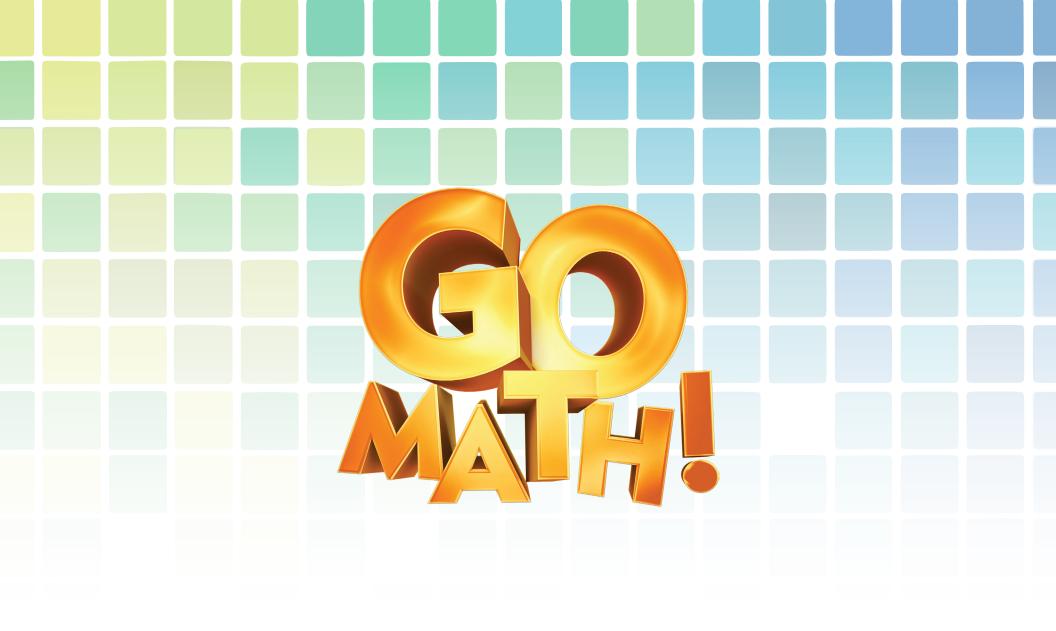
Lesson	Loosey Title	Interactive	Math on the	Animated Ma	ath Models	iTools	Maria Math	Lesson
Number	Lesson Title	Student Edition	Spot Video	Activity Name	Skill Number	IIOOIS	Mega Math	Number
1	Customary Length	•	V	Change Linear Units	59	Measurement—Activity 2: Equivalent Measures (Length)	The Number Games, Tiny's Think Tank, Level M	1
2	Customary Capacity	•	•	Customary Capacity	60	Measurement—Activity 2: Equivalent Measures (Capacity)	The Number Games, Tiny's Think Tank, Level N	2
3	Weight	~	•	Customary Weight	61	Measurement—Activity 2: Equivalent Measures (Weight/Mass)	The Number Games, Tiny's Think Tank, Level O	3
4	Multistep Measurement Problems	V	V	Change Linear Units Customary Capacity Customary Weight	59 60 61	Measurement—Activity 2: Equivalent Measures (Capacity), (Length), and (Weight/Mass)	The Number Games, Tiny's Think Tank, Levels M, N, and O	4
5	Metric Measures	~	~	Metric Capacity Mass	62 63		The Number Games, Tiny's Think Tank, Level Q	5
6	Problem Solving • Customary and Metric Conversions	~	V	Change Linear Units Customary Capacity	59 60	Number Charts—Activity 3: Multiplication Chart	The Number Games, Tiny's Think Tank, Levels I, M, and N	6
7	Elapsed Time	V	V	Change Units of Time Elapsed Time on a Clock	64 65	Measurement—Activity 3: Clocks (Elapsed Time)	The Number Games, Tiny's Think Tank, Level D Country Countdown, Clock-a- Doodle-Doo, Level K	7

Chapter 11: Geometry and Volume

Lesson	Lesson Title	Interactive Student Edition	Math on the Spot Video	Animated Math Models				Lesson
Number				Activity Name	Skill Number	iTools	Mega Math	Number
1	Polygons	V	V	Polygons	68	Geometry—Activity 2: Plane Figures (Sides and Vertices) Geometry—Activity 5: Draw (Polygons)	Ice Station Exploration, Polar Planes, Level D	1
2	Triangles	~	V	Classify Triangles	69	Geometry—Activity 5:	Ice Station Exploration, Polar Planes, Levels E and F	2
3	Quadrilaterals	~	V	Classify Quadrilaterals	70	Draw (Polygons)	Ice Station Exploration, Polar Planes, Level G	3
4	Problem Solving • Properties of Two- Dimensional Figures	V	V			Geometry—Activity 2: Plane Figures (Congruent)		4
5	Three-Dimensional Figures	V	V	Solid Figures	71	Geometry—Activity 1: Solid Figures (Different Views) Geometry—Activity 6: Explore (Plain and Solid Figures)	Ice Station Exploration, Frozen Solids, Levels A and K	5
6	Investigate • Unit Cubes and Solid Figures	~	V					6
7	Investigate • Understand Volume	~	V			Geometry—Activity 3: Area and Perimeter (Rectangle)		7
8	Investigate • Estimate Volume	~	V				Shapes Ahoy, Undersea 3D, Level H	8
9	Volume of Rectangular Prisms	~	V					9
10	Algebra • Apply Volume Formulas	~	V					10
11	Problem Solving • Compare Volumes	~	V	Find Volume	79		Ice Station Exploration, Frozen Solids, Level J	11
12	Find Volume of Composed Figures	~	V					12

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