

Bellevue Public Schools
Math & Technology Integration Guide



Second Grade

Rationale

This guide was created as an aid for teachers. It is hoped by the Bellevue Public Schools' Technology Team that teachers will use this as a guide when working with their students in the building computer lab and in the classroom. The team understands that busy teachers find it difficult to find time to work with programs. This guide is only a beginning. Teachers may find more activities that integrate with given objectives. It is our hope that these activities will be forwarded to the team for inclusion in this guide. We will put the guide on the district Curriculum, Instruction, and Assessment website. Upgrades will be posted on the site and these can be printed.

Information About Program Use

Math Trek 123

Math Trek 123 is a primary program that can be used by students with or without teachers creating a class and adding student names. The program talks to students. To view directions for a given activity, students click on the mouse head. It shows them how to play the activity.

Math Trek 456

Math Trek 456 can be used by students with or without teachers adding their names to the program management system. Typing student names into the management system is useful for two reasons. The first reason is so the teacher can obtain a record of student achievement using the program. The second reason is that it allows teachers to hold students accountable for the time spent on the computer. A guide for setting-up the record-keeping component can be found at the back of this guide. Students can select **Guest** to use the program if their names have not been added to the management system.

Cornerstone Math and Language Arts

Cornerstone Level A (for 3rd and 4th grades) can only be used after creating a class and student names have been added to the student management system. The directions for setting up a class can be found at the back of this guide.

Code Used for Programs

MT = Math Trek 456 (Student can enter as Guests or teacher can create a class and add students)

MT 123 = Math Trek 123 (Students can enter as Guests or teacher can create a class and add students)

CS(A) = Cornerstone Level A (Class must be created and students entered)

CS(B) = Cornerstone Level B (Class must be created and students entered)

Second Grade Math Integration Guide

Chapter 1 Using Addition Strategies

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
1-1	1M-2	Understanding Addition		
1-2	3A-4	Number Combinations	MT 123 Personal Best Game Level 1	
1-3	5A-6	Adding in Any Order	MT 123 Personal Best Game Level 1	
1-4	7A-8	Counting On	MT 123 Personal Best Game Level 1	
1-5	9A-10	Doubles	MT 123 Personal Best Game Level 1	
1-6	11A-12	Using Doubles to Add	MT 123 Personal Best Game Level 1	
1-7	13A-14	Practicing Addition Strategies	MT 123 Personal Best Game Level 1 MT 123 Number Sense and Numeration (yellow bookcase) – Triangle icon –Magic Triangle Recall addition facts to 12	
1-8	15A-16	Problem-Solving Strategy: Write a Number Sentence	MT 123 Personal Best Game Level 1	
1-9	17A-18	Sums of 10	MT 123 Personal Best Game Level 1	
1-10	19A-20B	Addition Patterns With 10	MT 123 Personal Best Game Level 1 MT 123 Number Sense and Numeration (yellow bookcase) – Dart Board –Shoot and Score. Identify place value patterns and use zero as a place holder up to 100	
1-11	21A-22	Using 10 to Add 9	MT 123 Personal Best Game Level 1	
1-12	23A-24	Using 10 to Add 7,8, and 9	MT 123 Personal Best Game Level 1	
1-13	25A-26	Three Addends		

1-14	27A-28	Problem-Solving Application: Missing Addends	MT 123 Number Sense and Numeration (yellow bookcase) – Blue Mouse –Magic Square. Mentally add one digit numbers, Recall addition facts to 12.	
1 Test Prep	30-34	Using Addition Strategies	MT 123 Number Sense and Numeration (yellow bookcase) Pirate Ship icon Pirate Ships (Recall addition and subtraction facts to 18.)	

There are also many math Internet activities for each grade level located on the K-6 Web Activities page under the heading Math on the Web. ([Math on the Web](#))

Please email Barb Jones (teachbaj@hotmail.com) or Tim Kruger (iamtimothyjkruger@hotmail.com) with suggestions, additional activities, or corrections. We appreciate any input you have. Thanks.

