

Interactive Technologies in STEM Teaching and Learning

Task with App Application

# Modeling Multiplication Grade 3 Operations and Algebraic Thinking

**Topic:** Represent and Solve Problems Using Multiplication

**Content Standards**

* *Operations and Algebraic Thinking*
* Represent and solve problems involving multiplication and division.
* Understand properties of multiplication

**Practice Standards**

* *Make sense of problems and persevere in solving them*  
  Students persevere to understand and solve the problem.
* *Model with mathematics*

Students create representations and number sentences associated with the problem.

* *Use appropriate tools strategically*  
  Students use tools and/or hands-on manipulatives to show or create representations associated with the problem.

**Samantha’s Savings**

Samantha saved $12 per week during the summer. How much money did she save in 7 weeks?

How can this problem be modeled?

Is there an app that can be used to model this problem? If so, which app would you use? Why?

Choose an app and model the problem.

**Samantha’s Savings**

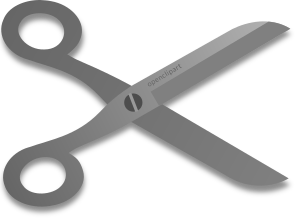
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