

ST Math Curriculum Counts 2025-26

Minnesota



		PK	TK	K	1	2	3	4	5	6	7	8
Objectives	Journey Objectives	18	19	18	18	19	26	19	19	19	19	10
	Bonus Objectives	0	0	5	4	4	3	4	3	2	0	2
	Challenge Objectives	1	1	2	2	2	3	3	3	3	3	3
	Optional Objectives	0	0	1	1	3	3	4	6	2	2	3
	Total Objectives	19	20	26	25	28	35	30	31	26	24	18
Games	Journey Games	41	49	87	85	75	106	73	75	114	87	80
	Bonus Games	0	0	37	34	33	25	36	26	10	0	13
	Challenge Games	10	10	20	17	19	22	20	17	14	14	14
	Optional Games	0	0	1	10	17	23	25	43	19	19	22
	Total Games	51	59	145	146	144	176	154	161	157	120	129
Levels	Journey Levels	135	179	304	316	292	383	238	292	478	368	323
	Bonus Levels	0	0	137	121	97	87	132	92	32	0	52
	Challenge Levels	30	30	82	84	86	106	98	101	92	85	89
	Optional Levels	0	0	4	34	56	80	93	161	71	71	86
	Total Levels	165	209	527	555	531	656	561	646	673	524	550
Puzzles *	Journey Puzzles	761	1,017	1,938	2,072	1,969	2,612	1,676	1,989	3,016	2,527	2,285
	Bonus Puzzles	0	0	915	845	677	619	887	612	202	0	376
	Challenge Puzzles	223	223	589	615	640	640	596	621	552	498	531
	Optional Puzzles	0	0	27	274	414	633	711	1,178	567	567	643
	Total Puzzles	984	1,240	3,469	3,806	3,700	4,504	3,870	4,400	4,337	3,592	3,835
Auto-assignments	Auto Assignment Objectives									22	22	22
	Auto Assignment Games									156	156	156
	Auto Assignment Levels									600	600	600
	Auto Assignment Puzzles									3,891	3,891	3,891

* MIND regularly analyzes and enhances Puzzles so the feedback animations are as effective and streamlined as possible. For this reason, Puzzle counts vary from time to time.