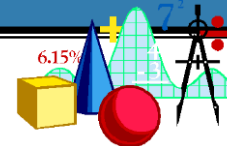


Mathematics, Grade 6

Unit I: Lesson 4

Drama / Story: **Cave Math**



Before people are willing to use a new idea, they need to see the value of it for themselves. The invention of the wheel would have been ignored if someone had not seen its value in transportation. Review the numeration system, specifically, place value, rounding and vocabulary.

Imagine you are a caveman who has just discovered math. You want the rest of Cavedom to rejoice with you in this new discovery and to begin using math in their daily lives. You need to be clever and creative to convince them. They aren't very advanced you know. Select one or more topics that interest you, or propose one of your own.

1. Why use different place values?
2. How can rounding be useful?
3. What to do with pieces smaller than one. Should they be of equal size?
4. Give the advantages and uses of adding and subtracting.
5. Work on the concept of upgrading your math skills from ancient adding or old subtracting, to modern multiplication and daring division.
6. Perhaps you would prefer to do something with vocabulary. Have Cavedom councils debate what names to apply to different math objects and skills.

Tell your story or present your play to the class.