



## BIG IDEAS

**Design** involves investigating, planning, creating, and evaluating.

Constructing **3D objects** often requires a 2D plan.

Transferring mathematical **skills** between problems requires conceptual understanding and flexible thinking.

**Proportional reasoning** is used to make sense of multiplicative relationships.

Choosing a tool based on required precision and accuracy is important when **measuring**.

## Learning Standards

Curricular Competencies	Content
<p><i>Students are expected to do the following:</i></p> <p><b>Reasoning and modelling</b></p> <ul style="list-style-type: none"><li>Develop <b>thinking strategies</b> to solve puzzles and play games</li><li>Explore, <b>analyze</b>, and apply mathematical ideas using <b>reason</b>, <b>technology</b>, and <b>other tools</b></li><li><b>Estimate reasonably</b> and demonstrate <b>fluent</b>, <b>flexible</b>, and <b>strategic thinking</b> about number</li><li><b>Model</b> with mathematics in <b>situational contexts</b></li><li><b>Think creatively</b> and with <b>curiosity and wonder</b> when exploring problems</li></ul> <p><b>Understanding and solving</b></p> <ul style="list-style-type: none"><li>Develop, demonstrate, and apply conceptual understanding of mathematical ideas through play, story, <b>inquiry</b>, and problem solving</li><li><b>Visualize</b> to explore and illustrate mathematical concepts and relationships</li><li>Apply <b>flexible and strategic approaches to solve problems</b></li><li>Solve problems with <b>persistence and a positive disposition</b></li><li>Engage in problem-solving experiences <b>connected</b> with place, story, cultural practices, and perspectives relevant to local First Peoples communities, the local community, and other cultures</li></ul>	<p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none"><li><b>measuring</b>: using tools with graduated scales; conversions using metric and imperial</li><li>similar <b>triangles</b>: including right-angle trigonometry</li><li>2D and 3D shapes: including area, surface area, volume, and nets</li><li><b>3D objects</b> and their views (isometric drawing, orthographic projection)</li><li><b>mathematics in the workplace</b></li><li><b>financial literacy</b>: business investments and loans</li></ul>



## Learning Standards (continued)

Curricular Competencies	Content
<p><b>Communicating and representing</b></p> <ul style="list-style-type: none"><li>• Explain and justify mathematical ideas and <b>decisions in many ways</b></li><li>• Represent mathematical ideas in concrete, pictorial, and symbolic forms</li><li>• Use mathematical vocabulary and language to contribute to <b>discussions</b> in the classroom</li><li>• Take risks when offering ideas in classroom <b>discourse</b></li></ul> <p><b>Connecting and reflecting</b></p> <ul style="list-style-type: none"><li>• Reflect on mathematical thinking</li><li>• Connect mathematical concepts with each other, other areas, and personal interests</li><li>• Use mistakes as opportunities to advance learning</li><li>• Incorporate First Peoples worldviews, perspectives, <b>knowledge</b>, and <b>practices</b> to make connections with mathematical concepts</li></ul>	