

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

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[http://www.edmark.com/prod/curriculum/CD-ROM/CA\CA-Math-Zoo\\_Zillions.html](http://www.edmark.com/prod/curriculum/CD-ROM/CA\CA-Math-Zoo_Zillions.html)



### Learning Opportunities

In *Carnival Countdown*, the Student Will Master These Important Kindergarten Through 2nd Grade Math Topics:

- Problem Solving
- Place Value (1's, 10's and 100's)
- Addition & Subtraction
- Early Logic
- Sorting & Classification
- Pattern Recognition
- Equivalencies (<, > and =)
- Addition & Subtraction with Carrying & Borrowing
- Early Multiplication & Division
- Early 2D Geometry

### CA Mathematics Academic Content Standards matched to Mighty Math Carnival Countdown

1.1 compare two or more sets (up to 10 objects in each group), and identify which set is equal to, more than, or less than the other

Component: Snap Clowns

Reference: Guide p. 14-16

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Required: -                      Suggested: K                      Interested: -  
Component: Bubble Band  
Reference: Guide p. 20-22

Required: -                      Suggested: K                      Interested: -  
Component: Giggle Factory  
Reference: Guide p. 23-25

Required: -                      Suggested: K                      Interested: -

1.2 count, recognize, represent, name and order numbers (to 30) using objects

Component: Snap Clowns  
Reference: Guide p. 14-16

Required: -                      Suggested: K                      Interested: -  
Component: Bubble Band  
Reference: Guide p. 20-22

Required: -                      Suggested: K                      Interested: -

1.3 know that the larger numbers describe sets with more objects in them than smaller numbers

Component: Giggle Factory  
Reference: Guide p. 23-25

Required: -                      Suggested: K                      Interested: -

2.1 use concrete objects to determine the answers to addition and subtraction problems (for two numbers each less than 10)

Component: Snap Clowns  
Reference: Guide p. 14-16

Required: -                      Suggested: K                      Interested: -

3.1 recognize when an estimate is reasonable

Component: Pattern Block Roundup  
Reference: Guide p. 17-19

Required: -                      Suggested: K                      Interested: -  
Component: Giggle Factory  
Reference: Guide p. 23-25

Required: -                      Suggested: K                      Interested: -

## **CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)**

1.1 identify, sort and classify objects by attribute and identify objects that do not belong to a particular grouping (e.g., all these balls are green, those are red)

Component: Carnival Cars

Reference: Guide p. 11-13

Required: -                      Suggested: K                      Interested: -

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: K                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: K                      Interested: -

2.2 compare familiar plane and solid objects by common attributes (e.g., position, shape, size, roundness, number of corners)

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: K                      Interested: -

1.1 pose information questions, collect data and record the results using objects, pictures and picture graphs

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: K                      Interested: -

1.2 identify, describe and extend simple patterns involving shape, size, or color such as circle, triangle, or red, blue

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: K                      Interested: -

1.2 use tools and strategies such as manipulatives or sketches to model problems

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: K                      Interested: -

1.1 count, read and write whole numbers to 100

Component: Snap Clowns

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

1.2 compare and order whole numbers to 100 using the symbols for less than, equal to, or greater than ( $<$ ,  $=$ ,  $>$ )

Component: Carnival Cars

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

1.3 represent equivalent forms of the same number through the use of physical models, diagrams and number expressions (to 20) (e.g., 8 can be represented as  $4 + 4$ ,  $5 + 3$ ,  $2 + 2 + 2 + 2$ ,  $10 - 2$ ,  $11 - 3$ )

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

1.4 count and group objects into ones and tens (e.g., 3 groups of ten and 4 more is 34 or  $30 + 4$ )

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

2.1 know the addition facts (sums to 20) and the corresponding subtraction facts, and commit them to memory

Component: Snap Clowns

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

2.2 use the inverse relationship between addition and subtraction to solve problems

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

2.3 identify one more than, one less than, ten more than, ten less than a given number

Component: Carnival Cars

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

2.4 count by 2s, 5s and 10s with numbers to 100

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

2.5 show the meaning of addition (putting together, increasing) and subtraction (taking away, comparing, finding the difference)

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

Component: Giggle Factory

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

2.7 find the sum of three one-digit numbers

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

3.1 make reasonable estimates when comparing larger or smaller numbers

Component: Carnival Cars

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

1.1 write and solve number sentences from problem situations that express relationships involving addition and subtraction

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

1.2 understand the meaning of the symbols +, -, =

Component: Carnival Cars

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Giggle Factory

**CA Math Standards for Harcourt/EdMark CD's  
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Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

1.3 create problem situations that could lead to given number sentences involving addition and subtraction

