



# Istation

Istation Math Curriculum Correlated to the  
Pennsylvania Academic Standards for Mathematics

**Grades K – Grade 5**



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# Istation Math Curriculum Correlated to the Pennsylvania Core Standards for Mathematics



## K–12 Standards for Mathematical Practices (MP)

As stated in the Pennsylvania Core Standards for Mathematics, “The Standards for Mathematical Practice describe varieties of expertise that mathematics educators at all levels should seek to develop in their students.” Each applicable Mathematical Practice standard is listed below the correlation with the corresponding code, MP1–8.

Mathematical Practice 1: Make sense of problems and persevere in solving them.

Mathematical Practice 2: Reason abstractly and quantitatively.

Mathematical Practice 3: Construct viable arguments and critique the reasoning of others.

Mathematical Practice 4: Model with mathematics.

Mathematical Practice 5: Use appropriate tools strategically.

Mathematical Practice 6: Attend to precision.

Mathematical Practice 7: Look for and make use of structure.

Mathematical Practice 8: Look for and express regularity in repeated reasoning.

The following legend outlines the *Codes* found next to each *Digital Student Experience* and related *Teacher Resources*.

Code Legend	
U	Unit
ISIP	Istation’s Indicators of Progress
AR	Additional Resource
CR	Classroom Resource
FP	Fact Practice
PP	Parent Portal



**Power Path Featured Content**

<b>Newest Features</b>			
Power Path is the next generation of activities for Istation, bringing a more modern approach to the user experience. These activities contain a greater degree of adaptability, many more questions, and a greater sense of agency for the student.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
<b>CC.2.1.K.A.1</b>			
		U13-15	Odd One Out - Counting
<b>CC.2.1.K.A.3</b>			
U9-11	Number Sense – Comparison Cards: Comparing Groups or Numbers	U9-11	More or Less? Which is Best?
<b>CC.2.1.K.B.1</b>			
		U7-8	Make It, Break It
<b>CC.2.1.1.B.1</b>			
		U16-17	One Hundred Twenty is Plenty
<b>CC.2.1.1.B.2</b>			
		U12-13	Two-Digit Memory
U14-16	Number Sense – Comparison Cards: Comparing Two-Digit Numbers	U14-16	Dare to Compare Two-Digit Numbers
<b>CC.2.1.2.B.1</b>			
		U30-31	Make It, Break It, Toss It
<b>CC.2.1.2.B.2</b>			



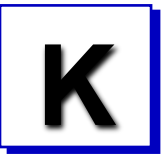


<b>Newest Features</b>			
Power Path is the next generation of activities for Istation, bringing a more modern approach to the user experience. These activities contain a greater degree of adaptability, many more questions, and a greater sense of agency for the student.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		U24-30	Skip Counting with Patterns
<b>CC.2.1.3.B.1</b>			
U37-39	Number Sense – Pyramid Pinball: Rounding to the Nearest 10 or 100	U37-39	Round and Round We Go (Whole Numbers)
<b>CC.2.1.4.B.1</b>			
U41-43	Number Sense – Comparison Cards: Comparing Multi-Digit Numbers	U41-43	Dare to Compare Multi-Digit Numbers
U42-44	Number Sense – Pyramid Pinball: Rounding to Any Place	U42-44	Round and Round We Go (Multi-Digit) Numbers
<b>CC.2.1.5.B.1</b>			
U47-49	Number Sense – Comparison Cards: Comparing Decimal Numbers	U47-49	Dare to Compare Decimal Numbers
U48-50	Number Sense – Pyramid Pinball: Rounding Decimals	U48-50	Round and Round We Go (Decimal) Numbers



**Power Path Featured Content (Spanish)**

<b>Newest Features</b>			
Power Path is the next generation of activities for Istation, bringing a more modern approach to the user experience. These activities contain a greater degree of adaptability, many more questions, and a greater sense of agency for the student.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
<b>CC.2.1.K.A.1</b>			
U9-11	Tarjetas de comparación – Comparando grupos o números	U9-11	¿Más o menos? ¿Cuál es mejor?
<b>CC.2.1.1.B.2</b>			
U14-16	Tarjetas de comparación – Comparando números de dos dígitos	U14-16	Atrévete a comparar (Números de dos dígitos)
<b>CC.2.1.3.B.1</b>			
		U37-39	Dando y dando la vuelta (Números Enteros)
<b>CC.2.1.4.B.1</b>			
U41-43	Tarjetas de comparación – Comparando números de múltiples dígitos	U42-44	Atrévete a comparar (Números de dígitos múltiples)
		U42-44	Dando y dando la vuelta (Números de dígitos múltiples)
<b>CC.2.1.5.B.1</b>			
U47-49	Tarjetas de comparación – Comparando números decimales	U47-49	Atrévete a comparar (Decimales)
		U48-50	Dando y dando la vuelta (Decimales)

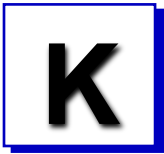


**Kindergarten**

**Counting and Cardinality**

<b>CC.2.1.K.A.1</b>			
Know number names and write and recite the count sequence.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U4	Number Sense – “EZ with a Rock and Roll Beat” (1-10)	U6	Count with Me (1-20)
U4	Number Sense – Identifying Numbers (1-10)	U6	Domino Dot Memory (1-10)
U4	Number Sense – Identify Missing Numbers (1-10)	U7	Counting a Scattered Static Group (1-10)
U4	Number Sense – Number Sequence (1-10)	U7	Calendar Counting (1-30)
U6	Number Sense – “EZ with a Rock and Roll Beat” (1-20)	U8	Counting Sticks (1-20)
U6	Number Sense – Identifying Numbers (1-20)	U8	Counting Objects (1-20)
U6	Number Sense – Identify Missing Numbers (1-20)	U10	Park the Car and Write (1-20)
U6	Number Sense – Number Sequence (1-20)	U11	Writing Numbers Everywhere (5-10)
U7	Number Sense – “EZ with a Rock and Roll Beat” (1-30)	U11	Writing Numbers (10-20)
U7	Number Sense – Identifying Numbers (1-30)	U14	One Hundred Is a Lot
U7	Number Sense – Identify Missing Numbers (1-30)	U14	Roll-Count-Cover – Skip Counting by Tens
U7	Number Sense – Number Sequence (1-30)	U18	Counting Memory
U8	Number Sense – “EZ with a Rock and Roll Beat” (1-50)	U21	The Arrow Says (1-100)
U8	Number Sense – Identifying Numbers (1-50)	U23	Decade Numbers

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<b>CC.2.1.K.A.1</b>			
Know number names and write and recite the count sequence.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U8	Number Sense – Identify Missing Numbers (1-50)	ISIP	Set Stories
U8	Number Sense – Number Sequence (1-50)	ISIP	Ten Frame Puzzles (1-20)
U11	Number Sense – “Writing Our Numbers”	ISIP	Total Amount in a Scattered Group
U11	Number Sense – Writing Numbers Everywhere (1-10)	ISIP	Understanding Ordinal Numbers
U14	Number Sense – “EZ with a Rock and Roll Beat” (1-100)	ISIP	Multiple Representations of Numbers (1-10)
U14	Number Sense – Identifying Numbers (1-100)		
U14	Number Sense – Identify Missing Numbers (1-100)		
U14	Number Sense – Number Sequence (1-100)		
U14	Number Sense – “Hens by Tens” (1-100)		
U14	Number Sense – Count the Hen Amount (1-100)		
U14	Number Sense – Count to the Target Amount (1-100)		
U14	Number Sense – Choose the Correct Amount (1-100)		
U15	Number Sense – “Pattern of the Count” (1-50)		
U15	Number Sense – Place Value Rows (1-50)		
U15	Number Sense – Number Puzzle (1-50)		
U18	Number Sense – Write to Represent Numbers (0-20)		



