



First Grade 1 EDM 2007 to Alaska GLE's

Unit 1				
Lesson	MM&R		Lesson parts 1 & 2	Lesson part 3
1.1	N-1	N-1	N-1 Counting Days of School	R: N-1 Count Collections Ex.P: N-8 Skip Count G-6 Class Shapes
1.2	N-1 N-8	N-1	N-1 Counting Students N-2 Monster Squeeze S&P-2 Absent Chart N-11; N-6: Finding Students Who are Absent	R: N-1 Order Numbers Ex.P: N-1; Whole Numbers Between Enrich: N-1 Making Counting Books
1.3	N-8	N-1	N-1 Play Penny-Dice Game N-1 Monster Squeeze	R: N-1 Explore Dice Dot Patterns Enrich: G-6 Making Geometric Patterns
1.4	N-8	N-1	N-1 Write Numerals 1 & 2 N-1 Penny Dice Game	R; N-1 Counting Objects and Tracing Numbers Enrich: N-1 tracing Hidden Numbers
1.5	N-1	N-1	N-2 1 More, 1 Less N-6 Bunny Hop N-1 Write Numbers + Count Pennies	R: N-6 & PS-1 Pass Basket
1.6	M-5	N-1	N-2 Monster Squeeze N-1 Ordering Numbers	R: N-1 Matching Counters Enrich: E&C-1
1.7	N-6	N-1	S&P-2 Tally Chart N-2 Top It N-1 Writing 3 & 4 MM: M-5 Numbers Before and After N-8 Continue the Sequence	R: N-8 Whisper and Shout Enrich: S&P-2 Making a Listening Tally
1.8	S&P-2	S&P-2	S&P-5 and S&P-2 Dice Roll & Tally N-1 Write 3 & 4	R: N-1 Match Numbers and Tallies Enrich: S&P-2 Play Rock, Paper, Scissors
1.9	N-6	N-1	M-6 Intro to Calendar N-1 Write Calendar Dates N-1 Write 5 & 6	
1.10	N-6	N-6	N-1 Top It and Writing 5 & 6 N-2 Monster Squeeze	R: N-1 Compare Quantities ExP: N-2 Guess My Number N-6 and PS-6 Siblings and Hot Dogs and Buns

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1.11	N-6	F&R-5	N-1 Top It	R: N-1 and G-2 Pattern Blocks Enrich: G-6; S&P-2; G-1
1.12	N-8	N-8	Reading temperature is not a 1 st grade GLE but is necessary to build foundation for later grades. N-6 Bunny Hop S&P-2 Class Tally Count	R: Temperature zones is not a GLE
1.13	N-8	PS-1	N-6, PS-1, PS-3, PS-6 Simple Number Stories N-1 penny Dice Game N-1 Writing Numbers 1 - 6	R: N-1 Spying Numbers Enrich: PS-1 Telling and Solving Number Stories


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Unit 2				
Lesson	MM&R		Lesson parts 1 & 2	Lesson part 3
2.1	N-1	N-1; N-2 F&R-5	N-1 Rolling for 50; Intro to Num. Grid; Top It MM: N-6; N-7; PS-1; PS-3; PS-6	R: N-1 Color Return Sweeps Enrich: N-8 Counting Up and Back
2.2	N-8	N-1	N-1 Writing Numbers 7 & 8 PS-6 Use of Numbers	R: sorting is not a GLE Categorizing Our Number
2.3	N-1	E&C-3	N-1; N-6 Two Fisted Penny Addition N-1 Writing 7 & 8	R: N-1 Counting Pennies Enrich: E&C-3 Making Sums of 10
2.4	N-8	N-1	N-1 Intro Unit Box N-1 Writing 9 & 0	R: N-1 Mystery Bag Ex.P: Labeling is not a GLE
2.5		N-1	M-5 Estimating Time N-1 Rolling for 50 MM: E&C-3; N-8	
2.6	N-6 PS-1, 3, &6	N-1	M- 4 is telling time to the nearest half hour. This lesson ensures that children are secure with telling time to the hour first. (K M-5) N-1 Writing 0 - 9	Ex.P: Kind. M-5 Enrich: Elapsed time not mentioned until Gr. 6
2.7	N-6 PS-1 PS-3 PS-6	N-1	There is no GLE for drawing straight lines with a straight edge. However, this is an important task to master before drawing a line segment to the nearest inch M-3. M-1 Estimating the Relative lengths of objects. N-8 Making a Star N-1 Rolling for 50	R: M-1 Matching Strings of Equal Lengths Enrich: G-6 Drawing Pattern-Block Shapes
2.8	N-6 PS-1 PS-3 PS-6	N-2 F&R-5	M-2 Examining the Penny N-1 and E&C-1 Playing Penny Grab N-6; E&C-3 Penny Plate	R: N-1 Counting Pennies Enrich: N-1 Ordering Pennies by Mint Dates

