

Making Limeade

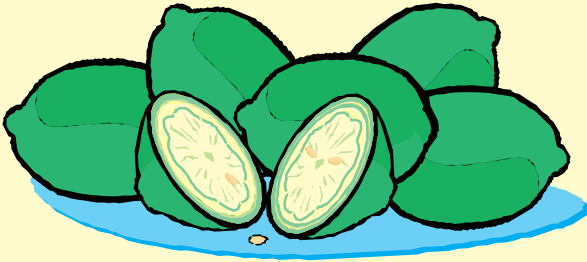
Limeade is a drink made with limes. It is like lemonade. Here is a recipe.

Homemade Limeade

Ingredients
 Juice from 6 limes
 2 quarts of cold water
 1 $\frac{1}{3}$ cups sugar

Instructions
 1. Mix together all ingredients in a large (2-quart) pitcher.
 2. Stir well.

Makes one 2-quart pitcher



1. Complete the data table.

Making Limeade

<i>P</i> Number of Pitchers	<i>L</i> Number of Limes
1	
2	
4	
8	

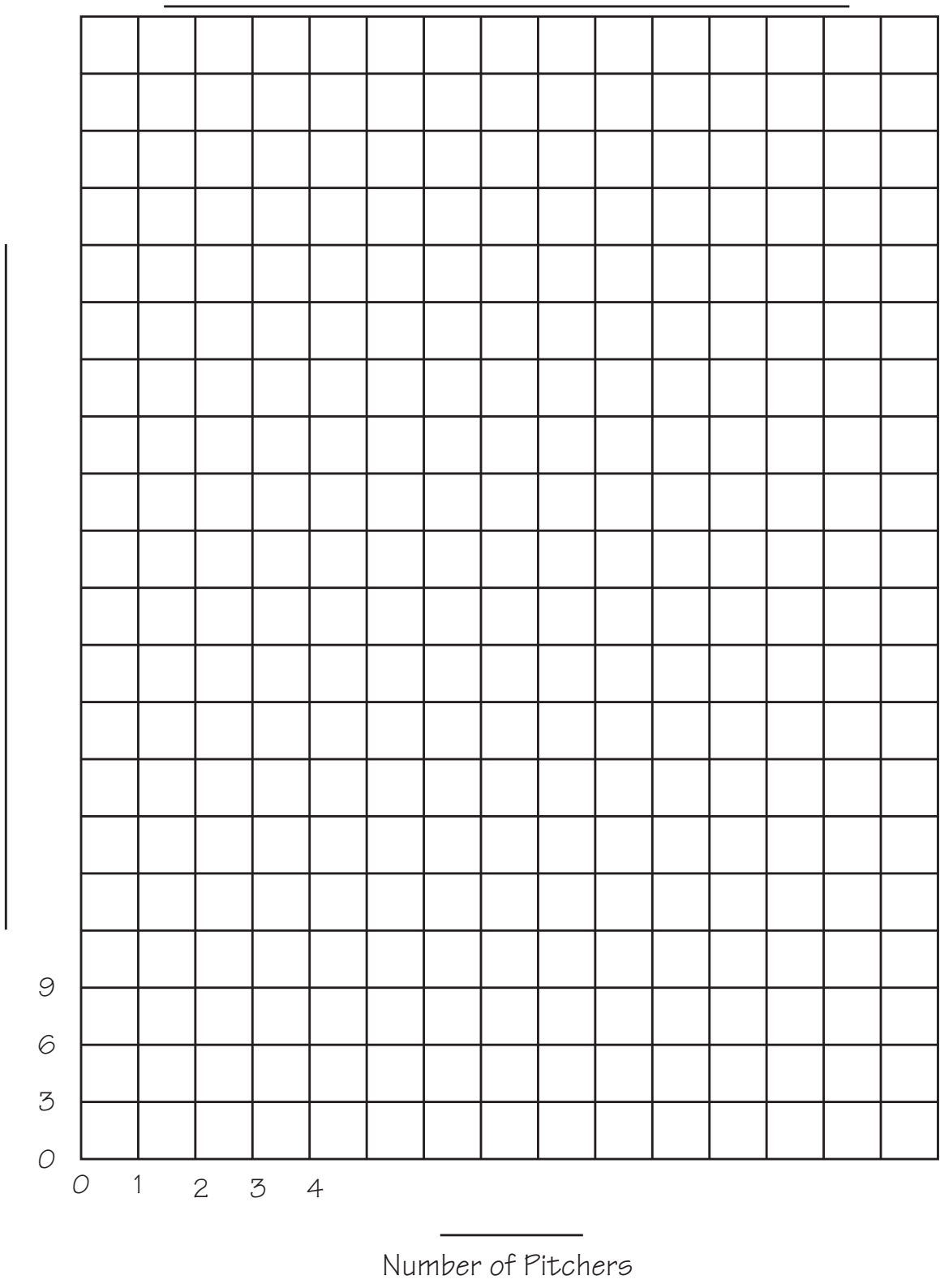
2. Make a point graph of your data. Use the Centimeter Graph Paper following Question 8.
 - A. Finish numbering the axes.
 - B. Finish labeling the axes.
 - C. Title your graph.
 - D. Plot the data points.
3. Do the points form a line? If so, draw a line through the points with a ruler. Extend the line in both directions.

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Solve Questions 4–7 in two ways. For one way, use your graph. Show how you used the graph by drawing dotted lines. Solve the problem another way to check your answer.

- 4. A.** How many limes do you need for 7 pitchers of limeade?
- B.** Show or tell how you checked your answer using another strategy.
- 5. A.** How many limes do you need for 10 pitchers of limeade?
- B.** Show or tell how you checked your answer using another strategy.
- 6. A.** How many pitchers can you make with 54 limes?
- B.** Show or tell how you checked your answer using another strategy.
- 7. A.** How many pitchers can you make with 39 limes?
- B.** Show or tell how you checked your answer using another strategy.
- 8.** If limes cost 19¢ each, estimate the cost of limes for one pitcher. Show or tell how you found your answer.

7



Name _____ Date _____

Making Limeade Feedback Box

Expect-ation	Check In	Comments
E2		
E4		
E5		
E6		
E7		

Represent multiplicative patterns in tables and graphs. [Q# 1–3]

Represent solution strategies for problems involving multiplication (e.g., models, drawings, number lines, number sentences, and graphs). [Q# 4–5, 8]

Represent solution strategies for problems involving division (e.g., models, drawings, number lines, number sentences, and graphs). [Q# 6–7]

Make a point graph to model real-world situations. [Q# 2]

Read a table or graph to find information about a data set. [Q# 4–7]

Yes . . . Yes, but . . . No, but . . . No . . .

MPE3. Check for reason-ability. I look back at my solution to see if my answer makes sense. If it does not, I try again. [Q# 4–7]			
MPE5. Show my work. I show or tell how I arrived at my answer so someone else can understand my thinking. [Q# 4–8]			