

Power Pack 2-3

and connections with the Common Core Standards

Name of Game	Common Core Standards
Target Practice	2.OA.A.1; 2.OA.B.2; 2.NBT.B.9
In-Between	2.OA.C.3; 2.NBT.A.1; 2.NBT.A.3
Zero or Bust	2.OA.A.1; 2.OA.B.2; 2.NBT.A.1; 2.NBT.A.2; 2.NBT.A.3; 2.NBT.B.5; 2.NBT.B.7; 3.NBT.A.2
Rollin' Round	3.NBT.A.1
Knock-Out	2.OA.A.1; 2.OA.B.2
Closest to Target	2.OA.A.1; 2.OA.B.2; 2.NBT.A.1; 2.NBT.A.3; 2.NBT.BA.4; 2.NBT.B.5; 2.NBT.B.6; 2.NBT.B.7; 3.NBT.B.9
Pig	2.OA.A.1; 2.OA.B.2; 2.NBT.B.5; 2.NBT.B.6; 3.NBT.A.2
Greater or Less Than	2.NBT.A.1; 2.NBT.A.3; 2.NBT.A.4
X's and O's	2.OA.A.1; 2.OA.B.2; 2.OA.C.4; 2.NBT.A.2; 2.G.A.2; 3.OA.A.1; 3.OA.A.3; 3.OA.A.4; 3.OA.B.5; 3.OA.C.7; 3.OA.D.9; 3.MD.C.7; 3.MD.7a; 3.MD.C.7b; 3.MD.C.7c
Race On!	2.NBT.B.5; 2.NBT.B.6; 2.NBT.B.7; 2.NBT.B.9; 2.OA.A.1; 2.OA.B.2; 3.NBT.A.2; 3.OA.A.1; 3.OA.A.3; 3.OA.A.4; 3.OA.B.5; 3.OA.C.7; 3.OA.D.8

