

Keenville Parent Guide

Mathematics 2023-2024



May 2023

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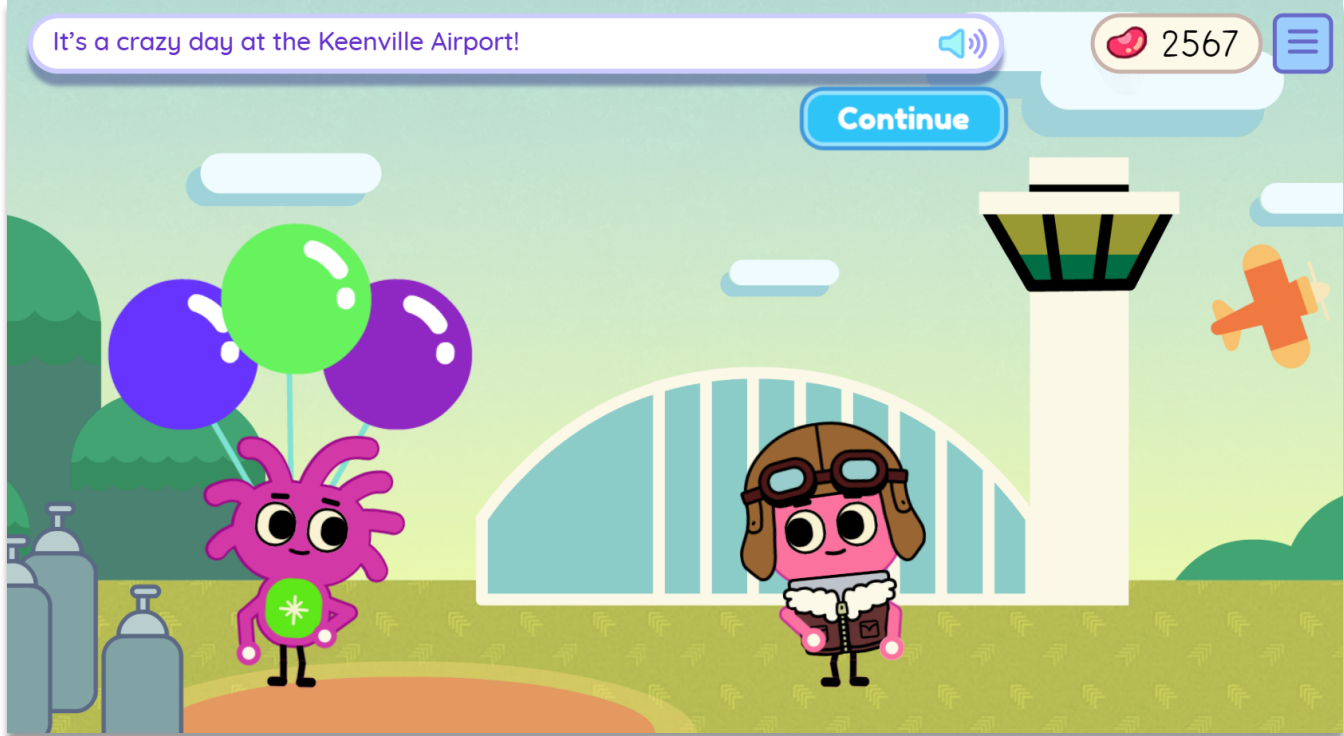
Introduction

Keenville includes 17 games aligned to mathematics standards (15 games are assigned by the teacher and 2 games are free play [mini-game]). The Keenville mathematics games assess students' knowledge and mathematical reasoning skills.

Mathematics Games

Games	Grades	Skills Assessed
Cloud Hopper	1 and 2	Reading and Writing Numerals
Treat Factory	1 and 2	Interpreting Data with Charts and Graphs
Farmers Market	1 and 2	Identifying and Determining the Value of Money
Keenville Sheriff	1 and 2	Solving Word Problems
High-Rise Builders	1 and 2	Solving Equations
Captain Peachbeard	1 and 2	Using Strategies for Addition and Subtraction
River Tubing	1 and 2	Using Strategies for Addition and Subtraction
Carnival Time	1 and 2	Telling Time
Bargain Hunters	1 and 2	Comparing Lengths using Measurement
Peachling Gym	1 and 2	Comparing Numbers Using $<$, $>$, and $=$
Peachling Café	1 and 2	Understanding Place Value
Guitar Maker	1 and 2	Identifying and Classifying Shapes
Ski Lodge	2	Interpreting Data with Bar and Pictographs
Lunch Munch	2	Partitioning Fractional Parts to Whole
Intergalactic Fair	2	Creating and Finding Arrays using Repeated Addition and Multiplication
Get Those Beans!	1 and 2	Addition and Subtraction (mini-game)
Space Train	1 and 2	Using Repeated Patterns (mini-game)

