



# The Correlation of PLATO® Curricula to West Virginia Content Standards and Objectives Mathematics

November 4, 2008

## Introduction

PLATO Learning Inc. combines PLATO computer-assisted instruction into a flexible integrated learning system to enhance instructional effectiveness in education programs. This document identifies PLATO instructional activities that correlate to the West Virginia Content Standards and Objectives, Mathematics. URL: <http://wvde.state.wv.us/csos/>.

It is recommended that instructors review the correlation in order to fine-tune the activity to fit their educational environment. Modules may be added or removed; Web sites and offline activities may also be incorporated to enhance the learning path.

The following PLATO courseware was used in this correlation report:

**PLATO® Math Expeditions C**  
**PLATO® Math Expeditions D**  
**PLATO® Math Expeditions E**  
**PLATO® Math Expeditions F**  
**PLATO® Math Expeditions G**  
**PLATO® Achieve Now Adventures -- Mathematics**

**PLATO Learning, Inc. looks forward to supporting your initiatives in providing successful educational programs using PLATO® computer-based lessons.**

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## Grade 03

### Standard I: Number and Operations

**M.O.3.1.01** read, write, order, and compare numbers to 10,000 using a variety of strategies (e.g., symbols, manipulatives, number line).

#### **PLATO® Math Expeditions C**

##### **Numeration C - Compare**

Compare numbers through 99

##### **Numeration C - Order**

Order numbers through 99

Order numbers through 999

##### **Numeration C - Place Value**

Identify tens & ones to 99

Write standard form to 99

Write standard form to 999

##### **Numeration C - Round**

Round numbers to nearest ten

#### **PLATO® Math Expeditions D**

##### **Numeration D - Compare**

Compare numbers to 999

Compare numbers to 9999

##### **Numeration D - Order**

Order numbers to 999

Order numbers to 9999

##### **Numeration D - Place Value**

Write standard form to 999

Write standard form to 9999

Write standard form to 999,999

#### **PLATO® Math Expeditions E**

##### **Numeration E - Compare**

Compare numbers to 999,999

##### **Numeration E - Order**

Order numbers to 999,999

##### **Numeration E - Place Value**

Identify place value to millions

##### **Decimals E - Decimals**

Compare, order & round decimals

#### **PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 0)**

**Math Gallery—Collection 1; Explore: Geoboard (Level 0)**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

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- Math Gallery—Collection 1; Explore: Calculator (Level 0)**
- Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**
- Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**
- Math Gallery—Collection 1; Series 20: Calculator (Level 3)**
- Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)**
- Math Gallery—Collection 1; Series 20: Geoboard (Levels 1-3)**
- Math Gallery—Collection 2; Explore: Time (Level 0)**
- Math Gallery—Collection 2; Explore: Ratio (Level 0)**
- Math Gallery—Collection 2; Explore: Probability (Level 0)**
- Math Gallery—Collection 2; Explore: Money (Level 0)**
- Math Gallery—Collection 2; Series 20: Time (Levels 1-2)**
- Math Gallery—Collection 2; Series 20: Time (Level 3)**
- Math Gallery—Collection 2; Series 20: Ratio (Levels 1-3)**
- Math Gallery—Collection 2; Series 20: Probability (Levels 1-3)**
- Math Gallery—Collection 2; Series 20: Money (Level 1)**
- Math Gallery—Collection 2; Series 20: Money (Level 2)**
- Math Gallery—Collection 2; Series 20: Money (Level 3)**
- P.K.'s Place 1—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Level 1)**
- P.K.'s Place 1—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Levels 2-3)**
- P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 1)**
- P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 2)**
- P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 3)**
- The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Snack Machine (Levels 1-3)**
- The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Toy Chest (Levels 1-3)**
- The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**
- The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**
- The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**
- The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**
- The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Level 1)**

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The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Levels 2-3)

**M.O.3.1.02 read, write, order, and compare decimals to hundredths, with manipulatives.**

**PLATO® Math Expeditions C**  
Numeration C - Compare  
Compare numbers through 99

**PLATO® Math Expeditions D**  
Numeration D - Compare  
Compare numbers to 999  
Compare numbers to 9999

**PLATO® Math Expeditions E**  
Numeration E - Compare  
Compare numbers to 999,999

**Decimals E - Decimals**  
Write decimals  
Compare, order & round decimals

**PLATO® Achieve Now Adventures -- Mathematics**  
Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 0)  
Math Gallery—Collection 1; Explore: Geoboard (Level 0)  
Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)  
Math Gallery—Collection 1; Explore: Calculator (Level 0)  
Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)  
Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)  
Math Gallery—Collection 1; Series 20: Calculator (Level 3)  
Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)  
Math Gallery—Collection 1; Series 20: Geoboard (Levels 1-3)  
Math Gallery—Collection 2; Explore: Time (Level 0)  
Math Gallery—Collection 2; Explore: Ratio (Level 0)  
Math Gallery—Collection 2; Explore: Probability (Level 0)  
Math Gallery—Collection 2; Explore: Money (Level 0)  
Math Gallery—Collection 2; Series 20: Time (Levels 1-2)  
Math Gallery—Collection 2; Series 20: Time (Level 3)  
Math Gallery—Collection 2; Series 20: Ratio (Levels 1-3)  
Math Gallery—Collection 2; Series 20: Probability (Levels 1-3)  
Math Gallery—Collection 2; Series 20: Money (Level 1)  
Math Gallery—Collection 2; Series 20: Money (Level 2)  
Math Gallery—Collection 2; Series 20: Money (Level 3)

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**P.K.'s Place 1—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Level 1)**

**P.K.'s Place 1—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Levels 2-3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Snack Machine (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Toy Chest (Levels 1-3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Levels 2-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 1)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Levels 2-4)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 5)**

**M.O.3.1.03 identify place value of each digit utilizing standard and expanded form to 10,000.**

**PLATO® Math Expeditions C**

**Numeration C - Place Value**

**Identify tens & ones to 99**

**Write standard form to 99**

**Write standard form to 999**

**Number Operations C - Subtraction**

**Renaming readiness**

**PLATO® Math Expeditions D**

**Numeration D - Place Value**

**Write standard form to 999**

**Write standard form to 9999**

**Write standard form to 999,999**

**PLATO® Math Expeditions E**

**Numeration E - Place Value**

**Identify place value to millions**

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**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 0)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**P.K.'s Place 1—Party on the Patio!; Daphne's Studio: Battery Charger, Big Charge (Levels 1-3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Picnic Basket (Levels 4-5)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: The Piano (Levels 1-4)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: The Piano (Level 5)**

**M.O.3.1.04 apply estimation skills (rounding, benchmarks, compatible numbers) to evaluate reasonableness of an answer.**

**PLATO® Math Expeditions D**

**Number Operations D - Addition**

**Estimate sums**

**Number Operations D - Subtraction**

**Estimate differences**

**Number Operations D - Multiplication**

**Estimate products**

**Money D - Money**

**Solve problems**

**PLATO® Math Expeditions E**

**Number Operations E - Addition**

**Estimate sums**

**Number Operations E - Subtraction**

**Estimate differences**

**Number Operations E - Multiplication**

**Estimate products**

**Number Operations E - Division**

**Estimate quotients**

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**PLATO® Achieve Now Adventures -- Mathematics**

**Math on the Move! I—Addition/Subtraction: Intermediate; Sharing for Ease (Level 0)**

**Math on the Move! I—Addition/Subtraction: Intermediate; Stepping Up and Down for Ease (Level 0)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Ray (Levels 1-5)**

**M.O.3.1.05 demonstrate an understanding of fractions as part of a whole/one and as part of a set/group using models and pictorial representations.**

**PLATO® Math Expeditions C**

**Fractions C - Fractions**

**Halves, thirds, fourths, tenths**

**PLATO® Math Expeditions D**

**Fractions D - Fractions**

**Equivalent fractions**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 0)**

**Math Gallery—Collection 1; Explore: Geoboard (Level 0)**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection 1; Explore: Calculator (Level 0)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Geoboard (Levels 1-3)**

**Math Gallery—Collection 2; Explore: Time (Level 0)**

**Math Gallery—Collection 2; Explore: Ratio (Level 0)**

**Math Gallery—Collection 2; Explore: Probability (Level 0)**

**Math Gallery—Collection 2; Explore: Money (Level 0)**

**Math Gallery—Collection 2; Series 20: Time (Levels 1-2)**

**Math Gallery—Collection 2; Series 20: Time (Level 3)**

**Math Gallery—Collection 2; Series 20: Ratio (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Probability (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Money (Level 1)**

**Math Gallery—Collection 2; Series 20: Money (Level 2)**

**Math Gallery—Collection 2; Series 20: Money (Level 3)**



**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**

**Timeless Math I—Maya, Search and Rescue; Navigation Room: Falling Floor (Levels 1-3)**

**Timeless Math I—Maya, Search and Rescue; Navigation Room: Jewel Pick (Levels 1-3)**

**M.O.3.1.06 create concrete models and pictorial representations to • compare and order fractions with like and unlike denominators, • add and subtract fractions with like denominators, and verify results.**