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

2.2 classify familiar plane and solid objects by common attributes like color, position, shape, size, roundness, number of corners and explain which attributes are being used for classification

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: 1                      Interested: -

1.1 sort objects and data by common attributes and describe the groups formed using categorical labels

Component: Carnival Cars

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 1                      Interested: -

2.1 describe, extend and explain how to get to the next element in simple repeating patterns (e.g., rhythmic, numeric, color and shape patterns)

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: 1                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

1.2 use tools such as manipulatives or sketches to model problems

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 1                      Interested: -

3. Students note connections between one problem and another.

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: 1                      Interested: -

1.1 count, read, write whole numbers to 1,000 and identify the place value for each digit

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

1.2 use words, models and expanded form to represent numbers (to 1,000)

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 2                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

1.3 order and compare whole numbers up to 1,000 using the symbols  $<$ ,  $=$ ,

Component: Carnival Cars

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Required: -                      Suggested: 2                      Interested: -

2.2 find the sum or difference of two whole numbers up to three digits long

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

3.1 use repeated addition, arrays, counting by multiples to do multiplication

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

3.2 use repeated subtraction, equal sharing and forming equal groups to do division with remainders

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 2                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

3.3 know the multiplication tables of 2s, 5s and 10s (to "times 10") and commit to memory

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 2                      Interested: -

6.1 recognize when an estimate is reasonable in measurements (e.g., closest inch)

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: 2                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

1.2 relate problem situations and number sentences involving addition and subtraction

Component: Bubble Band

**CA Math Standards for Harcourt/EdMark CD's  
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Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

1.3 solve addition and subtraction problems using data from simple charts, picture graphs and number sentences

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 2                      Interested: -

1.1 record numerical data in systematic ways, keeping track of what/who has been counted

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 2                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

1.2 represent the same data set in more than one way (e.g., charts with tallies, and bar graphs)

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

1.3 identify features of data sets (range and mode)

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

2.1 recognize, describe, extend and explain how to get the next term in linear patterns (e.g., 4, 8, 12 ...; the number of ears on 1 horse, 2 horses, 3 horses, 4 horses)

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: 2                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

2.2 solve problems involving simple number patterns

Component: Carnival Cars

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 2                      Interested: -

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: 2                      Interested: -

Component: Bubble Band

Reference: Guide p. 20-22

Required: -                      Suggested: 2                      Interested: -

Component: Giggle Factory

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

1.2 use tools such as manipulatives or sketches to model problems

Component: Snap Clowns

Reference: Guide p. 14-16

Required: -                      Suggested: 2                      Interested: -

2.1 defend the reasoning used and justify the procedures selected

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: 2                      Interested: -

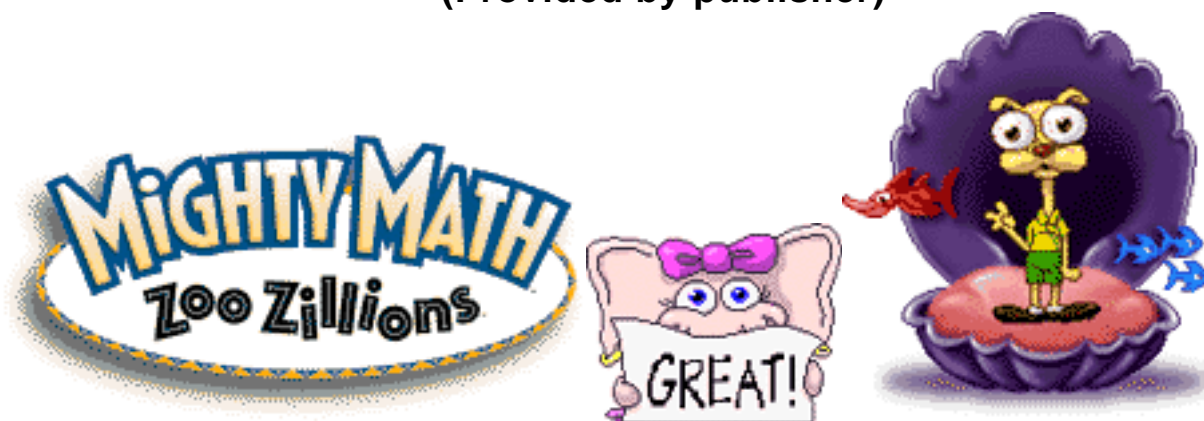
3. Students note connections between one problem and another.

