Hurn 6 th grade Math 3 rd , 4 th , 5 th , 6 th	Monday 3-30-15 B day	Tuesday 3-31-15 A Day	Wednesday 4-1-15 B day	Thursday 4-2-15 Half day	Friday 4-3-15 No School
Objective	Content: I can demonstrate knowledge of the jumping jack experiment with the given information the jumper did 8 jumping jacks every 10 seconds by filling in the table. Language: "I can orally discuss the pattern of the given jumper in the jumping jack experiment."	Content: I can demonstrate application of time/distance tables by making a table and coordinate graph. Language: "I can write to explain how the table entries and graph illustrate the trip notes using the frame: "After reading the trip notes the table would say because"	Content: I can demonstrate application of time/distance tables by making a table and coordinate graph. Language: "I can describe a pattern of change over time using the frame: "It is easiest to see the pattern of change over time by looking at the because"	Content: Language:	
Differentiated Instruction/ Class set-up	Warm up ~ 1.1 2A 1.1 #2 B	 Warm up~ Pg.20 #1 A 1.2 A-B Exercise #22 (part of packet) 	Warm up ~ Pg 21 # 4 1. 1.3 A-D	Warm up ~ PBIS Reward day	
CCSS	6.NS.B.3 Fluently add, subtract, multiply, and divide multi digit decimals using the standard algorithm for each operation. 6.RP.A.3c Find a percent of a quantity as a rate per 100/ solve problems involving finding the whole, given a pert and the percent. 6.EE.A.3 Apply the properties of operations to generate equivalent expressions. 6.NS.B.2 Fluently divide multi-digit numbers using the standard algorithm. 6.EE.B.7 Solve real-world and mathematical problems by writing and solving equations of the form x + p= q and px=q for cases in which p, q, and x are nonnegative rational numbers. 6.RP.A.3a Make tables of equivalent ratios relating quantities with whole-number measurements, find missing values in the tables, and plot the pairs of values on the coordinate plate. Use tables to compare ratios. 6.RP.A.3b Solve unit rate problems including those involving unit pricing and constant speed.				