Game	Description	Math topics	Grades K & 1st - 3rd	Grades 4th-5th	Grades 6th - HS
Oblong	Oblong: Pick up all the tiles	Analyze, visualize & create path for rectangular prism. Develops & applies concept of Surface area & net.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.6.G.A.4
MOOIL			CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Content.7.G.A.3
BLUE BLOX 2	Blue Blox 2: Connect two blue blocks together to move to next round.	Analyze givens, constraints, relationships & goals. Players visualize & synthesize using	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.
		transformations to choose their course of action.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Hide Caesar: Protect Caesar from falling stones. Click and	Use knowledge of geometric attributes, physics and reasoning to	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.2
alex of the second	drag objects to cover Caesar	create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
FAMSY Constanting	Fancy Constructor: Use translations to move puzzle pieces into their proper	Transformations , spacial visualization and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.
	places		CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MPZ
Save	Save butterflies	Problem Solve	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
utierflies			.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
SHELL HEROES	Shell Heroes: Bring the king and his soldiers to safety	Analyze givens, constraints, relationships & goals. Problem solve.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
* / *			.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Germies: remove germs from the game board by creating squares and rectangles	Distinguishing shape attributes, strategy and problem solving	CCSS.Math.Content.1.G.A.1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
			CCSS.Math.Content.K.G.B.6	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7

Ballog

String S						
Smokey The Spider: capture the files but beware of the		, ,	•	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.MD.C	_CCSS.Math.Content.HSN-VM.A
the fflies but beware of the hornets. CCSS.Math.Practice.MPZ CCSS.Math.Content.Z.MD.D. CCSS.Math.Content.Z.MD.D. CCSS.Math.Content.Z.ND.D. CCSS.Math.Content.Z.ND.D. CCSS.Math.Content.Z.ND.D. CCSS.Math.Practice.MPA	★Smokey The Spider			.CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Hooda Pet Stand: Create a successful Pet stand. Hooda Pet Stand: Create and sales price, read bar graph to guide decision making process. Hooda Pet Stand: Create Mark Stand: Create Mark Practice MP2 CCSS.Math.Content.3.MD.B. CCSS.Math.Practice.MP2 CCSS	PER CATAND	the flies but beware of the	Strategy, visualization of spiders pat		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
successful Pet stand. and sales price, read bar graph to guide decision making process. CSS.Math.Content.2.Mp.D. CCSS.Math.Content.3.MD.B. CCSS.Math.Practice.MP4 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7 CCSS.Ma				.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
Carrot Crave: Solve maze puzzle to eat all the carrots on each level. CSS.Math.Practice.MP2 CCSS.Math.Practice.MP3 CCSS.Math.Practice.MP4 CCSS.Math.Practice.MP7 CCSS.Mat			and sales price, read bar graph to	CCSS.Math.Content.2.MD.D.		CCSS.Math.Content.7.NS.A.3
Carrot Crave: Solve maze puzzle to eat all the carrots on each level. CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP7 CCSS.Ma	CarrotCrave			CCSS.Math.Content.3.MD.B.	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
puzzle to eat all the carrots on each level. CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7				CCSS.Math.Practice.MP4	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.B.3
Flip the duck: Solve the maze puzzle to help the duck collect her eggs CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MPZ CCSS.Math.Practice.MPZ CCSS.Math.Practice.MPZ CCSS.Math.Practice.MPZ CCSS.Math.Practice.MPZ CCSS.Math.Practice.MPZ CCSS.Math.Practice.MPZ CCSS.Math.Practice.MPZ	Dvek	puzzle to eat all the carrots		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
puzzle to help the duck collect her eggs CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7				CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Create the design of colors Problem solving, visualization a series of actions. CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	FLUSH X X	puzzle to help the duck		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
Space Miner Space	X X X			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Hex wars: Battle to take over the whole maps area Hex wars: Battle to take over the whole maps area Strategic decisions take the use of estimation and mental calculation of differences. Concept of area is needed as well. CCSS.Math.Content.1.MD.A. CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP2 CCSS.Math.Practice.MP7 CCSS.Math.Prac	Hex Wars	Create the design of colors		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
the whole maps area estimation and mental calculation of differences. Concept of area is needed as well. CCSS.Math.Content.1.MD.A. CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 Phantomb: help the ghost clear the bombs. Visualizing transformations and problem solving CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7 CCSS				CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Space Miner Phantomb: help the ghost clear the bombs. Visualizing transformations and problem solving CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7	A C C		estimation and mental calculation of	CCSS.Math.Content.1.MD.A.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
Space Miner clear the bombs. problem solving CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP7			needed as well.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Space Miner: mine the space Visualizing transformations and	Space Miner			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
Space Miner: mine the space orbs in this maze style game. Visualizing transformations and problem solving CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP1				CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	split Ball		9	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1

