

**Connecting Math Ideas:** We express patterns in the language of algebra and visualize the patterns on the coordinate plane.

**Teaching Tip:** Begin the year with simple algebra ideas rather than continued practice with whole number computation. You will empower your students and provide opportunities for productive computation practice. Algebra is a standard of the National Council of Teachers of Mathematics (NCTM) and it intersects with all the other content standards (Data Analysis & Probability, Geometry, Measurement, Number & Operations).

<p style="text-align: center;"><b>Patterns</b></p> <p>This is what your students should be able to articulate</p> <ul style="list-style-type: none"> <li>patterns are the heart of mathematics</li> <li>formulas are patterns</li> </ul>	<p style="text-align: center;"><b>The Language of Algebra</b></p> <p>This is what your students should be able to articulate</p> <ul style="list-style-type: none"> <li>the difference between a variable, a value that can change, and a constant value that cannot change</li> <li>there are infinite ways to express any number</li> </ul>	<p style="text-align: center;"><b>Equations and Functions</b></p> <p>This is what your students should be able to articulate</p> <ul style="list-style-type: none"> <li>an equation needs to be in balance</li> <li>algebra helps us find an unknown number</li> </ul>	<p style="text-align: center;"><b>Coordinate Geometry</b></p> <p>This is what your students should be able to articulate</p> <ul style="list-style-type: none"> <li>the coordinate plane consists of a horizontal and a vertical number line that intersect at right angles</li> <li>an ordered pair identifies a unique point on the coordinate plane</li> <li>the coordinate grid allows us to transform equations and functions into pictures</li> </ul>
<b>2n An important pattern</b>	<b>Variables and Constants</b>		
<a href="#"><u>The King’s Chessboard</u></a>	<a href="#"><u>The Language of Algebra</u></a>	<a href="#"><u>Balance: Beginning to Understand Equations</u></a>	<a href="#"><u>Graphing Equalities and Inequalities</u></a>
<a href="#"><u>Extending “The King’s Chessboard” Part 1</u></a>	<a href="#"><u>I Can Guess Your Number</u></a>	<a href="#"><u>Equations - a Visual Representation</u></a>	<a href="#"><u>Identifying Points on the Coordinate Grid</u></a>
<a href="#"><u>Extending “The King’s Chessboard” Part 2</u></a>	<a href="#"><u>Matching Variable Expressions with Word Phrases</u></a>	<a href="#"><u>Solving Equations Using a Balance</u></a>	<a href="#"><u>Scatter Plots</u></a>
<a href="#"><u>Binary sequence punch cards</u></a>	<a href="#"><u>Magic Squares</u></a>	<a href="#"><u>Color Tile Riddles</u></a>	<a href="#"><u>Graphing Multiplication Tables</u></a>
<a href="#"><u>The Infinite Pine Tree</u></a>	<a href="#"><u>Equivalent Expressions</u></a>	<a href="#"><u>Solving Equations. (+ and -)</u></a>	<a href="#"><u>Graphs Tell A Story</u></a>
<a href="#"><u>Music/Math Connection</u></a>	<a href="#"><u>A Variable Card Game</u></a>	<a href="#"><u>Matching Equations with Word Problems</u></a>	<a href="#"><u>Graphing to Solve Time Distance Problems</u></a>
<a href="#"><u>Magic Cards</u></a>	<a href="#"><u>Factoring Monomials</u></a>	<a href="#"><u>Matching Equations with Word Problems</u></a>	<a href="#"><u>Interpolation and Extrapolation</u></a>
<a href="#"><u>Magic Cards Extended</u></a>	<b>Simplification</b>	<a href="#"><u>Matching Equations with Word Problems</u></a>	<a href="#"><u>Graphing Linear Equations</u></a>