Cloud Hopper



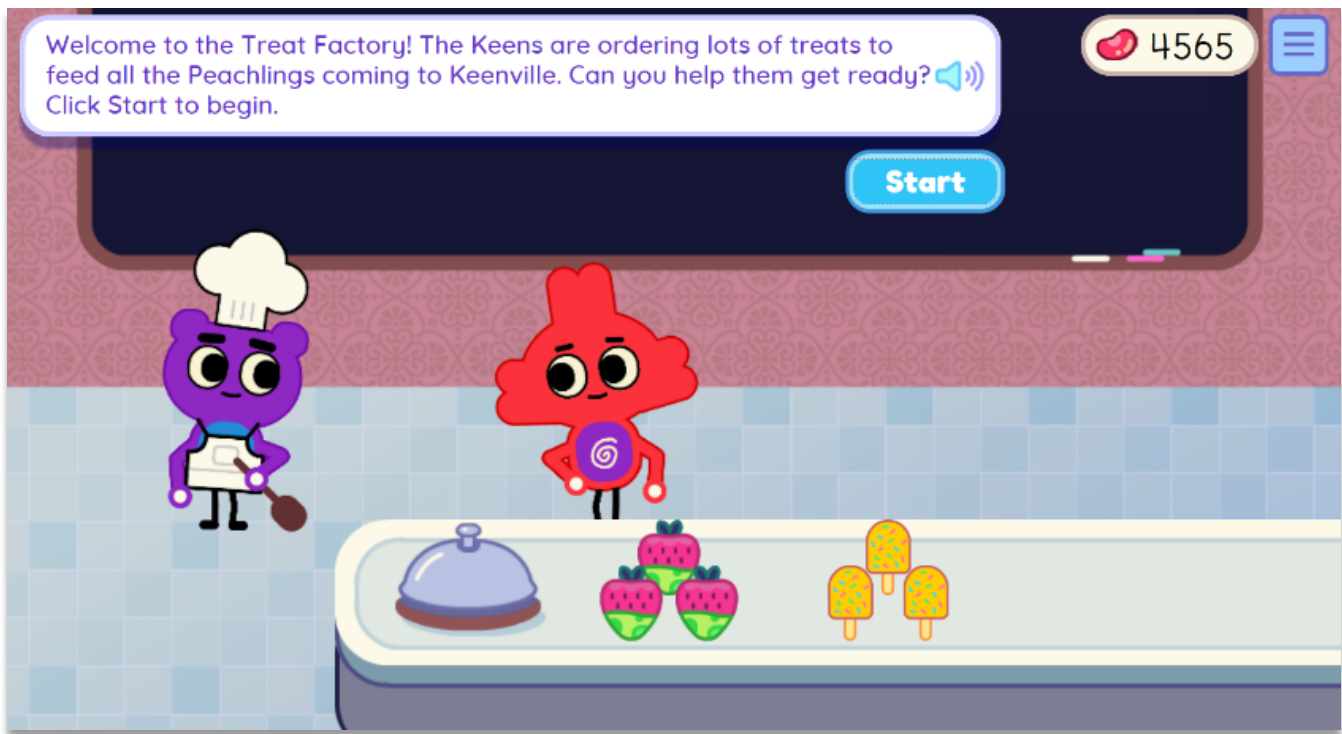
In Cloud Hopper, students use their numeracy skills to collect all the numbers floating above Keenville. This game focuses on building numeracy skills by encouraging students to identify numbers represented in multiple ways.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can identify numerals up to 20 with a number, set of objects, base ten blocks (pictures only), and number lines.
Grade 1	Students performing in grade 1 level 1 can identify numerals up to 50 with a number, set of objects, base ten blocks (pictures only), and number lines.	Students performing in grade 1 level 2 can identify numerals up to 100 with a number, set of objects, base ten blocks (pictures only), and number lines.	Students performing in grade 1 level 3 can identify numerals up to 120 with a number, set of objects, base ten blocks (pictures and written form), and number lines.

Grade 2	Students performing in grade 2 level 1 can identify numerals up to 300 with numbers, set of objects, base ten blocks (pictures or written form), and number lines.	Students performing in grade 2 level 2 can identify numerals up to 600 with numbers, base ten blocks (pictures and written form), number lines, number names, and expanded form (with non-zero digits).	Students performing in grade 2 level 3 can identify numerals up to 1,000 with numbers, base ten blocks (pictures and written form), numbers lines, number names, and expanded form.
Grade 3	Students performing in grade 3 level 1 can identify numerals up to 2,000 with numbers, base ten blocks (pictures and written form), numbers lines, number names, and expanded form.	NA	NA

Treat Factory



In Treat Factory, students help Chef Keen create charts and graphs based on the Keens’ treat orders and then interpret the data assembled in the charts and graphs. This game focuses on creating and interpreting tally charts, picture graphs, and bar graphs.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can observe, gather, and organize data in a frequency chart with two categories. Students can interpret data on single-scaled bar or pictographs with two categories and up to 10 total data points with no more than 5 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.

Grade 1	Students performing in grade 1 level 1 can observe, gather, and organize data in a frequency chart with two categories. Students can interpret data on single-scaled bar or pictographs with two categories and up to 14 total data points with no more than 7 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.	Students performing in grade 1 level 2 can observe, gather, and organize data in a frequency chart with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 15 total data points with no more than 5 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.	Students performing in grade 1 level 3 can observe, gather, and organize data in a frequency chart with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 18 total data points with no more than 6 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.
Grade 2	Students performing in grade 2 level 1 can observe, gather, and organize data in a single-scaled bar or pictograph with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 30 total data points with no more than 10 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.	Students performing in grade 2 level 2 can observe, gather, and organize data in a single-scaled bar or pictograph with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 45 total data points with no more than 15 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.	Students performing in grade 2 level 3 can observe, gather, and organize data in a single-scaled bar or pictograph with four categories. Students can interpret data on single-scaled bar or pictographs with four categories and up to 60 total data points with no more than 15 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.

Grade 3	Students performing in grade 3 level 1 can observe, gather, and organize data in a multi-scaled bar or pictograph with four categories. Students can interpret data on single-scaled bar or pictographs with four categories and up to 60 total data points with no more than 15 in a category. Students interpret and answer questions about data in a multi-scaled bar or pictograph.	Students performing in grade 3 level 2 can observe, gather, and organize data in a multi-scaled bar or pictograph with four categories. Students can interpret data on single-scaled bar or pictographs with four categories and up to 80 total data points with no more than 20 in a category. Students interpret and answer questions about data in a multi-scaled bar or pictograph.	Students performing in grade 3 level 3 can observe, gather, and organize data in a multi-scaled bar or pictograph with five categories. Students can interpret data on single-scaled bar or pictographs with five categories and up to 100 total data points with no more than 20 in a category. Students interpret and answer questions about data in a multi-scaled bar or pictograph.
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Farmers Market



In Farmers Market, students are challenged to shop for ingredients to purchase, and then help the Keens pay for the items with the correct amount of money. This game focuses on exchanging money and paying with the exact amount of money necessary.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can identify pennies, nickels, and dimes and know their name and value.
Grade 1	Students performing grade 1 level 1 can identify the value of all coins and pay with the correct number of pennies, nickels, dimes, or quarters aligned to a given value.	Students performing grade 1 level 2 can compare values of pennies, nickels, dimes, and quarters equal in value and pay with the correct value of pennies, nickels, dimes, or quarters or combined coin value.	Students performing grade 1 level 3 can compare values of pennies, nickels, dimes and quarters less than or greater than a given amount and pay with the correct value of pennies, nickels, dimes, and quarters.

Grade 2	Students performing in grade 2 level 1 can find the value of a group of coins up to 50 cents without given the number of items to purchase and can pay with the correct value of pennies, nickels, dimes, or quarters or combined coin value.	Students performing in grade 2 level 2 can find the value of a group of bills up to 50 dollars without given the number of items to purchase and can pay with the correct value of dollar bills or combined dollar value.	Students performing in grade 2 level 3 can find the value of a group of coins up to 100 cents without given the number of items to purchase and can pay with the correct value of pennies, nickels, dimes, or quarters or combined coin value. Students can find the value of a group of bills up to 100 dollars without given the number of items to purchase and can pay with the correct value of dollar bills or combined dollar value.
Grade 3	Students performing in grade 3 level 1 can find the value of a group of bills up to 1,000 dollars without given the number of items to purchase and can pay with the correct value of dollar bills or combined dollar value.	NA	NA

