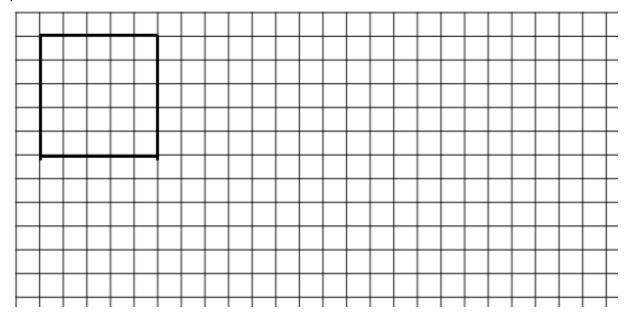
<u>Length model</u> - Build/draw a "train", using as many connecting cubes as you like, and call it Train A. Then build Train B such that Train A is $\frac{3}{4}$ of the length of Train B. (<u>Virtual unifix cubes</u>)

<u>Area model</u> - The 5-by-5 square below is Region A. Create a Region B that is $\frac{3}{4}$ of Region A. Find three different shapes for Region B. *What size/shape could Region A be to make this problem easier? Harder?*



<u>Set model</u> - Select a number of counters of your choice (<u>virtual counters</u>), and call it Set A. Then make Set B such that the number of elements in Set A is $\frac{3}{4}$ of the number of elements in Set B. What happens when set A has 4 counters? 5? 8? 10? 15?

<u>Number-line model</u> - Draw a number line and mark the origin O. Pick a point anywhere on the line, and call it Point A. Then place Point B on the line such that the distance from O to B is $\frac{3}{4}$ of the distance from O to A.