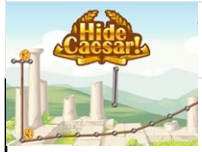
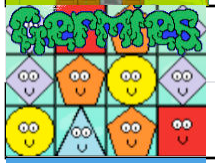
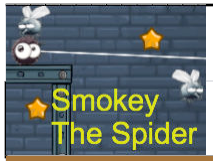
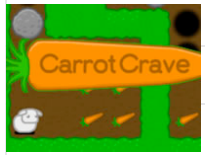
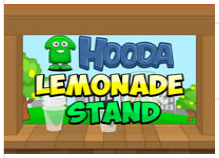
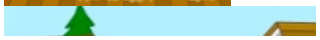
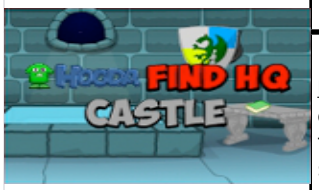
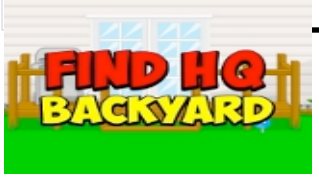
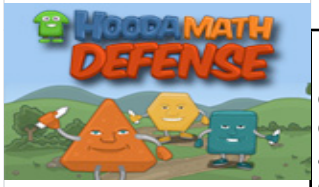
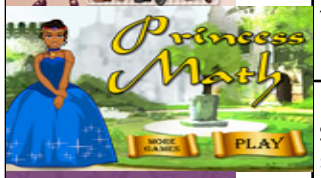
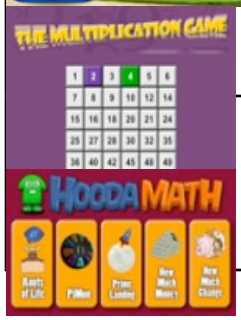
Game	Description	Math topics	Grades K & 1st – 3rd	Grades 4th–5th	Grades 6th – HS
	Oblong: Pick up all the tiles	Analyze, visualize & create path for rectangular prism. Develops & applies concept of Surface area & net.	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP8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

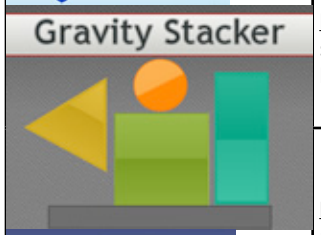
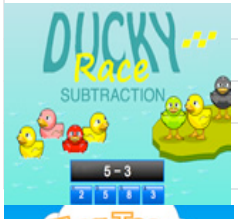
	Ninja Balloon: Throw darts toclear a target # of balloons	Estimate angle and velocity of dart to create a desired trajectory.	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.4.MD.C CCSS.Math.Practice.MP7	CCSS.Math.Content.HSN-VM.A CCSS.Math.Practice.MP7
	Smokey The Spider: capture the flies but beware of the hornets.	Strategy, visualization of spiders pat	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
	Hooda Pet Stand: Create a successful Pet stand.	Math modeling, decide on quantities and sales price, read bar graph to guide decision making process.	CCSS.Math.Content.2.MD.D. CCSS.Math.Content.3.MD.B. CCSS.Math.Practice.MP4	.CCSS.Math.Content. 4.MD.A.2 CCSS.Math.Practice.MP4 CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.NS.A.3 CCSS.Math.Practice.MP4 CCSS.Math.Content.7.EE.B.3
	Carrot Crave: Solve maze puzzle to eat all the carrots on each level.	Visualizing transformations and problem solving	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	Flip the duck: Solve the maze puzzle to help the duck collect her eggs	Visualizing transformations and problem solving	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	Create the design of colors	Problem solving, visualization a series of actions.	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7
	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.Content.2.OA.B.2	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7
	Phantomb: help the ghost clear the bombs.	Visualizing transformations and problem solving	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	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.Content.8.G.A.1

