## Math ~ Appendix A

## Differentiation

| Kindergarten | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| HEP | Double digit counting <br> game | Identify specific <br> characteristics of shapes <br> i.e triangles | Write a number <br> sentence solving both <br> sides of the equation | Sort by 3 attributes: <br> size, color, and shape | Add using dice with <br> two 10-sided dice |
| Tier 2 | Use of manipulatives | Practice number cards <br> with dry erase boards | Sort shapes by <br> attributes | Give them the sorting <br> rule and have them sort <br> accordingly | Add using a 10 and 6 <br> sided dice |
| Tier 3 | Counting sets - single <br> digit numbers | Adding into pocket <br> game with concrete <br> manipulatives | Partner work with <br> shape families | Identify patterns using <br> ten-frames to add <br> numbers within ten | Add using dice with <br> two 6-sided dice |
| 504 | Singing and dancing to <br> 100 | Movement of shapes | Create shapes with <br> ropes and partners | Make a collage based <br> upon an attribute i.e <br> number of sides | Feel and describe pairs <br> of identical shapes in a <br> "feely box" |
| ELL | Number walk | Identify numbers based <br> upon number cards | Sort common objects <br> by attributes i.e buttons | Practice teen numbers <br> by reciting word pairs <br> i.e ethree- thirteen | Scavenger hunt to find <br> a specific number of <br> objects |
| IEP | Counting sets - count <br> aloud | Use of 10-frames to <br> count and add | Show multiple ways to <br> make 10 | Explore graphing with <br> concrete objects <br> (connecting cubes) | Use pictures to <br> illustrate number stories |


| Kindergarten | Unit 6 | Unit 7 | Unit 8 | Unit 9 |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Use body length to measure <br> objects i.e. hand span | Model addition and <br> subtraction on the 100s grid | Recognize the patterns for <br> counting beyond 100 | Play "Top-It" using only <br> large number cards |
| Tier 2 | Compare lengths of objects <br> using the terms "longer" and <br> "shorter" | Model addition and <br> subtraction on the number <br> line | Choral count by ones using a <br> rhythmic pattern or tune | Play dice subtraction to <br> practice fact fluency within 5 |
| Tier 3 | Use picture cards to identify <br> which objects are longer or <br> shorter | Use manipulatives to practice <br> adding and subtracting <br> objects | Providing a starting and <br> stopping ranges in terms of <br> counting to 100 | Use counters, fingers, or <br> small number line for those <br> who need to model numbers <br> concretely |
| 504 | Practice lining up ends of <br> objects to determine which is <br> longer | Play "growing trains" to <br> understand adding and <br> subtracting objects | Build 3-D objects using <br> toothpicks and marshmallows | Use manipulatives to solve <br> "in" and "out" rules |
| ELL | Provide pictures to show <br> greater, less, and equal to and <br> have students identify using <br> words | Use gestures when describing <br> 3-D objects | Describe two and three <br> dimensional shapes based <br> upon an illustration | Use illustrations and gestures <br> to reinforce the terms <br> "greater than" and "larger" |
| IEP | Explain long, longer, longest <br> to compare length | Model addition on the <br> number line | Whisper numbers leading up <br> to the starting number for a <br> "running start" | While playing "Top-It" use <br> lower numbered cards only |


| Grade 1 | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| HEP | Make a six-sided dice and notice patterns with on the dice | Practice with quick-look cards using different dot patterns | Use parts and total diagram with an "unknown" and organize against a number card (1-10) | Use same size units to measure length using cubits and hand span units | In pairs, flip over 2 number cards to create a 2-digit number and have partner name the numbers before and after that |
| Tier 2 | Make dot patterns with counters | Practice with quick-look cards at 3-second intervals | Use parts and total diagram to match to a domino | Sort objects into similar sized groups and describe relative size | Using a number grid, name numbers that come just before and after a two-digit number |
| Tier 3 | Work with a partner to make and identify counter patterns | Practice with quick-look cards at 5-second intervals | Place number cards in numerical order and use a domino to create a match | Sort objects into similar sized groups | Play rolling for 50 using the number grid |
| 504 | Examine dot pattern on dice (6 sides) | Play 10-speed using only counters | Illustrate a number story | Identify objects that are about 3,5 , and 7 paperclips long | Fill in a missing number on a grid showing 120. |
| ELL | Distinguish between dots and line segments | Teach combinations of ten pennies by separating into each fist | Define "total" and "in all" | Use picture cards to identify "shorter than" "longer than" "about the same" length | Use arrows to help students visualize the numbers that come before and after |
| IEP | Observe a number of dots on a page and then show that value with their fingers | Play 10 -speed using a ten-frame and ten counters | Place number cards in numerical order (no greater than 5) and use a domino to create a match | Observe concrete objects to determine which are longer and shorter | Find the number on a grid showing 120. |


