

## Differentiation Library Overview

This topic has a variety of opportunities to engage students with the topic's content in a variety of formats to allow for differentiation.

Differentiation Library resources are available on Savvas Realize®. Additionally, resources with **DL** are available in print.



### Pick a Project

Use anytime.

**STEAM**

**DL**

**Project 2A** Students create a math walk.

**Project 2B** Students design a puzzle.

**Project 2C** Students make a brochure and map.

**Project 2D** Students write a script.

| Project | Engaging Contexts | Activity Modalities | Final Products          |
|---------|-------------------|---------------------|-------------------------|
| 2A      | Real world        | Create              | Math walk               |
| 2B      | Puzzles           | Design              | Puzzle and instructions |
| 2C      | Travel            | Make                | Brochure and Map        |
| 2D      | Commercials       | Write               | Script                  |

### Stand Up and Think

**DL**

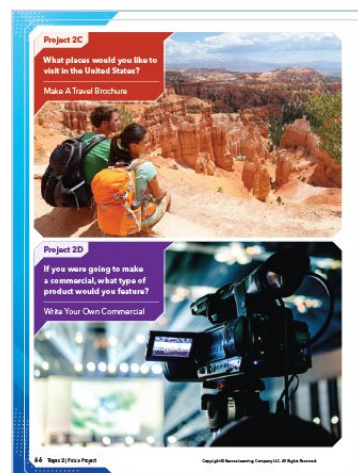
**Stand Up and Think**

- Problem 2A** Position the Vehicles  
*Use anytime after Lesson 2-2.*
- Problem 2B** Birthday Party Layout  
*Use anytime after Lesson 2-6.*

### Amazing Contributions

**DL**

**Sabrina Gonzalez Pasterski** is a Cuban-American scientist who, at the age of 12, built a single-engine plane. *Use anytime.*



Student Edition

### Digital Manipulative Activities



*Available only at Savvas Realize®.*

**What are Negative Numbers?** Students locate negative numbers on a number line. *Use anytime after Lesson 2-2.*

**Where are the Buildings?** Students plot points in all four quadrants and reflect points over the x-axis and y-axis. *Use anytime after Lesson 2-6.*

### Lesson Resources

*Use with each lesson.*

*Available at Savvas Realize.com.*

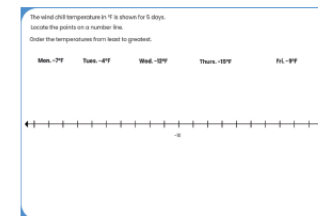
**Spiral Review**

**Additional Vocabulary Support**

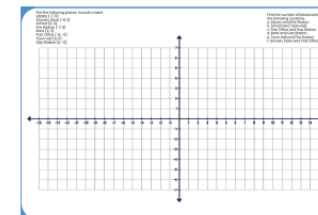
**Reteach to Build Understanding**

**Build Mathematical Literacy**

**Enrichment**



Digital Manipulative Activity



Digital Manipulative Activity

### Hands-On Games

**DL**

**Summit Strategy** Solve a problem to determine the value of a card. *Use anytime.*

**Pyramid Tower** Build rational numbers. *Use anytime.*

### Digital Games



**Fluency Games** Practice to achieve and maintain fluency.

**Vocabulary Games** Practice to acquire mathematical terminology.

### Fluency

**DL**

**Fluency Practice** Add, Subtract, Multiply, and Divide Fractions *Use anytime.*



Hands-On Game Board

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## Pick a Project

Use anytime.

STEAM

DL

**Project 2A** Students create a math walk.

**Project 2B** Students analyze water use.

**Project 2C** Students calculate the weight of a backpack.

**Project 2D** Students play music.

| Project | Engaging Contexts   | Activity Modalities | Final Products |
|---------|---------------------|---------------------|----------------|
| 2A      | Real world          | Create              | Math walk      |
| 2B      | Water               | Design              | Proposal       |
| 2C      | Space travel        | Calculate           | Packing list   |
| 2D      | Musical instruments | Play                | Song           |

## Stand Up and Think

DL

- **Problem 2A** Scale Robot  
Use anytime after Lesson 2-2.
- **Problem 2B** Trading Cards  
Use anytime after Lesson 2-6.

## Amazing Contributions

DL

**Philo of Byzantium** was a Greek engineer and inventor of mechanical devices. He used geometry to create his inventions. Use anytime.



Student Edition

## Digital Manipulative Activities



**Who Will Win the Race?** Students use unit rates to determine which runner completes a race faster. Use anytime after Lesson 2-2.

**From Mangoes to Papayas** Students will compare the cost for two different fruits, determine if there is a proportional relationship between cost and number of pieces purchased for each fruit, and identify the constant of proportionality for each relationship. Use anytime after Lesson 2-7.

## Lesson Resources

Use with each lesson.

Available at Savvas Realize®.

