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		Operations and Algebraic Thinking	Number and Operations in Base Ten	Measurement and Data	Geometry	Mathematical Practices	Number and Operations—Fractions	Games
	Grade 1	Represent and solve problems involving addition and subtraction. Understand and apply properties of operations and the relationship between addition and subtraction. Add and subtract within 20. Work with addition and subtraction equations.	Extend the counting sequence. Understand place value. Use place value understanding and properties of operations to add and subtract.	Measure lengths indirectly and by iterating length units. Represent and interpret data.	Reason with shapes and their attributes.	Make sense of problems and persevere in solving them. Reason abstractly and quantitatively. Construct viable arguments and critique the reasoning of others. Model with mathematics. Use appropriate tools strategically. Attend to precision. Look for and make use of structure. Look for and express regularity in repeated reasoning.	N/A	All Skidos Games
	Grade 2	Represent and solve problems involving addition and subtraction. Add and subtract within 20. Work with equal groups of objects to gain foundations for multiplication.	Understand place value. Use place value understanding and properties of operations to add and subtract.	Measure and estimate lengths in standard units. Relate addition and subtraction to length. Represent and interpret data.	Reason with shapes and their attributes.	Make sense of problems and persevere in solving them. Reason abstractly and quantitatively. Construct viable arguments and critique the reasoning of others. Model with mathematics. Use appropriate tools strategically. Attend to precision. Look for and make use of structure. Look for and express regularity in repeated reasoning.	N/A	All Skidos Games
	Grade 3	Represent and solve problems involving multiplication and division. Understand properties of multiplication and the relationship between multiplication and division. Multiply and divide within 100. Solve problems involving the four operations, and identify and explain patterns in arithmetic.	Use place value understanding and properties of operations to perform multi-digit arithmetic.	Represent and interpret data. Geometric measurement: understand concepts of area and relate area to multiplication and to addition. Geometric measurement: recognize perimeter as an attribute of plane figures and distinguish between linear and area measures.	Reason with shapes and their attributes.	Make sense of problems and persevere in solving them. Reason abstractly and quantitatively. Construct viable arguments and critique the reasoning of others. Model with mathematics. Use appropriate tools strategically. Attend to precision. Look for and make use of structure. Look for and express regularity in repeated reasoning.	Develop understanding of fractions as numbers.	All Skidos Garnes
•	Grade 4	Use the four operations with whole numbers to solve problems. Gain familiarity with factors and multiples. Generate and analyze patterns.	Generalize place value understanding for multi-digit whole numbers. Use place value understanding and properties of operations to perform multi-digit arithmetic.	Represent and interpret data. Geometric measurement: understand concepts of angle and measure angles.	Draw and identify lines and angles, and classify shapes by properties of their lines and angles.	Make sense of problems and persevere in solving them. Reason abstractly and quantitatively. Construct viable arguments and critique the reasoning of others. Model with mathematics. Use appropriate tools strategically. Attend to precision. Look for and make use of structure.	Extend understanding of fraction equivalence and ordering. Build fractions from unit fractions by applying and extending previous understandings of operations on whole numbers. Understand decimal notation for fractions, and compare decimal fractions.	All Skidos Games
	Grade 5	Write and interpret numerical expressions. Analyze patterns and relationships.	Understand the place value system. Perform operations with multi-digit whole numbers and with decimals to hundredths.	Represent and interpret data.	Graph points on the coordinate plane to solve real-world and mathematical problems. Classify two-dimensional figures into categories based on their properties.	Make sense of problems and persevere in solving them. Reason abstractly and quantitatively. Construct viable arguments and critique the reasoning of others. Model with mathematics. Use appropriate tools strategically. Attend to precision. Look for and make use of structure. Look for and express regularity in repeated	Use equivalent fractions as a strategy to add and subtract fractions. Apply and extend previous understandings of multiplication and division to multiply and divide fractions.	All Skidos Games