

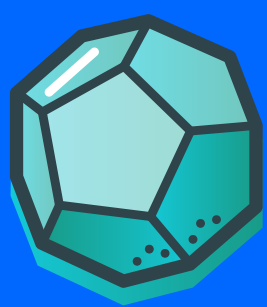
Counting and Cardinality

DIGITAL GAMES

- [Count to 100 by ones and by tens](#) CCSS.MATH.K.CC.A.1
- [Count forward from any given number besides one](#) CCSS.MATH.K.CC.A.2
- [Write and represent numbers 0-20](#) CCSS.MATH.K.CC.A.3
- [Connect numbers to quantities](#) CCSS.MATH.K.CC.B.4
- [Count to answer "how many?"](#) CCSS.MATH.K.CC.B.5
- [Count or match to identify greater than, less than, or equal](#) CCSS.MATH.K.CC.C.6
- [Compare two written numbers \(1-10\)](#) CCSS.MATH.K.CC.C.7

KIT-REQUIRED GAME

- [Count and relate to cardinality](#) CCSS.MATH.K.CC



Geometry

DIGITAL GAMES

- [Describe the relative positions of objects \(ex: above, below, etc\)](#) CCSS.MATH.K.G.A.1
- [Name shapes regardless of size or position](#) CCSS.MATH.K.G.A.2
- [Distinguish between flats and solids](#) CCSS.MATH.K.G.A.3
- [Use informal language to describe and compare 2- and 3-d shapes](#) CCSS.MATH.K.G.B.4
- [Draw and build shapes](#) CCSS.MATH.K.G.B.5
- [Create identifiable shapes using other shapes](#) CCSS.MATH.K.G.B.6

KIT-REQUIRED GAME

- [Identify, describe, and construct shapes](#) CCSS.MATH.K.G



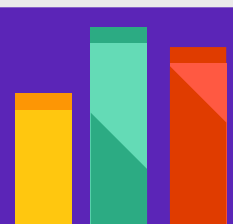
Measurement & Data

DIGITAL GAMES

- [Describe measurable attributes of objects \(ex: length or weight\)](#) CCSS.MATH.K.MD.A.1
- [Compare two objects with a common measurable attribute \(ex: height\)](#) CCSS.MATH.K.MD.A.2
- [Classify and count objects in categories](#) CCSS.MATH.K.MD.B.3

KIT-REQUIRED GAME

- [Describe and compare measurable attributes](#) CCSS.MATH.K.MD.A



Numbers & Operations in Base Ten

DIGITAL GAMES

- [Compose and decompose numbers within 20; represent that numbers 11-19 are made up of 10 and some number of ones.](#) CCSS.MATH.K.NBT.A.1

KIT-REQUIRED GAME

- [Understand numbers 11-19](#) CCSS.MATH.K.NBT.A



Operations and Algebraic Thinking

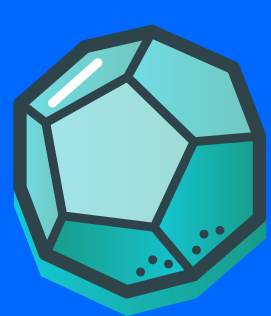
DIGITAL GAMES

- [Represent addition and subtraction](#) CCSS.MATH.K.OA.A.1
- [Add and subtract within 10 using representations](#) CCSS.MATH.K.OA.A.2
- [Decompose and represent numbers less than or equal to 10](#) CCSS.MATH.K.OA.A.3
- [Make and represent 10s using 1-9](#) CCSS.MATH.K.OA.A.4

KIT-REQUIRED GAME

- [Understand addition and subtraction as operations](#) CCSS.MATH.K.OA.A

[VIEW ADDITIONAL RELATED GAMES](#)



