

Grade 3

Concept	Sub-categories	Title	Unit	Session(s)
Measurement	Area and Perimeter	Area	1	3.3
Operations	Multiplication	Arrays	1	3.1
Operations	Multiplication and Division Facts	Learning Multiplication Facts	1	4.5
Measurement	Area and Perimeter	Measuring Area with Square Units	1	3.3
Number	Place Value	Ones, Tens, and Hundreds	1	1.1
Number	Place Value	Ones, Tens, Hundreds, and Thousands	1	1.1
Number	Properties and Attributes of Numbers	Prime and Composite Numbers	1	3.2
Operations	Multiplication	Related Multiplication Problems	1	2.3,2.4,2.5,2.6
Operations	Multiplication and Division Facts	Relating Multiplication and Division	1	4.1,4.3
Number	Place Value	Representing Place Value: Hundreds, Tens, and Ones	1	1.1,1.2
Number	Counting	Skip Counting	1	2.1,2.2
Operations	Division	Solving Division Problems	1	4.1,4.2,4.3
Operations	Multiplication	Solving Multiplication Problems	1	1.1,1.2,1.3,1.4,4.3
Number	Properties and Attributes of Numbers	Square Numbers	1	3.2
Operations	Multiplication	Using Arrays to Solve Multiplication Problems	1	3.2
Data	Representing Data	Bar Graphs	2	1.4,1.5,1.6,1.7,1.8,2.6
Data	Classifying Data	Categorical Data	2	1.1,1.2,1.3,1.6.1.8
Data	Classifying Data	Data Collection	2	1.1,1.6,1.8
Data	Analyzing Data	Describing and Summarizing Data	2	2.1,2.5,2.6
Measurement	Length	Length Measurement Tools	2	2.2
Measurement	Length	Linear Measurement	2	2.2
Measurement	Length	Measurement Benchmarks	2	2.2,2.3
Measurement	Length	Measuring Accurately	2	2.3
Measurement	Length	Measuring with Inches and Feet	2	2.3
Data	Analyzing Data	More or Less Than Half	2	1.7
Data	Representing Data	Organizing and Representing Data	2	2.1,2.6
Data	Representing Data	Pictographs	2	1.5,1.6,1.8

Number	Place Value	Adding and Subtracting Tens and Hundreds	3	3.3,3.4
Operations	Addition	Addition Strategies: Adding by Place	3	1.2,3.1,3.2
Operations	Addition	Addition Strategies: Adding One Number in Parts	3	3.1,3.2,3.4,3.5
Operations	Addition	Addition Strategies: Changing the Numbers	3	3.4,3.5
Number	Place Value	Many Ways to Make 145	3	1.5
Number	Place Value	Ones, Tens, and Hundreds	3	1.5
Number	Place Value	Ones, Tens, Hundreds, and Thousands	3	2.1,2.2,2.3
Number	Place Value	Representing Place Value: Hundreds, Tens, and Ones	3	1.2,2.2,2.3
Number	Place Value	Rounding to Tens and Hundreds	3	2.4
Operations	Subtraction	Subtraction Situations	3	5.1
Operations	Subtraction	Subtraction Strategies: Adding Up and Subtracting Back	3	1.3,4.1,4.2,4.3,4.4,5.2,5.4,5.5
Operations	Subtraction	Subtraction Strategies: Subtracting One Number in Parts	3	4.2,5.4,5.5
Operations	Addition	Tools to Represent Addition Problems	3	3.1
Operations	Subtraction	Tools to Represent Subtraction Problems	3	1.3,4.1,4.5,5.1,5.2,5.3
Geometry	2-D Shapes	Angles	4	3.1,3.3,3.4,3.5
Measurement	Area and Perimeter	Area	4	2.2,2.3,2.4,2.5
Measurement	Length	Linear Measurement	4	1.1
Measurement	Length	Measurement Benchmarks	4	1.1
Measurement	Length	Measuring Accurately	4	1.2
Measurement	Area and Perimeter	Measuring Area with Square Units	4	2.2,2.3
Measurement	Area and Perimeter	Perimeter	4	1.2
Geometry	2-D Shapes	Polygons	4	1.3
Geometry	2-D Shapes	Quadrilaterals	4	3.3,3.4,3.5
Measurement	Area and Perimeter	Solving Perimeter Problems	4	1.4
Measurement	Area and Perimeter	Tetrominoes	4	2.1
Geometry	2-D Shapes	Triangles	4	3.1,3.2
Operations	Multiplication	Arrays	5	2.1
Operations	Multiplication	Cube Train Patterns	5	1.1
Operations	Multiplication	Doubling One Factor	5	2.3
Operations	Multi-Step Problems	Equations with Two Operations	5	1.2
Operations	Multiplication and Division Facts	Learning Multiplication Facts	5	2.1,2.2,2.3,3.2
Operations	Multiplication	Multiplying Groups of 10	5	3.1

