

Adventures with Mathematics

**Climbing
From
Grade 7 to
Grade 8**



Michigan Council of
Teachers of Mathematics

Michigan Mathematics Activity Book Series

Aligned with the Common Core State Standards

Adventures with Mathematics: Climbing from Grade 7 to Grade 8

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Michigan Mathematics Activity Book Series

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**GRADE 7 COMMON
CORE STATE STANDARDS
ALIGNMENT OF ACTIVITIES
AND SHORT PROBLEMS**

Grade	Activity	CC.7.G.1	CC.7.G.2	CC.7.G.3	CC.7.G.4	CC.7.G.5	CC.7.G.6	CC.7.EE.1	CC.7.EE.2	CC.7.EE.3	CC.7.EE.4a	CC.7.EE.4b	CC.7.NS.1a	CC.7.NS.1b
6	Beautiful Bracelets	X												
8	Go, Go, Van Gogh!	X												
11	Go, Go, Van Gogh!													
12	Beautiful Bracelets													
14	Beautiful Bracelets													
16	Go, Go, Van Gogh!													
18	Human Proportions	X												
20	Epidemic of Good Deeds	X												
21	Tip Me Please													
22	Sequence Shapes													
24	Scaling the Sidelines	X	X											
26	How Fast Can You Splash?	X	X											
29	Gas Mileage Mayhem													
30	The Michigan Mitten													
37	Too Tall to Measure	X												
38	Set Designs for Hagrid	X	X											
42	Function Rummy	X												
44	Linear Supremacy													
46	Let's Go Fly A Kite													
47	Kite Konundrum													
48	Down the Drain													
50	Circles Everywhere													
	Baseball Bragging Rights	X												
	Roll or Spin													
	Problem a Day													

CC.7.G.1 Solve problems involving scale drawings of geometric figures, including computing actual lengths and areas from a scale drawing and reproducing a scale drawing at a different scale.

CC.7.G.2 Draw (freehand, with ruler and protractor, and with technology) geometric shapes with given conditions. Focus on constructing triangles from three measures of angles or sides, noticing when the conditions determine a unique triangle, more than one triangle, or no triangle.

CC.7.G.3 Describe the two-dimensional figures that result from slicing three-dimensional figures, as in plane sections of right rectangular prisms and right rectangular pyramids.

CC.7.G.4 Know the formulas for the area and circumference of a circle and use them to solve problems; give an informal derivation of the relationship between the circumference and area of a circle.

CC.7.G.5 Use facts about supplementary, complementary, vertical, and adjacent angles in a multi-step problem to write and solve simple equations for an unknown angle in a figure.

CC.7.G.6 Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.

CC.7.EE.1 Apply properties of operations as strategies to add, subtract, factor, and expand linear expressions with rational coefficients.

CC.7.EE.2 Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. For example, $a + 0.05a = 1.05a$ means that "increase by 5%" is the same as "multiply by 1.05."

CC.7.EE.3 Solve multi-step real-life and mathematical problems posed with positive and negative rational numbers in any form (whole numbers, fractions, and decimals), using tools strategically. Apply properties of operations as strategies to calculate with numbers in any form; convert between forms as appropriate; and assess the reasonableness of answers using mental computation and estimation strategies.

CC.7.EE.4a Solve word problems leading to equations of the form $px + q = r$ and $p(x + q) = r$, where p , q , and r are specific rational numbers. Solve equations of these forms fluently. Compare an algebraic solution to an arithmetic solution, identifying the sequence of the operations used in each approach.

CC.7.EE.4b Solve word problems leading to inequalities of the form $px + q > r$ or $px + q < r$, where p , q , and r are specific rational numbers. Graph the solution set of the inequality and interpret it in the context of the problem.

CC.7.NS.1a Describe situations in which opposite quantities combine to make 0.

CC.7.NS.1b Understand $p + q$ as the number located a distance $|q|$ from p , in the positive or negative direction depending on whether q is positive or negative. Show that a number and its opposite have a sum of 0 (are additive inverses). Interpret sums of rational numbers by describing real-world contexts.



Beautiful Bracelets

Strands:

Number & Operations	
Algebra	X
Measurement	X
Geometry	
Data & Probability	

Have you ever wondered how to adjust directions for a project to make things exactly the size you need instead of one-size-fits-all? In this activity you will make friendship bracelets, gather data, and analyze the result. In the end, you will be able to predict the length of string needed to make a bracelet just the right size.

Materials:

- Three colors of embroidery floss or friendship bracelet string
- Scissors
- Ruler or measuring tape
- Graph paper (optional)

Making a Friendship Bracelet:

1. Choose three colors of string. Cut one 36-inch string of each color.
2. Put the three strings together, aligning the ends.
3. Fold the strings in half.
4. Hold on to one end of the strings and twist at the other end of the strings.
5. Once the string is tightly twisted and there is no buckling, fold the bracelet in half once again. Let the bracelet twist around itself. It will do this automatically.
6. Tie a knot less than one inch from the end of the bracelet to hold all the loose ends together.



