Cama	Description	Math topics	Grades K & 1st - 3rd	Grades 4th-5th
Oblong	Oblong: Pick up all the tiles	Analyze, visualize & create path for rectangular prism. Develops & applies concept of Surface area & net.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
100	<u> </u>		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
SLUE BLOX 2	Blue Blox 2: Connect two blue blocks together to move to next round.	Analyze givens, constraints, relationships & goals. Players visualize & synthesize using	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
		transformations to choose their course of action.	.CCSS.Math.Practice.MPZ	.CCSS.Math.Practice.MPZ
	Hide Caesar: Protect Caesar	Use knowledge of geometric	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
and the same of th	from falling stones. Click and drag objects to cover Caesar	attributes, physics and reasoning to create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7
CARSTON CARTER	Fancy Constructor: Use translations to move puzzle pieces into their proper	Transformations , spacial visualization and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	places		CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7
\Save	Save butterflies	Problem Solve	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
outtenflies			.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
SHELL HEROES	Shell Heroes: Bring the king and his soldiers to safety	Analyze givens, constraints, relationships & goals. Problem solve.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
* / *			.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Germies: remove germs from the game board by creating squares and rectangles	Distinguishing shape attributes, strategy and problem solving	CCSS.Math.Content.1.G.A.1	CCSS.Math.Practice.MP1
			CCSS.Math.Content.K.G.B.6	.CCSS.Math.Practice.MP7

Wing alloo

\$ <b>*</b>	Ninja Balloon: Throw darts toclear a target # of balloons	Estimate angle and velocity of dart to create a desired trajectory.	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.MD.C
★Smokey The Spider			.CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Par GITAND	Smokey The Spider: capture the flies but beware of the hornets.	Strategy, visualization of spiders pat	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
			.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Hooda Pet Stand: Create a successful Pet stand.	Math modeling, decide on quantities and sales price, read bar graph to guide decision making process.	CCSS.Math.Content.2.MD.D.10	.CCSS.Math.Content.4.MD.A.2
Carrot Crave			CCSS.Math.Content.3.MD.B.3	CCSS.Math.Practice.MP4
<b>E</b>			CCSS.Math.Practice.MP4	CCSS.Math.Content.5.NBT.B.7
Duck	Carrot Crave: Solve maze puzzle to eat all the carrots on each level.	Visualizing transformations and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
FLUSH	Flip the duck: Solve the maze puzzle to help the duck collect her eggs	Visualizing transformations and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
× × × ×			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Hex Wars	Create the design of colors	Problem solving, visualization a series of actions.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
A C C C	Hex wars: Battle to take over the whole maps area	Strategic decisions take the use of estimation and mental calculation of differences. Concept of area is	CCSS.Math.Content.1.MD.A.1	CCSS.Math.Practice.MP1
A		needed as well.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP7_
Space Miner	Phantomb: help the ghost clear the bombs.	Visualizing transformations and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MPZ
split Ball	Space Miner: mine the space orbs in this maze style game.	Visualizing transformations and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1

	1	1	I	
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
LONUTA .	Split Ball: Reduce the court size by 75%	Strategy, and concept of percents and area	CCSS.Math.Content.3.MD.C.5	CCSS.Math.Practice.MP1
Shirt San			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP7
	Hooda Donut Stand: Make decisions to make donut business successful.	Math modeling, Interpret line graph to analyse and guide decisions, use unit prices	CCSS.Math.Practice.MP1	.CCSS.Math.Content.4.MD.A.2
THE POOD A			CCSS.Math.Content.3.MD.B	CCSS.Math.Practice.MP4
Station			CCSS.Math.Practice.MP4	CCSS.Math.Content.5.NBT.B.7
1000	Hooda Lemonade Stand: Make decisions to make donut business successful	Math modeling, Interpret bar graph to analyse and guide decisions, use unit prices	CCSS.Math.Practice.MP1	.CCSS.Math.Content.4.MD.A.2
Sudden Birds			CCSS.Math.Content.3.MD.B.3	CCSS.Math.Practice.MP4
<b></b>			CCSS.Math.Practice.MP4	CCSS.Math.Content.5.NBT.B.7
( *)	Sudden-Birds: Help bring the man back to earth	Problem Solving, spatial visualization	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
pentapuzzle			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Help	Pentapuzzle: a transformation puzzle	Transformations, spatial visualization, problem solving	CCSS.Math.Content.1.G.A.2	CCSS.Math.Practice.MP1
			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP7
Poker Dice Solitaire	Help the Ball: Draw line segments and use reflection to help ball escape	Reflection and angles	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
<b>★</b> 50 ★			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
MOOOA GEAZE	Poker Dice Solitaire: play poker using dice.	Probability	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
HULLING LODGE			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1

