Course Description Grade 6 Mathematics

This course enables students to develop generalizations of mathematical ideas and methods through the exploration of applications, problem solving, the effective use of technology, and abstract reasoning.

Unit Titles	Overall Expectations
1. Patterns in Mathematics	Writing Pattern Rules Relationship Rules for Patterns Representing Patterns on a Graph Equal Expressions Variables in Equations
2. Numeration	Reading and Writing Numbers Comparing and Ordering Numbers Renaming Numbers Communicate About Solving Problems Reading and Writing Decimal Thousandths Rounding Decimals Comparing and Ordering Decimals
3. Addition and Subtraction	Estimating Sums and Differences Adding Whole Numbers Subtracting Whole Numbers Adding and Subtracting Decimal Numbers Adding Decimals Subtracting Decimals Communicate About Solving a Multi-Step Problem
4. Multiplication and Division	Identifying Factors, Primes, and Composite Identifying Multiples Multiplying by Hundreds Estimating Products Multiplying by Two-Digit Numbers Dividing by 1000 and 10 000 Dividing by Tens and Hundreds Estimating Quotients Dividing by Two-Digit Numbers Communicate About Creating and Solving
5. Multiplying Decimals	Multiplying by 1000 and 10 000 Multiplying Tenths by Whole Numbers Multiplying by 0.1, 0.01, or 0.001 Multiplying Multiples of Ten by Tenths Communicate About Problem Solving

6. Dividing Decimals	Estimating Quotients Dividing Decimals by One-Digit Numbers Dividing by 10, 100, 1000, and 10 000 Solving Problems by Working Backward
7. Fractions	Comparing and Ordering Fractions Comparing Fractions with Unlike Denominators Ratios Equivalent Ratios Percents as Special Ratios Relating Percents to Decimals and Fractions Estimating and Calculating Percents Solving Problems Using Guess and Test
8. Measuring Length and Time	Measuring Length Metric Relationships Perimeters of Polygons
9. 2-D Geometry	Communicate About Triangles Constructing Polygons Sorting Polygons
10. Area and Grids	Unit Relationships Area Rule for Parallelograms Area Rule for Triangles Solve Problems Using Equations Areas of Polygons
11. 3-D Geometry and 3-D Measurements	Volume of Rectangular and Triangular Prisms Solve Problems by Making a Model Creating Isometric Sketches Different Views of a Cube Structure
12. Probability	Solving a Problem by Conducting and Experiment Theoretical Probability Tree Diagrams Comparing Theoretical and Experimental Probability
13. Data Management	Plotting Coordinate Pairs Scatter Plots Mean and Median Communicate about Conclusions from Data
14. Patterns and Motion in Geometry	Rotational Symmetry Creating Designs