Geometry

DIGITAL GAMES

Create shapes with defining attributes	CCSS.MATH.1.G.A.1
Compose 2- and 3-dimensional shapes from other shapes	CCSS.MATH.1.G.A.2
Partition circles and squares into equal parts to represent halves, fourths, and quarters	CCSS.MATH.1.G.A.3
KIT-REQUIRED GAME	
Identify and manipulate shapes	CCSS.MATH.1.G.A



Measurement & Data

DIGITAL GAMES

Order and compare the length of 3 objects	CCSS.MATH.1.MD.A.1
Understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps	CCSS.MATH.1.MD.A.2
Tell and write time in hours and half-hours using analog and digital clocks	CCSS.MATH.1.MD.B.3
Organize, represent, compare and interpret data with up to three categories	CCSS.MATH.1.MD.C.4
KIT-REQUIRED GAME	
Measure length, time, and data	CCSS.MATH.1.MD



Number & Operations in Base Ten

DIGITAL GAMES

Count to 120 starting on any given number and represent those numbers with objects or numerals	CCSS.MATH.1.NBT.A.1
Identify the 10s and 1s in a 2-digit number	CCSS.MATH.1.NBT.B.2
Compare two 2-digit numbers using >, =, and <	CCSS.MATH.1.NBT.B.3
Add within 100, regrouping if necessary	CCSS.MATH.1.NBT.C.4
Use mental math strategies to add or subtract 10 from any number	CCSS.MATH.1.NBT.C.5
Subtract multiples of 10 in the range 10-90	CCSS.MATH.1.NBT.C.6
KIT-REQUIRED GAME	
Add and subtract within 100	CCSS.MATH.1.NBT

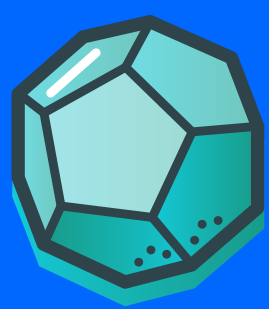


Operations & Algebraic Thinking

DIGITAL GAMES

Represent and solve problems involving addition and subtraction within 20	CCSS.MATH.1.OA.A.1
Use objects, drawings, or equations with a symbol for an unknown number to represent an addition or subtraction problem within 20.	CCSS.MATH.1.OA.A.2
Apply the commutative and associative properties to add within 20	CCSS.MATH.1.OA.B.3
Use addition strategies to subtract	CCSS.MATH.1.OA.B.4
Count on to add and count back to subtract	CCSS.MATH.1.OA.C.5
Use various strategies to demonstrate fluency in addition and subtraction within 10, and use those to add and subtract within 20	CCSS.MATH.1.OA.C.6
Determine if equations involving addition and subtraction are true or false (demonstrate understand the concept of an equal sign)	CCSS.MATH.1.OA.D.7
Find a missing number that makes an equation true (for number sentences within 20)	CCSS.MATH.1.OA.D.8
KIT-REQUIRED GAME	
Add and subtract fluently within 20	CCSS.MATH.1.OA

[VIEW ADDITIONAL RELATED GAMES](#)



Geometry

DIGITAL GAMES

[Identify triangles, quadrilaterals, pentagons, hexagons, and cubes given their specific attributes](#)

CCSS.MATH.2.G.A.1

[Partition a rectangle into rows and columns of same-size squares and count to find the total number of them](#)

CCSS.MATH.2.G.A.2

[Partition circles and rectangles into two, three, or four equal shares, describe the shares using fractional terminology](#)

CCSS.MATH.2.G.A.3

KIT-REQUIRED GAME

[Identify and draw 2- and 3-d shapes](#)

CCSS.MATH.2.G



Measurement & Data

DIGITAL GAMES

[Select the appropriate tool to measure length](#)

CCSS.MATH.2.MD.A.1

[Measure and compare an object using two different tools/units and explain how they're related](#)

CCSS.MATH.2.MD.A.2

[Estimate lengths using units of inches, feet, centimeters, and meters](#)

CCSS.MATH.2.MD.A.3

[Compare the lengths of two objects using standard units](#)