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2.9	N-8	N-8	M-2 and N-8 Finding the Value of a Collection of Nickels M-2 Exploring Change N-8 Counting by 5's	R: S&P-2 and N-8 Counting Pennies with Tally Marks. Enrich: E&C-1 Trading Nickels for Pennies
2.10	N-8	N-8 2 nd M-10	N-6; PS-1; PS-3; PS-6 Counting Nickels and Pennies and Practicing Coin Counts and Penny-Nickel Exchange	R: M-2 Identifying Coins Using Touch Enrich: 2 nd M-10
2.11	N-1	Kind. M-5	F&R-3 Penny Drop Addition F&R-5; Introducing Number Models S&P-2 Making a Class Tally Chart	R: F&R-3;N-6; PS-1 Acting Out Number Stories Enrich: M-8 Play Nickel-Penny Grab
2.12	N-8 N-1	E&C- 3 N-6	F&R-5 Introducing Subtraction Number Models F&R-3; N-6; E&C-3 High Roller	R: F&R-3; N-6 Counting to Zero Enrich: F&R-5 Solving Number Expressions
2.13	N-8	N-8	F&R-3; PS-1; PS-2; PS-6 Solving Number Stories and Solving More Number Stories M-2; N-1; N-8 Coin Top It MM: PS-1; F&\$-4	R: F&R-5; N-2; N-6; PS-2 Acting Out Number Models Ex,P: PS-2; F&R-4 Enrich: 2 nd M-10

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Unit 3				
Lesson	MM&R		Lesson parts 1 & 2	Lesson part 3
3.1	N-8	F&R-2	F&R-1; F&R-2; Intro. To Visual Patterns, Finding Patterns in the Classroom, Creating Craft-stick Patterns, and Extending Patterns M-5 Playing Before and After	R: F&R-1 and F&R-2 Exploring Color Patterns Enrich: F&R-1 Finding AB and ABC Patterns Ex.P. F&R-2 Reading About Patterns
3.2	N-8	N-9	N-9 Intro. Even and Odd Numbers Exploring Even and Odd Number Patterns Identifying Even and Odd Numbers M-2 Penny-Nickel Exchange	R: N-9 Dividing Groups in Half Enrich: N-8; N-9 Finding Even and Odd Numbers in Skip Counts
3.3	N-1	N-1; N-2	N-8; F&R-2 Exploring Skip-Counting Patterns on a Number Grid and Exploring the 2s Pattern S&P-5 Discussing Weather and Probability	R: N-1 Counting with Stops Enrich: F&R-1 Exploring the 3's Pattern
3.4	N-1	N-1	N-9 Sorting Dominos by Odd and Even Numbers of Dots G-6 Covering Shapes with Pattern Blocks F&R-2 Exploring Patterns with Pattern Blocks M-5 Playing Before and After	R: N-9 Exploring Domino Dot Patterns Ex.P: G- 3; G-7 MM: 55 G-6 MM: 56
3.5	E&C-1	N-8	N-1 Reviewing Basic Number-Line Concepts N-8 Review Skip Counting on Number Lines N-1 Counting Hops Up and Back on the Number Line M-2 Playing Coin Top It	R: N-1 Hopping Along the On-the-Floor Number Line Enrich: F&R-1 Completing a Negative A Number Line Ex.P: N-8 Read About Skip Counting
3.6	PS-1 N-6	N-6	F&R-5; N-1 Introducing Addition on the Number Line Introducing Subtraction on the Number Line Adding and Subtracting on the Number Line	R: F&R-5 Reading and Writing Number Models Ex. P: N-1 Playing Bunny Hop Enrich: N-6; PS-1 Making Up and Solving Penny stories
3.7	N-1	S&P-3	M-4 Introducing Telling time to the Half-Hour M-2 Playing Penny-Nickel Exchange	R: M-4 Hickory Dickory Dock Enrich: N-1; N-2 Ordering Clocks by Displayed Times
3.8	N-8	N-8	F&R-1; N-1; N-8 Introducing the Frames-and-Arrows Routine and Solving Frames-and-Arrows Problems M-4 Practice Telling Time	R: N-1; F&R-2 Counting Patterns on the Number Line Enrich: FR-2 Create and Solve Frames-and- Arrows Problems