| Grade 1 | Unit 6 | Unit 7 | Unit 8 | Unit 9 |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Use the hour hand to make a <br> specific time | Explore patterns with fact <br> families | Combine patterns blocks <br> together to create a composite <br> shape | Determine how to spend <br> $\$ 3.00$ at a school store |
| Tier 2 | Familiarize students with an <br> hour hand only clock | Provide an experience with <br> turn-around rule using 2 <br> different colored dice | Create a pattern block shape <br> based upon a description | Play "Animal Weight" top-it |
| Tier 3 | Complete setting the time <br> daily activity | Play subtraction BINGO to <br> strengthen subtraction facts | Sort pattern blocks based <br> upon attributes | Play "Animal Weight" top-it <br> and use base ten blocks to <br> find the total weight |
| 504 | Teacher dictates a time and <br> students create it on a paper <br> clock with hour only | Fill in a missing fact on a fact <br> triangle | Use pattern block template to <br> draw shapes | Draw a visual representation <br> of a number story |
| ELL | Familiarize students with the <br> terms face and hand in <br> relation to a clock | Identify terms such as <br> "triangle, fact, and fact <br> family" using yes or no <br> questions | Create a shape using pattern <br> blocks and describe it in <br> words | Use pictures and real life <br> objects to tell number stories |
| IEP | Understand a normal routine <br> for a person in the am vs the <br> pm i.e. waking up | Play subtraction BINGO to <br> strengthen subtraction facts <br> using a number line | Create a shape using pattern <br> blocks | Use concrete objects to <br> represent a number story |


| Grade 2 | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| HEP | Create a number line <br> puzzle | Find combinations of <br> numbers that add to <br> 100 | Complete the "finding <br> subtraction mystery <br> number" activity | Apply their <br> understanding of time <br> to complete number <br> problems | Solve coin puzzles |
| Tier 2 | Identify one, two, or <br> three more or less on a <br> number line | Find combinations of <br> numbers that add to <br> 100 with the aid of a <br> number grid | Use counters to write <br> subtraction number <br> sentences | Match daily activities <br> with times that they do <br> them to the nearest half <br> hour | Solve coin puzzles <br> using illustrations <br> and/or manipulatives |
| Tier 3 | Place number cards in <br> order from least to <br> greatest | Use straws or cubes <br> and longs to create <br> groups of 10 | Practice addition and <br> subtraction facts using <br> dominos | Use a visual model to <br> assist in telling time | Practice counting up by <br> using dice to generate <br> numbers |
| 504 | Fill in the missing <br> numbers on a number <br> line | Play the exchange <br> game using pennies and <br> nickels | Use dominos to identify <br> a missing fact | Partner work together <br> to write and tell time | In partners, buy and sell <br> items from a "store" <br> and practice making <br> change |
| ELL | Use their finger to slide <br> on the number line <br> (Total physical <br> response technique) | Practice identifying <br> coins properly - use of <br> names and values | Define the words "first, <br> then, now" for number <br> stories | Use a human-like <br> cartoon face to help <br> understand the parts of <br> the clock / time | In partners, practice <br> being customers and <br> clerks using appropriate <br> language |
|  | Place number cards in <br> order from least to <br> greatest using concrete <br> models | Play "spinning for <br> money" using pennies,, <br> nickels, dimes, and <br> quarters | Use concrete objects to <br> create number models <br> and stories | Show a visual between <br> the difference between <br> the hour and minute <br> hand to write the time | Explore counting by 5, <br> 10, and 25 using a <br> visual model |


