

Name _____

Pick a Project

Project 10A

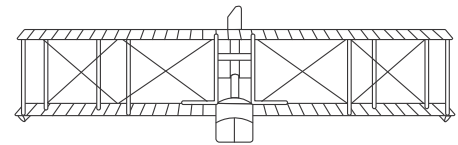
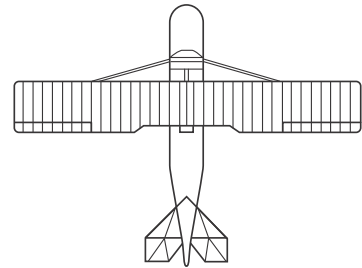
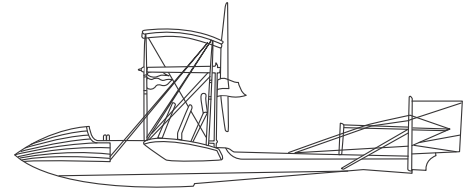
Come Fly Away!

The world's first scheduled passenger airline flight took place in Florida on January 1, 1914.

The plane flew from St. Petersburg to Tampa. It was the first time a ticket was sold to the public for scheduled air travel.

The plane reached a top speed of 75 miles per hour. The flight flew over the bay to Tampa at an altitude of 50 feet.

Before this flight, travel between the cities required a steamboat trip across Tampa Bay or a 5-hour journey by train.



Your Project Research the Distance Between Two Cities

The distance between St. Petersburg and Tampa is about 25 miles.

Do some research to find pairs of cities in your state that are less than or equal to 90 miles apart. List 5 examples. Make a table that shows each pair of cities and the distance between them.

How far would you be traveling if you flew 10 times the distance between each pair of cities?

Multiply each of the 5 distances by 10. For example, if the distance is 25 miles, multiply 25 by 10 to equal 250 miles.

Use properties of multiplication to find the products at least two different ways. Can you find any products three different ways? Explain.



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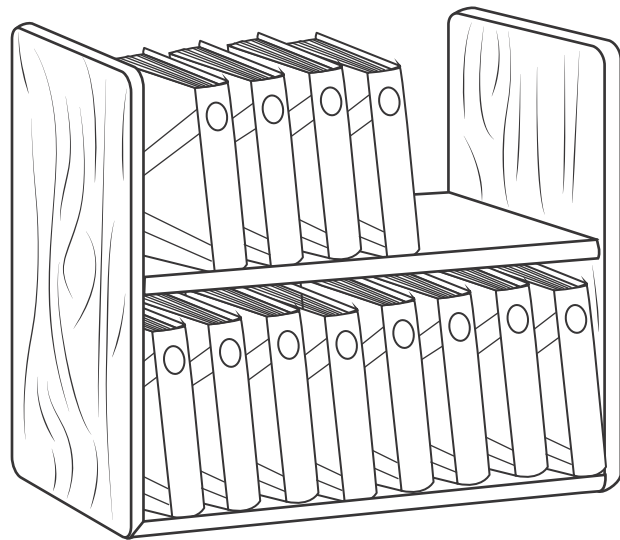
Project 10B

Shopping Spree

When you go shopping, do you notice how many items are on the shelves? You might only want to buy one book. Or you might just need one bottle of water.

Stores have to stock enough of an item for all of their customers.