<a href="#">Arithmetic and Exponential Sequences Visuals</a>	<a href="#">Using Factorials</a>	<a href="#">Solving Quadratic Equations; Difference of Squares</a>	<a href="#">Using <math>y = mx + b</math>: Runners 1 &amp; 2</a>
<a href="#">What's the Difference between <math>2n</math> &amp; <math>2n</math></a>	<a href="#">Factorials &amp; Permutations</a>	<a href="#">Solving Quadratic Equations</a>	<a href="#">Application of Slope and y-intercept</a>
<a href="#">Sweet 16?- Final 4? - Who will WIN?</a>	<a href="#">Olympic Factorials</a>	<a href="#">Functions - Discovering a Rule</a>	<a href="#">Graphing the Ten Meter Races</a>
<a href="#">The "Life" of Medications</a>	<a href="#">Multiplication by Powers of 10</a>	<a href="#">Using Functions</a>	<a href="#">Application of Slope and y-intercept - Advanced</a>
<a href="#">Half-Off Store: Double Your Dollar Power!</a>	<a href="#">Using Exponential Notation</a>		<a href="#">Line of Best Fit</a>
<a href="#">Patterns: Base two Logarithms</a>	<a href="#">Prime Factorization</a>		<a href="#">Functions: Application</a>
<a href="#"><math>3n</math> A Special Sequence Number</a>	<a href="#">Looking for Patterns in Powers and Bases</a>		<a href="#">Comparing Linear and Exponential Relationships</a>
<b>Pythagorean Theorem</b>	<a href="#">Exponential Growth</a>		<a href="#">Matching description, equation and graph: Positive and Negative</a>
<a href="#">Pythagorean Theorem Puzzle: Proof</a>	<a href="#">Simplification</a>		<a href="#">Matching labels, formulas, pictures for positive &amp; negative graphs</a>
<a href="#">Pythagorean Theorem Puzzle: <math>a^2 + b^2 = c^2</math></a>	<a href="#">Simplifying Algebraic Fractions</a>		
<a href="#">Pythagorean Theorem</a>	<a href="#">Polynomials</a>		
<a href="#">Let the Pythagorean Theorem Work for You!</a>	<b>Substitution</b>		
<a href="#">Similarity: Instructional</a>	<a href="#">Pattern Blocks &amp; Substitution</a>		
<a href="#">Similarity: Practice</a>	<a href="#">Substitution: An Alphabet Code</a>		
<a href="#">Similarity: Assessment</a>	<a href="#">Substitution: Computation practice with whole numbers, decimals, fractions and integers</a>		
<a href="#">Pythagorean Triples Games</a>	<a href="#">100 Names for One</a>		

<a href="#">Special Right Triangles</a>	<a href="#">Substitution: Evaluating Expressions</a>		
<a href="#">Number Patterns: Cube Numbers</a>	<b>Formulas are Patterns</b>		
<a href="#">Tile Patterns: Instructional</a>	<a href="#">Using Formulae</a>		
<a href="#">Tile Patterns: Practice</a>	<a href="#">Measurement: Perimeter of Polygons</a>		
<a href="#">Tile Patterns: Assessment</a>	<a href="#">Area of irregular polygons: Pick's Theorem</a>		
<a href="#">Using a Table to Discover a Pattern: Instructional</a>	<a href="#">Surface Area &amp; Volume Decomposing Rectangular Solids</a>		
<a href="#">Creating a Table to Discover a Rule: Practice</a>	<a href="#">Volume of Cylinders and Cones</a>		
<a href="#">Using a Table to Discover a Pattern: Instructional</a>	<a href="#">Unwrapping the Earth</a>		
<a href="#">Using a Table to Discover a Pattern: Practice</a>	<a href="#">Distributive Property: Illustrated</a>		
<a href="#">Using a Table to Discover a Pattern: Assessment</a>	<a href="#">Perimeter of Regular Polygons</a>		
<a href="#">Creating a Pattern to Discover a Rule: Instructional</a>	<a href="#">Distance Formulas <math>d = rt</math></a>		
<a href="#">Creating a Pattern to Discover a Rule: Assessment</a>	<a href="#">Edges, Faces &amp; Verices</a>		
<a href="#">Creating a Pattern to Discover a Rule: Practice</a>	<a href="#">Functions - Discovering a Rule</a>		
<a href="#">Creating a Pattern to Discover a Rule: Assessment</a>	<a href="#">Summation Notation / Sigma Notation / " <math>\Sigma</math> "</a>		
<a href="#">Figurate Numbers</a>	<a href="#">Find the Secret Word #1</a>		
<a href="#">Patterns: Sum of Consecutive Numbers</a>			
<a href="#">Calendar Contest</a>			
<a href="#">Magic Tricks with Dice</a>			