

Mathematical Reasoning

for Elementary Teachers

SEVENTH EDITION

Calvin T. Long • Duane W. DeTemple • Richard S. Millman

PEARSON

Mathematical Reasoning

FOR

ELEMENTARY TEACHERS

This book presents the mathematical knowledge needed for teaching, with an emphasis on why future teachers are learning the content, as well as when and how they will use it in the classroom. The Seventh Edition teaches the *content in context* to prepare today's students for tomorrow's classroom.



The Common Core State Standards for Mathematics include 8
Standards for Mathematical

Practice (SMP), which have been integrated throughout this text. It's important for future teachers to know what will be expected of them when they are in the classroom, and these SMP references ensure that future teachers be both familiar and comfortable with these mathematical practices. Instances where an SMP applies are called out with an icon and highlighted text.

Continuing from the Common Core, the following eight Standards for Mathematical Practice are designed to teach students to

- 1. Make sense of problems and persevere in solving them.
- 2. Reason abstractly and quantitatively.
- 3. Construct viable arguments and critique the reasoning of others.
- 4. Model with mathematics.
- 5. Use appropriate tools strategically.
- 6. Attend to precision.
- 7. Look for and make use of structure.
- 8. Look for and express regularity in repeated reasoning.

The Standards for Mathematical Practice elaborate and reinforce the importance of Pólya's four principles of problems solving. In particular, special attention is given to the fourth principle, to

Page 42

quantities and their operation including differing units, such as cm, cm², cm³, Fahrenheit versus Celsius temperature, and so on. Computations with different units can cause a real change in a problem. Unfortunately, you will see an example of a disaster in the paragraph immediately after SMP 2.

"Mathematically proficient students make sense of quantities and their relationships in problem situations . . . Quantitative reasoning entails habits of creating a coherent representation of the problem at hand; considering the units involved; attending to the meaning of quantities, not just how to compute them. . . ."

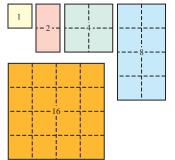
Page 527

COOPERATIVE INVESTIGATION

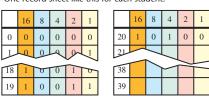
Numbers from Rectangles

Material Needed

1. One rectangle of each of these shapes for each student:



2. One record sheet like this for each student:



Directions

- **Step 1.** Use the rectangles to determine whether or not there are representations of each of the numbers 0, 1, 2, . . . , 39 as a sum of the numbers 1, 2, 4, 8, or 16, with each of the latter group of numbers used at most once.
- **Step 2.** For each representation determined in step 1, record the numbers (rectangles) used by placing a 0 or a 1 in the appropriate columns of the record sheet. The rows for 0, 1, 18, 19, and 20 have been done for you.
 - (a) Do all the numbers from 0 through 39 have such a representation?
 - (b) What additional numbers could be represented if you had a 32 rectangle?
 - (c) Describe any interesting patterns you see on your record sheet.

COOPERATIVE INVESTIGATIONS begin

each chapter, offering content-related games and puzzles that motivate the chapter. These can be easily adapted for use in the elementary classroom.

Mathematical Reasoning for Elementary Teachers, Global Edition

Table of Contents

Cover

Title

Copyright

Contents

Preface

- 1 Thinking Critically
 - 1.1 An Introduction to Problem Solving
 - 1.2 Pólyas Problem-Solving Principles and the Standards for Mathematical Practice of the Common Core State Standards for Mathematics

Guess and Check

Make an Orderly List

Draw a Diagram

Pólyas Problem-Solving Principles and the Standards for Mathematical Practice of the Common Core Standards for Mathematics