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3.9	N-1	F&R-1	AK GLEs do not ask for finding the rule in grade 1 F&R-2 Making up Frames-and-Arrows Problems and Solving Frames-and-Arrows Problems N-1 Practicing Adding on the Number Grid	R: F&R-1 Finding Patterns on the Number Line Enrich: F&R-2; N-8 Make Frames-and-Arrows Diagrams from Skip-Counting
3.10	N-8	N-8	N-8 Counting Up and Back with a Calculator M-2 Playing Penny-Nickel Exchange E&C-3MM 10	Ex.P N-8 Skip Counting Enrich: Calculator use not in GLE's
3.11	PS-1 PS-3	M-8	M-2; N-8 Intro. Dollars-and-Cents Notation M-2 Exchanging Pennies and Nickels for Dimes and Coin Top It	R: N-8 Doing Stop-and-Start Counting Ex.P: M-2; M-8 MM 65-67
3.12	PS-1 PS-3	PS-1	M-2; N-8 counting Combinations of Dimes, Nickels, and Pennies and More Counting Combinations of Dimes, Nickels, and Pennies and Playing Coin-Dice M-2: MM 69 + 70	R: N-8 Counting Collections of the Same Kind of Coin Enrich: M-8 Exchanging Coins
3.13	PS-1 F&R-4	E&C-3	S&P-1 Making a Line Plot N-1; N-8; M-2 Playing Dime-Nickel-Penny Grab	R: S&P-2 Making Tallies with Craft Sticks Enrich- S&P-1 Transferring Information to a Line Plot
3.14	N-8; N-9	N-6; F&R-5	N-1; N-9; F&R-1 Exploring Dot Patterns on Halves of Dominoes N-6; F&R-3; E&C-3 Introduce Number Combinations on Entire Dominoes N-6; F&R-3; E&C-3 Play Domino Top-It Find the Total Number of Dots on Dominoes N-6; F&R-3; E&C-3 Play High Roller	R: N-1; N-2 Match Numbers and Dots Enrich: N-9; N-6; F&R-5; E&C-3 Explore Sums of Even and Odd Numbers


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Unit 4					
Lesson	MM&R	Math Mess	★	Lesson parts 1 & 2	Lesson part
4.1	N-8		N-8	N-8 (counting by 2's) Measuring temperature is not a GLE until second grade. N-1 Playing Domino Top-It.	R: N-8 Reading Numbers in Thermometers Enrich: N-2; PS-6 Recording Warmer and Cooler Temperatures
4.2	N-8	M-1	E&C-3	M-1 Measure with Fingers, Hands, Feet, and Arms M-1; N-1 Compare Individ. Heights to Objects N-6; N-10 Using 6 and 7 Pennies in Two-Fisted Addition N-6 Practicing Subtraction on a Number Grid.	R: M-1 Comparing Objects by Length Ex. P: Grade.2 M-5 MM 61 M-1 MM 62
4.3	N-6; PS-1; PS-3 PS-6	PS-3	F&R-1	M-1 Measuring with C. Paper Cutouts of Feet M-1 Measuring with a Standard Foot-Long Foot M-2; M-8 Play Coin-Dice	R: M-1 Investigating Length Enrich: PS-1; PS-3; PS-6 Solving Problems with <u>How Big is a Foot?</u>
4.4	N-9	M-1	M-1	M-1 Introducing the Inch as a Standard Unit of Length M-1 Measuring in Inches with the Cutout Ruler M-4 & Grade 2 M-7 Playing Time Match	R: M-1 Comparing Length Enrich: M-1 Measuring Objects Longer than One Foot
4.5	E&C-1		N-6; E&C-3; F&R-5	Grade 3 M-1 Estimating the Length of an Object M-1 Measuring Objects with the 6-Inch Ruler M-1; M-3 Measuring and Drawing Line Segments N-1 Playing /Domino Top-It	R: G-2 Writing Names with a Straightedge Enrich: M-1: S&P-1; S&P-2 Start the Jack and the Beanstalk Activity
4.6	N-6; PS-1; PS-3 PS-6	M-1	N-6; PS-1; PS-3 PS-6	M-1 Introducing Tape Measures M-1 Measuring Around and Across Things Unfortunately, probability terminology is not present in AK GLE's. Discuss Weather and Prob. N-6 Practicing FindingTotals	R: M-1 Measuring with String Enrich: 2 nd M-5 Measuring Tool Match-Up
4.7	N-6; PS-1; PS-3 PS-6	Grade 3 M-1	N-6; E&C-3; F&R-5	M-1; S&P-1; S&P-2 Measuring Children's Heights and Making a Line Plot G-6 Exploring Shapes on the Geoboard N-1 Building Structures with Base-10 Blocks S&P 1; S&P-3 Making a Bar Graph and Finding	Ex.P: G- 3 MM 18 G-3 MM 53 G-1 MM 58 Enrich: M-1 Estimate Length on a Geoboard

