



and connections with the
Common Core Standards

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.

All of the *Math Medley* activities were designed to promote critical thinking skills. The parent participation booklet offers some suggested higher-order thinking questions for parents to ask their children as they are involved in the activity. As parents work with their children and enter into deeper mathematical conversations, they will be addressing the *Standards for Mathematical Practice* and promoting greater learning and understanding.





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Bingo	
Beginning Level	K.CC.A.1; K.CC.B.4.A; K.CC.B.4.B; K.CC.B.4.C
Intermediate Level	2.OA.B.2; 3.NBT.A.2
Advanced Level	4.OA.A.2; 4.NBT.B.5
Calculators	
Beginning Level	K.CC.A.1; K.CC.A.2; K.OA.A.1; K.OA.A.5; 1.OA.A.1; 1.OA.A.2; 1.OA.B.3; 1.OA.C.5; 1.OA.D.7; 1.OA.D.8
Intermediate Level	2.OA.A.1; 2.OA.B.2; 2.NBT.4.1; 2.NBT.4.2; 2.NBT.A.3; 2.NBT.B.5; 2.NBT.B.7; 2.NBT.B.8; 3.OA.A.3; 3.OA.D.8; 3.OA.D.9; 3.NBT.A.2
Advanced Level	4.NBT.A.1; 4.NBT.A.2; 4.NBT.A.3; 4.NBT.B.4; 4.NBT.B.5; 4.NF.A.2; 4.NF.C.7; 5.NBT.A.1; 5.NBT.A.3; 5.NBT.B.5; 5.NBT.B.7; 5.NF.B.3
Coordinate Graphing	
Beginning Level	K.CC.A.1; K.CC.A.3; K.G.A.2; 1.G.A.1
Intermediate Level	Reinforces and builds on earlier concepts.
Advanced Level	5.G.A.1
In the Bag	
Beginning Level	K.CC.A.1; K.CC.B.4.A; K.CC.B.4.B; K.CC.B.4.C; K.CC.B.5; K.OA.A.1;
Intermediate Level	3.OA.A.2; 3.OA.A.3; 3.OA.A.4; 3.OA.B.6; 3.OA.C.7
Advanced Level	4.NF.A.2; 4.NF.B.3.A; 4.NF.B.3.B; 4.NF.B.3.D; 5.NF.A.1; 5.NF.A.2





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It's About Time	
Beginning Level	1.MD.B.3
Intermediate Level	2.NBT.A.2; 2.NBT.B.5; 2.MD.C.7; 3.NBT.A.2; 3.MD.A.1
Advanced Level	4.MD.C.5.A; 4.MD.C.5.B; 4.MD.C.6
Polygons	
Beginning Level	K.CC.A.1; K.CC.B.4.A; K.CC.B.4.B; K.CC.B.4.C; K.CC.B.5; K.MD.A.1; K.MD.A.2; K.G.A.2; K.G.B.4; K.G.B.5; 1.MD.A.1; 1.G.A.1
Intermediate Level	2.G.A.1; 3.MD.C.5; 3.MD.C.5.A; 3.MD.C.5.B; 3.MD.C.6; 3.MD.D.8; 3.G.A.1
Advanced Level	4.MD.C.5.A; 4.G.A.1; 4.G.A.2
Snails and Trails	
Beginning Level	K.CC.A.1; K.CC.B.4.A; K.CC.B.4.B; K.CC.B.4.C; K.CC.C.6; K.CC.C.7; K.MD.B.3; 1.MD.C.4
Intermediate Level	2.G.A.3; 3.NF.A.1; 3.NF.A.3.A; 3.NF.A.3.B; 3.NF.A.3.D
Advanced Level	4.NF.A.1; 4.NF.A.2; 4.NF.B.3.A; 4.NF.B.3.D; 5.NF.B.4.A
Spinners	
Beginning Level	K.CC.A.1; K.CC.B.4.A; K.CC.B.4.B; K.CC.B.4.C; K.CC.B.5; K.CC.C.6; K.OA.A.1; K.OA.A.2; 1.MD.C.4; 1.OA.A.1; 1.OA.C.6;
Intermediate Level	2.G.A.3; 3.G.A.2; 3.NF.A.1; 3.NF.A.3.A; 3.NF.A.3.B; 3.NF.A.3.D
Advanced Level	4.NF.A.1; 4.NF.A.2; 4.NF.B.3; 4.NF.B.3.A; 4.NF.B.3.B; 4.NF.B.3.D; 5.NF.A.1; 5.NF.A.2

