Common Core Aligned

Teacher's Dungeon

Lesson Planner

Teachers Plan

Common Core Aligned

Teacher's Dungeon

Lesson Planner

Setting Up Your Children's Logins

1. Go to www.teachersdungeon.com
2. First, click on "Log In"
3. Then, click on "Account"

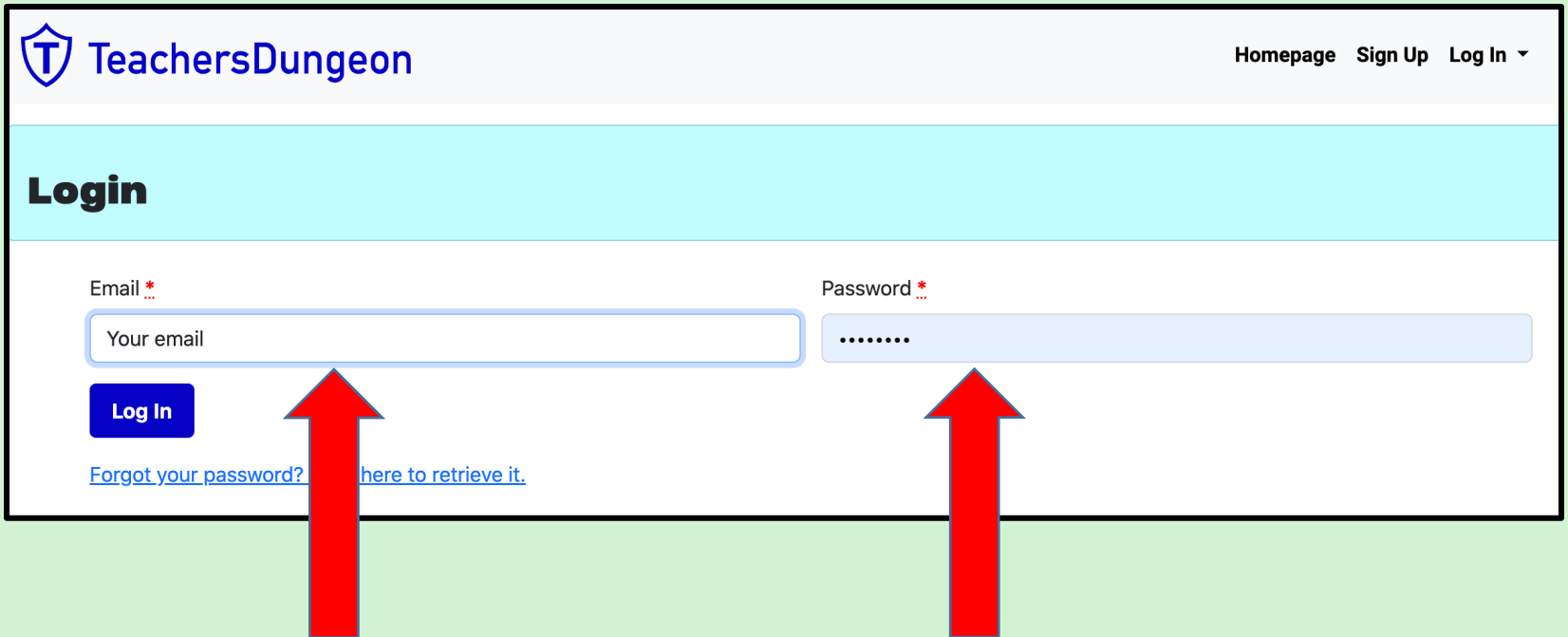
Teacher's Dungeon

Lesson Planner

Setting Up Your Children's Logins

1. Enter your email
2. Plug in your password

* If you forget your password, click on the link at the bottom.