Spiral Review

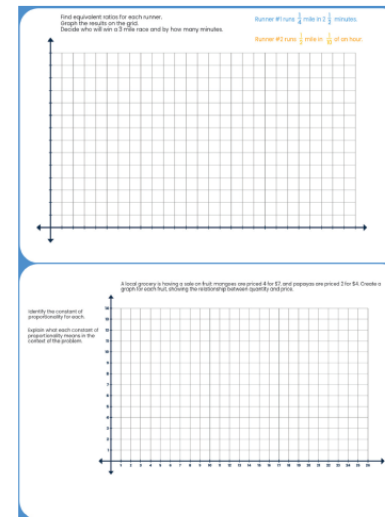
Mixed Review

Additional Vocabulary Support

Reteach to Build Understanding

Build Mathematical Literacy

Enrichment



Digital Manipulative Activity

## Sustain Understanding and Fluency

## Hands-On Games

DL

**Assembly Required** Solve problems to find the values on the cards for ratios and rates. Use anytime.

**Bounce!** Write equivalent expressions with fractions. Use anytime.

## Digital Games



Available only at Savvas Realize®.

**Fluency Games** Practice to achieve and maintain fluency.

**Vocabulary Games** Practice to acquire mathematical terminology.

Use anytime.

## Fluency

DL

**Fluency Practice** Add, subtract, multiply, and divide rational numbers.



Hands-On Game Board

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### Pick a Project

Use anytime.

**STEAM**

**DL**

**Project 2A** Students create a math walk.

**Project 2B** Students investigate population changes.

**Project 2C** Students design an escape-room adventure.

**Project 2D** Students write a play.

| Project | Engaging Contexts | Activity Modalities | Final Products                  |
|---------|-------------------|---------------------|---------------------------------|
| 2A      | Real world        | Create              | Math walk                       |
| 2B      | Demographics      | Research            | Mathematical model and analysis |
| 2C      | Escape Rooms      | Design              | Description and clues           |
| 2D      | Playwriting       | Write               | Script                          |

### Stand Up and Think

**DL**

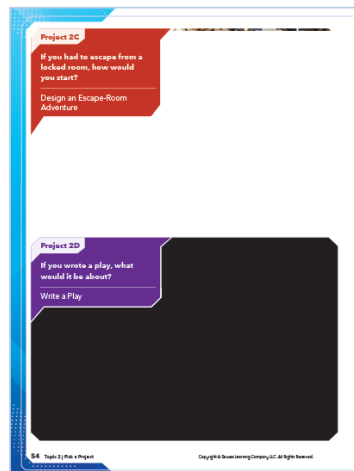
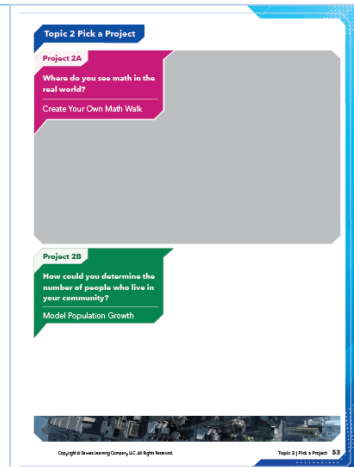
**Problem 2A** Dunk Tanks *Use anytime after Lesson 2-3.*

**Problem 2B** Equal or Not *Use anytime after Lesson 2-5.*

### Amazing Contributions

**DL**

**Sumerians** civilization laid a foundations for many mathematical concepts that are used today, including geometric concepts like area and volume.



Student Edition

### Digital Manipulative Activities



Available only at Savvas Realize®

**Combining Like Terms** Students use Algebra Tiles to combine the like terms on one side of an equation. They write the resulting equation and then solve for the variable. *Use anytime after Lesson 2-1.*

**One Variable-How Many Solutions?** Students use algebra tiles to solve for  $x$  when all of the  $x$  terms disappear. *Use anytime after Lesson 2-5.*

### Lesson Resources

Use with each lesson.

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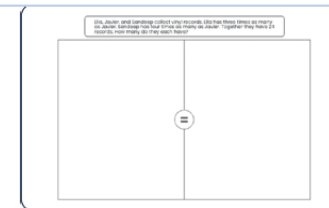
**Spiral Review**

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Digital Manipulative Activity



Digital Manipulative Activity

### Hands-On Games

**DL**

**Tidal Territories** Students play a game to practice the skills covered throughout this topic. *Use anytime.*

**Hit the Target!** Integer operations. *Use anytime.*

### Digital Games



Available only at Savvas Realize®

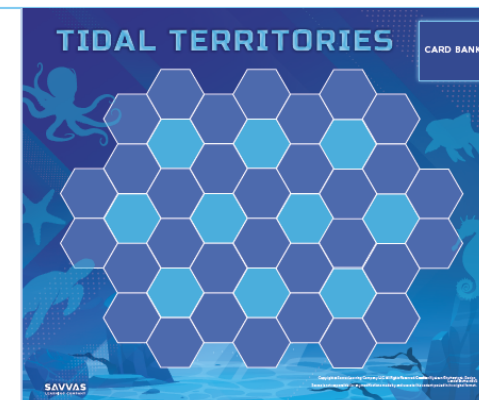
**Fluency Games** Practice to achieve and maintain fluency.

**Vocabulary Games** Practice to acquire mathematical terminology.

### Fluency

**DL**

**Fluency Practice** Apply Laws of Exponents to Evaluate Numerical Expressions.



Hands-On Game Board