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				Typical Height N-10 Using 8 and 9 Pennies in Two-Fisted Penny Addition	
4.8	N-8	N-5	2 nd M-7	M-4 Reviewing Hour and Half-Quarter Times Grade 2 – M-7 Telling Time to the Quarter-Hour M-4 & Grade 2 M-7 Practicing Telling Time to the Quarter-Hour and Half-Hour. N-1;N-8, M-2 Playing Dime-Nickel-Penny Grab	R: M-2 Making Hour and Half-Hour times on a Clocks Enrich: 2 nd M-7 Exploring Time
4.9	N-6; PS-1; PS-3 PS-6	2 nd Grade M-7	3 rd M-6	PS-6; G-5; N3 Introducing Timelines PS-6; G-5; N3 Making Timelines M-4 & Gr. 2 M-7 Practicing Telling Time	R: G-5; N-3 Sequencing Before-School Activities Ex.P: M-6; G-5 MM 20 Enrich: G-5 Making a Storybook Timeline
4.10	M-1 2 nd grade M-4	2 nd Grade N-1	S&P-5	N-1 Introducing Scrolls Filling is a 100-Number Grid 2 nd Grade N-1 Constructing a Number Scroll 2 nd Grade M-7 Playing Time Match with Quarter-Hours	R; N-1 Naming Numbers Before and After 2-digit Numbers Enrich: 2 nd F&R-2 Construct a Number-Grid Poster
4.11	N-8	N-6	3 rd M-7	E&C-3 Introducing Addition Facts Discussing Fact Power N-6 Finding Sums N-6 Playing High Roller N-8 MM 7	R: N-6 Sorting Dominos by the Total Number of Dots Ex.P: E&C-3 Solving Easy Addition Facts
4.12	E&C-1	E&C-3	E&C-3	E&C-3 Reinforcing Fact Reflexes as “Habits” with Choral Responses E&C-3 Introducing Shaker addition Top-It E&C-3 Playing Penny Plates	R: E&C-3 Fact Power Cards Enrich: N-6; 2 nd E&C-3; F&R-5 Adding Dice Rolls to 20


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Unit 5					
Lesson	MM&R	Math Message		Lesson parts 1 & 2	Lesson part 3
5.1	N-6; PS-1; PS-3 PS-6	N-1	N-1	N-1 Naming Numbers with Base Ten Blocks N-1 Making Exchanges with Base-10 Blocks N-1 Naming Numbers for Collections of Base-10 Blocks N-1 Playing the Digit Game	R: N-1 Reading and Writing Numbers to 99 Enrich: N-2 Guess My 2-digit Number Ex.P: N-1 Reading About Place Value
5.2	N-1	N-1	N-6 F&R-3	N-1 Adding 1 to 99 N-1 Investigating Digit Patterns in Counts by 1's N-8 Investigating Digit Patterns in Counts by 10's 2 nd e N-2 Discovering the Role of Place in the Value of Digits N-10 Doing Two-fisted Penny Add for 13 and 14	R: N-1 Building Designs with Base-10 Blocks Ex.P: 2 nd N-2 MM 23 N-8 MM24
5.3	N-2 F&R-5	N-6; PS-1; PS-3 PS-6	F&R-1	N-2; 3 rd F&R-5 Introducing the > and < Relation Symbols N-2; F&R-5 Playing Top-It with Relation Symbols N-1 Playing Base-10 Exchange	R: N-1 Grabbing Numbers Ex.P: N-2 Reading About Relations
5.4	N-1	E&C-1	F&R-5	2 nd G-8 Estimating and Finding Area of a Surface 2 nd M-2 Finding Sets of Objects that Weigh the Same. N-1 Counting Large Numbers of Pennies N-1 Playing the Digit Game	Ex.P: N-8 MM 29 N-8 MM 31 Enrich: 2 nd M-2 Comparing Weights
5.5	N-6	N-6; PS-1; PS-3 PS-6	2 nd M-2	N-6 Using Base -10 Blocks to Find Total Weight E&C-3 Playing Shaker Addition Top-It	R: N-6 Solving Parts and Total Problems Enrich: 2 nd M-2; 2 nd E&C-5 Play Animal Weight Top-It
5.6	G-5 N-1	M-1	N-2	M-1; F&R-5; N-2 2 nd grade F&R-5 Introducing Number Models for Relation Number Stories and Using < and > in Number Models N-1 Practicing Ordering Numbers	R: E&C-1 Comparing "Cube Counts" Enrich: N-2 Create Relation Number Models Using a Pan Balance
5.7	M-2 2 nd M-4	N-6; PS-1; PS-3 PS-6	N-2	N-6 Finding How Much More or Less N-6 Playing the Difference Game	R: N-6 Finding the Distance between Numbers Enrich: PS-3 Compare Value of Sets of Coins

