

Mathology/Knowledgehook Lesson Support Guide

Using Knowledgehook Enabled Lessons in Mathology.ca

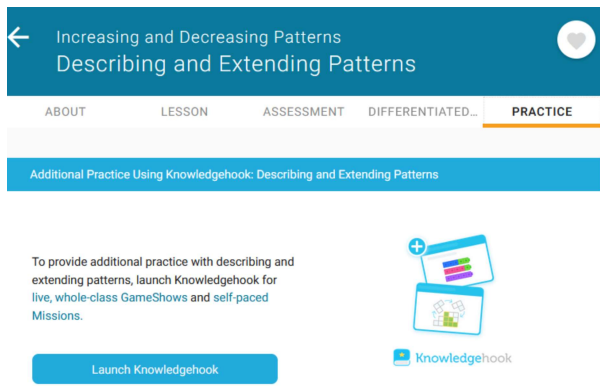
Mathology has 19 Knowledgehook enabled lessons at Grades 3-6.

[Click here to see a full list of Knowledgehook Enabled Lessons by Title, Strand, and Grade](#)

Once logged into Mathology.ca, you can find them by:

1. **Searching** for “Knowledgehook” as a keyword
2. **Clicking** SHOW ALL LESSONS, filtering by Activity, then **filtering** by Grade (3, 4, 5, or 6) and looking for the Knowledgehook logo on the lesson icon
3. [Checking the full list of Knowledgehook Enable Lessons by Title, Strand and Grade](#)

Once you find a Knowledgehook enabled lesson, click the icon to open the lesson, then go to the Practice Tab to get to the Knowledgehook Activity Link. Click the Launch Knowledgehook link to open the Knowledgehook practice.

A screenshot of the Mathology.ca interface. The top navigation bar is blue with a back arrow, the lesson title "Increasing and Decreasing Patterns", and a heart icon. Below the title, the sub-title "Describing and Extending Patterns" is shown. A horizontal menu below the title has tabs for "ABOUT", "LESSON", "ASSESSMENT", "DIFFERENTIATED...", and "PRACTICE", with "PRACTICE" being the active tab. Below the menu, a blue banner reads "Additional Practice Using Knowledgehook: Describing and Extending Patterns". The main content area contains a text block: "To provide additional practice with describing and extending patterns, launch Knowledgehook for live, whole-class GameShows and self-paced Missions." To the right of this text is an icon of a laptop with a plus sign and a Knowledgehook logo. Below the text and icon is a blue button labeled "Launch Knowledgehook".

You will be able to Preview the lesson first and then decide on which Activity type you want to choose:

Describing and Extending Patterns

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The screenshot shows the Knowledgehook interface. At the top, there are two blue buttons: 'Play GameShow' (labeled 'LIVE CLASS-WIDE ACTIVITY') and 'Assign Mission' (labeled 'SELF-PACED ACTIVITY'). Below these are buttons for '+ Add to Custom', 'Edit', and a menu icon. A '6 Questions' header is visible. The main content area shows 'Question 1' with a 'Multiple Choice' format. The question text is: 'Consider this growing pattern. Which list shows the number of orange and blue shapes you would need to build the next three terms in this pattern?'. The pattern consists of three stages: 1) 2 orange triangles, 2) 3 orange triangles and 3 blue stars, 3) 4 orange triangles and 4 blue stars. The multiple choice options are: 13, 16, 19; 9, 12, 15; 16, 28, 52; 14, 17, 20.

Knowledgehook Activities have two types:

Game Shows – An online, interactive group activity lead by the teacher.

The screenshot shows a modal window titled 'Play a GameShow'. It contains a text input field with the placeholder text 'Play GameShow as a guest'. Below the input field, it asks 'Ready to play this in class?' and provides two buttons: 'Sign up' and 'Log in'.

Game Shows can be launched in Knowledgehook one of three ways:

1. Play as a guest – teachers can invite students to enter the class code and add their first name and last initial to start the Game Show - no class or assessment data kept for students.
2. Sign up for a teacher account (no cost or credit card required) - teachers can invite students to enter the class code and add their first name and last initial to start the Game Show – both class and assessment data are kept for students and visible on the Teacher dashboard.
3. Log in with an existing Knowledgehook account – teachers can invite students to enter the class code and have their existing class login to start the Game Show – both class and assessment data are kept for students and visible on the Teacher dashboard.

[Click here to learn how use a Knowledgehook Game Show with yours students](#)

Missions – An online, interactive individual activity assigned to students.

The screenshot shows a modal window titled 'Assign a Mission'. It contains a text input field with the placeholder text 'To assign a Mission, please create your teacher account or log in.'. Below the input field, it provides two buttons: 'Sign up' and 'Log in'.

Missions can be Launched in Knowledgehook in one of two ways:

1. Sign up for a teacher account (no cost or credit card required) - teachers can invite students to enter the class code and add their first name and last initial to start their Mission – both class and assessment data are kept for students and visible on the Teacher dashboard.
2. Log in with an existing Knowledgehook account – teachers can invite students to enter the class code and have their existing class login to start their Mission – both class and assessment data are kept for students and visible on the Teacher dashboard.

[Click here to learn how to use a Knowledgehook Mission with your students](#)

List of Knowledgehook enabled Mathology Lessons:

Grade	Lesson Title	Strand	Availability
3	Increasing and Decreasing Patterns : Describing and Extending Patterns	Patterning	Canada
3	Number Relationships : Comparing and Ordering Quantities	Number	Canada
3	Place Value : Representing Numbers in Different Ways	Number	Canada
3	Addition and Subtraction : Using Mental Math to Add and Subtract	Number	Canada
3	Area, Mass and Capacity : Measuring Area Using Standard Units	Measurement	Canada
3	Length and Perimeter : Measuring Perimeter	Measurement	Canada
4	Increasing and Decreasing Patterns : Identifying Patterns on Charts and Graphs	Patterning	Canada
4	Number Relationships and Place Value : Comparing and Ordering Numbers	Number	Canada
4	Fluency with Addition and Subtraction : Using Mental Math to Add and Subtract	Number	Canada
4	Length, Perimeter, and Area : Exploring the Area of Rectangles	measurement	Canada
5	Patterning : Investigating Number Patterns	Patterning	Canada
5	Number Relationships and Place Value : Comparing Larger Numbers	Number	Canada
5	Fluency with Addition and Subtraction : Using Knowledge of Basic Facts	Number	BC
5	Length, Perimeter, and Area : Finding Perimeter and Area	Measurement	Canada
6	Patterning : Solving Problems	Patterning	Canada
6	Number Relationships and Place Value : Identifying Prime and Composite Numbers	Number	Canada
6	Fluency with Whole Numbers : Order of Operations	Number	Canada
6	Mass, Capacity, Perimeter, Area, Surface Area (ON) : Finding Area	Measurement	Ontario
6	Perimeter, Area, Volume : Areas of Parallelograms, Triangles, and Trapezoids	measurement	BC,AB,NT,NU,YK