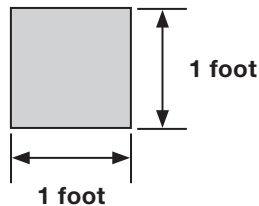


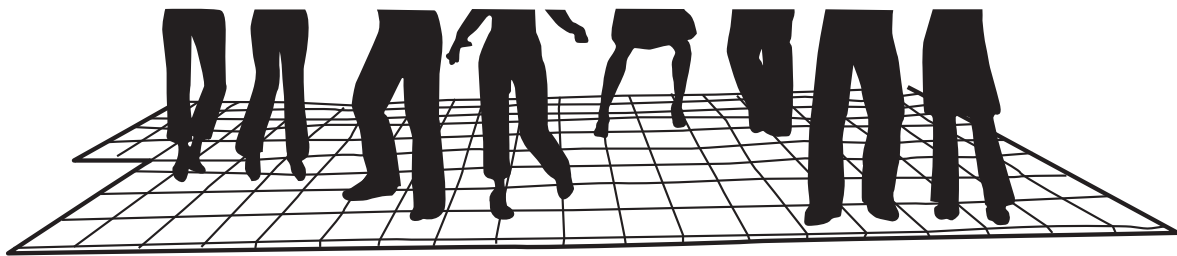
Dancing in TIMSville

The mayor of TIMSville wants to build a dance floor in the park for the TIMSville Music Festival. Design a dance floor for the festival using wood tiles like the one shown below. You may use a calculator to help you make your design.



Here are the mayor's rules for the design.

- The dance floor must fit in the park boundaries.
 - The dance floor cannot overlap the stage.
 - The dance floor must cover the shape of exactly two rectangles.
 - The dance floor must cover exactly 850 square feet.
1. Use the *TIMSville Dance Floor Worksheet* to figure out your design. (Hint: it is okay to try out different ideas on the worksheet and be “messy” as you do your work.)
 2. Use a ruler to make a final drawing of your design on the *TIMSville Dance Floor Final Design* page.
 3. On your final drawing, use paper-and-pencil strategies to show that your dance floor covers exactly 850 square feet.
 4. Describe how your team solved the problem on the *How We Designed the Dance Floor* page.



TIMsville Dance Floor Worksheet

1 foot

1 foot

park boundary

park boundary

park boundary

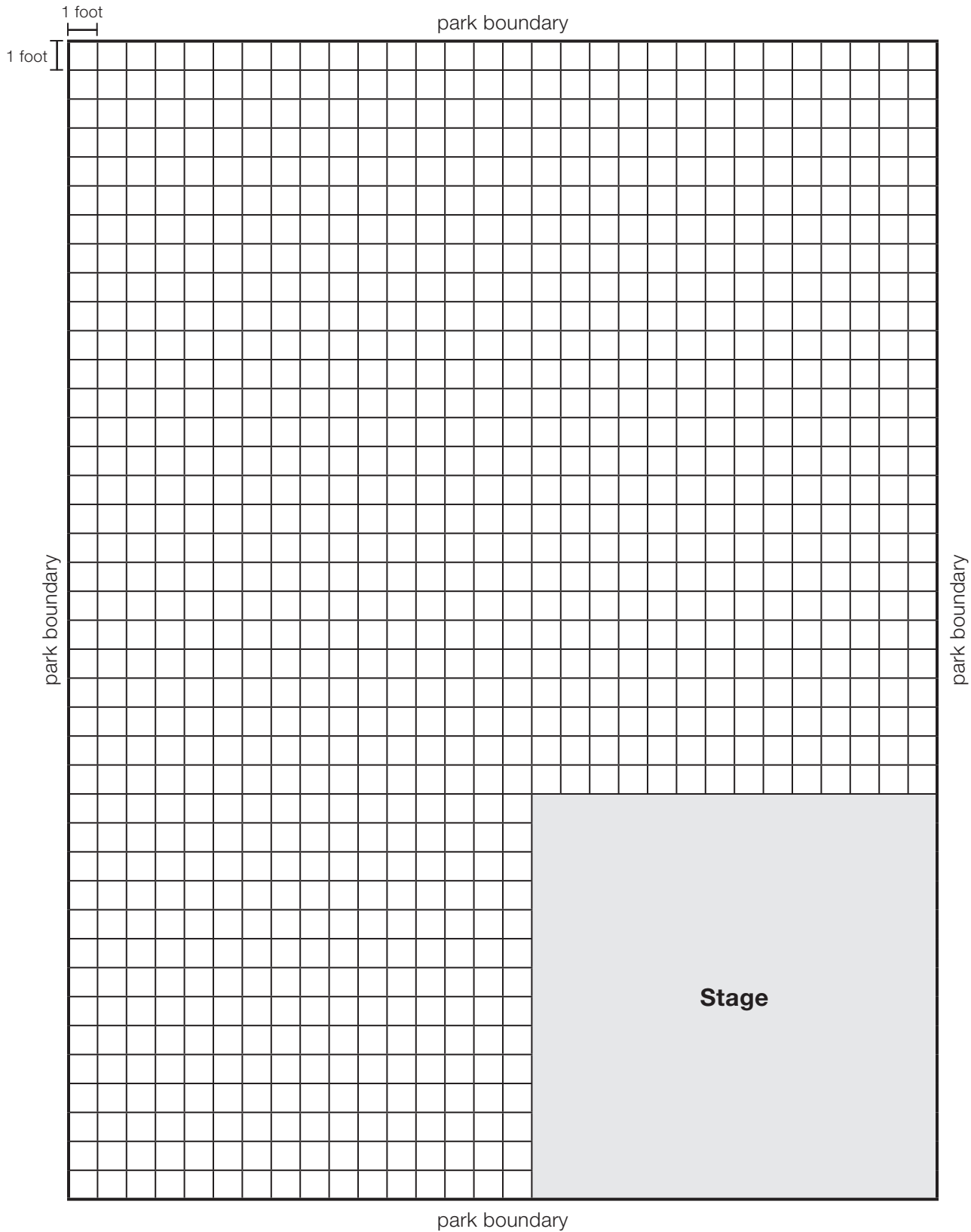
park boundary

Stage

park boundary

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TIMsville Dance Floor Final Design



How We Designed the Dance Floor

In the space below, write a letter to the mayor that explains how your team designed the dance floor. Think about these questions as you write.

- What strategies did you try?
- Which strategies did not work well? Why not?
- Which strategies worked best? Why?
- How did your design change as you solved the problem?
- How did you check if your design followed the mayor's rules?

Dear Mayor of TIMSville:

Name _____ Date _____

Dancing in TIMSville Feedback Box

Expectation	Check In	Comments
E6		

Choose appropriately from among estimation, mental math strategies, and paper-and-pencil methods to multiply multidigit numbers.

Student-to-Student Yes . . . Yes, but . . . No, but . . . No . . .

<p>MPE2. Find a strategy. I choose good tools and an efficient strategy for solving the problem.</p>			
<p>MPE3. Check for reasonableness. I look back at my solution to see if my answer makes sense. If it does not, I try again.</p>			
<p>MPE5. Show my work. I show or tell how I arrived at my answer so someone else can understand my thinking.</p>			