MATH / 5th Grade

Geometry

DIGITAL GAMES

Understand and plot coordinate pairs on a graph with x- and y- axes	CCSS.MATH.5.G.A.1
Graph and interpret points in the first quadrant of the coordinate plane	CCSS.MATH.5.G.A.2
Classify and categorize 2-dimensional figures	CCSS.MATH.5.G.B
Understand that attributes belonging to a category of 2-d figures also belong to all subcategories	CCSS.MATH.5.G.B.3
Classify two-dimensional figures in a hierarchy based on their properties	CCSS.MATH.5.G.B.4

KIT-REQUIRED GAME

Graph points on the coordinate plane to solve real-world and mathematical problems	CCSS.MATH.5.G.A

Measurement & Data

DIGITAL GAMES

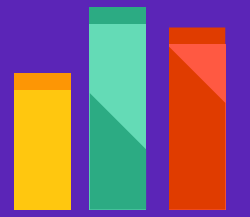|	
Convert among different-sized standard measurement units within a given measurement system	CCSS.MATH.5.MD.A.1
Display a data set of measurements in fractions of a unit (1/2, 1/4, 1/8) in a line plot	CCSS.MATH.5.MD.B.2
Recognize volume as an attribute of solid figures	CCSS.MATH.5.MD.C.3
Measure volume by counting various units	CCSS.MATH.5.MD.C.4
Relate volume to the operations of multiplication and addition	CCSS.MATH.5.MD.C.5

KIT-REQUIRED GAME

Measure and convert measurements of volume, length & weight	CCSS.MATH.5.MD
Understand and apply the concepts of volume	CCSS.MATH.5.MD.C

Number & Operations in Base Ten

DIGITAL GAMES

Recognize that in a multi-digit number, each digit is 10x greater or less than the digit beside it	CCSS.MATH.5.NBT.A.1
Placement of the decimal points when a decimal is multiplied or divided by a power of 10 and whole-number exponents to denote powers of 10	CCSS.MATH.5.NBT.A.2
Read, write, and compare decimals to thousandths	CCSS.MATH.5.NBT.A.3
Use place value understanding to round decimals to any place	CCSS.MATH.5.NBT.A.4
Fluently multiply multi-digit whole numbers using the standard algorithm	CCSS.MATH.5.NBT.B.5
Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors	CCSS.MATH.5.NBT.B.6
Add, subtract, multiply, and divide decimals to hundredths	CCSS.MATH.5.NBT.B.7

KIT-REQUIRED GAME

Use understanding of fractions to complete calculations	CCSS.MATH.5.NBT

Number & Operations: Fractions

DIGITAL GAMES

Add and subtract fractions with unlike denominators by converting one or both to like denominators	CCSS.MATH.5.NF.A.1
Solve word problems involving addition and subtraction of fractions referring to the same whole	CCSS.MATH.5.NF.A.2
Interpret and represent a fraction as division of the numerator by the denominator (a/b = a ÷ b)	CCSS.MATH.5.NF.B.3
Multiply a fraction or whole number by a fraction	CCSS.MATH.5.NF.B.4
Interpret multiplication as scaling (resizing), by comparing the size of a product to the size of one factor on the basis of the size of the other factor	CCSS.MATH.5.NF.B.5
Solve and represent real world problems involving multiplication of fractions and mixed numbers	CCSS.MATH.5.NF.B.6
Divide unit fractions by whole numbers and whole numbers by unit fractions	CCSS.MATH.5.NF.B.7

KIT-REQUIRED GAME

Use understanding of fractions to complete calculations	CCSS.MATH.5.NF

Operations & Algebraic Thinking

DIGITAL GAMES

Use parentheses, brackets, or braces to determine order of operations	CCSS.MATH.5.OA.A.1
Write simple expressions that record calculations with numbers, and interpret numerical expressions without evaluating them	CCSS.MATH.5.OA.A.2
Generate and evaluate numerical patterns; form ordered pairs consisting of corresponding terms from the two patterns, and graph the ordered pairs on a coordinate plane	CCSS.MATH.5.OA.B.3

KIT-REQUIRED GAME

Use symbols and patterns to perform calculations (including multiplication and division)	CCSS.MATH.5.OA

VIEW ADDITIONAL RELATED GAMES