SHOP  LICODA GSCAPS  REJISTIANI (SIANI)	<u>Hooda Escape Hunting Lodge:</u> Use your math &powers of	Logic, patterns and reason, geometric	CCSS.Math.Content.2.G.A.1	CCSS.Math.Practice.MP1
	observation to escape the Hunting Lodge.	attributes, division, measurement	CCSS.Math.Content.3.MD.B.4	.CCSS.Math.Practice.MP7
HUUDA ASCARE GRANDMAS HOUSE	Hoods Facens	Logic, patterns and reason,roman numerals, adding and subtracting,	CCSS.Math.Content.2.G.A.1	CCSS.Math.Practice.MP1
III	Hooda Escape	ordering, shape attributes.	CCSS.Math.Content.2.NBT.B.5	.CCSS.Math.Practice.MP7
CAVE	Hooda Eccapa Crandma's House	Logic, patterns and reason,adding	CCSS.Math.Practice.MP1	CCSS.Math.Content.5.NBT.B.7
	nooua escape Granuma's nouse	decimals, adding and subtracting, converting units of measure	.CCSS.Math.Practice.MP7	CCSS.Math.Content.5.MD.A.1
CASILE CASILE	Find HQ Cave Use your powers of observation and reason to	Logic, patterns and reason	CCSS.Math.Content.2.MD.C.7	CCSS.Math.Practice.MP1
	find the Headquarters of your secret organization.		.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
NEIGHBORHOOD	Find HQ Castle Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Content.3.NF.A.1	CCSS.Math.Practice.MP1
	Headquarters of your secret organization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Find HQ Neighborhood Use your powers of observation and reason to find the	Logic patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.OA.C.5
FUNIOUSE	Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.1.MD.A.1	CCSS.Math.Content.4.NBT.B.4



FIND IC BACKYARD

WATER PARK	Find HQ Funhouse Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.3.NBT.A.2 .CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NBT.B.4 .CCSS.Math.Practice.MP7
raceway	Find HQ Backyard Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1  .CCSS.Math.Practice.MP7
CANDY FUN	Escape the Water Park: You got locked in the water park. Search around, pick up items	Logic, patterns and reason	CCSS.Math.Content.3.NF.A.3d  CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	and solve puzzles to help you escape!		CCSS.Math.Content.2.G.A.1	.CCSS.Math.Practice.MP7
	Animal Raceway: Create and race your character. Make decisions that influence his success		CCSS.Math.Practice.MP1  CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
DEFENSE	Produce the sweetest candies, chocolates and gums in your candy factory	Problem solving, math modeling, reading bar graphs	CCSS.Math.Content.3.MD.B.3	CCSS.Math.Content.4.MD.A.2
	and try to earn 1 million dollars as fast as you can!		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
FRACTION CIRCLES	Hooda Hinges: Fold the geometric shapes into the	Geometric reasoning, spatial visualization & perception, and rotation.	CCSS.Math.Content.1.G.A.2	CCSS.Math.Practice.MP1
	original template.		CCSS.Math.Practice.MP1	.CCSS.Math.Practice.MP7
Traction forth	Hooda Math Defense: A	Comparing fractions and Locate fractions on numberline. Converting	CCSS.Math.Content.3.NF.A.2	
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	defense game with a fraction twist.	between fractions, decimals and percents.	CCSS.Math.Content.3.NF.A.3	.CCSS.Math.Content.4.NF.A.2

LCE CREAM TRUCK				l I
	Fraction Circles: App includes	des Use the visual fraction model to	CCSS.Math.Content.3.NF.A.1	CCSS.Math.Content.4.NF.A.1
CREAM TRUCK	Fractions factory, Pickup	explore several of the fraction	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.2
	Fractions, Free Play	standards.		CCSS.Math.Content.4.NF.B.3
Hini an Lin			.CCSS.Math.Practice.MP7	CCSS.Math.Content.5.NF.A.1
Mini Train	Fraction Poker: Identify equivalent fractions given	equivalent fractions	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.2
SKATER MATE	hand of 5 fractions		CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
	Ice Cream Truck: Make	Maste mandalina Intermentalina musuka		.CCSS.Math.Content.4.MD.A.2
	decisions to make your ice cream truck business successful. Make enough	Math modeling, Interpret line graphs, use unit prices, analyse decisions made using 2 line graphs to measure monetary success the popularity.	CCSS.Math.Content.3.MD.A.2	CCSS.Math.Practice.MP4
mou	money to move to next city.			CCSS.Math.Content.5.NBT.B.7
	Mini Train: Using geometric pieces to build path way for	Analyze, visualize and synthesize using geometric shape, their properties and transformations.	CCSS.Math.Content.1.G.A.2	CCSS.Math.Practice.MP1
Dress Up Math	train		CCSS.Math.Practice.MP1	
	Skater Math: Math facts meet	Addition, Subtraction, Multiplication	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6
Properse	fun here.	and Division Practice	CCSS.Math.Content.3.OA.C.7	
PLAY	Shopping Mall: Click to unlock stores and make as much money as possible. Choose kiosks wisely.	A math modeling experience that could be used at a variety of grade	CCSS.Math.Content.3.OA.D.9	CCSS.Math.Practice.MP4
THE MAINTIPLICATION CAME		levels and as a group project.	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP1
7 8 9 10 12 14 15 16 10 20 21 24 20 27 20 30 32 35 36 40 42 45 46 40	Dress Up Math: Pick 3 clothing	Use addition and subtraction	CCSS.Math.Content.2.OA.A.1	CCSS.Math.Content.4.OA.A.3
# HOODA MATH	items . Spend the exact goal amount.	computations to find the combination of clothes that gives the total.	CCSS.Math.Content.2.NBT.B.6	CCSS.Math.Content.5.OA.A
		and the great the total	CCSS.Math.Content.3.OA.D.8	CCSS.Math.Practice.MP6
Rest of Life Pitter Leading Mark Stage				

