



Geometry

DIGITAL GAMES

- [Understand and plot coordinate pairs on a graph with x- and y- axes](#) CCSS.MATH.5.G.A.1
- [Graph and interpret points in the first quadrant of the coordinate plane](#) CCSS.MATH.5.G.A.2
- [Understand that attributes belonging to a category of 2-D figures also belong to all subcategories](#) CCSS.MATH.5.G.B.3
- [Classify two-dimensional figures in a hierarchy based on their properties](#) CCSS.MATH.5.G.B.4

KIT REQUIRED GAMES

- [Graph points on the coordinate plane to solve real-world and mathematical problems](#) CCSS.MATH.5.G.A
- [Classify and Categorize 2-Dimensional Figures](#) CCSS.MATH.5.G.B



Measurement & Data

DIGITAL GAMES

- [Convert among different-sized standard measurement units within a given measurement system](#) CCSS.MATH.5.MD.A.1
- [Display a data set of measurements in fractions of a unit \(1/2, 1/4, 1/8\) in a line plot](#) CCSS.MATH.5.MD.B.2
- [Recognize volume as an attribute of solid figures](#) CCSS.MATH.5.MD.C.3
- [Measure volume by counting various units](#) CCSS.MATH.5.MD.C.4
- [Relate volume to the operations of multiplication and addition](#) CCSS.MATH.5.MD.C.5

KIT REQUIRED GAMES

- [Measure and Convert Measurements of Volume](#) CCSS.MATH.5.MD.A,B
- [Understand and Apply the Concepts of Volume](#) CCSS.MATH.5.MD.C



Number & Operations in Base Ten

DIGITAL GAMES

- [Recognize that a digit represents 10 times the place to its right and 1/10 of the place to its left](#) CCSS.MATH.5.NBT.A.1
- [Explain patterns in the placement of the decimal point to denote powers of 10](#) CCSS.MATH.5.NBT.A.2
- [Read, write, and compare decimals to thousandths](#) CCSS.MATH.5.NBT.A.3
- [Use place value understanding to round decimals to any place](#) CCSS.MATH.5.NBT.A.4
- [Fluently multiply multi-digit whole numbers using the standard algorithm.](#) CCSS.MATH.5.NBT.B.5
- [Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors](#) CCSS.MATH.5.NBT.B.6
- [Add, subtract, multiply, and divide decimals to hundredths](#) CCSS.MATH.5.NBT.B.7

KIT REQUIRED GAMES

- [Use Place Value to Read and Interpret Numbers and Calculations](#) CCSS.MATH.5.NBT



Number & Operations- Fractions

DIGITAL GAMES

- [Add and subtract fractions with unlike denominators by converting one or both to like denominators](#) CCSS.MATH.5.NF.A.1
- [Solve word problems involving addition and subtraction of fractions referring to the same whole](#) CCSS.MATH.5.NF.A.2
- [Interpret and represent a fraction as division of the numerator by the denominator \(\$a/b = a \div b\$ \)](#) CCSS.MATH.5.NF.B.3
- [Multiply a fraction or whole number by a fraction](#) CCSS.MATH.5.NF.B.4
- [Interpret multiplication as scaling \(resizing\), by comparing products and factors](#) CCSS.MATH.5.NF.B.5
- [Solve and represent real world problems involving multiplication of fractions and mixed numbers](#) CCSS.MATH.5.NF.B.6
- [Divide unit fractions by whole numbers and whole numbers by unit fractions](#) CCSS.MATH.5.NF.B.7

KIT REQUIRED GAMES

- [Use Understanding of Fractions to Complete Calculations](#) CCSS.MATH.5.NF



Operations & Algebraic Thinking

DIGITAL GAMES

- [Use parentheses, brackets, or braces to determine order of operations](#) CCSS.MATH.5.OA.A.1
- [Write simple expressions to record calculations; interpret numerical expressions without evaluating](#) CCSS.MATH.5.OA.A.2
- [Generate and evaluate numerical patterns; form ordered pairs graph them on a coordinate plane](#) CCSS.MATH.5.OA.B.3

KIT REQUIRED GAMES

- [Use Symbols and Patterns to Perform Calculations \(Including Multiplication and Division\)](#) CCSS.MATH.5.OA

[VIEW ADDITIONAL RELATED GAMES](#)