Power Pack 2-3

and connections with
TEKS

Name of Game	Common Core Standards
Target Practice	2.4.A; 2.4.B; 2.4.C; 2.4.D; 2.7.C; 2.6.A; 2.6.B; 3.4.A; 3.4.E; 3.4.F; 3.4.G; 3.4.H; 3.4.K; 3.5.A; 3.5.B; 3.5.C; 3.5.D
In-Between	2.2.B; 2.2.C; 2.2.D; 2.6.A; 2.7.A; 3.4.D; 3.4.E; 3.4.E; 3.4.I; 3.4.K; 3.5.B; 3.5.C; 3.5.D
Zero or Bust	2.2.B; 2.4.A; 2.4.B; 2.4.C; 2.4.D; 2.7.C; 3.4.A; 3.5.A
Rollin' Round	2.2.B; 2.2.C; 2.2.D; 2.2.E; 2.2.F; 3.2.C; 3.4.B
Knock Out	2.4.A; 2.4.C; 2.4.D; 2.6.A; 2.7.C; 3.4.A; 3.4.D; 3.4.E; 3.4.F; 3.4.K; 3.5.A; 3.5.B; 3.5.C; 3.5.D
Closest to Target	2.2.B; 2.2.D; 2.2.E; 2.2.F; 2.4.A; 2.4.B; 2.4.C; 2.4.D; 2.7.C; 3.2.C; 3.2.D; 3.4.A; 3.5.A
X's and O'x	2.2.B; 2.4.A; 2.4.C; 2.4.D; 2.6.A; 2.7.C; 3.4.A; 3.4.D; 3.4.E; 3.4.K; 3.5.A; 3.5.B; 3.5.C
Pig	2.4.A; 2.4.B; 2.4.C; 2.4.D; 2.7.C; 3.4.A; 3.5.A
Greater Than or Less Than	2.2.B; 2,2,C; 2.2.D
Race On!	2.2.B; 2.4.A; 2.4.B; 2.4.C; 2.4.D; 2.6.A; 2.7.C; 3.4.A; 3.4.D; 3.4.E; 3.4.F; 3.4.K; 3.5.A; 3.5.B; 3.5.C; 3.5.D