			CCCC Math. Contant 1 NDT C 4	CCCC Moth Prostice MPC
- Land	Princess Math: Put together clothing combinations that add		CCSS.Math.Content.1.NBT.C.4	CCSS.Math.Practice.MP6
O COLOR MEDICAL		Addition, subtraction, multiplication and division problems	CCSS.Math.Content.1.OA.D.8	
0 0	to given sum		CCSS.Math.Content.3.OA.C.7	
Gravity Stacker	Multiplication Game: A strategy game using	Apply concepts of Common factors and factor pairs in creating a winning	CCSS.Math.Content.3.OA.C.7	CCSS.Math.Content.4.OA.B.4
	Multiplication and factor pairs .	strategy.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
JETSKI ADDITION	Hooda math app: Includes 5 math skill games	Square roots, $\pi$ , primes & counting money	CCSS.Math.Content.2.MD.C	CCSS.Math.Content.4.OA.B.4
	Balloon math Practice addition	Addition and informal understanding	CCSS.Math.Content.1.OA.C.6	CCSS.Math.Practice.MP6
Tug Team	facts while aiming a dart to hit the correct balloon.	of angle of trajectory	CCSS.Math.Content.2.NBT.B.5	
434	Gravity Stacker:Click to place the shapes. Do not let shapes	Dimensions of shapes are given. Comparison of side lengths, area	CCSS.Math.Content.1.G.A.2	CCSS.Math.Content.4.MD.A.3
match addition	fall off the screen. Stack must balance for 10 seconds to pass each level.	and Symmetry can be developed with this game.	CCSS.Math.Content.1.MD.A.1	.CCSS.Math.Practice.MP7
	Labeld Addition Discourants		CCSS.Math.Content.K.OA.A.5	CCSS.Math.Content.4.NBT.B.4
ALIEN ADDITION	<u>Jetski Addition:</u> Play computer, friends or other players online.	Addition: Number range can be	CCSS.Math.Content.1.OA.C.6	
	Tropheys can be printed w/ % correct	customized up to addends of 20.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6
5+3	Correct		CCSS.Math.Content.2.NBT.B.5	
4+2	Tug Team Tugboat Addition:		CCSS.Math.Content.K.OA.A.5	CCSS.Math.Content.4.NBT.B.4
AUCUN	Play computer, a friend or another player online.  Tropheys can be printed w/ %	Addition: Number range can be	CCSS.Math.Content.1.OA.C.6	
DACK		customized up to addends of 20.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6
SUBTRACTION	correc		CCSS.Math.Content.2.NBT.B.5	
5-3	Kitten Match Addition: Play	Addition: find the nairs of addends	CCSS.Math.Content.1.OA.C.6	CCSS.Math.Practice.MP6

Stirled III (2000)	[computer, menus or other	Addition. This the pairs of addenus		1
Sailboat Subtraction	players online. Tropheys can be printed w/ % correct	that give a goal sum.	CCSS.Math.Content.2.OA.B.2	
NAME OF THE PARTY	Alien Addition: Shoot down		CCSS.Math.Content.K.OA.A.5	CCSS.Math.Content.4.NBT.B.4
	aliens with expressions	Addtion: Addend range can be	CCSS.Math.Content.1.OA.C.6	CCSS.Math.Practice.MP6
Island & Chase	equivalent to target sum. Printable graph of progress	customized up to 1-19	CCSS.Math.Content.2.OA.B.2	
SUBTRACTION	given.		CCSS.Math.Content.2.NBT.B.5	
			CCSS.Math.Content.1.OA.C.6	CCSS.Math.Content.4.NBT.B.4
dolphin DASH	Ducky Race Subtraction: Play computer, friends or other	Subraction: player can choose the	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6
Count Money	players online. Tropheys can be printed w/ % correct	range of values used up to 20	CCSS.Math.Content.2.NBT.B.5	
	Tug Team Sailboat Subtraction:		CCSS.Math.Content.K.OA.A.5	CCSS.Math.Content.4.NBT.B.4
THE REPORT OF	Play computer, a friend or another player online.	Subraction: player can choose the range of values used up to 20	CCSS.Math.Content.1.OA.C.6	CCSS.Math.Practice.MP6
PENGUINS	Tropheys can be printed w/ % correct		CCSS.Math.Content.2.OA.B.2	
FUN Fall			CCSS.Math.Content.2.NBT.B.5	
<b>&amp; O</b>			CCSS.Math.Content.K.OA.A.5	CCSS.Math.Practice.MP6
	Island Chase Subtraction: Play computer, friends or other	Subtraction: player can choose the	CCSS.Math.Content.1.OA.C.6	
Grand Prix	players online. Tropheys can be printed w/ % correct	range of values used up to 20	CCSS.Math.Content.2.OA.B.2	
Of White I the			CCSS.Math.Content.2.NBT.B.5	
	Dolphin Bash Count Money: Play computer, friends or other		CCSS.Math.Content.2.MD.C.8	CCSS.Math.Content.4.MD.A.2
	players online. Tropheys can be printed w/ % correct	Counting value of coins up to a dollar.	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
Created by Ozzie Mercado Sponsored by Hooda Math Music by Smurfbeatz  Play More Games Google Buzz	Penguins Fun Fall: Remove ice blocks to get the	Player must analyze, visualize & synthesize using transformations to choose their course of action.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
penguin	penguins to fall off the screen. Collect the fish for bonus points.		.CCSS.Math.Practice.MPZ	.CCSS.Math.Practice.MP7
8000				