Component: Pattern Block Roundup

Reference: Guide p. 17-19

Required: -                      Suggested: 2                      Interested: -

CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)



## Learning Opportunities

In *Zoo Zillions*, the Student Will Master  
These Important Kindergarten, 1st and 2nd Grade Math Topics:

Problem Solving  
Inductive & Deductive Reasoning  
Number Relationships & Counting on a Number Line  
Counting, Adding & Subtracting Money & Making Change  
Addition & Subtraction Facts & Mental Math  
Spoken Story Problems Featuring Addition,  
Subtraction, Multiplication & Division  
Counting Forward & Backward by 2's, 5's & 10's  
Spatial Awareness  
Early 3D Geometry

## CA Mathematics Academic Content Standards matched to Mighty Math Zoo Zillions

1.1 compare two or more sets (up to 10 objects in each group), and identify which set is equal to, more than, or less than the other

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: K                      Interested: -

1.2 count, recognize, represent, name and order numbers (to 30) using objects

Component: Fish Stories

Reference: Guide p. 11-13

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

Required: - Suggested: K Interested: -

Component: Gnu Ewe Boutique

Reference: Guide p. 14-15

Required: - Suggested: K Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: - Suggested: K Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: - Suggested: K Interested: -

2.1 use concrete objects to determine the answers to addition and subtraction problems (for two numbers each less than 10)

Component: Fish Stories

Reference: Guide p. 11-13

Required: - Suggested: K Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: - Suggested: K Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: - Suggested: K Interested: -

3.1 recognize when an estimate is reasonable

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: - Suggested: K Interested: -

1.1 identify, sort and classify objects by attribute and identify objects that do not belong to a particular grouping (e.g., all these balls are green, those are red)

Component: Fish Stories

Reference: Guide p. 11-13

Required: - Suggested: K Interested: -

2.2 compare familiar plane and solid objects by common attributes (e.g., position, shape, size, roundness, number of corners)

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

Component: 3D Gallery

Reference: Guide p. 16-18

Required: -                      Suggested: K                      Interested: -

1.2 use tools and strategies such as manipulatives or sketches to model problems

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: K                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: K                      Interested: -

1.2 compare and order whole numbers to 100 using the symbols for less than, equal to, or greater than ( $<$ ,  $=$ ,  $>$ )

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

1.3 represent equivalent forms of the same number through the use of physical models, diagrams and number expressions (to 20) (e.g., 8 can be represented as  $4 + 4$ ,  $5 + 3$ ,  $2 + 2 + 2 + 2$ ,  $10 - 2$ ,  $11 - 3$ )

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

1.4 count and group objects into ones and tens (e.g., 3 groups of ten and 4 more is 34 or  $30 + 4$ )

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

2.1 know the addition facts (sums to 20) and the corresponding subtraction facts, and commit them to memory

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Annie's Jungle Trail

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Reference: Guide p. 20-21

Required: -                      Suggested: 1                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

2.2 use the inverse relationship between addition and subtraction to solve problems

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 1                      Interested: -

2.4 count by 2s, 5s and 10s with numbers to 100

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Gnu Ewe Boutique

Reference: Guide p. 14-15

Required: -                      Suggested: 1                      Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 1                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

2.5 show the meaning of addition (putting together, increasing) and subtraction (taking away, comparing, finding the difference)

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 1                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

2.6 solve addition and subtraction problems with one- and two-digit numbers (e.g.,  $5 + 58 = \underline{\quad}$ )

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

2.7 find the sum of three one-digit numbers

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

3.1 make reasonable estimates when comparing larger or smaller numbers

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

1.3 create problem situations that could lead to given number sentences involving addition and subtraction

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

2.1 identify, describe, and compare triangles, rectangles, squares and circles, including the faces of three-dimensional objects

Component: 3D Gallery

Reference: Guide p. 16-18

Required: -                      Suggested: 1                      Interested: -

2.4 describe and arrange objects in space in terms of proximity, position and direction (e.g., near, far, below, above, up, down, behind, in front of, next to, left/right)

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

1.2 use tools such as manipulatives or sketches to model problems

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 1                      Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 1                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 1                      Interested: -

3. Students note connections between one problem and another.

Component: 3D Gallery

Reference: Guide p. 16-18

Required: -                      Suggested: 1                      Interested: -

1.1 count, read, write whole numbers to 1,000 and identify the place value for each digit

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

1.3 order and compare whole numbers up to 1,000 using the symbols  $<$ ,  $=$ ,

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

2.2 find the sum or difference of two whole numbers up to three digits long

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

2.3 use mental arithmetic to find the sum or difference of two 2-digit numbers

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

3.1 use repeated addition, arrays, counting by multiples to do multiplication

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

3.2 use repeated subtraction, equal sharing and forming equal groups to do division with remainders

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

3.3 know the multiplication tables of 2s, 5s and 10s (to "times 10") and commit to memory