| Grade 2 | Unit 6 | Unit 7 | Unit 8 | Unit 9 |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Write their own number stories <br> using a given number model | Play "Hit the Target" with two <br> digit numbers | Use a Venn diagram to <br> categorize shapes | Subtract a three digit number <br> from a four digit number using <br> base ten blocks |
| Tier 2 | Solve number stories using a <br> drawing or diagram | Play "Hit the Target" with two <br> digit numbers and a focus on <br> multiples of ten | Sort 2-dimensional shapes and <br> describe their attributes | Practice subtraction using self- <br> selected strategy |
| Tier 3 | Act out a number sentences on a <br> life-sized number line | Gain experiences with multiples <br> of ten by finding the missing <br> dots on a tens frame | Sort 2-dimensional shapes by a <br> given name and/or attribute | Practice subtraction using base- <br> ten short hand |
| 504 | Act out a number story | Play "Hit the Target" with the <br> aid of concrete models | Draw a shape with a given <br> attribute | Practice trading using base ten <br> blocks to model subtraction |
| ELL | Use the poem "Band-aids" to <br> read and solve number stories | Understand the term "change to" <br> - making something different, <br> using concrete objects i.e. clay <br> or play-doh | Compare drawing by telling how <br> they are similar and different | Review the meaning of the <br> terms "trade" to understand two- <br> digit subtraction |
| IEP | Identify "friendly numbers" on a <br> number line | Practice finding differences <br> between two digit numbers and <br> multiples of ten using a number <br> grid | Read the book "Shape Up" and <br> describe the shapes using <br> specific attributes | Adding and subtracting two digit <br> numbers using base ten blocks |


| Grade 3 | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| HEP | Measure elapsed time to <br> the nearest minute | Challenge students to <br> solve a number problem <br> with 2 operations in 2 <br> different ways | Create a "what's my <br> rule" problem | Create all possible <br> whole-number <br> rectangles that have a <br> perimeter of 20 | Write extended <br> multiplication facts with <br> multiples of ten |
| Tier 2 | Measure time to the <br> nearest minute using a <br> picture / visual model | Challenge students to <br> solve a number problem <br> with 2 operations in 1 <br> different way | Solve a "what's my <br> rule" problem <br> (multiplication) | Find the perimeters of <br> various polygons | Create a fact family <br> house |
| Tier 3 | Measure time to the <br> nearest minute using a <br> Judy Clock | Challenge students to <br> solve a number problem <br> in one way using a <br> visual model | Solve a "what's my <br> rule" problem (addition) | Find the perimeter of <br> various rectangles | Sort fact triangles based <br> on known and unknown <br> facts |
| 504 | Use their own hands and <br> arms to demonstrate a <br> given time | Complete activity <br> "Writing multiplication <br> stories" | Solve a "what's my <br> rule" problem (addition) <br> using manipulatives | Practice measuring to <br> the nearest half inch <br> using a ruler | Relate multiplication <br> and division by creating <br> fact families |
| ELL | Learn the math terms <br> "hands" "face" "far <br> from" "near" "nearest" | Role-play a number <br> story | Learn the terms "input" <br> and "output" | Review definitions of <br> area and perimeter | Compare two <br> collections of objects <br> and describe what's <br> missing |
| IEP | Small group practice <br> measuring time with a <br> Judy Clock | Challenge students to <br> solve a number problem <br> in one way using <br> counters or concrete <br> manipulatives | Solve a "what's my <br> rule" problem (addition) <br> in pairs | Find the perimeter of a <br> polygon by wrapping a <br> string around the outside | Relate multiplication <br> and division by creating <br> fact families using <br> drawings and/or <br> manipulatives |


| Grade 3 | Unit 6 | Unit 7 | Unit 8 | Unit 9 |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Write numbers sentences with <br> parenthesis to represent number <br> patterns in arrays | Make fraction strips showing <br> $5^{\text {th }}, 10^{\text {th }}$, and $12^{\text {th }}$ and label each <br> part | Solve word problems using <br> whole dollars and parts of <br> dollars as answers | Partition rectangles to solve <br> two double digit multiplication <br> facts |
| Tier 2 | Solve number sentences with <br> parenthesis | Compare fractions using <br> fraction strips | Solve word problems using <br> whole dollars as answers | Partition rectangles to solve one <br> digit times two digit <br> multiplication facts |
| Tier 3 | Play "Name that Number" <br> using 3 cards and 2 operations | Compare fractions using <br> fraction strips using concrete <br> manipulatives | Manipulate play money in a <br> store setting | Complete "Break apart strategy <br> to multiply" activity |
| 504 | Practice representing number <br> stories by drawing pictures | Make fraction strips of fourths <br> and halves and then compare <br> fractions | Practice trading money to make <br> change | Play "multiplication top-it" <br> with extended facts |
| ELL | Discuss the difference between <br> sentence equation and <br> parenthesis | Practice folding and unfolding <br> and relate it to the meaning of <br> the words | Use common shopping <br> language while trading money <br> in the school store | Scaffold the term "decompose" <br> by modeling with counters |
| IEP | Play "Name that Number" <br> using 3 cards and 1 operations | Compare fractions using <br> fraction strips using halves and <br> fourths | Practice counting up using <br> dollars and coins | Play "multiplication top-it" <br> with simple facts |