CCSS.Math.Content.3.OA.C.7  CCSS.Math	Multiplication: player can choose the	Multiplication Grand Prix: Play computer, friends or other	Tug Team
CCSS.Math.Practice.MP6 CCSS.Mat	range of values used up to 20	players online. Tropheys can be printed w/ % correct	Tractor Multiplic
analyze, CCSS.Math.Practice.MP1 CCSS.Math	Transformations: Player must analyze, visualize & synthesize using	Fragments: Click on a colored square, then click in the	<u> </u>
ir course .CCSS.Math.Practice.MP7 .CCSS.Ma	transformations to choose their course of action.	Move all the colored squares into the shaded area.	SPACER
·	Multiplication & estimation : Player	Penguin Jump Multiplication: Play computer, friends or	METEOR MULTIPL
CCSS.Math.Practice.MP8 CCSS.Mat	up to 20		₩ 8×2
	Multiplication & estimation: Player chooses between 4 possible products. Player can choose the range of values used up to 20	Tug Team Tractor Multiplication Play computer, a	DIVI
		Triend or another player online.  Tropheys can be printed w/ %  correct	
	Multiplication and estimation: Player chooses between 4 possible products. Player can choose the range of values used up to 20	Space Race Multiplication: Play computer, a friend or another	Tug Tea
CCSS.Math.Practice.MP8 CCSS.Math		player online. Tropheys can be printed w/ % correct	Pony Divis
CCSS.Math.Content.3.OA.C.7  CCSS.Math	Multiplication: player can choose the range of values used up to 20	Meteor Multiplication: Shoot down meteors with expressions	ক ৰ হ'ব Minus Mission
CCSS.Math.Practice.MP6 CCSS.Mat		Printable map of progress given.	
	Division: Player can choose the divisors range of values used from 1	Division Derby Play computer, friends or other players online.	Number Ea
analyze, ir course  .CCSS.Math.Practice.MP7  .CCSS.Mat Player sused  .CCSS.Math.Content.3.OA.C.7  .CCSS.Mat CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP8  .CCSS.Math.Content.3.OA.C.7  .CCSS.Math.Practice.MP8  .CCSS.Math.Practice.MP6  .CCSS.Math.Practice.MP6	visualize & synthesize using transformations to choose their course of action.  Multiplication & estimation: Player can choose the range of values used up to 20  Multiplication & estimation: Player chooses between 4 possible products. Player can choose the range of values used up to 20  Multiplication and estimation: Player chooses between 4 possible products. Player can choose the range of values used up to 20  Multiplication: player can choose the range of values used up to 20  Division: Player can choose the	Fragments: Click on a colored square, then click in the direction you want it to move. Move all the colored squares into the shaded area.  Penguin Jump Multiplication: Play computer, friends or other players online. Tropheys can be printed w/ % correct  Tug Team Tractor Multiplication—Play computer, a friend or another player online. Tropheys can be printed w/ % correct  Space Race Multiplication: Play computer, a friend or another player online. Tropheys can be printed w/ % correct  Meteor Multiplication: Shoot down meteors with expressions equivalent to target product. Printable map of progress given.  Division Derby Play computer,	METEOR MUTPL