1.3 More Problem-Solving Strategies

Look for a Pattern

Make a Table

Use a Variable

Consider Special Cases

Pascals Triangle

1.4 Algebra as a Problem-Solving Strategy

Use a Variable

Use Two Variables

1.5 Additional Problem-Solving Strategies

Working Backward

Eliminate Possibilities

The Pigeonhole Principle

1.6 Reasoning Mathematically

Inductive Reasoning

Representational Reasoning



Mathematical Statements

Deductive Reasoning

Chapter 1 Summary

Chapter 1 Review Exercises

2 Sets and Whole Numbers

2.1 Sets and Operations on Sets

Venn Diagrams

Relationships and Operations on Sets

Using Sets for Problem Solving

2.2 Sets, Counting, and the Whole Numbers

One-to-One Correspondence and Equivalent Sets

The Whole Numbers

Representing the Whole Numbers Pictorially and with Manipulatives

Ordering the Whole Numbers

Problem Solving with Whole Numbers and Venn Diagrams

2.3 Addition and Subtraction of Whole Numbers

The Set Model of Whole-Number Addition

The Measurement (Number-Line) Model of Addition

Properties of Whole-Number Addition

Subtraction of Whole Numbers

Take-Away Model

Missing-Addend Model

Comparison Model

Number-Line Model

2.4 Multiplication and Division of Whole Numbers

Multiplication of Whole Numbers

Multiplication as Repeated Addition

The Array Model for Multiplication

The Rectangular Area Model for Multiplication

The Skip-CountModel for Multiplication

The Multiplication Tree Model

The Cartesian Product Model of Multiplication

Properties of Whole-Number Multiplication

Division of Whole Numbers

The Repeated-Subtraction Model of Division

The Partition Model of Division



The Missing-Factor Model of Division

Division by Zero Is Undefined

Division with Remainders

Why Does Quotient with Remainder (the Division Algorithm) Work?

Exponents and the Power Operation

Chapter 2 Summary

Chapter 2 Review Exercises

3 Numeration and Computation

3.1 Numeration Systems Past and Present

The Egyptian System

The Roman System

The Babylonian System

The Mayan System

The Indo-Arabic System

Physical Models for Positional Systems

3.2 Algorithms for Addition and Subtraction of Whole Numbers

The Addition Algorithm

The Subtraction Algorithm

3.3 Algorithms for Multiplication and Division of Whole Numbers

Multiplication Algorithms

Division Algorithms

3.4 Mental Arithmetic and Estimation

The One-Digit Facts

Easy Combinations

Adjustment

Working from Left to Right

Estimation

Front-End Method

Rounding

Approximating by Rounding

3.5 Nondecimal Positional Systems

Base-Five and Base-Six Place Value Including Conversion to the Decimal System and Operations