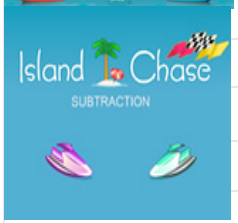
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Split Ball: Reduce the court size by 75%	Strategy, and concept of percents and area	CCSS.Math.Content.3.MD.C. CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.6.RP.A.3 CCSS.Math.Content.7.I
	Hooda 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.3.MD.B CCSS.Math.Practice.MP4	.CCSS.Math.Content.4.MD.A.2 CCSS.Math.Practice.MP4 CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.NS.A.3 CCSS.Math.Content.6.I CCSS.Math.Content.7.EE.B.3
	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.3.MD.B. CCSS.Math.Practice.MP4	.CCSS.Math.Content.4.MD.A.2 CCSS.Math.Practice.MP4 CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.NS.A.3 CCSS.Math.Content.6.I 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.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7
	Pentapuzzle: a transformation puzzle	Transformations, spatial visualization, problem solving	CCSS.Math.Content.1.G.A.2 CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	Help the Ball: Draw line segments and use reflection to help ball escape	Reflection and angles	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	Poker Dice Solitaire: play poker using dice.	Probability	CCSS.Math.Practice.MP4 CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4 CCSS.Math.Practice.MP1	CCSS.Math.Content.7.SP.C CCSS.Math.Practice.MP1
					

	Hooda Escape Hunting Lodge: Use your math &powers of observation to escape the Hunting Lodge.	Logic, patterns and reason, geometric attributes, division, measurement	CCSS.Math.Content.2.G.A.1 CCSS.Math.Content.3.MD.B.	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.6.NS.B.2 CCSS.Math.Content.7.EE.B.3
	Hooda Escape	Logic, patterns and reason,roman numerals, adding and subtracting, ordering, shape attributes.	CCSS.Math.Content.2.G.A.1 CCSS.Math.Content.2.NBT.B.	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
	Hooda Escape Grandma's House	Logic, patterns and reason,adding decimals, adding and subtracting, converting units of measure	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.5.NBT.B CCSS.Math.Content.5.MD.A.	CCSS.Math.Content.8.G.A.1 .CCSS.Math.Practice.MP7
	Find HQ Cave Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.2.MD.C. .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
	Find HQ Castle Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.3.NF.A.1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.7.EE.B.3 .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.1.MD.A.	CCSS.Math.Content.4.OA.C. CCSS.Math.Content.4.NBT.B	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
					

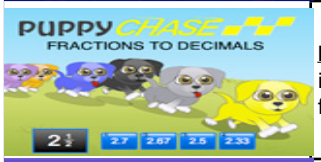
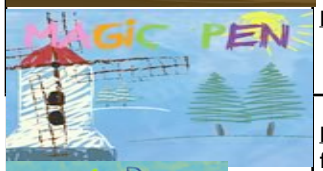
	Find HQ Funhouse Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.3.NBT.A .CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NBT.B .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
	Find HQ Backyard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

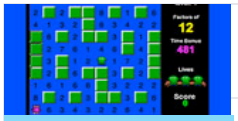
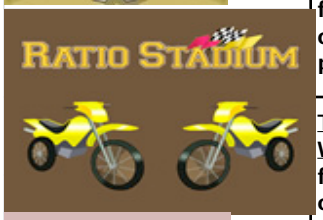
					CCSS.Math.Content.7.EE.B.3
	Fraction Circles: App includes Fractions factory, Pickup Fractions, Free Play	Use the visual fraction model to explore several of the fraction standards.	CCSS.Math.Content.3.NF.A.1 CCSS.Math.Content.3.NF.A.3 .CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NF.A. CCSS.Math.Content.4.NF.A. CCSS.Math.Content.4.NF.B.3 CCSS.Math.Content.5.NF.A.	.CCSS.Math.Practice.MP7
	Fraction Poker: Identify equivalent fractions given hand of 5 fractions	equivalent fractions	CCSS.Math.Content.3.NF.A.3 CCSS.Math.Practice.MP6	CCSS.Math.Content.4.NF.A. CCSS.Math.Practice.MP6	CCSS.Math.Content.7.RP.A.2 CCSS.Math.Content.6.RP.A.3
	Ice Cream Truck: Make decisions to make your ice cream truck business successful. Make enough money to move to next city.	Math modeling, Interpret line graphs, use unit prices, analyse decisions made using 2 line graphs to measure monetary success the popularity.	CCSS.Math.Content.3.MD.A.	.CCSS.Math.Content.4.MD.A.2 CCSS.Math.Practice.MP4 CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.NS.A.3 CCSS.Math.Practice.MP4 CCSS.Math.Content.7.EE.B.3
	Mini Train: Using geometric pieces to build path way for train	Analyze, visualize and synthesize using geometric shape, their properties and transformations.	CCSS.Math.Content.1.G.A.2 CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1 CCSS.Math.Content.6.G.A
	Skater Math: Math facts meet fun here.	Addition, Subtraction, Multiplication and Division Practice	CCSS.Math.Content.2.OA.B.2 CCSS.Math.Content.3.OA.C.	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
	**Shopping Mall**: Click to unlock stores and make as much money as possible. Choose kiosks wisely.	A math modeling experience that could be used at a variety of grade levels and as a group project.	CCSS.Math.Content.3.OA.D. CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4 CCSS.Math.Practice.MP1	CCSS.Math.Content.6.RP.A CCSS.Math.Practice.MP4
	**Dress Up Math:** Pick 3 clothing items . Spend the exact goal amount.	Use addition and subtraction computations to find the combination of clothes that gives the total.	CCSS.Math.Content.2.OA.A.1 CCSS.Math.Content.2.NBT.B.6 CCSS.Math.Content.3.OA.D.8	CCSS.Math.Content.4.OA.A. CCSS.Math.Content.5.OA.A CCSS.Math.Practice.MP6	CCSS.Math.Content.6.EE.B.6 CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP6