CCSS.MATH.2.MD.A.4

[Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units](#)

CCSS.MATH.2.MD.B.5

[Represent whole-number sums and differences within 100 on an evenly-spaced number line](#)

CCSS.MATH.2.MD.B.6

[Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.](#)

CCSS.MATH.2.MD.C.7

[Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \\$ and ¢ symbols appropriately](#)

CCSS.MATH.2.MD.C.8

[Create and interpret bar and picture graphs with a single-unit scale](#)

CCSS.MATH.2.MD.D.10

[Show the measurements of several objects using a line plot, where the horizontal scale is marked off in whole-number units](#)

CCSS.MATH.2.MD.D.9

KIT-REQUIRED GAMES

[Tell time and count money](#)

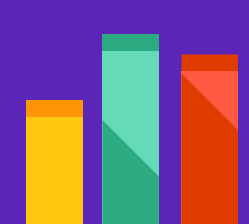
CCSS.MATH.2.MD

[Represent and interpret data using line plots and bar/picture graphs](#)

CCSS.MATH.2.MD

[Understand measurement concepts and use standard units to calculate measurements](#)

CCSS.MATH.2.MD



Number & Operations in Base Ten

DIGITAL GAMES

[Identify the 100s, 10s, and 1s of any given 3-digit number](#)

CCSS.MATH.2.NBT.A.1

[Count within 100, skip-counting by 5s, 10s, and 100s](#)

CCSS.MATH.2.NBT.A.2

[Read and write numbers within 1000 using numerals, word form, and expanded form](#)

CCSS.MATH.2.NBT.A.3

[Compare two 3-digit numbers using >, =, and <](#)

CCSS.MATH.2.NBT.A.4

[Fluently add and subtract within 100 using strategies, properties, and relationships](#)

CCSS.MATH.2.NBT.B.5

[Add up to 4 two-digit numbers using place value and property operations](#)

CCSS.MATH.2.NBT.B.6

[Add and subtract within 1000 using concrete models, drawings and strategies](#)

CCSS.MATH.2.NBT.B.7

[Mentally add or subtract 10 or 100 from a given 3-digit number](#)

CCSS.MATH.2.NBT.B.8

[Use place value and properties to add and subtract, and explain why they work](#)

CCSS.MATH.2.NBT.B.9

KIT-REQUIRED GAME

[Understand place value in numbers through 1000](#)

CCSS.MATH.2.NBT



Operations & Algebraic Thinking

DIGITAL GAMES

[Solve and represent addition and subtraction problems within 100](#)

CCSS.MATH.2.OA.A.1

[Fluently add and subtract within 20 using mental strategies](#)

CCSS.MATH.2.OA.A.2

[Identify and express even numbers and the sum of two equal addends](#)

CCSS.MATH.2.OA.A.3

[Use addition to find and express the sum of an array](#)

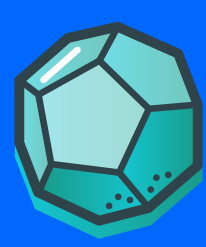
CCSS.MATH.2.OA.A.4

KIT-REQUIRED GAME

[Represent and solve problems involving addition and subtraction](#)

CCSS.MATH.2.OA

[VIEW ADDITIONAL RELATED GAMES](#)



Geometry

DIGITAL GAMES

[Understand that shapes and their attributes](#)

CCSS.MATH.3.G.A.1

[Partition shapes into parts with equal areas](#)

CCSS.MATH.3.G.A.2

KIT-REQUIRED GAME

[Identify shapes by their specific attributes](#)

CCSS.MATH.3.G.A



Measurement & Data

DIGITAL GAMES

[Measure time, volume, and mass using standard units](#) CCSS.MATH.3.MD.A

[Tell and write time to the nearest minute and measure time intervals in minutes; represent a time problem using intervals \(ex: a number line\)](#) CCSS.MATH.3.MD.A.1

