## I'd Love To Keep Score

## GRADES 3-5

## Explain

Answer the following in the form of a fraction.

1. If a player scores 0 points, draw a fraction model to represent the number of points needed to win the set. add model
2. If a player scores 1 point, draw a fraction model to represent the number of points needed to win the set. add model
3. If a player scores 2 points, draw a fraction model to represent the number of points needed to win the set. add model
4. If a clock reads $12: 45$, draw a fraction model to represent the number of minutes needed to read 1:00. add model
5. If a player scores 4 points, draw a fraction model to represent the number of points needed to win the set. add model

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## GRADES 3-5

## Explain

Answer the following in the form of a fraction.

1. If a clock reads $12: 15$, draw a fraction model to represent the number of minutes needed to read $1: 00$. add model
2. If a clock reads $12: 30$, draw a fraction model to represent the number of minutes needed to read 1:00. add model
3. If a clock reads 12:40, draw a fraction model to represent the number of minutes needed to read 1:00. add model
4. If a clock reads $12: 45$, draw a fraction model to represent the number of minutes needed to read 1:00. add model

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## GRADES 3-5

## Evaluate

Use greater than, less than, or equal to symbols (><=) to answer the following.

1. Tennis Point 1 answer Clock 12:15
2. Tennis Point 2 answer Clock 12:30
3. Tennis Point 3 answer Clock 12:45
4. Why do you think the third tennis point is said to be 40 instead of 45 ? answer here
5. Based on this pattern, what do you think is the final point in a tennis set? answer here
