

THE **ThinkTank**

Computation and Number Sense

CORRELATION TO TEKS (TEXAS ESSENTIAL KNOWLEDGE AND SKILLS FOR MATHEMATICS)

Grade 5

HEADQUARTERS

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ORIGO[®]
EDUCATION

The Think Tank Grade 5

CORRELATION TO TEKS (TEXAS ESSENTIAL KNOWLEDGE AND SKILLS FOR MATHEMATICS)

		Expectation: The student is expected to...	Pages
Number, Operation, and Quantitative Reasoning	(5.1) The student uses place value to represent whole numbers and decimals.	(A) use place value to read, write, compare, and order whole numbers through the billions place.	Speedy Starters: 5, 9, 12 Brain Builders: 3, 19 Mental Teasers: 2, 9, 18 Mind Benders: 5, 19 Head Sharpeners: 4, 8, 9 Fast Figurers: 4, 14, 19 Quick Thinkers: 3, 11, 16 Number Jugglers: 1, 6, 12 Wise Workers: 10, 14, 17 Super Solvers: 6 Grand Masters: 2, 4, 6, 11, 12
		(B) use place value to read, write, compare, and order decimals through the thousandths place.	Speedy Starters: 8, 9, 12, 20 Brain Builders: 3, 11 Mental Teasers: 2, 10, 20 Mind Benders: 17 Head Sharpeners: 1, 8, 11, 17, 19 Pace Setters: 2, 15, 16, 19 Fast Figurers: 6, 11, 18 Quick Thinkers: 6, 11, 17 Number Jugglers: 5, 9, 17 Wise Workers: 10, 16, 18, 19 Super Solvers: 11, 20 Grand Masters: 2, 6
	(5.2) The student uses fractions in problem-solving situations.	(A) generate equivalent fractions.	Brain Builders: 9 Mind Benders: 2 Wise Workers: 2
		(B) compare two fractional quantities in problem-solving situations using a variety of methods, including common denominators.	Head Sharpeners: 11 Quick Thinkers: 6 Number Jugglers: 5
		(C) use models to relate decimals to fractions that name tenths, hundredths, and thousandths.	Speedy Starters: 20 Brain Builders: 9 Mind Benders: 2 Head Sharpeners: 17 Pace Setters: 20 Wise Workers: 2

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		Expectation: The student is expected to...	Pages
Number, Operation, and Quantitative Reasoning	(5.3) The student adds, subtracts, multiplies, and divides to solve meaningful problems.	(A) use addition and subtraction to solve problems involving whole numbers and decimals.	Speedy Starters: 1, 3, 4, 5, 8, 9, 14, 16, 20 Brain Builders: 2, 7, 10, 13, 14, 15, 16 Mental Teasers: 2, 5, 7, 9, 10, 12, 13, 14, 16, 17, 19 Mind Benders: 3, 5, 6, 11, 14, 16, 17 Head Sharpeners: 2, 4, 5, 6, 8, 9, 12, 13, 14, 16, 17, 19, 20 Pace Setters: 1, 5, 6, 9, 14, 15, 17, 19 Fast Figurers: 4, 5, 6, 7, 8, 12, 15, 17 Quick Thinkers: 1, 3, 7, 11, 12, 16 Number Jugglers: 2, 6, 8, 10, 12, 16, 18 Wise Workers: 2, 7, 8, 9, 10, 11, 14, 16, 17, 20 Super Solvers: 1, 5, 6, 14, 19 Grand Masters: 1, 2, 3, 4, 7, 8, 9, 11, 12, 13, 14, 15, 17
		(B) use multiplication to solve problems involving whole numbers (no more than three digits times two digits without technology).	Speedy Starters: 2, 3, 10, 17, 18, 19 Brain Builders: 3, 4, 6, 11, 12 Mental Teasers: 1, 4, 5, 8, 14 Mind Benders: 15, 18, 20 Head Sharpeners: 4, 16, 17 Pace Setters: 2, 7, 8, 9, 12 Fast Figurers: 3, 4, 12, 14, 16, 18, 19 Quick Thinkers: 2, 3, 5, 8, 9, 15 Number Jugglers: 1, 2, 4, 11, 12, 18, 20 Wise Workers: 8, 12, 13, 14 Super Solvers: 7, 8, 10, 19 Grand Masters: 2, 9, 11, 19, 20
		(C) use division to solve problems involving whole numbers (no more than two-digit divisors and three-digit dividends without technology).	Speedy Starters: 4, 6, 11, 13 Brain Builders: 6, 11, 13 Mental Teasers: 11, 15 Mind Benders: 5, 9 Head Sharpeners: 4, 10, 15 Pace Setters: 2, 3, 10, 13, 20 Fast Figurers: 1, 4, 12, 13, 18 Quick Thinkers: 3, 4, 18, 19 Number Jugglers: 2, 12, 13 Wise Workers: 1, 2, 8, 14 Super Solvers: 2, 9, 15, 17, 18, 19 Grand Masters: 2, 4, 5, 6, 10, 11, 18
		(D) identify prime factors of a whole number and common factors of a set of whole numbers.	Speedy Starters: 17 Brain Builders: 12 Mental Teasers: 4 Mind Benders: 15 Pace Setters: 9 Number Jugglers: 6