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5.8	2 nd N-2	N-6	2 nd N-2	N-6; PS-1; PS-3; PS-6 Solving Number Stories Involving Addition and Subtraction & Making Up and Solving Number Stories N-6 Practicing Finding Differences	R: N-6 Acting Out Number Stories Enrich: PS-1 Making thematic Number Stories
5.9	N-1	E&C-3	2 nd M-7	N-6; S&P-5 Investigating Frequency of Sums from Dice Rolls N-1 Playing Base-10 Exchange	Enrich: S&P-2; S&P-3 Exploring the Roll of a Die Ex.P: Prob. Vocab. not mentioned until Gr. 3
5.10	N-6; PS-1; PS-3 PS-6	E&C-3	N-6; PS-1; PS-3 PS-6	E&C-3 Introducing Turn-Around Facts Turn –Around Facts Activity Discussing Patterns in the Turn-Around Facts Record S&P-5 Guessing the Grab	R; E&C-3 Hopping to the Roll Ex.P: N-6; F&R-3 Play Domino Top-It
5.11	E&C-1	E&C-3	E&C-3	E&C-3 +0 and +1 Fact Patterns Doubles Facts and “Facts Whose Sums are 10 Introducing Beat the Calculator Practicing Penny Plate	R: E&C-3 Two-Fisted Penny “Addition for 15 and 16 Ex.P: E&C-3 Solving Easy Math Facts
5.12	E&C-3	E&C-3	M-1	F&R-1 Introducing the “What’s My Rule?” Routine Solving “What’s My Rule?” Problems Practicing Solving “What’s My Rule?” Problems	R: N-8; F&R-1 Following a Rule on the Calculator Enrich: F&R-2 Make “What’s My Rule?” Problems
5.13	E&C-3	F&R-1	2 nd M-10	F&R-1 Applying Rules Finding and Applying Rules M-8 Playing Penny-Nickel-Dime Exchange G-3 MM 17	Ex.P: F&R-1 Filling in Function Machines Enrich: 3 rd F&R-3 simulating a Function Machine on a Calculator


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Unit 6					
Lesson	MM&R	Math Mess		Lesson parts 1 & 2	Lesson part 3
6.1	N-1	E&C-3	N-1	F&R-3; S&P-2; 3; 4; 5 Making a Dice-Throw Record of Facts F&R-3 Intro. The Add and Sub Facts Table F&R-3Intro Add. Top-It F&R-3Play the Difference Game	R: F&R-3 Charting Domino Sums Enrich: 2 nd E&C-4 and S&P-5 Explore Polyhedral Dice Rolls
6.2	N-1	E&C-3	E&C-3	F&R-5 Discuss Equivalent Names F&R-5 Illustrate Equivalence w Pan Balance F&R-5 Intro. Name-Collection Boxes F&R-5 Find Equivalent Names for Numbers F&R-3 Addition Top-It	R: F&R-5 Modeling Equivalent Names Ex. P: F&R-5 Enrich: F&R-5 Musical Name-Collection Boxes
6.3	PS-1	F&R-3	F&R-3	N-10 Intro. Add/Sub Fact Families N-10 Write Add/Sub Fact Families F&R-5 Practice Name Collection Boxes	R: F&R-3 Concentrate w Cards & Dominos Ex.P: N-10 Solving Fact Families
6.4	N-8	N-10	N-8	N-10 Intro. Fact Triangles N-10 Generating Fact Families E&C-3 Beat the Calculator E&C-3 Fact Power Game MM: N-3	R: N-10 Construct Fact Families ELL: N-10 Fact Family Houses Enrich: 2 nd N-8 Explore Patterns Using Fact Triangles
6.5		E&C-3	F&C-3	F&C-3 Using Add/Sub Facts Table F&C-3 Addition Top-It	Ex.P: F&C-3 Penny Plate Enrich: 2 nd F&R-1 Color Facts on FactTable
6.6	N-1	M-1	S&P-3	M-1 Dev. A Sense of a 10-Centimeter Length M-1 Meas. And Draw Line Segments S&P-5 Predict Spinner Results	Ex.P: M-1 MM Enrich: M-1 Introducing the Meter
6.7		G-6	E&C-3	N-5 Exploration A F&R-3 Exploration B G-6 Exploration C E&C-3 Fact Power Game N-10 Complete Fact Triangles	R: N-9 Shade Odd and Even Numbers ELL: PS-3 Describing Shapes
6.8	N-1	2 nd F&R-2	2 nd F&R-2	2 nd F&R-2 Review What's My Rule? F&R-3 Play Tric-Trac	R: 2 nd F&R-1 Review Missing Output No. Enrich: F&R-2 nd F&R-1 and 2 Filling in Frames and Rules

