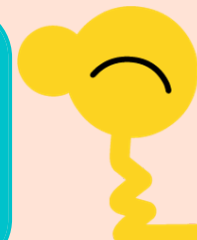


Unit 5: Problem Solving to Answer Real-Life Questions

OVERVIEW

As a result of students' engagement with this unit, students will develop and use strategies to solve contextual problems (real-life) within 100. Students will develop mental math strategies as they use and connect place value understanding, single-digit addition/subtraction strategies, and concrete tools to add and subtract within 100. Students will find ten more or less than a number, count by tens to add and subtract multiples of 10 within 100, and use mental math strategies as well as concrete models to solve and justify solutions to real-life problems. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive, game-based environment.



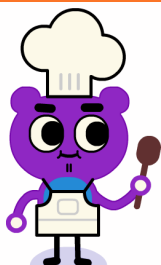
1.NR.1.1

Cloud
Hopper



1.NR.1.2

Peachling
Café



1.NR.1.3

Peachling
Gym



1.NR.2.1

Keenville
Sheriff



River
Tubing



N/A

1.NR.2.2
1.NR.2.3
1.NR.2.4
1.NR.2.5
1.NR.2.6
1.NR.2.7
1.NR.5.2

1.NR.5.1

Captain
Peachbeard



High-Rise
Builders



Unit 5: Problem Solving to Answer Real-Life Questions



STANDARD & GAME ALIGNMENT DESCRIPTION

**1.NR.1.1-Cloud Hopper**

In Cloud Hopper, students use their numeracy skills to collect all the numbers floating above Keenville. This game focuses on building numeracy skills by encouraging students to identify numbers represented in multiple ways. Students will identify numerals within 120 represented in a set of objects, on a number line, as base ten blocks, and in expanded form.

1.NR.1.2-Peachling Café

In Peachling Café, students are challenged to determine how many Peachlings need to be fed and then serve up that amount of food for the Peachlings. This game promotes numeracy skills using place value techniques. Students will represent numbers in base ten as bundles of ten ones as well as within 120.

1.NR.1.3-Peachling Gym

In Peachling Gym, students help Coach Keen figure out the rules of the Peachlings' new game! This game focuses on building numeracy skills by encouraging students to compare numerals using symbols. Students will compare two two-digit numbers using concrete models up to 100 using the words "less than, greater than, or the same as," as well as symbols $>$, $<$, or $=$.

1.NR.2.1-Keenville Sheriff

In Keenville Sheriff, students use math strategies to help Sheriff Keen solve the Keens' problems. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve word problems. Students will solve word problems involving addition and subtraction using a variety of advanced counting and part-whole strategies.

1.NR.2.1-River Tubing

In River Tubing, students help Lifeguard Keen put the correct number of Keens into groups based on the missing number in an equation. This game promotes numeracy skills in addition and subtraction within 100. Students will add and subtract numbers 0-20 solving for a number when the result, change, or start is unknown.

1.NR.5.1-Captain Peachbeard

In Captain Peachbeard, students are challenged to solve addition and subtraction equations to help Captain Peachbeard figure out all the secret numbers to open the treasure chests. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve addition and subtraction problems. Students will solve addition and subtraction problems within 100 as well as add and subtract multiples of 10 within 100.

1.NR.5.1-High-Rise Builders

In High-Rise Builders, students are challenged to use formal and informal strategies to add and subtract. Students will use their strategies to help Builder Keen and his crew load the beams and build a skyscraper. This game focuses on building numeracy skills by encouraging students to apply mental math strategies to solve equations. Students will solve addition and subtraction problems within 100, add and subtract multiples of 10 within 100, and explain the strategy used to solve the problem.



Unit 5: Problem Solving to Answer Real-Life Questions



OVERVIEW

As a result of students' engagement with this unit, students will develop and use strategies to solve contextual problems (real-life) within 100. Students will develop mental math strategies as they use and connect place value understanding, single-digit addition/subtraction strategies, and concrete tools to add and subtract within 100. Students will find ten more or less than a number, count by tens to add and subtract multiples of 10 within 100, and use mental math strategies as well as concrete models to solve and justify solutions to real-life problems. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive game-based environment.



1.NR.5.3

Captain
Peachbeard



High-Rise
Builders



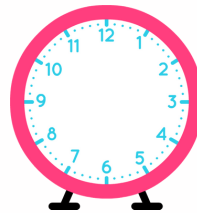
1.MDR.6.1

Bargain
Hunters



1.MDR.6.2

Carnival
Time



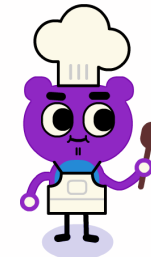
1.MDR.6.3

Farmers
Market



1.MDR.6.4

Treat
Factory



Unit 5: Problem Solving to Answer Real-Life Questions



STANDARD & GAME ALIGNMENT DESCRIPTION



1.NR.5.3-Captain Peachbeard

In Captain Peachbeard, students are challenged to solve addition and subtraction equations to help Captain Peachbeard figure out all the secret numbers to open the treasure chests. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve addition and subtraction problems. Students will solve addition and subtraction problems within 100 as well as add and subtract multiples of 10 within 100.

1.NR.5.3-High-Rise Builders

In High-Rise Builders, students are challenged to use formal and informal strategies to add and subtract and help Builder Keen and his crew load the beams and build a skyscraper. This game focuses on building numeracy skills by encouraging students to apply mental math strategies to solve equations. Students will solve addition and subtraction problems within 100, add and subtract multiples of 10 within 100, and explain the strategy used to solve the problem.

1.MDR.6.1-Bargain Hunters

In Bargain Hunters, students help the Keens choose appropriate measuring tools and measure the items they need for their homes. This game focuses on building measuring skills by encouraging students to use interactive measuring tools to determine the length or height of a given object. Students will order, compare, and measure objects by length.



1.MDR.6.2-Carnival Time

In Carnival Time, students help the Keens to learn how to ride the Ferris wheel clock. This game focuses on numeracy skills in measurement and data by asking students to tell and display time using analog and digital clocks. Students will do this using both analog and digital clocks. Students will also determine elapsed time to the hour.

1.MDR.6.3-Farmers Market

In Farmers Market, students are challenged to shop for ingredients to purchase, and then help the Keens pay for the items with the correct amount of money. This game focuses on exchanging money and paying with the exact amount of money necessary. Students will identify, know, and compare the values of pennies, nickels, dimes, and quarters up to 100 cents.

1.MDR.6.4-Treat Factory

In Treat Factory, students help Chef Keen create charts and graphs based on the Keens' treat orders and then interpret the data assembled in the charts and graphs. This game focuses on creating and interpreting tally charts, picture graphs, and bar graphs. Students will observe, gather, and organize data then answer questions aligned to the data.