Keenville Sheriff



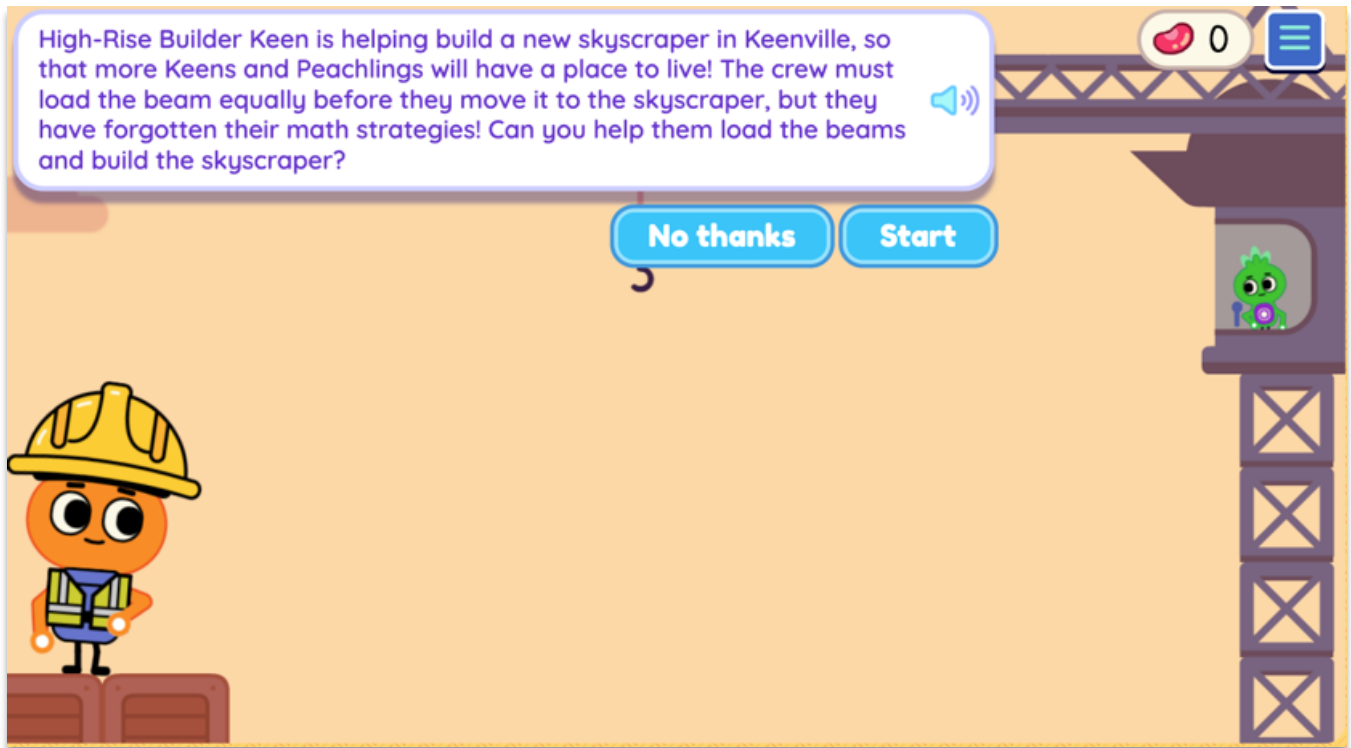
In Keenville Sheriff, students use math strategies to help Sheriff Keen solve the Keens' problems. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve word problems.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can use a variety of strategies to solve real-life result unknown addition and subtraction problems within 10 involving single-digit whole numbers. Students will choose a tool, such as counters, number line, or 100s chart, to solve.

Grade 1	Students performing in grade 1 level 1 can use a variety of strategies to solve real-life result unknown addition and subtraction problems within 20 involving single-digit whole numbers. Students will choose a tool, such as counters, number line, or 100s chart, to solve.	Students performing in grade 1 level 2 can use a variety of strategies to solve real-life change unknown addition and subtraction problems within 20 involving single-digit whole numbers. Students will choose a tool, such as counters, number line, or 100s chart, to solve.	Students performing in grade 1 level 3 can use a variety of strategies to solve real-life start unknown addition and subtraction problems within 20 involving single-digit whole numbers. Students will choose a tool, such as counters, number line, or 100s chart, to solve.
Grade 2	Students performing in grade 2 level 1 can use a variety of strategies to solve real-life one-step addition and subtraction word problems within 100 with no regrouping. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	Students performing in grade 2 level 2 can use a variety of strategies to solve real-life two-step addition and subtraction word problems within 50 with no regrouping. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	Students performing in grade 2 level 3 can use a variety of strategies to solve real-life two-step addition and subtraction word problems within 100 with regrouping. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.
Grade 3	Students performing in grade 3 level 1 can use a variety of strategies to solve real-life two-step addition and subtraction word problems within 1,000 using various strategies and tools. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	NA	NA

High-Rise Builders



In High-Rise Builders, students are challenged to use formal and informal strategies to add and subtract. Students will use their strategies to help Builder Keen and his crew load the beams and build a skyscraper.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can add and subtract up to 10 using equations.
Grade 1	Students performing in grade 1 level 1 can use formal and informal properties and strategies to add and subtract within 20.	Students performing in grade 1 level 2 can use formal and informal properties and strategies to subtract a 2-digit number and a 1-digit number or a 2-digit number and a multiple of 10 within 50.	Students performing in grade 1 level 3 can use formal and informal properties and strategies to add and subtract a 2-digit number and a 1-digit number or a 2-digit number and a multiple of 10 within 100.

Grade 2	Students performing in grade 2 level 1 can use formal and informal properties and strategies to add two 2-digit numbers or subtract a two 2-digit number with no regrouping within 50.	Students performing in grade 2 level 2 can use formal and informal properties and strategies to add three 2-digit numbers or subtract a two 2-digit number with regrouping within 50.	Students performing in grade 2 level 3 can use formal and informal properties and strategies to add four 2-digit numbers or subtract a two 2-digit number.
Grade 3	Students performing in grade 3 level 1 can use formal and informal properties and strategies to add and subtract up to 3-digit numbers within 1,000 with no regrouping.	Students performing in grade 3 level 2 can use formal and informal properties and strategies to add and subtract up to 3-digit numbers within 1,000 with regrouping.	NA