[Measure and estimate liquid volumes and masses of objects using standard units of grams \(g\), kilograms \(kg\), and liters \(l\)](#) CCSS.MATH.3.MD.A.2

[Create and interpret bar and picture graphs with several categories](#) CCSS.MATH.3.MD.B.3

[Measure and record the length of objects using a line plot to represent wholes, halves and fourths of an inch](#) CCSS.MATH.3.MD.B.4

[Recognize area as an attribute of plane figures](#) CCSS.MATH.3.MD.C.5

[Measure areas by counting unit squares \(arrays\)](#) CCSS.MATH.3.MD.C.6

[Relate multiplication and addition using area models](#) CCSS.MATH.3.MD.C.7

[Distinguish between and calculate area and perimeter in real-world and mathematical settings](#) CCSS.MATH.3.MD.D.8

KIT-REQUIRED GAMES

[Identify and apply the concepts of area and perimeter](#) CCSS.MATH.3.MD

[Represent and interpret data using bar/ picture graphs and line plots](#) CCSS.MATH.3.MD.B



Number & Operations in Base Ten

DIGITAL GAMES

[Round whole numbers to the nearest 10 or 100 using place value](#) CCSS.MATH.3.NBT.A.1

[Fluently add and subtract within 1000 using strategies and algorithms](#) CCSS.MATH.3.NBT.A.2

[Multiply one-digit whole numbers by multiples of 10](#) CCSS.MATH.3.NBT.A.3

KIT-REQUIRED GAME

[Place value to complete operations within 1000](#) CCSS.MATH.3.NBT



Number & Operations: Fractions

DIGITAL GAMES

[Understand fractions as quantities based on division](#) CCSS.MATH.3.NF.A.1

[Understand fractions as a place on a number line](#) CCSS.MATH.3.NF.A.2

[Understand fractions as a size relative to a whole](#) CCSS.MATH.3.NF.A.3

KIT-REQUIRED GAME

[Understand fractions using various representations](#) CCSS.MATH.3.NF.A



Operations & Algebraic Thinking

DIGITAL GAMES

[Interpret products of whole numbers and explain what each part \(the factors and the product\) means](#) CCSS.MATH.3.OA.A.1

[Interpret whole-number quotients of whole numbers and explain what each part \(dividend, divisor, quotient\) means](#) CCSS.MATH.3.OA.A.2

[Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities](#) CCSS.MATH.3.OA.A.3

[Determine the unknown whole number in a multiplication or division equation relating three whole numbers](#) CCSS.MATH.3.OA.A.4

[Understand and apply the commutative, associative, and distributive properties of multiplication](#) CCSS.MATH.3.OA.B.5

[Understand division as the inverse of multiplication \(ex: as an unknown-factor problem\)](#) CCSS.MATH.3.OA.B.6

[Fluently multiply and divide within 100 using strategies, properties and relationships](#) CCSS.MATH.3.OA.C.7

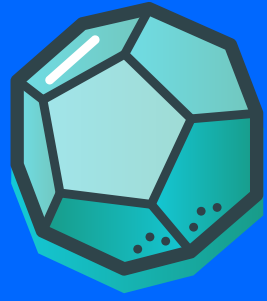
[Solve and represent two-step word problems using the four operations](#) CCSS.MATH.3.OA.D.8

[Identify arithmetic patterns and explain them using properties of operations](#) CCSS.MATH.3.OA.D.9

KIT-REQUIRED GAME

[Multiply and divide whole numbers](#) CCSS.MATH.3.OA

[VIEW ADDITIONAL RELATED GAMES](#)



Geometry

DIGITAL GAMES

[Draw points, lines, line segments, rays, angles \(right, acute, obtuse\), and perpendicular and parallel lines; identify these in two-dimensional figures](#)

CCSS.MATH.4.G.A.1

[Classify two-dimensional figures based on the presence or absence of specific attributes \(lines, angles, etc\)](#)