**PLATO® Math Expeditions C**

**Fractions C - Fractions**

**Halves, thirds, fourths, tenths**

**PLATO® Math Expeditions D**

**Fractions D - Fractions**

**Add and subtract fractions**

**Equivalent fractions**

**PLATO® Math Expeditions E**

**Fractions E - Fractions**

**Add & subtract same fractions**

**Compare equivalent fractions**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)**

**P.K.'s Place I—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Level 1)**

**P.K.'s Place I—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Levels 2-3)**

**The Quaddle Family Mysteries I/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Level 1)**

**The Quaddle Family Mysteries I/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Levels 2-3)**

**Timeless Math I—Maya, Search and Rescue; Navigation Room: Falling Floor (Levels 1-3)**

**Timeless Math I—Maya, Search and Rescue; Navigation Room: Rope Climb (Levels 2-4)**

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Timeless Math I—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 5)

Timeless Math I—Maya, Search and Rescue; Strategy Room, General Tool Set: Puzzle of the Coin Pieces (Level 0)

**M.O.3.1.07 use concrete models to demonstrate an understanding of equivalent fractions, proper and improper fractions, and mixed numbers.**

**PLATO® Math Expeditions C**

**Fractions C - Fractions**

**Halves, thirds, fourths, tenths**

**PLATO® Math Expeditions D**

**Fractions D - Fractions**

**Equivalent fractions**

**PLATO® Math Expeditions E**

**Fractions E - Fractions**

**Equivalent fractions & lowest terms**

**Add & subtract same fractions**

**Compare equivalent fractions**

**Add & subtract different fractions**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Ratio (Levels 1-3)**

Timeless Math I—Maya, Search and Rescue; Navigation Room: Falling Floor (Levels 1-3)

Timeless Math I—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Equivalence Tool (Level 0)

**M.O.3.1.08 add and subtract 2- and 3-digit whole numbers and money with and without regrouping.**

**PLATO® Math Expeditions C**

**Number Operations C - Addition**

**Add two 2-digits**

**Add two 2-digits using money**

**Number Operations C - Subtraction**

**Renaming readiness**

**Subtract 2-digit numbers**

**Subtract multiples of 10**

**Subtract two 2-digits**

**Subtract with money**

**Subtract 3-digit numbers**

**PLATO® Math Expeditions D**

**Number Operations D - Addition**

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**Add two 2-digit numbers**  
**Add two 2, 3, or 4-digit numbers**  
**Add money**

**Number Operations D - Subtraction**  
**Subtract 2 digit from multiples of 10**  
**Subtract two 2-digit numbers**  
**Subtract 3-digit numbers**  
**Subtract 4-digit numbers**

**PLATO® Math Expeditions E**

**Number Operations E - Addition**  
**Add two or more numbers**

**Number Operations E - Subtraction**  
**Subtract 2 or 3-digit numbers**  
**Subtract 4 of 5-digit numbers**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 2; Series 20: Money (Level 1)**

**Math Gallery—Collection 2; Series 20: Money (Level 2)**

**Math Gallery—Collection 2; Series 20: Money (Level 3)**

**Math on the Move! I—Addition/Subtraction: Intermediate; Left-to-Right Addition, Part 1 (Level 0)**

**Math on the Move! I—Addition/Subtraction: Intermediate; Left-to-Right Addition, Part 2 (Level 0)**

**Math on the Move! I—Addition/Subtraction: Intermediate; Money Minded (Level 0)**

**Math on the Move! I—Addition/Subtraction: Intermediate; Stepping Up and Down for Ease (Level 0)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 1)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 2)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 3)**

**The Quaddle Family Mysteries I/The Case of the Scarce Scarab—Lobby and Kitchen; Lobby: Gift Shop (Levels 1-3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 4)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 5)**

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**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Spin (Levels 1-2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Spin (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Spin (Levels 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 2)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 4)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: Horseshoe Toss (Level 1)**

**M.O.3.I.09 demonstrate and model multiplication (repeated addition, arrays) and division (repeated subtraction, partitioning).**



**PLATO® Math Expeditions C**  
**Number Operations C - Multiplication**  
Multiply by twos  
Multiply by threes  
Multiply by fours  
Multiply by fives

**PLATO® Math Expeditions D**  
**Number Operations D - Multiplication**  
Multiply with zero through five  
  
**Number Operations D - Division**  
Divide by 2-5  
Divide by 6-9

**PLATO® Math Expeditions E**  
**Number Operations E - Multiplication**  
Multiply with zero through five  
Multiply with fives and sixes  
Multiply with sevens and eights  
Multiply with nines  
  
**Number Operations E - Division**  
Divide by 1-9 with remainders

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P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 1)  
P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 2)

**M.O.3.1.10 use and explain the operations of multiplication and division including the properties (e.g., identity element of multiplication, commutative property, property of zero, associative property, inverse operations).**

**PLATO® Math Expeditions C**  
**Number Operations C - Addition**  
Add two numbers with sums to 18

**PLATO® Math Expeditions D**  
**Number Operations D - Addition**  
Add three or more 1-digit numbers  
  
**Number Operations D - Multiplication**  
Multiply with zero through five

**PLATO® Math Expeditions E**  
**Number Operations E - Subtraction**  
Subtract numbers 13-18  
  
**Number Operations E - Multiplication**  
Multiply with zero through five  
  
**Number Operations E - Division**  
Divide by 1-9 with remainders



**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 1)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 2)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Balloon Machine (Levels 1-2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Balloon Machine (Levels 3-4)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Balloon Machine (Level 5)**

**M.O.3.1.1 I recall basic multiplication facts and the corresponding division facts.**

**PLATO® Math Expeditions C**

**Number Operations C - Multiplication**

**Multiply by twos**

**Multiply by threes**

**Multiply by fours**

**Multiply by fives**

**PLATO® Math Expeditions D**

**Number Operations D - Multiplication**

**Multiply with zero through five**

**Multiply with fives and sixes**

**Multiply with sevens and eights**

**Multiply with nines**

**Number Operations D - Division**

**Divide by 2-5**

**Divide by 6-9**

**Divide by 1-9**

**PLATO® Math Expeditions E**

**Number Operations E - Multiplication**

**Multiply with zero through five**

**Multiply with fives and sixes**

**Multiply with sevens and eights**

**Multiply with nines**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**Math on the Move! 2—Multiplication and Division: Intermediate; Breaking Up the Dividend (Level 0)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Fast Facts (Practice)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Fast Facts (Levels 1-3)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 1)**



**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 2)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 3)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 1)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 2)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Balloon Machine (Level 5)**

**M.O.3.1.12 model the distributive property in multiplication of 2- and 3-digit numbers by a 1-digit number.**

PLATO Modules are not available for this learning expectation.

**M.O.3.1.13 use models to demonstrate division of 2- and 3-digit numbers by a 1-digit number.**

**PLATO® Math Expeditions D  
Number Operations D - Division  
Divide by 2-5  
Divide by 6-9**

**M.O.3.1.14 create grade-appropriate real-world problems involving any of the four operations using multiple strategies, explain the reasoning used, and justify the procedures selected when presenting solutions.**

**PLATO® Achieve Now Adventures -- Mathematics  
Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**P.K.'s Math Studio; Calculator (Levels 1-3)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 1)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 2)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Telephone Game (Levels 2-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 2)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 4)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 5)**



**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 4-5)**

## **Standard 2: Algebra**

**M.O.3.2.1 analyze and extend geometric and numeric patterns.**

**PLATO® Achieve Now Adventures -- Mathematics**

**Timeless Math I—Maya, Search and Rescue; Navigation Room: Jewel Pick (Levels 1-3)**

**M.O.3.2.2 create an input/output model using addition, subtraction, multiplication or division.**

**PLATO Modules are not available for this learning expectation.**

**M.O.3.2.3 analyze a given pattern and write the rule.**

**PLATO Modules are not available for this learning expectation.**

**M.O.3.2.4 write equivalent numerical expressions and justify equivalency.**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 1)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 2)**

**M.O.3.2.5 use symbol and letter variables to represent an unknown quantity and determine the value of the variable.**

**PLATO Modules are not available for this learning expectation.**

## **Standard 3: Geometry**

**M.O.3.3.1 identify and create new polygons by transforming, combining and decomposing polygons.**



**PLATO® Math Expeditions E**  
**Geometry E - Geometry**  
Identify geometric shapes

**PLATO® Achieve Now Adventures -- Mathematics**  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 1)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 2)

**M.O.3.3.2 identify, describe, and classify the following geometric solids according to the number of faces, edges, and vertices: • cube • rectangular solid • cylinder • cone • pyramid**

**PLATO® Math Expeditions C**  
**Geometry C - Geometry**  
Identify solid shapes

**PLATO® Achieve Now Adventures -- Mathematics**  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 1)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 3)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 1)

**M.O.3.3.3 construct and identify a solid figure from a plane drawing.**

**PLATO® Achieve Now Adventures -- Mathematics**  
Math Gallery—Collection 1; Explore: Geoboard (Level 0)  
Math Gallery—Collection 1; Series 20: Geoboard (Levels 1-3)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 1)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 2)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 3)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 1)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 2)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; P.K.'s Paths (Levels 1-2)

**M.O.3.3.4 identify, describe and draw lines of symmetry in two-dimensional shapes.**

**PLATO® Achieve Now Adventures -- Mathematics**  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 2)

**M.O.3.3.5 model, describe, and draw • lines • rays • angles including right, obtuse, and acute angles.**

**PLATO® Math Expeditions E**  
**Geometry E - Geometry**  
Classify points, lines & angles

**PLATO® Achieve Now Adventures -- Mathematics**  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 1)  
P.K.'s Place 4—Daphne and the Seventh Wonder!; P.K.'s Paths (Levels 1-2)