<b>CC.2.1.K.A.1</b>			
Know number names and write and recite the count sequence.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U19	Number Sense – “Pattern of the Count” (1-20)		
U19	Number Sense – Place Value Columns (by ones and tens to 50)		
U19	Number Sense – Number Puzzle (by ones and tens to 50)		

<b>CC.2.1.K.A.2</b>			
Apply one-to-one correspondence to count the number of objects.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U6	Number Sense – “Counting Cattle” (1-10)	U6	Count with Me (1-20)
U6	Number Sense – Counting in a Line (1-10)	U8	Counting Sticks (1-20)
U6	Number Sense – Counting a Static Scattered Group (1-10)	U8	Counting Objects (1-20)
U6	Number Sense – Remember the Counted Amount (1-10)	ISIP	Set Stories
U7	Number Sense – “Counting Cattle” (1-10)	ISIP	Ten Frame Puzzles (1-20)
U7	Number Sense – Counting Fingers (1-10)	ISIP	Subitizing to Problem Solve
U7	Number Sense – Choose the Correct Amount (1-10)	ISIP	Total Amount in a Scattered Group

# Istation Math Curriculum Correlated to the Pennsylvania Core Standards for Mathematics



<b>CC.2.1.K.A.2</b>			
Apply one-to-one correspondence to count the number of objects.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U7	Number Sense – Counting a Static Scattered Group (1-10)		
U8	Number Sense – “Counting Cattle” (1-20)		
U8	Number Sense – Counting in a Line (1-20)		
U8	Number Sense – Counting in an Array (1-20)		
U8	Number Sense – Counting a Scattered Static Group (1-20)		
U10	Number Sense – “Counting Cattle” (1-20)		
U10	Number Sense – Choose the Correct Amount (1-20)		
U10	Number Sense – Remember the Counted Amount (1-20)		
U10	Number Sense – Counting an Array (1-20)		
U10	Number Sense – Counting a Scattered Static Group (1-20)		

# Istation Math Curriculum Correlated to the Pennsylvania Core Standards for Mathematics



<b>CC.2.1.K.A.2</b>			
Apply one-to-one correspondence to count the number of objects.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U6	Number Sense – “Counting Cattle” (1-10)	U6	Domino Dot Memory (1-10)
U6	Number Sense – Counting in a Line (1-10)	U7	Counting a Scattered Static Group (1-10)
U6	Number Sense – Counting a Static Scattered Group (1-10)	U8	Counting Sticks (1-20)
U6	Number Sense – Remember the Counted Amount (1-10)	U8	Counting Objects (1-20)
U7	Number Sense – “Counting Cattle” (1-10)	U18	Counting Memory
U7	Number Sense – Counting Fingers (1-10)	ISIP	Set Stories
U7	Number Sense – Choose the Correct Amount (1-10)	ISIP	Ten Frame Puzzles (1-20)
U7	Number Sense – Counting a Static Scattered Group (1-10)	ISIP	Total Amount in a Scattered Group
U8	Number Sense – “Counting Cattle” (1-20)	ISIP	Multiple Representations of Numbers (1-10)
U8	Number Sense – Counting in a Line (1-20)	ISIP	Subitizing to Problem Solve
U8	Number Sense – Counting in an Array (1-20)	ISIP	Finding One More or One Less (1-20)
U8	Number Sense – Counting a Scattered Static Group (1-20)		
U10	Number Sense – “Counting Cattle” (1-20)		
U10	Number Sense – Choose the Correct Amount (1-20)		
U10	Number Sense – Remember the Counted Amount (1-20)		



<b>CC.2.1.K.A.3</b>			
Apply the concepts of magnitude to compare numbers and quantities.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		U6	Less/More/Equal Sets of Concrete Objects
		ISIP	Finding One More or One Less (1-20)
		ISIP	Comparing Groups of Objects (1-20)
		ISIP	Multiple Representations of Numbers (1-10)

**Numbers and Operations in Base Ten**

<b>CC.2.1.K.B.1</b>			
Use place value to compose and decompose numbers within 19.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		U15	Digit Deal (1-50)
		U18	Decomposing House with Pictures
		U18	Decomposing House





**Operations and Algebraic Thinking**

<b>CC.2.2.K.A.1</b>			
Extend the concepts of putting together and taking apart to add and subtract within 10.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U9	Computations and Algebraic Thinking – “Part Part Whole in New Orleans” (1-10)	U8	Parts and Wholes
U9	Computations and Algebraic Thinking – Part Part Whole Addition within 10	U9	Roll to Find the Whole
U10	Computations and Algebraic Thinking – “Part Part Whole in New Orleans” (1-10)	U10	Dogs and Cats on Mats (up to 10)
U10	Computations and Algebraic Thinking – Part Part Whole Addition Stories	U12	Ten or Not Ten
U12	Computations and Algebraic Thinking – “Part Part Whole in New Orleans” (1-10)	U13	Whole in the Hand
U12	Computations and Algebraic Thinking – Making Ten Using Tens Frames	U18	Decomposing House with Pictures
U12	Computations and Algebraic Thinking – Identifying Addends Using Tens Frames	U18	Decomposing House
U13	Computations and Algebraic Thinking – “Chicago Pizza Blues” (within 10)	U19	Relative Magnitude with Part Part Whole
U13	Computations and Algebraic Thinking – Subtraction within Ten	U20	Start, Change, Result
U14	Computations and Algebraic Thinking – “Chicago Pizza Blues” (within 10)	U20	Adding with Addend Cards



<b>CC.2.2.K.A.1</b>			
Extend the concepts of putting together and taking apart to add and subtract within 10.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U14	Computations and Algebraic Thinking – Whole Part Part Subtraction Stories (within 10)	U22	Beading the Difference
U18	Number Sense – Decompose Numbers Less than or Equal to Ten	ISIP	Subtraction within Ten
		ISIP	Addition Stories
		ISIP	Subtraction Stories
		ISIP	Count Back to Subtract
		ISIP	Ten Frame Addition

**Geometry**

<b>CC.2.3.K.A.1</b>			
Identify and describe two- and three-dimensional shapes.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U1	Geometry – Identify Circles	U1	Identifying Two-Dimensional Shapes
U1	Geometry – Identify Squares	U3	We’re Going on a Shape Hunt
U3	Geometry – Identify Triangles	U9	Considering Sizes of Shapes
U9	Geometry – Identifying Shapes Regardless of Orientation	U14	Odd One Out



<b>CC.2.3.K.A.2</b>			
Analyze, compare, create, and compose two- and three-dimensional shapes.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U1	Geometry – Identify Circles	U1	Identifying Two-Dimensional Shapes
U1	Geometry – Identify Squares	U3	We’re Going on a Shape Hunt
U3	Geometry – Identify Triangles	U9	Considering Sizes of Shapes
U9	Geometry – Identify Shapes Regardless of Orientation	U9	Mighty Shape Match
U9	Geometry – Classify and Count by Attribute	U14	Shape Four-in-a-Row
U14	Geometry – Identify Three-Dimensional Shapes		

**Measurement and Data**

<b>CC.2.4.K.A.1</b>			
Describe and compare attributes of length, area, weight, and capacity of everyday objects.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U10	Measurement and Data Analysis – Directly Comparing Length	U10	Directly Comparing Length
U10	Measurement and Data Analysis – Directly Comparing Weight	U10	Directly Comparing Weight
U15	Measurement and Data Analysis – Directly Comparing Height	U15	Directly Comparing Height

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<b>CC.2.4.K.A.1</b>			
Describe and compare attributes of length, area, weight, and capacity of everyday objects.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U15	Measurement and Data Analysis – Directly Compare Capacity of Two Containers	U15	Which Holds More? Which Holds Less?