	-1	1			
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MPZ	CCSS.Math.Practice.MP7
Te Proposition	Split Ball: Reduce the court	Strategy, and concept of percents			
DONUT	size by 75%	and area	CCSS.Math.Content.3.MD.C.	CCSS.Math.Practice.MP1	CCSS.Math.Content.6.RP.A.3
			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP7	CCSS.Math.Content.7.
	Hooda Donut Stand: Make decisions to make donut business successful.	Math modeling, Interpret line graph to analyse and guide decisions, use unit prices	CCSS.Math.Practice.MP1	.CCSS.Math.Content. 4.MD.A.2	CCSS.Math.Content.7.NS.A.3
LIELLO VARIE		·	CCSS.Math.Content.3.MD.B	CCSS.Math.Practice.MP4	CCSS.Math.Content.6.
Situation			CCSS.Math.Practice.MP4	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.B.3
1000	Hooda Lemonade Stand: Make decisions to make donut business successful	Math modeling, Interpret bar graph to analyse and guide decisions, use unit prices	CCSS.Math.Practice.MP1	.CCSS.Math.Content. 4.MD.A.2	CCSS.Math.Content.7.NS.A.3
Sudden Birds			CCSS.Math.Content.3.MD.B.	CCSS.Math.Practice.MP4	CCSS.Math.Content.6.
<u> </u>			CCSS.Math.Practice.MP4	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.B.3
(*)	Sudden-Birds: Help bring the man back to earth	Problem Solving, spatial visualization	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
pentapuzzle			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MPZ	CCSS.Math.Practice.MP7
Help Whe	Pentapuzzle: a transformation puzzle	Transformations, spatial visualization, problem solving	CCSS.Math.Content.1.G.A.2	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
(A.m.)			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Poker Dice Solitaire	Help the Ball: Draw line segments and use reflection to help ball escape	Reflection and angles	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
★ 50 ★			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
MODON ESPARE	Poker Dice Solitaire: play poker using dice.	Probability	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Content.7.SP.C
HULLINGLODGE			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1

SHOP MOVINA CSCAPE ASSISTANTISIAND	Hooda Escape Hunting Lodge: Use your math &powers of	CCSS.Math.Content.2.G.A.1 CCSS.Math.Practice.MP1 Logic, patterns and reason, geometric	CCSS.Math.Practice.MP1	CCSS.Math.Content.6.NS.B.2	
***************************************	observation to escape the Hunting Lodge.	attributes, division, measurement	_CCSS.Math.Content.3.MD.B.	.CCSS.Math.Practice.MP7	CCSS.Math.Content.7.EE.B.3
WOUDA ESCRIPE GRANDMAS HOUSE	Hooda Escape	Logic, patterns and reason,roman numerals, adding and subtracting,	CCSS.Math.Content.2.G.A.1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
T T	пооца Еѕсаре	ordering, shape attributes.	CCSS.Math.Content.2.NBT.B.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
CAVE	Hooda Fasana Crandma's House	Logic, patterns and reason,adding decimals, adding and subtracting,	CCSS.Math.Practice.MP1	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.8.G.A.1
		converting units of measure	.CCSS.Math.Practice.MP7	CCSS.Math.Content.5.MD.A.	.CCSS.Math.Practice.MP7
CASILE CASILE	Find HQ Cave Use your powers of observation and reason to		CCSS.Math.Content.2.MD.C.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	find the Headquarters of your secret organization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
Maria Boriloop	Find HQ Castle Use your powers of observation and reason to find the	Logic matterns and reason	CCSS.Math.Content.3.NF.A.1	CCSS.Math.Practice.MP1	CCSS.Math.Content.7.EE.B.3
	Headquarters of your secret organization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Find HQ Neighborhood Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.OA.C.	CCSS.Math.Practice.MP1
Heado		Logic, patterns and reason	CCSS.Math.Content.1.MD.A.	CCSS.Math.Content.4.NBT.B	.CCSS.Math.Practice.MP7
			CCSS.Math.Content.1.MD.A.	CCSS.Math.Content.4.NBT.B	.CCSS.Math.Practice.MP7



BACKYARD

WATER PARK	Find HQ Funhouse Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Content.3.NBT.A	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP1
and a large	Headquarters of your secret organization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
raceway	<u>Find HQ Backyard</u> Use your powers of observation and		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.3.NF.A.3	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
CANDY FUN	Escape the Water Park: You got locked in the water park.		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
MANAGEMENT OF THE PARTY OF THE	Search around, pick up items and solve puzzles to help you escape!	Logic, patterns and reason	CCSS.Math.Content.2.G.A.1	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
LING33	Animal Raceway: Create and race your character. Make decisions that influence his success		CCSS.Math.Practice.MP1	CCSS Math Content 4 OA A	CCSS.Math.Content.6.RP.A.3
			CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
DEFENSE	Produce the sweetest candies, chocolates and gums in your candy factory	Problem solving, math modeling, reading bar graphs	CCSS.Math.Content.3.MD.B.	CCSS.Math.Content.4.MD.A.	CCSS.Math.Practice.MP1
	and try to earn 1 million dollars as fast as you can!		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
FRACTION	Hooda Hinges: Fold the geometric shapes into the	Geometric reasoning, spatial visualization & perception, and rotation.	CCSS.Math.Content.1.G.A.2	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
80	original template.		CCSS.Math.Practice.MP1	.CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1
Fraction Foker			CCSS.Math.Content.3.NF.A.		CCSS.Math.Content.6.NS.C.6.c
10 4 8 12 14 12 15 18	Hooda Math Defense: A	Comparing fractions and Locate fractions on numberline. Converting between fractions, decimals and percents.	_		CCSS.Math.Content.6.NS.C.7.a
	defense game with a fraction twist.		CCSS.Math.Content.3.NF.A.	.CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.NS.A.2.d CCSS.Math.Content.7.EE.A.2

