



## Geometry

### DIGITAL GAMES

[Identify triangles, quadrilaterals, pentagons, hexagons, and cubes given their specific attributes](#)

CCSS.MATH.2.G.A.1

[Partition a rectangle into rows and columns of same-size squares; count to find the total number](#)

CCSS.MATH.2.G.A.2

[Partition circles and rectangles into 2/3/4 equal shares, describe shares using fractional terms](#)

CCSS.MATH.2.G.A.3

### KIT-REQUIRED GAMES

[Identify and Draw 2- and 3-D Shapes](#)

CCSS.MATH.2.G.A



## Measurement And Data

### DIGITAL GAMES

[Solve money word problems involving bills and coins; use \\$ and ¢ symbols appropriately](#)

CCSS.MATH.2.MD.C.8

[Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. And p.m.](#)

CCSS.MATH.2.MD.C.7

[Use addition and subtraction within 100 to solve word problems involving same-unit lengths](#)

CCSS.MATH.2.MD.B.5

### KIT-REQUIRED GAMES

[Represent and Interpret Data Using Line Plots and Bar/Picture Graphs](#)

CCSS.MATH.2.MD

[Tell Time and Count Money](#)

CCSS.MATH.2.MD

[Understand Measurement Concepts and Use Standard Units to Calculate Measurements](#)

CCSS.MATH.2.MD



## Numbers & Operations in Base Ten

### DIGITAL GAMES

[Add and subtract within 1000 using concrete models, drawings and strategies](#)

CCSS.MATH.2.NBT.B.7

[Add two 4-digit numbers using place value and operations](#)

CCSS.MATH.2.NBT.B.6

[Compare two 3-digit numbers using  \$>\$ ,  \$=\$ , and  \$<\$](#)

CCSS.MATH.2.NBT.A.4

[Count within 100, skip-counting by 5s, 10s, and 100s](#)

CCSS.MATH.2.NBT.A.2

[Fluently add and subtract within 100 using strategies, properties, and relationships](#)

CCSS.MATH.2.NBT.B.5

[Identify the 100s, 10s, and 1s of any given 3-digit number](#)

CCSS.MATH.2.NBT.A.1

[Mentally add or subtract 10 or 100 from a given 3-digit number](#)

CCSS.MATH.2.NBT.B.8

[Read and write numbers within 1000 using numerals, word form, and expanded form](#)

CCSS.MATH.2.NBT.A.3

[Use place value and properties to add and subtract, and explain why they work](#)

CCSS.MATH.2.NBT.B.9

### KIT-REQUIRED GAMES

[Understand Place Value in Numbers through 1000](#)

CCSS.MATH.2.NBT



## Operations and Algebraic Thinking

### DIGITAL GAMES

[Fluently add and subtract within 20 using mental strategies](#)

CCSS.MATH.2.OA.A.2

[Identify and express even numbers and the sum of two equal addends](#)

CCSS.MATH.2.OA.A.3

[Solve and represent addition and subtraction problems within 100](#)

CCSS.MATH.2.OA.A.1

[Use addition to find and express the sum of an array](#)

CCSS.MATH.2.OA.A.4

### KIT-REQUIRED GAMES

[Represent and Solve Problems Involving Addition and Subtraction](#)

CCSS.MATH.2.OA

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