CCSS.MATH.4.G.A.2

[Recognize and draw a line of symmetry for a two-dimensional figure](#)

CCSS.MATH.4.G.A.3

KIT-REQUIRED GAME

[Identify and classify the features of plane figures \(including angles and lines\)](#)

CCSS.MATH.4.G.A



Measurement & Data

DIGITAL GAMES

[Know relative sizes of measurement units within one system of units and record measurement equivalents in a two-column table \(ex: inches/feet\)](#)

CCSS.MATH.4.MD.A.1

[Use the four operations to solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money, including problems involving simple fractions or decimals](#)

CCSS.MATH.4.MD.A.2

[Apply the area and perimeter formulas for rectangles in real world and mathematical problems](#)

CCSS.MATH.4.MD.A.3

[Make a line plot to display a data set of measurements in fractions of a unit \(1/2, 1/4, 1/8\) and solve problems involving addition and subtraction of fractions by using information presented in line plots](#)

CCSS.MATH.4.MD.B.4

[Recognize angles as geometric shapes that are formed wherever two rays share a common endpoint; understand concepts of angle measurement](#)

CCSS.MATH.4.MD.C.5

[Measure angles in whole-number degrees using a protractor and sketch angles of specified measure](#)

CCSS.MATH.4.MD.C.6

[Recognize that the an angle's whole measurement is the sum of the angle measures of the parts](#)

CCSS.MATH.4.MD.C.7

KIT-REQUIRED GAME

[Measure and calculate length, distances, intervals, liquid volume, mass and money](#)

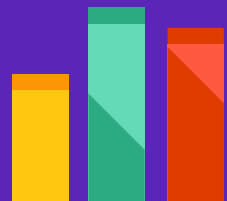
CCSS.MATH.4.MD.A

[Represent and interpret data using line plots including fractions and decimals](#)

CCSS.MATH.4.MD.B

[Identify and measure angles](#)

CCSS.MATH.4.MD.C



Number & Operations in Base Ten

DIGITAL GAMES

[Recognize that in a multi-digit whole number, a digit in one place represents ten times what it represents in the place to its right](#)

CCSS.MATH.4.NBT.A.1

[Read and write multi-digit whole numbers using base-ten numerals, number names, and expanded form; compare them using >, =, and < symbols](#)

CCSS.MATH.4.NBT.A.2

[Use place value understanding to round multi-digit whole numbers to any place](#)

CCSS.MATH.4.NBT.A.3

[Fluently add and subtract multi-digit whole numbers using the standard algorithm](#)

CCSS.MATH.4.NBT.B.4

[Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers](#)

CCSS.MATH.4.NBT.B.5

[Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors](#)

CCSS.MATH.4.NBT.B.6

KIT-REQUIRED GAME

[Use place value to understand and calculate operations](#)

CCSS.MATH.4.NBT



Number & Operations: Fractions

DIGITAL GAMES

[Explain why a fraction a/b is equivalent to a fraction \(n × a\)/\(n × b\) by using visual fraction models; generate equivalent fractions](#)

CCSS.MATH.4.NF.A.1

[Compare two fractions with different numerators and different denominators](#)

CCSS.MATH.4.NF.A.2

[Understand a fraction a/b with a > 1 as a sum of fractions 1/b](#)

CCSS.MATH.4.NF.B.3

[Multiply a fraction by a whole number](#)

CCSS.MATH.4.NF.B.4

[Express a fraction with denominator 10 as an equivalent fraction with denominator 100, and use this technique to add two fractions with respective denominators 10 and 100](#)

CCSS.MATH.4.NF.C.5

[Use decimal notation for fractions with denominators 10 or 100](#)

CCSS.MATH.4.NF.C.6

[Compare two decimals to hundredths by reasoning about their size, and record the results with the symbols >, =, or <](#)

CCSS.MATH.4.NF.C.7

KIT-REQUIRED GAME

[Understand and explain fractions and decimals](#)