TCE CUENTI LUNCY					CCSS.Math.Content.7.EE.B.3
	Fraction Circles: App includes	Use the visual fraction model to	CCSS.Math.Content.3.NF.A.1	CCSS.Math.Content.4.NF.A.	
CREAM TRUCK	Fractions factory, Pickup	explore several of the fraction	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	
	Fractions, Free Play	standards.		CCSS.Math.Content.4.NF.B.3	.CCSS.Math.Practice.MP7
HINI TO LIN			.CCSS.Math.Practice.MP7	CCSS.Math.Content.5.NF.A.	
Mini Train	Fraction Poker: Identify equivalent fractions given	equivalent fractions	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.2
SKRTER MATH	hand of 5 fractions		CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6	CCSS.Math.Content.6.RP.A.3
	Ice Cream Truck: Make	Math modeling, Interpret line graphs,		.CCSS.Math.Content. 4.MD.A.2	CCSS.Math.Content.7.NS.A.3
	decisions to make your ice cream truck business	use unit prices, analyse decisions	CCSS.Math.Content.3.MD.A.	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
	successful. Make enough money to move to next city.	made using 2 line graphs to measure monetary success the popularity.		CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.B.3
	Mini Train: Using geometric pieces to build path way for	Analyze, visualize and synthesize using geometric shape, their	CCSS.Math.Content.1.G.A.2	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
Dress Up Math	train	properties and transformations.	CCSS.Math.Practice.MP1		CCSS.Math.Content.6.G.A
	Skater Math: Math facts meet	Addition, Subtraction, Multiplication	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
Postonessa	fun here.	and Division Practice	CCSS.Math.Content.3.OA.C.		
PLAY	Shopping Mall: Click to unlock stores and make as much	A math modeling experience that could be used at a variety of grade	CCSS.Math.Content.3.OA.D.	CCSS.Math.Practice.MP4	CCSS.Math.Content.6.RP.A
THE MILTIPLICATION CANE	money as possible. Choose kiosks wisely.	levels and as a group project.	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4
7 8 9 10 10 12 14 15 16 18 20 21 24 25 27 20 30 32 35 36 40 42 45 48 40	Dress Up Math: Pick 3 clothing	Use addition and subtraction	CCSS.Math.Content. 2.OA.A.1	CCSS.Math.Content.4.OA.A.	CCSS.Math.Content.6.EE.B.6
* HOODA MATH	items . Spend the exact goal amount.	computations to find the combination of clothes that gives the total.	CCSS.Math.Content. 2.NBT.B.6	CCSS.Math.Content.5.OA.A	CCSS.Math.Practice.MP1
	amount.	or ciotiles that gives the total.	CCSS.Math.Content. 3.OA.D.8	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
Authorized Patent Linking March Chare.			3.OA.D.8		

			CCSS.Math.Content.		
alter district	Princess Math: Put together clothing combinations that add		1.NBT.C.4	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
The state of the s		Addition, subtraction, multiplication and division problems	CCSS.Math.Content.		
Och Control of the Co	to given sum	and division problems	CCSS.Math.Content.		
			3.OA.C.7		
Gravity Stacker	Multiplication Game: A strategy game using	Apply concepts of Common factors and factor pairs in creating a winning	CCSS.Math.Content. 3.OA.C.7	CCSS.Math.Content.4.OA.B.	CCSS.Math.Content.6.NS.B
		strategy.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
JETSKI ADDITION	Hooda math app: Includes 5 math skill games	Square roots, π , primes & counting money	CCSS.Math.Content.2.MD.C	CCSS.Math.Content.4.OA.B.	CCSS.Math.Content.8.EE.A.2
	Balloon math Practice addition facts while aiming a dart to hit	Addition and informal understanding	CCSS.Math.Content.1.OA.C.	CCSS.Math.Practice.MP6	
Tug Team	the correct balloon.	of angle of trajectory	CCSS.Math.Content.2.NBT.B.	. <u>.5</u>	CCSS.Math.Content.7.EE.A.1
434	Gravity Stacker:Click to place the shapes. Do not let shapes fall off the screen. Stack must	Dimensions of shapes are given. Comparison of side lengths, area	CCSS.Math.Content.1.G.A.2	CCSS.Math.Content.4.MD.A.	CCSS.Math.Practice.MP1
match addition	balance for 10 seconds to pass each level.	and Symmetry can be developed with this game.	CCSS.Math.Content.1.MD.A	.CCSS.Math.Practice.MP7	CCSS.Math.Content.7.G.B.6
	latali: Addition. Dlav agreement		CCSS.Math.Content.K.OA.A.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6
ALIEN ADDITION	<u>Jetski Addition:</u> Play computer, friends or other players online.	Addition: Number range can be	CCSS.Math.Content.1.OA.C.		CCSS.Math.Content.7.EE.A.1
	Tropheys can be printed w/ %	customized up to addends of 20.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6	
5+3	correct		CCSS.Math.Content.2.NBT.B.	.5_	
4+2	Tug Team Tugboat Addition:		CCSS.Math.Content.K.OA.A.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6
ALICUN	Play computer, a friend or another player online. Tropheys can be printed w/ % correc	Addition: Number range can be	CCSS.Math.Content.1.OA.C.		CCSS.Math.Content.7.EE.A.1
DACK		customized up to addends of 20.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6	
SUBTRACTION			CCSS.Math.Content.2.NBT.B.5		
5-3	Kitten Match Addition: Play	Addition: find the naire of addends	CCSS.Math.Content.1.OA.C.	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6