**P.K.'s Place 4—Daphne and the Seventh Wonder!; P.K.'s Paths (Level 3)**

**M.O.3.3.6 draw an example of a flip, slide and turn (reflection, translation, and rotation) given a model.**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 2)**

**M.O.3.3.7 name the location of a point on a first-quadrant grid, represent using ordered pairs.**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 1—Party on the Patio!; Hoopo's Patio: Planter Box, Caterpillar Game (Level 0)**

#### **Standard 4: Measurement**

**M.O.3.4.1 estimate, measure, compare, and order common measurements of objects: • length using customary and metric (to the nearest 1/2 inch) • temperature in Celsius and Fahrenheit • mass/weight**

**PLATO® Math Expeditions C**

**Measurement C - Length**

**Identify units of length**

**Measurement C - Mass, Weight**

**Metric units of mass**

**Measurement C - Capacity**

**Identify units of capacity**

**PLATO® Math Expeditions D**

**Measurement D - Length**

**Identify units of length**

**Measurement D - Capacity**

**Identify units of temperature**

**Geometry D - Geometry**

**Polygon area by counting squares**

**PLATO® Math Expeditions E**

**Measurement E - Length**

**Metric units of length**

**Measurement E - Capacity**

**Metric units capacity, mass**

**Geometry E - Geometry**

**Find the area**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**Math Gallery—Collection 1; Series 20: Geoboard (Levels 1-3)**



**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: QTV/Radio (Level 0)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Snack Machine (Levels 1-3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Lobby: Postal Scale (Levels 1-3)**

**The Quaddle Family Mysteries 2/The Case of the Scarce Scarab—Garden; Garden: Animal Tracks (Level 0)**

**The Quaddle Family Mysteries 2/The Case of the Scarce Scarab—Garden; Garden: Solar Cart (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Did You Know? (Level 0)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**M.O.3.4.2 estimate and find the perimeter and area of familiar geometric shapes, using manipulatives, grids, or appropriate measuring tools.**

**PLATO® Math Expeditions D**

**Geometry D - Geometry**

**Determine perimeter of a polygon**

**Polygon area by counting squares**

**PLATO® Math Expeditions E**

**Geometry E - Geometry**

**Find the area**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 0)**

**Math Gallery—Collection 1; Explore: Geoboard (Level 0)**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection 1; Explore: Calculator (Level 0)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Geoboard (Levels 1-3)**

**Math Gallery—Collection 2; Explore: Time (Level 0)**

**Math Gallery—Collection 2; Explore: Ratio (Level 0)**

**Math Gallery—Collection 2; Explore: Probability (Level 0)**

**Math Gallery—Collection 2; Explore: Money (Level 0)**

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**Math Gallery—Collection 2; Series 20: Time (Levels 1-2)**

**Math Gallery—Collection 2; Series 20: Time (Level 3)**

**Math Gallery—Collection 2; Series 20: Ratio (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Probability (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Money (Level 1)**

**Math Gallery—Collection 2; Series 20: Money (Level 2)**

**Math Gallery—Collection 2; Series 20: Money (Level 3)**

**The Quaddle Family Mysteries 2/The Case of the Scarce Scarab—Garden; Garden: Fort (Level 1-3)**

**The Quaddle Family Mysteries 2/The Case of the Scarce Scarab—Garden; Garden: Solar Cart (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**

**M.O.3.4.3 determine the formula the area of a rectangle and explain reasoning through modeling.**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 0)**

**Math Gallery—Collection 1; Explore: Geoboard (Level 0)**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection 1; Explore: Calculator (Level 0)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Geoboard (Levels 1-3)**

**Math Gallery—Collection 2; Explore: Time (Level 0)**

**Math Gallery—Collection 2; Explore: Ratio (Level 0)**

**Math Gallery—Collection 2; Explore: Probability (Level 0)**

**Math Gallery—Collection 2; Explore: Money (Level 0)**

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**Math Gallery—Collection 2; Series 20: Time (Levels 1-2)**

**Math Gallery—Collection 2; Series 20: Time (Level 3)**

**Math Gallery—Collection 2; Series 20: Ratio (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Probability (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Money (Level 1)**

**Math Gallery—Collection 2; Series 20: Money (Level 2)**

**Math Gallery—Collection 2; Series 20: Money (Level 3)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 1)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 2)**

**The Quaddle Family Mysteries 2/The Case of the Scarce Scarab—Garden; Garden: Fort (Level 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**

**M.O.3.4.4 read time to 5-minute intervals using analog and digital clocks, compute elapsed time to the quarter-hour using a clock.**

**PLATO® Math Expeditions C**

**Time C - Time**

**Tell time to 5 minutes**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 2; Series 20: Time (Levels 1-2)**

**Math Gallery—Collection 2; Series 20: Time (Level 3)**

**M.O.3.4.5 identify, count and organize coins and bills to display a variety of price values from real-life examples with a total value of \$100 or less and model making change using manipulatives.**

**PLATO® Math Expeditions C**

**Money C - Money**

**Compare money to \$2.00**

**PLATO® Math Expeditions D**

**Money D - Money**

**Solve problems**



**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 2; Series 20: Money (Level 1)**

**Math Gallery—Collection 2; Series 20: Money (Level 2)**

**Math Gallery—Collection 2; Series 20: Money (Level 3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Lobby: Gift Shop (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 4-5)**

## **Standard 5: Data Analysis and Probability**

**M.O.3.5.1 collect and organize grade-appropriate real-world data from observation, surveys, and experiments, and identify and construct appropriate ways to display data.**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 1—Party on the Patio!; Hoopo's Patio: Planter Box (Level 0)**

**M.O.3.5.2 develop and conduct grade-appropriate experiments using concrete objects (e.g. counters, number cubes, spinners) to determine the likeliness of events and list all outcomes.**

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**Math Gallery—Collection 2; Series 20: Probability (Levels 1-3)**

**P.K.'s Place 1—Party on the Patio!; Hoopo's Patio: Planter Box (Level 0)**

**P.K.'s Place 3—Carlos at the Races!; Diamond Dragway (Levels 1-3)**

**P.K.'s Place 3—Carlos at the Races!; P.K.'s Pit Stop (Level 1)**

**P.K.'s Place 3—Carlos at the Races!; P.K.'s Pit Stop (Level 2)**

**P.K.'s Place 3—Carlos at the Races!; P.K.'s Pit Stop (Level 3)**

**M.O.3.5.3 analyze real-world data represented on a graph using grade-appropriate questions.**

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**PLATO® Math Expeditions C**  
**Graphs C - Graphs**  
Solve problems: pictographs

**PLATO® Math Expeditions D**  
**Graphs D - Graphs**  
Solve problems: bar graph, pictograph

**PLATO® Math Expeditions E**  
**Graphs E - Graphs**  
Data from graphs

## **Grade 04**

### **Standard I: Number and Operations**

**M.O.4.1.01** read, write, order, and compare whole numbers to the millions place and decimals to thousandths place using a variety of strategies (e.g. symbols, manipulatives, number line, pictorial representations).

**PLATO® Math Expeditions D**  
**Numeration D - Compare**  
Compare numbers to 999  
Compare numbers to 9999

**Numeration D - Order**  
Order numbers to 999  
Order numbers to 9999

**Numeration D - Place Value**  
Write standard form to 999  
Write standard form to 9999  
Write standard form to 999,999

**PLATO® Math Expeditions E**  
**Numeration E - Compare**  
Compare numbers to 999,999

**Numeration E - Order**  
Order numbers to 999,999

**Numeration E - Place Value**  
Identify place value to millions

**Decimals E - Decimals**  
Write decimals  
Compare, order & round decimals

**PLATO® Math Expeditions F**  
**Numeration F - Compare**  
Compare numbers to 999,999

**Numeration F - Order**  
Order numbers to 999,999



**Numeration F - Place Value**  
Identify place value to millions

**Decimals F - Decimals**  
Compare, order & round decimals

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 0)**

**Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 1)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**P.K.'s Place 1—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Level 1)**

**P.K.'s Place 1—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Levels 2-3)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 1)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 2)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Snack Machine (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Toy Chest (Levels 1-3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Levels 2-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Falling Floor (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Jewel Pick (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 1)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Levels 2-4)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 5)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room, Tool Set: Two Line Segment Tool (Level 0)**

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Timeless Math I—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Area Tiling Tool (Level 0)

**M.O.4.1.02 demonstrate an understanding of the place value of each digit utilizing standard and expanded form through 1,000,000 with multiples of 10 [(5 X 10,000) + (3 X 1,000) + (4 X 10) + 2].**

**PLATO® Math Expeditions D**  
**Numeration D - Place Value**  
Write standard form to 999  
Write standard form to 9999  
Write standard form to 999,999

**PLATO® Math Expeditions E**  
**Numeration E - Place Value**  
Identify place value to millions

**PLATO® Math Expeditions F**  
**Numeration F - Place Value**

**PLATO® Achieve Now Adventures -- Mathematics**  
**Math Gallery—Collection 1; Explore: Base-10 Blocks (Level 0)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**P.K.'s Place 1—Party on the Patio!; Daphne's Studio: Battery Charger, Big Charge (Levels 1-3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Picnic Basket (Levels 4-5)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: The Piano (Levels 1-4)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: The Piano (Level 5)**