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

5.2 know and use the decimal notation and the dollar and cents symbols for money

Component: Gnu Ewe Boutique

Reference: Guide p. 14-15

Required: -                      Suggested: 2                      Interested: -

6.1 recognize when an estimate is reasonable in measurements (e.g., closest inch)

Component: Annie's Jungle Trail

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

1.2 relate problem situations and number sentences involving addition and subtraction

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

1.3 solve addition and subtraction problems using data from simple charts, picture graphs and number sentences

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

1.1 record numerical data in systematic ways, keeping track of what/who has been counted

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

2.1 recognize, describe, extend and explain how to get the next term in linear patterns (e.g., 4, 8, 12 ...; the number of ears on 1 horse, 2 horses, 3 horses, 4 horses)

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

2.2 solve problems involving simple number patterns

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

Component: Gnu Ewe Boutique

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Reference: Guide p. 14-15

Required: -                      Suggested: 2                      Interested: -

Component: 3D Gallery

Reference: Guide p. 16-18

Required: -                      Suggested: 2                      Interested: -

Component: Annie's Jungle Trail

Reference: Guide p. 20-21

Required: -                      Suggested: 2                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

1.2 use tools such as manipulatives or sketches to model problems

Component: Fish Stories

Reference: Guide p. 11-13

Required: -                      Suggested: 2                      Interested: -

Component: Number Line Express

Reference: Guide p. 23-25

Required: -                      Suggested: 2                      Interested: -

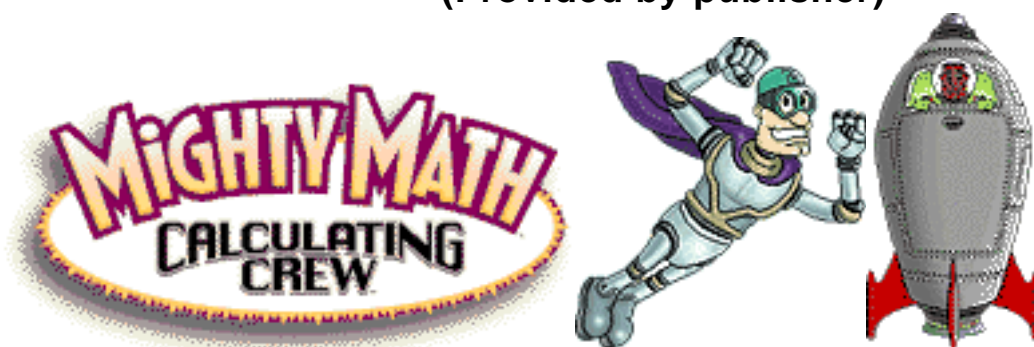
3. Students note connections between one problem and another.

Component: 3D Gallery

Reference: Guide p. 16-18

Required: -                      Suggested: 2                      Interested: -

CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)



## Learning Opportunities

In *Calculating Crew*, the Student Will Master These Important  
3rd, 4th, 5th and 6th Grade Math Topics:

- Problem Solving
- Inductive & Deductive Reasoning
- Estimation & Rounding
- 3D Geometry & Spatial Thinking Skills
- 1- to 4-Digit Addition & Subtraction (with Carrying & Borrowing)
- 1- to 3-Digit Multiplication & Division (Concepts & Facts Through  
Long Division)
- Money Transactions (Computing Cost & Making Change)
- Whole Numbers, Fractions & Decimals on a Number Line  
(Ordering, +, -, x, ÷)

## CA Mathematics Academic Content Standards matched to Mighty Math Calculating Crew

1.1 count, read, and write whole numbers to 10,000

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

1.2 compare and order whole numbers to 10,000

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

Component: Superhero Superstore

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Reference: Guide p. 21-25

Required: -                      Suggested: 3                      Interested: -

1.3 identify the place value for each digit in numbers to 10,000

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

1.4 round off numbers to 10,000 to the nearest ten, hundred and thousand

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

1.5 use expanded notation to represent numbers (e.g.,  $3,206 = 3,000 + 200 + 6$ )

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

2.2 memorize to automaticity the multiplication table for numbers between 1 and 10

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 3                      Interested: -

2.3 use the inverse relationship of multiplication and division to compute and check results

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 3                      Interested: -

2.4 solve simple problems involving multiplication of multi-digit numbers by one-digit numbers ( $3,671 \times 3 = \underline{\quad}$ )

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 3                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

2.5 solve division problems in which a multi-digit number is evenly divided by a one- digit number (135/5)

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 3                      Interested: -

2.7 determine the unit cost when given the total cost and number of units

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 3                      Interested: -

2.8 solve problems which combine two or more of the skills above

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 3                      Interested: -