Sailboat Subtraction	players online. Tropheys can be printed w/ % correct	that give a goal sum.	CCSS.Math.Content.2.OA.B.2		CCSS.Math.Content.7.EE.A.1
Name of the second	Alian Additions Chart days		CCSS.Math.Content.K.OA.A. CC	CSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6
	Alien Addition: Shoot down aliens with expressions	Addtion: Addend range can be	CCSS.Math.Content.1.OA.C.	CSS.Math.Practice.MP6	CCSS.Math.Content.7.EE.A.1
Island 🖫 Chase	equivalent to target sum. Printable graph of progress	customized up to 1–19	CCSS.Math.Content.2.OA.B.2		
SUBTRACTION	given.		CCSS.Math.Content.2.NBT.B.5		
			CCSS.Math.Content.1.OA.C. CC	CSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6
dolphin DASH	Ducky Race Subtraction: Play computer, friends or other players online. Tropheys can	Subraction: player can choose the range of values used up to 20	CCSS.Math.Content.2.OA.B.2	CSS.Math.Practice.MP6	CCSS.Math.Content.7.EE.A.1
Count Money	be printed w/ % correct		CCSS.Math.Content.2.NBT.B.5		
	Tug Team Sailboat Subtraction:		CCSS.Math.Content.K.OA.A. CC	CSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6
20 10 10 10 10 10 10 10 10 10 10 10 10 10	Play computer, a friend or another player online.	Subraction: player can choose the	CCSS.Math.Content.1.OA.C.	CSS.Math.Practice.MP6	CCSS.Math.Content.7.EE.A.1
DENGUINS	Tropheys can be printed w/ % correct	range of values used up to 20	CCSS.Math.Content.2.OA.B.2		
FUN Fall			CCSS.Math.Content.2.NBT.B.5		
6			CCSS.Math.Content.K.OA.A. CC	CSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
	Island Chase Subtraction: Play computer, friends or other	Subtraction: player can choose the	CCSS.Math.Content.1.OA.C.		CCSS.Math.Content.7.EE.A.1
Grand Prix	players online. Tropheys can be printed w/ % correct	range of values used up to 20	CCSS.Math.Content.2.OA.B.2		
Grana Prix			CCSS.Math.Content.2.NBT.B.5		
	Dolphin Bash Count Money: Play computer, friends or other		CCSS.Math.Content.2.MD.C.	CSS.Math.Content.4.MD.A.	CCSS.Math.Practice.MP6
•		Counting value of coins up to a dollar.	CCSS.Math.Practice.MP6 CC	CSS.Math.Practice.MP6	
Created by Ozzie Mercado Sponsored by Hooda Math Music by Smurtheatz Coogle Buzz	100 010 010 10 got 1110	Player must analyze, visualize &	CCSS.Math.Practice.MP1 CC	CSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
penguin		synthesize using transformations to choose their course of action.	.CCSS.Math.Practice.MP7 .CC	CSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1
8000					

Tug Team	Multiplication Grand Prix: Play computer, friends or other	Multiplication: player can choose the	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6
Tractor Multiplication	players online. Tropheys can be printed w/ % correct	range of values used up to 20	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6	CCSS.Math.Content.7.EE.A.1
<u> </u>	Fragments: Click on a colored square, then click in the	Transformations: Player must analyze, visualize & synthesize using	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
SPACE RACE	direction you want it to move. Move all the colored squares into the shaded area.	transformations to choose their course of action.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MPZ	CCSS.Math.Content.8.G.A.1
METEOR MULTPUCATION	Penguin Jump Multiplication: Play computer, friends or	Multiplication & estimation : Player	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP8
8×2	other players online. Tropheys can be printed w/ % correct		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP6
DIVISIONU	Tug Team Tractor Multiplication Play computer, a friend or another player online. Tropheys can be printed w/ % correct	Multiplication & estimation: Player chooses between 4 possible products. Player can choose the range of values used up to 20	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Content.7.EE.A.1
DERBY			CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP6
Tug Team	Space Race Multiplication: Play computer, a friend or another	Multiplication and estimation: Player chooses between 4 possible products.	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Content.7.EE.A.1
Pony Division	player online. Tropheys can be printed w/ % correct	Player can choose the range of values used up to 20	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP6
5423	Meteor Multiplication: Shoot down meteors with expressions	Multiplication: player can choose the	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6
Minus Mission	equivalent to target product. Printable map of progress given.	range of values used up to 20	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6	CCSS.Math.Content.7.EE.A.1
Number Eaters 0-4 2-1 2-1 4-0 4-0 2-0 2-2 1-3 2 0-4	<u>Division Derby</u> Play computer, friends or other players online.	Division: Player can choose the divisors range of values used from 1	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6

