

MATH SKETCH NOTES

MATH SKETCH NOTES

These 5th-grade math sketch notes (AKA doodle pages) are a powerful learning and teaching tool. They cover essential math concepts and procedures for students in a visually appealing way. You can use this resource to supplement any math curriculum, and they are perfect for previewing/pre-teaching or reviewing/reinforcing.

These sketch pages are like mini anchor charts that your students actively create and can be referred to in the future.

WHAT'S INCLUDED:

- Blank student note page
(two sizes: 8.5 × 11 & composition notebook size for INBs)
- Detailed answer key
- Step-by-step PowerPoint

GUIDED NOTE-TAKING

Guiding your students through the note-taking process is so easy and requires almost zero preparation!

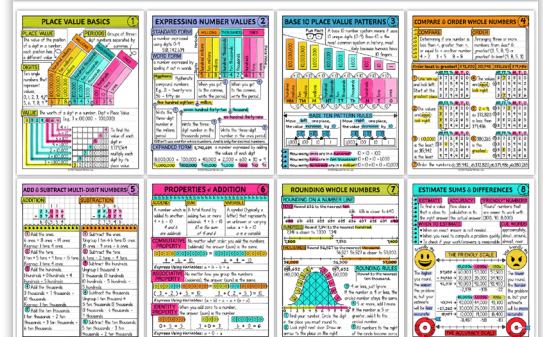
1. PowerPoint: Each sketch note page comes with a step-by-step PowerPoint that you can use to guide your students as they complete their notes.
2. Document Camera: Use a document camera to project a blank copy of the notes. Use the answer key provided to complete the note page in front of your students.

WHY SKETCH?

Sketch notes present your students with a meaningful and engaging activity they will love. Doodle note-taking activates verbal and visual modalities to capture concepts. The whole brain is absorbed in hearing, synthesizing, and retaining ideas. This high level of engagement helps students retain the content and leaves little room for distraction.

GET THE BUNDLE!!!

FIFTH GRADE MATH GUIDED SKETCH NOTES



GROWING BUNDLE

MATH SKETCH NOTES

ANALYZE NUMERICAL PATTERNS

79
Set 5

TABLES organize & display numerical patterns

RULES describe & explain numerical patterns

x				
y				

horizontal

There are two ways to draw a table.

x	y

vertical

Tables help us find the rules of numerical patterns.

x	y
input	rule → output

THINK
How does the value of x become the value of y?

x	y
0	$+2 = 2$
1	$+2 = 3$
2	$+2 = 4$
3	$+2 = 5$

ADDITION

x	0	1	2	3
y	$\begin{matrix} \times 3 \\ = \\ 0 \end{matrix}$	$\begin{matrix} \times 3 \\ = \\ 3 \end{matrix}$	$\begin{matrix} \times 3 \\ = \\ 6 \end{matrix}$	$\begin{matrix} \times 3 \\ = \\ 9 \end{matrix}$

MULTIPLICATION

If the value of y is greater than x, the rule uses addition or multiplication.

x	0	5	10	15
y	$\begin{matrix} \div 5 \\ = \\ 0 \end{matrix}$	$\begin{matrix} \div 5 \\ = \\ 1 \end{matrix}$	$\begin{matrix} \div 5 \\ = \\ 2 \end{matrix}$	$\begin{matrix} \div 5 \\ = \\ 3 \end{matrix}$

DIVISION

x	y
4	$-4 = 0$
5	$-4 = 1$
6	$-4 = 2$
7	$-4 = 3$

SUBTRACTION

If the value of y is less than x,

GRADE 5

ANALYZE NUMERICAL PATTERNS

79
Set 5

TABLES organize & display numerical patterns

x						x	y				
y											

horizontal

There are two ways to draw a table.

vertical

Tables help us find the rules of numerical patterns.

RULES describe & explain numerical patterns

x				
input	rule	output		

THINK How does the value of x become the value of y?

x	y
0	$0 + 2 = 2$

x	0	1	2	3
y	$\times 3$	$\times 3$	$\times 3$	$\times 3$

ANALYZE NUMERICAL PATTERNS

79
Set 5

TABLES organize & display numerical patterns

x						x	y				
y											

horizontal

There are two ways to draw a table.

vertical

Tables help us find the rules of numerical patterns.

RULES describe & explain numerical patterns

x				
input	rule	output		

THINK How does the value of x become the value of y?

2 SIZES: STANDARD US 8.5 × 11 & COMPOSITION NOTEBOOK



x	0	1	2	3
y	$\div 5$	$\div 5$	$\div 5$	$\div 5$

ACTION	$6 - 4 = 2$	$7 - 4 = 3$
--------	-------------	-------------

the rule uses subtraction or division.

x	0	1	2	3
y	$6 - 4 = 2$	$7 - 4 = 3$		

the rule uses subtraction or division.

STEP-BY-STEP POWERPOINT

ANALYZE NUMERICAL PATTERNS 79

TABLES organize & display
numerical patterns

RULES describe & explain
numerical patterns

x					x y
4					

Tables help us
rules
numerical

x	y
input	rule → output

THINK
How does the
value of x become
the value of y?

If the value of
y is greater
than x, the rule
uses addition or
multiplication.

If the value of
y is less than x,
the rule uses
subtraction
or division.

2	3
x	x
3	3
6	9

MULTIPLICATION

2	4
3	5

ADDITION

x	0	5	10	15
y	0	1	2	3

DIVISION

SUBTRACTION

x	y
4	0
5	1
6	2
7	3

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MacBook Pro

GRAPHING NUMERICAL PATTERNS (80)

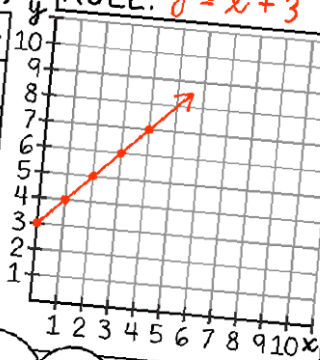
Set 5

ADDITIVE PATTERNS

$(X, X+3)$

RULE: $y = x + 3$

x	y
0	3
1	4
2	5
3	6
4	7

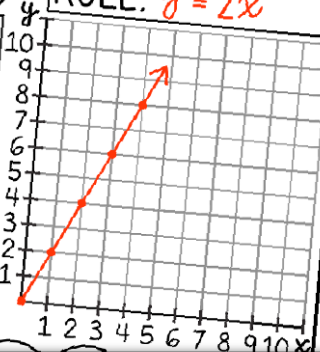


MULTIPLICATIVE PATTERNS

$(X, 2X)$

RULE: $y = 2x$

x	y
0	0
1	2
2	4
3	6
4	8



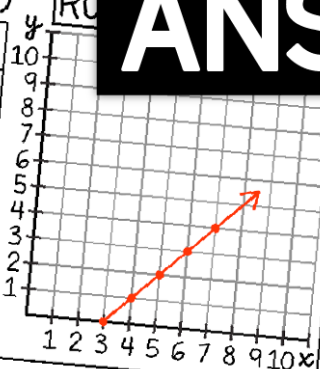
THINK

The inverse (of addition)

$(X, X-3)$

RULE:

x	y
3	0
4	1
5	2
6	3
7	4



NOTICE The line does not go through the origin $(0, 0)$.



NOTICE The line does go through the origin $(0, 0)$.

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