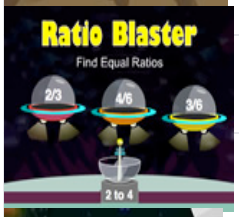
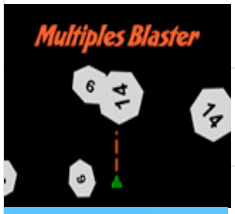
	Princess Math: Put together clothing combinations that add to given sum	Addition, subtraction, multiplication and division problems	CCSS.Math.Content.1.NBT.C.4 CCSS.Math.Content.1.OA.D.8 CCSS.Math.Content.3.OA.C.7	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
	Multiplication Game: A strategy game using Multiplication and factor pairs .	Apply concepts of Common factors and factor pairs in creating a winning strategy.	CCSS.Math.Content.3.OA.C.7 CCSS.Math.Practice.MP1	CCSS.Math.Content.4.OA.B. CCSS.Math.Practice.MP1	CCSS.Math.Content.6.NS.B CCSS.Math.Practice.MP1
	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 the correct balloon.	Addition and informal understanding of angle of trajectory	CCSS.Math.Content.1.OA.C. CCSS.Math.Content.2.NBT.B.5	CCSS.Math.Practice.MP6	 CCSS.Math.Content.7.EE.A.1
	Gravity Stacker: Click to place the shapes. Do not let shapes fall off the screen. Stack must balance for 10 seconds to pass each level.	**Dimensions of shapes are given. Comparison of side lengths, area and Symmetry can be developed with this game.**	CCSS.Math.Content.1.G.A.2 **CCSS.Math.Content.1.MD.A**	CCSS.Math.Content.4.MD.A. .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Content.7.G.B.6
	Jetski Addition: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Addition: Number range can be customized up to addends of 20.	CCSS.Math.Content.K.OA.A. CCSS.Math.Content.1.OA.C. CCSS.Math.Content.2.OA.B.2 CCSS.Math.Content.2.NBT.B.5	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6 CCSS.Math.Content.7.EE.A.1
	Tug Team Tugboat Addition: Play computer, a friend or another player online. Tropheys can be printed w/ % correc	Addition: Number range can be customized up to addends of 20.	CCSS.Math.Content.K.OA.A. CCSS.Math.Content.1.OA.C. CCSS.Math.Content.2.OA.B.2 CCSS.Math.Content.2.NBT.B.5	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6 CCSS.Math.Content.7.EE.A.1
	Kitten Match Addition: Play computer, friends or other	Addition: find the pairs of addends	CCSS.Math.Content.1.OA.C.	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6