<b>CC.2.4.K.A.4</b>			
Classify objects and count the number of objects in each category.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
		U12	Classify and Compare
		U19	Graphing Tic-Tac-Toe

**Grade 1**

**Numbers and Operations in Base Ten**

<b>CC.2.1.1.B.1</b>			
Extend the counting sequence to read and write numerals to represent objects.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U17	Number Sense – “Pattern of the Count” Count by Ones to 100	U14	One Hundred Is a Lot
U17	Number Sense – Place Value Rows (1-100)	U17	Digit Deal (1-100)
U17	Number Sense – Number Puzzle (1-100)	U18	Mixed-Up, Fixed-Up
U21	Number Sense – “Pattern of the Count” Count by Ones and Tens to 100	U21	The Arrow Says (1-100)
U21	Number Sense – Place Value Columns (1-100)	U23	Decade Numbers
U21	Number Sense – Number Puzzle (1-100)		

<b>CC.2.1.1.B.2</b>			
Use place-value concepts to represent amounts of tens and ones and to compare two-digit numbers.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U23	Number Sense – Decade Numbers: Free Play Number Puzzle	U14	Roll-Count-Cover – Skip Counting by Tens
U23	Number Sense – Decade Numbers: Number Puzzle	U15	Digit Deal (1-50)

<b>CC.2.1.1.B.2</b>			
Use place-value concepts to represent amounts of tens and ones and to compare two-digit numbers.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		U17	Digit Deal (1-100)
		U23	Decade Numbers
		ISIP	Base Ten Block Basics
		ISIP	Matching Numerals and Base Ten Blocks
		ISIP	Base Ten Block Comparison Game

<b>CC.2.1.1.B.3</b>			
Use place value concepts and properties of operations to add and subtract within 100.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U20	Computations and Algebraic Thinking – “The Math Whiz”	U20	Doubles Facts
U20	Computations and Algebraic Thinking – Fact Strategies	U20	Turn Around Addition
U20	Computations and Algebraic Thinking – Commutative Property	U20	Grouping Groceries
U20	Computations and Algebraic Thinking – Associative Property	U20	Identity Property Go Fish!
U20	Computations and Algebraic Thinking – Identity Property	U24	Start, Change, Result! (within 20)
		ISIP	Fact Family Dominoes

<b>CC.2.1.1.B.3</b>			
Use place value concepts and properties of operations to add and subtract within 100.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
		ISIP	Building Sums to Ten
		FP	Addition Fast Track
		FP	Subtraction Fast Track
		FP	Sticky Sums
		FP	Write, Tally, Draw
		FP	Shake It, Make It, Solve It (Addition)
		FP	Wipe Out

**Operations and Algebraic Thinking**

<b>CC.2.2.1.A.1</b>			
Represent and solve problems involving addition and subtraction within 20.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U10	Computations and Algebraic Thinking – “Part Part Whole in New Orleans” (1-20)	U10	Dogs and Cats on Mats (up to Ten)
U10	Computations and Algebraic Thinking – Addition Stories	U12	Ten or Not Ten

# Istation Math Curriculum Correlated to the Pennsylvania Core Standards for Mathematics

1

<b>CC.2.2.1.A.1</b>			
Represent and solve problems involving addition and subtraction within 20.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U12	Computations and Algebraic Thinking – Identifying Addends Using Tens Frames	U13	Whole in the Hand
U16	Computations and Algebraic Thinking – Determine Missing Addend	U20	Turn Around Addition
U16	Computations and Algebraic Thinking – Determine the Unknown Whole Numbers in Addition Sentences	U20	Grouping Groceries
U19	Computations and Algebraic Thinking – “Part Part Whole in New Orleans” (1-20)	U20	Identity Property Go Fish!
U19	Computations and Algebraic Thinking – Part Part Whole Using Ovals	U20	Doubles Facts
U19	Computations and Algebraic Thinking – Part Part Whole Using Ten Frames	ISIP	Building Sums to Ten
U20	Computations and Algebraic Thinking – “Part Part Whole in New Orleans” (1-20)	ISIP	Place Value of Tens and One
U20	Computations and Algebraic Thinking – Addition Stories (1-20) Horizontal Equations	ISIP	Fact Family Dominoes
U20	Computations and Algebraic Thinking – Addition Stories (1-20) Vertical Equations	FP	Addition Fast Track
U20	Computations and Algebraic Thinking – Properties of Addition – Associative Property	FP	Sticky Sums
U20	Computations and Algebraic Thinking – “The Math Whiz”	FP	Write, Tally, Draw



**CC.2.2.1.A.1**

Represent and solve problems involving addition and subtraction within 20.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U20	Computations and Algebraic Thinking – Doubles Strategy	FP	Shake It, Make It, Solve It (Addition)
U20	Computations and Algebraic Thinking – Commutative Property of Addition	FP	Wipe Out
U20	Computations and Algebraic Thinking – Associative Property of Addition		
U20	Computations and Algebraic Thinking – Identity Property of Addition		
U22	Computations and Algebraic Thinking – Whole Part Part “Chicago Pizza Blues” (within 20)		
U22	Computations and Algebraic Thinking – Whole Part Part (within 20)		
U24	Computations and Algebraic Thinking – Subtraction Stories (within 20)		
U24	Computations and Algebraic Thinking – Determine the Unknown Whole Numbers in Subtraction Sentences		

# Istation Math Curriculum Correlated to the Pennsylvania Core Standards for Mathematics

1

<b>CC.2.2.1.A.2</b>			
Understand and apply properties of operations and the relationship between addition and subtraction.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U16	Computations and Algebraic Thinking – Determine the Unknown Whole Number in Addition Sentences	U16	Beginning-Middle-End
U20	Computations and Algebraic Thinking – “The Math Whiz”	U20	Doubles Facts
U20	Computations and Algebraic Thinking – Doubles Strategy	U20	Turn Around Addition
U20	Computations and Algebraic Thinking – Commutative Property of Addition	U20	Grouping Groceries
U20	Computations and Algebraic Thinking – Associative Property of Addition	U20	Identity Property Go Fish!
U20	Computations and Algebraic Thinking – Identity Property of Addition	ISIP	Counting on Cards
U22	Computations and Algebraic Thinking – Whole Part Part “Chicago Pizza Blues” (within 20)	ISIP	Fact Family Dominoes
U22	Computations and Algebraic Thinking – Whole Part Part (within 20)	ISIP	Associative Property of Addition
U24	Computations and Algebraic Thinking – Subtraction Stories (within 20)	ISIP	Commutative Property of Addition
U24	Computations and Algebraic Thinking – Determine the Unknown Whole Numbers in Subtraction Sentences		
U24	Computations and Algebraic Thinking – Determine the Unknown Whole Numbers in Subtraction Sentences		

**Geometry**

**CC.2.3.1.A.1**

Compare and distinguish between two- and three-dimensional shapes based on their attributes.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
		U14	Shape Four-in-a-Row

**CC.2.3.1.A.2**

Use the understanding of fractions to partition shapes into halves and quarters.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U18	Geometry – Identify Halves and Fourths	U18	Fraction Four-in-a-Row

**Measurement and Data**

**CC.2.4.1.A.2**

Tell and write time in hours and half-hours using both analog and digital clocks.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U16	Measurement and Data Analysis – Tell Time to the Nearest Hour	U16	What Does the Clock Say?

