|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Lesson** | **Part/CCSS** | **EM Games** | **Technology** | **Recovery** | **Bridges/Other** |
| 6.1  Addition/Subtraction Facts Table | MMR  1-OA.3, OA.6  2-NBT.1  3-OA.6 | Addition Top-It  (Difference Game) | -Turbo Math  -Addition Top It | -Pair wise and 5 wise ten frames  -All 10-frame activities | -10 and More  -10 or Bust  -50 or Bust  -Unifix Cubes: Seeing Doubles and Neighbors |
| 6.2  Equivalent Names | MMR  1-OA.7  2-OA.6  3-OA.7 |  |  |  | -Put name collection boxes in a workstation  -Ratuki |
| 6.3  Fact Families | MMR – OA.1  1-OA.3, 7, 8 | Fact Family Triangles |  |  |  |
| 6.4  Fact Triangles | MMR – OA.5,NBT.5  1 – OA.6, OA.8  2 – OA.6 | -Beat the Calculator  -Fact Power  -Fact Family Triangles |  |  |  |
| 6.5  Using Facts Table for Subtraction |  | (Penny Plate) |  |  |  |
| 6.6  The Centimeter |  |  |  |  |  |
| 6.7  Explorations –  Pattern Blocks, Addition Facts, and Triangles | MMR  1-G.3, OA.6  2-OA.6 |  |  |  | -Exploration Activities could go in workstations  -Spin and Add |
| 6.8  Addition Facts Practice  (What’s My Rule?) | MMR  1 – OA.6, 8  2-OA.6  3 – OA.6, 8 | Tric-Trac Addition |  |  |  |
| 6.9  Quarters | MMR – NBT.4  2 – OA.5, NBT.3  3 – NBT.1, 2a, 2c, 3, 4 | -Coin Top-It  -Quarter-Dime-Nickel-Penny Grab | Jump Start Second Grade (Jukebox) |  | -Quarter Poem  -Race You to 25  -20 Cents or Bust |
| 6.10  Digital Clocks | MMR – NBT.4  1 – MD.3  2 – OA.5, NBT. 1, 2a, 2c  3 – MD.3 | Coin Exchange  (Penny Nickel Dime Exchange) | -Digital Clock Website  <http://www.mathsisfun.com/time-clocks-analog-digital.html> |  | -Digital Time Game (ask Emily) |
| 6.11  Introducing Reference Book |  |  |  |  |  |
| 6.12  Data Landmarks | MMR – OA.5  1 – MD.4  2 – OA.6 (Tric-Trac)  3 – MD.4 |  |  |  |  |
| 6.13  Progress Check |  |  |  |  |  |
| 7.1  Attribute Rules  (Geometry) | 1 - G.1  2 – G.2  3 – G.1 | Make My Design |  |  | -Shape Shuffle  -What’s in the Box?  -Pattern Block Puzzles  -Fill in the Hexagon (ask Emily)  -Pattern Block Find and Fill |
| 7.2  Explorations  Attributes, Designs, and Fact Platters | 1- G.1, 2, OA.6  2 - MD.3  3 – G.1 | Attribute Train  (Time Match) | Illuminations Website |  | -Polydrons  -Polydron activities (Staci) |
| 7.3  Pattern Block and Template Shapes | MMR |  | Illuminations Site – Patch Tool, Shape Tool |  | -Last Shape Wins  -Pattern Block Templates can go into a workstation |
| 7.4  Making Polygons | MMR |  |  |  |  |
| 7.5  Spheres, Cylinders, and Rectangular Prisms | MMR  1 – G.1  3 – G.1 | (Coin Exchange) |  |  |  |
| 7.6  Pyramids, Cones, and Cubes | MMR  1 – G.1  2 – G.1  3 – G.1 |  |  |  |  |
