

Combining Content Grade 7

Combining content areas serves two purposes; it allows students the opportunity to see the important connections between related concepts AND it can save you time. Here are some examples to get you started:

Combine:

- Decimal Multiplication and Division with circumference and area of circles (after teaching decimal multiplication and division, following with circumference and area of circles will give them the opportunity to apply their skills)
- Financial literacy with percentages of numbers (discounts, tips, taxes, budgets, etc.)
- Operations with integers can be followed with Algebra as an application
- Solving linear equations can be combined with discrete linear relationships and the Cartesian graphing
- Combine fraction-decimal-percent connection with finding percentages of numbers (sometimes it's best to find the fraction or finding 10% or 1% -many students understand the traditional method of multiplying by the decimal the least understandable)
- Circle Graphs can be done at the beginning of the day using student-driven data
- Probability can be embedded into the games used for other skills (many of the games we use include dice or spinners, which can be discussed as more or less likely). Probability is also represented as a fraction. Lahal stick games incorporate some First People's culture into probability.
- Art projects can incorporate transformations, including those found in cedar basket designs and Birch bark biting art, as well as frieze work (ethnomathematics – where in the world do we see these?):