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6.9	PS-6	2 nd M-10	S&P-5	M-8 Introducing the Quarter 2 nd M-10 Counting Combo. Of Coins 2 nd M-12 Showing Money Amounts 2 nd M-10 Counting Coins 2 nd M-10 Play Coin Top-It	R: M-8 Playing Penny-Nickel-Dime Exchange Enrich: M-2 Playing Quarter-Dime-Nickel, Penny Grab
6.10	PS-6	N-8	PS-6	N-1 counting the Minutes in an Hour 4 th M-6 Intro. 5 Minute Interval Marks on Clock 4 th M-6 Introducing Digital Clock M-8 Play Coin Exchange	R: N-8 Exploring Minutes on a Clock Face Ex. P. M-4 & Grade 2 M-7 Playing Time Match
6.11	M-4		M-4	M-1 Practice Measuring in Centimeters	R: N-3 Ordering Ourselves Ex.P: MM : N-1
6.12	2 nd M-10	N-1		S&P-5 Timing a Calculator Count S&P-1 Making a Bar Graph E&C-3 Play Tric-Trac	S&P-3 and S&P-5 Finding the Lowest and Highest Values in Data Enrich: S&P-2 and 5 Collect and Analyze Data


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Unit 7					
Lesson	MM&R	Math Mess		Lesson parts 1 & 2	Lesson part 3
7.1	E&C-3	G-2	PS-5	G-2 and F&R-1 Introducing the Attributes of Attribute Blocks F&R- 1 Sort Attribute Blocks by Attribute Rules F&R-1 Collect Attribute Blocks According to Rules G-2 and G-5 Play Make My Design	R: F&R-1 Fishing for Attributes Enrich: F&R-1 and F&R-2
7.2	N-10	G-2	N-10	F&R-1 Guessing the Rule with Attribute Blocks F&R-1 Attribute Train Game G-6 Make Attribute-Block Designs E&C-3 Using a Fact Platter Fact Generator M-4 Play Time Match	R: F&R-1 Sorting Classroom Objects by Attributes Enrich: F&R-1 and PS-3 and PS-4
7.3	PS-1 and PS-6	G-1	G-2	G-1 Identify Pattern-Block Shapes E&C-3 Practicing with Fact Families	R: G-1 Guessing the Shape Ex.P: G-7 Reading About Geometry
7.4		G-3	2 nd M-10	G-1 Constructing Straw Polygons G-4 Discussing Similarities and Differences Among shapes S&P-2 Investigate Flipping Pennies F&R-5 practice Name-Collection Boxes	R: G-7 Finding 2-D Shapes Enrich: 5 th S&P-2 and 2 nd G-4 Comparing Polygons and Other Figures
7.5	N-1		N-1	2 nd G-2 Discussing the Characteristics of Spheres, Cylinders, and Rectangular Prisms 2 nd G-2 starting a Shapes Museum M-8 Play Coin Exchange	R: 2 nd G-2 Compare Plane shapes and Solid Figures Enrich: 3 rd G-2 Sorting Shapes by Their Faces ELL: G-2 and 2 nd G-2 Describing Shapes
7.6	N-1	G-3	F&R-2	2 nd G-2 Discuss the Characteristics of Pyramids, Cones, and Cubes 2 nd G-2 Review the Six 3-D Shapes 2 nd G-3 Identifying the Shapes of Various Objects F&R-1 play Attribute Train Game	R: 2 nd G-2 Identifying Shapes Using Touch Enrich: 5 th G-2 Compare Prisms and Pyramids Ex.P: 2 nd G-3 Reading About Geometry