Operations	Multiplication and Division Facts	Relating Multiplication and Division	5	1.4,2.5
Number	Counting	Skip Counting	5	1.1
Operations	Multi-Step Problems	Solving a Multi-step Problem	5	3.3
Operations	Division	Solving Division Problems	5	1.1,1.4,2.5
Operations	Multiplication	Solving Multiplication Problems	5	1.1,1.4,2.5
Operations	Multiplication	Using Arrays to Solve Multiplication Problems	5	2.1
Grade 6				
Number	Fractions	Comparing Fractions with the Same Numerator or Denom	6	2.2,2.3,2.4
Number	Fractions	Equivalent Fractions	6	1.4,1.5,1.7
Number	Fractions	Fractional Parts	6	1.3,1.4,2.1
Number	Fractions	Fractions of an Area	6	1.1,1.2
Number	Fractions	Fractions on a Number Line	6	1.5,2.2
Measurement	Length	Measuring Accurately	6	1.6
Number	Fractions	Quantities Greater Than One	6	1.7,1.8
Number	Fractions	What is a Fraction?	6	1.1,1.2
Grade 7				
Operations	Addition	Adding and Subtracting Tens and Hundreds	7	1.5
Number	Place Value	Adding and Subtracting Tens and Hundreds	7	1.5
Operations	Addition	Adding More Than Two Numbers	7	2.4,2.5,3.5
Operations	Addition	Addition Strategies: Adding by Place	7	2.2,2.3,2.4,3.5
Operations	Addition	Addition Strategies: Adding One Number in Parts	7	2.3,2.4
Operations	Addition	Addition Strategies: Changing the Numbers	7	2.1,2.2,2.3,2.4
Measurement	Capacity and Liquid Volume	Measuring Liquid Volume	7	1.1
Measurement	Weight and Mass	Measuring Mass	7	1.2
Operations	Subtraction	Subtraction Situations	7	3.2,3.4
Operations	Subtraction	Subtraction Strategies: Adding Up and Subtracting Back	7	3.1,3.3,3.5
Operations	Subtraction	Subtraction Strategies: Subtracting One Number in Parts	7	3.3
Operations	Addition	Tools to Represent Addition Problems	7	2.1
Operations	Subtraction	Tools to Represent Subtraction Problems	7	1.3,1.5,3.3
Grade 8				
Operations	Multiplication and Division Facts	Learning Division Facts	8	1.2
Operations	Rate of Change	Magic Marble Comparisons	8	3.2
Operations	Division	Remainders: What Do You Do with the Extras?	8	1.4
Operations	Multi-Step Problems	Solving a Multi-step Problem	8	2.4
Operations	Division	Solving Division Problems	8	1.1,2.3

Operations	Multiplication	Solving Multiplication Problems	8	2.1
Operations	Division	Solving Related Division Problems	8	1.3
Operations	Rate of Change	The Magic Marbles of Rhomaar	8	3.1
Operations	Rate of Change	Using a Table	8	3.2
Operations	Multiplication	Using Arrays to Solve Multiplication Problems	8	2.2
Operations	Rate of Change	Writing Rules to Describe Change	8	3.3,3.4