1+2 2+0 1+3 2+1 1+2 2+0 1+3 2+1 1+2 2+0 1+3 2+1	Tropheys can be printed w/ % correct	to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.A.	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.A.1
VIII.	Tub Team Pony Division: Play computer, a friend or another	Division: Player can choose the divisors range of values used from 1	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6
INTEGER TILT 2	player online. Tropheys can be printed w/ % correct	to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.A.	CCSS.Math.Content.5.NBT.B	CCSS.Math.Practice.MP6
Place Value Eaters 32 23 14 31 21 22 34	Minus Mission: Shoot down the blobs with expressions equivalent to target	Subraction: player can choose the range of values used up to 20. Progress graph given. 6 stages to the	CCSS.Math.Content.1.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Content.7.EE.A.1
22 22 44 33 12 31 23 14 14	difference. Progress graph is given.	game.	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6	
PUPPY CHASE FRACTIONS TO DECIMALS	Number Eaters: Number eaters		CCSS.Math.Content.1.OA.C.	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.2a
	is still a fun way to practice for fluency.	addition, subtraction, multiplication, and division	CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP6	CCSS.Math.Content.6.RP.A.3
2 27 267 25 233			CCSS.Math.Content.		CCSS.Math.Content.7.EE.A.1
Drag Race Division	The Roots of Life: Find the roots of square numbers with this game	Square roots	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6	CCSS.Math.Content.8.EE.A.2
	Integer Tilt 2: Use arrow	Use Integer addition, multiplication	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Content.7.EE.B.3
Waterballoons	keys to move blocks, keep the bar balanced	and algebraic reasoning	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.6.NS.C.5
	Place Value Eaters	practice value of digits in whole	CCSS.Math.Content.1.NBT.B	CCSS.Math.Content.4.NBT.A	
GIC PEN	Trace value Eaters	numbers up through ten thousands.	CCSS.Math.Content.2.NBT.A	1_	
MACIGPEN2	Puppy Chase: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Convert mixed numbers with common fractions to decimals.		CCSS.Math.Content.4.NF.C.	CCSS.Math.Content.7.NS.A.2.d
Factor Feetler	Drag Race Division: Play computer, friends or other	Division: Player can choose the divisors range of values used from 1	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6

1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	players online. Tropheys can be printed w/ % correct	to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.A.	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.A.1
Giraffe RACE	Water Balloons: play the	Vestore Anale and valenta situation	CCSS.Math.Practice.MP7	CCSS.Math.Content.4.MD.C	_CCSS.Math.Content.HSN-VM.A
	computer or a friend	Vectors, Angle and velocity given	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Trug Team &	Magic Pen: Draw geometric shapes and use physics to	Draw geometric shapes and use	CCSS.Math.Content.1.G.A.1	CCSS.Math.Practice.MP4	CCSS.Math.Content.7.G.A.2
Giraffe pull	move a ball to its goal.	physics to move a ball to its goal.	CCSS.Math.Content.2.G.A.1	CCSS.Math.Content.4.G.A.1	CCSS.Math.Content.HSG.MG
dolphin feed	Magic Pen 2: Draw geometric	Draw geometric shapes and use	CCSS.Math.Content.1.G.A.1	CCSS.Math.Practice.MP4	CCSS.Math.Content.7.G.A.2
MAKE MONEY	shapes and use physics to move a ball to its goal.	physics to move a ball to its goal.	CCSS.Math.Content.2.G.A.1	CCSS.Math.Content.4.G.A.1	CCSS.Math.Content.HSG.MG
Demolition Division	Factor Feeder: Eat the factors	Factor pairs: A good review for before factoring in algebra	CCSS.Math.Practice.MP6	CCSS.Math.Content.4.OA.B.	CCSS.Math.Content.HSA-SSE.A
15+5	of a given number.		Math.Content.3.OA.C.7	CCSS.Math.Practice.MP6	CCSS.Math.Content.7.EE.A.1
	Giraffe Race Time Conversion: Play computer, friends or other players	CCSS.Math.Content.2.MD.C.7 Telling time: quarter of hour increment		Z	
RATIO STADIÚM	online. Tropheys can be printed w/ % correct	, same quanter of floor more many	CCSS.Math.Content.3.MD.A.1		
***	Tug Team Giraffe Pull Time Words: Play computer, a	Talling time would Dhusee	CCSS.Math.Content.2.MD.C.	7	
Dirt Bike	friend or another player online. Tropheys can be printed w/ % correc	Telling time word Phrases	CCSS.Math.Content.3.MD.A.1		
Tug Team Comparing Fractions	Delabin Food Make Manage	Make a given amount from soins given	CCSS.Math.Content.2.MD.C.	CCSS.Math.Content.4.MD.A.	CCSS.Math.Practice.MP6
Vava ! a va v	Dolphin Feed Make Money:	Make a given amount from coins given			
PROPORTIONS ASSET	Deomolition Division: Shoot down the tanks with	Division: Plaver can choose the	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP6