Chapter 2 Using Subtraction Strategies

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
2-1	35M-36B	Understanding Subtraction	MT 123 Personal Best Game Level 2	
2-2	37A-38	Counting Back	MT 123 Personal Best Game Level 2	
2-3	39A-40	Addition and Subtraction	MT 123 Personal Best Game Level 2	
2-4	41A-42	Using Doubles to Subtract	MT 123 Personal Best Game Level 2	
2-5	43A-44	Using Addition to Subtract	MT123 Number Sense and Numeration (yellow shelf) – Speed boat icon – Racing Speed Boats (Recall addition and subtraction fact to 18)	
2-6	45A-46	Problem-Solving Strategy: Make a Graph	MT123 Data Management and Probability (blue shelf) – Grey Race Car 4 icon – Class Favorites (Collect first-hand data from the environment. Choose an appropriate recording method to collect data.)	
2-7	47A-48	Using 10 to Subtract 9		
2-8	49A-50	Using 10 to Subtract 7,8, and 9		
2-9	51A-52	Using Strategies to Subtract	MT123 Number Sense and Numeration (yellow shelf) – Speed boat icon – Racing Speed Boats (Recall addition and subtraction fact to 18)	
2-10	53A-54	Fact Families to 12	MT123 Number Sense and Numeration (yellow shelf) – Triangle icon – Magic Triangle (Recall addition facts to 12)	

2-11	55A-56	Fact Families to 18	MT123 Number Sense and Numeration (yellow shelf) – Speed boat icon – Racing Speed Boats (Recall addition and subtraction fact to 18)	
2-12	57A-58	Names for Numbers		
2-13	59A-60	Problem-Solving Application: Choose the Operation		
2 Test Prep	62-66	Using Subtraction Strategies		

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Chapter 3 Patterns and Numbers to 100

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
3-1	67M-68	Patterns With Tens	MT123 Number Sense and Numeration (yellow shelf 3 rd shelf) Toy Soldier icon, Magic Marbles (estimate, then count objects, compare estimate and actual)	
3-2	69A-70	Understanding Tens and Ones		
3-3	71A-72	Understanding Two-Digit Numbers	MT 123 Personal Best Game Level 3	
3-4	73A-74	Building Two-Digit Numbers	MT 123 Number Sense and Numeration (yellow bookcase 3 rd shelf) – Dart Board –Shoot and Score. Identify place value patterns and use zero as a place holder up to 100	
3-5	75A-76	Ways to Show Numbers	MT 123 Number Sense and Numeration (yellow bookcase) – Dart Board –Shoot and Score. Identify place value patterns and use zero as a place holder up to 100	
3-6	77A-78	Understanding Place Value	MT 123 Number Sense and Numeration (yellow bookcase) – Dart Board –Shoot and Score. Identify place value patterns and use zero as a place holder up to 100	
3-7	79A-80	Exploring Regrouping		
3-8	81A-82B	Trading Pennies for Dimes	MT 123 Number Sense and Numeration (yellow bookcase) – Basketball – Bouncy Balls. Add and subtract money amounts to 100 cents using concrete materials, drawings and symbols.	
3-9	83A-84	Problem Solving Strategy: Guess and Check		

3-10	85A-86	Number Patterns to 99		
3-11	87A-88	Skip-Counting Patterns	MT 123 Number Sense and Numeration (yellow bookcase shelf 3) – Alien – Visitors From Another World. Count by 5’s to 1000 using multiples of 5 starting points.	
3-12	89A-90	Odd and Even Numbers		
3-13	91A-92	Comparing Numbers	MT 123 Number Sense and Numeration (yellow bookcase shelf 3) – blue lizard icon –Sliding Numbers (compare and order numbers) MT 123 Number Sense and Numeration (yellow bookcase shelf 3) – glass of orange juice icon –Mixed Up Condos- (compare and order numbers)	
3-14	93A-94	Ordering Numbers	MT 123 Number Sense and Numeration (yellow bookcase shelf 3) – blue lizard icon –Sliding Numbers (compare and order numbers) MT 123 Number Sense and Numeration (yellow bookcase shelf 3) – glass of orange juice icon –Mixed Up Condos- (compare and order numbers)	
3-15	95A-96	Ordinal Numbers	MT 123 Number Sense and Numeration (yellow bookcase shelf 3) – green lizard icon –Calendar Fun- (use ordinal numbers to 31st)	
3-16	97A-98	Problem-Solving Application: Choosing Logical Answers		

