



USA COMMON CORE (CCSS) - OVERVIEW PER GAME



TERM CODE ▼	YEAR ▼	DESCRIPTION ▼	ASTRO CHEF	BUMP'IN	CAMP CHAOS	CATCH THE SKUNK!	CHESS FC	CUBE STASH	DRAGONS	DREAM KITTEN	ESCAPE THE HAUNTED HOUSE!	ESCAPE THE PLAYHOUSE!
6.NS.B.4	Grade 6	The Number System: Find the greatest common factor (GCF) and least common multiple (LCM).				✓				✓		
3.OA.D.8	Grade 3-4	Operations & Algebraic Thinking: Use estimation and rounding to check the reasonableness of answers.							✓			
4.G.A.2	Grade 4-5	Geometry: Classify 2D shapes and 3D objects based on properties (lines, angles, symmetry).										
5.G.A.1	Grade 5	Geometry: Use a coordinate system (grid) to identify locations and navigate space.			✓				✓			
MP.1	All	Math Practice: Make sense of problems and persevere in solving them (using multiple strategies).	✓	✓	✓	✓			✓	✓	✓	✓
C3 History	Grade 4-6	Chronology: Use timelines to explain the order of events and historical periods.							✓			
C3 Geography	Grade 4-5	Geospatial Skills: Use maps and satellite imagery to identify locations and world regions.	✓									
CCSS.ELA-RI.3.7	Grade 3	Reading Informational Text: Use info from illustrations, maps, charts, and tables to understand text.									✓	✓
	Grade 5-6	Reading Informational Text: Determine main ideas and explain how they are supported by key details.										
CCSS.ELA-RI.5.2	Grade 4-6	Writing: Produce clear writing in which the organization is appropriate to task, purpose, and audience.									✓	✓
CCSS.ELA-W.4.4	Grade 3	Reading Informational Text: Use info from illustrations, maps, charts, and tables to understand text.									✓	
N/A (Digital Literacy)	All	Independent practice in an ICT-supported learning environment.			✓						✓	✓
N/A (Digital Literacy)	All	Independent learning and research in a digital environment.										
SEL Standards	All	Self-Management: Planning, organizing, and monitoring one's own learning process.		✓	✓		✓	✓		✓	✓	✓



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