Addition, Subtraction, and Multiplication in Base Six

Chapter 3 Summary

Chapter 3 Review Exercises



4 Number Theory

4.1 Divisibility of Natural Numbers

Divides, Divisors, Factors, Multiples

Prime and Composite Numbers

The Divisors of a Natural Number

Two Questions about Primes

There Are Infinitely Many Primes

Determining Whether a Given Natural Number Is Prime

4.2 Tests for Divisibility

Divisibility of Sums and Differences

Divisibility by 2, 5, and 10

Divisibilityby 4, 8, and Other Powers of 2

Divisibility by 3 and 9

Combining Divisibility Tests

Summary of Useful Divisibility Tests

Applications of Divisibility

Illustrating Factors and Divisibility with a Manipulative

4.3 Greatest Common Divisors and Least Common Multiples

GCD Method 1: Greatest Common Divisors by Intersection of Sets

GCD Method 2:Greatest Common Divisor from Prime Factorizations

GCD Method 3: Greatest Common Divisor from the Euclidean Algorithm

An Application of the Greatest Common Factor

The Least Common Multiple

LCM Method 1: Least Common Multiples by Intersection of Sets

LCM Method 2: Least Common Multiples from Prime Factorizations

LCM Method 3:Least Common Multiples by Using the Euclidean Algorithm

An Application of the LCM

Chapter 4 Summary

Chapter 4 Review Exercises

5 Integers

5.1 Representations of Integers

Absolute Value of an Integer

Criteria for the Representation of the Integers

Representing Integers with Colored Counters

The Addition-by-0 Property with Colored Counters

Taking Opposites with Colored Counters



Mail-Time Representations of Integers

Number-Line Representations of Integers

5.2 Addition and Subtraction of Integers

Addition of Integers

Addition of Integers by Using Sets of Colored Counters

Addition of Integers by Using Mail-Time Stories

Addition of Integers by Usinga Number Line

Subtraction of Integers

Subtraction of Integers with Colored Counters

The Equivalence of Subtraction with Addition of the Opposite

Subtraction of Integers by Using Mail-Time Stories

Subtraction of Integers by Using the Number Line

Ordering the Set of Integers

5.3 Multiplication and Division of Integers

Multiplication of Integers

Multiplication of Integers by Using Loops of Colored Counters

Multiplication of Integers by Using Mail-Time Stories

Multiplication of Integers by Using a Number Line

Division of Integers

Multiplication and Division with Colored-Counter Arrays

Chapter 5 Summary

Chapter 5 Review Exercises

6 Fractions and Rational Numbers

6.1 The Basic Concepts of Fractions and Rational Numbers

Fraction Models

Equivalent Fractions

Fractions in Simplest Form

Common Denominators

Rational Numbers

Ordering Fractions and Rational Numbers

6.2 Addition and Subtraction of Fractions

Addition of Fractions

Proper Fractions and Mixed Numbers

Subtraction of Fractions

6.3 Multiplication and Division of Fractions

Multiplication of a Fraction by an Integer



Multiplication of an Integer by a Fraction

Multiplication of a Fraction by a Fraction

Division of Fractions

Algorithms for Calculating the Division of Fractions

Reciprocals as Multiplicative Inverses in the Rational Numbers

6.4 The Rational Number System

Properties of Addition and Subtraction

Properties of Multiplication and Division

Properties of the Order Relation

The Density Property of Rational Numbers

Computations with Rational Numbers

Estimations

Mental Arithmetic

Chapter 6 Summary

Chapter 6 Review Exercises

7 Decimals, Real Numbers, and Proportional Reasoning

7.1 Decimals and Real Numbers

Representations of Decimals

Multiplying and Dividing Decimals by Powers of 10

Terminating Decimals as Fractions

Repeating Decimals and Rational Numbers

The Set of Real Numbers

Real Numbers and the Number Line

7.2 Computations with Decimals

Rounding Decimals

Adding and Subtracting Decimals

Ordering Decimals and the Real Numbers

Multiplying Decimals

Dividing Decimals

7.3 Proportional Reasoning

Ratio

Proportion

Applications of Proportional Reasoning

7.4 Percent

Percent

Solving the Three Basic Types of Percent Problems



Percentage Increase and Decrease

Compound Interest

The Mathematics of Growth

Chapter 7 Summary

Chapter 7 Review Exercises

8 Algebraic Reasoning, Graphing, and Connections with Geometry

8.1 Variables, Algebraic Expressions, and Functions

Variables

Algebraic Expressions

Solving Equations

Defining and Visualizing Functions

Describing and Visualizing Functions

8.2 Graphing Points, Lines, and Elementary Functions

The Cartesian Coordinate Plane

The Distance Formula

Slope

Equations of Lines

Nonlinear Functions

8.3 Connections between Algebra and Geometry

Parallel and Perpendicular Lines

Circles

Chapter 8 Summary

Chapter 8 Review Exercises

9 Geometric Figures

9.1 Figures in the Plane