Captain Peachbeard



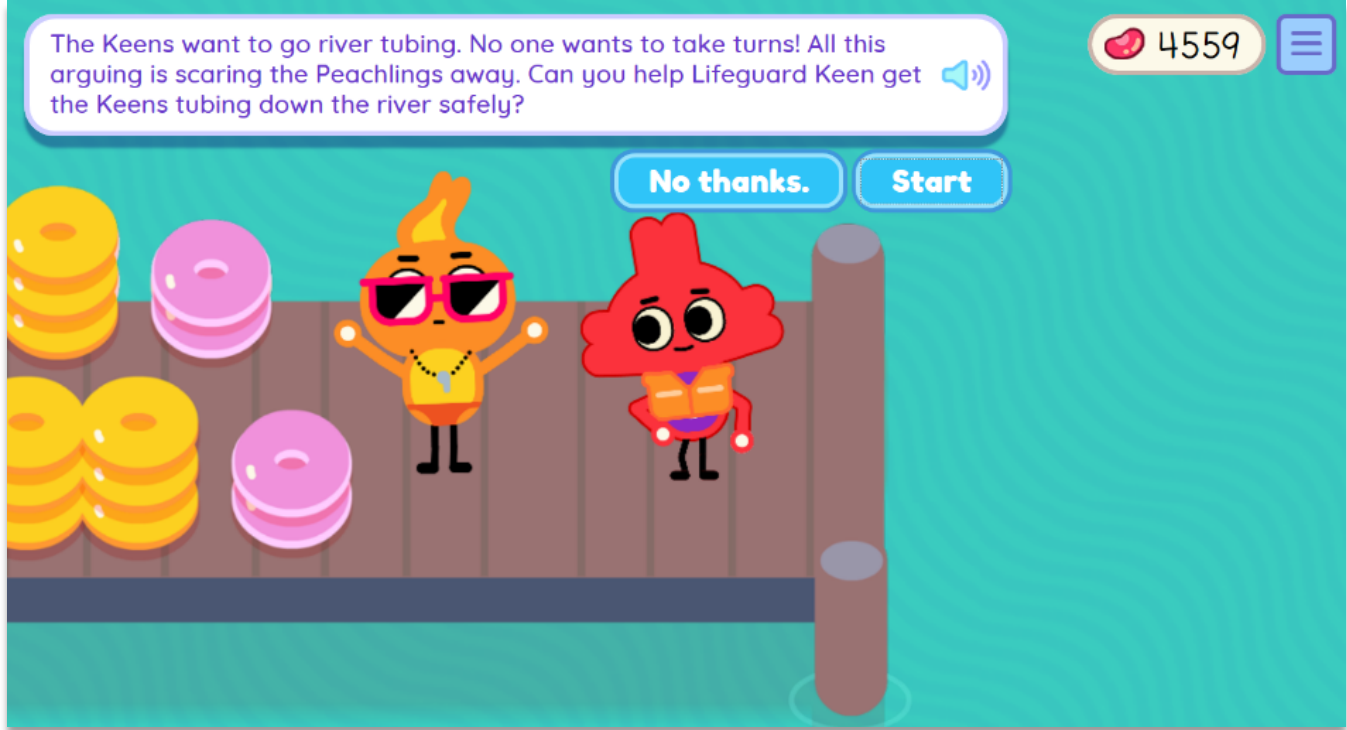
In Captain Peachbeard, students are challenged to solve addition and subtraction equations to help Captain Peachbeard figure out all the secret numbers to open the treasure chests. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve addition and subtraction problems.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can use strategies to add and subtract within 10. Students will choose a tool, such as counters, number line, or 100s chart, to solve problems.

Grade 1	Students performing in grade 1 level 1 can use strategies to add or subtract within 20. Students will choose a tool, such as counters, number line, or 100s chart, to solve problems.	Students performing in grade 1 level 2 can use a variety of strategies to solve real-life addition and subtraction problems with one- and two-digit whole numbers and adding and subtracting one-digit and two-digit numbers with multiples of 10 up to 50. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	Students performing in grade 1 level 3 can use a variety of strategies to solve real-life addition and subtraction problems with one- and two-digit whole numbers and adding and subtracting one-digit and two-digit numbers with a multiple of 10 up to 100. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.
Grade 2	Students performing in grade 2 level 1 can use interactive tools and strategies to add two 2-digit numbers or subtract a two 2-digit numbers with no regrouping within 50. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	Students performing in grade 2 level 2 can use interactive tools and strategies to add three 2-digit numbers or subtract a two 2-digit numbers with regrouping within 50.	Students performing in grade 2 level 3 can use interactive tools and strategies to add four 2-digit numbers or subtract a two 2-digit number.
Grade 3	Students performing in grade 3 level 1 use a variety of strategies to solve real-life addition and subtraction problems to solve problems within 2,000. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	NA	NA