3.1 compare fractions represented by drawings or concrete materials to show equivalency, and to add and subtract simple fractions in context (e.g.,  $1/2$  of a pizza is the same amount as  $2/4$  of another pizza that is the same size; show that  $3/8$  is more than  $1/8$ )

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

3.2 add and subtract simple fractions (e.g., determine that  $1/8 + 3/8$  is the same as  $1/2$ )

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

3.3 solve problems involving addition, subtraction, multiplication and division of money amounts in decimal notation and multiply and divide money amounts in decimal notation using whole number multipliers and divisors

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

Required: -                      Suggested: 3                      Interested: -

3.4 know and understand that fractions and decimals are two different representations of the same concept (e.g., 50 cents is  $\frac{1}{2}$  of a dollar, 75 cents is  $\frac{3}{4}$  of a dollar)

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 3                      Interested: -

2.5 identify, describe, and classify common three-dimensional geometric objects (e.g., cube, rectangular solid, sphere, prism, pyramid, cone, cylinder)

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 3                      Interested: -

2.6 identify the common solid objects that are the component parts needed to make a more complex solid object

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 3                      Interested: -

1.1 analyze problems by identifying relationships, discriminating relevant from irrelevant information, sequencing and prioritizing information, and observing patterns

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 3                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 3                      Interested: -

1.2 determine when and how to break a problem into simpler parts

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 3                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

2.4 express the solution clearly and logically using appropriate mathematical notation and terms and clear language, and support solutions with evidence, in both verbal and symbolic work

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 3                      Interested: -

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 3                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 3                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 3                      Interested: -

3.3 develop generalizations of the results obtained and extend them to other circumstances

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 3                      Interested: -

1.2 order and compare whole numbers and decimals to two decimal places

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 4                      Interested: -

1.3 round whole numbers through the millions to the nearest ten, hundred, thousand, ten thousand or hundred thousand

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 4                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 4                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

1.5 interpret different meanings for fractions including parts of a whole, parts of a set, indicated division of whole numbers and quantities (and measures) between whole numbers on a number line; and relate to simple decimals on a number line

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 4                      Interested: -

1.8 use concepts of negative numbers (e.g., on a number line, in counting, in temperature, "owing")

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 4                      Interested: -

1.9 identify the relative position of fractions, mixed numbers, and decimals to two decimal places on the number line

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 4                      Interested: -

2.1 estimate and compute the sum or difference of whole numbers and positive decimals to two places

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 4                      Interested: -

2.2 round two place decimals to one decimal or the nearest whole number, and use rounding to judge the reasonableness of an answer

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 4                      Interested: -

3.1 demonstrate understanding of, and the ability to use standard algorithms for addition and subtraction of multi-digit numbers

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 4                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

3.2 demonstrate understanding of, and ability to use standard algorithms for multiplying a multi-digit number by a two digit number and long division for dividing a multi-digit number by a one digit number; use relationships between them to simplify computations and to check results

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 4                      Interested: -

3.3 solve problems involving multiplication of multi-digit numbers by two-digit numbers

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 4                      Interested: -

3.4 solve problems involving division of multi-digit numbers by one-digit numbers

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 4                      Interested: -

3.6 visualize, describe and represent geometric solids (e.g., prisms, pyramids, etc.) in terms of the number and shape of faces, edges and vertices; interpret two-dimensional representations of three-dimensional objects; and draw patterns (of faces) for a solid that when folded will make a model of the solid

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 4                      Interested: -

1.1 analyze problems by identifying relationships, discriminating relevant from irrelevant information, sequencing and prioritizing information, and observing patterns

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 4                      Interested: -

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 4                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 4                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

2.3 use a variety of methods such as words, numbers, symbols, charts, graphs, tables, diagrams and models to explain mathematical reasoning

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 4                      Interested: -

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 4                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 4                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 4                      Interested: -

2.4 express the solution clearly and logically using appropriate mathematical notation and terms and clear language, and support solutions with evidence, in both verbal and symbolic work

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 4                      Interested: -

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 4                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 4                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 4                      Interested: -

1.1 estimate, round, and manipulate very large (e.g., millions) and very small (e.g., thousandths) numbers

Component: Superhero Superstore

Reference: Guide p. 21-25

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Required: -                      Suggested: 5                      Interested: -

1.5 identify and represent positive and negative integers, decimals, fractions, and mixed numbers on a number line

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 5                      Interested: -

2.1 add, subtract, multiply and divide with decimals and negative numbers and verify the reasonableness of the results

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 5                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 5                      Interested: -

2.2 are proficient with division, including division with positive decimals and long division with multiple digit divisors

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 5                      Interested: -

2.3 solve simple problems including ones arising in concrete situations involving the addition and subtraction of fractions and mixed numbers (like and unlike denominators of 20 or less) and express answers in simplest form