CCSS.MATH.4.NF



Operations & Algebraic Thinking

DIGITAL GAMES

[Interpret a multiplication equation as a comparison](#)

CCSS.MATH.4.OA.A.1

[Multiply or divide to solve word problems involving multiplicative comparison \(use the known to determine the unknown\)](#)

CCSS.MATH.4.OA.A.2

[Solve multistep multiplication and division word problems posed with whole numbers using the four operations](#)

CCSS.MATH.4.OA.A.3

[Find all factor pairs for a whole number in the range 1-100; distinguish between prime and composite numbers](#)

CCSS.MATH.4.OA.B.4

[Generate and analyze patterns that follow a given rule](#)

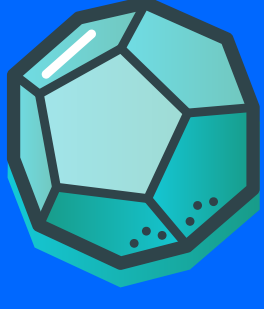
CCSS.MATH.4.OA.C.5

KIT-REQUIRED GAME

[Multiply and divide fluently using strategies](#)

CCSS.MATH.4.OA

VIEW ADDITIONAL RELATED GAMES



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 \(\$a/b = a \div b\$ \)](#) 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](#)



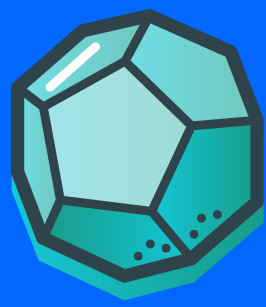
Expressions & Equations

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



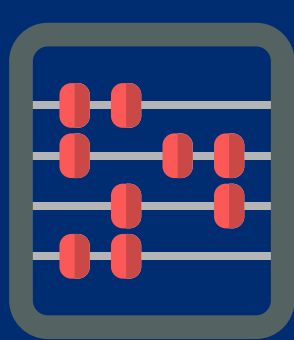
Geometry

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



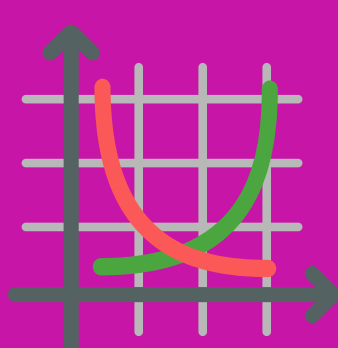
Ratios & Proportional Relationships

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](#)



Expressions & Equations

DIGITAL GAMES

[Add, subtract, factor, and expand linear expressions with rational coefficients](#) CCSS.MATH.7.EE.A.1

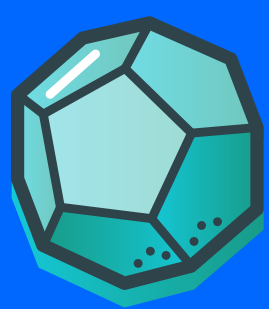
[Rewrite an expression in different forms to shed light on the problem and demonstrate how the quantities in it are related](#) CCSS.MATH.7.EE.A.2

[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

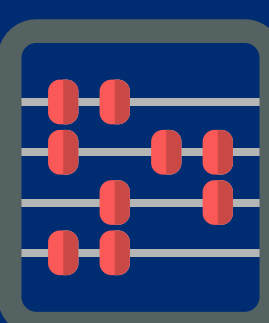
[Use facts about supplementary, complementary, vertical, and adjacent angles to write and solve simple equations for an unknown angle in a figure](#) CCSS.MATH.7.G.B.5

[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](#)

Expressions & Equations

DIGITAL GAMES

[Expressions & equations: know and apply the properties of integer exponents to generate equivalent numerical expressions](#) CCSS.MATH.8.EE.A.1

[Evaluate square roots of small perfect squares and cube roots of small perfect cubes](#) CCSS.MATH.8.EE.A.2