| Grade 4 | Unit 1 | Unit 2 | Unit 3 | Unit 4 |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Using a budget of 35 dollars, <br> students plan a meal | Identify and extend patterns <br> with square numbers | Find equivalent fractions by <br> folding paper (origami figures) | Explore patterns of millions <br> and billions using sheets and <br> reams of paper |
| Tier 2 | Use base 10 blocks to round to <br> nearest 10 or 100 | Build arrays using visual <br> models | Use number lines to identify <br> and compare equivalent <br> fractions | Play "Beat the Calculator" to <br> practice extended <br> multiplication facts |
| Tier 3 | Use base 10 blocks to round <br> numbers to nearest multiple of <br> ten | Build arrays with centimeter <br> cubes | Stacking fraction tiles to <br> understand equivalent <br> fractions | Play "Multiplication Top-It" <br> to practice facts |
| 504 | Estimate to nearest 10 using <br> number line or visual models | Build triangular numbers <br> using counters | Have students generate <br> equivalent names by use of a <br> name collection box | Practice partial products <br> multiplication using the <br> rectangular area model |
| ELL | Understand the language of <br> greater than, less than, equal to <br> using pictures | Using visual representation to <br> understand rows and column | Recognize names of <br> equivalent fractions and match <br> them to pictures | Will match objects that go <br> together to help understand <br> partial rectangle <br> representations |
| IEP | Read "Betcha" Estimating and <br> identify areas of estimation in <br> real life | Find the next number in <br> sequence by drawing and <br> counting consecutive rows of <br> dots | Use fraction tiles to identify <br> equivalent fractions | Play "Multiplication Top-It" <br> using digits 2,4,5,10 |


| Grade 4 | Unit 5 | Unit 6 | Unit 7 | Unit 8 |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Add fractions with unlike <br> denominators | Explore relationship between <br> area and perimeter by asking <br> question: do rectangles with <br> the same perimeter have the <br> same area? | Use fractions to create a recipe <br> that makes only a single <br> serving | Students write multi step <br> number stories involving two <br> operations and three steps |
| Tier 2 | Add 10ths and 100ths using <br> shorthand base ten | Practice finding area and <br> perimeter of rectilinear figures | Students will work on <br> doubling and tripling a recipe <br> involving fractions | Solving two operations and <br> three step number stories |
| Tier 3 | Converting 10ths and 100ths <br> using base ten blocks | Practice finding area and <br> perimeter of rectilinear figures <br> on a grid | Students will work on <br> doubling a recipe involving <br> fractions | Solving two step number <br> stories with two operations |
| 504 | Represent tenths and <br> hundredths on an overlapping <br> hundredths and tenths grid | Practice finding area and <br> perimeter of rectilinear figures <br> using square tiles | Explore concept that multiple <br> copies of a unit fraction may <br> be represented using repeated <br> addition | Act out two step and two <br> operation number stories |
| ELL | Identify ten, tenths, and tens <br> hundred, hundreds, and <br> hundredths using a visual <br> model representation | Understanding sequence by <br> finishing patterns of numbers | Show unit fractions using <br> measuring cups and spoons | Have students look at a line <br> plot to understand concept of <br> greatest number of, least <br> number of |
| IEP | Add 10ths and 100ths using <br> base ten blocks | Solve division problems by <br> using models | Will use repeated addition to <br> work on recipe to double a <br> recipe involving fractions | Solving two step stories with <br> two operations focusing on <br> addition and subtraction |