1.2 2.0 1.3 2.1 1.2 2.0 1.3 2.1 TELE 5400TS	Tropheys can be printed w/ % correct	to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.A.4	CCSS.Math.Content.5.NBT.B.6
VIA.	Tub Team Pony Division: Play computer, a friend or another	Division: Player can choose the divisors range of values used from 1	CCSS.Math.Content.3.OA.C.7	CCSS.Math.Content.4.NBT.B.6
INTEGER TILT 2	player online. Tropheys can be printed w/ % correct	to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.A.4	CCSS.Math.Content.5.NBT.B.6
Place Value Eaters  32 23 14 31 21  22 34 3 12 34	Minus Mission: Shoot down the blobs with expressions equivalent to target	Subraction: player can choose the range of values used up to 20. Progress graph given. 6 stages to the	CCSS.Math.Content.1.OA.C.6	CCSS.Math.Content.4.NBT.B.4
22 22 44 33 12 31 23 15 14	difference. Progress graph is given.	game.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6
PUPPY CHASE FRACTIONS TO DECIMALS	Number Eaters: Number eaters	addition subtraction multiplication	CCSS.Math.Content.1.OA.C.6	CCSS.Math.Content.4.NF.A.1
	is still a fun way to practice for fluency.	addition, subtraction, multiplication, and division	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6
2 27 257 25 233	·		CCSS.Math.Content.3.OA.C.7	
Drag Race  Division	The Roots of Life:Find the roots of square numbers with this game	Square roots	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
	Integer Tilt 2: Use arrow	Use Integer addition, multiplication and algebraic reasoning	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Water balloons	keys to move blocks, keep the bar balanced		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	Place Value Eaters	practice value of digits in whole	CCSS.Math.Content.1.NBT.B.2	CCSS.Math.Content.4.NBT.A
GIC PEN	Trace value Laters	numbers up through ten thousands.	CCSS.Math.Content.2.NBT.A.1	
MacigPen2	Puppy Chase: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Convert mixed numbers with common fractions to decimals.		CCSS.Math.Content.4.NF.C.7
Factor Feeder	<b>Drag Race Division:</b> Play computer, friends or other	Division: Player can choose the divisors range of values used from 1	CCSS.Math.Content.3.OA.C.7	CCSS.Math.Content.4.NBT.B.6

12 12 481	players online. Tropheys can be printed w/ % correct	to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.A.4	CCSS.Math.Content.5.NBT.B.6
Giraffe RACE	Water Balloons: play the		CCSS.Math.Practice.MP7	CCSS.Math.Content.4.MD.C
	computer or a friend	Vectors, Angle and velocity given	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP7
A TIVO Team A	Magic Pen: Draw geometric	Draw geometric shapes and use	CCSS.Math.Content.1.G.A.1	CCSS.Math.Practice.MP4
Giraffe pull	shapes and use physics to move a ball to its goal.	physics to move a ball to its goal.	CCSS.Math.Content.2.G.A.1	CCSS.Math.Content.4.G.A.1
dolphin feed	Magic Pen 2: Draw geometric	Draw geometric shapes and use	CCSS.Math.Content.1.G.A.1	CCSS.Math.Practice.MP4
MAKE MONEY	shapes and use physics to move a ball to its goal.	physics to move a ball to its goal.	CCSS.Math.Content.2.G.A.1	CCSS.Math.Content.4.G.A.1
Demolition Division	Factor Feeder: Eat the factors	Factor pairs: A good review for before	CCSS.Math.Practice.MP6	CCSS.Math.Content.4.OA.B.4
10+5 3+3 8+8	of a given number.	factoring in algebra	Math.Content.3.OA.C.7	CCSS.Math.Practice.MP6
	Giraffe Race Time Conversion: Play computer, friends or other players	Talling time: guarter of hour increment	CCSS.Math.Content.2.MD.C.7	
RATIO STADIÚM	online. Tropheys can be printed w/ % correct	Telling time: quarter of hour increment	CCSS.Math.Content.3.MD.A.1	
<b>6</b>	Tug Team Giraffe Pull Time Words: Play computer, a friend or another player	Tallian since would Physics	CCSS.Math.Content.2.MD.C.7	
Dirt Bike	online. Tropheys can be printed w/ % correc	Telling time word Phrases	CCSS.Math.Content.3.MD.A.1	
Tug Team Comparing Fractions	Dalahin Food Make Marrow	Make a given amount from soins siver	CCSS.Math.Content.2.MD.C.8	CCSS.Math.Content.4.MD.A.2
0000 10000	Dolphin Feed Make Money:	Make a given amount from coins given		
PROPORTIONS ##	Deomolition Division: Shoot down the tanks with	Division: Plaver can choose the	CCSS.Math.Content.3.OA.C.7	CCSS.Math.Content.4.NBT.B.6

L O O	expressions equivalent to target quotient. Progress graph is given.	divisor's range of values used.	CCSS.Math.Content.3.OA.A.4	CCSS.Math.Content.5.NBT.B.6
Find Equal Ratios	Ratio Stadium: Play computer, friends or other	Equivalent Ratios	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.1
Ratio Martia	players online. Tropheys can be printed w/ % correct	Equivalent Katios	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Steplifying Ratios  Steplifying Ratios  3/10 8:30pm	Tug Team Dirt Bike Fractions: Play computer, a friend or	Common for this continue of the continue of th	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.2
Multiples Blaster	another player online. Tropheys can be printed w/ % correct	Compare fractions using >,<,= signs	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
6 41	Dirt Bike Proportions: Play computer, friends or other	Solving proportions: range can be customized and use with equivalent	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.2
DEMOLITION	players online. Tropheys can be printed w/ % correct	fractions as well in earlier grades.	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
CITY	Ratio Blaster: Shoot down aliens with ratios equivalent	Identifying equivalent ratios.	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.2
CARPENTER'S CUT	to target ratio. Printable map of progress given.		CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
25 87 - 10 - 10 - 10 - 10 - 10 - 10 - 10 - 1	Ratio Martian: munch the ratios. Progress graph is given.	Ratios: Identify notations for ratios		
HOD 2.4 OR 6.7 IT 5.1 RTH 2.5  O HOD \$2.2 CO CO	Multiples Blaster: Shoot the		CCSS.Math.Content.3.OA.C.7	CCSS.Math.Content.4.OA.B.4
O OR S5.1 COMULTIPLICATION CALLERY	numbers that are multiples of a given factor.	Multiples	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP7