River Tubing

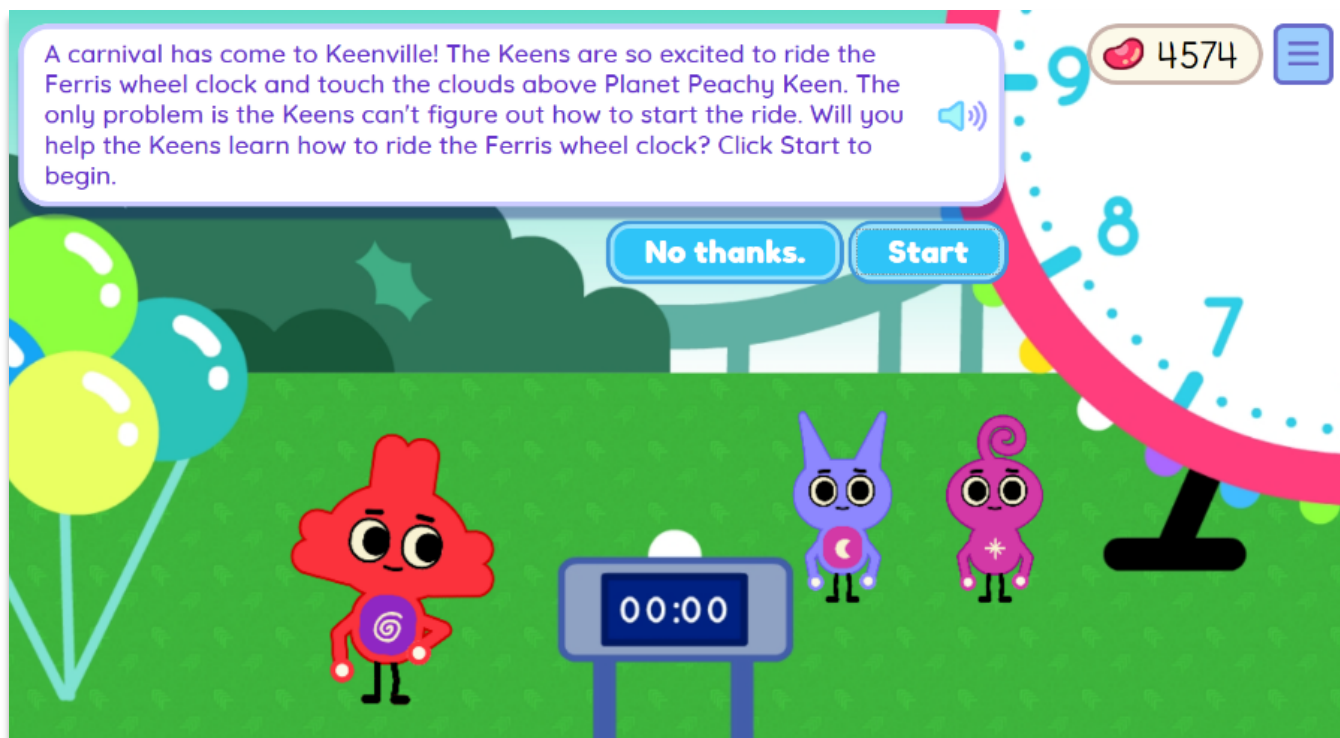


In River Tubing, students help Lifeguard Keen put the correct number of Keens into groups based on the missing number in an equation. This game promotes numeracy skills in addition and subtraction within 100.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in game level 3 in kindergarten compose and decompose numbers less than or equal to 10.
Grade 1	NA	Students performing in game grade 1 level 2 can add or subtract from 0-9 solving for a number when result, change, or start are unknown.	Students performing in game grade 1 level 3 can add or subtract from 0-20 solving for a number when result, change, or start are unknown.
Grade 2	Students performing in grade 2 level 1 can add or subtract up to 100 without regrouping when result, change, or start are unknown.	Students performing in grade 2 level 2 can add or subtract up to 100 with regrouping when result, change, or start are unknown.	Students performing in grade 2 level 3 can write an equation up to 5×5 to represent repeated addition.
Grade 3	Students performing in grade 3 level 1 can determine the unknown whole number in multiplication problems up to 5×5 .	Students performing in grade 3 level 2 can write an equation up to 10×10 to represent repeated addition.	Students performing in grade 3 level 3 can determine the unknown whole number in multiplication problems up to 10×10 .

Carnival Time



In Carnival Time, students help to learn how to ride the Ferris wheel clock. This game focuses on numeracy skills in measurement and data by asking students to tell and display time using analog and digital clocks.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	NA
Grade 1	Students performing in grade 1 level 1 can tell time to the hour when shown an analog and digital clock.	Students performing in grade 1 level 2 can tell time to the half-hour when shown an analog and digital clock.	Students performing in grade 1 level 3 can measure elapsed time to the hour.
Grade 2	Students performing in grade 2 level 1 can tell time to the nearest five minutes using an analog and digital clock.	Students performing in grade 2 level 2 can tell time to the nearest five minutes, indicating a.m. or p.m., using an analog and digital clock.	Students performing in grade 2 level 3 can estimate and measure elapsed time to the nearest hour and half hour, indicating if the time of day is a.m. or p.m., using analog and digital clocks.

Grade 3	Students performing in grade 3 level 1 can tell time to the nearest minute, indicating if the time of day is a.m. or p.m., using analog and digital clocks.	Students performing in grade 3 level 2 can tell time to the nearest fifteen minutes within an hour, indicating if the time of day is a.m. or p.m., using analog and digital clocks.	Students performing in grade 3 level 3 can solve real-life elapsed time problems to the hour, half hour, and quarter hour with a.m. or p.m. where times presented are only on the hour, half hour, or quarter hour, using analog and digital clocks.
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Bargain Hunters



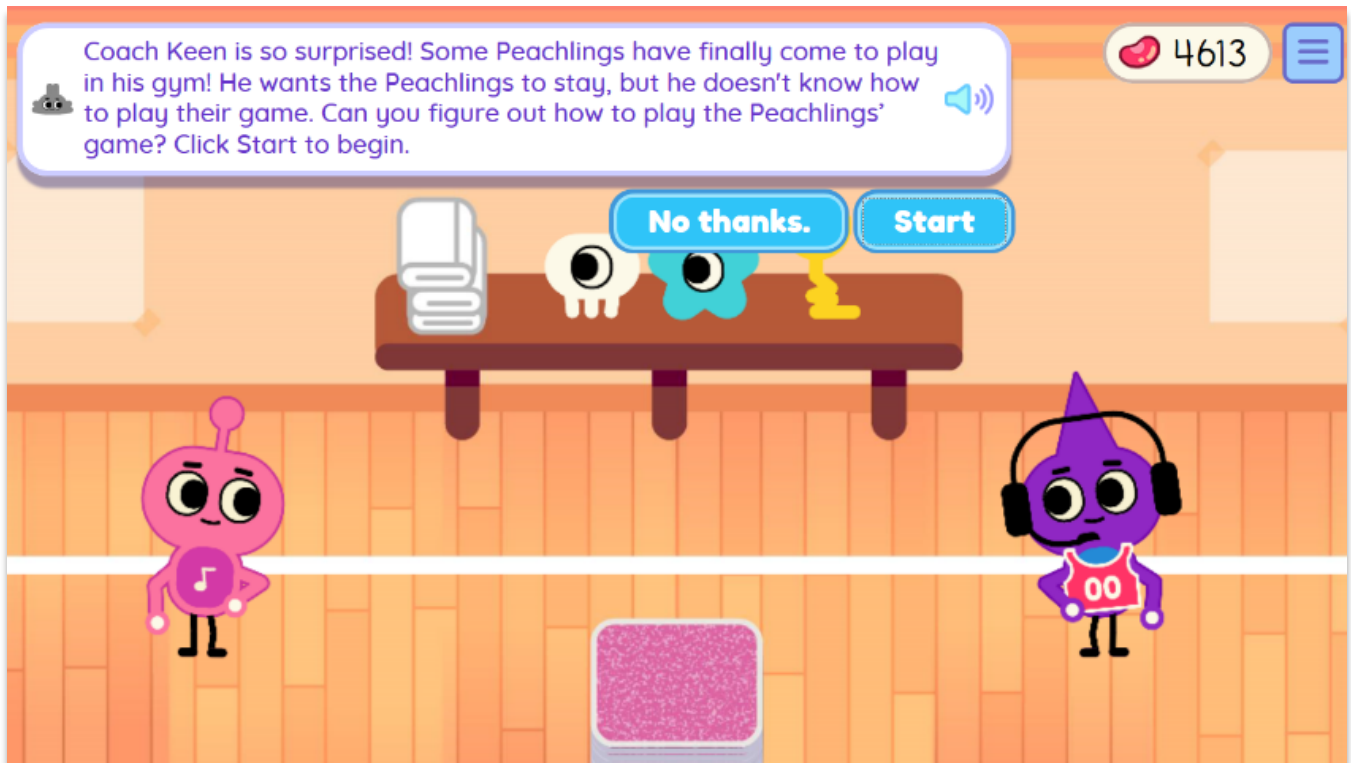
In Bargain Hunters, students help the Keens choose appropriate measuring tools and measure the items they need for their homes. This game focuses on building measuring skills by encouraging students to use interactive measuring tools to determine the length or height of a given object.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can compare two objects with a measurable attribute.
Grade 1	Students performing in grade 1 level 1 can compare three objects and place them in order by length.	Students performing in grade 1 level 2 can compare the lengths of two objects indirectly by using a third object.	Students performing in grade 1 level 3 can measure the length and width of objects using non-standard units.