**CC.2.4.1.A.2**

Tell and write time in hours and half-hours using both analog and digital clocks.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U16	Measurement and Data Analysis – Tell and Write Time from Analog and Digital Clock to the Nearest Half Hour	U16	Roll the Clock
U19	Measurement and Data Analysis – Tell and Write Time from Analog/Digital Clocks to the Nearest Hour and Half Hour	U19	Set the Time and Go!

**CC.2.4.1.A.4**

Represent and interpret data using tables/charts.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
		U19	Graphing Tic-Tac-Toe
		ISIP	Picture Graphs to the Rescue!
		ISIP	Analyze and Add Using Picture Graphs
		ISIP	Graphing Three Ways
		ISIP	Determining Most and Least with Graphs
		ISIP	Read and Analyze Bar Graphs

**Grade 2**

**Numbers and Operations in Base Ten**

<b>CC.2.1.2.B.1</b>			
Use place value concepts to represent amounts of tens and ones and to compare three-digit numbers.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U30	Number Sense – Writing Standard Form from Expanded Form	U30	Building Numbers Using Base Ten Blocks
U30	Number Sense – Writing Expanded Form from Standard Form	U30	Writing Expanded Form from Standard Form
U30	Number Sense – Writing Word Form from Expanded and Standard Form	U30	Writing Word Form from Expanded and Standard Form
U30	Number Sense – Comparing Two Two-Digit Whole Numbers	U30	Comparison – Two-Digit Numbers: Language and Symbols
U30	Number Sense – Comparing Two Three-Digit Numbers	U30	Comparison – Three-Digit Numbers
U30	Number Sense – Comparing Two Three-Digit Whole Numbers with Zeroes	ISIP	Equivalent Representations
		ISIP	Build a Base Ten Cube
		ISIP	Creating Numbers with Base Ten Blocks
		ISIP	Expanded Form Place Value Cups
		ISIP	Writing Standard Form from Expanded Form
		ISIP	Steps for Comparing Three-Digit Numbers

<b>CC.2.1.2.B.1</b>			
Use place value concepts to represent amounts of tens and ones and to compare three-digit numbers.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
		ISIP	Building and Comparing Three-Digit numbers

<b>CC.2.1.2.B.2</b>			
Use place value concepts to read, write, and skip count to 1000.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U30	Number Sense – Writing Standard Form from Expanded Form	U30	Building Numbers Using Base Ten Blocks
U30	Number Sense – Writing Expanded Form from Standard Form	U30	Writing Expanded Form from Standard Form
U30	Number Sense – Writing Word Form from Expanded and Standard Form	U30	Writing Word Form from Expanded and Standard Form
		ISIP	Equivalent Representations
		ISIP	Build a Base Ten Cube
		ISIP	Creating Numbers with Base Ten Blocks
		ISIP	Expanded Form Place Value Cups
		ISIP	Writing Standard Form from Expanded Form

<b>CC.2.1.2.B.3</b>			
Use place value understanding and properties of operations to add and subtract within 1000.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U31	Computations and Algebraic Thinking – Adding with Regrouping Using Concrete Models	U31	Adding with Regrouping – Concrete
U31	Computations and Algebraic Thinking – Subtracting with Regrouping Using Concrete Models	U31	Addition Using Partitioning
U31	Computations and Algebraic Thinking – Adding with Regrouping – Partitioning	U31	Subtraction Using Partitioning
U31	Computations and Algebraic Thinking – Subtracting with Regrouping – Partitioning	U31	Adding on a Number Line
U31	Computations and Algebraic Thinking – Adding on a Number Line	U31	Subtracting on a Number Line
U31	Computations and Algebraic Thinking – Subtracting on a Number Line	U31	Fact Families – Addition and Subtraction
U31	Computations and Algebraic Thinking – Fact Families – Addition and Subtraction	U32	Build Multistep Equations
U32	Computations and Algebraic Thinking – Two-Step Word Problems with Unknowns at the End	U32	Build and Solve Two-Step Equations with Addition and Subtraction
U32	Computations and Algebraic Thinking – Two-Step Word Problems with Unknowns in the Middle	U32	Build Multistep Equations with Multiple Operations
		U32	Solve Multistep Equations
		ISIP	Choosing the Operation
		ISIP	Partitioning for Addition

<b>CC.2.1.2.B.3</b>			
Use place value understanding and properties of operations to add and subtract within 1000.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		ISIP	Using Arrow Paths to Add and Subtract
		FP	Fact Family Dominos (Addition/Subtraction)
		FP	Addition Fast Track
		FP	Subtraction Fast Track
		FP	Left-Hand, Right-Hand Grab Bag
		FP	Shake It! Make It! Solve It! Addition
		FP	Sticky Sums
		FP	Wipe Out
		FP	Write, Tally, Draw

**Operations and Algebraic Thinking**

<b>CC.2.2.2.A.2</b>			
Use mental strategies to add and subtract within 20.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U32	Computations and Algebraic Thinking – Two-Step Word Problems with Unknowns at the End	U31	Fact Families – Addition and Subtraction



<b>CC.2.2.2.A.2</b>			
Use mental strategies to add and subtract within 20.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U32	Computations and Algebraic Thinking – Two-Step Word Problems with Unknowns in the Middle	U32	Build and Solve Two-Step Equations with Addition and Subtraction
		U32	Build Multistep Equations with Multiple Operations
		U32	Solve Multistep Equations
		ISIP	Addition and Subtraction Fact Families
		FP	Fact Family Dominos (Addition/Subtraction)
		FP	Addition Fast Track
		FP	Subtraction Fast Track
		FP	Left-Hand, Right-Hand Grab Bag
		FP	Shake It! Make It! Solve It! Addition
		FP	Sticky Sums
		FP	Wipe Out
		FP	Write, Tally, Draw
		FP	Building Sums to Twenty

<b>CC.2.2.2.A.3</b>			
Work with equal groups of objects to gain foundations for multiplication			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U30	Computations and Algebraic Thinking – Even and Odd Pairing	U30	Determining Even and Odd by Pairing
U32	Computations and Algebraic Thinking – Addition Arrays	U32	Addition Arrays

**Geometry**

<b>CC.2.3.2.A.2</b>			
Use the understanding of fractions to partition shapes into halves, quarters and thirds.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U32	Geometry – Partitioning to Identify Halves, Thirds, and Fourths	U32	Equal Shares of Identical Wholes
U32	Geometry – Equal Shares of Identical Wholes		