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7.7	N-1	G-4	2 nd G-2	G-4 making Symmetrical Shapes E&C-3 Playing Addition Top-It N- 8; MM	Enrich: G-3 Making Symmetry Cards Ex.P: G-2 and G-5 Make My Design
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Unit 8					
Lesson	MM&R	Math Mess		Lesson parts 1 & 2	Lesson part
8.1	N-1 N-2	M-8	2 nd M-10	2 nd M-10 Review Counting combinations of Coins 2 nd M-10 Showing an Amount of Money M-8 Play Coin Exchange 2 nd M-10 Find Values of sets of Coins S&P-2; 3 rd S&P-3 Investigating Spinner Colors 2 nd M-7 Practice Telling Time	R: N-6 Counting Coins with a Calculator Enrich: PS-1 Solving Coin Riddles Ex.P: N2; 2 nd M-10 Play Coin Top-It
8.2	N-2	2 nd M-12	N-2	M-7 Using Money Notation and vocabulary 2 nd M-12 Introducing One-Dollar Exchange F&R-4 Solving Broken Calculator Puzzles N-2; 2 nd M-4 Practice Comparing Money Amounts	R: M-8 Exchange Coins Enrich: 2 nd M-4 Make a Dollar Book Ex.P: MM PS-1; PS-2; PS-6
8.3	E&C-3	N-1	N-1	N-1 Name Numbers Shown with Base-10 Blocks N-1 Writing Numbers for Base-10Block Riddles E&C-3 Play Tric-Trac	R: N-1 Counting Base-10 Blocks with a Calculator Enrich: 2 nd N-1 Make and Compare 3-Digit Numbers Ex.P: N-2 Order Numbers with Base-10 Blocks
8.4	N-2	PS-1 F&R-4	E&C-3	PS-1; F&R-4 Making Up and Solving Number Stories PS-2 Recording Number Stories	R: N-6; F&R-3 Use Counters to Model Number Stories Enrich: PS- 1; PS-2; PS-5; F&R-4 Spending Ten Dollars
8.5	2 nd E&C-5	2 nd E&C-5	2 nd E&C-5	3 rd M-9 Make Change by Counting Up 3 rd M-9 Role-Playing Shop and Make Change E&C-3 Introduce the 3.2.1 Game	R: 2 nd N-5 Count Up to find the difference Enrich: 3 rd M-9 pay with Dollar Bills
8.6	2 nd E&C-2	N-5	N-5	N-5 Divide Slates into Equal Parts N-5 Fold and cut Whole Crackers into Equal Parts 4 th S&P-5Make Jam Sandwiches F&C-1 Solve "What's My Rule?" Problems	Enrich: N-7 Divide Cereal with Standard Measuring Cups

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8.7	N-2	N-5	G-4	2 nd G-4 Introduce Fraction Notation 2 nd G-4 Label Fractional parts of Geometric Figures 2 nd M-4 Play Dollar Exchange Game	R: N-5 Folding Paper Pizzas Enrich: N-5 Make a Fraction Book
8.8	E&C-1 N-1	N-7	S&P-5	N-7 Share 12 Pennies N-7 practice Sharing Pennies E&C-3 Play Addition Top-It	Enrich: 4 th N-4 Making Fraction Creatures Ex.P. MM 3 rd N-5
8.9	N-8	G-6 G-2	G-2	N-5 Explore A: Find Relationship Involving Pattern Blocks N-5 Explore B: Name Fractional Parts of Regions F&R-1; N-10 Explore C: Sort Fact Triangles E&C-3 Play the 3, 2, 1 Game	R: G-4 Cut Symmetrical Shapes Ex.P: 2 nd E&C-4 Two-Fisted Penny Addition for 17 and 18


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Unit 9					
Lesson	MM&R	Math Mess		Lesson parts 1 & 2	Lesson part 3
9.1	E&C-3	N-8	N-1	F&C-1 Review Number-Grid Patterns N-1 Name Hidden Numbers on the Number Grid N-1 Complete a Number-Grid Hunt N-1 Practice Using Digits to Make Numbers	R: N-1 Piece Together a Number Grid Ex.P: N-1 Write Larger Numbers
9.2	2 nd N-2	N-6	N-6	N-6 Adding and Subtracting 10s Mentally N-6 Introduce the Number-Grid Game S&P-2 Identify How Many Letters are in Your First Name F&R-1 Practice with "What's My Rule?" and Frames and Arrows	R: N-6 Adding and Subtracting 10's Enrich: F&R-1 Finding a Pattern for 9's Ex.P: MM N-6
9.3	N-1	N-1	G-2	N-1 Fill in Pieces of the Number Grid F&R-1 Solve Number Grid Puzzles G-1 Play Make My Design	R: Play Pin Number on the Number Grid Enrich: PS-1; F&R-4 Solving Number Codes
9.4	4 th E&C-1	N-2	2 nd N-3	SP-1; F&R-4; N-6 Create and Solve Silly Animal Stories F&R-5 Practice Name-Collection Boxes	R: 2 nd E&C-5 Practice with Name-Collection Boxes Enrich: 2 nd E&C-5 Compare the Sums of 2-Digit by 2-Digit Addition Problems
9.5	2 nd N-2	Kind. M-1	2 nd N-2	M-1 Explore. A Find the Capacity of Containers G-4 Explore. B using Symmetry M-1 Explore. C Measure and Record Children's Heights N-6 Play the Number-Grid Game	R: G-4 Making Symmetrical Paintings Enrich: M-1 Measuring Capacity Ex.P: G-4 Review symmetrical Shapes with Geoboards
9.6	2 nd N-3 and N-4		N-5	N-5 Fold Squares to Make Fourths N-5 Shade Fractional Parts of Shapes 3 rd and 4 th S&P-3 Find the Range and Middle Value of a Data Set F&R-1; 2 nd F&R-1 Practice with the Number Grid	R: N-5 Identify Unit Fractions

