Unit 7: Fractions and Their Uses; Chance and Probability Study Guide

Fractions

- * The whole {one, or the unit, or 1/1}
- * Parts: numerator/denominator
- * Types: mixed number (4 3/5) improper (15/8)

* To change a mixed number to an improper fraction, multiply the denominator times the whole number and add the numerator. Ex. $43/5 = ((5 \times 4) + 3 = 23/5)$

* To change an improper fraction into a mixed number, divide the numerator by the denominator. Ex. 15/8 = 15/8 = 17/8

* **Fraction of the Whole Formula**: Divide the whole number by the denominator. Multiply that quotient times the numerator. Example: 2/3 of 27 = 18 (27 divided by 3 equals 9. 9 times 2 equals 18)

*Equivalent Fraction Rule – If the numerator and the denominator of a fraction are multiplied by the same nonzero number, the result is a fraction that is equivalent to the original fraction.

* Ways to Make Equivalent Fractions

- 1. Add zeroes.
- 2. Multiply the numerator & the denominator by the same number.
- 3. Reduce the fraction if possible.

* Adding & Subtracting Fractions

1. If the denominators are the same, just add/subtract the numerators, keeping the same denominator. Ex. 2/9 + 5/9 = 7/9

2. If denominators are not the same:

a. Change one denominator into the other denominator.

Ex. 2/4 = 4/8 (Must multiply the numerator & denominator by the same number.)

b. Cross Multiply. Ex. 2/3 + 4/5 =

Step 1: Multiply the denominators x each other. 3 x 5 = 15

Step 2: Multiply each denominator x the opposite numerator. $5 \times 2 = 10$

3 x 4 = 12

Step 3: Add the new numerators. 10/15 + 12/15 = 22/15 or 1 7/15

* Strategies for Comparing Fractions:

1. Same numerator then...

- 2. Same denominator then...
- 3. Look for 1/2 then...
- 4. Change to decimal.
- 5. Cross multiply using the denominators.
- 6. Reduce & then compare again.

Decimals

* Types: Repeating Ex. .33363336... (You may need to round it to .33) Terminating Ex. .5

Conversions

* Memorize:	Fraction	Decimal	Percent
	1/1	1.	100%
	1/2	.5 (.50)	50%
	1/4	.25	25%
	1/5	.20	20%
	1/10	.10	10%

Pattern Blocks

- * Types: triangle, rhombus, hexagon, square
- * Be able to share what fraction of the whole each pattern block represents.

Probability

* Probability Language - "equal chance, same, more likely, twice as, 1 out of 2 times, half the time, 50%...."

- * Be able to:
- 1. Make a spinner using specific fractions for its sections.
- 2. Record spins in tally marks and fractions of the whole.

Secure Goals:

Students should be able to:

- 1. Write equivalent fractions.
- 2. Compare fractions.
- 3. Order fractions.
- 4. Name fraction of regions; find the ONE.
- 5. Calculate expected probability of an event.
- 6. Plot coordinate grid.
- 7. Multiply a two-digit factor times a two-digit factor.
- 8. Divide two & three-digit dividends by a one-digit divisor.