

TIPP&SEE

Fraction Number Line 1

Scratch Link: Fraction Number Line Exploration (<https://scratch.mit.edu/projects/282816475>)


NAME		
Lesson 7-5A 		
SCRATCH ID	DATE	TIME

Start with **TIPP&SEE!**

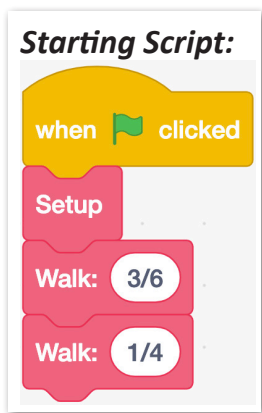
Get a **TIPP** from the Project Page.

- ① What happens when you click the unit fraction buttons?

SEE Inside.

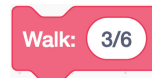
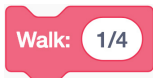
First click on the **Sprite Pieces**, then find the **Event** .

Starting Script:



Explore: Circle your answer.

- ② This block makes Avery walk from 0 to the frog:



- ③ In the starting script, what distance does the  block make Avery walk?

from 0 to the frog

from 0 to the duck

from the frog to the duck

Explore: Make these changes to Avery's script. Click the green flag to see what happens.

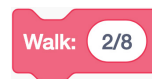
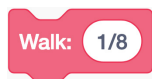
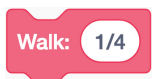
- ④ Change  to . Run and notice where Avery stops.

- a. Change the same block to . Run and notice where Avery stops.

- ⑤ Change  to . Run and notice where Avery stops.

- a. Did the total distance change? Talk to a partner about why or why not.

- b. Circle two blocks that would make Avery walk the same distance.

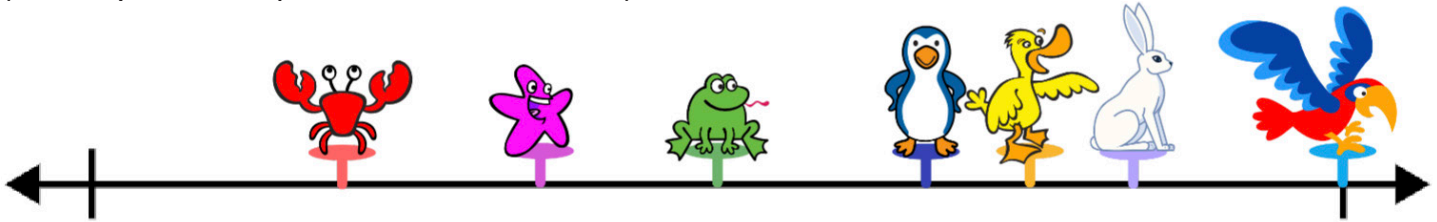


Fraction Number-Line


Exploration (page 1)

Scratch Link: Fraction Number Line Exploration (<https://scratch.mit.edu/projects/282816475>)

Use your Scratch project to label the distance from zero to each animal on the number line below. (You may include equivalent fraction names.)



Ex. Without using **eighths**, make Avery walk to the **duck**. Use **two** Walk blocks.

Fill in the blanks below and the script on the right.
(Update Avery's script in your project, and click  to test.)

a. The distance to the duck is $\frac{6}{8}$.

b. Avery starts at 0 . She walks $\frac{3}{6}$ and then walks $\frac{1}{4}$ to get to $\frac{6}{8}$.

Write another way to get to the **duck**.

c. Avery starts at 0 . She walks $\frac{1}{4}$ and then walks $\frac{1}{2}$ to get to $\frac{3}{4}$.

① Without using **thirds**, make Avery walk to the **penguin**. Use **two** Walk blocks.

Fill in the blanks below and the script on the right.

a. The distance to the penguin is _____.

b. Avery starts at _____. She walks _____ and then walks _____ to get to _____.

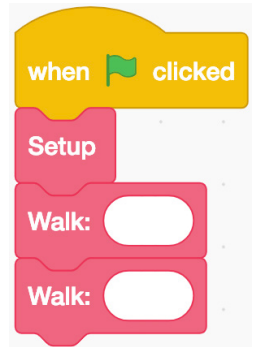
Fraction Number-Line

Exploration (page 2)

- ② Without using **fourths**, make Avery walk to the **frog**. Use **two** Walk blocks.

Fill in the blanks below and the script on the right.

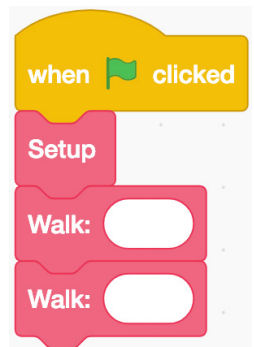
- a. The distance to the frog is _____.
- b. Avery starts at _____. She walks _____ and then walks _____ to get to _____.



- ③ Make Avery walk to the **rabbit**. Use **two** Walk blocks.

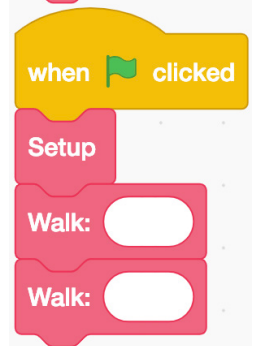
Fill in the blanks below and the script on the right.

- a. The distance to the rabbit is _____.
- b. Avery starts at _____. She walks _____ and then walks _____ to get to _____.



Write another way to get to the **rabbit**.

- c. Avery starts at _____. She walks _____ and then walks _____ to get to _____.



- ④ Make Avery walk to the **parrot**. Use **three** Walk blocks.

- a. The distance to the parrot is _____.
- b. Avery starts at _____.
- She walks _____, then walks _____, and then walks _____ to get to _____.



Fraction Number-Line Exploration (page 3)

NAME _____

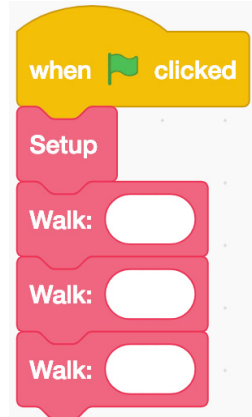
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Write another way to get to the **parrot**.

c. Avery starts at _____.

She walks _____, then walks _____, and then walks _____ to get to _____.



when  clicked

Setup

Walk:

Walk:

Walk:

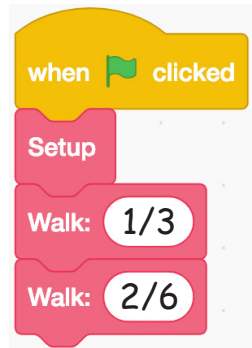
⑤ This script would make Avery walk the distance to which animal? _____


a. The distance to the _____ is _____.

b. Avery starts at _____. She walks _____ and then walks _____ to get to _____.

Write another way to get to the same animal.

c. Avery starts at _____. She walks _____ and then walks _____ to get to _____.



when  clicked

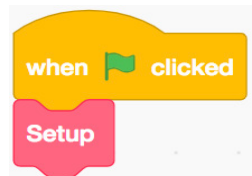
Setup


Walk:

Walk:

⑥ Make Avery walk to the **Starfish**. Use as many Walk blocks as you like. Finish the sentence below and draw your script on the right.

Avery starts at 0. She walks _____

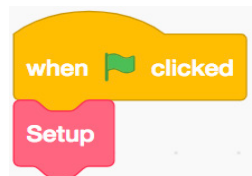



when  clicked

Setup

⑦ Make Avery walk to the **Crab**. Use as many Walk blocks as you like. Finish the sentence below and draw your script on the right.

Avery starts at 0. She walks _____



when  clicked

Setup