

## and connections with the

## **Common Core Standards**

The *Project:* Go-Go Games activity was designed to offer meaningful practice of basic skills in a fun, engaging, and motivating way. As parents work with their children to design and play their game, they will enter into deeper mathematical conversations promoting greater learning and understanding.

## Standards for Mathematical Practice

SMP1: Make sense of problems and persevere in solving them.

SMP2: Reason abstractly and quantitatively.

SMP3: Construct viable arguments and critique the reasoning of others.

SMP4: Model with mathematics.

SMP5: Use appropriate tools strategically.

SMP6: Attend to precision.

SMP7: Look for and make use of structure.

SMP8: Look for and express regularity in repeated reasoning.

## **Content Standards**

Kindergarten: K.CC.A.1; K.CC.A.2; K.CC.B.4.A; K.CC.B.4.B; K.CC.B.4.C; K.CC.B.5; K.CC.C.6;

K.CC.C.7; K.OA.A.1; K.OA.A.2; K.OA.A.3; K.OA.A.4; K.OA.A.5

First Grade: 1.OA.A.1; 1.OA.B.3; 1.OA.B.4; 1.OA.C.5; 1.OA.C.6; 1.OA.D.8

Second Grade: 2.OA.C.3; 2.NBT.A.1; 2.NBT.B.5

Third Grade: 3.OA.A.1; 3.OA.A.4; 3.OA.B.5; 3.OA.C.7

Fourth Grade: 4.NF.A.1; 4.NF.A.2; 4.NF.B.3; 4.NF.B.3.a; 4.NF.B.3.b

Fifth Grade: 5.NF.A.2