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9.7	N-4	2 nd N-3 and N-4	2 nd F&R-1	F&R-4 Compare Fractions E&C-3 Play the Difference Game	R: 5 th N-4 Matching Fractions Enrich: 6 th N-1 Comparing Fractions
9.8	2 nd E&C-2		2 nd E&C-2	F&R-4 Naming Fractions in Several Ways F&R-4 Finding Names for Fractional Parts 2 nd M-12 Play One-Dollar Exchange	Enrich: 5 th N-4 Find Fraction Combinations Equivalent to $\frac{1}{2}$ and to 1 Ex.P: 5 th N-5 Use Name Collection Boxes for Fractions

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Unit 10					
Lesson	MM&R	Math Mess		Lesson parts 1 & 2	Lesson part 3
10.1	4 th M-6	S&P-2	4 th S&P-3	S&P-4 Find the Typical Height of Children in the Class G-5; S&P-3 Finding the Middle Value of the Height Data S&P-2 Finding Out How Much Children Grew F&R-4 Solving Problems with Fractions	R: F&R-4; N-6 Tell and Solve Animal Growth Number Stories Enrich: S&P-2 Count on Calculators
10.2	4 th E&C-1	F&R-4 N-1	F&R-4 N-1	4 th M-6 Review Telling Time to Five Minutes M-4 Review Digital Notation for Recording Time M-4 Practice with Time 5 th M-5 Tell time to Minutes E&C-3 Play Beat the Calculator with Facts and Fact Extensions	R: M-4 Telling time on an Analog Clock Enrich: 6 th M-4 Calculate Elapsed Time Ex.P: M-4 Reading About Time
10.3	3 rd F&R-5	2 nd M-10	3 rd F&R-5	2 nd M-10 Use Coins Combinations to Make Purchases 2 nd - E&C-5 Add 2-Digit Vending Machine Prices PS-1 Do a Buyer and Vendor Activity S&P-1; S&P-2; S&P-3; S&P-4 Graph and Analyze Data N-10 Practice with Fact Families	R: 2 nd M-10 Counting Coins Ex.P: 2 nd M-10 Play Coin-Dice
10.4	N-1	2 nd M-10	2 nd E&C-5	PS-1; F&R-4; PS-3 Comparing Prices 3 rd M-9 Making Change 2 nd N-2 Play \$1, \$10, \$100 Exchange Game	R: PS-1; PS-2; N-2; F&R-4 Compare Pennies Enrich: PS-1 Create and Solve Number Stories Ex.P: M-8 Play Dime-Nickel-Penny Grab
10.5	2 nd E&C-2	G-3	2 nd E&C-2	G-1 Construct Polygons out of Straws and Twist-Ties G-2 Review Names of 3-Dimensional Shapes	R: G-3; G-1 Review Polygons and 3-Dimensional Shapes Enrich: 4 th G-2 Construct Regular Polyhedrons

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				4 th M-6 Play Time Match Game	
10.6	2 nd N-7	N-2 2 nd M-2	N-2 2 nd M-2	2 nd M-2 Review Temperature and Thermometers PS-6 Introducing Weather Maps 2 nd E&C-2; 2 nd E&C-5 Find Differences Between High and Low Temperatures	R: N-6 Find the Difference Using a Number Grid Enrich: PS-6 Comparing Temperature Scales Ex.P: 2 nd M-2 Practice with Temperature
10.7	PS-1	M-8	2 nd F&R-1	2 nd N-2 Review Place Value in 2-, 30, and 4-Digit Numbers 2 nd F&R-1vExtend Number-Grid Puzzles to Hundreds	R: 2 nd N-2 Missing Digits Enrich: 6 th N-3 Write Numbers in Expanded Notation