**Measurement and Data**

<b>CC.2.4.2.A.1</b>			
Measure and estimate lengths in standard units using appropriate tools.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U33	Measurement – Choose Units and Measure Lengths	U33	Choosing Units of Linear Measurement
U33	Measurement – Measure to the Nearest Centimeter	U33	Measure to the Nearest Inch
		U33	Measure to the Nearest Centimeter
		ISIP	Appropriate Tools for Linear Measurement
		ISIP	How to Use Linear Measurement Tools
		ISIP	Measuring Objects
		ISIP	Ruler Relay
		ISIP	Choosing Units of Linear Measurement
		ISIP	Measure to the Nearest Inch

<b>CC.2.4.2.A.2</b>			
Tell and write time to the nearest five minutes using both analog and digital clocks.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>		<b>Teacher Resources</b>
U34	Measurement – Tell Time to the Nearest Five Minutes	U34	Time to the Nearest Five Minutes

**CC.2.4.2.A.2**

Tell and write time to the nearest five minutes using both analog and digital clocks.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience		Teacher Resources
		U34	Time – AM and PM
		U34	Time to the Quarter Hour

**CC.2.4.2.A.3**

Solve problems using coins and paper currency with appropriate symbols.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
		U32	Money Word Problems

**CC.2.4.2.A.4**

Represent and interpret data using line plots, picture graphs, and bar graphs.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U33	Data Analysis – Solving Problems Using Information Presented in Picture Graphs	U33	Creating Picture Graphs
U33	Data Analysis – Solving Problems Using Information Presented in Bar Graphs	U33	Interpreting Picture Graphs
		U33	Analyzing Picture Graphs

**CC.2.4.2.A.4**

Represent and interpret data using line plots, picture graphs, and bar graphs.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
		U33	Creating Bar Graphs
		U33	Interpreting Bar Graphs
		U33	Analyzing Bar Graphs

**CC.2.4.2.A.6**

Extend the concepts of addition and subtraction to problems involving length.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U31	Computations and Algebraic Thinking – Adding on a Number Line	U31	Adding on a Number Line
U31	Computations and Algebraic Thinking – Subtracting on a Number Line	U31	Subtracting on a Number Line

**Grade 3**

**Numbers and Operations in Base Ten**

**CC.2.1.3.B.1**

Apply place value understanding and properties of operations to perform multi-digit arithmetic.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U36	Computations and Algebraic Thinking – Two-Step Word Problems – All Operations	U36	Build and Solve Two-Step Equations with All Operations

**Number and Operations – Fractions**

**CC.2.1.3.C.1**

Explore and develop an understanding of fractions as number.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U37	Number Sense – Equivalent Fractions	U37	Fractions Equivalent to One
U37	Number Sense – Fractions Equivalent to One	U37	Fractions Equivalent to Whole Numbers
U37	Number Sense – Many Equivalent Fractions	U37	Mixed Fractions on a Number Line
U37	Number Sense – Fractions Equivalent to Whole Numbers	U37	Many Equivalent Fractions
U37	Number Sense – Mixed Numbers	U37	Identifying Equivalent Fractions
U37	Number Sense – Comparing Fractions with the Same Denominator		

<b>CC.2.1.3.C.1</b>			
Explore and develop an understanding of fractions as number.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U37	Number Sense – Comparing Fractions with the Same Numerator	U37	Comparison – Fractions and Whole Numbers – Symbols
		U37	Comparing Fractions with Like Numerators
		U37	Identify Equivalent Fractions
		ISIP	Comparing Fractions Using Models
		ISIP	Comparing Fractions
		ISIP	Identify Equivalent Fractions Using Area Models
		ISIP	Recognizing Fractions in Different Forms
		ISIP	Writing Fractions Using Symbolic Notation

**Operations and Algebraic Thinking**

<b>CC.2.2.3.A.1</b>			
Represent and solve problems involving multiplication and division.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U35	Computations and Algebraic Thinking – Arithmetic Patterns in Multiplication	U35	Arithmetic Patterns in Multiplication
U36	Computations and Algebraic Thinking – Multiply One-Digit Numbers Using Concrete Models	U36	One-Digit by One-Digit Multiplication
U36	Computations and Algebraic Thinking – Multiply One-Digit Numbers Using 1×1 Arrays	U36	Multiplying Two One-Digit Numbers with Arrays
U36	Computations and Algebraic Thinking – Multiplication and Division Fact Families	U36	Problem Solving without Numbers: Multiplication and Division
U36	Computations and Algebraic Thinking – Build and Solve Two-Step Equations with All Operations	U36	Fact Families: Multiplication and Division
		U36	Build and Solve Two-Step Equations with All Operations
		ISIP	Doubling and Halving
		ISIP	Practicing with Fact Families
		ISIP	Using Strip Diagrams to Solve Compare Problems
		ISIP	Relating Multiplication and Division
		ISIP	Practicing Fact Families
		FP	Wipe Out



CC.2.2.3.A.1			
Represent and solve problems involving multiplication and division.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		FP	Multominoes
		FP	Tall Towers
		FP	Dice Blocks
		FP	Sticky Products
		FP	Multiplication Fast Track
		FP	Division Fast Track
		FP	Shake It! Make It! Solve It! (Multiplication)

CC.2.2.3.A.2			
Understand properties of multiplication and the relationship between multiplication and division.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U36	Computations and Algebraic Thinking – Properties of Multiplication	U36	Fact Families: Multiplication and Division
U36	Computations and Algebraic Thinking – Fact Families – Multiplication and Division	ISIP	Doubling and Halving
		ISIP	Relating Multiplication and Division
		ISIP	Practicing Fact Families

**CC.2.2.3.A.2**

Understand properties of multiplication and the relationship between multiplication and division.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
		ISIP	Using Strip Diagrams to Solve Compare Problems
		ISIP	Commutative Property of Multiplication
		ISIP	Associative Property of Multiplication

**CC.2.2.3.A.3**

Demonstrate multiplication and division fluency

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U35	Computations and Algebraic Thinking – Arithmetic Patterns in Multiplication	U35	Arithmetic Patterns in Multiplication
U36	Computations and Algebraic Thinking – Multiply One-Digit Numbers Using Concrete Models	U36	One-Digit by One-Digit Multiplication
U36	Computations and Algebraic Thinking – Fact Families – Multiplication and Division	U36	Multiplying Two One-Digit Numbers with Arrays
U36	Computations and Algebraic Thinking – Two-Step Word Problems – All Operations	U36	Build and Solve Two-Step Equations with All Operations
U36	Computations and Algebraic Thinking – Properties of Multiplication	U36	Fact Families: Multiplication and Division
		ISIP	Doubling and Halving

<b>CC.2.2.3.A.3</b>			
Demonstrate multiplication and division fluency			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
		ISIP	Relating Multiplication and Division
		ISIP	Practicing Fact Families
		ISIP	Strip Diagrams – Compare Problems
		ISIP	Practicing Fact Families
		ISIP	Using Strip Diagrams to Solve Compare Problems
		FP	Multominoes
		FP	Tall Towers
		FP	Dice Blocks
		FP	Wipe Out
		FP	Sticky Products
		FP	Multiplication Fast Track
		FP	Division Fast Track
		FP	Shake It! Make It! Solve It! (Multiplication)

