

Grade 6 Math

Date: Oct.23



	input	output
10	1	2 -
	2	9 💌
	3	16
	4	23
	5	30
	6	37

* What is the input rule:
Start of I and add I each

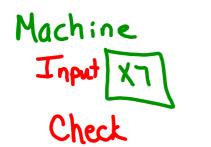
* What is the output rule:

Start at 2 and add 7 each

time.

* What is the pattern rule that relates the input to the output (Write as an expression to represent the pattern using "n")

> In [X] [3] = out



out: 2

> Multiply the input by 7 then subtract 5 to get output.

Expression

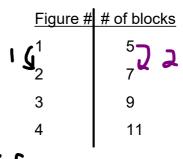
Homework Solutions

Page 22 #3, 4 5 6

3. Here is a pattern of squares on grid paper.

Figu	re 1	F	igure	2		Figu	re 3		F	igure	4	

- a) Make a table to show the numbers of squares in the first 4 figures.
- b) Write a pattern rule that relates the figure number to the number of squares.
- c) Write an expression to represent the pattern.
- d) Find the number of squares in the 7th figure. Which strategy did you use? Continue the pattern to check your answer.





so need to add 3 to get 5 as # of squares

b) The pattern rule that relates the figure # to the # of squares is multiply the figure number by 2 then add 3 to get the number of squares.

c)
$$2f + 3$$

My strategy was to replace the figure number variable with the value of 7 and calculate the number of squares

4.	The Grade 6 class held a dance-a-thon to raise money to buy a new computer for the class. Tyson's friend, Alana, pledged \$10, plus \$2 for each hour Tyson danced.	#hours	Money Pledged
	a) Make a table to show the amount Alana pledged \$2 x 1 + \$10 \$2 x 2 + \$10 \$2 x 3 + \$10	1	12
	for 1, 2, 3, 4, and 5 hours danced. \$2 + \$10 \$4 + \$10 \$6 + \$10	I	12
	b) Write a pattern rule that relates the amount pledged \$12 \$14 \$16	2	14
	to the number of hours danced. Show your work. c) Write an expression to represent the pattern. $2 \times h + 10$	0	40
	d) Find how much Alana pledged when Tyson danced 9 h.	3	16
	What strategy did you use?	4	18
	e) Suppose Alana pledged \$34. How many hours did Tyson	•	10

d) Alana pledged \$28 dollars when Tyson danced 9 hours.

dance? How did you find out?

$$10 + 2 \times 9$$

28

do the reverse of BEDMAS

12 ple

Tyson danced for 12 hours if Alana pledged \$34.

Homework Solutions

Page 22 #3, 4 5 6

- 5. The pattern in this table continues.
 - a) Write a pattern rule that relates the number to the amount.
 - **b)** Write an expression to represent the pattern.
 - Write a story problem you could solve using the pattern.
 Solve your problem.

a)	Multiply Number
·	by 6 then add
	5 to get Amount.
6	6n +5
	0x6 +5

ゴ	Out
Number	Amount (\$)
0	5
1	11
2	17
3	23
4	29
4	29

$$6 \times n \quad \text{Check}$$

$$6 \times 0 \quad = 5$$

$$6 \times 0 \quad = 5$$

let w represent # of walks

- 6. Skylar wants to adopt a whale through the BC Wild Killer Whale Adoption Program. The cost of a 1-year adoption is \$59. Skylar walks his neighbour's dog to raise the money.
 - He gets 3 for each walk

 a) Make a table to show the amount left to raise
 - after 1, 2, 3, 4, and 5 walks.b) Write a pattern rule that relates the number of walks to the amount left to raise.
 - c) Write an expression to represent the pattern.
 - d) Find the amount left to raise after 15 walks.
 - e) After how many walks will Skylar have raised enough money? How do you know?





# of walks	Total money saved	
1	3	\$3 x 1 walk = \$3
2	6	\$3 x 2 walks = \$6 7
3	9	\$3 x 3 walks = \$9
4	12	
5	15	

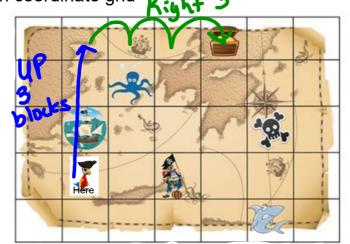
 $3 \times 15 \text{ walks} = 45$

Opposite to multiply by 3 is divide by 3 $$59 \div 3 = 19.6666$ so about 20 walks

Lesson 5 : Plotting points on coordinate grid

ss8: Identify & plot points in quadrant 1

If you are "here", how could you explain how to reach the treasure chest?