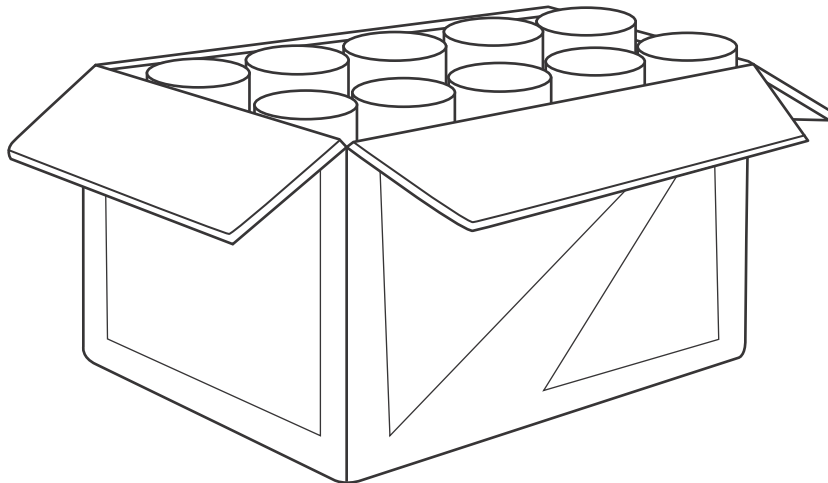
A store will have a number of the same product shipped to sell to the public. For example, a bookstore might receive a box full of the same book. Or a supermarket will have a number of cases of water. This way, there is always something for you to buy!



Your Project Create Your Own Store

You are opening a store! It sells anything you would like—clothes, food, books—as long as you can pack a number of each item in a box.

Pick 5 different items you want to sell. Each box that comes to your store will have only one type of item. You will unpack the box and place the items for sale on your shelves.



In each box, the items come to you in a multiple of 10. Make a table for each item you are selling. Show how much of each item is in 1 box. Use a different multiple of ten for each of the 5 different items you chose. Then show how much of that item would come in 2, 3, 4, and 5 boxes. Check your work and clearly label the table.

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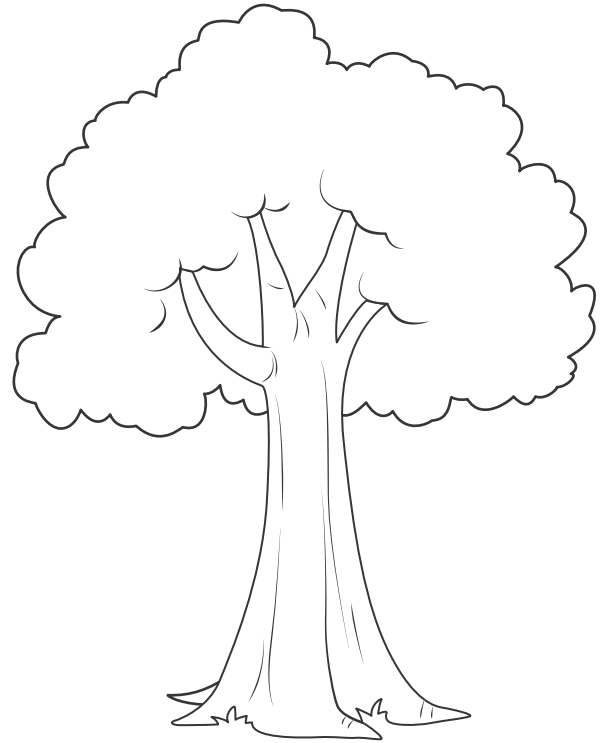
Project 10C

Breathing in Trees

Trees are an important part of our environment. They are also the largest plants on Earth.

Trees are like the lungs of the planet. They breathe out oxygen for us. One large tree can produce a day's supply of oxygen for four people.

In addition, trees provide habitat for birds and other wildlife.

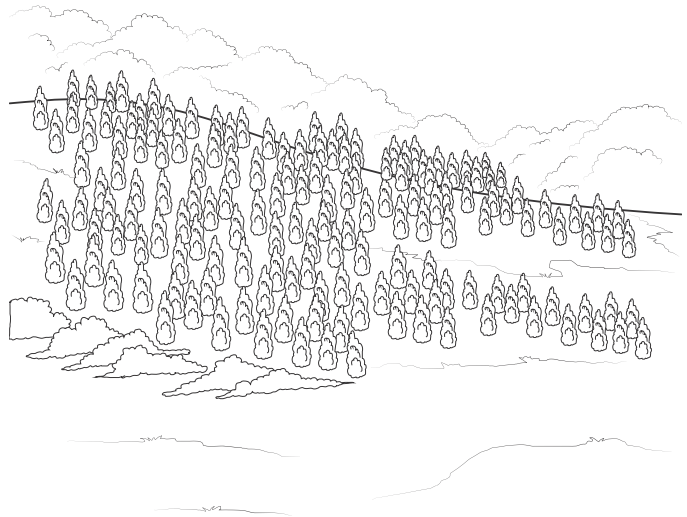


Your Project Design a Park and Sing a Song

You are going to design 3 parks. For each park, toss the number cube twice. The first toss represents the number of fields in the park in which you will plant trees. With your second toss, multiply the number by 10. This will be the number of trees in each field.

