

MCGRAW HILL AR CONTENT PROGRESSIONS FOR MATH ACTIVITIES

Instructions altered for lower grade bands

Original instructions can be used for these grade bands

These grade bands may be too advanced for this activity

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ACTIVITY	DESCRIPTION	MATH K-2	MATH 3-5	MATH 6-8	ALG	GEOM	ALG 2
Division with Remainders	Through carnival games, students learn to divide two-digit numbers by one-digit numbers and identify remainders.	Modification: Play carnival games and share winnings with your friends!					
Equivalent Fractions	Identify objects representing equivalent fractions within a jungle.	Modification: Go on a treasure hunt for shapes.					
Add & Subtract Fractions	Use pie wedges to represent and add and subtract fractions with unlike denominators.	Modification: Add and subtract shapes with different sizes.					
Coordinate Plane	Help a dog travel from one point to another on the coordinate plane.	Modification: Help the dog find his bone.					
Ratios	Understand and use ratios within recipes.	Modification: Use recipes to make different foods.	Modification: Use recipes to make different foods.				
LCM	Find the LCM of a set of numbers by observing race cars complete laps around a track.	Modification: Get cars to complete their laps at the same time.	Modification: Get cars to complete their laps at the same time.				
One-Step Equations	Students use an interactive scale and blocks to visualize and solve one-step equations.	Modification: Can you make the balance level?	Modification: Can you make the balance level?				
Two-Step Equations	Students use an interactive scale and blocks to visualize and solve two-step equations.						
Slope	Find the slope using skateboard ramps.	Modification: Help the skateboarder land successfully.	Modification: Help the skateboarder land successfully.				
Pythagorean Theorem in 3D	Use the Pythagorean Theorem with real-world, 3-D objects.						

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ACTIVITY	DESCRIPTION	MATH K-2	MATH 3-5	MATH 6-8	ALG	GEOM	ALG 2
Reflections	Apply reflections to two-dimensional figures in the coordinate plane.	Modification: Can you create the picture?	Modification: Can you create the picture?				
Growth Functions	Determine the best model to represent a sequence of bunnies jumping out of a magician's hat.	Modification: Predict how many bunnies will come out of the hat.	Modification: Predict how many bunnies will come out of the hat.	Modification: Predict how many bunnies will come out of the hat.			
Nets	Identify nets of 3D shapes using 3-D objects.	Modification: Open (or unfold) 3D objects.	Modification: Open (or unfold) 3D objects.				
Parallel and Skew Lines	Identify parallel, perpendicular, and skew lines in real-world 3D objects.	Modification: Explore the edges of 3D objects.	Modification: Explore the edges of 3D objects.				
Cross Sections	Identify cross sections using real world 3D objects.	Modification: Slice objects to create shapes.	Modification: Slice objects to create shapes.				
Rotations	Identify shapes formed by rotations using 3D objects.	Modification: Rotate shapes to form objects.	Modification: Rotate shapes to form objects.				
Graph Theory	Identify and find Euler Paths on a desert island.	Modification: Can you create the correct path?	Modification: Can you create the correct path?				
Quadratic Functions	Identify the maximum of a quadratic function using display fireworks.						
Game Theory	Adjust the price of gas based on market fluctuations.						