MATH FIND	Demolition City: place explosive to level buildings		CCSS.Math.Practice.MP1	CCSS.Math.Content.4.G.A.2
8 - 6 + 5 6 + 9 × 1 7 - 2 + 2 6 + 1 + 4	below a certain mark and with out hitting other buildings.	Geometry and physics	CCSS.Math.Practice.MPZ	CCSS.Math.Practice.MP7
FNG aridge	<u>Carpenter's Cut:</u> Cut boards to the measurement	Problem solving, Practical use of factors addition and subtraction.	CCSS.Math.Practice.MP2	CCSS.Math.Content.4.MD.A.2
	specifications given.	factors addition and subtraction.	CCSS.Math.Content.3.OA.A.3	CCSS.Math.Content.4.OA.B.4
FNG Beidge	<b>Day Trader:</b> Buy at a low price and the sell at a higher	Decimal comparison, money, operation	CCSS.Math.Practice.MP2	CCSS.Math.Content.5.NBT.B.7
	price, to make the most amount of money in 5 days.	becimal comparison, money, operation		CCSS.Math.Content.5.NBT.A.3
Cargo Bridge	Multiplication Gallery: Practice multiplication facts by shooting the pie with the correct product	Single digit factor Multiplication	CCSS.Math.Content.5.OA.C.7	
Corgo Bridgo	Math Find Find an equivalent expression for each number given	Order of operations, multiplication, division, addition and subtraction	CCSS.Math.Content.3.OA.B.5	CCSS.Math.Content.5.OA.A.2
BIZ WIZ	<b>FWG BRIDGE</b> : Build bridge. Experiment to create stable	Rigidity of triangles, Parallel, perpendicular, angles, and other	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G
450 H	bridge structure with given budget by beams	geometric terms can be used to decribe bridge. Math Models Unit.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4
animal a raceway c	FWG BRIDGE 2: Build bridge. Experiment to create stable	perpendicular, angles, and other geometric terms can be used to	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G
5 CESO	bridge structure with given budget by beams		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4
	<b>Cargo Bridge:</b> Experiment to create stable bridge structure	Rigidity of triangles, Parallel, perpendicular & other geometric	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G

	with given budget by beams.	terms can be used to describe bridge. Math Models Unit.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4
PIZZERIA	Cargo Bridge 2: Experiment to create stable bridge structure	Rigidity of triangles, Parallel, perpendicular & other geometric	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G
CANDY FUN	with given budget by beams.	terms can be used to describe bridge. Math Models Unit.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4
Office and the second s	<u>Biz Wiz</u> : Give change in store	Decimal place value, work backward, decimal subtract, money, working	/Math/Practice/MP8	/Math/Content/5/NBT/B/7
ent :	while managing distractions.	backwards,finding patterns or strategies		CCSS.Math.Content.4.MD.A.2
WHE	Animal Raceway: Create and race your character. Make	Problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.OA.A.3
	decisions that influence his success		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
			CCSS.Math.Content.K.CC.B.4	CCSS.Math.Practice.MP1
	<b>Papa's Pizzaria:</b> Run pizzaria. Manage store with keeping up	Beginning concepts of fractions and patterns. Computations and analysis could be done with daily receipt to	CCSS.Math.Content.2.G.A.3	
2 B	with orders, preparing, baking		CCSS.Math.Content.3.G.A.2	CCSS.Math.Practice.MP4
Garan	and serving orders.	bring in percents or stats.	CCSS.Math.Content.3.NF.A.1	.CCSS.Math.Practice.MP7
a la	Produce the sweetest candies, chocolates and gums in your	Problem solving, math modeling, reading bar graphs	CCSS.Math.Content.3.MD.B.3	CCSS.Math.Content.4.MD.A.2
PLAYER PACK	candy factory and try to earn 1 million dollars as fast as you can!		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
Hide Snowman	Cloud Wars: Capture all the clouds in each level and take over the skies in this real-time strategy game.	Decisions must be made on where to attack. This takes the use of	CCSS.Math.Content.2.NBT.B.5	CCSS.Math.Practice.MP1
		estimation and mentally calculating differences in addition to a lot of strategy.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP7
CAME THE DEMONDON			CCSS.Math.Content.1.MD.A.1	
	Hide Caesar: Protect Caesar	Use knowledge of geometric	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1