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 5                      Interested: -

1.2 construct cube and rectangular boxes from two-dimensional patterns and use this to compute the surface area for these objects

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 5                      Interested: -

2.2 know that the sum of the angles of any triangle is 180 and the sum of the angles of any

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

quadrilateral is 360 and use this information to solve problems

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 5                      Interested: -

2.3 visualize and draw two-dimensional views of three-dimensional objects made from rectangular solids

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 5                      Interested: -

1.3 use fractions and percentages to compare data sets of different size

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 5                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 5                      Interested: -

1.1 analyze problems by identifying relationships, discriminating relevant from irrelevant information, sequencing and prioritizing and observing patterns

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 5                      Interested: -

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 5                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 5                      Interested: -

2.3 use a variety of methods such as words, numbers, symbols, charts, graphs, tables, diagrams and models to explain mathematical reasoning

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 5                      Interested: -

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

1.1 compare and order positive and negative fractions, decimals, and mixed numbers and place them on a number line

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 6                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 6                      Interested: -

2.1 solve problems involving addition, subtraction, multiplication and division of fractions and explain why a particular operation was used for a given situation

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 6                      Interested: -

2.2 explain the meaning of multiplication and division of fractions and perform the calculations (e.g.,  $5/8$  divided by  $15/16 = 5/8 \times 16/15 = 2/3$ )

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 6                      Interested: -

2.3 solve addition, subtraction, multiplication and division problems, including those arising in concrete situations that use positive and negative numbers and combinations of these operations

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 6                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 6                      Interested: -

3.2 express simple relationships arising from geometry in symbolic form

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: -                      Suggested: 6                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

3.2 use data to estimate the probability for future events (e.g., batting averages or number of accidents per mile driven)

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: - Suggested: 6 Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: - Suggested: 6 Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: - Suggested: 6 Interested: -

1.1 analyze problems by identifying relationships, discriminating relevant from irrelevant information, identifying missing information, sequencing and prioritizing information and observing patterns

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: - Suggested: 6 Interested: -

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: - Suggested: 6 Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: - Suggested: 6 Interested: -

1.2 formulate and justify mathematical conjectures based upon a general description of the mathematical question or problem posed

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: - Suggested: 6 Interested: -

Component: Dr. Gee's 3D Lab

Reference: Guide p. 16-19

Required: - Suggested: 6 Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: - Suggested: 6 Interested: -

Component: Nick Knack, Supertrader

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Reference: Guide p. 26-30

Required: -                      Suggested: 6                      Interested: -

2.4 use a variety of methods such as words, numbers, symbols, charts, graphs, tables, diagrams and models to explain mathematical reasoning

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 6                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 6                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 6                      Interested: -

2.6 indicate the relative advantages of exact and approximate solutions to problems and give answers to a specified degree of accuracy

Component: Nautical Number Line

Reference: Guide p. 11-15

Required: -                      Suggested: 6                      Interested: -

Component: Superhero Superstore

Reference: Guide p. 21-25

Required: -                      Suggested: 6                      Interested: -

Component: Nick Knack, Supertrader

Reference: Guide p. 26-30

Required: -                      Suggested: 6                      Interested: -

CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)



## Learning Opportunities

In *Number Heroes*, the Student Will Master

These Important 3rd through 6th Grade Math Topics:

- Problem Solving
- Addition & Subtraction
- Multiplication & Division
- Fractions (Add, Subtract & Multiply)
- Convert Decimals to Fractions
- Geometry (Angles, Perimeter, Area, Symmetry, etc.)
- Interpret Graphs & Charts
- Patterns & Logic
- Probability (Experiment, Predict & Evaluate)

## CA Mathematics Academic Content Standards matched to Mighty Math Number Heroes

2.2 memorize to automaticity the multiplication table for numbers between 1 and 10

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

2.4 solve simple problems involving multiplication of multi-digit numbers by one-digit numbers ( $3,671 \times 3 = \underline{\quad}$ )

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

2.8 solve problems which combine two or more of the skills above

Component: Quizzo

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

3.1 compare fractions represented by drawings or concrete materials to show equivalency, and to add and subtract simple fractions in context (e.g.,  $1/2$  of a pizza is the same amount as  $2/4$  of another pizza that is the same size; show that  $3/8$  is more than  $1/8$ )

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 3                      Interested: -

3.2 add and subtract simple fractions (e.g., determine that  $1/8 + 3/8$  is the same as  $1/2$ )

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 3                      Interested: -

3.4 know and understand that fractions and decimals are two different representations of the same concept (e.g., 50 cents is  $1/2$  of a dollar, 75 cents is  $3/4$  of a dollar)