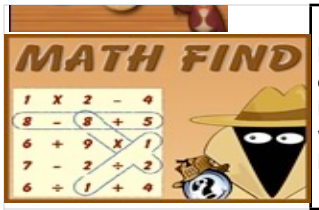
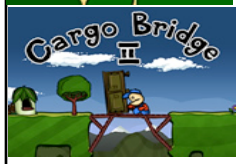
	computer, friends or other players online. Tropheys can be printed w/ % correct	Addition: find the pairs of addends that give a goal sum.	CCSS.Math.Content.2.OA.B.2		CCSS.Math.Content.7.EE.A.1
	Alien Addition: Shoot down aliens with expressions equivalent to target sum. Printable graph of progress given.	Addtion: Addend range can be customized up to 1-19	CCSS.Math.Content.K.OA.A. CCSS.Math.Content.1.OA.C. CCSS.Math.Content.2.OA.B.2 CCSS.Math.Content.2.NBT.B.5	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6 CCSS.Math.Content.7.EE.A.1
	Ducky Race Subtraction: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Subraction: player can choose the range of values used up to 20	CCSS.Math.Content.1.OA.C. CCSS.Math.Content.2.OA.B.2 CCSS.Math.Content.2.NBT.B.5	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6 CCSS.Math.Content.7.EE.A.1
	Tug Team Sailboat Subtraction: Play computer, a friend or another player online. Tropheys can be printed w/ % correct	Subraction: player can choose the range of values used up to 20	CCSS.Math.Content.K.OA.A. CCSS.Math.Content.1.OA.C. CCSS.Math.Content.2.OA.B.2 CCSS.Math.Content.2.NBT.B.5	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6 CCSS.Math.Content.7.EE.A.1
	Island Chase Subtraction: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Subtraction: player can choose the range of values used up to 20	CCSS.Math.Content.K.OA.A. CCSS.Math.Content.1.OA.C. CCSS.Math.Content.2.OA.B.2 CCSS.Math.Content.2.NBT.B.5	CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6 CCSS.Math.Content.7.EE.A.1
	Dolphin Bash Count Money: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Counting value of coins up to a dollar.	CCSS.Math.Content.2.MD.C. CCSS.Math.Practice.MP6	CCSS.Math.Content.4.MD.A. CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6
	Penguins Fun Fall: Remove ice blocks to get the penguins to fall off the screen. Collect the fish for bonus points.	Player must analyze, visualize & synthesize using transformations to choose their course of action.	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Content.8.G.A.1

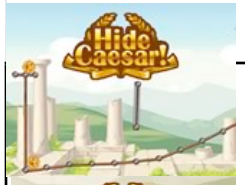
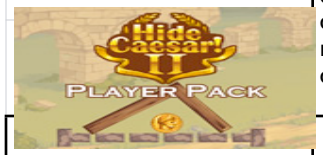
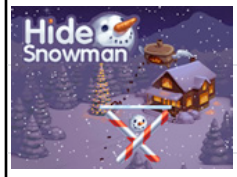
	Multiplication Grand Prix: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Multiplication: player can choose the range of values used up to 20	CCSS.Math.Content.3.OA.C. CCSS.Math.Practice.MP6	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6 CCSS.Math.Content.7.EE.A.1
	Fragments: Click on a colored square, then click in the direction you want it to move. Move all the colored squares into the shaded area.	Transformations: Player must analyze, visualize & synthesize using transformations to choose their course of action.	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Content.8.G.A.1
	Penguin Jump Multiplication: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Multiplication & estimation : Player can choose the range of values used up to 20	CCSS.Math.Content.3.OA.C. CCSS.Math.Practice.MP8	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP8 CCSS.Math.Practice.MP6
	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.Practice.MP8	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP8	CCSS.Math.Content.7.EE.A.1 CCSS.Math.Practice.MP6
	Space Race Multiplication: Play computer, a friend or another player online. Tropheys can be printed w/ % correct	Multiplication and 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.Practice.MP8	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP8	CCSS.Math.Content.7.EE.A.1 CCSS.Math.Practice.MP6
	Meteor Multiplication: Shoot down meteors with expressions equivalent to target product. Printable map of progress given.	Multiplication: player can choose the range of values used up to 20	CCSS.Math.Content.3.OA.C. CCSS.Math.Practice.MP6	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6 CCSS.Math.Content.7.EE.A.1
	Division Derby 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