| Grade 5 | Unit 1 | Unit 2 | Unit 3 | Unit 4 |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Work with finding area of <br> rectangles with fractional <br> sides | Understand traditional <br> multiplication using place <br> value patterns | Extend work on a number <br> line to partition into 4ths, <br> 8ths, 16ths, of an inch | Order decimal numbers by <br> comparing baseball players <br> batting averages |
| Tier 2 | Finding area using only 1 <br> fraction side | Solve real world problems <br> and interpret a remainder | Number line partition on <br> number line up to 2 into $1 / 2$. <br> 4ths, and ths | Order decimals by placing them <br> on a number line |
| Tier 3 | Find area of figure of <br> fractions on a grid | Interpret remainders using <br> concrete models and number <br> lines | Using fraction tiles have <br> students find equivalent <br> fractions | Order and compare decimals by <br> using decimal cards |
| 504 | Practice area of rectangles <br> rolling dice | Create a word problem with a <br> remainder and identify what <br> remainder means | Create fraction strips of $1 / 2$, , <br> 4ths, 8ths, and 10ths and find <br> equivalents | Compare and order decimals <br> using patterns within place value |
| ELL | Label key words on a <br> diagram boundary, unit <br> squares, region, area, overlap, <br> gap | Scaffold understanding of the <br> word remainder to mean left <br> over and use a concrete <br> example | Help students understand <br> locate and location on <br> number line | Relate the terms greater than less <br> than or equal to with inequality <br> symbols |
| IEP | Finding area of rectangles <br> with whole numbers | Solve real world problems <br> with remainders and <br> understand what it means to <br> ignore remainder | Using fraction tiles turn <br> mixed numbers into improper <br> fractions | Compare and order decimals <br> using base ten blocks |


| Grade 5 | Unit 5 | Unit 6 | Unit 7 | Unit 8 |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Solve multi step fraction of <br> fraction problem | Collect data and graph on a <br> line plot then create problems <br> that can be solved by <br> examining a line plot and <br> have fractional parts | Answer always, sometimes, <br> never questions by referring <br> to a quadrilateral hierarchy | Find area of a three or more <br> composite rectilinear shapes |
| Tier 2 | Use "Brownie Pan Model" to <br> solve multiplication fraction <br> problems | Solve problems using a line <br> plot with fractional units | Draw a quadrilateral based on <br> given attributes | Find area of a composite area <br> shape by decomposing |
| Tier 3 | Fold paper and label sections <br> to identify fraction and <br> representations | Partition a number line into <br> fractional units of 2,4, and 8 | Using hierarchy give as many <br> names for a particular <br> quadrilateral | Find area of a composite shape <br> on grid paper |
| 504 | Complete the finding <br> fractions of fractions activity | Given data students create a <br> line plot with fractional units | Sort quadrilaterals based on a <br> given attribute | Draw a rectangle using a rolled <br> number cube as dimensions and <br> decompose into triangles to find <br> the area |
| ELL | Understand horizontal and <br> vertical by combining words <br> with gestures | Understand term reasonable <br> by identifying reasonable <br> situations within a given <br> picture that is displayed | Given a quadrilateral students <br> have to identify a particular <br> attribute | Use examples and <br> counterexamples to understand <br> the meaning of the prefix non |
| IEP | Fold paper and label sections <br> to identify fraction and <br> representations limit to <br> denominators of two and four | Given data students create a <br> line plot with fractional units <br> given on the number line <br> using only $1 / 2$ and 4ths | Given a quadrilateral identify <br> its defining characteristics | Find area of a rectilinear figure <br> using square tiles |