For example, for your first park you might toss a 2 and then a 4. That park will have 2 fields with 40 trees each. Find the product to tell how many trees are in the park. What would the product be in the example? Do this for each of the 3 parks.

After you have found the product for each park, write a 3-part song about the parks and trees. Name each park in the song, and sing about the number of trees and the wildlife that live there.



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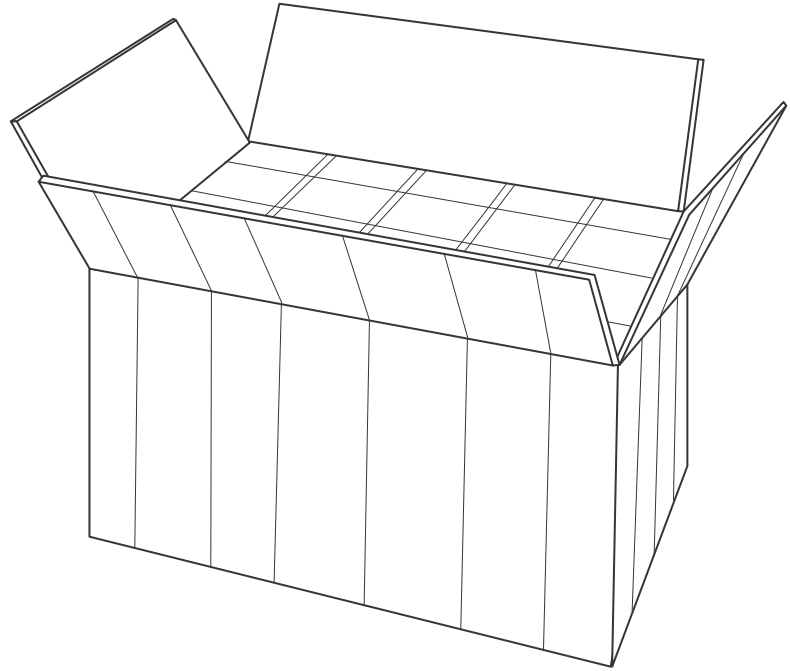
Project 10D

Bulk Shipment

Sometimes companies have to ship things in "bulk." This means they send goods in large quantities from one place to another. These goods can be anything from erasers and pencils to grain and coal.

The shipment may be in one large box. Or it may be in smaller boxes with equal quantities of the items.

This way of shipping is useful when sending a large quantity of smaller items.



Your Project Make a Product Game

Design a game to create a multiplication problem.

Choose a 2-digit number that is less than 100 and ends in a zero. This number will be the product of your multiplication problem.

Your game should include rules to find one factor between 1 and 10, while the other factor will be 10.

×	0	1	2	3	4	5	6	7	8	9	10
0	0	0	0	0	0	0	0	0	0	0	0
1	0	1	2	3	4	5	6	7	8	9	10
2	0	2	4	6	8	10	12	14	16	18	20
3	0	3	6	9	12	15	18	21	24	27	30
4	0	4	8	12	16	20	24	28	32	36	40
5	0	5	10	15	20	25	30	35	40	45	50
6	0	6	12	18	24	30	36	42	48	54	60
7	0	7	14	21	28	35	42	49	56	63	70
8	0	8	16	24	32	40	48	56	64	72	80
9	0	9	18	27	36	45	54	63	72	81	90
10	0	10	20	30	40	50	60	70	80	90	100

Other than that, you make the rules. How do you record the problem? How do you score points? How do you win? Can you score bonus points? Can you make arrays? Be creative and have fun!