

Unit	Work Place	Location	Standards
1	1A Unifix Cubes	Module 1, Session 1	1.NBT.1, 1.MD.2
	1B Pattern Blocks	Module 1, Session 1	Supports 1.OA and 1.G; 1.G.2
	1C Dominoes	Module 1, Session 1	1.OA.5, 1.OA.6
	1D Polydrons	Module 1, Session 3	Supports 1.G; 1.G.2
	1E Geoboards	Module 1, Session 3	Supports 1.G; 1.G.1, 1.G.2
	1F Spin & Write	Module 2, Session 4	1.NBT.1, 1.MD.4
	1G Ten & More	Module 2, Session 5	1.OA.6, 1.NBT.2a, 1.NBT.2b
	1H Which Coin Will Win?	Module 3, Session 3	1.MD.4
2	2A Domino Top Draw	Module 1, Session 2	1.OA.5, 1.OA.6; supports 1.NBT.3
	2B Domino Add & Compare	Module 1, Session 3	1.OA.5, 1.OA.6; supports 1.NBT.3
	2C Sort the Sum	Module 2, Session 4	1.OA.5, 1.OA.6
	2D Double It	Module 3, Session 2	1.OA.5, 1.OA.6
	2E Spin & Add	Module 3, Session 3	1.OA.5, 1.OA.6, 1.NBT.1, 1.MD.4
	2F Spin & Subtract	Module 3, Session 4	1.OA.4, 1.OA.5, 1.OA.6, 1.NBT.1, 1.MD.4
3	3A Drop the Beans	Module 1, Session 1	1.OA.3, 1.OA.6, 1.MD.4
	3B Make the Sum	Module 1, Session 2	1.OA.4, 1.OA.6
	3C Doubles Plus or Minus 1	Module 1, Session 4	1.OA.5, 1.OA.6
	3D Tower Race	Module 2, Session 3	1.OA.6
	3E Cats & Mice	Module 2, Session 6	1.OA.6; supports 1.NBT.3
	3F Fifty or Bust!	Module 3, Session 4	Supports 1.NBT; 1.NBT.2, 1.NBT.4
4	4A Jump Frog Game	Module 1, Session 4	Supports 1.OA; 1.OA.1, 1.OA.5, 1.OA.6
	4B Super Frogs	Module 2, Session 4	Supports 1.OA; 1.NBT.1, 1.NBT.4, 1.NBT.5, 1.NBT.6
	4C Frog Path	Module 3, Session 2	1.OA.5, 1.OA.6
	4D Frog Races	Module 3, Session 4	Supports 1.OA; 1.NBT.4, 1.NBT.5
5	5A Spin to Win Bingo	Module 1, Session 2	1.OA.6, 1.NBT.2b
	5B What's Missing?	Module 2, Session 5	1.OA.4, 1.OA.8
	5C True or False?	Module 3, Session 5	1.OA.6, 1.OA.7
6	6A Last Shape In Wins	Module 1, Session 3	Supports 1.G; 1.G.2
	6B Pattern Block Puzzles	Module 1, Session 4	Supports 1.G; 1.G.2
	6C Polydron Predictions	Module 2, Session 4	Supports 1.G; 1.G.1
	6D Pick Two to Make 20	Module 4, Session 1	1.OA.6
7	7A Two Turns to Build	Module 1, Session 4	1.NBT.3, 1.NBT.4
	7B Race to 0	Module 1, Session 5	1.NBT.6
	7C Counting Collections	Module 2, Session 5	1.NBT.1
	7D Path Game	Module 3, Session 5	1.NBT.4, 1.NBT.5
	7E Two Turns to Win	Module 4, Session 2	Supports 1.NBT
8	8A An Hour or Bust!	Module 1, Session 5	Supports 1.NBT; 1.NBT.3, 1.NBT.4