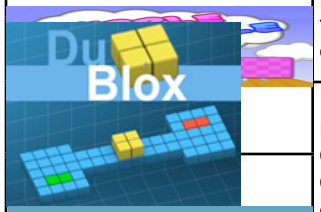
	Tropheys can be printed w/ % correct	to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.A.4	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.A.1
	Tub Team Pony Division: Play computer, a friend or another player online. Tropheys can be printed w/ % correct	Division: Player can choose the divisors range of values used from 1 to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.C.7 CCSS.Math.Content.3.OA.A.4	CCSS.Math.Content.4.NBT.B CCSS.Math.Content.5.NBT.B	CCSS.Math.Practice.MP6 CCSS.Math.Practice.MP6
	Minus Mission: Shoot down the blobs with expressions equivalent to target difference. Progress graph is given.	Subraction: player can choose the range of values used up to 20. Progress graph given. 6 stages to the game.	CCSS.Math.Content.1.OA.C.6 CCSS.Math.Content.2.OA.B.2	CCSS.Math.Content.4.NBT.B CCSS.Math.Practice.MP6	CCSS.Math.Content.7.EE.A.1
	**Number Eaters**: Number eaters is still a fun way to practice for fluency.	addition, subtraction, multiplication, and division	CCSS.Math.Content.1.OA.C.6 CCSS.Math.Content.2.OA.B.2 CCSS.Math.Content.3.OA.C.7	CCSS.Math.Content.4.NF.A.1 CCSS.Math.Practice.MP6	CCSS.Math.Content.7.RP.A.2a CCSS.Math.Content.6.RP.A.3 CCSS.Math.Content.7.EE.A.1
	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 keys to move blocks, keep the bar balanced	Use Integer addition, multiplication and algebraic reasoning	CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP1	CCSS.Math.Content.7.EE.B.3 CCSS.Math.Content.6.NS.C.5
	**Place Value Eaters**	practice value of digits in whole numbers up through ten thousands.	CCSS.Math.Content.1.NBT.B.3 CCSS.Math.Content.2.NBT.A.1	CCSS.Math.Content.4.NBT.A.2	
	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.7	CCSS.Math.Content.7.NS.A.2.d
	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.7	CCSS.Math.Content.4.NBT.B.6	CCSS.Math.Practice.MP6

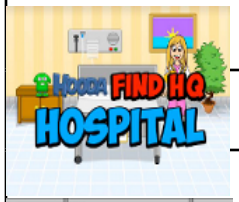
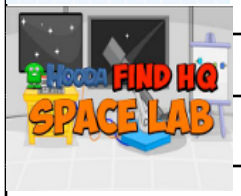
	players online. Tropheys can be printed w/ % correct	to 20. Player chooses between 4 possible quotients.	CCSS.Math.Content.3.OA.A.4	CCSS.Math.Content.5.NBT.B	CCSS.Math.Content.7.EE.A.1
	Water Balloons: play the computer or a friend	Vectors, Angle and velocity given	CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP1	CCSS.Math.Content.4.MD.C CCSS.Math.Practice.MP7	CCSS.Math.Content.HSN-VM.A CCSS.Math.Practice.MP7
	Magic Pen: Draw geometric shapes and use physics to move a ball to its goal.	Draw geometric shapes and use physics to move a ball to its goal.	CCSS.Math.Content.1.G.A.1 CCSS.Math.Content.2.G.A.1	CCSS.Math.Practice.MP4 CCSS.Math.Content.4.G.A.1	CCSS.Math.Content.7.G.A.2 CCSS.Math.Content.HSG.MG
	Magic Pen 2: Draw geometric shapes and use physics to move a ball to its goal.	Draw geometric shapes and use physics to move a ball to its goal.	CCSS.Math.Content.1.G.A.1 CCSS.Math.Content.2.G.A.1	CCSS.Math.Content.4.G.A.1	CCSS.Math.Content.7.G.A.2 CCSS.Math.Content.HSG.MG
	Factor Feeder: Eat the factors of a given number.	Factor pairs: A good review for before factoring in algebra	CCSS.Math.Practice.MP6 Math.Content.3.OA.C.7	CCSS.Math.Content.4.OA.B.4 CCSS.Math.Practice.MP6	CCSS.Math.Content.HSA-SSE.A CCSS.Math.Content.7.EE.A.1
	Giraffe Race Time Conversion: Play computer, friends or other players online. Tropheys can be printed w/ % correct	Telling time: quarter of hour increment	CCSS.Math.Content.2.MD.C.7 CCSS.Math.Content.3.MD.A.1		
	**Tug Team Giraffe Pull Time Words : Play computer, a friend or another player online. Tropheys can be printed w/ % correc**	Telling time word Phrases	CCSS.Math.Content.2.MD.C.7 CCSS.Math.Content.3.MD.A.1		
	Dolphin Feed Make Money:	Make a given amount from coins given	CCSS.Math.Content.2.MD.C.8	CCSS.Math.Content.4.MD.A.2	CCSS.Math.Practice.MP6
	Deomolition Division: Shoot down the tanks with	Division: Player can choose the	CCSS.Math.Content.3.OA.C.7	CCSS.Math.Content.4.NBT.B.6	CCSS.Math.Practice.MP6