Grade 2	Students performing in grade 2 level 1 can choose the appropriate tool to use for measuring a given object.	Students performing in grade 2 level 2 can estimate the lengths of objects with units of measure such as inches, feet, and yards.	Students performing in grade 2 level 3 can measure to determine how much longer one object is than another object.
Grade 3	Students performing in grade 3 level 1 can find the area of objects when given the length measurements.	Students performing in grade 3 level 2 can find the length of a side length when given the perimeter and one side length.	NA

Peachling Gym



In Peachling Gym, students help Coach Keen figure out the rules of the Peachlings’ new game! This game focuses on building numeracy skills by encouraging students to compare numerals using symbols.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 compare two sets of items up to 10 using the words “less than, greater than, or the same as.”
Grade 1	Students performing in grade 1 level 1 compare two two-digit numbers up to 50 using concrete models and the words “less than, greater than, or the same as.”	Students performing in grade 1 level 2 compare two two-digit numbers up to 80 using concrete models, the words “less than, greater than, or equal to,” and symbols $>$, $<$, or $=$.	Students performing in grade 1 level 3 compare two two-digit numbers up to 100 using concrete models and symbols $<$, $>$, and $=$.

Grade 2	Students performing in grade 2 level 1 compare two two-digit numbers up to 250 using concrete models and symbols $<$, $>$, and $=$.	Students performing in grade 2 level 2 compare two two-digit numbers up to 500 using concrete models and symbols $<$, $>$, and $=$.	Students performing in grade 2 level 3 compare two two-digit numbers up to 1,000 using concrete models and symbols $<$, $>$, and $=$.
Grade 3	Students performing in grade 3 level 1 compare two two-digit numbers from 1,000-2,000 using symbols $<$, $>$, and $=$.	Students performing in grade 3 level 2 compare two two-digit numbers from 2,000-3,000 using symbols $<$, $>$, and $=$.	NA

Peachling Café



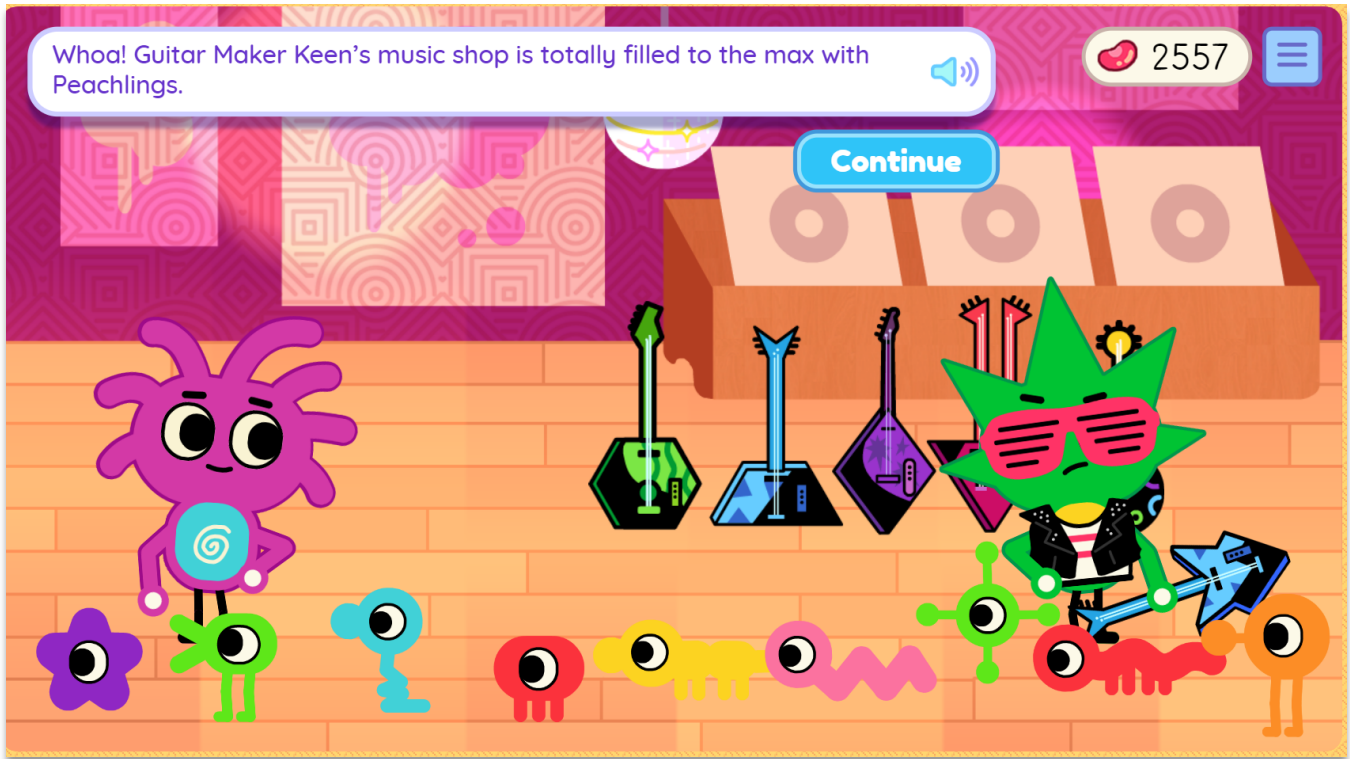
In Peachling Café, students are challenged to determine how many Peachlings need to be fed and then serve that amount of food for the Peachlings. This game promotes numeracy skills using place value techniques.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 compose and decompose numbers from 11-19 into tens and ones.
Grade 1	Students performing in grade 1 level 1 understand that a ten is a bundle of ten ones.	Students performing in grade 1 level 2 understand how to represent numbers 21-50 using base ten to show the amount of tens and ones.	Students performing in grade 1 level 3 understand how to represent numbers 51-120 using base ten to show the amount of tens and ones.

