

Kindergarten

Objective	Game & Lesson	Standards
Number and Objects to 10	How Many Legs?	K.2.A, K.2.B, K.2.C, K.2.E
Greater Than, Less Than, Equal To	More, Less Parachute	K.2.E, K.2.F, K.2.G
Greater Than, Less Than, Equal To	Tug Boat	K.2.E, K.2.F, K.2.G
Making 10 and Number Pairs	Bouncing Shoes	K.2.I, K.3.A, K.3.C
Making 10 and Number Pairs	Bouncing Shoes to 10	K.2.I, K.3.A, K.3.C
Making 10 and Number Pairs	Ten Frame	K.2.I, K.3.A, K.3.C
Making 10 and Number Pairs	Bouncing Shoes with Numbers	K.2.I, K.3.A, K.3.C
Making 10 and Number Pairs	Partners	K.2.I, K.3.A, K.3.C
Understanding Addition and Subtraction within 10	Push Box Addition	K.2.I, K.3.A, K.3.C
Understanding Addition and Subtraction within 10	Push Box Subtraction	K.2.I, K.3.A, K.3.C
Understanding Addition and Subtraction within 10	Bird Expression Subtraction	K.2.I, K.3.A, K.3.C
Composing Shapes	Composite Shapes	K.6.A, K.6.D, K.6.F
Exploring Shapes	Match Shape	K.6.A, K.6.D

Grade 1

Objective	Game & Lesson	Standards
Place Value Concepts	How Many Petals?	1.2.A, 1.2.B, 1.2.C
Number Pairs and Making 10	Bouncing Shoes	1.3.C, 1.3.D
Number Pairs and Making 10	Bouncing Shoes with Numbers	1.3.C, 1.3.D
Number Pairs and Making 10	Building Blocks	1.3.C, 1.3.D
Addition and Subtraction Situations with Unknowns	Pie Monster Addition	1.3.D, 1.3.F, 1.5.D, 1.5.E, 1.5.F, 1.5.G
Addition and Subtraction Situations with Unknowns	Pie Monster Subtraction	1.3.D, 1.3.F, 1.5.D, 1.5.E, 1.5.F, 1.5.G
Addition and Subtraction Situations with Unknowns	Push Box	1.3.D, 1.3.F, 1.5.D, 1.5.E, 1.5.F, 1.5.G
Addition and Subtraction Situations with Unknowns	Push Box Symbolic	1.3.D, 1.3.F, 1.5.D, 1.5.E, 1.5.F, 1.5.G
Addition and Subtraction Situations with Unknowns	Missing Addend	1.3.D, 1.5.D, 1.5.E, 1.5.F, 1.5.G
Adding and Subtracting by Tens	Addition and Subtraction on the Number Line	1.3.A, 1.5.C, 1.5.F
Equal Shares and Partitioning	Alien Bridge	1.6.G, 1.6.H
Organizing Data	Bar Graph Bridge	1.8.A, 1.8.B, 1.8.C

Puzzle Talks and the Standards

TEKS



Grade 2

Objective	Game & Lesson	Standards
Place Value to 1,000	How Many Petals	2.2.A, 2.2.B, 2.2.C
The Number Line	Number Line to 100	2.2.E, 2.2.F, 2.9.C
Counting to 1,000	Number Line Trap	2.2.E, 2.2.F
Addition and Subtraction Situations within 100	Missing Addend	2.4.B, 2.4.D
Addition and Subtraction Situations	Pie Monster	2.4.A, 2.4.D
Two Step Situations	Pie Monster Symbolic	2.4.A, 2.4.D
Two Step Situations	Push Box Missing Quantity	2.4.A, 2.4.D
Using Money	Toll Bridge	2.5.A, 2.5.B
Even and Odd Numbers	Tug Boat	2.6.A, 2.6.B, 2.7.A, 2.7.B
Intro to Arrays	Create Multiple Rectangles	2.9.F
Time	Time on a Line	2.9.G