	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
	**Ratio Stadium:** Play computer, friends or other players online. Tropheys can be printed w/ % correct	Equivalent Ratios	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.2
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Content.6.RP.A.3
	Tug Team Dirt Bike Fractions: Play computer, a friend or another player online. Tropheys can be printed w/ % correct	Compare fractions using >,<,= signs	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.2
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	**Dirt Bike Proportions:** Play computer, friends or other players online. Tropheys can be printed w/ % correct	Solving proportions: range can be customized and use with equivalent fractions as well in earlier grades.	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.3
			CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP6	CCSS.Math.Content.6.RP.A.3
	Ratio Blaster: Shoot down aliens with ratios equivalent to target ratio. Printable map of progress given.	Identifying equivalent ratios.	CCSS.Math.Content.3.NF.A.3	CCSS.Math.Content.4.NF.A.	CCSS.Math.Content.7.RP.A.2
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Content.6.RP.A.3
	Ratio Martian: munch the ratios. Progress graph is given.	Ratios: Identify notations for ratios			CCSS.Math.Content.6.RP.A.1
	Multiples Blaster: Shoot the numbers that are multiples of a given factor.	**Multiples**	CCSS.Math.Content.3.OA.C.	CCSS.Math.Content.4.OA.B.	CCSS.Math.Content.7.EE.A.1
			CCSS.Math.Practice.MP6	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP6

	**Demolition City: place explosive to level buildings below a certain mark and with out hitting other buildings.**	Geometry and physics	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.4.G.A.2 CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7
	Carpenter's Cut: Cut boards to the measurement specifications given.	Problem solving, Practical use of factors addition and subtraction.	CCSS.Math.Practice.MP2 CCSS.Math.Content.3.OA.A.	CCSS.Math.Content.4.MD.A. CCSS.Math.Content.4.OA.B.	CCSS.Math.Practice.MP8 CCSS.Math.Content.6.EE.B.7
	Day Trader: Buy at a low price and the sell at a higher price, to make the most amount of money in 5 days.	Decimal comparison, money, operation	CCSS.Math.Practice.MP2	CCSS.Math.Content.5.NBT.B CCSS.Math.Content.5.NBT.A	CCSS.Math.Practice.MP2 CCSS.Math.Content.7.NS.A.3
	Multiplication Gallery: Practice multiplication facts by shooting the pie with the correct product	Single digit factor Multiplication	CCSS.Math.Content.5.OA.C.7		
	Math Find Find an equivalent expression for each number given	Order of operations, multiplication, division, addition and subtraction	CCSS.Math.Content.3.OA.B.5	CCSS.Math.Content.5.OA.A.	CCSS.Math.Practice.MP6
	FWG BRIDGE: Build bridge. Experiment to create stable bridge structure with given budget by beams	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.Practice.MP1	CCSS.Math.content.4.G CCSS.Math.Practice.MP4	CCSS.Math.Content.HGS.MG.A.3 CCSS.Math.Practice.MP4
	FWG BRIDGE 2: Build bridge. Experiment to create stable bridge structure with given budget by beams	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.Practice.MP1	CCSS.Math.content.4.G CCSS.Math.Practice.MP4	CCSS.Math.Content.HGS.MG.A.3 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
	Cargo Bridge 2: Experiment to create stable bridge structure with given budget by beams.	Rigidity of triangles, Parallel, perpendicular & other geometric terms can be used to describe bridge. Math Models Unit.	CCSS.Math.Practice.MP4	CCSS.Math.content.4.G	CCSS.Math.Content.HGS.MG.A.3
			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
	Biz Wiz: Give change in store while managing distractions.	Decimal place value, work backward, decimal subtract, money, working backwards,finding patterns or strategies	/Math/Practice/MP8	/Math/Content/5/NBT/B/7	CCSS.Math.Practice.MP6
				CCSS.Math.Content.4.MD.A.	/Math/Practice/MP8
	**Animal Raceway: Create and race your character. Make decisions that influence his success**	Problem solving	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
	Papa's Pizzaria: Run pizzaria. Manage store with keeping up with orders,preparing, baking and serving orders.	Beginning concepts of fractions and patterns. Computations and analysis could be done with daily receipt to bring in percents or stats.	CCSS.Math.Content.K.CC.B.4	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
			CCSS.Math.Content.2.G.A.3		
			CCSS.Math.Content.3.G.A.2	CCSS.Math.Practice.MP4	CCSS.Math.Content.6.RP.A.3
			CCSS.Math.Content.3.NF.A.1	.CCSS.Math.Practice.MP7	.CCSS.Math.Practice.MP7
	Produce the sweetest candies, chocolates and gums in your candy factory and try to earn 1 million dollars as fast as you can!	Problem solving, math modeling, reading bar graphs	CCSS.Math.Content.3.MD.B.	CCSS.Math.Content.4.MD.A.	CCSS.Math.Practice.MP1
			CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4
	**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
			CCSS.Math.Content.2.OA.B.2	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
			CCSS.Math.Content.1.MD.A.1		
	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.1