Ratio Blactor	expressions equivalent to target quotient. Progress graph is given.	divisor's range of values used.	CCSS.Math.Content.3.OA.A.	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.A.1
Find Equal Ratios	Ratio Stadium: Play computer, friends or other	Four relant Datics	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.2
Patio Manti-	players online. Tropheys can be printed w/ % correct	Equivalent Ratios	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Content.6.RP.A.3
Ratio Martia	Tug Team Dirt Bike Fractions: Play computer, a friend or		CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.2
Multiples Blaster	another player online. Tropheys can be printed w/ % correct	Compare fractions using >,<,= signs	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MPZ
6 4	Dirt Bike Proportions: Play computer, friends or other	Solving proportions: range can be customized and use with equivalent	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.3
DEMOLITION	players online. Tropheys can be printed w/ % correct	fractions as well in earlier grades.	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6	CCSS.Math.Content.6.RP.A.3
CITY	Ratio Blaster: Shoot down aliens with ratios equivalent	Identifying equivalent ratios.	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.2
CARPENTER'S CUT	to target ratio. Printable map of progress given.	identifying equivalent fatios.	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Content.6.RP.A.3
3x 5'1x-10'2x-29'2x-2	Ratio Martian: munch the ratios. Progress graph is given.	Ratios: Identify notations for ratios			CCSS.Math.Content.6.RP.A.1
HOO 2.4 OR 6.1 N 5.1 RTH 2.5 Oty Paper Price Buy Sell O HOO 52.2	Multiples Blaster: Shoot the		CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.OA.B.	CCSS.Math.Content.7.EE.A.1
O OR S5.1 O MULTIPLICATION GALLERY	numbers that are multiples of a given factor.	Multiples	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP6

MATH FIND	Demolition City: place explosive to level buildings	e to level buildings	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.G.A.2	CCSS.Math.Practice.MP1
8 + 5 6 + 9 x 1 7 - 2 + 3 6 + 1 + 4	below a certain mark and with out hitting other buildings.	Geometry and physics	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
FNG beidge	<u>Carpenter's Cut:</u> Cut boards to the measurement	Problem solving, Practical use of factors addition and subtraction.	CCSS.Math.Practice.MP2	CCSS.Math.Content.4.MD.A.	CCSS.Math.Practice.MP8
	specifications given.	factors addition and Subtraction.	CCSS.Math.Content.3.OA.A.	CCSS.Math.Content.4.OA.B.	CCSS.Math.Content.6.EE.B.7
FNG Bridge	Day Trader: Buy at a low price and the sell at a higher	Decimal comparison, money, operation	CCSS.Math.Practice.MP2	CCSS.Math.Content.5.NBT.B	CCSS.Math.Practice.MP2
	price, to make the most amount of money in 5 days.	Decimal comparison, money, operation		CCSS.Math.Content.5.NBT.A	CCSS.Math.Content.7.NS.A.3
Cargo Bridge	Multiplication Gallery: Practice multiplication facts by shooting the pie with the correct product	Single digit factor Multiplication	CCSS.Math.Content. 5.OA.C.7		
Corgo Bridgo	Math Find Find an equivalent expression for each number given	Order of operations, multiplication, division, addition and subtraction	CCSS.Math.Content.3.OA.B.	CCSS.Math.Content.5.OA.A.	CCSS.Math.Practice.MP6
BIZ WIZ	FWG BRIDGE : Build bridge. Experiment to create stable	Rigidity of triangles, Parallel, perpendicular, angles, and other	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G	CCSS.Math.Content.HGS.MG. A.3
450 <u>#</u>	bridge structure with given budget by beams	geometric terms can be used to	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
animal a raceway c	FWG BRIDGE 2: Build bridge. Experiment to create stable	Rigidity of triangles, Parallel, perpendicular, angles, and other geometric terms can be used to decribe bridge. Math Models Unit.	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G	CCSS.Math.Content.HGS.MG. A.3
\$ \$150_	bridge structure with given budget by beams		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
	Cargo Bridge: Experiment to create stable bridge structure	Rigidity of triangles, Parallel, perpendicular & other geometric	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G	CCSS.Math.Content.HGS.MG. A.3

