



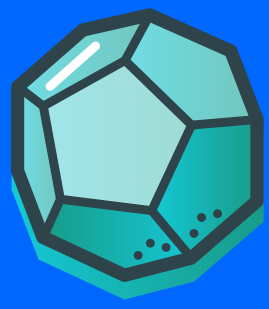
Expressions & Equations

DIGITAL GAMES

- [Add, subtract, factor, and expand linear expressions with rational coefficients](#) CCSS.MATH.7.EE.A.1
- [Rewrite an expression in different forms to shed light on the problem and demonstrate how the quantities in it are related](#) CCSS.MATH.7.EE.A.2
- [Solve problems posed with positive and negative rational numbers in any form. Apply properties of operations to calculate with numbers in any form; convert between forms as appropriate; and assess the reasonableness of answers using mental computation and estimation strategies](#) CCSS.MATH.7.EE.B.3
- [Use variables to represent quantities and construct simple equations and inequalities to solve problems by reasoning about the quantities](#) CCSS.MATH.7.EE.B.4

KIT-REQUIRED GAME

- [Use properties of operations to generate equivalent expressions](#) CCSS.MATH.7.EE



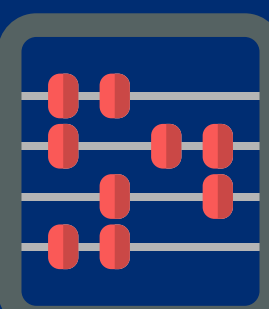
Geometry

DIGITAL GAMES

- [Solve problems involving scale drawings of geometric figures; reproduce a scale drawing at a different scale](#) CCSS.MATH.7.G.A.1
- [Construct triangles from three measures of angles or sides; understand what determines a triangle](#) CCSS.MATH.7.G.A.2
- [Describe the two-dimensional figures that result from slicing three-dimensional figures](#) CCSS.MATH.7.G.A.3
- [Know the formulas for the area and circumference of a circle and use them to solve problems](#) CCSS.MATH.7.G.B.4
- [Use facts about supplementary, complementary, vertical, and adjacent angles to write and solve simple equations for an unknown angle in a figure](#) CCSS.MATH.7.G.B.5
- [Solve problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms](#) CCSS.MATH.7.G.B.6

KIT-REQUIRED GAMES

- [Draw, construct, and describe geometrical figures and describe the relationships between them](#) CCSS.MATH.7.G.A
- [Use and apply the concepts of area and volume](#) CCSS.MATH.7.G.B



The Number System

DIGITAL GAMES

- [Add and subtract rational numbers; represent addition and subtraction on a horizontal or vertical number line diagram](#) CCSS.MATH.7.NS.A.1
- [Multiply and divide rational numbers](#) CCSS.MATH.7.NS.A.2
- [Solve real-world and mathematical problems involving the four operations with rational numbers](#) CCSS.MATH.7.NS.A.3

KIT-REQUIRED GAME

- [Use operations to perform calculations with rational numbers](#) CCSS.MATH.7.NS.A



Ratios & Proportional Relationships

DIGITAL GAMES

- [Compute unit rates associated with ratios of fractions](#) CCSS.MATH.7.RP.A.1
- [Recognize and represent proportional relationships between quantities](#) CCSS.MATH.7.RP.A.2
- [Use proportional relationships to solve multistep ratio and percent problems](#) CCSS.MATH.7.RP.A.3

KIT-REQUIRED GAME

- [Analyze and apply proportional relationships](#) CCSS.MATH.7.RP.A



Statistics & Probability

DIGITAL GAMES

- [Understand that statistics can be used to gain information about a population by examining a sample of the population and that this data can be used to support valid inferences](#) CCSS.MATH.7.SP.A.1
- [Use data or generate samples \(real or simulated\) of the same size to gauge the variation in estimates or predictions](#) CCSS.MATH.7.SP.A.2
- [Informally assess the degree of visual overlap of two numerical data distributions with similar variabilities, measuring the difference between the centers by expressing it as a multiple of a measure of variability](#) CCSS.MATH.7.SP.B.3
- [Use data from random samples to draw informal comparative inferences about two populations](#) CCSS.MATH.7.SP.B.4
- [Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring](#) CCSS.MATH.7.SP.C.5
- [Approximate the probability of a chance event by collecting data](#) CCSS.MATH.7.SP.C.6
- [Compare probabilities from a model to observed frequencies; if the agreement is not good, explain possible sources of the discrepancy](#) CCSS.MATH.7.SP.C.7
- [Find probabilities using organized lists, tables, tree diagrams, and simulation](#) CCSS.MATH.7.SP.C.8

KIT-REQUIRED GAMES

- [Use statistics and sampling to draw inferences](#) CCSS.MATH.7.SP
- [Develop and evaluate probability models](#) CCSS.MATH.7.SP.C

VIEW ADDITIONAL RELATED GAMES