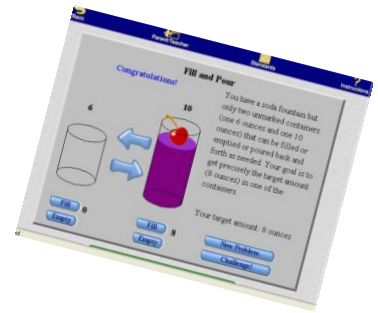


Pour & Fill Task



There are 2 problems available for you to solve. You must solve the first problem and take the solution to the Master Teacher at the Gazebo outside of Jordan Hall before you will be given the second problem.

Two Containers

Open an Internet browser on the computer labeled with a post it note. Go to the National Library of Virtual Manipulatives. Choose Measurement Grades 6-8. Choose the "Fill and Pour" applet. You must click on New Problem until the problem below appears.

"You have a soda fountain but only two unmarked containers (one 7 ounces and one 11 ounces) that can be filled or emptied or poured back and forth as needed. Your goal is to get precisely the target amount (9 ounces) in one of the containers."

When you empty a container, nothing is left in it. When you pour one container to another, you pour only as much as it takes to fill the receiving container or until the dispensing container is empty.

When you solve the problem, open a Word document, use the Print Scrn key to make a copy of your solution (as shown in the example at the top of this page), paste it into the Word document and print it out. Make sure you include your team name on your printout.

Go to the Gazebo outside of Jordan Hall to present your solution to the Master Teacher; he will give you the next pour & fill problem.

Pour & Fill Task

Three Containers

You have 3 containers: 7 fluid units, 15 fluid units, and 20 fluid units. The 20-fluid-unit container is full. You may not get additional fluid to fill a container and you may not get rid of any fluid. Your goal is to pour from container to container until you acquire 10 units in two of the containers. However, when you pour, you must pour until the receiving container is completely filled or pour until the dispensing container is completely emptied.

You will have to perform the solution for the Master Teacher at the Gazebo. Make sure you know ahead of time how to solve the problem. You will only receive one chance to pour correctly per visit. If you do not get it right, you will have to return to your room before you can try again.