Level	Game Activity	GRADE	Standard	Description
1	Problem 1	2	CCSS.MATH.CONTENT.2.NBT.B.7	Add and subtract within 1000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method.
1	Movie on Subtraction (Ma	2	CCSS.MATH.CONTENT.2.NBT.B.8	Add and subtract within 1000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method.
1	Movie on subtraction (5 th	2	CCSS.MATH.CONTENT.2.NBT.B.9	Add and subtract within 1000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method.
1	Problem 2	3	CCSS.Math.Content.3.OA.A.1	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
2	Problem 3	3	CCSS.Math.Content.3.OA.A.1	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
2	Problem 4	3	CCSS.Math.Content.3.OA.A.1	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
2	Math Minute activities	3	CCSS.Math.Content.3.OA.C.7	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
2	Memory game activities	3	CCSS.Math.Content.3.OA.C.7	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
2	5 in-game quizzes	3	CCSS.Math.Content.3.OA.C.7	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
3	Problem 5	4	CCSS.Math.Content.4.NBT.B.5	Multiply a whole number of up to four digits by a one-digit whole number,
3	2 in-game quizzes	4	CCSS.Math.Content.4.NBT.B.5	Multiply a whole number of up to four digits by a one-digit whole number,
3	5 educational options	4	CCSS.Math.Content.4.NBT.B.5	Multiply a whole number of up to four digits by a one-digit whole number,
3	Problem-solving lesson be	MP	CCSS.Math.Practice.MP1	Make sense of problems and persevere in solving them.
4	Problem 6	3	CCSS.Math.Content.3.OA.A.2	Interpret whole-number quotients of whole numbers, e.g., interpret 56 ÷ 8
4	5 Educational resources	3	CCSS.Math.Content.3.OA.A.2	Interpret whole-number quotients of whole numbers, e.g., interpret 56 ÷ 8
4	Problem 7	3	CCSS.Math.Content.3.OA.A.1	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
4	3 educational resources	3	CCSS.Math.Content.3.OA.A.1	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
4	2 in-game quizzes	3	CCSS.Math.Content.3.OA.A.1	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
4	Problem-solving lesson (n	MP	CCSS.Math.Practice.MP1	Make sense of problems and persevere in solving them.
4	Problem 8	4	CCSS.Math.Content.4.NBT.B.6	Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors
4	5 Educational resources	4	CCSS.Math.Content.4.NBT.B.6	Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors
4	1 in-game quiz	4	CCSS.Math.Content.4.NBT.B.6	Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors
5	Problem 9	5	CCSS.Math.Content.5.NBT.B.6	Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors
5	I in-game quiz	5	CCSS.Math.Content.5.NBT.B.6	Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors
5	4 in-game educational res	5	CCSS.Math.Content.5.NBT.B.6	Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors
6	Problem 10	4	CCSS.Math.Content.4.MD.A.3	Apply the area and perimeter formulas for rectangles in real world and mathematical problems
6	3 in-game educational res	4	CCSS.Math.Content.4.MD.A.3	Apply the area and perimeter formulas for rectangles in real world and mathematical problems
6	1 in-game quiz	4	CCSS.Math.Content.4.MD.A.3	Apply the area and perimeter formulas for rectangles in real world and mathematical problems
6	Problem 11	5	CCSS.Math.Content.5.NBT.B.6	Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors
7	Problem 12	6	CCSS.Math.Content.6.NS.C.6	Understand a rational number as a point on the number line. Extend number line diagrams and coordinate axes familiar from previous grades to represent points on the line and in the plane with negative number coordinates.

7	1 in-game quiz	6	CCSS.Math.Content.6.NS.C.6	Understand a rational number as a point on the number line. Extend number line diagrams and coordinate axes familiar from previous grades to represent points on the line and in the plane with negative number coordinates.
7	2 educational resources	6	CCSS.Math.Content.6.NS.C.6	Understand a rational number as a point on the number line. Extend number line diagrams and coordinate axes familiar from previous grades to represent points on the line and in the plane with negative number coordinates.
7	Problem 13	4	CCSS.Math.Content.4.OA.A.3	Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations
7	1 in-game quiz	MP	CCSS.Math.Practice.MP1	Make sense of problems and persevere in solving them.
7	2 educational resources	MP	CCSS.Math.Practice.MP1	Make sense of problems and persevere in solving them.
EXTRAS	**THESE ARE THE FOUR BOXES AT THE BOTTOM OF THE SCREEN**			
BOX 1	6 educational activities	3	CCSS.Math.Content.3.OA.A.1	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
BOX 2	7 educational activities (li	3	CCSS.Math.Content.3.OA.A.1	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each.
BOX 2	1 educational activity	3	CCSS.Math.Content.3.OA.A.2	Interpret whole-number quotients of whole numbers, e.g., interpret 56 ÷ 8
BOX 2	1 educational activity	4	CCSS.Math.Content.4.MD.A.3	Apply the area and perimeter formulas for rectangles in real world and mathematical problems
BOX 2	1 educational activity	7	CCSS.Math.Content.7.SP.C.5	Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring.
BOX 3	4 videos	MP	CCSS.Math.Practice.MP1	Make sense of problems and persevere in solving them.
BOX 3	1 video	4	CCSS.Math.Content.4.MD.A.3	Apply the area and perimeter formulas for rectangles in real world and mathematical problems
BOX 3	1 video	3	CCSS.Math.Content.3.OA.A.2	Interpret whole-number quotients of whole numbers, e.g., interpret 56 ÷ 8
BOX 3	1 video	4	CCSS.Math.Content.4.NBT.B.6	Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors
BOX 3	1 video	6	CCSS.Math.Content.6.NS.C.6	Understand a rational number as a point on the number line. Extend number line diagrams and coordinate axes familiar from previous grades to represent points on the line and in the plane with negative number coordinates.
BOX 4	1 video	2	CCSS.MATH.CONTENT.2.NBT.B.7	Add and subtract within 1000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method.
BOX 4	1 educational activity	4	CCSS.Math.Content.4.NBT.B.6	Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors
BOX 4	2 educational activities	6	CCSS.Math.Content.6.NS.C.6	Understand a rational number as a point on the number line. Extend number line diagrams and coordinate axes familiar from previous grades to represent points on the line and in the plane with negative number coordinates.
BOX 4	1 video	4	CCSS.Math.Content.4.NBT.B.6	Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors
BOX 4	1 educational activity	7	CCSS.Math.Content.7.SP.C.5	Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring.