Answers

1) a) There should be one counter in each box.							
	<u>7</u> counters shared equally between <u>7</u> boxe			es	<u>2</u> ÷ <u>7</u> = <u>1</u>		
b) There should be 7 counters in the box.							
	<u>7</u> counters shared equally between <u>1</u> box			<u>7</u> ÷ <u>1</u> = <u>7</u>]	
2)	a) 5 counters in 1 group $S \div I = S$						
	$(\bigcirc) (\bigcirc) (\bigcirc) (\bigcirc) (\bigcirc) (0) = 5 \text{ counters in 1 group } S \div S = 1$						
3)	3)						
		$6 \div 6 = 1$					
4)	 						
		12 ÷ 1 = <u>1</u>	<u>2</u> <u>39 ÷ <u>39</u> = 1</u>	<u>2000</u> = 2000 ÷	1 1 = 1064 ÷ <u>1064</u>		
1) The bar model is incorrect because it represents 3 \div 1 rather than 3 \div 3.							
2)	α)	a) Calculation Correct or Incorrect? Correct Answer					
		75 ÷ 1 = 1	Х	75			
		987 ÷ 1 = 1	X	987		4	
		1 ÷ 1 = 1 🗸					
b) When you are dividing a number by one, the answer will always be the same as the number you started with. When dividing by one, you are only making one equal group which means that the answer will be the same value as the whole.							
3) Accept any explanation that identifies that Jerimiah is correct. For example, Jerimiah is correct because if your starting number is the same as the number of parts it is being divided into, each part will have a value of one.							
1) There are a number of possible solutions. For each, there is only one way to complete the sectors containing 8 and 10. Also, the blank sector has to contain a 1 in either the inner or middle segment. Here is one possible solution:							
2) Accept any correct solutions, such as:							
$3 \div 3 = 5 \div 5$ $5 \div 5 = 3 \div 3$ $2 \div 2 = 5 \div 5$ $5 \div 5 = 2 \div 2$ $3 \div 3 = 6 \div 6$ $6 \div 6 = 3 \div 3$ $6 \div 6 = 2 \div 2$ $2 \div 1 < 6 \div 1$ $2 \div 1 < 6 \div 1$ $3 \div 1 < 6 \div 1$ $3 \div 1 < 6 \div 1$ $2 \div 1 < 5 \div 1$ $2 \div 1 < 5 \div 1$ $3 \div 1 < 5 \div 1$ $4 \div 1 > 2 \div 1$ $4 \div 1 > 3 \div 1$ $4 \div 1 > 3 \div 1$ $4 \div 1 > 2 \div 1$ $4 \div 1 > 2 \div 1$ $4 \div 1 > 3 \div 1$							



