

PROGRESS TRACKER

Use this chart to keep track of where you are as you work to get Mondrian's art back!

PART 1: PREPARE!

	ACTIVITY	DONE
1	Check out this video and learn some vocabulary, er, I mean, Flocabulary!	
2	Try the Flocabulary worksheet to see what you know.	
3	This Math is Fun website is a great reference if you have any questions as you continue to learn.	
4	How do you plot points on the coordinate plane? Find out here!	
5	How do you read points that are plotted on the coordinate plane? Find out here!	
6	Use the Interactive Plane Worksheet to guide your learning as you test out the interactive plane in the next step.	
7	Play with points on an Interactive Coordinate Plane and find out more about how they work. Use the Interactive Coordinate Plane Worksheet.	
8	Try drawing a quadrilateral on the coordinate plane.	

ACTIVITY		SCORE	DONE
9	IXL - Graph points on a coordinate plane. Do it until you reach your daily practice limit. Write down the number of problems attempted you did and the Smart Score on your progress tracker.	Problems attempted	
		Smart Score	
10	Graphing Integers - Try these problems. The more you get wrong, the more problems you have.		

PART 2: PLAY!

GAME PLAYED - Write in title of game		DONE
1		
2		
3		

You may play more than 3 games, but need only to write in the titles of 3 of the games that you play.

PART 3: PROVE!

PROVE! QUIZ		DONE
1	Quiz taken without any help, stapled and handed in.	

PART 4: ARTIST!

ACTIVITY	DONE
1 Study Mondrian's Art.	
2 Think about the questions in step 2 on the Artist! webpage and check the Artist! Rubric.	
3 Watch the <i>Artist Instruction Video</i>	
4 Make a coordinate plane with scales on each axis	
5 Draw your artwork on your coordinate plane (keep the rubric in mind!)	
6 Write out step-by-step instructions for each of the shapes and lines that need to be drawn. Start with how to make the coordinate plane and scales. Be specific about color of the lines and shapes, and how thick to draw the lines.	
7 You should now have your art on the coordinate plane and typed instructions. Check what you have with the rubric.	

PART 4: GAMER!

ACTIVITY	DONE
1 Intro to gaming - Play the Maze Game with 15 mines and think about the questions to guide your learning as you think about your game.	
2 Watch the <i>Sample Game video</i> . Think about what you want your game to be about (the scenario) and look at the Gamer! Rubric to guide your thinking.	
3 Look at the <i>Sample Gamer Directions</i> . Make sure you follow the rubric to make yours. Joe Gamer was not careful.	
4 Make directions for your game. they must be typed.	
5 Watch the <i>Board Game Construction Video</i> .	
6 Make your board game. You will need: Gamer Graph Paper and poster board 22"x28" to start. Then collect or make all of the other needed parts. Use the rubric to help.	

PART 5: COLLABORATION!

ACTIVITY	DONE
1 Look at the websites and use the Collaboration Worksheet to guide your thinking. Turn your worksheet in.	
2 Collaborate to come up with a job that uses the coordinate plane and think about how they use it. <ul style="list-style-type: none">• Write a paragraph about it.• Find a graphic to go with it.• Check the Rubric.	
3 Gamer! - Write a paragraph about how you used the coordinate plane and find a graphic to go with it. Artist! - Write a paragraph about how you used the coordinate plane and find a graphic to go with it.	
4 Make your poster together - see the rubric!	
5 Gather everything you need for the Gallery Walk. All you need to know is..... ON THE RUBRIC! 😜	

**TO BE SURE YOU ARE FINISHED AND READY FOR THE GALLERY WALK,
CHECK OFF EACH ITEM ON THE FINAL RUBRIC!**