

ST Math Curriculum Counts 2025-26

Virginia



		PK	TK	K	1	2	3	4	5	6	7	8
Objectives	Journey Objectives	18	19	16	18	20	24	24	21	22	19	10
	Bonus Objectives	0	0	6	5	5	2	5	3	1	0	2
	Challenge Objectives	1	1	2	2	2	3	3	3	3	3	3
	Optional Objectives	0	0	2	2	8	5	3	4	2	2	3
	Total Objectives	19	20	26	27	35	34	35	31	28	24	18
Games	Journey Games	41	49	80	85	80	104	101	87	130	87	80
	Bonus Games	0	0	41	37	40	18	37	26	4	0	13
	Challenge Games	10	10	20	17	19	22	20	17	14	14	14
	Optional Games	0	0	6	14	35	31	22	28	19	19	22
	Total Games	51	59	147	153	174	175	180	158	167	120	129
Levels	Journey Levels	135	179	273	311	302	358	354	294	543	368	323
	Bonus Levels	0	0	148	129	116	58	130	92	16	0	52
	Challenge Levels	30	30	82	84	85	106	98	101	92	85	89
	Optional Levels	0	0	17	48	142	99	79	110	71	71	86
	Total Levels	165	209	520	572	645	621	661	597	722	524	550
Puzzles *	Journey Puzzles	761	1,017	1,751	2,046	2,020	2,401	2,310	1,882	3,534	2,527	2,285
	Bonus Puzzles	0	0	971	905	814	417	897	612	102	0	376
	Challenge Puzzles	223	223	589	615	632	640	596	621	552	498	531
	Optional Puzzles	0	0	119	365	1,025	774	628	802	567	567	643
	Total Puzzles	984	1,240	3,430	3,931	4,491	4,232	4,431	3,917	4,755	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.