Name: Sarah Wagner

Lesson: Multiplying Fractions

Subject/Grades: Mathematics/ Grade 5

Lesson Objectives:

Students will be able to multiply fractions correctly

Students will be able to describe how to multiply fractions

Students will be able to get more than 10 points on Smartboard multiplication game

Assessment:

Correct demonstration of multiplying fractions on white boards

At least 10 or more points on Smartboard game

Participation in Smartboard game

Standards:

5.Nf.6: Numbers and Operations- Fractions

A. Solve real world problems involving multiplication of fractions and mixed numbers, e.g., by using visual fraction models or equations to represent the problem.

Materials:

Smartboard

White boards, markers and erasers for students

Smart board multiplication game:

<http://www.mathplayground.com/fractions_mult.html>

Introduction:

To introduce classes during the week, we have been reviewing our multiplication tables. Today we are reviewing the 12 times tables. Students write the tables on a separate piece of paper by themselves, and then take turns writing them on a blank page on the Smartboard.

Lesson Sequence:

1. Write an example multiplication problem on the Smartboard: 2/3 x 3/4. I will ask one of the students if they know how to multiply fractions. Some might say to use the butterfly method.
2. Tell them that in order to multiply fractions together; we have to multiply “tops by tops’ and ‘bottoms by bottoms’. Tell the students that this means that they need to multiply the two numerators by each other, and the two denominators by each other.
3. Demonstrate this by writing the example of: 2/3 x 3/4=2 x 3 and 3x 4= 6/12. Let the students know that this method is also easier to solve because they will have the correct equations together and will not have to cross multiply as in the butterfly method.
4. After this walk the students through at least 2 more problems like this on the Smartboard. Have the students tell you how to solve the problems and what numbers to multiply together in order to solve the problem.
5. Next, have one student hand out white boards and markers to the students and have another student pass out the erasers to the students. Write an equation on the board: 3/4 x 2/6. Have the students solve this equation on their whiteboard, and hold it up when they are finished so that I can check their work. Repeat this with another problem to check their work before they play the Smartboard game.
6. After this, let them keep their whiteboards and markers. Before turning on the smartboard game, let the students know that they should get at least 10 or more points on their game, and they need to show their work on their board in order for their answer to count. As the students are working their problems, circle the room to assess the students as they are working on their boards, and have them hold up the answer when they are finished so their work can be checked. The students can play the game more than once or keep playing once they get to 10 points.