Analyzing the Results:

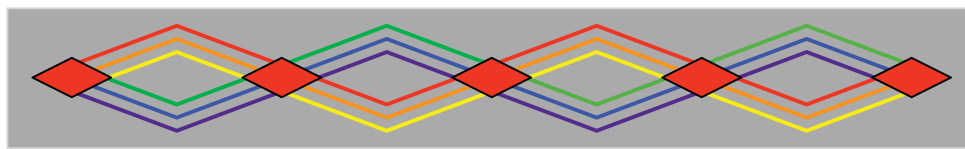
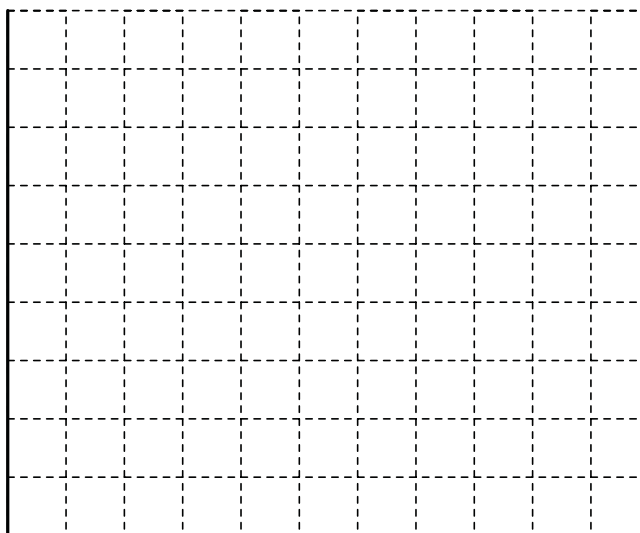
7. In the table below, record the full length of the finished bracelet from end to end without stretching it.
8. Complete the table for the string lengths listed below. Repeat steps 1 through 7 to make each bracelet.

Where?

Outside	
Inside	X
On-line	
On-site	

String length, S	Length of bracelet, B
30 inches	
36 inches	
41 inches	
48 inches	

9. Graph your data points on a coordinate grid. Label the axes. Let the string length be the independent variable (horizontal axis) and bracelet length the dependent variable (vertical axis).
10. What does the graph tell you about the relationship between the length of the string and the length of the bracelet? Describe the relationship.
11. What does the slope (steepness) of the graph represent in terms of bracelets and string lengths? How do you know?
12. How much string is needed for a person who wants to have a finished bracelet that is 8 inches long?
13. How much string is needed if someone wants to make a 12-inch necklace using the same technique?
14. How many bracelets that are 7 inches long can you make with 96 inches of each color of string?
15. If you had 12 yards of embroidery floss for each of the three colors, how many 7-inch bracelets could you make?



Extensions:

16. Find an equation that allows you to predict:
 - a. The length of string, S , (of each of 3 colors) you need to make one bracelet that is B inches long
 - b. The number of bracelets, N , you can make that are B inches long from 12 yards of embroidery floss.
17. How do the equations in problems 16a and 16b relate to each other?
18. Repeat this experiment for braided bracelets. You can find instructions for braiding on the Internet.



Go, Go, Van Gogh!

Strands:

Number & Operations	
Algebra	
Measurement	X
Geometry	X
Data & Probability	

Materials:

- Go, Go, Van Gogh playing cards
- Ruler
- Compass
- Protractor
- Angle ruler (find free template online at http://www.teacher-vision.fen.com/tv/printables/scottforesman/Math_6_TTT_6.pdf)

Where?

Outside	
Inside	X
On-line	
On-site	

They say a picture says a thousand words. In this game, players find the true meaning of this famous saying.

Set-Up:

- Cut out and shuffle the playing cards on the next page.
- Decide who will be the Illustrator and who will be the Describer.

Describer:

1. Draw a card from the top of the stack.
2. Without showing the image to the Illustrator or saying the name of the image, describe to the Illustrator how to draw the picture using mathematical vocabulary. The Illustrator may use a pencil, ruler, compass, protractor, and angle ruler.
3. The words below can be used to help describe the image on the card.

Similar	Acute	Right
Perpendicular	Obtuse	Scalene
Bisector	Parallel	Isosceles
Equilateral	Polygon	Perimeter
Triangle	Hexagon	Area
Square	Angle	Prism
Rectangle	Segment	Vertex
Parallelogram	Congruent	Midpoint

4. The Illustrator's job is to draw or construct the image with as much accuracy as possible. The new image can be larger or smaller than the image on the card, but it must be in the same proportion (similar).
5. Do not interrupt the work of the Illustrator even if the Illustrator is making a mistake.
6. Switch roles and play again!

Variations:

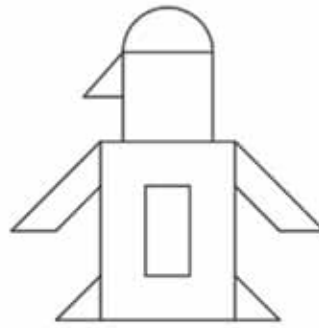
7. Create your own playing cards and add them to the deck.
8. The Illustrator's drawing is hidden until it is finished. Players can sit back-to-back so that the Describer cannot see the Illustrator's work.