	from falling stones. 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 2: Protect Caesar from falling stones. Click and drag objects to cover Caesar	Use knowledge of geometric attributes, physics and reasoning to create the blockade.	CCSS.Math.Practice.MP1 CCSS.Math.Content.1.G	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	**Hide Caesar II player pack:Protect Caesar from falling stones. Click and drag objects to cover Caesar**	Use knowledge of geometric attributes, physics and reasoning to create the blockade.	CCSS.Math.Practice.MP1 CCSS.Math.Content.1.G	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	Hide Snowman: Protect Caesar from falling stones. Click and drag objects to cover Caesar	Use knowledge of geometric attributes, physics and reasoning to create the blockade.	CCSS.Math.Practice.MP1 CCSS.Math.Content.1.G	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	Save the Penguin: Protect the penguin from falling stones. Click and drag objects to cover the penguin	Use knowledge of geometric attributes, physics and reasoning to create the blockade.	CCSS.Math.Practice.MP1 CCSS.Math.Content.1.G	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP7
	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
	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
	Du Blox: 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.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.6.G.A.4 CCSS.Math.Content.7.G.A.3

	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
	Suit Up: Turn all Farmers into Suits by clicking on the wood to remove it. Watch out for Hippies, Hamburgers and Bums.	Spatial visualization, reasoning and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1 CCSS.Math.Content.8.G.A.1
	Spill the Sand: Draw lines to change path of sand to fill buckets.	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.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.8.EE.B.5 .CCSS.Math.Practice.MP7
	**Sugar, Sugar: Draw lines to change path of sugar to fill the cups.**	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.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.EE.B.5 CCSS.Math.Practice.MP7
	**Sugar, Sugar 2: Draw lines to change path of sugar to fill the cups.**	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.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.EE.B.5 CCSS.Math.Practice.MP7
	sugar, sugar xmas special: Draw lines to change path of sugar to fill the cups.	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.MP7	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP7	CCSS.Math.Content.8.EE.B.5 CCSS.Math.Practice.MP7
	Shape Fold: Fold the colored geometric shapes into original structures	Geometric reasoning and spatial visualization, rotations	CCSS.Math.Content.1.G.A.2 CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1 CCSS.Math.Practice.MP1
	Escape the Classroom: You got locked in the classroom. Search around, pick up items	Logical reasoning & problem solving	.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 & 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 Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.4.MD.A. CCSS.Math.Content.4.NF.B.3	CCSS.Math.Content.8.EE.A.2 .CCSS.Math.Practice.MP7
	Find HQ Space Lab 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.Practice.MP7	CCSS.Math.Content.4.NBT.B CCSS.Math.Content.4.OA.C.	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
	Find HQ Fire Station Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.3.NBT.A .CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NBT.B .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
	Escape the Amusement Park: Follow the clues to escape	Recognize and use Patterns and logic	CCSS.Math.Content.3.G.A CCSS.Math.Practice.MP1	CCSS.Math.Content.4.G.A CCSS.Math.Content.4.OA.C. CCSS.Math.Content.5.G.B	CCSS.Math.Practice.MP1 CCSS.Math.Practice.MP3 .CCSS.Math.Practice.MP7
	Find HQ Game Center Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.3.NF.A.3 CCSS.Math.Content.3.MD.B.	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.7.NS.A.2d CCSS.Math.Practice.MP1
	Find HQ School 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.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7	CCSS.Math.Content.8.EE.A.2 CCSS.Math.Content.7.G.B.4
	Find HQ Lighthouse Use your powers of observation and reason to find the	Logic, patterns and reason	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.Practice.MP7	.CCSS.Math.Practice.MP7	CCSS.Math.Content.7.NS.A.2d