**M.O.4.1.03 estimate solutions to problems including rounding, benchmarks, compatible numbers and evaluate the reasonableness of the solution, justify results.**

**PLATO® Math Expeditions D**  
**Numeration D - Round**

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Round numbers to tens  
Round to tens and hundreds

**Number Operations D - Addition**  
Estimate sums

**Number Operations D - Subtraction**  
Estimate differences

**Number Operations D - Multiplication**  
Estimate products

**Money D - Money**  
Solve problems

**PLATO® Math Expeditions E**

**Numeration E - Round**  
Round numbers to 999,999

**Number Operations E - Addition**  
Estimate sums

**Number Operations E - Subtraction**  
Estimate differences

**Number Operations E - Multiplication**  
Estimate products

**Number Operations E - Division**  
Estimate quotients

**PLATO® Math Expeditions F**

**Numeration F - Round**  
Round through millions

**Number Operations F - Addition**  
Estimate sums

**Number Operations F - Subtraction**  
Estimate differences

**Number Operations F - Multiplication**  
Estimate products

**Number Operations F - Division**  
Estimate quotients

**PLATO® Achieve Now Adventures -- Mathematics**

**Math on the Move! I—Addition/Subtraction: Intermediate; Sharing for Ease (Level 0)**

**Math on the Move! I—Addition/Subtraction: Intermediate; Stepping Up and Down for Ease (Level 0)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Ray (Levels 1-5)**

**M.O.4.1.04 using concrete models, benchmark fractions, number line • compare and order fractions with like and unlike denominators • add and**



**subtract fractions with like and unlike denominators • model equivalent fractions • model addition and subtraction of mixed numbers with and without regrouping.**

**PLATO® Math Expeditions D**

**Fractions D - Fractions**  
Add and subtract fractions  
Equivalent fractions

**PLATO® Math Expeditions E**

**Fractions E - Fractions**  
Equivalent fractions & lowest terms  
Add & subtract same fractions  
Compare equivalent fractions  
Add & subtract different fractions

**PLATO® Math Expeditions F**

**Fractions F - Fractions**  
Add & subtract same fractions  
Add & subtract different fractions  
Add mixed numbers  
Subtract mixed numbers  
Multiply fractions & mixed numbers

**Ratio/Proportion F - Ratio/Proportion**  
Write ratios

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Ratio (Levels 1-3)**

**P.K.'s Place 1—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Level 1)**

**P.K.'s Place 1—Party on the Patio!; P.K.'s Game Room: Delicious Digits (Levels 2-3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Level 1)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Levels 2-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Falling Floor (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Jewel Pick (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 1)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Levels 2-4)**

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**Timeless Math I—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 5)**

**Timeless Math I—Maya, Search and Rescue; Strategy Room, General Tool Set: Puzzle of the Coin Pieces (Level 0)**

**Timeless Math I—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Equivalence Tool (Level 0)**

**M.O.4.1.05 analyze the relationship of fractions to decimals using concrete objects and pictorial representations.**

**PLATO® Math Expeditions D**

**Fractions D - Fractions  
Equivalent fractions**

**PLATO® Math Expeditions E**

**Fractions E - Fractions  
Equivalent fractions & lowest terms  
Compare equivalent fractions**

**PLATO® Math Expeditions F**

**Ratio/Proportion F - Ratio/Proportion  
Decimals & fractions as %  
Write ratios**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Fraction Strips (Levels 1-3)**

**Math Gallery—Collection 2; Series 20: Ratio (Levels 1-3)**

**Timeless Math I—Maya, Search and Rescue; Navigation Room: Falling Floor (Levels 1-3)**

**Timeless Math I—Maya, Search and Rescue; Strategy Room, Tool Set: Two Line Segment Tool (Level 0)**

**Timeless Math I—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Equivalence Tool (Level 0)**

**Timeless Math I—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Area Tiling Tool (Level 0)**

**M.O.4.1.06 round decimals to the nearest whole, 10th, or 100th place.**

**PLATO® Math Expeditions E**

**Decimals E - Decimals  
Compare, order & round decimals**

**PLATO® Math Expeditions F**

**Decimals F - Decimals**

**M.O.4.1.07 add and subtract whole numbers (up to five –digit number) and decimals to the 1000th place, multiply (up to three digits by two-**



digits, and divide (up to a three digit number with a one and two-digit number) .

**PLATO® Math Expeditions D**

**Number Operations D - Addition**

Add 2-digit plus 1-digit numbers

Add two 2-digit numbers

Add two 2, 3, or 4-digit numbers

**Number Operations D - Subtraction**

Subtract numbers 13 to 18

Subtract 1 digit from multiples of 10

**Number Operations D - Multiplication**

Multiply 2-digit by 1-digit numbers

Multiply 3-digit by 1-digit numbers

**Number Operations D - Division**

Divide by 1-digit, with remainders

Divide by 1-digit numbers

Divide 3-digit by 1-digit numbers

**Decimals D - Decimals**

Add and subtract decimals

**PLATO® Math Expeditions E**

**Number Operations E - Addition**

Use mental math to add

Add two or more numbers

**Number Operations E - Multiplication**

Multiply by 1-digit numbers

Multiply 3-digit by 1-digit numbers

Multiply 4-digit by 1-digit numbers

Multiply 2-digit by 2-digit numbers

Multiply 3-digit by 2-digit numbers

**Number Operations E - Division**

Divide by 1-9 with remainders

Divide 2-digit by 1-digit with remainders

Divide 3-digit by 1-digit with remainders **A**

Divide 3-digit by 1 digit with remainders **B**

**Decimals E - Decimals**

Add & subtract decimals

**PLATO® Math Expeditions F**

**Number Operations F - Addition**

Add two or more numbers

Add large numbers

**Number Operations F - Multiplication**

Multiply 3 & 4 digits by 1-digit

Multiply 2-digit by 2-digit numbers

Multiply 3-digit by 2-digits

Multiply by 3-digit numbers

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**Number Operations F - Division**

- Divide 2-digit by 1-digit with remainders**
- Divide 3-digit by 1 digit with remainders A**
- Divide 3-digit by 1-digit with remainders B**
- Divide 3-digit and 4-digit by 1-digit with 0**

**Decimals F - Decimals**

- Add & subtract decimals**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**Math on the Move! 1—Addition/Subtraction: Intermediate; Left-to-Right Addition, Part 1 (Level 0)**

**Math on the Move! 1—Addition/Subtraction: Intermediate; Left-to-Right Addition, Part 2 (Level 0)**

**Math on the Move! 2—Multiplication and Division: Intermediate; Breaking Up the Dividend (Level 0)**

**Math on the Move! 2—Multiplication and Division: Intermediate; Doubles and Doubling (Level 0)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Fast Facts (Practice)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Fast Facts (Levels 1-3)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 1)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 2)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 3)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 1)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 2)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 4)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Egg Surprise (Level 5)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Picnic Basket (Levels 1-2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Picnic Basket (Levels 3)**



**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Picnic Basket (Levels 4-5)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 1)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Press (Level 4-5)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Spin (Levels 1-2)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Spin (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Egg Trek: Eggs Spin (Levels 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 2)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 4)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: Bull's-eye (Level 2)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: Bull's-eye (Levels 3-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: Horseshoe Toss (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: Horseshoe Toss (Levels 2-4)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: Horseshoe Toss (Level 5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: Pick the Pattern (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: The Sum-It-Up Machine (Levels 2-4)**



The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; Math Arcade: The Sum-It-Up Machine (Level 5)

**M.O.4.1.08 solve multi-digit whole number multiplication problems using a variety of strategies, including the standard algorithm, justify methods used.**

**PLATO® Math Expeditions D**  
Number Operations D - Multiplication  
Multiply 2-digit by 1-digit numbers  
Multiply 3-digit by 1-digit numbers

**PLATO® Math Expeditions E**  
Number Operations E - Multiplication  
Multiply by 1-digit numbers  
Multiply 3-digit by 1-digit numbers  
Multiply 4-digit by 1-digit numbers  
Multiply 2-digit by 2-digit numbers  
Multiply 3-digit by 2-digit numbers

**PLATO® Math Expeditions F**  
Number Operations F - Multiplication  
Multiply 3 & 4 digits by 1-digit  
Multiply 2-digit by 2-digit numbers  
Multiply 3-digit by 2-digits  
Multiply by 3-digit numbers

**PLATO® Achieve Now Adventures -- Mathematics**  
Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)

Math on the Move! 2—Multiplication and Division: Intermediate; Doubles and Doubling (Level 0)

P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 1)

P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 2)

P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 3)

P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 2)

P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 3)

**M.O.4.1.09 quick recall of basic multiplication facts and corresponding division facts.**

**PLATO® Math Expeditions D**  
Number Operations D - Multiplication  
Multiply with zero through five  
Multiply with fives and sixes  
Multiply with sevens and eights  
Multiply with nines

Number Operations D - Division  
Divide by 2-5  
Divide by 6-9  
Divide by 1-9



**PLATO® Math Expeditions E**

**Number Operations E - Multiplication**

Multiply with zero through five

Multiply with fives and sixes

Multiply with sevens and eights

Multiply with nines

**Number Operations E - Division**

Divide by 1-9 with remainders

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**Math on the Move! 2—Multiplication and Division: Intermediate; Breaking Up the Dividend (Level 0)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Fast Facts (Practice)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Fast Facts (Levels 1-3)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 1)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 2)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 3)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 1)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 2)**

**P.K.'s Place 3—Carlos at the Races!; E-Racer (Level 3)**

**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Balloon Machine (Level 5)**

**M.O.4.1.10 create grade-level real-world appropriate story problems using multiple strategies including simple ratios, justify the reason for choosing a particular strategy and present results.**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 20: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 1; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**P.K.'s Math Studio; Calculator (Levels 1-3)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 1)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 2)**

**P.K.'s Place 2—Hoopo at Sea!; P.K.'s Sonar Scan (Level 3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Lobby: Postal Scale (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**



**The Secret of Googol 7/Eggs All Around—Egg Trek and Balloon Picnic; Balloon Picnic: Telephone Game (Levels 2-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 2)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 4)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Auction (Level 5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Pricing Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 4-5)**

## **Standard 2: Algebra**

**M.O.4.2.1 determine the rule and explain how change in one variable relates to the change in the second variable, given an input/output model using two operations.**

PLATO Modules are not available for this learning expectation.