3 Test Prep	100-104	Patterns and Numbers to 100	MT 123 Number Sense and Numeration (yellow bookcase 3 rd shelf) – Dart Board –Shoot and Score. Identify place value patterns and use zero as a place holder up to 100
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Chapter 4 Money

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
4-1	107M-108	Pennies, Nickels, and Dimes		
4-2	109A-110	Problem-Solving Strategy: Make a List		
4-3	111A-112	Quarters		
4-4	113A-114	Counting Sets of Coins	<p>MT 123 Measurement (green bookcase 3rd shelf) – Sun –The Crane Game (Estimate and count money amounts to \$1.00 and record money amounts using the cent symbol.)</p> <p>MT 123 Number Sense and Numeration (yellow bookcase) – Basketball – Bouncy Balls. Add and subtract money amounts to 100 cents using concrete materials, drawings and symbols.</p>	
4-5	115A-116	Comparing Sets of Coins		
4-6	117A-118	Half Dollars		
4-7	119A-120B	Ways to Show Amounts		
4-8	121A-122	Exploring Dollars		
4-9	123A-124	Problem-Solving Application: Use Data From a Picture		

4-10	125A-126	Making Change		
4 Test Prep	128-132	Money		

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Chapter 5 Adding Two-Digit Numbers

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
5-1	133M-134	Adding Tens		
5-2	135A-136	Counting On Tens		
5-3	137A-138	Estimating Sums	MT123 –Yellow shelf - Standing Soldier icon – Magic Marbles – Estimate, then count the number of objects in a set (0-100) and compare estimate and actual number.	
5-4	139A-140	Deciding When to Regroup	MT 123 Number Sense and Numeration (yellow bookcase) – Dart Board –Shoot and Score. Identify place value patterns and use zero as a place holder up to 100	
5-5	141A-142	Using Models to Add		
5-6	143A-144	Modeling Addition		
5-7	145A-146	Using Pictures to Add		
5-8	147A-148	Adding Two-Digit Numbers	MT 123 Number Sense and Numeration (yellow bookcase) – Dart Board –Shoot and Score. Identify place value patterns and use zero as a place holder up to 100.	
5-9	149A-150	Practicing Addition	MT 123 Number Sense and Numeration (yellow bookcase) – Dart Board –Shoot and Score. Identify place value patterns and use zero as a place holder up to 100.	

5-10	151A-152	Problem-Solving Strategy: Find a Pattern	MT 123 Patterning and Algebra (brown bookcase 3 rd shelf) parachute guy icon, More Patterns in 100 Chart (Explore multiples in one hundred chart.)	
5-11	153A-154	Ways to Add		
5-12	155A-156	Adding Three Numbers		
5-13	157A-158	Problem-Solving Application: Getting Data From a Table		
5 Test Prep	160-164	Adding Two-Digit Numbers		

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Chapter 6 Subtracting Two-Digit Numbers

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
6-1	165M-166B	Subtracting Tens		
6-2	167A-168	Counting Back by Tens		
6-3	169A-170	Deciding When to Regroup		
6-4	171A-172	Using Models to Subtract		
6-5	173A-174	Modeling Subtraction		
6-6	175A-176	Using Pictures to Subtract		
6-7	177A-178	Subtracting Two-Digit Numbers		
6-8	179A-180	Practicing Subtraction	MT123 Number Sense and Numeration (yellow shelf) – Speed boat icon – Racing Speed Boats (Recall addition and subtraction fact to 18)	
6-9	181A-182	Problem-Solving Strategy: Find a Pattern		
6-10	183A-184	Ways to Subtract		
6-11	185A-186	Checking Subtraction With Addition		