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 3                      Interested: -

2.2 extend and recognize a linear pattern by its rules (e.g., the number of legs on a given number of horses can be calculated by counting by 4s or by multiplying the number of horses by 4)

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

1.1 choose appropriate units (metric and U.S. customary) and tools, and estimate and measure length, liquid volume and weight/mass

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

1.3 find the perimeter of a polygon with integer sides

Component: GeoComputer

Reference: Guide p. 15-18

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Required: -                      Suggested: 3                      Interested: -

2.1 identify, describe and classify polygons (including pentagons, hexagons and octagons)

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 3                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

2.3 identify attributes of quadrilaterals (e.g., parallel sides for the parallelogram, right angles for the rectangle, equal sides and right angles for the square)

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 3                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

2.6 identify the common solid objects that are the component parts needed to make a more complex solid object

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 3                      Interested: -

1.1 identify whether common events are certain, likely, unlikely, or improbable

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 3                      Interested: -

1.2 record the possible outcomes for a simple event (e.g., tossing a coin) and systematically keep track of the outcomes when the event is repeated many times

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 3                      Interested: -

## CA Math Standards for Harcourt/EdMark CD's (Provided by publisher)

1.1 analyze problems by identifying relationships, discriminating relevant from irrelevant information, sequencing and prioritizing information, and observing patterns

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 3                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 3                      Interested: -

1.2 determine when and how to break a problem into simpler parts

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

2.4 express the solution clearly and logically using appropriate mathematical notation and terms and clear language, and support solutions with evidence, in both verbal and symbolic work

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 3                      Interested: -

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 3                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 3                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 3                      Interested: -

3.3 develop generalizations of the results obtained and extend them to other circumstances

Component: Quizzo

Reference: Guide p. 19-22

**CA Math Standards for Harcourt/EdMark CD's  
(Provided by publisher)**

Required: -                      Suggested: 3                      Interested: -

1.5 interpret different meanings for fractions including parts of a whole, parts of a set, indicated division of whole numbers and quantities (and measures) between whole numbers on a number line; and relate to simple decimals on a number line

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 4                      Interested: -

1.6 write tenths and hundredths in decimal and fraction notation and know fraction/decimal equivalents for halves and fourths (e.g.,  $1/2 = 0.5$  or  $.50$ ;  $7/4 = 1 \frac{3}{4} = 1.75$ )

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 4                      Interested: -

1.7 write the fraction represented by a drawing of parts of a figure; represent a given fraction using drawings

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 4                      Interested: -

3.1 demonstrate understanding of, and the ability to use standard algorithms for addition and subtraction of multi-digit numbers

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 4                      Interested: -

3.2 demonstrate understanding of, and ability to use standard algorithms for multiplying a multi-digit number by a two digit number and long division for dividing a multi-digit number by a one digit number; use relationships between them to simplify computations and to check results

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 4                      Interested: -

3.3 solve problems involving multiplication of multi-digit numbers by two-digit numbers

Component: Quizzo

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Reference: Guide p. 19-22

Required: -                      Suggested: 4                      Interested: -

1.4 use and interpret formulas (e.g., Area = length times width or  $A = lw$ ) to answer questions about quantities and their relationships

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

1.1 measure the area of rectangular shapes, using appropriate units square centimeter<sup>2</sup>, square meter<sup>2</sup>, square kilometer<sup>2</sup>, square inches<sup>2</sup>, square yard<sup>2</sup>, square mile<sup>2</sup>

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

1.4 understand and use formulas to solve problems involving perimeters and areas of rectangles and squares. Use these formulas to find the areas of more complex figures by dividing them into parts with these basic shapes

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

3.1 identify lines that are parallel and perpendicular

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

3.3 identify congruent figures

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

3.4 identify figures that have bilateral and rotational symmetry

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

**CA Math Standards for Harcourt/EdMark CD's  
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3.6 visualize, describe and represent geometric solids (e.g., prisms, pyramids, etc.) in terms of the number and shape of faces, edges and vertices; interpret two-dimensional representations of three-dimensional objects; and draw patterns (of faces) for a solid that when folded will make a model of the solid

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

3.8 know the definition of different quadrilaterals (e.g., rhombus, square, rectangle, parallelogram, trapezoid)

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 4                      Interested: -

1.3 interpret one- and two-variable data graphs to answer questions about a situation

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 4                      Interested: -

2.1 represent all possible outcomes for a simple probability situation in an organized way (e.g., tables, grids, tree diagrams)

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 4                      Interested: -

2.2 express outcomes of experimental probability situations verbally and numerically (e.g., 3 out of 4;  $\frac{3}{4}$ )

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 4                      Interested: -