[Use numbers expressed as single digit times a power of 10 to estimate large or small quantities](#) CCSS.MATH.8.EE.A.3

[Perform operations with numbers in scientific notation; know when to use scientific notation](#) CCSS.MATH.8.EE.A.4

KIT-REQUIRED GAME

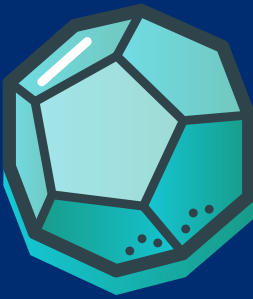
[Evaluate expressions and equations](#) CCSS.MATH.8.EE.A



Functions

KIT-REQUIRED GAME

[Use functions to model relationships between quantities](#) CCSS.MATH.8.F.B



Geometry

DIGITAL GAMES

[Verify the properties of rotations, reflections, and translations through experimentation](#) CCSS.MATH.8.G.A.1

[Describe a sequence of transformations that exhibits the congruence between two figures](#) CCSS.MATH.8.G.A.2

[Describe effect of dilations, translations, rotations, reflections on 2-d figures using coordinates](#) CCSS.MATH.8.G.A.3

[Given two similar 2-d figures, describe a sequence of transformations that exhibits similarity](#) CCSS.MATH.8.G.A.4

[Use informal arguments to establish facts about angles](#) CCSS.MATH.8.G.A.5

[Explain a proof of the Pythagorean Theorem and its converse](#) CCSS.MATH.8.G.B.6

[Apply the Pythagorean Theorem to determine unknown side lengths in right triangles](#) CCSS.MATH.8.G.B.7

[Apply the Pythagorean Theorem to find the distance between two points in a coordinate system](#) CCSS.MATH.8.G.B.8

[Know and apply the formulas for the volumes of cones, cylinders, and spheres](#) CCSS.MATH.8.G.C.9

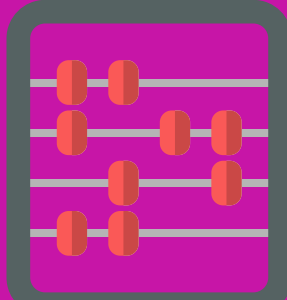
KIT-REQUIRED GAMES

[Understand congruence and similarity](#) CCSS.MATH.8.G.A

[Understand and apply the Pythagorean Theorem](#) CCSS.MATH.8.G.B

[Understand when and how to calculate volume for solid objects](#) CCSS.MATH.8.G.C

[Understand when and how to calculate volume for solid objects](#) CCSS.MATH.8.G.C



The Number System

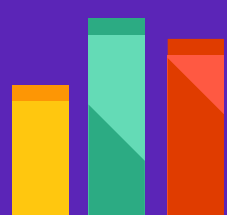
DIGITAL GAMES

[Understand informally that every number has a decimal expansion](#) CCSS.MATH.8.NS.A.1

[Use rational approximations of irrational numbers to compare, locate, and estimate values](#) CCSS.MATH.8.NS.A.2

KIT-REQUIRED GAME

[Understand and calculate with rational and irrational numbers](#) CCSS.MATH.8.NS.A



Statistics & Probability

DIGITAL GAMES

[Construct/interpret scatter plots for bivariate data; investigate association between 2 quantities](#) CCSS.MATH.8.SP.A.1

[Informally fit a straight line in a scatter plot; use to assess relationships between data points](#) CCSS.MATH.8.SP.A.2

[Use linear equation model to solve bivariate measurement data problems; interpret slope/intercept](#) CCSS.MATH.8.SP.A.3

[Construct/interpret a 2-way table summarizing data on two categorical variables from same subjects](#) CCSS.MATH.8.SP.A.4

KIT-REQUIRED GAME

[Understand bivariate data](#) CCSS.MATH.8.SP.A

[VIEW ADDITIONAL RELATED GAMES](#)