

IXL Winter Adventures



6TH GRADE MATH

Keep up the studying this season with IXL Winter Adventures! Set out on a journey through math with 20 days of skills and activities, each with its own fun theme.

Tip: To quickly find each skill, type the three-character skill ID into the search bar at the top left of the page on IXL!

Day 1	The whole nine yards	Multiply whole numbers (ZCL) <hr/> Divide whole numbers - 2-digit divisors (FL2)
Day 2	Exploring exponents	Write multiplication expressions using exponents (TY5) <hr/> Evaluate exponents (XDA)
Day 3	In real time	Use the Real-Time Diagnostic for 20 minutes.
Day 4	Factor or fiction	Find all the factor pairs of a number (VTM) <hr/> Greatest common factor (AMB)
Day 5	Map-ematics	Maps with decimal distances (J7D) <hr/> Coordinate planes as maps (N96)
Day 6	Fair and square	Area of rectangles and squares (BE9) <hr/> Activity: Draw a square with any side length. Find its area and perimeter. Draw a rectangle whose area is the same as the square. Find the perimeter of the rectangle. Draw a rectangle whose perimeter is the same as the square. Find the area of the rectangle.

Day 7	Multiplication madness	Multiply decimals (2WT) <hr/> Multiply two fractions (BNT)
Day 8	Integer investigation	Understanding integers (8EP) <hr/> Integers on number lines (K6J)
Day 9	A rewarding experience	Pick a challenge from your award board and try to earn it!
Day 10	Customary practice	Convert and compare customary units (9TJ) <hr/> Customary unit conversions involving fractions and mixed numbers (UHE)
Day 11	New look, same great ratio	Write a ratio (83K) <hr/> Write a ratio: word problems (SBQ)
Day 12	Tip the scales	Scaling whole numbers by fractions: justify your answer (9YZ) <hr/> Activity: Imagine that you have a shrink ray. If you set the size of your shrink ray to $\frac{1}{3}$ and zap yourself, how tall will you be in inches? What if you set it to $\frac{2}{5}$ instead? $\frac{3}{7}$?
Day 13	Divide and conquer	Divide whole numbers and unit fractions (DPA) <hr/> Divide decimals by whole numbers (NLL)