1.1 analyze problems by identifying relationships, discriminating relevant from irrelevant information, sequencing and prioritizing information, and observing patterns

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Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 4                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 4                      Interested: -

2.3 use a variety of methods such as words, numbers, symbols, charts, graphs, tables, diagrams and models to explain mathematical reasoning

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 4                      Interested: -

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 4                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 4                      Interested: -

2.4 express the solution clearly and logically using appropriate mathematical notation and terms and clear language, and support solutions with evidence, in both verbal and symbolic work

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 4                      Interested: -

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 4                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

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Required: - Suggested: 4 Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: - Suggested: 4 Interested: -

2.3 solve simple problems including ones arising in concrete situations involving the addition and subtraction of fractions and mixed numbers (like and unlike denominators of 20 or less) and express answers in simplest form

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: - Suggested: 5 Interested: -

2.4 understand the concept of multiplication and division of fractions

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: - Suggested: 5 Interested: -

2.5 compute and perform simple multiplication and division of fractions and apply these procedures to solving problems

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: - Suggested: 5 Interested: -

1.4 differentiate between and use appropriate units of measures for, two- and three-dimensional objects (perimeter, area and volume)

Component: Quizzo

Reference: Guide p. 19-22

Required: - Suggested: 5 Interested: -

2.1 measure, identify and draw angles, perpendicular and parallel lines, rectangles and triangles, using appropriate tools (e.g., straight edge, ruler, compass, protractor, and drawing software)

Component: GeoComputer

Reference: Guide p. 15-18

Required: - Suggested: 5 Interested: -

1.4 identify ordered pairs of data from a graph and interpret the meaning of the data in terms

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of the situation depicted by the graph

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 5                      Interested: -

1.1 analyze problems by identifying relationships, discriminating relevant from irrelevant information, sequencing and prioritizing and observing patterns

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 5                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 5                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 5                      Interested: -

2.2 apply strategies and results from simpler problems to more complex problems

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 5                      Interested: -

2.1 solve problems involving addition, subtraction, multiplication and division of fractions and explain why a particular operation was used for a given situation

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 6                      Interested: -

2.2 explain the meaning of multiplication and division of fractions and perform the calculations (e.g.,  $5/8$  divided by  $15/16 = 5/8 \times 16/15 = 2/3$ )

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 6                      Interested: -

2.3 solve addition, subtraction, multiplication and division problems, including those arising in concrete situations that use positive and negative numbers and combinations of these operations

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Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 6                      Interested: -

3.2 express simple relationships arising from geometry in symbolic form

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 6                      Interested: -

2.2 identify different ways of selecting a sample (e.g., convenience sampling, those who respond to a survey, random sampling) and which makes a sample more representative for a population

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

3.1 represent all possible outcomes for compound events in an organized way (e.g., tables, grids, tree diagrams) and express the theoretical probability of each outcome

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

3.2 use data to estimate the probability for future events (e.g., batting averages or number of accidents per mile driven)

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 6                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 6                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

3.3 represent probabilities as ratios, proportions, and decimals between 0 and 1, and percents between 0 and 100 and check that probabilities computed are reasonable; know how this is related to the probability of an event not occurring

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Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

3.4 understand that the probability of either of two disjoint events occurring is the sum of the two individual probabilities and that the probability of one event following another, in independent trials, is the product of the two probabilities

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

3.5 understand the difference between independent and dependent events and how this affects the results for specific probability situations

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

1.1 analyze problems by identifying relationships, discriminating relevant from irrelevant information, identifying missing information, sequencing and prioritizing information and observing patterns

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 6                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 6                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

1.2 formulate and justify mathematical conjectures based upon a general description of the mathematical question or problem posed

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 6                      Interested: -

Component: GeoComputer

Reference: Guide p. 15-18

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Required: -                      Suggested: 6                      Interested: -  
Component: Quizzo  
Reference: Guide p. 19-22

Required: -                      Suggested: 6                      Interested: -  
Component: Probability  
Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

2.2 apply strategies and results from simpler problems to more complex problems

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 6                      Interested: -

2.4 use a variety of methods such as words, numbers, symbols, charts, graphs, tables, diagrams and models to explain mathematical reasoning

Component: Fraction Fireworks

Reference: Guide p. 11-14

Required: -                      Suggested: 6                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 6                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -

2.6 indicate the relative advantages of exact and approximate solutions to problems and give answers to a specified degree of accuracy

Component: GeoComputer

Reference: Guide p. 15-18

Required: -                      Suggested: 6                      Interested: -

Component: Quizzo

Reference: Guide p. 19-22

Required: -                      Suggested: 6                      Interested: -

Component: Probability

Reference: Guide p. 23-27

Required: -                      Suggested: 6                      Interested: -