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Rational Numbers

Standard:

6.1.1.2 Compare positive rational numbers represented in various forms. Use the symbols < , = and >. For example: 1/2> 0.36.

Materials:

Number Family Song

<http://www.youtube.com/watch?annotation_id=annotation_707690&feature=iv&src_vid=0Z3Nii1oqMs&v=28y41p7--Uo>

Jeopardy Game

[http://www.math-play.com/Comparing-Rational-Numbers/comparing-rational-numbers.html](http://www.math-play.com/Comparing-Rational-Numbers/comparing-rational-numbers.html" \t "_blank)

Buzzers, bells, or any other object for students to use during Jeopardy (if none available they can use their hands)

Whiteboard/chalkboard

Dry erase marker/chalk

Scratch paper

Pencil

Engaging the students:

Play the Number Family Tree song. Students will know the words up to the point we have learned and will sing along. Stop after the rational numbers verses. The song is gradual and lines up with the lessons. The next part of the song will be learned later on.

Explore:

Review how to switch a fraction to a decimal and vice versa. Write a fraction on the board and have a student switch it to a fraction. Write a decimal and have the student switch it to a decimal. Does the class agree with the answers? Do a few more before introducing the game.

Apply

Students will have the chance to activate their prior knowledge and fresh knowledge in the Jeopardy style game. Put students into four different teams. Each team will be assigned a color. That is their team name. One student from each team will be able to answer first. The game will decide who goes first. That team will pick a category. The whole team can consult together. After the category is picked a question will appear. After the teacher reads it students may buzz in to answer the question. The first team to buzz in gets the chance to answer. Students will rotate to be able to answer for their team. The game will have students compare numbers. Students are allowed scratch paper and pencil during the game.

Summarize:

After the game have students explain how they came to their answers. Summarize the type of numbers we saw in the game.

Evaluate:

A homework assignment will be given to students to be used as an assessment tool. It will be in similar format as the questions in the game.