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		Expectation: The student is expected to...	Pages
Number, Operation, and Quantitative Reasoning	(5.4) The student estimates to determine reasonable results.	(B) estimate to solve problems where exact answers are not required.	Speedy Starters: 8 Brain Builders: 1 Head Sharpeners: 18 Pace Setters: 15 Fast Figurers: 4, 12, 20 Quick Thinkers: 7 Number Jugglers: 12 Wise Workers: 5, 8, 14, 16 Grand Masters: 2, 11
	(5.5) The student makes generalizations based on observed patterns and relationships.	(A) use concrete objects or pictures to make generalizations about determining all possible combinations.	Speedy Starters: 13 Mental Teasers: 15 Mind Benders: 3, 8 Pace Setters: 1 Grand Masters: 3
(B) use lists, tables, charts, and diagrams to find patterns and make generalizations such as a procedure for determining equivalent fractions.		Speedy Starters: 4, 13, 15, 19 Brain Builders: 3, 5, 13, 16 Mental Teasers: 3, 15, 16 Mind Benders: 4, 8, 20 Head Sharpeners: 10, 14 Pace Setters: 11, 13 Fast Figurers: 1, 2, 10, 16, 19 Quick Thinkers: 2, 4, 12, 15 Number Jugglers: 11, 13 Wise Workers: 4, 6 Super Solvers: 7, 8, 17, 19 Grand Masters: 1	
(5.6) The student describes relationships mathematically.		The student is expected to select from and use diagrams and number sentences to represent real-life situations.	Mind Benders: 10 Quick Thinkers: 20 Number Jugglers: 14 Wise Workers: 15 Super Solvers: 16, 19 Grand Masters: 16
Measurement	(5.11) The student applies measurement concepts.	(A) measure to solve problems involving length (including perimeter), weight, capacity, time, temperature, and area.	Speedy Starters: 7 Brain Builders: 8 Head Sharpeners: 3 Quick Thinkers: 13 Wise Workers: 3
		(B) describe numerical relationships between units of measure within the same measurement system such as an inch is one-twelfth of a foot.	Speedy Starters: 7 Head Sharpeners: 15 Quick Thinkers: 18 Grand Masters: 18

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		Expectation: The student is expected to...	Pages
Probability and Statistics	(5.13) The student solves problems by collecting, organizing, displaying, and interpreting sets of data.	(C) graph a given set of data using an appropriate graphical representation such as a picture or line.	Brain Builders: 18 Mind Benders: 1 Pace Setters: 7 Number Jugglers: 7 Super Solvers: 4
Underlying Processes and Mathematical Tools	(5.14) The student applies Grade 5 mathematics to solve problems connected to everyday experiences and activities in and outside of school.	(A) identify the mathematics in everyday situations.	Speedy Starters: 1 Brain Builders: 6, 18, 20 Mental Teasers: 6, 12 Mind Benders: 1, 3, 7, 18 Head Sharpeners: 7, 20 Pace Setters: 1, 5, 7, 12, 18 Fast Figurers: 9 Quick Thinkers: 7, 14 Number Jugglers: 3, 7, 15, 20 Wise Workers: 12 Super Solvers: 3, 4, 12, 13 Grand Masters: 3, 9, 19
		(B) use a problem-solving model that incorporates understanding the problem, making a plan, carrying out the plan, and evaluating the solution for reasonableness.	Brain Builders: 2, 6 Super Solvers: 3, 5
		(C) select or develop an appropriate problem-solving strategy, including drawing a picture, looking for a pattern, systematic guessing and checking, acting it out, making a table, working a simpler problem, or working backwards to solve a problem.	Speedy Starters: 1, 13, 14 Brain Builders: 2, 6 Mental Teasers: 7, 12, 15, 19 Mind Benders: 3, 5 Head Sharpeners: 4, 15, 20 Pace Setters: 1, 5, 9, 13 Fast Figurers: 8, 12 Quick Thinkers: 1, 7, 18 Number Jugglers: 2, 6, 13 Wise Workers: 8, 9 Super Solvers: 5, 17, 19 Grand Masters: 3, 4, 7, 8, 18
		(D) use tools such as real objects, manipulatives, and technology to solve problems.	Mind Benders: 11 Pace Setters: 17 Fast Figurers: 3