	with given budget by beams.	terms can be used to describe bridge. Math Models Unit.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
PIZZERIA	Cargo Bridge 2: Experiment to create stable bridge structure	Rigidity of triangles, Parallel, perpendicular & other geometric	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G	CCSS.Math.Content.HGS.MG. A.3
CANDY FUN	with given budget by beams.	terms can be used to describe bridge. Math Models Unit.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
Der e- Abrilla 3	Biz Wiz: Give change in store	Decimal place value, work backward, decimal subtract, money, working	/Math/Practice/MP8	/Math/Content/5/NBT/B/ Z	CCSS.Math.Practice.MP6
CHATTE TO THE STATE OF THE STAT	while managing distractions.	backwards,finding patterns or strategies		CCSS.Math.Content.4.MD.A.	/Math/Practice/MP8
THE	Animal Raceway: Create and	Problem solving	CCSS.Math.Practice.MP1	CCCC Markly Company 4 OA A	CCCC Mark Country C DD A 2
	race your character. Make decisions that influence his success		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Content.6.RP.A.3 CCSS.Math.Practice.MP4
		Beginning concepts of fractions and patterns. Computations and analysis could be done with daily receipt to	CCSS.Math.Content.K.CC.B.4	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	Papa's Pizzaria: Run pizzaria. Manage store with keeping up		CCSS.Math.Content.2.G.A.3		
a sold of the sold	with orders,preparing, baking		CCSS.Math.Content.3.G.A.2	CCSS.Math.Practice.MP4	CCSS.Math.Content.6.RP.A.3
Gaesa	and serving orders.	bring in percents or stats.	CCSS.Math.Content.3.NF.A. 1	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
A CONTRACTOR OF THE PARTY OF TH	Produce the sweetest candies, chocolates and gums in your candy factory and try to earn 1	Problem solving, math modeling, reading bar graphs	CCSS.Math.Content.3.MD.B.	CCSS.Math.Content.4.MD.A.	CCSS.Math.Practice.MP1
PLAYER PACK	million dollars as fast as you can!		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
Hide Snowman	Cloud Wars: Capture all the clouds in each level and take over the skies in this real-time strategy game.	Decisions must be made on where to attack. This takes the use of estimation and mentally calculating differences in addition to a lot of strategy.	CCSS.Math.Content.2.NBT.B	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
ov			CCSS.Math.Content.2.OA.B.2		CCSS.Math.Practice.MP7
CAME THE DELLCOOP			CCSS.Math.Content.1.MD.A.1		
3000	Hide Caesar: Protect Caesar	Use knowledge of geometric	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1

	drag objects to cover Caesar	attributes, physics and reasoning to create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
INVADERS	Hide Caesar 2: Protect Caesar from falling stones.	Use knowledge of geometric	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
	Click and drag objects to cover Caesar	attributes, physics and reasoning to create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Hide Caesar II player pack:Protect Caesar from	Use knowledge of geometric attributes, physics and reasoning to	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
Du	falling stones. Click and drag objects to cover Caesar	create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
DIOX	Hide Snowman: Protect	Use knowledge of geometric	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
	Click and drag objects to	attributes, physics and reasoning to create the blockade.	CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Save the Penguin: Protect the penguin from falling stones.	Use knowledge of geometric attributes, physics and reasoning to create the blockade.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
	Click and drag objects to cover the penguin		CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
Spill the Sand	Purple Invaders: Remove all purple shapes to win. Be careful, it is not as easy as it sounds!	Player must analyze givens, constraints, relationships & goals. They must visualize & synthesize using transformations to choose their course of action.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
opin the dand	Purple Trouble: Remove all purple shapes to win.	Player must analyze, visualize & synthesize using transformations to choose their course of action.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
sugar, sugar	<u>Du Blox</u> : Move blocks to goals new challenges are added each level. Analyze, visualize & create path for rectangular prism. Develops & applies concept of Surface area & net.		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.6.G.A.4
new		.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.7.G.A.3	



sugar, sugar	Orange Alert: Click and remove all orange shapes to win. You must save green shapes, but can remove blue shapes	Player must analyze givens, constraints, relationships, and goals. They must visualize and synthesize using transformations to choose their course of action.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
SHAPE FOLD	Suit Up: Turn all Farmers into Suits by clicking on the wood to remove it. Watch out for Hippies, Hamburgers and	Spatial visualization, reasoning and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	Bums.				CCSS.Math.Content.8.G.A.1
CLASSROOM	Spill the Sand: Draw lines to change path of sand to fill	Apply the concepts of Slope and estimation to synthesize a solution,	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.EE.B.5
	buckets.	analyze its success and adapt it in future levels.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Sugar, Sugar: Draw lines to	Apply the concepts of Slope and estimation to synthesize a solution, analyze its success and adapt it in future levels.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.EE.B.5
RIDUG.	change path of sugar to fill the cups.		CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Sugar, Sugar 2: Draw lines to change path of sugar to fill	Apply the concepts of Slope and estimation to synthesize a solution,	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.EE.B.5
THE MENDING	the cups.	analyze its success and adapt it in future levels.	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
SPACEMB	sugar, sugar xmas special:	Apply the concepts of Slope and estimation to synthesize a solution,	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.EE.B.5
nan c	Draw lines to change path of sugar to fill the cups.	analyze its success and adapt it in future levels.	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Shape Fold: Fold the colored	Competition reasoning and spatial	CCSS.Math.Content.1.G.A.2	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
	geometric shapes into original structures	Geometric reasoning and spatial visualization, rotations	CCSS.Math.Practice.MP1	.CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1
	Escape the Classroom: You got locked in the classroom.	Laciaal raasanina O arablam sahiina	.CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NBT.B	.CCSS.Math.Practice.MP7