**CC.2.2.3.A.4**

Solve problems involving the four operations, and identify and explain patterns in arithmetic.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U35	Computations and Algebraic Thinking – Arithmetic Patterns in Multiplication	U35	Arithmetic Patterns in Multiplication
U36	Computations and Algebraic Thinking – Two-Step Word Problems – All Operations	U35	Addition Problem-Solving Strategies
		U35	Subtraction Problem-Solving Strategies
		U35	Problem Solving without Numbers: Addition and Subtraction
		U36	Build and Solve Two-Step Equations with All Operations
		U36	Problem Solving without Numbers: Multiplication and Division

**Geometry**

<b>CC.2.3.3.A.1</b>			
Identify, compare, and classify shapes and their attributes.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U38	Geometry – Attributes of Quadrilaterals	U38	Understanding Quadrilaterals
		ISIP	Defining Quadrilaterals by Attributes

<b>CC.2.3.3.A.2</b>			
Use the understanding of fractions to partition shapes into parts with equal areas and express the area of each part as a unit fraction of the whole.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		ISIP	Recognizing Fractions in Different Forms
		ISIP	Finding the Area of Rectangles

**Measurement and Data**

<b>CC.2.4.3.A.2</b>			
Tell and write time to the nearest minute and solve problems by calculating time intervals.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U39	Measurement and Data Analysis – Elapsed Time on a Number Line	U39	Elapsed Time within One Hour
		U39	Elapsed Time Across Hours

<b>CC.2.4.3.A.4</b>			
Represent and interpret data using tally charts, tables, pictographs, line plots, and bar graphs.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U39	Measurement and Data Analysis – Two-Step Word Problems with Bar Graphs	U39	Solving Two–Step Problems Using Bar Graphs

<b>CC.2.4.3.A.5</b>			
Determine the area of a rectangles and apply the concept to multiplication and to addition.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		ISIP	Areas of Squares
		ISIP	Finding the Area of Squares

<b>CC.2.4.3.A.5</b>			
Determine the area of a rectangles and apply the concept to multiplication and to addition.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		ISIP	Finding the Area of Polygons

<b>CC.2.4.3.A.6</b>			
Solve problems involving perimeters of polygons and distinguish between linear and area measures.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U38	Measurement – Perimeter Word Problems	U38	Finding Perimeter
		U38	Finding Missing Side Lengths in Word Problems
		ISIP	Measuring Perimeter of Polygons
		ISIP	Areas of Squares
		ISIP	Finding the Area of Squares
		ISIP	Finding the Area of Polygons

**Grade 4**

**Numbers and Operations in Base Ten**

**CC.2.1.4.B.1**

Apply place value concepts to show an understanding of multi-digit whole numbers.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U40	Number Sense – Expanded Form to Thousands	U40	Writing Expanded Form from Standard through Thousands and Millions
U40	Number Sense – Standard Form to Thousands	U40	Writing Standard Form from Expanded through Thousands and Millions
U40	Number Sense – Expanded Form to Millions	U40	Writing Word Form from Expanded and Standard through Thousands and Millions
U40	Number Sense – Writing Expanded Form from Standard Form through Millions	U40	Rounding – Nearest Thousand
U40	Number Sense – Rounding to the Nearest Thousand	U40	Rounding – Nearest Ten, Hundred, Thousand
U40	Number Sense – Round to Any Place up to Thousands with Number Line	U40	Rounding within Three- and Four-Digit Numbers – Number Line
U40	Number Sense – Round to Any Place up to Thousands with Algorithm	U40	Rounding within Three- and Four-Digit Numbers – Abstract
U40	Number Sense – Rounding Zero	U40	Zero as the Rounding Digit



CC.2.1.4.B.2			
Use place value understanding and properties of operations to perform multi-digit arithmetic.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U41	Computations and Algebraic Thinking – Multiply Two-Digit Numbers with Models	ISIP	Adding Multi-Digit Numbers and Checking for Reasonableness
		U41	Two-Digit by Two-Digit Concrete Multiplication

**Numbers and Operations – Fractions**

CC.2.1.4.C.1			
Extend the understanding of fractions to show equivalence and ordering.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U43	Number Sense – Determine Equivalent Fractions with Models	U43	Fraction Comparison Using Benchmark Fractions
U43	Number Sense – Comparing Fractions Using Benchmark Fractions	U43	Compare Fractions- Symbols
U43	Number Sense – Compare Fractions Using Symbols	U43	Compare Fractions by Creating Common Denominators
U43	Number Sense – Comparing Fractions with Unlike Denominators	ISIP	Comparing Fractions
		ISIP	Using Area Models to Compare Fractions

**CC.2.1.4.C.2**

Build fractions from unit fractions by applying and extending previous understandings of operations on whole numbers.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U43	Number Sense – Decomposing Fractions	U43	Add Like Denominators of Ten and One Hundred
U43	Number Sense – Adding Fractions with Like Denominators of Ten and One Hundred	U43	Adding Denominators of Ten to Denominators of One Hundred
U43	Number Sense – Adding Fractions with Denominators of Ten and One Hundred		

**CC.2.1.4.C.3**

Connect decimal notation to fractions and compare decimal fractions (base 10 denominator, e.g., 19/100)

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U43	Computations and Algebraic Thinking – Determine Equivalent Fractions Tenths and Hundredths	U43	Expressing Equivalent Fractions with Denominators of Ten and One Hundred
U43	Computations and Algebraic Thinking – Add Tenths to Hundredths	U43	Adding Like Denominators of Ten and One Hundred
U43	Number Sense – Determine Equivalent Fractions (Tenths and Hundredths)	U43	Add Denominators of Ten to Denominators of One Hundred
U43	Number Sense – Determine Equivalent Fractions Using Models	U43	Decimals as Fractions (Tenths and Hundredths)
U43	Number Sense – Understanding Decimals (0.1-0.9 and 0.01-0.09)		

<b>CC.2.1.4.C.3</b>			
Connect decimal notation to fractions and compare decimal fractions (base 10 denominator, e.g., 19/100)			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U43	Number Sense – Understanding Decimals 0.1-0.9	U43	Standard and Word Form of Decimals (0.01-0.09 and 0.1-0.9)
U43	Number Sense – Understanding Decimals with Visual Models 0.01-1.99	U43	Standard and Word form of Decimals (0.10-0.90)
		U43	Standard and Word form of Decimals (0.01-1.99)
		ISIP	Comparing and Ordering Decimals
		ISIP	Understand Decimal Numbers with Fractional Language
		ISIP	Fraction to Decimal Equivalence

**Operations and Algebraic Thinking**

<b>CC.2.2.4.A.1</b>			
Represent and solve problems involving the four operations.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U42	Computations and Algebraic Thinking – Solve Multistep Word Problems	U42	Building and Solving Multistep Equations with All Operations
		ISIP	Using Multiplication to Solve If-Then Word Problems

**Geometry**

**CC.2.3.4.A.1**

Draw lines and angles and identify these in two-dimensional figures.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
		U45	Measuring Angles with a Protractor
		ISIP	Line and Angle Identification

**Measurement and Data**

**CC.2.4.4.A.1**

Solve problems involving measurement and conversions from a larger unit to a smaller unit.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U44	Measurement and Data Analysis – Word Problems with Various Measurements	U44	Converting Units of Measurement in Word Problems