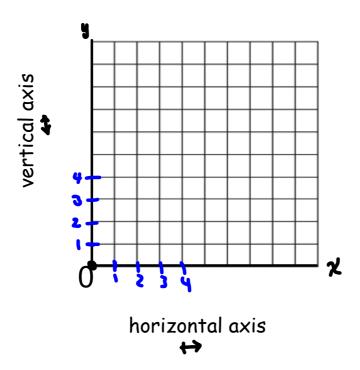
Recall that in math we need to have rules set for us, so that we all can follow and get the same answers all over the world.

René Descartes was a French mathematician who lived from 1596 to 1650.

He developed the **coordinate grid** on the next page In his honour, it is called the **Cartesian plane**.



This is a Coordinate Grid/Cartesian Plane



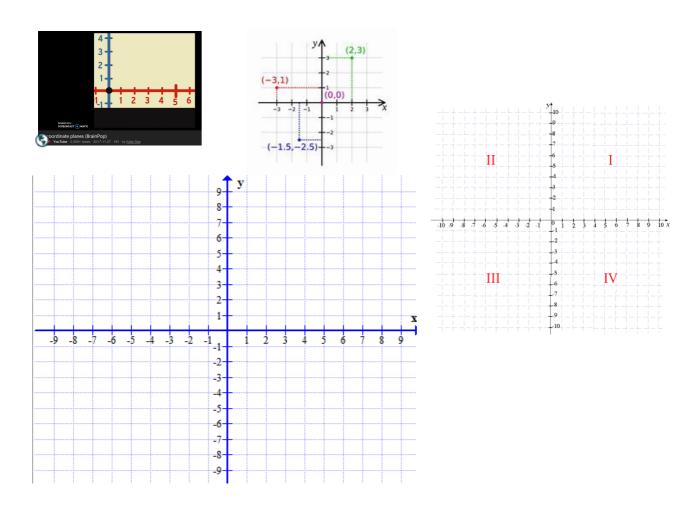
It is made from 2 perpendicular lines that meet at 0.

The point in which the two lines intersect is called the **origin**.

To describe the position of a point on the coordinate grid, we use two location numbers. These numbers are called **coordinates** and are always written in the same order. (right, up)

Always start at the origin (0, 0) and count how many block "right" first, then how many blocks "up" to get to the desired point.

(x,y)

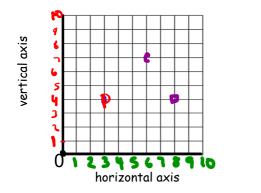


For grade 6 we will focus on Quadrant 1

(positive x, positive y)

(right, up)





how far you move right. The second number tells how far you move up.

(x, y)

From O, to reach point B, we must move ${ t 8}$ units right and ${ t 4}$ units up.

We write these numbers in brackets (8, 4)

These are called coordinates or ordered pairs.

We say: B has coordinates (§, 9)

We write: B(♥, ♥)

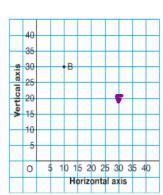
Now write the ordered pairs for both the points C and D

➤ When the numbers in an ordered pair are large, we use a scale on the coordinate grid. On this coordinate grid, 1 square represents 5 units.

To plot point B(10, 30): Start at O.

Move 2 squares right. Move 6 squares up.

notice the scale of counting by 5 for the vertical axis



notice the scale of counting by 5 for the horizontal axis

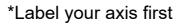
Practice

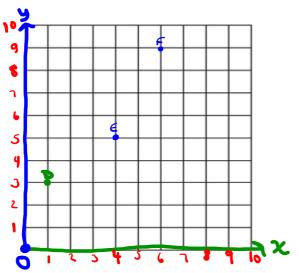
F(30,20)

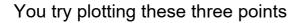


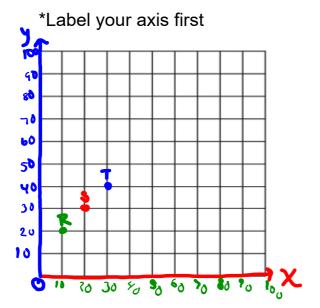
What is the coordinate for F?

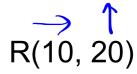
You try plotting these three points



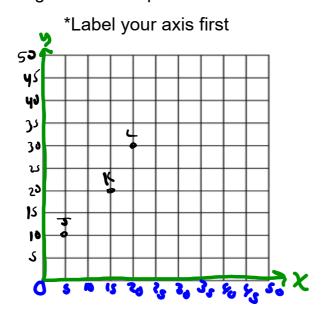








You try plotting these three points



J(5, 10)

K(15, 20)

L(20, 30)