



Content Correlation Chart

Episode 3 – Ace The Lace

Major Concepts	Grades	Geometry and Spatial Sense	Patterning and Algebra	Data Management and Probability	Process Skills and/or Problem Solving
1. Identifying and creating simple repeating patterns 2. Identifying and creating simple geometric patterns 3. Applying problem solving strategies 4. Following step-by-step instructions	1	<ul style="list-style-type: none"> Describe the relative locations of objects or people using positional language (e.g., <i>over, under, above, below, in front of, behind, inside, outside, beside, between, along</i>) 	<ul style="list-style-type: none"> Identify, describe, and extend, through investigation, geometric repeating patterns involving one attribute (e.g., colour, size, shape, thickness, orientation) Identify a rule for a repeating pattern (e.g., “We’re lining up boy, girl, boy, girl, boy, girl.”) Create a repeating pattern involving one attribute (e.g., colour, size, shape, sound) (Sample problem: Use beads to make a string that shows a repeating pattern 		<p>Problem Solving:</p> <ul style="list-style-type: none"> Is the primary focus and goal of mathematics in the real world; Allows students to use the knowledge they bring to school and helps them connect mathematics with situations outside the classroom Allows students to reason, communicate ideas, make connections, and apply knowledge and skills Promotes the collaborative sharing of ideas and strategies, and promotes talking about mathematics; Helps students find enjoyment in mathematics Increases opportunities for the use of critical-thinking skills (estimating, evaluating, classifying, assuming, recognizing relationships, hypothesizing, offering opinions with reasons, and making judgements) <p>Process Skills:</p> <ul style="list-style-type: none"> Use of planning skills: understanding the problem



					<ul style="list-style-type: none"> • Making a plan for solving the problem • Use of processing skills: carrying out the plan, looking back at the solution • Use of critical/creative thinking processes • Transfer of knowledge and skills to new contexts • Making connections within and between various contexts (e.g., connections between concepts, representations within mathematics, prior knowledge, and the real world)
	2		<ul style="list-style-type: none"> • Identify repeating patterns found in real-life contexts • Create a repeating pattern by combining two attributes (e.g., colour and shape; colour and size) • Demonstrate, through investigation, an understanding that a pattern results from repeating an operation (e.g., addition, subtraction) or making a repeated change to an attribute (e.g., colour, orientation) 	<ul style="list-style-type: none"> • Describe probability as a measure of the likelihood that an event will occur, using mathematical language (i.e., <i>impossible, unlikely, less likely, equally likely, more likely, certain</i>) (e.g., "If I take a new shoe out of a box without looking, it's equally likely that I will pick the left shoe or the right shoe.") 	