Real World Math Adventures

Be a Hero!

Grades 3-6 (5 book series)

Make your way through thrilling adventures using real world math skills to decide how the plot unfolds. Mission through Planets, mazes, museums, puzzles and a jet fighter as you solve problems using knowledge of math, science, engineering and technology.

In the ***Real World Math*** Collection you will be creating your own adventure as you solve math related problems. As your read, think about…

Books in this collection: Math Quest: Cavern of Clues, Mansion of Mazes, Museum of Mysteries, Planet of Puzzles

Learning Objectives: Students will identify new content related vocabulary words, problem and solution and sequence of events. Students will solve real world math problems to complete a mission.

Essential Questions in This Unit:

- What questions can I ask myself to better understand what I am reading?
- How do we use math in our daily lives?
- What skills do I need to complete the mission?

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1. What questions can I ask myself to better understand what I am reading?
2. What are some of the important vocabulary words that I need to know before I read the story?
3. From what point of view is the story told?
4. What are the story elements? Setting, Plot, Characters?
5. Explain how the character's actions contribute to the sequence of events?
6. What is the sequence of events?
7. How do words supply meaning and tone in the story?
8. Find examples of how David Glover uses figurative language including metaphor, simile and hyperbole in the story.
9. Do illustrations or specific images enhance meaning and tone? Explain.

10. Describe a problem in the story. What was the solution?

11. Did you need to go back at any point in the story and rework your math? Explain.

12. What are the themes or central ideas?

13. How does the author structure the book? What strategy did you use to complete the mission? Did you go through the math problems first?

14. Why do you think author David Glover explains the math solution if you choose the wrong answer?

15. Do you think that is cheating? Explain.

16. How does the author create suspense in the story?

17. Discuss the math skills needed to complete the quest.

18. How does the author incorporate science and engineering and technology into the titles?

19. Give an example of how you could use that skill in real life.

20. Create a word problem that relates to the skill.

Activities

- ✓ Compare and contrast two books from the math adventure collection on their focus of math and story elements.
- ✓ Create a new title using alliteration for the next book in the Math Quest series. In small groups, write an original "Math Quest". Publish and share
- ✓ Write an article about your adventure for the local newspaper.
- ✓ Explain how you use math skills in everyday life. Log your experiences in a journal over a 24-hour period.
- ✓ Build a sculpture using 3D shapes that you find around home and school. Write a description using math terminology, including: size, shape, dimension, time, etc.

For more information on this topic, please refer to the books below:

9781682970072	Math Quest: Cavern of Clues
9781682970089	Math Quest: Mansion of Mazes
9781682970096	Math Quest: Museum Of Mysteries
9781682970102	Math Quest: Planet of Puzzles

Created by Marla Conn, Read-Ability, Inc.