

MCGRAW HILL AR CONTENT PROGRESSIONS FOR MATH ACTIVITIES

nstructions altered for lower grade bands Original instructions can be used for these grade bands

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ACTIVITY	DESCRIPTION	МАТН К-2	MATH 3-5	MATH 6-8	ALG	GEOM	ALG 2			
Equivalent Fractions	Identify equivalent fractions.	Modification: Go on a treasure hunt for shapes.								
Coordinate Plane	Travel from one point to another on the coordinate plane.	Modification: Help the dog find his bone.								
Ratios	Understand and use ratios.	Modification: Use recipes to make different foods.	Modification: Use recipes to make different foods.							
Add/Sub Fractions	IN DEVELOPMENT									
Division w/Remainders	IN DEVELOPMENT									
LCM	Find the LCM of a set of numbers.	Modification: Get cars to complete their laps at the same time.	Modification: Get cars to complete their laps at the same time.							
Solve Equations	Solve one-step equations.	Modification: Can you make the balance level?	Modification: Can you make the balance level?							
Nets	Identify nets of three- dimensional shapes.	Modification: Open (or unfold) 3D objects.	Modification: Open (or unfold) 3D objects.							
Slope	Find the slope of a line.	Modification: Help the skateboarder land successfully.	Modification: Help the skateboarder land successfully.							
Growth Functions	Determine the best model to represent a sequence.	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.						



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ΑCTIVITY	DESCRIPT	ION	МАТ	H K-2	MATH 3-5		MATH 6-8	ALG		GEOM	ALG 2
Reflections	Apply reflections to two figures in the coordinate	-dimensional e plane.	Modification: C the picture?	Can you create	Modification: Can you create the picture?						
Pythagorean Theorem in 3D	Use the Pythagorean Th three-dimensional figure	neorem with es.									
Parallel and Skew Lines	Identify parallel, perpen skew lines in 3-dimensio	dicular, and onal figures.	Modification: E edges of 3D ol	Explore the objects.	Modification: Explore t edges of 3D objects.	he					
Cross Sections	Identify cross sections.		Modification: S create shapes.	ilice objects to	Modification: Slice obj to create shapes.	ects					
Rotations	Identify shapes formed	by rotations.	Modification: F to form objects	Rotate shapes 5.	Modification: Rotate sl to form objects.	napes					
Quadratic Functions	Identify the maximum of function.	f a quadratic									
Graph Theory	Identify and find Euler P	aths.	Modification: C the correct pat	Can you create h?	Modification: Can you create the correct path	1?					
Game Theory	Adjust your product pric decisions of your compe other factors.	e based on etitors and									