

**Lesson**  
**3.5b**
**Practice E**
**Objectives**

- Practice division up to a 3-digit number by 2, 3, 4, or 5.
- Practice word problems involving division of numbers up to a 3-digit by 1-digit.

**Materials**

- Number cards: 0-10
- Number cube labeled 3, 3, 4, 4, 5 and 5

**California Standards**

**NS 2.3:** Use the inverse relationship of multiplication and division to compute and check results.

**NS 2.5:** Solve division problems in which a multi-digit number is evenly divided by a one-digit number.

**MR 2.2:** Apply strategies and results from simpler problems to more complex problems.

**Grade 4 NS 3.4:** Solve problems involving division of multi-digit numbers by one-digit numbers.

**Teaching Strategies**
**Practice**

Have students do **tasks 1-12, Textbook p. 104.**

Call on some students to explain how they solved the problems.

Provide any re-teaching of concepts that may be necessary.

Textbook p. 104

1.(a) 100 (b) 21 (c) 204 (d) 25

2.(a) 111 (b) 10 (c) 156 (d) 12

3.(a) 1248 (b) 41 (c) 2500

(d) 102

4.(a) 3455 (b) 67 R 2 (c) 1821

(d) 166 R 2

5.(a) 2304 (b) 135 R 4 (c) 3525

(d) 65 R 3

6.(a) 12 R 1 (b) 15 R 2 (c) 82 R 2

(d) 167

7.(a) 149 (b) 225 (c) 137 R 2

(d) 30 R 3

8.(a)  $60 \times 5 = 300$

(b)  $64 \times 5 = 320$

9.(a)  $26 \times 4 = 104$  h

(b)  $104 \times \$3 = \$312$

10.  $150 \div 5 = 30$  Malaysian stamps

$200 \div 5 = 40$  Indonesian stamps

11.  $215 \div 5 = 43$

$43 \times \$2 = \$86$

12.  $\$18 \times 4 = \$72$

$\$72 - \$55 = \$17$

**Activity**

- Divide students into groups of four. Provide each group with 4 sets of number cards 0–10 and a number cube labeled 3, 3, 4, 4, 5, and 5. Cards are shuffled and all are dealt. If there are four players in a group, this will give enough cards for only 3 rounds, which may be all that is needed. If more rounds are needed, the cards can be reshuffled.
- Each player turns over three cards to form a 3-digit number. The first card turned over is the hundreds, the second the tens, and the third the ones. Then each player will toss the cube. Then, they will divide their number formed by the cards by the number on the cube.
  - Game 1: The student with the highest quotient after each round gets a point. The student with the most points wins.
  - Game 2: After 3–5 rounds, the quotients and remainders are added. The student with the highest sum wins.
  - Game 3: The student with the highest quotient gets all the cards that have