**M.O.4.2.2 recognize and describe relationships in which quantities change proportionally.**

PLATO Modules are not available for this learning expectation.

**M.O.4.2.3 represent the idea of a variable as an unknown quantity using a letter, write an expression using a variable to describe a real-world situation.**

PLATO Modules are not available for this learning expectation.



**M.O.4.2.4 solve real-world problems involving order of operations including grouping symbols and the four operations,**

**PLATO® Achieve Now Adventures -- Mathematics  
P.K.'s Math Studio; Expression Builder (Levels 1-3)**

### **Standard 3: Geometry**

**M.O.4.3.1 identify, classify, compare and contrast two-dimensional (including quadrilateral shapes) and three-dimensional geometric figures according to attributes.**

**PLATO® Math Expeditions E  
Geometry E - Geometry  
Identify geometric shapes**

**PLATO® Math Expeditions F  
Geometry F - Geometry**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 1)**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 2)**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 3)**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 1)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**

**M.O.4.3.2 recognize and describe three-dimensional objects from different perspectives.**

**PLATO® Achieve Now Adventures -- Mathematics  
Math Gallery—Collection 1; Series 20: Geoboard (Levels 1-3)**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 1)**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 2)**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 3)**

**M.O.4.3.3 identify, draw, label, compare and classify • lines (intersecting, parallel, and perpendicular) • angles (acute, right, obtuse, and straight)**

**PLATO® Math Expeditions E  
Geometry E - Geometry  
Classify points, lines & angles**

**PLATO® Math Expeditions F  
Geometry F - Geometry**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 1)**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; P.K.'s Paths (Level 3)**



**M.O.4.3.4 identify and create a two-dimensional design with one line of symmetry.**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 2)**

**M.O.4.3.5 graph/plot ordered pairs on a first-quadrant grid and use the coordinate system to specify location and describe path.**

**PLATO® Math Expeditions F**

**Geometry F - Geometry**

**Locate coordinate points**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 1—Party on the Patio!; Hoopo's Patio: Planter Box, Caterpillar Game (Level 0)**

**M.O.4.3.6 draw and identify parts of a circle: center point, diameter, and radius.**

**PLATO® Math Expeditions E**

**Geometry E - Geometry**

**Identify geometric shapes**

**PLATO® Math Expeditions F**

**Geometry F - Geometry**

**Find the circumference**

**M.O.4.3.7 select, analyze and justify appropriate use of transformations (translations, rotations, flips) to solve geometric problems including congruency and tiling (tessellations).**

**PLATO® Achieve Now Adventures -- Mathematics**

**P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 2)**

#### **Standard 4: Measurement**

**M.O.4.4.1 select appropriate measuring tools, apply and convert standard units within a system to estimate, measure, compare and order realworld measurements including: • lengths using customary (to the nearest one-fourth inch) and metric units, • weight, • capacity, • temperature, and justify and present results.**

**PLATO® Math Expeditions D**

**Measurement D - Length**

**Identify units of length**

**Measurement D - Capacity**

**Identify units of temperature**

**Geometry D - Geometry**

**Polygon area by counting squares**



**PLATO® Math Expeditions E**

**Measurement E - Length**

**Metric units of length**

**Measurement E - Capacity**

**Metric units capacity, mass**

**Geometry E - Geometry**

**Find the area**

**PLATO® Math Expeditions F**

**Measurement F - Length**

**Metric units of length**

**Measurement F - Capacity**

**Metric units capacity, mass, temperature**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection I; Series 20: Calculator (Levels 1-2)**

**Math Gallery—Collection I; Series 20: Calculator (Level 3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Level 1)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Levels 2-3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: QTV/Radio (Level 0)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Snack Machine (Levels 1-3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Lobby: Postal Scale (Levels 1-3)**

**The Quaddle Family Mysteries 2/The Case of the Scarce Scarab—Garden; Garden: Animal Tracks (Level 0)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Did You Know? (Level 0)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**M.O.4.4.2 demonstrate an understanding of the formula used to determine the area of rectangles and squares and use this formula to compare areas of rectangles and squares.**

**PLATO® Math Expeditions F**

**Geometry F - Geometry**

**Find the area**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection I; Series 20: Calculator (Levels 1-2)**



**Math Gallery—Collection 1; Series 20: Calculator (Level 3)**

**The Quaddle Family Mysteries 2/The Case of the Scarce Scarab—Garden; Garden: Fort (Level 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**

**M.O.4.4.3 read time to the minute, calculate elapsed time in hours/minutes within a 24- hour period.**

**PLATO® Math Expeditions D**

**Time D - Time**

**Tell time to the minute**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 2; Series 20: Time (Levels 1-2)**

**Math Gallery—Collection 2; Series 20: Time (Level 3)**

**M.O.4.4.4 given real-world situations, count coins and bills and determine correct change.**

**PLATO® Math Expeditions D**

**Money D - Money**

**Solve problems**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 2; Series 20: Money (Level 1)**

**Math Gallery—Collection 2; Series 20: Money (Level 2)**

**Math Gallery—Collection 2; Series 20: Money (Level 3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Lobby: Gift Shop (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Buying Game (Levels 4-5)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Level 1)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 2-3)**

**The Secret of Googol 8/Googol Gulch—General Store and Math Arcade; General Store: The Selling Game (Levels 4-5)**

## **Standard 5: Data Analysis and Probability**

**Inspired solutions for teaching and learning™**



**M.O.4.5.1 read and interpret information represented on a circle graph.**

**PLATO® Math Expeditions E**  
Graphs E - Graphs  
Data from graphs

**PLATO® Math Expeditions F**  
Graphs F - Graphs  
Data from graphs

**PLATO® Achieve Now Adventures -- Mathematics**  
The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)

Timeless Math 1—Maya, Search and Rescue; Strategy Room: Data Set (Level 0)

**M.O.4.5.2 pose a grade-appropriate question that can be addressed with data, collect, organize, display, and analyze data in order to answer the question.**

**PLATO® Achieve Now Adventures -- Mathematics**  
P.K.'s Place 1—Party on the Patio!; Hoopo's Patio: Planter Box (Level 0)

**M.O.4.5.3 design and conduct a simple probability experiment using concrete objects, examine and list all possible combinations using a tree diagram, represent the outcomes as a ratio and present the results.**

**PLATO® Achieve Now Adventures -- Mathematics**  
Math Gallery—Collection 2; Series 20: Probability (Levels 1-3)

P.K.'s Place 1—Party on the Patio!; Hoopo's Patio: Planter Box (Level 0)

P.K.'s Place 3—Carlos at the Races!; Diamond Dragway (Levels 1-3)

P.K.'s Place 3—Carlos at the Races!; P.K.'s Pit Stop (Level 1)

P.K.'s Place 3—Carlos at the Races!; P.K.'s Pit Stop (Level 2)

P.K.'s Place 3—Carlos at the Races!; P.K.'s Pit Stop (Level 3)

## **Grade 05**

### **Standard 1: Number and Operations**

**M.O.5.1.01 read, write, order and compare all whole numbers, fractions, mixed numbers and decimals using multiple strategies (e.g., symbols, manipulatives, number line).**

**PLATO® Math Expeditions E**  
Numeration E - Compare  
Compare numbers to 999,999

**Numeration E - Order**  
Order numbers to 999,999

**Numeration E - Place Value**  
Identify place value to millions



**Fractions E - Fractions**

**Compare equivalent fractions**

**Decimals E - Decimals**

**Write decimals**

**Compare, order & round decimals**

**PLATO® Math Expeditions F**

**Numeration F - Compare**

**Compare numbers to 999,999**

**Numeration F - Order**

**Order numbers to 999,999**

**Numeration F - Place Value**

**Identify place value to millions**

**Fractions F - Fractions**

**Add mixed numbers**

**Decimals F - Decimals**

**Compare, order & round decimals**

**PLATO® Math Expeditions G**

**Numeration G - Compare**

**Compare numbers to millions**

**Numeration G - Order**

**Order numbers to millions**

**Numeration G - Place Value**

**Identify place value to billions**

**Recognize place value in decimals**

**Fractions G - Fractions**

**Compare & order fractions**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection I; Explore: Base-10 Blocks (Level 0)**

