

Lesson 9: Los pájaros

Standards Alignments

Addressing 5.MD.C.3, 5.MD.C.5, 5.NBT.B.5

Teacher-facing Learning Goals

- Solve problems that involve the multiplication of multi-digit numbers.

Student-facing Learning Goals

- Resolvamos problemas de multiplicación.

Lesson Purpose

The purpose of this lesson is for students to use whole-number multiplication to solve problems.

In previous lessons, students learned to use the standard algorithm to multiply multi-digit numbers. In this lesson, they solve problems that involve multiplication. Students are not asked to use a particular algorithm when they solve these problems. Some of the numbers in the problems are large and cumbersome and lend themselves well to using the standard algorithm for multiplication. Other products have factors of 10 and other smaller factors and these lend themselves well to mental calculations or use of the associative and commutative properties of multiplication. Use this lesson as an opportunity to observe the strategies your students are applying.

This lesson has a Student Section Summary.

Access for:

Students with Disabilities

- Action and Expression (Activity 2)

English Learners

- MLR1 (Activity 2)

Instructional Routines

Notice and Wonder (Warm-up)

Lesson Timeline

Warm-up	10 min
Activity 1	15 min
Activity 2	20 min

Teacher Reflection Question

If you were to teach this lesson over again, what activity would you redo? How would your proposed changes support student learning?

Lesson Synthesis 10 min

Cool-down 5 min

Cool-down (to be completed at the end of the lesson)

 5 min

Un chillido

Standards Alignments

Addressing 5.MD.C.5, 5.NBT.B.5

Student-facing Task Statement

Para hacer una casa para un búho chillón, se recomienda un piso de 8 pulgadas por 8 pulgadas y una altura de 12 pulgadas a 15 pulgadas. ¿Cuál es el rango de volúmenes recomendados de la casa para un búho chillón? Explica o muestra cómo pensaste.

Student Responses

768 to 960 cubic inches. $8 \times 8 = 64$, $64 \times 12 = 768$ and $64 \times 15 = 960$.