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Websites

6.5.3.3 find the greatest common factor and the least common multiple of numbers.

LCM: <http://www.harcourtschool.com/activity/elab2004/gr5/8.html>

GCF: http://nlvm.usu.edu/en/nav/frames_asid_202_g_2_t_1.html?from=topic

6.5.3.4 use number theory concepts of primes, factors, multiples, and rules of divisibility to show number relationships.

http://www.harcourtschool.com/activity/number_theory5/

<http://www.harcourtschool.com/activity/elab2004/gr5/9.html>

http://www.softschools.com/math/factors/factor_tree/

1.5.1.3 write the rule for a given function (one-step) table.

http://nlvm.usu.edu/en/nav/frames_asid_191_g_3_t_1.html?from=topic_t_1.html

<http://pbskids.org/cyberchase/games/doubling/>

<http://pbskids.org/cyberchase/games/functions/index.html>

6.5.3.1 Identify prime and composite numbers less than 100.

<http://www.harcourtschool.com/activity/elab2004/gr>

http://www.mathplayground.com/howto_primenumbers

<http://illuminations.nctm.org/ActivityDetail.aspx?ID=64>

<http://www.helpingwithmath.com/resources/games/prime>

<http://harcourtschool.com/activity/elab2004/gr5/10>

<http://www.hbmeyer.de/eratosiv.htm>

http://funschool.kaboose.com/formula-fusion/games/game_bobbers_farm

<http://www.bbc.co.uk/schools/gcsebitesize/maths/number/primefactorsact.shtml>

6.5.3.2 find the prime factorization of a composite number.

http://nlvm.usu.edu/en/nav/frames_asid_202_g_2_t_1.html?from

<http://www.bbc.co.uk/schools/gcsebitesize/maths/number/primefactorsact.shtm>

6.5.3.4 Use number theory concepts of primes, factors, multiples, and rules of divisibility to show number relationships.

http://www.harcourtschool.com/activity/number_theory5/

<http://www.harcourtschool.com/activity/elab2004/gr5/9.html>

1.5.1.1 recognize, describe, and extend numerical and geometric patterns and functional relationships.

1.5.1.2 analyze patterns and generalize rules illustrated in patterns.

<http://www.harcourtschool.com/activity/elab2004/gr6/20.html>

http://nlvm.usu.edu/en/nav/frames_asid_185_g_1_t_1.html?from=topic_t_1.html

http://pbskids.org/cyberchase/webisode_1/web_1game.html



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1.5.5.1 identify and graph points using ordered pairs in the first quadrant of the coordinate plane.

<http://mathplayground.com/spaceboy>

http://mathplayground.com/locate_aliens.html

http://nlvm.usu.edu/en/nav/vm1_asid_166.html

<http://www.shodor.org/interactivate/activities/SimpleCoordinates>

<http://aimsedu.org/aimskids/ipuzzles/hurkle/index.html>

<http://www.learner.org/teacherslab/math/geometry/shape/taxicab/index.html>

<http://www.learningplanet.com/act/lunar/index.asp>

1.5.3.1 Write and evaluate simple algebraic expressions in one variable using substitution.

<http://www.mathplayground.com/wangdoodles> (algebraic reasoning)

http://www.mathplayground.com/algebraic_reasoning

http://www.mathplayground.com/algebra_puzzle

<http://teams.lacoe.edu/documentation/classrooms/linda/algebra/>

http://pbskids.org/cyberchase/webisode_4/11game

<http://www.harcourtschool.com/activity/elab2004/gr6/20.html>

6.5.2.3 compare, order, and describe integers on a number line.

http://schooltimegames.com/Mathematics/MP_NumberBalls.html

http://nlvm.usu.edu/en/nav/frames_asid_107_g_1_t_1.html?from=topic_t_1.html

http://nlvm.usu.edu/en/nav/frames_asid_161_g_2_t_1.html?from=topic_t_1.html

http://nlvm.usu.edu/en/nav/frames_asid_122_g_3_t_1.html?open=instructions

<http://pbskids.org/cyberchase/games/negativenumbers/negativenumbers.html>

<http://www.bbc.co.uk/skillswise/numbers/wholenumbers/whatarenumbers/negative>

<http://www.bbc.co.uk/schools/gcsebitesize/maths/number/negativenumbersact.shtml>

