

# Book #6



Name: \_\_\_\_\_

Dr. Programmer typed:

```
Team1=3
Team2=5
print ("Who won the soccer game?")
if Team1 > Team2
    print ("Team1 did")
if Team2 > Team1
    print ("Team2 did")
```

The computer replied:

Who won the  
soccer game?  
Team2 did

```
Won_By = Team2 - Team1
if Won_By == 1
    print ("They won by 1 goal.")
if Won_By > 1
    print ("They won by ", Won_By, " goals.")
```

\_\_\_\_\_ w\_\_\_\_\_ by \_\_\_\_\_  
g\_\_\_\_\_.

```
left_at = "kitchen";
print ("Where is my phone?")
if (left_at == "kitchen")
    print ("Maybe by the refrigerator?")
if (left_at == "car")
    print ("It is still in the car!")
```

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Today\_Is = "Tuesday"

```
if (Today_Is == "Monday")
    print ("soccer skills practice")
if (Today_Is == "Tuesday")
    print ("volleyball practice")
if (Today_Is == "Wednesday")
    print ("playdate?")
```

word root **inter** can mean **among or between****intercept, interrupt, intervention**



Name: \_\_\_\_\_

## Patterns

Dr. Programmer typed:

```
#  
# I am going to tell my computer  
# to print a pattern.  
#  
print ("The pattern is AB AB AB AB.")
```

The computer replied:

The pattern is  
AB AB AB AB .

```
print ("The pattern is ABD ABD ABD ABD.")
```

I \_ \_ \_ t \_ e \_ \_  
\_ \_ \_ \_ \_  
\_ B \_ \_ .

```
print ("The pattern is BJKLV  
BJKLV BJKLV BJKLV.")
```

h \_ \_ \_ t \_ \_ \_ \_  
\_ \_ \_ \_ \_ \_ \_ J K \_ \_  
\_ \_ K \_ \_ \_ .

```
print ("The pattern is AB.")  
A= "cat"  
B= "dog"  
print (A, B, A, B, A, B)
```

The pattern is AB .  
cat dog cat dog cat  
dog

```
print ("The pattern is AB.")  
A= "red"  
B= "green"  
print (A, B, A, B, A, B)
```

\_ \_ \_ \_ \_ a \_ \_ \_ \_ \_ \_ \_ B .  
\_ \_ d g \_ \_ \_ \_ \_ \_ \_ \_ \_ \_  
\_ \_ \_ \_ \_ \_ \_ \_ \_ \_



Name: \_\_\_\_\_

```
print ("The pattern is AB.")
```

```
A= "scream"
```

```
B= "smile"
```

```
print (A, B, A, B, A, B)
```

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

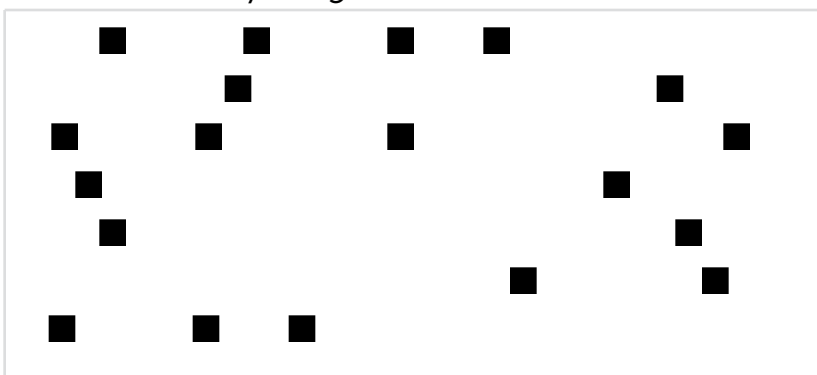
\_\_\_\_\_

$\begin{array}{r} 6 \\ + 8 \\ \hline \end{array}$	$\begin{array}{r} 1 \\ + 4 \\ \hline \end{array}$	$\begin{array}{r} 9 \\ + 6 \\ \hline \end{array}$	$\begin{array}{r} 7 \\ - 3 \\ \hline \end{array}$	$\begin{array}{r} 6 \\ - 2 \\ \hline \end{array}$	$\begin{array}{r} 9 \\ - 8 \\ \hline \end{array}$	$\begin{array}{r} 5 \\ - 2 \\ \hline \end{array}$	$\begin{array}{r} 9 \\ + 1 \\ \hline \end{array}$	$\begin{array}{r} 8 \\ - 7 \\ \hline \end{array}$
---	---	---	---	---	---	---	---	---

Take a guess and estimate how many squares are below. Then write the actual number.

Estimate: \_\_\_\_\_ Actual: \_\_\_\_\_

How close was your guess? \_\_\_\_\_



Make 12

$$\underline{\quad\quad} + \underline{\quad\quad} =$$

$$\underline{\quad\quad} + \underline{\quad\quad} =$$

$$\underline{\quad\quad} + \underline{\quad\quad} =$$

$$\underline{\quad\quad} + \underline{\quad\quad} =$$

Get your ruler. Draw a line using your ruler that is 4 centimeters long.

Circle the even number.

18    13    15    9  
11    1

$$\begin{array}{r} 16 \\ + 41 \\ \hline \end{array}$$

Name: \_\_\_\_\_

The hundreds place is 4.

The thousands place is 6.

The tens place is 2.

The ones place is 6.



Help! Your phone is locked. Use the clues above to unlock it. Good luck!

\_\_\_\_, \_\_\_\_ 2 \_\_\_\_  
is the code to unlock

**Sudoku Sums of 5**

Each row, column, and box must have the numbers 1 through 4.  
Hint: Look for sudoku sums. The sum of the two boxes inside of the dashed lines is 5.

Here is an example of a sudoku sum of 5:

2	3
---	---

	3		
			4
	1		
			3

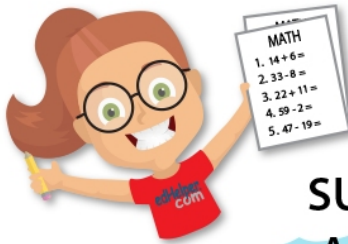
$$\begin{array}{r} 99 \\ - 16 \\ \hline \end{array}$$

$$\begin{array}{r} 59 \\ - 44 \\ \hline \end{array}$$

# Subscribe to Get Answer Keys



## and Weekly Math, Challenge Workbooks, Posters, Daily Reading, and so much more!



**SUBSCRIBE TO RECEIVE EVEN MORE**  
Answer Keys • Effective Activities • Access  
to as many printables as you need!



**edHelper.com**



It's NO PREP  
at edHelper.

More  
history!



# edHelper.com!



New online math  
games!



New  
ideas!



x  
+ =  
- ÷  
< >

More  
puzzles!







## Take The Boring Out Of Homework!

### Weekly K-6 "Take It Home" Books

Kids want choices  
for homework.  
"Take It Home" books  
have fun graphics and  
challenging puzzles and  
problems for older kids.

Homework  
will never be  
the same!

edHelper.com