

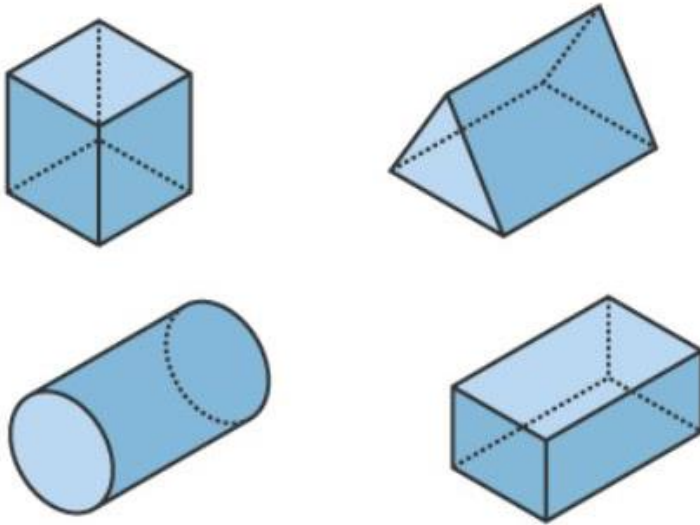
# MATH DETECTIVES!

HERE'S YOUR ASSIGNMENT FOR THE WEEK...



## WHICH ONE DOESN'T BELONG?

When solving a case, detectives explain their observations and theories. Look at these 3-D shapes. Which of these shapes does not belong with the others? Find someone at home to share your idea with. Use the words: "The \_\_\_ doesn't belong because..." **Word Bank: cube, cylinder, triangular prism, and rectangular prism.**



## FIND THE MATH!

Are you ready to do some investigation at home? Find 5 objects that you can pick up and hold in your hand. Now find a small unit you could use to measure them. You might measure with paperclips, pennies, dried beans or anything else where each piece is the same size. First, estimate how many units long each object is. Then measure the longest part. Remember! End to end, no gaps, no overlaps!



## PLAY IT ONLINE!

Detectives are creative problem solvers. Can you use what you know about numbers to make equations that are true?

Visit this webpage: <https://us-school.pearsoned.com/school/f341293b-7940-4fcb-96be-61d1f2300a53/D0680232/player.html>

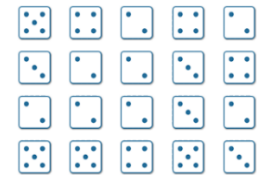
Flip to gameboard D.

< 4 of 5 >

Dot Addition

Directions

Drag cards to the gameboard to make a combination that equals each combination.



Gameboard D

1.				=	
2.				=	

Drag the dice from the top to the gameboard to make true equations. For example:

1.				=		
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Try other game boards by flipping forward or back.