6-12	187A-188	Adding and Subtracting Money	MT 123 Number Sense and Numeration (yellow bookcase) – Basketball – Bouncy Balls. Add and subtract money amounts to 100 cents using concrete materials, drawings and symbols.	
6-13	189A-190	Problem-Solving Application: Choose the Operation		
6 Test Prep	192-196	Subtracting Two Digit Numbers		

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Chapter 7 Time

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
7-1	199M-200B	Minutes		
7-2	201A-202	Problem-Solving Strategy: Use Logical Reasoning		
7-3	203A-204	Time to the Hour and Half Hour	MT123 Green Shelf – Gray Clock – Read analog clocks and tell and write to the hour and half hour. Also check Math on the Web (K-6 Web Activities site on-line)	
7-4	205A-206	Time to Five Minutes	MT 123 Green Shelf – Yellow Clock – A Piece of Time – Read and write time to the nearest 5 minutes using analog clocks.	EO # 4
7-5	207A-208	Time to the Quarter-Hour	MT123 Green Shelf - the cuckoo clock icon - Cuckoo Quarter – Read digital and analog clocks and tell time to the quarter hour. Check the 2 nd grade Web Activities page on-line for more time activities.	
7-6	209A-210	Telling Time	MT123 Green Shelf - the cuckoo clock icon - Cuckoo Quarter – Read digital and analog clocks and tell time to the quarter hour Check the 2 nd grade Web Activities page on-line for more time activities.	EO # 4
7-7	211A-212	Elapsed Time		
7-8	213A-214	Reading Schedules		

7-9	215A-216	Problem-Solving Application: Using a Calendar		
7 Test Prep	218-222	Time	MT123 – Green Shelf – Use all the clock icons beginning at the bottom and work up to the 3 rd grade shelf.	

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Chapter 8 Measurement

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
8-1	223M-224B	Understanding Length and Height	MT123 –Green shelf – small red lizard – More Leaping Lizards – Estimate, measure and record the linear dimensions of objects using non-standard units, and compare and order objects by their linear dimensions.	
8-2	225A-226	Inches and Feet		EO # 5
8-3	227A-228	Inches, Feet, and Yards		EO # 5
8-4	229A-230	Problem-Solving Strategy: Guess and Check		
8-5	231A-232	Centimeters and Meters	MT123- Green shelf – Orange Brontosaurus icon- Lining Up Lizards – Estimate, measure and record the linear dimensions of objects using standard units.	
8-6	233A-234	Understanding Weight	MT123 – Green shelf – pink alien icon – Balancing Act I – Estimate, measure and record the mass of objects using non-standard units; and compare the measures; and order a collection of objects by mass. Recognize that different objects may have the same mass.	
8-7	235A-236	Pounds		EO # 5

8-8	237A-238	Grams and Kilograms	<p>MT 123 – Green shelf – 1 g icon – Estimate, measure and record the mass of familiar objects using standard units.</p> <p>Recognize that shape and size of an object does not necessarily determine its mass.</p>	
8-9	239A-240	Understanding Capacity		EO # 5
8-10	241A-242	Cups, Pints, and Quarts		EO # 5
8-11	243A-244	Liters		
8-12	245A-246	Temperature	<p>MT123 – Green shelf – Snowman icon – Going Up, Going Down – Relate temperature to daily activities.</p> <p>Relate changes in temperature to their own activities.</p>	
8-13	247A-248	Problem-Solving Application: Choosing Reasonable Answers		
8 Test Prep	250-254	Measurement	<p>MT123 – Green shelf – Snowman icon – Going Up, Going Down – Relate temperature to daily activities.</p> <p>Relate changes in temperature to their own activities.</p> <p>MT 123 – Green shelf – 1 g icon – Estimate, measure and record the mass</p>	