| Grade 6 | Unit 1 <br> Prime Time | Unit 2 <br> Comparing Bits and Pieces | Unit 3 <br> Let's Be Rational | Unit 4 <br> Variables and Patterns |
| :--- | :--- | :--- | :--- | :--- |
| HEP | Play the factor game up to <br> 100 | Find unit rates using a <br> proportion | Solve division fraction by <br> fraction problems to identify <br> the pattern in the traditional <br> algorithm | Create a story based on a time <br> distance graph |
| Tier 2 | Play the factor game and <br> identify patterns amongst <br> prime and composite <br> numbers | Find unit rates using a double <br> number line | Solve fraction divided by <br> fraction division problems on <br> number line | Complete a rate table using <br> patterns of equivalents |
| Tier 3 | Play the product game with <br> factors up to 6 | Find unit rates using only <br> whole number answers | Solve division word <br> problems using a visual <br> representation to model the <br> problem | Solve problems based on data <br> on a graph |
| 504 | Build rectangles with square <br> tiles to represent factor pairs | Shoot baskets to generate <br> data to calculate percentages | Create a recipe involving <br> fractions and double it and <br> half it | Conduct a jumping jack <br> experiment to identify a linear <br> relationship |
| ELL | Create a visual representation <br> to distinguish factors and <br> multiples | Scaffold student <br> understanding of the word <br> per and for every, in creating <br> for every statements | Understand connection <br> between the word of and <br> multiplication through visual <br> "brownie pan model" | Create a poster for vocabulary <br> such as variable, equation, <br> expression, and rate |
| IEP | Use tiles to find common <br> factors | Use tape diagrams to write <br> comparison statements | Solve division divided by <br> division problems using <br> pattern blocks | Fill in a data table with <br> missing parts that follow a <br> linear relationship |


| Grade 6 | Decimal Operations | Unit 6 <br> Covering and Surrounding | Unit 7 7 <br> Data About Us |
| :--- | :--- | :--- | :--- |
| HEP | Use a supermarket flyer to compare <br> items to see which are better for <br> purchase | Find area and perimeter of triangles and <br> rectangles with all fractional side <br> dimensions | Have students find mad of data <br> containing fractions and decimals |
| Tier 2 | Find perimeter and area of a polygon <br> with decimal sidelines | Find areas of regular polygons by <br> decomposing into rectangles and <br> triangles | Students find the mad of data with the <br> aid of a calculator |
| Tier 3 | Using patterns of whole numbers relate <br> the algorithm for adding and subtracting <br> decimals | Find the volume of a rectangular prism <br> by filling with appropriate size cubes | Find mean of a data set where the mean <br> is a whole number |
| 504 | Use area model of multiplication to solve <br> decimal problems | Compose and decompose rectilinear <br> shapes on graph paper | Gather and collect data to create a box <br> and whisker plot |
| ELL | Using a coupon they will learn tax is an <br> additional cost and a discount is savings | Identify base and height of triangles <br> given different orientations | Create a visual representation of <br> minimum, maximum, mode, mean, and <br> range |
| IEP | Use base 10 blocks to add decimal <br> numbers | Use square tiles to find area of composite <br> shapes | Find mean of data by using blocks to <br> make equal stacks of cubes |

## Math~ Appendix B

## Interdisciplinary Connections

| K | See p. 11 for specific lessons |
| :--- | :--- |
| 1 | See p. 25 for specific lessons |
| 2 | See p. 40 for specific lessons |
| 3 | See p. 52 for specific lessons |
| 4 | See p. 67 for specific lessons |
| 5 | See p. 82 for specific lessons |
| 6 | See p. 97 for specific lessons |

## Math ~Technology

## Appendix C

| K | 8.1.P.A.3 - Use digital devices to create stories with pictures, numbers, letters and words. (throughout the year) <br> 8.1.P.C. $~-~ C o l l a b o r a t e ~ w i t h ~ p e e r s ~ b y ~ p a r t i c i p a t i n g ~ i n ~ i n t e r a c t i v e s ~ d i g i t a l ~ g a m e s ~ o r ~ a c t i v i t i e s ~(t h r o u g h o u t ~ t h e ~ y e a r) ~$ |
| :---: | :--- |
| 1 | 8.1.P.A.5 - Use basic technology terms in the proper context in conversation with peers and teacher. (Unit 2) <br> 8.1.2.F.1 - Collect and analyze data to identify solutions and/or make informed decisions. (Unit 1) |
| 2 | 8.1.2.A.4 - Develop developmentally appropriate navigation skills in virtual environments (Unit 1) |
| 3 | 8.2.5.A.5 - Identify how improvement in the understanding of materials science impacts technologies. (Unit 8) |
| 4 | 8.1.5.A.4 - Graph data using a spreadsheet, analyze and produce a report that explains the analysis of data. (Throughout the <br> year) |
| 5 | 8.1.5.A.1 - Select and use the appropriate digital tools and Resources to accomplish a variety of tasks including solving <br> problems. (Throughout the year completing various tasks) |
| 6 | 8.1.8.F.1 - Explore a local issue, by using digital tools to collect and analyze data to identify a solution and make an informed <br> decision. <br> 8.2.8.C. - Explain how different teams/groups can contribute to the overall design of a product. |