	Find HQ Pyramid 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.Practice.MP7	CCSS.Math.Content.4.NBT.B .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
	Find HQ Funhouse Use your powers of observation and reason to find the Headquarters of your secret organization.	Logic, patterns and reason	CCSS.Math.Content.3.NBT.A .CCSS.Math.Practice.MP7	CCSS.Math.Content.4.NBT.B .CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1 .CCSS.Math.Practice.MP7
	Grow Zoo: Create the largest zoo. 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.MP8	.CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP8	CCSS.Math.Content.HSS-CP.B.9 CCSS.Math.Practice.MP8
	Grow Aquarium: Create the largest aquarium. 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.MP8	.CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP8	CCSS.Math.Content.HSS-CP.B.9 CCSS.Math.Practice.MP8
	Grow Castle: Create the largest castle. 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.MP8	.CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP8	CCSS.Math.Content.HSS-CP.B.9 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 used in groups.	.CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP8	.CCSS.Math.Practice.MP7 CCSS.Math.Practice.MP8	CCSS.Math.Content.HSS-CP.B.9 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 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
	Hooda Grow Mountain: Create the largest mountain 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
	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 choose will result in different outcomes. Achieve all maximum levels to win.	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 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. 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 Cube: Create the largest Cube. 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 Nano Vol 3: Create the largest Nano . 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 Tower: Create the largest tower. 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 Tree: Create the largest tower. 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
	Desk Movement: goal is to remove the desk that has a blue glow under it and a globe on top of it.	Transformations and problem solving	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	annie and mark's adventure: Click to remove blocks to help Annie and Mark get together.	Reasoning , physics visualization, spatial relationships.	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Content.8.G.A.1
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7
	Sota: build towers for cell coverage. Goal is to reach 97% coverage.	Geometric reasoning	CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP4	CCSS.Math.Content.HSG.MG
			CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP7	CCSS.Math.Practice.MP1
	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 managing facilities, shops, employees and customer satisfaction.	Understanding losses as negative numbers. Computations with rational number	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP4	CCSS.Math.Content.HSM
			CCSS.Math.Practice.MP4	CCSS.Math.Practice.MP2	CCSS.Math.Content.6.NS.C.5
	Escape the zoo	Logic, patterns and reason	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP1
			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
	Wonderputt: 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 ball for shipping using tools	Geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A

	ball for shipping using tools and creativity	Geometry	CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
	Factoryballs2 Create required ball for shipping using tools and creativit	Geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A
			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
	Factoryballs3 Create required ball for shipping using tools and creativit	geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A
			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
	Factoryballs4 Create required ball for shipping using tools and creativit	Geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A
			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
	Factoryballs the Christmas Collection: Create required ball for shipping using tools and creativit	Geometry	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1	CCSS.Math.Content.HSG-MG.A
			CCSS.Math.Practice.MP1	CCSS.Math.Practice.MP8	CCSS.Math.Practice.MP1
	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
			CCSS.Math.Content.1.G	CCSS.Math.Practice.MP7	CCSS.Math.Content.8.G.A.1

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