			<p>of familiar objects using standard units.</p> <p>Recognize that shape and size of an object does not necessarily determine its mass.</p> <p>MT123 – Green shelf – pink alien icon – Balancing Act I – Estimate, measure and record the mass of objects using non-standard units; and compare the measures; and order a collection of objects by mass.</p> <p>Recognize that different objects may have the same mass.</p> <p>MT123- Green shelf – Orange Brontosaurus icon- Lining Up Lizards – Estimate, measure and record the linear dimensions of objects using standard units.</p>	
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Chapter 9 Patterns and Numbers to 1,000

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
9-1	255M-256	Patterns with Hundreds	<p>MT123 – Yellow shelf – Orange box (2nd shelf) – Making a Game Board – Read and print #s from 1 to 100.</p> <p>Ordering #s to 100.</p> <p>MT123 – Yellow shelf – Glass of Orange Juice (3rd shelf) – Mixed Up Condos – Compare, order, represent and describe whole #s to 100 using concrete materials and drawings.</p> <p>Use mathematical language to identify and describe numbers to 100 in world around them.</p> <p>Discuss the use of number and arrangement in their community.</p>	EO # 6
9-2	257A-258	Understanding Hundreds, Tens, and Ones	MT123 – Yellow shelf - Standing Soldier icon – Magic Marbles – Estimate, then count the number of objects in a set (0-100) and compare estimate and actual number.	EO # 6
9-3	259A-260	Understanding Three-Digit Numbers		EO # 6
9-4	261A-262	Ways to Show Numbers		EO # 6
9-5	263A-264	Understanding Place Value		EO # 6
9-6	265A-266	Problem-Solving Strategy: Find a Pattern	MT123 – Yellow shelf- Gray space object (top shelf) – Space Station –	

			Read and print numerals from 0-1000. Identify and describe numbers to 1000 in real-life situations to develop a sense of number.	
9-7	267A-268B	Dollars and Cents	MT123 Green shelf- Yellow Sun icon – The Crane Game – Estimate and count money amounts to \$1.00 and record money amounts using the cent symbol.	EO # 1
9-8	269A-270	Comparing Numbers to 1,000		EO # 6
9-9	271A-272	Ordering Numbers to 1,000	MT123 – Yellow shelf – light gray space object icon – Space Station – Read and print numerals from 0-1000. Identify and describe numbers to 1000 in real-life situations to develop a sense of number.	EO # 6
9-10	273A-274	Problem-Solving Application: Using Number Patterns	MT123 – Yellow shelf – Blue polka-dotted lizard icon – Compare, order, represent, and describe whole numbers to 100.	
9 Test Prep	276-280	Patterns and Numbers to 1,000		EO # 6

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Chapter 10 Geometry, Fractions, and Probability

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
10-1	283M-284	Exploring Space Shapes	<p>(Easy) MT123 – Red shelf- Globe Icon – Where Does It Go – Identify, sort, and classify 3-D objects in the environment.</p> <p>Explore and identify three-D figures using concrete materials.</p> <p>(Easy) MT123 – Red shelf – Green car icon’- 3-D Match- Compare and sort 3-D shapes according to observable attributes.</p> <p>MT123 – Red shelf – Tipi icon – Homes in Our Neighborhood – Explore and identify 3-D figures using concrete materials.</p> <p>MT123 – Red shelf – Pink Paint Pot icon – Name That Solid – Identify, describe and name 3_D figures and concrete materials in building a structure or model.</p>	
10-2	285A-286	Space Shapes and Plane Shapes		
10-3	287A-288	Making New Shapes		
10-4	289A-290	Corners and Sides	<p>MT123 – Red shelf – Bee hive icon – Hanging Solids – Explore faces, vertices, and edges of 3-D objects.</p> <p>MT123 – Red shelf – Polar bear icon – Exploring solids – Explore faces,</p>	