Points and Lines

Line Segments and the Distance between Points

Rays, Angles, and Angle Measure

Pairs of Angles and the Corresponding-Angles Theorem

The Measure of Angles in Triangles

Directed Angles

9.2 Curves and Polygons in the Plane

Curves and Regions

Convex Curves and Figures

Polygonal Curves and Polygons



Triangles

Quadrilaterals

Regular Polygons

9.3 Figures in Space

Planes and Lines in Space

Curves, Surfaces, and Solids

Polyhedra

Regular Polyhedra

Eulers Formula for Polyhedra

Cones and Cylinders

Chapter 9 Summary

Chapter 9 Review Exercises

10 Measurement: Length, Area, and Volume

10.1 The Measurement Process

The U.S. Customary, or English, System of Measures

Metric Units: The International System

Length

Area

Volume and Capacity

Weight and Mass

Temperature

Unit Analysis

10.2 Area and Perimeter

Measurements in Nonstandard Units

The Congruence and Addition Properties of Area

Areas of Polygons: A Conceptual Understanding

Length of a Curve

The Area of a Circle

10.3 The Pythagorean Theorem

Proving the Pythagorean Theorem

Applications of the Pythagorean Theorem

The Converse of the Pythagorean Theorem

10.4 Volume

Volumes of Right Prisms and Right Cylinders

Volumes of Oblique Prisms and Cylinders

Volumes of Pyramids and Cones



Volume of a Sphere

10.5 Surface Area

Surface Area of Right Prisms and Cylinders

Surface Area of Pyramids

Surface Area of Right Circular Cones

The Surface Area of a Sphere

Comparing Measurements of Similar Figures

Chapter 10 Summary

Chapter 10 Review Exercises

11 Transformations, Symmetries, and Tilings

11.1 Rigid Motions and Similarity Transformations

The Four Basic Rigid Motions

Translations

Rotations

Reflections

GlideReflections

The Net Outcome of Two Successive Reflections

The Net Outcome of Three Successive Reflections

Classification of General Rigid Motions

Dilations and Similarity Motions

11.2 Patterns and Symmetries

What Is Symmetry?

Reflection Symmetry

Rotation Symmetry

Point Symmetry

Periodic Patterns: Figures with Translation Symmetries

Border Patterns and Their Classification

Wallpaper Patterns

11.3 Tilings and Escher-like Designs

Tiles and Tilings

Regular Tilings of the Plane

Semiregular Tilings of the Plane

Tilings with Irregular Polygons

Escher-like Designs

Chapter 11 Summary

Chapter 11 Review Exercises



12 Congruence, Constructions, and Similarity

12.1 Congruent Triangles

Congruent Line Segments and Their Construction

Corresponding Parts and the Congruence of Triangles

The SideSideSide (SSS) Property

The Triangle Inequality

The SideAngleSide (SAS) Property

The AngleSideAngle (ASA) Property

The AngleAngleSide (AAS) Property

Are There SSA and AAA Congruence Properties?

12.2 Constructing Geometric Figures

Constructing Parallel and Perpendicular Lines

Constructing the Midpoint and Perpendicular Bisector of a Line Segment

Constructing the Angle Bisector

Constructing Regular Polygons

Mira and Paper-Folding Constructions

Constructions with Geometry Software

12.3 Similar Triangles

The AngleAngle (AAA) and AngleAngle (AA) Similarity Properties

The SideSideSide (SSS) Similarity Property

The SideAngleSide (SAS) Similarity Property

Geometric Problem Solving with Similar Triangles

Chapter 12 Summary

Chapter 12 Review Exercises

13 Statistics: The Interpretation of Data

13.1 Organizing and Representing Data

Dot Plots

Stem-and-Leaf Plots

Histograms

Line Graphs

Bar Graphs

Pie Charts

Pictographs

Choosing Good Visualizations

13.2 Measuring the Center and Variation of Data

Measures of Central Tendency



The Mean

The Median

The Mode

Measures of Variability

Box Plots

The Standard Deviation

13.3 Statistical Inference

Populations and Samples

Population Means and Standard Deviations

Estimating Population Means and Standard Deviations

Distributions

z Scores and Percentiles

Chapter 13 Summary

Chapter 13 Review Exercises

14 Probability

14.1 The Basics of Probability

The Sample Space, Events, and Probability Functions

Experimental Probability

Theoretical Probability

Mutually Exclusive Events

Complementary Events

14.2 Applications of Counting Principles to Probability

The Addition Principle of Counting

Factorials and Rearrangements of Ordered Lists

The Multiplication Principle of Counting

Probability Trees

Conditional Probability

Independent Events

14.3 Permutations and Combinations

Formulas for the Number of r-Permutations

Formulas for the Number of r-Combinations

Solving Problems with Permutations and Combinations

14.4 Odds, Expected Values, Geometric Probability, and Simulations

Odds

Expected Value

Geometric Probability



Simulation

Chapter 14 Summary
Chapter 14 Review Exercises

Answers to Odd-Numbered Problems

Mathematical Lexicon

Credits

Index