Extensions

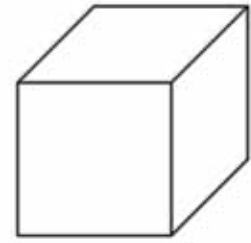
9. As Describer, think about how you described the drawings that the Illustrator was able to create most accurately. What did you say that made it easier for the Illustrator to draw an accurate image?
10. As Illustrator, what descriptions helped you draw the image most accurately? To what did you need to pay attention in order to draw an accurate image?



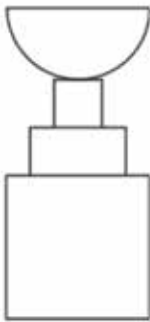
House



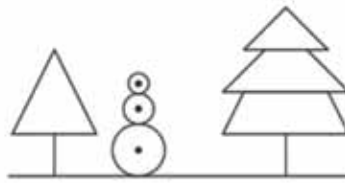
Penguin



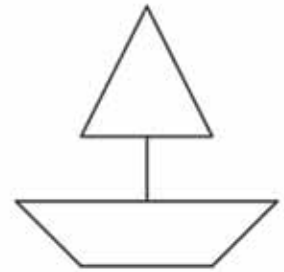
Cube



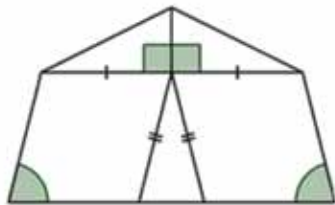
The Stanley Cup



Winter Wonderland



Sailboat



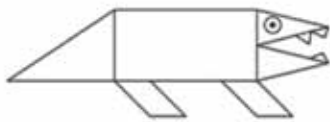
Tent



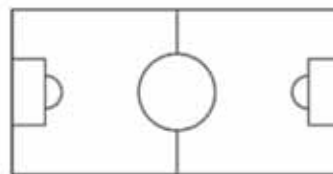
Birdhouse



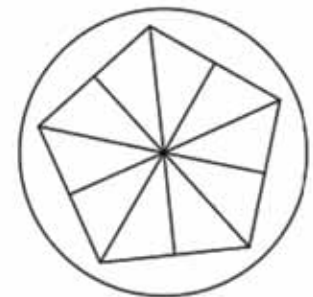
Message



Alligator



Soccer Field



Pizza

Go, Go,
Van Gogh!



Go, Go,
Van Gogh!



Go, Go,
Van Gogh!



Go, Go,
Van Gogh!



Go, Go,
Van Gogh!



Go, Go,
Van Gogh!



Go, Go,
Van Gogh!



Go, Go,
Van Gogh!



Go, Go,
Van Gogh!



Go, Go,
Van Gogh!

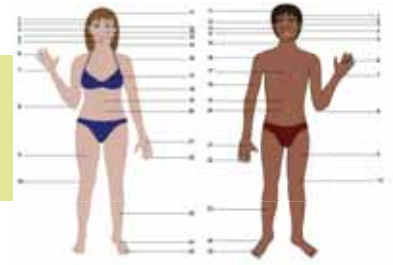


Go, Go,
Van Gogh!



Go, Go,
Van Gogh!





Human Proportions

Strands:

Number & Operations	
Algebra	X
Measurement	X
Geometry	
Data & Probability	X

Materials:

- Tape measure
- Paper for making a table
- Graph paper (optional)

Where?

Outside	
Inside	X
On-line	
On-site	

The human body has marveled scientists and mathematicians for centuries. That's right, mathematicians. They are particularly interested in the many interesting relationships among human dimensions. In this activity we will look at one of these relationships.

1. To begin, collect some data. Find at least five friends, (the more the better). Measure each person's height and forearm length. For this activity consider forearm length to be the length from the elbow (when it is resting on a table) to the tip of the middle finger. Record the data in a table so that you can tell which forearm length goes with which height.
2. From your table construct a scatter plot of the points with the horizontal (independent variable) axis representing the length of the forearm and the vertical (dependent variable) axis representing the friend's height.
3. Through these points draw a straight line that comes as close as possible to as many points as possible.

Use your line to answer the following questions:

4. Yao Ming is the tallest player in the National Basketball Association. His forearm measures an amazing 15.5 inches in length. What would you estimate Yao's height to be?

Extension:

5. a. Find the equation of your line from problem 3. (Remember all you need is two points to determine a unique line.)
b. Use this equation to calculate the answer to problem 4. Compare your graph and equation answers. Why might they be different?
6. The Statue of Liberty in New York is 111 feet and 1 inch tall. If Lady Liberty is in the same proportion as the average human in your data, what could be the length of Lady Liberty's forearm?
7. A different proportion that has interested mathematicians is the relationship between wingspan (the length from the tip of the middle finger to the tip of the other middle finger with arms outstretched) and height. Try this activity using those measurements.