**CC.2.4.4.A.4**

Represent and interpret data involving fractions using information provided in a line plot.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U45	Data Analysis – Line Plots with Fractional Data	U45	Line Plots with Fractional Data
U45	Data Analysis – Analyzing Line Plots	U45	Finding Scales of Line Plots

<b>CC.2.4.4.A.6</b>			
Measure angles and use properties of adjacent angles to solve problems.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U45	Geometry – Measuring Angles with a Protractor	U45	Measuring Angles with a Protractor
		ISIP	Line and Angle Identification

**Grade 5**

**Numbers and Operations in Base Ten**

<b>CC.2.1.5.B.1</b>			
Apply place value concepts to show an understanding of operations and rounding as they pertain to whole numbers and decimals.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U46	Number Sense – Multiplying Decimals by Ten and One Hundred	U46	Multiplying Decimals by Ten and One Hundred
U46	Number Sense – Dividing Decimals by Ten and One Hundred	U46	Dividing Decimals by Ten and One Hundred
U46	Number Sense – Exploring Powers of Ten	U46	Multiplying and Dividing Decimals by Powers of Ten
U46	Number Sense – Multiplying and Dividing Decimals by Powers of Ten	U46	Exploring Powers of Ten
U46	Number Sense – Compare Decimals Visually on the Number Line	U46	Decimal Grids and Place Value Mats
U46	Number Sense – Compare Tenths and Hundredths on a Number Line	U46	Decimal Comparison on the Number Line
U46	Number Sense – Compare Tenths and Hundredths (with visual aids)	U46	Abstract Decimal Comparison
U46	Number Sense – Abstract Comparison of Decimals to Thousandths	U46	Decimals with Whole Number Comparison
U46	Number Sense – Round Decimals on the Number Line	U46	Rounding Decimals on the Number Line
U46	Number Sense – Round Decimals with the Rounding Algorithm	U46	Rounding Decimals with the Rounding Algorithm

<b>CC.2.1.5.B.1</b>			
Apply place value concepts to show an understanding of operations and rounding as they pertain to whole numbers and decimals.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U46	Number Sense – Round Decimals with Whole Numbers		
U46	Number Sense – Round Decimals on the Number Line		

<b>CC.2.1.5.B.2</b>			
Extend an understanding of operations with whole numbers to perform operations including decimals.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U46	Computations and Algebraic Thinking – Visual Representation for Multiplying Decimals	U46	Multiplying Decimals by Ten and One Hundred
U46	Computations and Algebraic Thinking – Multiply Decimals by Powers of Ten	U46	Dividing Decimals by Ten and One Hundred
U46	Computations and Algebraic Thinking – Divide Decimals by Powers of Ten	U46	Multiplying and Dividing Decimals by Powers of Ten
U46	Computations and Algebraic Thinking – Multiply and Divide Decimals by Powers of Ten	U47	Decimal Addition
U47	Computations and Algebraic Thinking – Divide Three-Digit by Two-Digit Numbers with an Area Model	U47	Decimal Subtraction
U47	Computations and Algebraic Thinking – Divide Four-Digit Numbers by Two-Digit Numbers	U47	Concrete Decimal Division
		U47	Representational Decimal Division

<b>CC.2.1.5.B.2</b>			
Extend an understanding of operations with whole numbers to perform operations including decimals.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		U47	Decimal Division
		U47	Four-Digit by Two-Digit Division (Partial Quotients)
		ISIP	Estimating Quotients Using Compatible Numbers
		ISIP	Using Models to Practice Extended Division Facts
		ISIP	Models for Understanding Remainders
		ISIP	Calculating Reasonable Estimates of Decimal Number Sums
		ISIP	Adding and Subtracting Decimal Numbers in a Word Problem

**Numbers and Operations – Fractions**

<b>CC.2.1.5.C.1</b>			
use understanding of equivalency to add and subtract fractions.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U48	Computations and Algebraic Thinking – Add Fractions with Unlike Denominators	U48	Adding Fractions with Unlike Denominators
U48	Computations and Algebraic Thinking – Subtract Fractions with Unlike Denominators	U48	Subtracting Fractions with Unlike Denominators



<b>CC.2.1.5.C.1</b>			
use understanding of equivalency to add and subtract fractions.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U48	Computations and Algebraic Thinking – Add Fractions with Unlike Denominators	ISIP	Adding and Subtracting Fractions with Unlike Denominators
U48	Computations and Algebraic Thinking – Subtract Fractions with Unlike Denominators		

<b>CC.2.1.5.C.2</b>			
Apply and extend previous understandings of multiplication and division to multiply and divide fractions.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U48	Computations and Algebraic Thinking – Multiply Fractions with Improper Fractions	U48	Multiplying by Fractions Less Than One
U48	Computations and Algebraic Thinking – Multiply by Fractions Less than One	U48	Multiplying by Fractions Less Than One (Extra Practice)
U48	Computations and Algebraic Thinking – Multiply by Fractions Greater than One	U48	Multiplying Fractions Less Than One with Improper Fractions
U50	Measurement and Data Analysis – Multiply Fractions to Find the Area of a Rectangle	U48	Multiplying Whole Numbers by Fractions Greater Than One
		U50	Area of a Rectangle with Fractional Side Lengths

**Operations and Algebraic Thinking**

<b>CC.2.2.5.A.1</b>			
Interpret and evaluate numerical expressions using order of operations.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U49	Computations and Algebraic Reasoning – Evaluate Numerical Expressions with Parentheses	U49	Evaluating Numerical Expressions with Parentheses
U49	Computations and Algebraic Reasoning – Interpret Numerical Expressions with Parentheses	U49	Identifying Expressions in Scenarios
U49	Computations and Algebraic Reasoning – Write Numerical Expressions from Words	U49	Writing Expressions from Words – Addition and Subtraction
		U49	Writing Expressions from Words – Subtraction

<b>CC.2.2.5.A.4</b>			
Analyze patterns and relationships using two rules.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
<b>Code</b>	<b>Digital Student Experience</b>	<b>Code</b>	<b>Teacher Resources</b>
U51	Computations and Algebraic Thinking – Comparing Points on a Coordinate Plane	U51	Plotting Points on a Coordinate Grid
		U51	Graphing and Analyzing Lines

**Geometry**

**CC.2.3.5.A.1**

Graph points in the first quadrant on the coordinate plane and interpret these points when solving real world and mathematical problems.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
U51	Geometry – Graph Points in a Coordinate Plane	U51	Plotting Points on a Coordinate Grid
U51	Computations and Algebraic Thinking – Comparing Points on a Coordinate Plane	ISIP	Identifying and Plotting Ordered Pairs on the Coordinate Plane

**Measurement and Data**

**CC.2.3.5.A.2**

Classify two-dimensional figures into categories based on an understanding of their properties.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
		ISIP	Analyzing Properties of Two- and Three-Dimensional Figures

**CC.2.4.5.A.1**

Solve problems using conversions within a given measurement system.

