

| Unit | Work Place                      | Location            | Standards  |
|------|---------------------------------|---------------------|--|
| 1    | 1A Make the Sum                 | Module 1, Session 5 | 2.OA.2, 3.OA.9   |
|      | 1B Target 20                    | Module 2, Session 1 | 2.OA.2   |
|      | 1C Blast Off to Space           | Module 2, Session 4 | 2.OA.2   |
|      | 1D Target 100                   | Module 4, Session 2 | 2.NBT.5, 3.NBT.2   |
|      | 1E Anything But 5               | Module 4, Session 4 | 3.NBT.2  |
| 2    | 2A Loops & Groups               | Module 1, Session 4 | Supports 3.OA; 3.OA.1, 3.OA.3                            |
|      | 2B Roll & Jump                  | Module 2, Session 3 | Supports 3.OA; 3.OA.1                                    |
|      | 2C Cover Up                     | Module 2, Session 5 | Supports 3.OA; 3.OA.5, 3.OA.7, 3.NBT.2, 3.MD.7b, 3.MD.7c |
|      | 2D Multiplication Four in a Row | Module 3, Session 5 | 3.OA.1   |
| 3    | 3A Round Ball Tens              | Module 1, Session 2 | 3.NBT.1  |
|      | 3B Round & Add Tens             | Module 1, Session 3 | 3.NBT.1, 3.NBT.2   |
|      | 3C Round Ball Hundreds          | Module 1, Session 4 | 3.NBT.1  |
|      | 3D Round & Add Hundreds         | Module 3, Session 1 | 3.NBT.1, 3.NBT.2   |
|      | 3E Moving Target                | Module 3, Session 2 | 3.NBT.2  |
| 4    | 4A Target 1,000                 | Module 2, Session 1 | 3.NBT.2  |
|      | 4B Tic-Tac-Tock                 | Module 2, Session 4 | 3.MD.1   |
|      | 4C Hexagon Spin & Fill          | Module 3, Session 3 | Supports 3.NF; 3.NF.1, 3.NF.3a, 3.NF.3b, 3.NF.3c         |
|      | 4D Fraction Tic-Tac-Toe         | Module 3, Session 5 | 3.NF.3d  |
| 5    | 5A Four Products in a Row       | Module 1, Session 6 | 3.OA.1, 3.OA.2, 3.OA.7                                   |
|      | 5B What's Missing? Bingo        | Module 2, Session 3 | 3.OA.1, 3.OA.2, 3.OA.4                                   |
|      | 5C Array Builder                | Module 3, Session 3 | 3.OA.1, 3.OA.2, 3.MD.7b                                  |
|      | 5D Division Capture             | Module 3, Session 4 | 3.OA.2, 3.OA.6, 3.OA.7                                   |
| 6    | 6A Tangram Polygons             | Module 1, Session 5 | 3.G.1  |
|      | 6B Geoboard Polygons            | Module 2, Session 2 | 3.G.1, 4.G.1, 4.G.3                                      |
|      | 6C Guess My Quadrilateral       | Module 3, Session 2 | 3.G.1  |
|      | 6D Rectangle Builder            | Module 3, Session 5 | 3.OA.1, 3.OA.2, 3.MD.8                                   |
| 7    | 7A Dozens of Eggs               | Module 3, Session 6 | Supports 3.NF; 3.NF.1, 3.NF.3b, 4.NF.3b                  |
|      | 7B Racing Fractions             | Module 4, Session 1 | 3.NF.1, 3.NF.2, 3.NF.3a, 3.NF.3b                         |
| 8    | 8A Weight Lifting               | Module 1, Session 2 | 3.MD.2   |
|      | 8B Wacky Discus                 | Module 1, Session 2 | 3.MD.6, 3.MD.7b  |
|      | 8C Speed Skating                | Module 2, Session 1 | 3.MD.1, 3.MD.8   |
|      | 8D Curling                      | Module 2, Session 1 | 3.NF.1, 3.G.2  |