A A A A	drag objects to cover Caesar	create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7
INVADERS	Hide Caesar 2: Protect	Has be sould do a financia	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	Caesar from falling stones. Click and drag objects to cover Caesar	Use knowledge of geometric attributes, physics and reasoning to create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7
	Hide Caesar II player pack:Protect Caesar from	Use knowledge of geometric attributes, physics and reasoning to	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
Du	falling stones. Click and drag objects to cover Caesar	create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7
BIOX	Hide Snowman: Protect	Use knowledge of geometric	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	Caesar from falling stones. Click and drag objects to cover Caesar	attributes, physics and reasoning to create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7
	Save the Penguin: Protect the penguin from falling stones.	attributes, physics and reasoning to create the blockade.  Player must analyze givens, constraints, relationships & goals.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	Click and drag objects to cover the penguin		CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7
Spill the Sand	Purple Invaders: Remove all purple shapes to win. Be careful, it is not as easy as it sounds!		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
Opili tile dalid	<u>Purple Trouble:</u> Remove all purple shapes to win.	Player must analyze, visualize & synthesize using transformations to choose their course of action.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
sugar, sugar	Du Blox: Move blocks to goals Analyze, visualize & create new challenges are added each rectangular prism. Develo	Analyze, visualize & create path for	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
		rectangular prism. Develops & applies concept of Surface area & net.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7



sugar, sugar	Orange Alert: Click and remove all orange shapes to win. You must save green shapes, but can remove blue shapes	Player must analyze givens, constraints, relationships, and goals. They must visualize and synthesize using transformations to choose their course of action.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
SHAPE FOLD	Suit Up: Turn all Farmers into Suits by clicking on the wood to remove it. Watch out for Hippies, Hamburgers and Bums.	Spatial visualization, reasoning and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
CIASSE S	Spill the Sand: Draw lines to	Apply the concepts of Slope and estimation to synthesize a solution,	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	change path of sand to fill buckets.	analyze its success and adapt it in future levels.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Sugar, Sugar: Draw lines to	Apply the concepts of Slope and estimation to synthesize a solution,	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
HOSPITAL	the curs	analyze its success and adapt it in future levels.	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Sugar, Sugar 2: Draw lines to change path of sugar to fill	Apply the concepts of Slope and estimation to synthesize a solution,	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	the cups.	analyze its success and adapt it in future levels.	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
SPACEMAST	sugar, sugar xmas special:	Apply the concepts of Slope and estimation to synthesize a solution,	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
, D , C	Draw lines to change path of sugar to fill the cups.	analyze its success and adapt it in	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
FIRE STATION	Shape Fold: Fold the colored Geometric re	Geometric reasoning and spatial	CCSS.Math.Content.1.G.A.2	CCSS.Math.Practice.MP1
	geometric shapes into original structures	visualization, rotations	CCSS.Math.Practice.MP1	.CCSS.Math.Practice.MP7
	Escape the Classroom: You got locked in the classroom.	Laciaal vaasanina O nyahlam sahiina	.CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NBT.B.6

search around, pick up items and solve puzzles to help you escape!	Logical reasoning a problem solving	CCSS.Math.Content.2.G	CCSS.Math.Practice.MP1
Find HQ Hospital Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.MD.A.3
Headquarters of your secret organization.		.CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NF.B.3c
Find HQ Space Lab Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.NBT.B.4
Headquarters of your secret organization.		.CCSS.Math.Practice.MP7	CCSS.Math.Content.4.OA.C.5
Find HQ Fire Station Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Content.3.NBT.A.2	CCSS.Math.Content.4.NBT.B.4
Headquarters of your secret organization.		.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
Escape the Amusement Park:	Recognize and use Patterns and logic	CCSS.Math.Content.3.G.A  CCSS.Math.Practice.MP1	CCSS.Math.Content.4.G.A  CCSS.Math.Content.4.OA.C.5
Follow the clues to escape	J	CCSS.IMACITI TACCICC.IVI I	CCSS.Math.Content.5.G.B
Find HQ Game Center Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Content.3.NF.A.3d	CCSS.Math.Practice.MP1
Headquarters of your secret organization.		CCSS.Math.Content.3.MD.B.4	.CCSS.Math.Practice.MP7
Find HQ School Use your powers of observation and reason to find the	and	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
reason to find the Headquarters of your secret organization. Logic, patterns and reason.	Logic, patterns and reason.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
Find HQ Lighthouse Use your powers of observation and	Lasis nattages and reason	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1

Hea	ason to tinu the adquarters of your secret ganization.	LOGIC, PALLETTIS ATIU TEASOTI	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
pov	nd HQ Pyramid Use your wers of observation and ason to find the		CCSS.Math.Practice.MP1	CCSS.Math.Content.4.NBT.B.4
Hea	adquarters of your secret ganization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
pov	d HQ Funhouse Use your wers of observation and	Loria matterna and massa.	CCSS.Math.Content.3.NBT.A.2	CCSS.Math.Content.4.NBT.B.4
Hea	ason to find the adquarters of your secret ganization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
zoo		Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	start until all panels reach ix level.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
larg		Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	ow Castle: Create the gest castle. Click on	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
par		used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
larg	ow School: Create the gest school. Click on panels	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	order. Restart until all panels ach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	ow Farm: Create the largest m. Click on panels in order.	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7

	Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
la	Hooda Grow City: Create the argest city. Click on panels in	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	order. Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
t	Hooda Grow Mountain: Create the largest mountain development. Click on panels	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
ir	n order. Restart until all panels each Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
t	Hooda Grow Rocket: Create he largest rocket. Click on	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
l.	panels in order. Restart until all panels reach Max level.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
s	Planet-F: Create the planet by selecting the icons in any order, the order of which you	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
0	choose will result in different outcomes. Achieve all maximum levels to win.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
la	Grow Valley: Create the argest valley development. Click on panels in order.	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
R	Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
la	Grow Grow Island: Create the largest island development. Click on panels in order.	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
R	Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8

	Grow Cube: Create the largest Cube. Click on panels in order.	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
F	Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
I	Grow Nano Vol 3: Create the largest Nano . Click on panels	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	in order. Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Grow Tower: Create the largest tower. Click on panels	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	in order. Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
t	Grow Tree: Create the largest tower. Click on panels in	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	order. Restart until all panels reach Max level.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
r	<b>Desk Movement:</b> goal is to remove the desk that has a	Transformations and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	blue glow under it and a globe on top of it.	Transformations and problem sorting	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	annie and mark's adventure: Click to remove blocks to help	Reasoning , physics visualization,	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	Annie and Mark get together.	spatial relationships.	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Sota: build towers for cell coverage. Goal is to reach 97%	Geometric reasoning	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
	coverage.	_	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
1	Mini-Putt		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4

		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
Mini-Putt 2		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
Mini-putt 3		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
Shopping Empire 2: Build a shopping mall including	Understanding losses as negative	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4
managing facilities, shops, employees and customer satisfaction.	numbers. Computations with rational	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP2
	Logic, patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
Escape the zoo		CCSS.Math.Content.3.OA.C.7	.CCSS.Math.Practice.MP7
Food Truck Fun: buy food trucks with in budget and keep stocked and upgraded and try to maximize your profit over	Whole numbers & \$	CCSS.Math.Practice.MP2	CCSS.Math.Content.4.MD.A.2
Wonderputt: A fun mini golf game	Angles of reflection	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Factoryballs Create required	Coamata	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1

and creativity	Geometry	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8
Factoryballs2 Create required ball for shipping	Geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
using tools and creativit	deometry	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8
Factoryballs3 Create required ball for shipping	geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
using tools and creativit	geometry	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8
Factoryballs4 Create required ball for shipping	Geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
using tools and creativit		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8
Factoryballs the Christmas Collection: Create required		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
ball for shipping using tools and creativit	Geometry	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8
King of Shapes: place blocks to help shapes above line. Then	Geometric reasoning	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
remove blocks to help shapes into matching color basins.		CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7

<b>Doggnation</b> build dogg tower		CCSS.Math.Content.2.OA.A.1	CCSS.Math.Content.4.OA.C.5
by completing patterns	ratterns	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7

Grades 6th - HS	
CCSS.Math.Content.6.G.A.4	
CCSS.Math.Content.7.G.A.3	
CCSS.Math.Content.8.G.A.1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Content.8.G.A.1	
CCSS.Math.Practice.MP7	
CCSS.Math.Content.8.G.A.1	
CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	

CCSS.Math.Content.HSN-VM.A.1	
CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Content.7.NS.A.3	
CCSS.Math.Practice.MP4	
CCSS.Math.Content.7.EE.B.3	
CCSS.Math.Content.8.G.A.1	
CCSS.Math.Practice.MP7	
CCSS.Math.Content.8.G.A.1	
CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
CCSS.Math.Practice.MP7	
CCSS.Math.Content.8.G.A.1	
CCSS.Math.Practice.MP7	
CCSS.Math.Content.8.G.A.1	

CCSS.Math.Practice.MP7	
CCSS.Math.Content.6.RP.A.3	
CCSS.Math.Content.7.RP.A	
CCSS.Math.Content.7.NS.A.3	
CCSS.Math.Content.6.RP.A.2	
CCSS.Math.Content.7.EE.B.3	
CCSS.Math.Content.7.NS.A.3	
CCSS.Math.Content.6.RP.A.2	
CCSS.Math.Content.7.EE.B.3	
CCSS.Math.Practice.MP1	
CCSS.Math.Practice.MP7	
CCSS.Math.Content.8.G.A.1	
CCSS.Math.Practice.MP7	
CCSS.Math.Content.8.G.A.1	
CCSS.Math.Practice.MP7	
CCSS.Math.Content.7.SP.C	
CCSS.Math.Practice.MP1	

CCSS.Math.Content.6.NS.B.2	
CCSS.Math.Content.7.EE.B.3	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Content.8.G.A.1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Content.7.EE.B.3	
.CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	

CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Practice.MP1	
.CCSS.Math.Practice.MP7	
CCSS.Math.Content.6.RP.A.3	
CCSS.Math.Practice.MP4	
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