| 7.7  Symmetry | MMR  2-OA.6 (Top It) |  |  |  | Symmetry Activity |
| 7.8  Progress Check |  |  |  |  |  |
| 8.1  Reviewing Money | MMR – 2, 2a, 2b, 2c, 3  1 – OA.5, NBT.1, 2a, 2c  2 – MD.4, MD.3  3 – OA.5, NBT.4 |  |  |  |  |
| 8.2  Dollars | MMR – NBT.3  1 – 2a, c  3 – NBT.2a, c, 4 | -One-Dollar Exchange  -Coin Exchange 2 |  |  |  |
| 8.3  Place Value: Hundreds, Tens, Ones | 1 – 2a, b, c, OA.6  2 – OA.6  3 – NBT.2, 2c, NBT.3 |  | -Base 10 Exchange  -Tens and Ones Trading Game | -Popsicle sticks  -Tens and Ones activities | Place Value Match Game |
| 8.4  Application: Shopping at the School Store | MMR  1 – OA.1, 7, NBT.5  2 – 2a,b,c, 4, 5  3 – OA.1, NBT.4 | Base 10 Exchange |  |  |  |
| 8.5  Making Change | MMR | 3, 2, 1, Game  (Difference Game) |  |  | Farm Unit (ask Staci) |
| 8.6  Equal Shares |  |  |  |  |  |
| 8.7  Fractions | MMR |  |  |  |  |
| 8.8  Sharing Pennies | MMR |  |  |  |  |
| 8.9  Exploring Fractional Parts and Addition Facts |  |  |  |  |  |
| 8.10  Progress Check |  |  |  |  |  |
| 9.1  Tens and Ones Patterns on the Number Grid |  |  |  | Numeral Roll activities |  |
| 9.2  Adding and Subtracting Tens | MMR – NBT.2  1 – NBT.5, NBT.1  2 – MD.4,5, OA.8 | Number Grid Game | Number Grid Game | Numeral roll activities |  |
| 9.3  Number Grid Puzzles | MMR  2 – G.2  3- NBT.1, 5 |  |  | Numeral roll activities |  |
| 9.4  Adding and Subtracting 2-Digit Numbers | MMR  1 – OA.7, NBT.4  3 – NBT.2c, 4, NBT.3 |  |  |  |  |
| 9.5  Explorations: Exploring Capacity, Symmetry, and Heights | MMR  1 – MD.2, NBT.4  2 – NBT.1, 5 | Number Grid Game |  |  |  |
| 9.6  Fractional Parts of the Whole | MMR  1 – G.3  2 – OA.5, G.3 |  |  |  |  |
| 9.7  Comparing Fractions | MMR  1 – G.3  2 – NBT.1, OA.6 |  |  |  |  |
| 9.8  Many Names for Fractional Parts | MMR  1 – G.3  2 – NBT.1, 2a, 2c, OA.5 |  |  |  |  |
| 9.9  Progress Check |  |  |  |  |  |
| 10.1  Data Day:  End of the Year Heights | MMR  1 – MD.4  3 – OA.1, 5, NBT.4 |  |  |  |  |
| 10.2  Review: Telling Time | MMR  1 – MD.3  2 – MD.3  3 - MD.3 | Beat the Calculator (OA.6) |  |  |  |
| 10.3  Mental Arithmetic: Using a Vending Machine Poster | MMR  3 – OA.6, (Counting Coins) NBT.2a 2c, 4, 5, OA.5 (Coin Dice) |  |  |  |  |
| 10.4  Mental Arithmetic Continued | 1 – OA.1, 5  2 – NBT.1, 2a, c, OA.5  3- OA.1, 5, NBT.3 |  |  |  |  |
| 10.5  Year End Geometry Review | 1 – G.1  3 – G.1 | Time Match  (MD.3 -2) |  |  |  |
| 10.6  Review: Thermometers and Temperature | MMR  1 – NBT.4, 6  3 – NBT.3, 6 |  |  |  |  |
| 10.7  Review: Place Value, Scrolls, and Number Grids | MMR  1 – NBT. 1, 2, 5  3 – NBT.2, 2a, 2c |  |  |  |  |
| 10.8  Progress Check |  |  |  |  |  |