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| **Lesson** | **Part/CCSS** | **EM Games** | **Technology** | **Recovery** | **Bridges/Other** |
| 6.1Addition/Subtraction Facts Table | MMR1-OA.3, OA.62-NBT.13-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  |
| 6.2Equivalent Names | MMR 1-OA.72-OA.6 3-OA.7 |  |  |  | -Put name collection boxes in a workstation -Ratuki |
| 6.3Fact Families | MMR – OA.11-OA.3, 7, 8 | Fact Family Triangles |  |  |  |
| 6.4Fact Triangles | MMR – OA.5,NBT.51 – OA.6, OA.82 – OA.6 | -Beat the Calculator-Fact Power-Fact Family Triangles |  |  |  |
| 6.5Using Facts Table for Subtraction |  | (Penny Plate)  |  |  |  |
| 6.6The Centimeter  |  |  |  |  |  |
| 6.7Explorations – Pattern Blocks, Addition Facts, and Triangles | MMR1-G.3, OA.62-OA.6 |  |  |  | -Exploration Activities could go in workstations-Spin and Add  |
| 6.8Addition Facts Practice (What’s My Rule?) | MMR 1 – OA.6, 82-OA.6 3 – OA.6, 8 | Tric-Trac Addition |  |  |  |
| 6.9Quarters | MMR – NBT.42 – OA.5, NBT.33 – 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  |
| 6.10Digital Clocks | MMR – NBT.41 – MD.32 – OA.5, NBT. 1, 2a, 2c3 – 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)  |
| 6.11Introducing Reference Book |  |  |  |  |  |
| 6.12Data Landmarks | MMR – OA.51 – MD.42 – OA.6 (Tric-Trac)3 – MD.4 |  |  |  |  |
| 6.13Progress Check |  |  |  |  |  |
| 7.1Attribute Rules(Geometry) | 1 - G.12 – G.23 – 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 |
| 7.2ExplorationsAttributes, Designs, and Fact Platters | 1- G.1, 2, OA.62 - MD.33 – G.1 | Attribute Train(Time Match)  | Illuminations Website  |  | -Polydrons -Polydron activities (Staci)  |
| 7.3Pattern 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  |  |  |  |  |
| 7.5Spheres, Cylinders, and Rectangular Prisms | MMR1 – G.13 – G.1 | (Coin Exchange)  |  |  |  |
| 7.6Pyramids, Cones, and Cubes | MMR 1 – G.12 – G.13 – G.1 |  |  |  |  |
| 7.7Symmetry | MMR 2-OA.6 (Top It)  |  |  |  | Symmetry Activity  |
| 7.8 Progress Check |  |  |  |  |  |
| 8.1Reviewing Money | MMR – 2, 2a, 2b, 2c, 31 – OA.5, NBT.1, 2a, 2c2 – MD.4, MD.33 – OA.5, NBT.4 |  |  |  |  |
| 8.2Dollars | MMR – NBT.31 – 2a, c3 – NBT.2a, c, 4 | -One-Dollar Exchange -Coin Exchange 2  |  |  |  |
| 8.3Place Value: Hundreds, Tens, Ones | 1 – 2a, b, c, OA.62 – OA.63 – NBT.2, 2c, NBT.3 |  | -Base 10 Exchange -Tens and Ones Trading Game  | -Popsicle sticks -Tens and Ones activities  | Place Value Match Game  |
| 8.4Application: Shopping at the School Store  | MMR 1 – OA.1, 7, NBT.52 – 2a,b,c, 4, 53 – OA.1, NBT.4 | Base 10 Exchange  |   |  |  |
| 8.5Making Change | MMR  | 3, 2, 1, Game (Difference Game) |  |  | Farm Unit (ask Staci)  |
| 8.6Equal Shares |  |  |  |  |  |
| 8.7Fractions | MMR  |  |  |  |  |
| 8.8Sharing Pennies | MMR  |  |  |  |  |
| 8.9Exploring Fractional Parts and Addition Facts |  |  |  |  |  |
| 8.10Progress Check |  |  |  |  |  |
| 9.1Tens and Ones Patterns on the Number Grid |  |  |  | Numeral Roll activities |  |
| 9.2Adding and Subtracting Tens | MMR – NBT.21 – NBT.5, NBT.12 – MD.4,5, OA.8 | Number Grid Game  | Number Grid Game  | Numeral roll activities |  |
| 9.3Number Grid Puzzles | MMR 2 – G.23- NBT.1, 5 |  |  | Numeral roll activities  |  |
| 9.4Adding and Subtracting 2-Digit Numbers | MMR 1 – OA.7, NBT.43 – NBT.2c, 4, NBT.3 |  |  |  |  |
| 9.5Explorations: Exploring Capacity, Symmetry, and Heights | MMR 1 – MD.2, NBT.42 – NBT.1, 5 | Number Grid Game  |  |  |  |
| 9.6Fractional Parts of the Whole | MMR 1 – G.32 – OA.5, G.3 |  |  |  |  |
| 9.7Comparing Fractions | MMR 1 – G.32 – NBT.1, OA.6 |  |  |  |  |
| 9.8Many Names for Fractional Parts | MMR 1 – G.32 – NBT.1, 2a, 2c, OA.5 |  |  |  |  |
| 9.9 Progress Check |  |  |  |  |  |
| 10.1Data Day: End of the Year Heights  | MMR 1 – MD.43 – OA.1, 5, NBT.4 |  |  |  |  |
| 10.2Review: Telling Time | MMR1 – MD.32 – MD.33 - MD.3 | Beat the Calculator (OA.6)  |  |  |  |
| 10.3Mental Arithmetic: Using a Vending Machine Poster | MMR 3 – OA.6, (Counting Coins) NBT.2a 2c, 4, 5, OA.5 (Coin Dice)  |  |  |  |  |
| 10.4Mental Arithmetic Continued | 1 – OA.1, 52 – NBT.1, 2a, c, OA.53- OA.1, 5, NBT.3 |  |  |  |  |
| 10.5 Year End Geometry Review  | 1 – G.13 – G.1 | Time Match (MD.3 -2)  |  |  |  |
| 10.6Review: Thermometers and Temperature | MMR 1 – NBT.4, 63 – NBT.3, 6 |  |  |  |  |
| 10.7Review: Place Value, Scrolls, and Number Grids | MMR 1 – NBT. 1, 2, 53 – NBT.2, 2a, 2c |  |  |  |  |
| 10.8Progress Check |  |  |  |  |  |