**Math Gallery—Collection I; Explore: Base-10 Blocks (Level 1)**

**Math Gallery—Collection I; Explore: Geoboard (Level 0)**

**Math Gallery—Collection I; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection I; Explore: Calculator (Level 0)**

**Math Gallery—Collection I; Series 30: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection I; Series 30: Calculator (Level 1)**

**Math Gallery—Collection I; Series 30: Calculator (Level 2)**

**Math Gallery—Collection I; Series 30: Calculator (Level 3)**

**Math Gallery—Collection I; Series 30: Fraction Strips (Level 1)**

**Math Gallery—Collection I; Series 30: Fraction Strips (Level 2)**

**Math Gallery—Collection I; Series 30: Fraction Strips (Level 3)**



**Math Gallery—Collection 1; Series 30: Geoboard (Levels 1 & 3)**

**Math Gallery—Collection 1; Series 30: Geoboard (Level 2)**

**Math Gallery—Collection 2; Explore: Time (Level 0)**

**Math Gallery—Collection 2; Explore: Ratio (Level 0)**

**Math Gallery—Collection 2; Explore: Probability (Level 0)**

**Math Gallery—Collection 2; Explore: Money (Level 0)**

**Math Gallery—Collection 2; Series 20: Money (Level 2)**

**Math Gallery—Collection 2; Series 30: Time (Levels 1-3)**

**Math Gallery—Collection 2; Series 30: Ratio (Levels 1-3)**

**Math Gallery—Collection 2; Series 30: Probability (Levels 1-3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Level 1)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Toy Chest (Levels 1-3)**

**Timeless Jade Trade; Area Tiling Tool (Levels 1-3)**

**Timeless Jade Trade; Coin Tool (Levels 1-3)**

**Timeless Jade Trade; Equivalence Tool (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Falling Floor (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Jewel Pick (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 1)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Levels 2-4)**

**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Rope Climb (Level 5)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room, Tool Set: Two Line Segment Tool (Level 0)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Area Tiling Tool (Level 0)**

**Timeless Math 2—Maya, Observatory; Navigation Room: Cenote (Level 1)**

**Timeless Math 2—Maya, Observatory; Navigation Room: Cenote (Levels 2-4)**

**M.O.5.1.02 demonstrate an understanding of place value of each digit utilizing standard and expanded form in any whole number using powers of 10 [(3 X 105) + (4 X 103) + 7 X 102) + (1 X 101) + 6].**



**PLATO® Math Expeditions E**  
**Numeration E - Place Value**  
Identify place value to millions

**PLATO® Math Expeditions F**  
**Numeration F - Place Value**

**PLATO® Math Expeditions G**  
**Numeration G - Place Value**  
Identify place value to billions  
Recognize place value in decimals

**PLATO® Achieve Now Adventures -- Mathematics**  
**Math Gallery—Collection I; Explore: Base-10 Blocks (Level 0)**  
**Math Gallery—Collection I; Series 30: Base-10 Blocks (Levels 1-3)**

**M.O.5.1.03 estimate solutions to problems involving whole numbers, decimals, fractions, and percents to determine reasonableness using benchmarks.**

**PLATO® Math Expeditions E**  
**Number Operations E - Addition**  
Estimate sums

**Number Operations E - Subtraction**  
Estimate differences

**Number Operations E - Multiplication**  
Estimate products

**Number Operations E - Division**  
Estimate quotients

**PLATO® Math Expeditions F**  
**Number Operations F - Addition**  
Estimate sums

**Number Operations F - Subtraction**  
Estimate differences

**Number Operations F - Multiplication**  
Estimate products

**Number Operations F - Division**  
Estimate quotients

**PLATO® Math Expeditions G**  
**Number Operations G - Addition**  
Estimate sums

**Number Operations G - Subtraction**  
Estimate differences

**Number Operations G - Multiplication**  
Estimate products

**Number Operations G - Division**  
Estimate quotients

**Inspired solutions for teaching and learning™**



**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 30: Calculator (Level 3)**

**Math Gallery—Collection 1; Series 30: Fraction Strips (Level 1)**

**Math Gallery—Collection 1; Series 30: Fraction Strips (Level 2)**

**Math Gallery—Collection 1; Series 30: Fraction Strips (Level 3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**Timeless Math 4—Lunar Base; Energy Room (Level 1)**

**Timeless Math 4—Lunar Base; Energy Room (Level 3)**

**Timeless Math 4—Lunar Base; Energy Room (Levels 4-5)**

**Timeless Math 4—Lunar Base; Robot Repair Center (Levels 3-4)**

**Timeless Math 4—Lunar Base; Robot Repair Center (Level 5)**

**Timeless Math 4—Lunar Base; Security Deck (Levels 1-5)**

**M.O.5.1.04 use inductive reasoning to identify the divisibility rules of 2, 3, 5, 9 and 10 and apply the rules to solve application problems.**

**PLATO Modules are not available for this learning expectation.**

**M.O.5.1.05 determine and apply greatest common factor and lowest common multiple to write equivalent fractions and to real-world problem situations.**

**PLATO® Math Expeditions E**

**Fractions E - Fractions**

**Equivalent fractions & lowest terms**

**Add & subtract same fractions**

**Compare equivalent fractions**

**Add & subtract different fractions**

**PLATO® Math Expeditions F**

**Fractions F - Fractions**

**Add & subtract same fractions**

**Add & subtract different fractions**

**Add mixed numbers**

**Subtract mixed numbers**

**Multiply fractions & mixed numbers**

**Ratio/Proportion F - Ratio/Proportion**

**Write ratios**

**PLATO® Math Expeditions G**

**Decimals G - Decimals**

**Add and subtract decimals**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 30: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 2; Series 30: Ratio (Levels 1-3)**



**Timeless Jade Trade; Equivalence Tool (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Equivalence Tool (Level 0)**

**Timeless Math 2—Maya, Observatory; Navigation Room: Cenote (Level 1)**

**Timeless Math 2—Maya, Observatory; Navigation Room: Cenote (Levels 2-4)**

**Timeless Math 3—Maya, King Jaguar's Village; Mayor**

**Timeless Math 3—Maya, King Jaguar's Village; Trader (Levels 1-3)**

**Timeless Math 3—Maya, King Jaguar's Village; Strategy Room, General Tool Set: Trading Game (Level 0)**

**Timeless Math 7—Rover Recovery; Search (Level 1)**

**Timeless Math 7—Rover Recovery; Search (Level 3)**

**M.O.5.1.06 model and write equivalencies of fractions decimals, percents, and ratios.**

**PLATO® Math Expeditions E**

**Fractions E - Fractions**

**Equivalent fractions & lowest terms**

**Compare equivalent fractions**

**PLATO® Math Expeditions F**

**Ratio/Proportion F - Ratio/Proportion**

**Decimals & fractions as %**

**Write ratios**

**PLATO® Math Expeditions G**

**Decimals G - Decimals**

**Add and subtract decimals**

**Ratio/Proportion G - Ratio/Proportion**

**Decimals & fractions as %**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Explore: Fraction Strips (Level 0)**

**Math Gallery—Collection 1; Series 30: Base-10 Blocks (Levels 1-3)**

**Math Gallery—Collection 1; Series 30: Fraction Strips (Level 1)**

**Math Gallery—Collection 1; Series 30: Fraction Strips (Level 2)**

**Math Gallery—Collection 1; Series 30: Fraction Strips (Level 3)**

**Math Gallery—Collection 2; Series 30: Ratio (Levels 1-3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Level 1)**

**Timeless Jade Trade; Area Tiling Tool (Levels 1-3)**

**Timeless Jade Trade; Coin Tool (Levels 1-3)**

**Timeless Jade Trade; Equivalence Tool (Levels 1-3)**

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**Timeless Math 1—Maya, Search and Rescue; Navigation Room: Falling Floor (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room, Tool Set: Two Line Segment Tool (Level 0)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Equivalence Tool (Level 0)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room, Tool Set: Fraction Area Tiling Tool (Level 0)**

**Timeless Math 2—Maya, Observatory; Navigation Room: Cenote (Level 1)**

**Timeless Math 2—Maya, Observatory; Navigation Room: Cenote (Levels 2-4)**

**Timeless Math 3—Maya, King Jaguar's Village; Mayor**

**Timeless Math 3—Maya, King Jaguar's Village; Trader (Levels 1-3)**

**Timeless Math 3—Maya, King Jaguar's Village; Strategy Room, Tool Set: Worker Allocation Tool (Level 0)**

**Timeless Math 3—Maya, King Jaguar's Village; Strategy Room, General Tool Set: Trading Game (Level 0)**

**M.O.5.1.07 analyze and solve application problems and justify reasonableness of solution in problems involving addition and subtraction of: • fractions and mixed numbers • decimals.**

**PLATO® Achieve Now Adventures -- Mathematics**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Level 1)**

**M.O.5.1.08 apply the distributive property as it relates to multiplication over addition.**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math on the Move! 2—Multiplication/Division: Advanced; Addition Method of Multiplication (Level 0)**