## Math ~ Appendix D <br> $21{ }^{\text {st }}$ Century Skills - Career Ready Practices

| Standard | Grade / Unit |
| :--- | :--- |
| CRP1 Act as a responsible and contributing citizen and employee | Kindergarten - Unit 1 <br> Grade 1 - Unit 1 <br> Grade 2 - Unit 1 |
| CRP2 Apply appropriate academic and technical skills | Grade 4 - Unit 2 <br> Grade 6 - Unit 2, 3 and 4 |
| CRP3 Attend to personal health and financial well-being | Grade 1 - Unit 1 <br> Grade 2 - Unit 1 |
| CRP4 Communicate clearly and effectively and with reason | Grade 2 - Unit 3 <br> Grade 3 - Unit 1 <br> Grade 4 - Unit 1 <br> Grade 5 - Unit 1 <br> Grade 6 - Unit 1 |
| CRP5 Consider the environmental, social, and economic impacts of decisions | Grade 3 - Unit 2 <br> Grade 6 - Unit 4 |
| CRP6 Demonstrate creativity and innovation | Grade 6- Unit 1, 2 |
| CRP7 Employ valid and reliable research strategies | Grade 5 - Unit 1 |
| CRP8 Utilize critical thinking to make sense of problems and persevere in solving <br> them | Grade 3 - Units 8 \& 9 <br> Grade 6 - Unit 1 |

## Math ~ Appendix E

## $21{ }^{\text {st }}$ Century Life and Careers

| Standard | Grade / Unit |
| :---: | :---: |
| 9.1.4.A.2 - Identify potential sources of income | Grade 2 - Unit 1 |
| 9.1.8.A.6-Explain how income affects spending decisions | Grade 6 - Unit 4 |
| 9.1.4.B.2 - Identify age appropriate financial goals | Grade 1-Unit 4 |
| 9.1.4.B.3 - Explain what a budget is and why it is important | Grade 4 - Unit 1, Grade 6 - Unit 3 |
| 9.1.4.B.5 - Identify ways to earn and save | Grade 3 - Unit 2 |
| 9.1.8.B.1 - Distinguish among cash, check, credit card and debit cards | Grade 5-DI Unit |
| 9.1.8.B.2 - Construct a simple personal savings and spending plan based on various sources of income | Grade 6 - Unit 3 |
| 9.1.8.B.7-Construct a budget to save for long-term, short-term and charitable goals | Grade 5 - DI Unit |
| 9.1.8.B.8 - Develop a system for keeping and using financial records | Grade 5 - DI Unit |
| 9.1.4.C. 2 - Identify common sources of credit and types of credit | Grade 4 - Unit 1 |
| 9.1.8.C. 1 - Compare and contrast credit cards and debit cards and the advantages and disadvantages of using each | Grade 5 - Unit 4 <br> Grade 6 - Unit 3 |
| 9.1.8.C.9 - Summarize the causes and consequences of personal bankruptcy | Grade 5-DI Unit |
| 9.1.4.D. 3 - Distinguish between saving and investing | Grade 3 - Unit 1 |
| 9.1.4.E. 2 - Apply comparison shopping skills to purchasing decisions | Grade 1 - Unit 9 |
| 9.1.8.E. 1 - Explain what it means to be a responsible consumer and the factors to consider when making consumer decisions | Grade 5 - DI Unit |
| 9.1.8.E. 2 - Identify personal information that should not be disclosed to others and the possible consequences of doing or not doing so | Grade 5 - Unit 5 <br> Grade 6 - Unit 3 |
| 9.1.8.E.3 - Compare and contrast product facts versus advertising claims | Grade 6 - Unit 7 |
| 9.1.8.E. 5 - Analyze interest rates and fees associated with financial services, credit cards, debit cards and gift cards | Grade 5 - Unit 3 |
| 9.1.8.E. 6 - Compare the value of goods or services from different sellers wen purchasing large quantities and small quantities | Grade 6 -Unit 2 |
| 9.1.8.E.8 - Recognize the techniques and effects of deceptive advertising | Grade 5 - DI Unit Grade 6- Unit 7 |
| 9.1.8.G.1 - Explain why it is important to develop plans for protecting current and future personal assets against loss | Grade 5 - DI Unit |

