



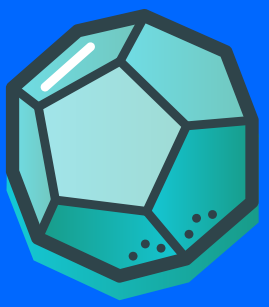
Expressions & Equations

DIGITAL GAMES

- [Write and evaluate numerical expressions involving whole-number exponents](#) CCSS.MATH.6.EE.A.1
- [Write, read, and evaluate expressions in which letters stand for numbers](#) CCSS.MATH.6.EE.A.2
- [Apply the properties of operations to generate equivalent expressions](#) CCSS.MATH.6.EE.A.3
- [Identify when two expressions are equivalent](#) CCSS.MATH.6.EE.A.4
- [Use substitution to determine whether a given number in a specified set makes an equation or inequality true.](#) CCSS.MATH.6.EE.B.5
- [Understand that a variable can represent an unknown number, or, depending on the purpose at hand, any number in a specified set](#) CCSS.MATH.6.EE.B.6
- [Solve real-world and mathematical problems by writing and solving equations of the form \$x + p = q\$ and \$px = q\$](#) CCSS.MATH.6.EE.B.7
- [Recognize that inequalities of the form \$x > c\$ or \$x < c\$ have infinitely many solutions; represent solutions of such inequalities on number line diagrams](#) CCSS.MATH.6.EE.B.8
- [Use variables to represent two quantities in a real-world problem that change in relationship to one another; analyze the relationship between the dependent and independent variables using graphs and tables, and relate these to the equation](#) CCSS.MATH.6.EE.C.9

KIT-REQUIRED GAME

- [Write and evaluate expressions and equations with a single variable](#) CCSS.MATH.6.EE



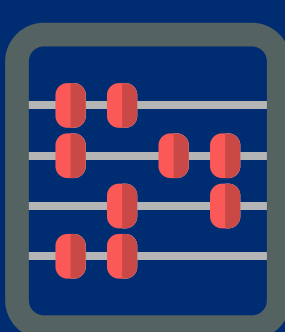
Geometry

DIGITAL GAMES

- [Find the area of right triangles, other triangles, special quadrilaterals, and polygons by composing into rectangles or decomposing into triangles and other shapes](#) CCSS.MATH.6.G.A.1
- [Understand and apply the formulas \$v = lwh\$ and \$v = bh\$ to find volumes of right rectangular prisms](#) CCSS.MATH.6.G.A.2
- [Draw and measure polygons in the coordinate plane given coordinates for the vertices](#) CCSS.MATH.6.G.A.3
- [Represent three-dimensional figures using nets made up of rectangles and triangles, and use the nets to find the surface area of these figures](#) CCSS.MATH.6.G.A.4

KIT-REQUIRED GAME

- [Find the volume and area of polygons and prisms](#) CCSS.MATH.6.G.A



The Number System

DIGITAL GAMES

- [Interpret and compute quotients of fractions, including the division of fractions by fractions](#) CCSS.MATH.6.NS.A.1
- [Fluently divide multi-digit numbers using the standard algorithm](#) CCSS.MATH.6.NS.B.2
- [Fluently add, subtract, multiply, and divide multi-digit decimals using the standard algorithm](#) CCSS.MATH.6.NS.B.3
- [Find the greatest common factor of two whole numbers less than or equal to 100 and the least common multiple of two whole numbers less than or equal to 12](#) CCSS.MATH.6.NS.B.4
- [Understand that positive and negative numbers are used together to describe quantities having opposite directions or values in mathematical and real-life scenarios](#) CCSS.MATH.6.NS.C.5
- [Understand a rational number \(positives and negatives\) as a point on the number line](#) CCSS.MATH.6.NS.C.6
- [Understand ordering and absolute value of rational numbers](#) CCSS.MATH.6.NS.C.7
- [Solve real-world and mathematical problems by graphing points in all four quadrants of the coordinate plane; find distances between points with the same first coordinate or the same second coordinate](#) CCSS.MATH.6.NS.C.8

KIT-REQUIRED GAME

- [Multiply and divide fractions by fractions](#) CCSS.MATH.6.NS



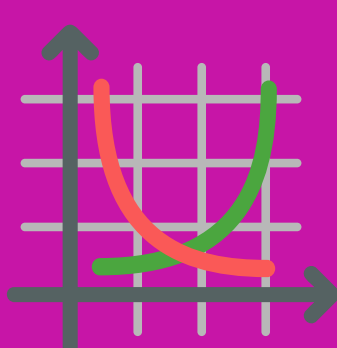
Ratios & Proportional Relationships

DIGITAL GAMES

- [Use ratio language to describe a ratio relationship between two quantities](#) CCSS.MATH.6.RP.A.1
- [Understand the concept of a unit rate \$a/b\$ associated with a ratio \$a:b\$ with \$b \neq 0\$, and use rate language in the context of a ratio relationship](#) CCSS.MATH.6.RP.A.2
- [Use ratio and rate reasoning to solve real-world and mathematical problems, e.g., by reasoning about tables of equivalent ratios, tape diagrams, double number line diagrams, or equations](#) CCSS.MATH.6.RP.A.3

KIT-REQUIRED GAME

- [Understand and calculate ratios and rates](#) CCSS.MATH.6.RP.A



Statistics & Probability

DIGITAL GAMES

- [Recognize a statistical question as one that anticipates variability in the data](#) CCSS.MATH.6.SP.A.1
- [Understand that data has a distribution which can be described by center, spread, and overall shape](#) CCSS.MATH.6.SP.A.2
- [Understand and recognize the difference between a measure of center and a measure of variation](#) CCSS.MATH.6.SP.A.3
- [Display numerical data using dot plots, histograms, and box plots](#) CCSS.MATH.6.SP.B.4
- [Summarize numerical data sets in relation to their context](#) CCSS.MATH.6.SP.B.5

KIT-REQUIRED GAMES

- [Develop understanding of statistics and variability](#) CCSS.MATH.6.SP.A
- [Visualize data and data sets](#) CCSS.MATH.6.SP.B

[VIEW ADDITIONAL RELATED GAMES](#)