**M.O.5.1.09 solve multi-digit whole number division problems using a variety of strategies, including the standard algorithm and justify the solutions.**

**PLATO® Math Expeditions E**

**Number Operations E - Division**

**Divide by 2-digit with remainders A**

**Divide by 2 digit with remainders B**

**PLATO® Math Expeditions F**

**Number Operations F - Division**

**Divide by 2-digits with remainders**

**Divide 3-digit and 4-digit by 2-digit A**

**Divide 3-digit and 4-digit by 2-digit B**

**PLATO® Math Expeditions G**

**Number Operations G - Division**

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2-digits, 3-digits divided by 2-digit, 1-digit quotient  
Divide by 2-digits, 2-digit quotient  
3, 4, 5-digits divided by 2-digits  
4, 5, 6-digits divided by 3-digits

**PLATO® Achieve Now Adventures -- Mathematics**

**Math on the Move! 2—Multiplication/Division: Advanced; Divide by Multiplying (Level 0)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 1)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 2)**

**P.K.'s Place 2—Hoop at Sea!; P.K.'s Sonar Scan (Level 3)**

**Timeless Math 4—Lunar Base; Control Center: Laser Access (Level 0)**

**M.O.5.1.10 demonstrate fluency in addition, subtraction, multiplication and division of whole numbers.**

**PLATO® Math Expeditions E**

**Number Operations E - Addition**

Use mental math to add  
Add two or more numbers

**Number Operations E - Subtraction**

Subtract 2 or 3-digit numbers  
Subtract 4 of 5-digit numbers

**Number Operations E - Multiplication**

Multiply by 1-digit numbers  
Multiply 3-digit by 1-digit numbers  
Multiply 4-digit by 1-digit numbers  
Multiply 2-digit by 2-digit numbers  
Multiply 3-digit by 2-digit numbers

**Number Operations E - Division**

Divide by 1-9 with remainders  
Divide 2-digit by 1-digit with remainders  
Divide 3-digit by 1-digit with remainders **A**  
Divide 3-digit by 1 digit with remainders **B**  
Divide by 2-digit with remainders **A**  
Divide by 2 digit with remainders **B**

**PLATO® Math Expeditions F**

**Number Operations F - Addition**

Add two or more numbers  
Add large numbers

**Number Operations F - Subtraction**

Subtract numbers up to 6-digits  
Subtract numbers with zeros

**Number Operations F - Multiplication**

Multiply 3 & 4 digits by 1-digit  
Multiplying by tens and hundreds  
Multiply 2-digit by 2-digit numbers

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**Multiply 3-digit by 2-digits**  
**Multiply by 3-digit numbers**

**Number Operations F - Division**  
**Divide 2-digit by 1-digit with remainders**  
**Divide 3-digit by 1 digit with remainders A**  
**Divide 3-digit by 1-digit with remainders B**  
**Divide 3-digit and 4-digit by 1-digit with 0**  
**Divide 2 and 3 digit by multiples of ten**  
**Divide by 2-digits with remainders**  
**Divide 3-digit and 4-digit by 2-digit A**  
**Divide 3-digit and 4-digit by 2-digit B**

**PLATO® Math Expeditions G**

**Number Operations G - Addition**  
**Add numbers up to 3-digits**  
**Add numbers up to 6-digits**

**Number Operations G - Subtraction**  
**Subtract 1, 2, or 3-digit numbers**  
**Subtract numbers up to 6-digits**  
**Subtract numbers with zeros**

**Number Operations G - Multiplication**  
**Multiply by 1-digit numbers**  
**Multiply by 2, 3, 4-digit numbers**

**Number Operations G - Division**  
**Divide up to 5-digits by 1-digit numbers**  
**Divide 3, 4, or 5-digits by 1-digit numbers**  
**3-digits, 4-digits divided by 2-digit, multiples of 10**  
**2-digits, 3-digits divided by 2-digit, 1-digit quotient**  
**Divide by 2-digits, 2-digit quotient**  
**3, 4, 5-digits divided by 2-digits**  
**4, 5, 6-digits divided by 3-digits**

**Ratio/Proportion G - Ratio/Proportion**  
**Solve percents**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 30: Calculator (Level 1)**

**Math Gallery—Collection 1; Series 30: Calculator (Level 2)**

**Math Gallery—Collection 1; Series 30: Calculator (Level 3)**

**Math on the Move! 1—Addition/Subtraction: Advanced; Subtracting by Adding (Level 0)**

**Math on the Move! 2—Multiplication/Division: Advanced; Addition Method of Multiplication (Level 0)**

**Math on the Move! 2—Multiplication/Division: Advanced; Compatible Factors (Level 0)**

**Math on the Move! 2—Multiplication/Division: Advanced; Divide by Multiplying (Level 0)**

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- P.K.'s Place 2—Hoopo at Seal; P.K.'s Fast Facts (Practice)
- P.K.'s Place 2—Hoopo at Seal; P.K.'s Fast Facts (Levels 1-3)
- P.K.'s Place 2—Hoopo at Seal; P.K.'s Sonar Scan (Level 1)
- P.K.'s Place 2—Hoopo at Seal; P.K.'s Sonar Scan (Level 2)
- P.K.'s Place 2—Hoopo at Seal; P.K.'s Sonar Scan (Level 3)
- Timeless Math 4—Lunar Base; Control Center: Laser Access (Level 0)
- Timeless Math 7—Rover Recovery; Tracking (Level 3)

**M.O.5.1.1 I solve real-world problems involving whole numbers, decimals and fractions using multiple strategies and justify the reasonableness by estimation.**

- PLATO® Achieve Now Adventures -- Mathematics  
Math Gallery—Collection 1; Series 30: Base-10 Blocks (Levels 1-3)
- P.K.'s Place 2—Hoopo at Seal; P.K.'s Sonar Scan (Level 1)
- P.K.'s Place 2—Hoopo at Seal; P.K.'s Sonar Scan (Level 2)
- P.K.'s Place 2—Hoopo at Seal; P.K.'s Sonar Scan (Level 3)
- The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Level 1)
- The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)

## **Standard 2: Algebra**

**M.O.5.2.1 use inductive reasoning to find missing elements in a variety of patterns (e.g., square numbers, arithmetic sequences).**

- PLATO® Achieve Now Adventures -- Mathematics  
Timeless Math 1—Maya, Search and Rescue; Navigation Room: Jewel Pick (Levels 1-3)

**M.O.5.2.2 given an input/output model using two operations, determine the rule, output or input.**

PLATO Modules are not available for this learning expectation.

**M.O.5.2.3 solve simple equations and inequalities using patterns and models of real- world situations, create graphs of the equations and interpret the results.**

- PLATO® Achieve Now Adventures -- Mathematics  
Timeless Math 7—Rover Recovery; Radar (Level 3)

**M.O.5.2.4 model identify and describe square, prime and composite numbers.**

- PLATO® Achieve Now Adventures -- Mathematics  
P.K.'s Place 2—Hoopo at Seal; The Hoopo Hop (Levels 1-3)



Timeless Math 4—Lunar Base; Security Deck (Levels 1-5)

Timeless Math 7—Rover Recovery; Search (Level 1)

### Standard 3: Geometry

**M.O.5.3.1 classify and compare triangles by sides and angles; measure the angles of a triangle using a protractor.**

PLATO® Math Expeditions F  
Geometry F - Geometry  
Measure angles

PLATO® Math Expeditions G  
Geometry G - Geometry

PLATO® Achieve Now Adventures -- Mathematics  
P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 2)

Timeless Math 2—Maya, Observatory; Strategy Room, Tool Set: Angle Tool (Level 0)

Timeless Math 2—Maya, Observatory; Strategy Room, General Tool Set: Gem Game (Level 0)

Timeless Math 5—Space Flight Rescue; Ignition System (Level 1)

Timeless Math 5—Space Flight Rescue; Ignition System (Level 2)

Timeless Math 5—Space Flight Rescue; Ignition System (Level 3)

**M.O.5.3.2 construct and analyze three-dimensional shapes using properties (i.e. edges, faces or vertices).**

PLATO® Achieve Now Adventures -- Mathematics  
Math Gallery—Collection 1; Series 30: Calculator (Level 1)

Math Gallery—Collection 1; Series 30: Calculator (Level 2)

Math Gallery—Collection 1; Series 30: Calculator (Level 3)

P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 1)

P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 3)

P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 1)

Timeless Math 5—Space Flight Rescue; Ignition System (Level 4)

**M.O.5.3.3 create a design with more than one line of symmetry.**

PLATO® Achieve Now Adventures -- Mathematics  
Math Gallery—Collection 1; Series 30: Geoboard (Levels 1 & 3)

Math Gallery—Collection 1; Series 30: Geoboard (Level 2)

P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 2)

**M.O.5.3.4 construct a circle with a given radius or diameter.**

PLATO Modules are not available for this learning expectation.