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		Expectation: The student is expected to...	Pages
Underlying Processes and Mathematical Tools	(5.15) The student communicates about Grade 5 mathematics using informal language.	(A) explain and record observations using objects, words, pictures, numbers, and technology.	Speedy Starters: 18 Brain Builders: 1, 15 Mental Teasers: 1, 17 Mind Benders: 3, 5, 18 Head Sharpeners: 18 Pace Setters: 1, 8, 9, 12 Fast Figurers: 20 Quick Thinkers: 5, 9 Number Jugglers: 4, 6, 20 Wise Workers: 5, 12 Super Solvers: 18 Grand Masters: 3, 4, 9, 19, 20
		(B) relate informal language to mathematical language and symbols.	Speedy Starters: 3, 4 Brain Builders: 2, 10, 13 Mental Teasers: 5, 6 Mind Benders: 5, 16 Head Sharpeners: 7, 16, 17 Pace Setters: 3, 9, 18 Fast Figurers: 4, 13, 15 Quick Thinkers: 3, 14 Number Jugglers: 3, 6, 15 Wise Workers: 1, 14 Super Solvers: 3, 5, 12, 13 Grand Masters: 4, 5, 11, 15

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		Expectation: The student is expected to...	Pages
Underlying Processes and Mathematical Tools	(5.16) The student uses logical reasoning to make sense of his or her world.	(A) make generalizations from patterns or sets of examples and nonexamples.	Speedy Starters: 2, 4, 6, 10, 14, 15, 17, 18, 19, 20 Brain Builders: 3, 4, 7, 11, 12, 13, 16 Mental Teasers: 1, 3, 4, 7, 8, 10, 11, 13, 14, 16 Mind Benders: 8, 11, 12, 14, 15, 17, 20 Head Sharpeners: 2, 6, 10, 13, 19 Pace Setters: 2, 4, 6, 8, 17, 19, 20 Fast Figurers: 1, 3, 4, 5, 6, 7, 8, 10, 12, 16, 18, 19 Quick Thinkers: 1, 2, 3, 4, 5, 10, 12, 15, 16, 19 Number Jugglers: 2, 4, 8, 10, 11, 18, 19 Wise Workers: 2, 6, 8, 9, 11, 13, 14, 17, 20 Super Solvers: 2, 6, 7, 8, 9, 14, 18 Grand Masters: 1, 7, 10, 11, 12, 13, 17
		(B) justify why an answer is reasonable and explain the solution process.	Speedy Starters: 1, 2, 3, 5, 7, 10, 13, 14, 17, 19, 20 Brain Builders: 1, 2, 4, 6, 8, 12, 15, 17, 20 Mental Teasers: 4, 5, 7, 9, 10, 11, 12, 15, 17, 19 Mind Benders: 3, 5, 7, 10, 11, 12, 13, 14, 15, 17, 20 Head Sharpeners: 3, 9, 13, 15, 16, 18, 19, 20 Pace Setters: 1, 3, 5, 9, 13, 17, 18, 19, 20 Fast Figurers: 1, 3, 4, 6, 7, 8, 9, 12, 13, 14, 16, 20 Quick Thinkers: 1, 3, 7, 9, 10, 13, 15, 16, 18, 19, 20 Number Jugglers: 2, 3, 6, 11, 12, 13, 14, 18, 19 Wise Workers: 1, 3, 5, 8, 9, 11, 14, 15, 17, 20 Super Solvers: 5, 6, 7, 8, 9, 10, 12, 16, 17 Grand Masters: 3, 4, 5, 7, 8, 10, 11, 12, 16, 17, 18, 20