

# Tic - Tac - Toe Math

<p>Select an attribute of two-dimensional shapes (for example, has 3 sides) and draw pictures of shapes that belong to the category sharing that attribute. Identify the shapes you drew and describe the relationship between your shapes. (5.G.3)</p>	<p>Practice your single-digit multiplication facts while hopping on one foot or doing jumping jacks. (3.OA.7, 4.NBT.5)</p>	<p>Create a story problem for adding or subtracting fractions. Draw a picture and write an equation to represent your story problem. (5.NF.2)</p>
<p>Create a decimal number with up to three digits. Sketch your number using place value blocks. Write your number in standard form, word form, and expanded form. (5.NBT.3)</p>	<p>Write the prime factorization for any number from 2–50. Identify whether the number is prime or composite and justify your thinking. (5.OA.2.1, 4.OA.4)</p>	<p>Find a cube or rectangular prism in your house. Measure it and find its volume. (5.MD.5)</p>
<p>Create a decimal number with up to three digits. Round your number to the nearest tenth, hundredth, and thousandth. Explain your thinking. (5.NBT.4)</p>	<p>Plot up to 10 points in Quadrant <b>1</b> of the coordinate plane. Label the origin, axes, and the points you plotted. (5.G.1)</p>	<p>Create a numerical pattern using a rule (for example, add 3) to generate coordinate pairs. Represent the pairs in a table and plot them on a coordinate plane. (5.OA.3)</p>