MP 1, 2, 3, 4, 5, 6, 7, 8

Code	Digital Student Experience	Code	Teacher Resources
		ISIP	Converting Standard Units of Measurement

<b>CC.2.4.5.A.1</b>			
Solve problems using conversions within a given measurement system.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
		ISIP	Performing Customary Measurement Conversions

<b>CC.2.4.5.A.6</b>			
Apply concepts of volume to solve problems and relate volume to multiplication and division.			
MP 1, 2, 3, 4, 5, 6, 7, 8			
Code	Digital Student Experience	Code	Teacher Resources
U50	Measurement – Volume of Irregular Figures	U50	Volume of Rectangular Prisms
		U50	Volume of Irregular Figures
		ISIP	Integrating Fact Practice and Volume



**Appendix**

**Classroom Resource**

<b>General Graphic Organizers</b>	
<b>Code</b>	<b>Teacher Resources</b>
CR	Dot Paper
CR	Frayer Model
CR	Frayer Model (multiple)
CR	Grid Paper
CR	Grid Paper (cm)
CR	Grid Paper (in)
CR	If-Then Diagram (Large)
CR	If-Then Diagrams
CR	Multiple Number Lines (10-100)
CR	Number Cards (1-10)
CR	Number Cards (1-20)
CR	Number Line 0-10 (Labeled and Blank)
CR	Number Line 0-100 (Labeled and Blank)
CR	Number Line 0-20 (Labeled and Blank)
CR	Number Line 0-50 (Labeled and Blank)
CR	Place Value Mat: 3-Column (Blank)



<b>General Graphic Organizers</b>	
<b>Code</b>	<b>Teacher Resources</b>
CR	Place Value Mat: 4-Column (Blank)
CR	Ten Frame
CR	Three-Digit Number Cards
CR	Types of Word Problems Anchor Chart

<b>Number Sense</b>	
<b>Code</b>	<b>Teacher Resources</b>
CR	100 Chart
CR	120 Chart
CR	Base Ten Block Cards (0-50)
CR	Base Ten Block Cards (Multiples of Ten)
CR	Counting Strips (1-10)
CR	Counting Strips (1-20)
CR	Decimal Cards
CR	Decimal Grid: Thousandths
CR	Decimal Grids: Tenths and Hundredths
CR	Decimal Models: One Whole through Thousandths
CR	Decimal Place Value: Grid and Chart – Hundredths



<b>Number Sense</b>	
<b>Code</b>	<b>Teacher Resources</b>
CR	Decimal Place Value: Grid and Chart – Tenths
CR	Decimal Place Value: Grid and Chart – Thousandths
CR	Even and Odd Chart
CR	Fraction Bars
CR	Fraction Equivalency Cards
CR	Fraction Model Graphic Organizer
CR	Multiple Representations of Numbers (1-10)
CR	Place Value Anchor Chart: Tens and Ones
CR	Place Value Mat: Multiple Representations to Millions (Labeled)
CR	Place Value Mat: Multiple Representations to Thousands (Labeled)
CR	Place Value Mat: Tens and Ones (Labeled)
CR	Place Value Word Cards
CR	Ten Frame Dot Cards (Large)
CR	Ten Frame Dot Cards (Small)

<b>Computations and Algebraic Thinking</b>	
<b>Code</b>	<b>Teacher Resources</b>
CR	Algebra Tiles



<b>Computations and Algebraic Thinking</b>	
<b>Code</b>	<b>Teacher Resources</b>
CR	Algebraic Strip Diagrams
CR	Coordinate Plane
CR	Missing Factor Cards
CR	Multiplication/Division Fact Family Template
CR	Operation Symbol Cards
CR	Part Part Whole Mat
CR	Problem Solving Cards – Addition and Subtraction
CR	Subitizing Cards (1-5)

<b>Measurement</b>	
<b>Code</b>	<b>Resources</b>
CR	Customary Unit Conversion Cards – Linear Measurement
CR	Customary Unit Conversion Cards – Liquid Measurement
CR	Linear Measurement Bundle (Includes the following five resources)
CR	Linear Measurement Anchor Chart
CR	Linear Measurement Body Benchmarks Anchor Chart
CR	Linear Measurement Graphic Organizer
CR	Linear Measurement Steps Anchor Chart





<b>Measurement</b>	
<b>Code</b>	<b>Resources</b>
CR	Linear Measurement Yards vs. Meters Anchor Chart

<b>Data Analysis</b>	
<b>Code</b>	<b>Teacher Resources</b>
CR	Analyzing Line Plots

<b>Geometry</b>	
<b>Code</b>	<b>Teacher Resources</b>
CR	Three-Dimensional Figure Nets
CR	Two-Dimensional Shapes

**Parent Portal Lessons**

<b>Early Math PK-1</b>	
<b>Code</b>	<b>Teacher Resources</b>
PP	Fact Practice: Addition Fast Track
PP	Fact Practice: Addition Road Racing
PP	Fact Practice: Building Sums with Dice
PP	Fact Practice: Choose the Operation (Addition and Subtraction)
PP	Fact Practice: Counting to Answer Math Questions
PP	Fact Practice: Matching Numerals to Quantities

# Istation Math Curriculum Correlated to the Pennsylvania Core Standards for Mathematics



<b>Early Math PK-1</b>	
<b>Code</b>	<b>Teacher Resources</b>
PP	Fact Practice: Recognizing, Ordering, and Counting
PP	Fact Practice: Shake It! Make It! Solve It! (Addition)
PP	Fact Practice: Skip Counting Raceway (Skip Counting by Fives and Tens)
PP	Fact Practice: Skip Counting Raceway (Skip Counting by Twos)
PP	Fact Practice: Sticky Sums
PP	Fact Practice: Subtraction Fast Track
PP	Fact Practice: Subtraction Road Racing
PP	Fact Practice: Write, Tally, Draw (Addition)
PP	Practice Sorting by Attributes

<b>Istation Math 2-5</b>	
<b>Code</b>	<b>Teacher Resources</b>
PP	Fact Practice: Adding on a Number Line
PP	Fact Practice: Addition and Subtraction Fact Families
PP	Fact Practice: Choose the Operation (Addition and Subtraction)
PP	Fact Practice: Choose the Operation (Multiplication and Division)
PP	Fact Practice: Fact Family Dominoes (Addition/Subtraction)
PP	Fact Practice: Identifying Halves, Thirds, Fourths

# Istation Math Curriculum Correlated to the Pennsylvania Core Standards for Mathematics



<b>Istation Math 2-5</b>	
<b>Code</b>	<b>Teacher Resources</b>
PP	Fact Practice: Multiplication and Division Fact Family Triangles
PP	Fact Practice: Multiplication Fast Track
PP	Fact Practice: Multiply Then Add
PP	Fact Practice: Multominoes
PP	Fact Practice: Shake It! Make It! Solve It! (Multiplication)
PP	Fact Practice: Sticky Products
PP	Fact Practice: Subtracting on a Number Line
PP	Fact Practice: Two-Digit Comparison: Who Has More?
PP	Fact Practice: Two-Digit Comparison: Who Has Less?
PP	Fact Practice: Three- and Four-Digit Comparison: Who Has More?
PP	Fact Practice: Three- and Four-Digit Comparison: Who Has Less?
PP	Fact Practice: Understanding Decimal Numbers
PP	Fact Practice: Write, Expand, Sketch
PP	Fact Practice: Writing Expressions from Scenarios
PP	Practice Linear Measurement Scavenger Hunt (Centimeter)
PP	Practice Linear Measurement Scavenger Hunt (Inches)
PP	Practice Plotting Points on a Coordinate Plane