Grade 2	Students performing in grade 2 level 1 understand that a hundred is a bundle of ten tens.	Students performing in grade 2 level 2 understand how to represent numbers in base ten to show a three-digit number represent amounts of hundreds and tens.	Students performing in grade 2 level 3 understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones.
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Guitar Maker



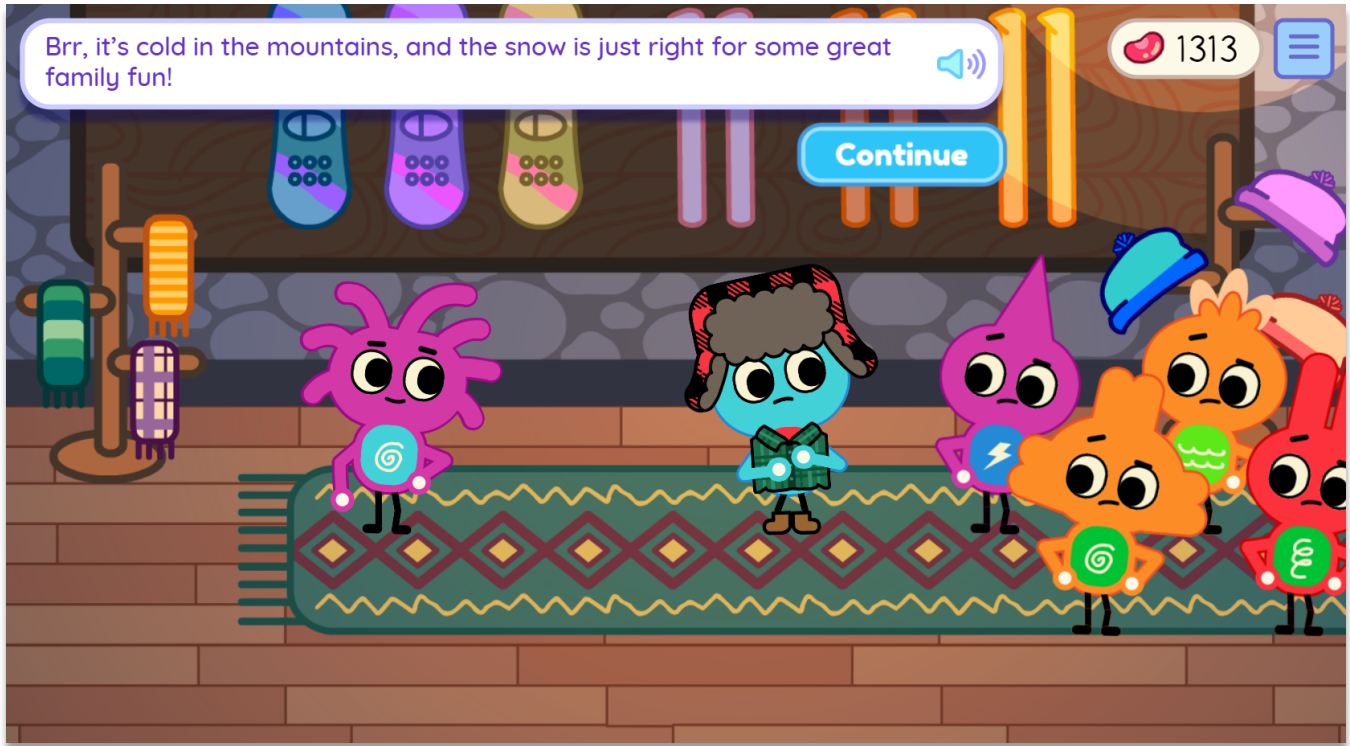
In Guitar Maker, students will sort shapes to find the shapes each Peachling needs to build their guitar. This game focuses on building geometry skills by encouraging students to identify two-dimensional and three-dimensional shapes.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can identify shapes. Students can also identify shapes as two-dimensional (flat) or three-dimensional (solid). Students can compare similarities and differences between and among two-dimensional (flat) and three-dimensional (solid) shapes. Students can compose simple shapes to form larger shapes.

Grade 1	Students performing in grade 1 level 1 can identify 2-D and 3-D shapes with specific non-defining attributes.	Students performing in grade 1 level 2 can identify 2-D and 3-D shapes with specific defining attributes.	Students performing in grade 1 level 3 can distinguish between different types of attributes (both defining and non-defining). Students can identify 2-D and 3-D composite shapes.
Grade 2	Students performing in grade 2 level 1 can identify 2-D and 3-D shapes.	Students performing in grade 2 level 2 can identify 2-D and 3-D shapes having a specified attribute.	Students performing in grade 2 level 3 can sort 2-D and 3-D shapes having a specified attribute or set of attributes and can compare attributes of a given shape within the category of quadrilaterals.

Ski Lodge



In Ski Lodge, students are challenged to organize the winter gear and food orders using a frequency table and ask questions to make sure the order is correct. This game focuses on building numeracy skills by encouraging students to interpret data displayed in a bar or pictograph.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Students will observe, gather, and organize data in a frequency chart with two or three categories. The data will be displayed on a single-scaled bar and/or pictographs, and students will interpret data results and answer questions about the displayed data.			
Grade 1	NA	NA	Grade 1 level 3, students will interact with two or three categories and up to 20 total data points with no more than 10 in a category.
Students will observe, gather, and organize data in a frequency chart with three categories. The data will be displayed on a single-scaled bar and/or pictographs, and students will interpret data results and answer questions about the displayed data.			

Grade 2	Grade 2 level 1, students will interact with three categories and up to 30 total data points with no more than 10 in a category.	Grade 2 level 2, students will interact with three categories and up to 45 total data points with no more than 15 in a category.	Grade 2 level 3, students will interact with up to four categories and up to 60 total data points with no more than 15 in a category.
Students will observe, gather, and organize data in a frequency chart with up to four categories. The data will be displayed on a multi-scaled bar and/or pictographs, and students will interpret data results and answer questions about the displayed data.			
Grade 3	Grade 3 level 1, students will interact with four categories and up to 60 total data points with no more than 15 in a category.	Grade 3 level 2, students will interact with four categories and up to 80 total data points with no more than 20 in a category.	Grade 3 level 3, students will interact with five categories and up to 100 total data points with no more than 20 in a category.

Lunch Munch



In Lunch Munch, students are challenged to help Beanie Keen get the Peachlings' food orders partitioned correctly before they get tired of waiting and leave. This game focuses on building numeracy skills by encouraging students to sort partitioned shapes.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Grade 1	NA	NA	Students performing in grade 1 level 3 can partition circles and rectangles in halves and fourths and identify the shares with words.
Grade 2	Students performing in grade 2 level 1 can partition circles and rectangles in thirds and identify the shares with words.	Students performing in grade 2 level 2 can partition circles and rectangles in halves and thirds and identify the shares with words.	Students performing in grade 2 level 3 can partition circles and rectangles in halves, thirds, and fourths and identify the shares in words.