			vertices, and edges of 3-D objects/solids.	
10-5	291A-292	Congruent Figures		
10-6	293A-294	Exploring Perimeter	MT123- Green shelf – Green frog icon – Stamp Around – Measure and record the distance around objects using non-standard units and compare distances.	
10-7	295A-296	Problem-Solving Strategy: Make a Graph	MT123 – Blue shelf – Red toy box icon- Graphing Toys – Collect first hand data by counting objects, conducting surveys, measuring and performing simple experiments.	
10-8	297A-298	Symmetry	MT123 – Red shelf – Butterfly icon – Let’s Fold – Determine a line of symmetry of a 2-D shape.	
10-9	299A-300	Equal Parts		
10-10	301A-302	Understanding Fractions		EO # 7
10-11	303A-304	Working With Fractions		EO # 7
10-12	305A-306	Fractions of Group		EO # 7
10-13	307A-308	Recording Data From a Survey	MT 123 – blue shelf – Colored circle spinner icon – Flying Spinners – Conducting surveys, measuring and performing simple experiments.	

			<p>MT123 – blue shelf – gray race car icon – Class Favorites – Collect first-hand data from the environment.</p> <p>Choose an appropriate recording method such as a tally mark to collect data.</p>	
10-14	309A-310B	Problem-Solving Application: Making Predictions	<p>MT123- Blue shelf – Four color Circle Spinner – Spinning Spinners – Explore through simple games and experiments the likelihood that an event may occur. Investigate simple probability situations.</p> <p>Use mathematical language in discussion to describe probability</p>	
10 Test Prep	312-316	Geometry, Fractions, and Probability		

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Chapter 11 Adding and Subtracting Three-Digit Numbers

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
11-1	317M-318	Adding Hundreds	<p>MT123 - Yellow shelf – 3rd shelf - dart board icon – Identify place value patterns and use zero as a place holder up to 100.</p> <p>Investigate the properties of whole numbers.</p> <p>Add and subtract 2-digit numbers with and without regrouping, with sums less than 101, using concrete materials.</p>	
11-2	319A-320	Exploring Three-Digit Addition		
11-3	321A-322	Adding Three-Digit Numbers		
11-4	323A-324	Practicing Addition	<p>Could use MT123 – Personal Best (It is a button when the program first begins.)</p> <p>Use level 5 (It contains addition problems – 2 digit addition with and without regrouping.</p>	
11-5	325A-326	Subtracting Hundreds		
11-6	327A-328B	Exploring Three-Digit Subtraction		
11-7	329A-330	Subtracting Three-Digit Numbers		

11-8	331A-332	Practicing Subtraction	Could use MT123 – Personal Best (It is a button when the program first begins.) Use level 4 (It contains subtraction problems – 2 digit subtraction with and without regrouping.	
11-9	333A-334	Problem-Solving Strategy: Act It Out		
11-10	335A-336	Adding and Subtracting Money	MT123 – Green shelf – 3 rd shelf - yellow sun icon – The Crane Game – Estimate and count money amounts to \$1.00 and record money amounts using the cent symbol.	
11-11	337A-338	Choosing a Computation Method		
11-12	339A-340	Problem-Solving Application: Too Much Information		
11 Test Prep	342-346	Adding and Subtracting Three-Digit Numbers		

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Chapter 12 Exploring Multiplication and Division

Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program	Essential Objective
12-1	347M-348	Exploring Multiplication		
12-2	349A-350B	Addition and Multiplication		
12-3	351A-352	Exploring Arrays		
12-4	353A-354	Multiplying Across and Down		
12-5	355A-356	Multiplying in Any Order		
12-6	357A-358	Problem-Solving Strategy: Draw a Picture		
12-7	359A-360	Ways to Multiply		
12-8	361A-362	Exploring Division		
12-9	363A-364	Making Equal Groups		
12-10	365A-366	Problem-Solving Application: Using Pictographs	MT123- Blue shelf- 3 rd row – blue/white marble icon – Marble Madness – Identify attributes and rules in presorted sets. Organize data using graphic organizers and various recording methods.	

			Construct and label simple concrete graphs, bar graphs and pictographs using 1-1 correspondence.	
12 Test Prep	368-372	Exploring Multiplication and Division		

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