**M.O.5.3.5 draw a similar figure using a scale, given a real-world situation.**

**PLATO® Achieve Now Adventures -- Mathematics**  
**Math Gallery—Collection 1; Series 30: Geoboard (Levels 1 & 3)**  
**Math Gallery—Collection 1; Series 30: Geoboard (Level 2)**

**Standard 4: Measurement**

**M.O.5.4.1 estimate, measure, compare, order and draw lengths of real objects in parts of an inch up to 1/8 of an inch and millimeters.**

**PLATO® Math Expeditions E**  
**Measurement E - Length**  
**Metric units of length**  
**Measurement E - Capacity**  
**Metric units capacity, mass**  
**Geometry E - Geometry**  
**Find the area**

**PLATO® Math Expeditions F**  
**Measurement F - Length**  
**Metric units of length**  
**Measurement F - Capacity**  
**Metric units capacity, mass, temperature**

**PLATO® Achieve Now Adventures -- Mathematics**  
**Math Gallery—Collection 1; Series 30: Calculator (Level 1)**  
**Math Gallery—Collection 1; Series 30: Calculator (Level 2)**  
**Math Gallery—Collection 1; Series 30: Calculator (Level 3)**  
**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**  
**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**M.O.5.4.2 model, calculate and compare area of triangles and parallelograms using multiples strategies (including, but not limited to, formulas).**

**PLATO® Math Expeditions E**  
**Geometry E - Geometry**  
**Find the area**

**PLATO® Math Expeditions F**  
**Geometry F - Geometry**

**PLATO® Math Expeditions G**  
**Geometry G - Geometry**

**PLATO® Achieve Now Adventures -- Mathematics**  
**Math Gallery—Collection 1; Explore: Geoboard (Level 0)**



- Math Gallery—Collection I; Series 30: Calculator (Level 1)**
- Math Gallery—Collection I; Series 30: Calculator (Level 2)**
- Math Gallery—Collection I; Series 30: Geoboard (Levels 1 & 3)**
- Math Gallery—Collection I; Series 30: Geoboard (Level 2)**
- P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 1)**
- P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 2)**
- P.K.'s Place 4—Daphne and the Seventh Wonder!; Geoglyphics (Level 3)**
- P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 1)**
- P.K.'s Place 4—Daphne and the Seventh Wonder!; Gizametry (Level 2)**
- P.K.'s Place 4—Daphne and the Seventh Wonder!; P.K.'s Paths (Levels 1-2)**
- The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**
- Timeless Math 5—Space Flight Rescue; Fuel Pods (Levels 1-3)**
- Timeless Math 5—Space Flight Rescue; Fuel Pods (Level 4)**
- Timeless Math 5—Space Flight Rescue; Ignition System (Level 1)**
- Timeless Math 5—Space Flight Rescue; Ignition System (Level 2)**
- Timeless Math 5—Space Flight Rescue; Ignition System (Level 3)**
- Timeless Math 5—Space Flight Rescue; Ignition System (Level 4)**
- Timeless Math 5—Space Flight Rescue; Solar Panels (Level 1)**
- Timeless Math 5—Space Flight Rescue; Solar Panels (Levels 2-3)**
- Timeless Math 5—Space Flight Rescue; Solar Panels (Level 4)**

**M.O.5.4.3 develop strategies (i.e. finding number of same sized units of volume)to determine the volume of a rectangular prism; solve application problems involving estimating or measuring volume of rectangular prisms.**

**PLATO® Math Expeditions E**  
**Measurement E - Capacity**  
**Metric units capacity, mass**

**PLATO® Math Expeditions F**  
**Measurement F - Capacity**  
**Metric units capacity, mass, temperature**

**Geometry F - Geometry**  
**Find the volume**

**PLATO® Math Expeditions G**  
**Geometry G - Geometry**

**PLATO® Achieve Now Adventures -- Mathematics**  
**Math Gallery—Collection I; Series 30: Calculator (Level 1)**



**Math Gallery—Collection 1; Series 30: Calculator (Level 2)**

**Math Gallery—Collection 1; Series 30: Calculator (Level 3)**

**The Quaddle Family Mysteries 1/The Case of the Scarce Scarab—Lobby and Kitchen; Kitchen: Cookbook (Level 1)**

**Timeless Math 5—Space Flight Rescue; Fuel Pods (Levels 1-3)**

**Timeless Math 5—Space Flight Rescue; Fuel Pods (Level 4)**

**M.O.5.4.4 describe the effects on the measurements of a two-dimensional shape (such as its perimeter and area) when the shape is changed in some way, justify changes.**

**PLATO® Math Expeditions E**

**Geometry E - Geometry**

**Find the perimeter**

**PLATO® Math Expeditions F**

**Geometry F - Geometry**

**PLATO® Math Expeditions G**

**Geometry G - Geometry**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 1; Series 30: Calculator (Level 1)**

**Math Gallery—Collection 1; Series 30: Calculator (Level 2)**

**Math Gallery—Collection 1; Series 30: Calculator (Level 3)**

**Math Gallery—Collection 1; Series 30: Geoboard (Levels 1 & 3)**

**Math Gallery—Collection 1; Series 30: Geoboard (Level 2)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Family Room: Brain Blastoff (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Toy Chest (Levels 1-3)**

**Timeless Math 4—Lunar Base; Energy Room (Level 1)**

**Timeless Math 4—Lunar Base; Energy Room (Level 2)**

**Timeless Math 4—Lunar Base; Energy Room (Level 3)**

**Timeless Math 4—Lunar Base; Energy Room (Levels 4-5)**

**Timeless Math 4—Lunar Base; Robot Repair Center (Level 1)**

**Timeless Math 4—Lunar Base; Robot Repair Center (Level 2)**

**Timeless Math 4—Lunar Base; Robot Repair Center (Levels 3-4)**

**Timeless Math 4—Lunar Base; Security Deck (Levels 1-5)**

**Timeless Math 5—Space Flight Rescue; Solar Panels (Level 1)**

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Timeless Math 5—Space Flight Rescue; Solar Panels (Levels 2-3)

Timeless Math 5—Space Flight Rescue; Solar Panels (Level 4)

**M.O.5.4.5 solve real-world problems requiring conversions within a system of measurement.**

PLATO® Achieve Now Adventures -- Mathematics

The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)

**M.O.5.4.6 estimate and/or measure the weight/mass of real objects in ounces, pounds, grams, and kilograms.**

PLATO® Math Expeditions E

Measurement E - Capacity

Metric units capacity, mass

PLATO® Math Expeditions F

Measurement F - Capacity

Metric units capacity, mass, temperature

PLATO® Achieve Now Adventures -- Mathematics

The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Did You Know? (Level 0)

The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)

Timeless Math 4—Lunar Base; Crew Quarters: Scale (Level 0)

**M.O.5.4.7 collect, record, estimate and calculate elapsed times from real-world situations (with and without technology)**

PLATO® Achieve Now Adventures -- Mathematics

Math Gallery—Collection 2; Series 30: Time (Levels 1-3)

**M.O.5.4.8 determine the actual measurements of a figure from a scale drawing, using multiple strategies.**

PLATO® Achieve Now Adventures -- Mathematics

Math Gallery—Collection 1; Series 30: Geoboard (Levels 1 & 3)

Math Gallery—Collection 1; Series 30: Geoboard (Level 2)

## **Standard 5: Data Analysis and Probability**

**M.O.5.5.1 construct a sample space to predict the probability of a real-world simulation and test the prediction with experimentation.**

PLATO® Achieve Now Adventures -- Mathematics

Math Gallery—Collection 2; Series 30: Probability (Levels 1-3)

Timeless Math 3—Maya, King Jaguar's Village; Builder (Levels 1-3)

Timeless Math 3—Maya, King Jaguar's Village; Farmer (Levels 1-3)

Timeless Math 3—Maya, King Jaguar's Village; Mayor



**Timeless Math 3—Maya, King Jaguar's Village; Trader (Levels 1-3)**

**Timeless Math 6—Brainswarm; Random Radar (Levels 1-3)**

**M.O.5.5.2 construct, read, and interpret tables, charts, and graphs including stem and leaf plots to draw reasonable inferences or verify predictions.**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 2; Series 30: Probability (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room: Data Set (Level 0)**

**Timeless Math 2—Maya, Observatory; Strategy Room: Data Set (Level 0)**

**Timeless Math 3—Maya, King Jaguar's Village; Strategy Room: Data Set (Level 0)**

**Timeless Math 6—Brainswarm; Staiscope (Levels 1-2)**

**Timeless Math 6—Brainswarm; Staiscope (Level 3)**

**Timeless Math 6—Brainswarm; Random Radar (Levels 1-3)**

**M.O.5.5.3 collect and organize real-world data to construct a circle graph (with and without technology), present data and draw conclusions.**

**PLATO® Math Expeditions E**

**Graphs E - Graphs**

**Data from graphs**

**PLATO® Math Expeditions F**

**Graphs F - Graphs**

**Data from graphs**

**PLATO® Math Expeditions G**

**Graphs G - Graphs**

**Data from graphs**

**PLATO® Achieve Now Adventures -- Mathematics**

**Math Gallery—Collection 2; Series 30: Probability (Levels 1-3)**

**The Quaddle Family Mysteries 3/The Case of the Scarce Scarab—Parlor and Family Room; Parlor: Road Rally, U.S.A. (Levels 1-3)**

**Timeless Math 1—Maya, Search and Rescue; Strategy Room: Data Set (Level 0)**

**Timeless Math 6—Brainswarm; Staiscope (Levels 1-2)**

**Timeless Math 6—Brainswarm; Staiscope (Level 3)**

**Timeless Math 6—Brainswarm; Random Radar (Levels 1-3)**