Grade 3	Students performing in grade 3 level 1 can partition various shapes into halves, thirds, and fourths.	NA	NA
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Intergalactic Fair



In Intergalactic Fair, students are challenged to use repeated addition to create arrays. This game focuses on building numeracy skills by encouraging students to use repeated addition to build multiplication skills.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Grade 2	Students performing in grade 2 level 1 can create a rectangle up to 5 by 5 based on the given columns and rows and answer how many total squares in the array.	Students performing in grade 2 level 2 can create a rectangle based on given columns and rows and answer how many total squares are in each row or column.	Students performing in grade 2 level 3 can create rectangles based on a given repeated addition expression to find the total number of square units in the array or write an equation to express the total as a sum of equal addends in a rectangular array.

Grade 3	Students performing in grade 3 level 1 can create a rectangle up to 10 by 10 based on the given columns and rows and answer how many total squares in the array, create a rectangle based on given columns and rows, and answer how many total squares are in each row or column, and write an equation to express the total as a sum of equal addends in a rectangular array.	Students performing in grade 3 level 2 can find the area of a rectangle array by using multiplication of the side lengths or relating multiplication when given a repeated addition expression.	Students performing in grade 3 level 3 can find the area of a rectangular array by multiplying the dimensions of a rectangle.
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Get Those Beans!



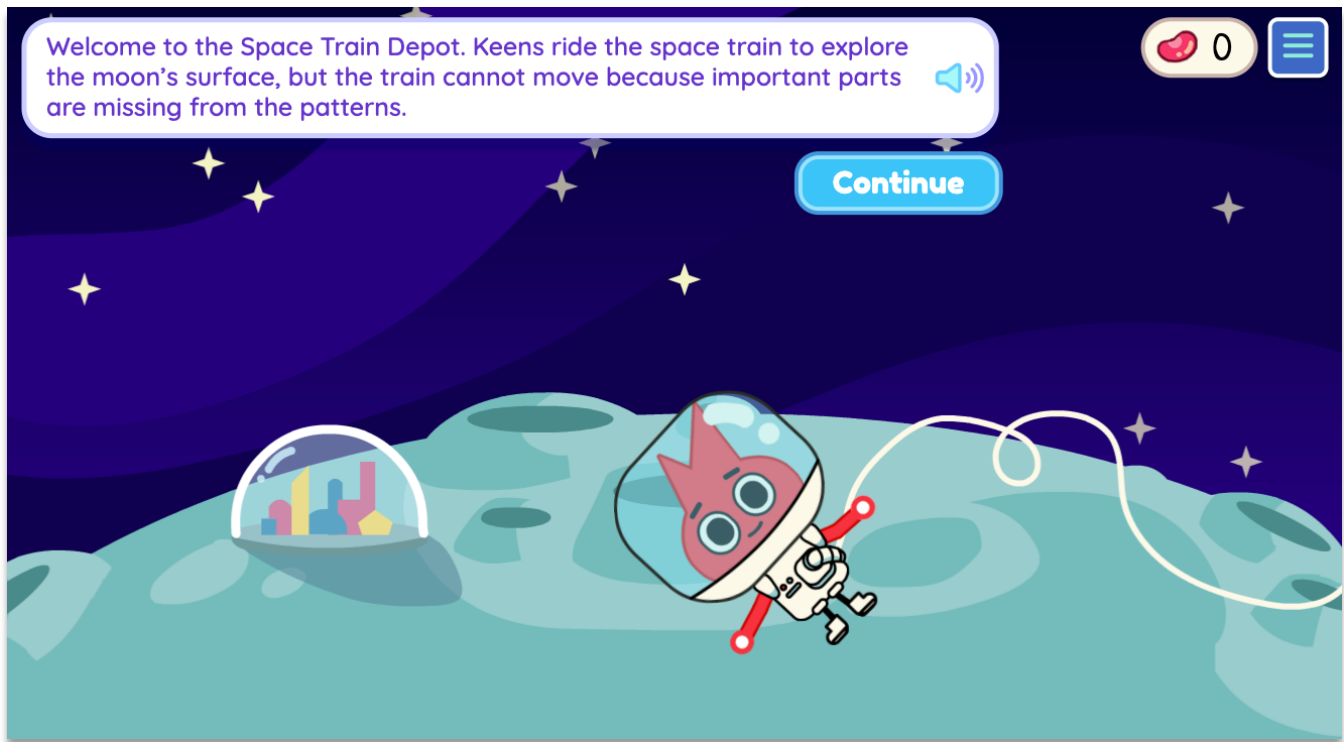
In Get Those Beans!, students are contestants on a game show to test their knowledge. This mini-game is open to students throughout the school year (i.e., free play). The Get Those Beans! mini-game is designed to promote practice with numeracy skills and build students' confidence to add and subtract within 100. Students start play with the least complex content/skills and progress to the most complex content/skills.

Skills Assessed by Game Level

Grade	Game Level	Skill Assessed
Grade 1	1	Add 1-10 (start, change, and result unknown)
	2	Add 10 and some more
	3	Subtract 1-20
	4	Add doubles within 50
	5	Add doubles within 100
	6	Add near doubles

Grade 2	7	Add two-digit number + a multiple of 10 OR Add two-digit number + two-digit number making a multiple of 10
	8	Add two-digit numbers within 100 (tens are 1-5 and ones are 0-5)
	9	Add two-digit numbers within 100 (tens are 1-9 and ones are 0-9)
	10	Subtract one- or two-digit numbers up to 100

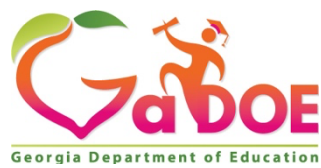
Space Train



In Space Train, students use their knowledge of patterns to help Astro-Keen on Planet Peachy Keen keep the trains running so they can explore the moon's surface. This mini-game is open to students throughout the school year (i.e., free play). Space Train is a mini-game designed to promote practice investigating patterns found in everyday math. Students complete a pattern, repeat patterns, and determine if a pattern is growing or shrinking. The patterns encompass a multitude of learning opportunities aligned to repeating an operation, a series of shapes, or a number string. Students start play with the least complex content/skills and progress to the most complex content/skills.

Space Train Game Level Content Descriptions

Grade	Game Level	Skill Assessed
Grade 1	1	Extend the pattern up to 4 (shapes, symbols, colors)
	2	Extend the pattern of up to 10 attributes (shapes or number strings)
	3	Extend the pattern of up to 10 attributes (repeating operations, a series of shapes, or number strings)
	4	Identify growing pattern (shapes or number strings)
	5	Identify shrinking pattern (shapes or number strings)
	6	Describe and identify numerical patterns from repeating operations (addition or subtraction)
Grade 2	7	Describe and identify the missing number in the shrinking or growing pattern within 500
	8	Describe and identify the shrinking or growing number patterns
	9	Identify what is true about the shrinking or growing number pattern within 1,000 and identify the changes in terms
	10	Identify and describe the shrinking or growing number pattern (backward or forward within 1,000) and identify the changes in terms



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