CMP3 Math Tools

3D Geometry –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82372/index.html?mode=0

Volume & Surface Area – gives shapes with dimensions
students need to determine Vol & SA

Nets - pick a shape
students position the surfaces to create a net

Algebra Tiles –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82373/index.html?mode=0

Has Explore, Addition, Subtraction, Multiplication, Division & Equations sections
Uses the tiles & corner piece
Reinforces "Zero Pairs"

Coordinate Grapher –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82374/index.html?mode=0

Plots points
Creates lines - activate function, click on grid & drag
Complete a table of values

Data & Graphs –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82375/index.html

Will create 9 types of graphs
Has sample data from all 3 grades
Lots of room for data
Can adjust the axes

Expression Calculator –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82376/index.html

Calculator – non graphing
F<->D Key
Reciprocal key

Fraction Shapes –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82377/index.html?mode=0

Will show fraction strips & parts of a whole
Parts of a whole start at top & go counter-clockwise to fill in

Geoboard –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82378/index.html

Drag rubber bands to Geoboard

Integer Chips –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82379/index.html

Can show positive, negative, & "zero pairs"
Can be used to introduce calculating with integers

Number Charts –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82380/index.html?mode=0
Create hundred chart, addition table, & multiplication table
Can adjust your starting point

Number Line –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82381/index.html
Shows number line with no scale
Will uniformly space tic marks
Can show movement

Pattern Blocks –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82382/index.html
Places pattern blocks in a work area
They can be moved & "joined" together

Probability –
http://media.pearsoncmg.com/curriculum/math/cmp3/math_tools/A82383/index.html
Can use spinners, bags of marbles, deck of cards, & number cubes
Can do 2 events
Will show results, exp & theo probabilities, tree diagrams, & frequencies

CMP3 Student Activities

Factor Game (Grade 6) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82384/index.html
2 players picking available factors

Product Game (Grade 6) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82386/index.html
2 players determining products
Uses sliders

Locker Problem (Grade 6) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82387/index.html
Simulates opening & closing lockers
Can go up to 1000 lockers

Target Game (Grades 6 & 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82394/index.html
Players create fractions/decimals closest to a target number
Uses 10 rolls of a die

Fraction Game (Grade 6) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82393/index.html
Players have 7 sliders of fractions with different denominators
Move sliders so the slider or sum of sliders is less than or equal to target number

Climbing Monkeys (Grades 6, 7, & 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82400/index.html
1 or 2 monkeys move up or down a tree
Set starting point and speed (in ft per.1 sec)
Can be used to see pont of intersection

Areas & Perimeters of Shapes & Images (Grade 6 & 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82405/index.html
Create a shape
Will find the perimeter
Can use to find an estimate of area of irregular shapes
Scale is strange

Virtual Box (Grades 6 & 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82385/index.html
Used to introduce volume
Fill a box with unit cubes

Integer Product Game (Grade 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82388/index.html
2 players determining products
Positive & negative integers
Uses sliders

Quadrilateral Game (Grade 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82390/index.html
Creating a shape on a geoboard using the fewest moves possible
Players are given constraints

Virtual Polystrips (Grade 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82391/index.html
Can make poylstrips of different sizes
Polystrips can be attached

Bee Dance Activity (Grade 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82395/index.html
Estimate angles of sun in relation to hive and flower

Tessellations (Grades 7 & 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82396/index.html
Students can test if regular triangles to regular dodecagons will tessellate

Mug Wumps (Grade 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82397/index.html
Will look at the different measures of the Wump family
Can create scaled versions of each of the Wump family

Paper Pool (Grade 7) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82399/index.html
Shoot a ball on different sized tables
Shows the path travelled, the number of hits, & the pocket the ball goes into

Virtual Cylinder (Grade 7 & 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82403/index.html
Used to estimate the area of the base and volume

Pouring & Filling (Grades 7 & 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82404/index.html
Used to determine relationships between volumes of spheres, cones, cylinders, cube, & square pyramid
All shapes have the same diameter/bottom edge

Virtual Bridge Experiment (Grade 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82389/index.html
Can see what happens to the breaking point for bridges of different lengths & thicknesses

Interactive Pythagoras (Grade 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82392/index.html
Can change the size & type of right triangle
Shows how the two small squares can cover the large square

Painted Cubes (Grade 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82398/index.html
Used to determine how many surfaces are painted on cubes forming different rectangular prisms
Shapes can be expanded, rotated, & contracted

Transformations (Grade 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82401/index.html
Will do reflections, rotations, & translations of created shapes
Will find different measures of the original & image

Hubcap Maker (Grade 8) –
http://media.pearsoncmg.com/curriculum/math/cmp3/activities/A82402/index.html
Create a design using reflections &/or rotations
Shows how the design would look as a hubcap (wheel cover)