	search around, pick up items and solve puzzles to help you escape!	Logical reasoning a problem solving	CCSS.Math.Content.2.G	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
	Find HQ Hospital Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.MD.A.	.CCSS.Math.Content.8.EE.A.2
	Headquarters of your secret organization.		.CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NF.B.3	.CCSS.Math.Practice.MP7
	Find HQ Space Lab Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP1
	Headquarters of your secret organization.	Eogic, pacterns and reason	.CCSS.Math.Practice.MP7	CCSS.Math.Content.4.OA.C.	.CCSS.Math.Practice.MP7
	Find HQ Fire Station Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Content.3.NBT.A	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP1
	Headquarters of your secret organization.		.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
		Recognize and use Patterns and logic	CCSS.Math.Content.3.G.A	CCSS.Math.Content.4.G.A	CCSS.Math.Practice.MP1
	Escape the Amusement Park: Follow the clues to escape		CCSS.Math.Practice.MP1	CCSS.Math.Content.4.OA.C.	CCSS.Math.Practice.MP3
				CCSS.Math.Content.5.G.B	.CCSS.Math.Practice.MP7
	Find HQ Game Center Use your powers of observation and reason to find the	Logic, patterns and reason	CCSS.Math.Content.3.NF.A.:	CCSS.Math.Practice.MP1	CCSS.Math.Content.7.NS.A.2d
	Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.3.MD.B.	.CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1
	Find HQ School Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic nattorns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.EE.A.2
		Logic, patterns and reason.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.7.G.B.4
	Find HQ Lighthouse Use your powers of observation and	Hasis nattowns and vascan	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1

	reason to time the Headquarters of your secret organization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.7.NS.A.2d
	Find HQ Pyramid Use your powers of observation and		CCSS.Math.Practice.MP1	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP1
	reason to find the Headquarters of your secret organization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Find HQ Funhouse Use your powers of observation and		CCSS.Math.Content.3.NBT.A	CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP1
	reason to find the Headquarters of your secret organization.	Logic, patterns and reason	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Grow Zoo: Create the largest zoo. Click on panels in order.	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MPZ	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
	Restart until all panels reach Max level.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Grow Aquarium: Create the largest aquarium. Click on	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
	panels in order. Restart until all panels reach Max level.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Grow Castle: Create the largest castle. Click on	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
	panels in order. Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Grow School: Create the largest school. Click on panels in order. Restart until all panels reach Max level.	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
		used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Grow Farm: Create the largest farm. Click on panels in order.	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9

	Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Hooda Grow City: Create the largest city. Click on panels in	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.S
	order. Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Hooda Grow Mountain: Create the largest mountain development. Click on panels	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
	in order. Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Hooda Grow Rocket: Create the largest rocket. Click on panels in order. Restart until all panels reach Max level.	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
			CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Planet-F: Create the planet by selecting the icons in any order, the order of which you	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
	choose will result in different outcomes. Achieve all maximum levels to win.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Grow Valley: Create the largest valley development. Click on panels in order. Restart until all panels reach Max level.	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
			CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
	Grow Grow Island: Create the largest island development. Click on panels in order.	Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.S
	Restart until all panels reach Max level.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8

	Grow Cube: Create the largest Cube. Click on panels in order.	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
R	Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
la		Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
	n order. Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
la	Grow Tower: Create the argest tower. Click on panels	Problem solving, sequences, could be	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.9
	n order. Restart until all panels reach Max level.	used in groups.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
to		Problem solving, sequences, could be used in groups.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.HSS-CP.B.S
	order. Restart until all panels reach Max level.		CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8
r	Desk Movement: goal is to remove the desk that has a	Transformations and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
	olue glow under it and a globe on top of it.	Transformations and problem solving	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	annie and mark's adventure: Click to remove blocks to help	Reasoning , physics visualization, spatial relationships.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
A	Annie and Mark get together.	spatial relationships.	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Sota: build towers for cell	Coometric reasoning	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Content.HSG.MG
	coverage. Goal is to reach 97% coverage.	Geometric reasoning	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1
<u> </u>	Mini-Putt		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Content.HSN-VM.A

		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
Mini-Putt 2		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	_CCSS.Math.Content.HSN-VM.A
		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
Mini-putt 3		CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	_CCSS.Math.Content.HSN-VM.A
		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
Shopping Empire 2: Build a shopping mall including	Understanding losses as negative	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4	CCSS.Math.Content.HSM
managing facilities, shops, employees and customer satisfaction.	numbers. Computations with rational	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP2	CCSS.Math.Content.6.NS.C.5
	2	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
Escape the zoo	Logic, patterns and reason	CCSS.Math.Content.3.OA.C.	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
Food Truck Fun: buy food trucks with in budget and keep stocked and upgraded and try to maximize your profit over	Whole numbers & \$	CCSS.Math.Practice.MP2	CCSS.Math.Content.4.MD.A	CCSS.Math.Practice.MP2
<u>Wonderputt</u> : A fun mini golf game	Angles of reflection	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1
Factoryballs Create required	Compte	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A

and creativity	ig toois	Geometry	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
Factoryballs2 Creat required ball for sh		Coometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A
using tools and crea		Geometry	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
Factoryballs 3 Creat required ball for sh		goometry.	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A
using tools and crea		geometry	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
Factoryballs4 Creat required ball for sh		Geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A
using tools and crea			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
Factoryballs the Chi Collection: Create r	required	Geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A
ball for shipping us and creativit	ball for shipping using tools		CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
to help shapes above	King of Shapes: place blocks to help shapes above line. Then remove blocks to help shapes into matching color basins.	Geometric reasoning	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
remove blocks to hel			CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1

Doggnation build dogg tower	Patterns	CCSS.Math.Content.2.OA.A.	CCSS.Math.Content.4.OA.C.	CCSS.Math.Practice.MP1
by completing patterns		CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7