Grade 3

Objective	Game & Lesson	Standards
Rounding Three-Digit Numbers	Number Funnels Highest Place	3.2.C
Rounding Three-Digit Numbers	Number Funnels Tens Place	3.2.C
Fraction Concepts	Equal Areas	3.3.A, 3.3.C
Fraction Concepts	Match Fraction	3.3.A, 3.3.C, 3.6.E
Fractions on the Number Line	Jiji Cycle Basket	3.3.A, 3.3.B, 3.3.C, 3.3.D, 3.7.A
Fractions on the Number Line	Scale Fraction	3.3.A, 3.3.B, 3.3.C, 3.3.D, 3.7.A
Fractions on the Number Line	Fraction Trap	3.3.A, 3.3.B, 3.3.C, 3.3.D, 3.7.A
Fraction Equivalence and Ordering	Fraction Bricks	3.3.F, 3.3.G
Fraction Equivalence and Ordering	Fraction Order Fill	3.3.H
Math Challenge 3	Estimate Fractions on the Number Line	3.3.A, 3.3.B, 3.7.A
Multiplication and Division Facts	Leg Drape Symbolic	3.4.E, 3.4.F, 3.4.J, 3.4.K
Multiplication and Division Facts	Fair Sharing Symbolic	3.4.E, 3.4.F, 3.4.H, 3.4.J, 3.4.K
Multiplication and Division Relationships	Fruit Monster	3.4.E, 3.4.F, 3.4.J, 3.4.K, 3.5.B, 3.5.D
Area and Perimeter	Perimeter Select	3.7.B
Shapes	Shape Types	3.6.A, 3.6.B
Line Plots	Soccer Dot Plots Fractions	3.8.A

Grade 4

Objective	Game & Lesson	Standards
Mixed Numbers	Scale Fractions	4.3.A, 4.3.G
Mixed Numbers	Estimate Fractions on the Number Line	4.3.A, 4.3.G
Addition and Subtraction with Fractions	Alien Bridge	4.3.E, 4.3.F, 4.3.G
Addition and Subtraction with Fractions	Jiji Cycle Select Basket	4.3.E, 4.3.F, 4.3.G
Addition and Subtraction with Fractions	Scale Fraction Addition and Subtraction	4.3.E, 4.3.F, 4.3.G
Decimal Fractions	Fractions and Decimals Grid	4.3.A, 4.3.C, 4.3.D, 4.3.G
Decimal Fractions	Number Line Trap	4.3.A, 4.3.C, 4.3.D, 4.3.G
Math Challenge 4	Fraction Bricks	4.3.C, 4.3.D
Applying Area and Perimeter	Perimeter Select	4.5.C, 4.5.D, 4.8.C
Lines of Symmetry	Symmetry Grid	4.6.B
Measurement and Conversions	Capacity	4.8.B, 4.8.A, 4.8.C, 4.2.E

Grade 5

Objective	Game & Lesson	Standards
Addition and Subtraction with Decimals	Estimate Addition and Subtraction Number Line	5.3.A, 5.3.K
Common Denominators and Equivalent Fractions	Number Line Equivalence	5.3.H
Common Denominators and Equivalent Fractions	Pie Monster	5.3.H
Adding and Subtracting Fractions with Unlike Denominators	Scale Fraction Visual	5.3.H
Multiplication Algorithm	Area Multiplication 2	5.3.B, 5.3.I
Multiplying Fractions	Unit Multiples	5.3.I
Multiplying Fractions	Unit Multiplication on the Number Line	5.3.I
Multiplying Fractions	Fraction Area	5.3.I
Volume	Helicopter Volume	5.4.G, 5.4.H, 5.6.A, 5.6.B
Volume	Area, Perimeter, Volume Select	5.4.G, 5.4.H, 5.6.A, 5.6.B
Interpret Expressions	Multiplying with Parentheses	5.4.B, 5.4.E, 5.4.F
Converting Measurements	Rate Objects	5.7
The Coordinate Plane	Line Capture from Table	5.8.A, 5.8.B, 5.8.C

Grade 6

Objective	Game & Lesson	Standards
Applying Rates and Ratios	Seed Worm	6.4.A, 6.4.B, 6.4E, 6.5.A,
Percents	Percent Objects	6.2.C, 6.4.E, 6.4.F, 6.4.G, 6.5.B, 6.5.C,

Grade 7

Objective	Game & Lesson	Standards
Proportional Relationships	Ratio Monster	7.4.B, 7.4.C
Proportional Relationships	Stretch-A-Block	7.4.B, 7.4.C
Proportional Relationships	Ornaments Proportions	7.4.B, 7.4.C

Grade 8

Objective	Game & Lesson	Standards
Solving Linear Equations	Rolling Equation	8.8.C