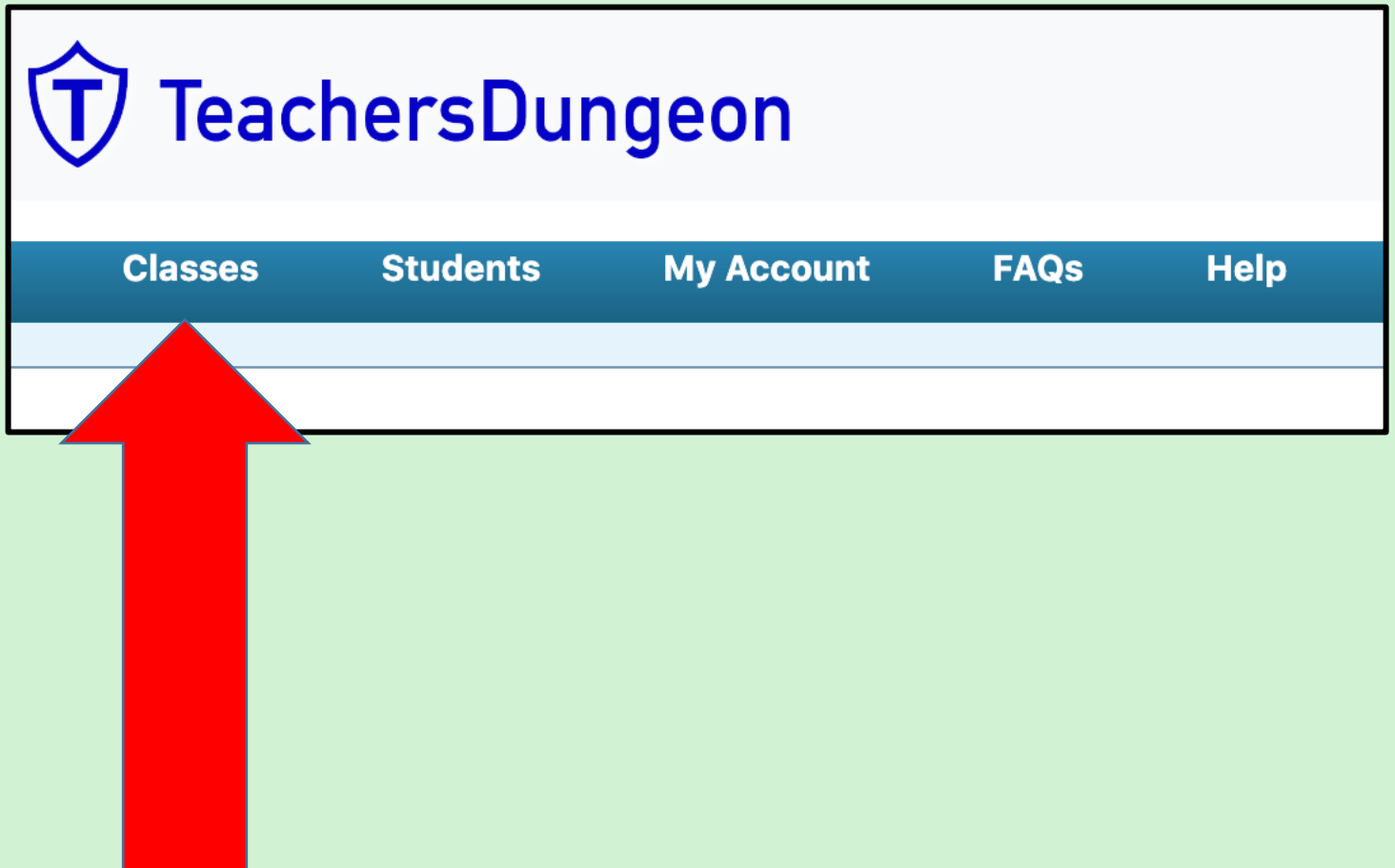


Teacher's Dungeon

Lesson Planner

Setting Up Your Children's Logins

1. Click on Classes



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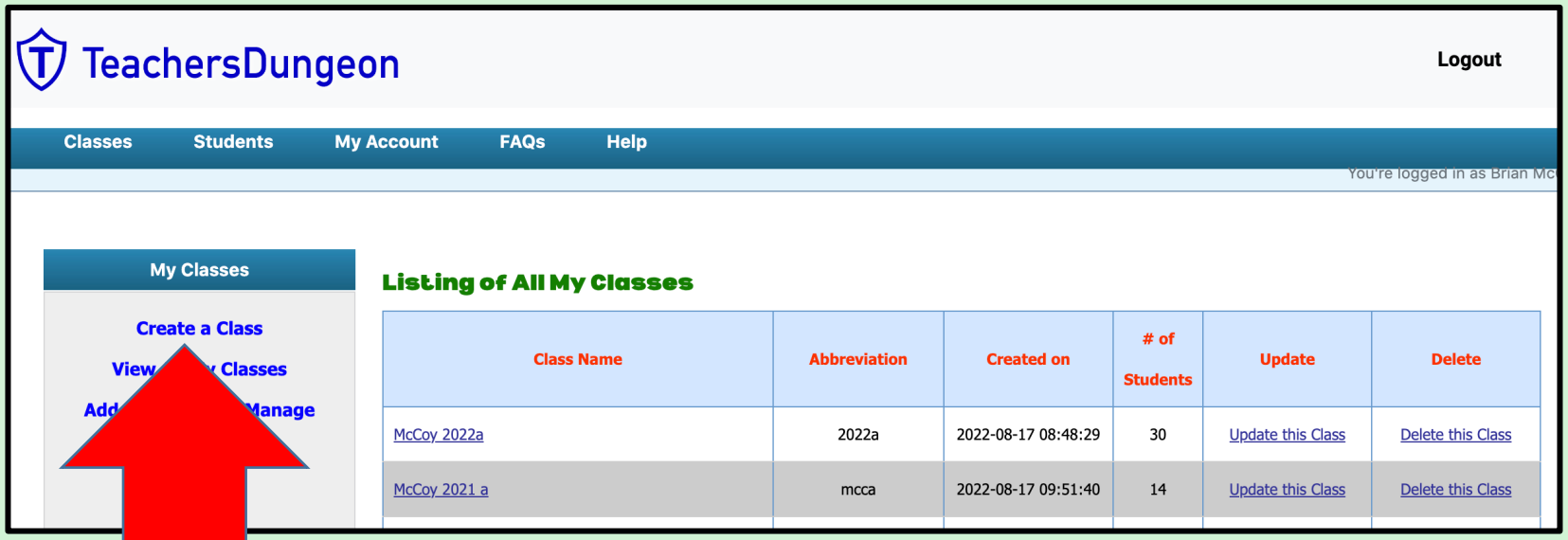
Lesson Planner

Setting Up Your Children's Logins

1. Click on "Create a Class"

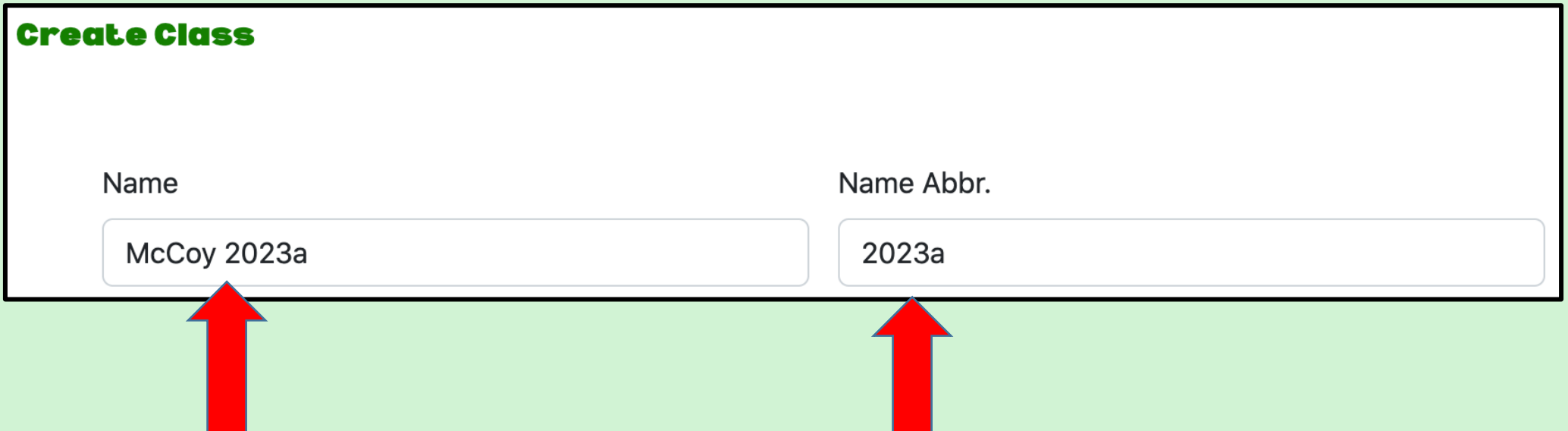


Teacher's Dungeon

Lesson Planner

Setting Up Your Children's Logins

1. Name Your Class
   - I teach two math classes, so I use my name, the year, and "a" for one class and "b" for the other.
2. Create an abbreviation for your class
   - Be sure to use 3 to 8 characters that are numbers or letters with no spaces.



Teacher's Dungeon

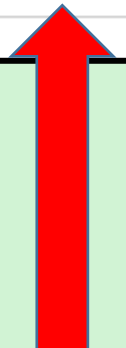
Lesson Planner

Setting Up Your Children's Logins

1. That will bring you to this page.
2. Click on "Update this Class"

Listing of All My Classes

Class Name	Abbreviation	Created on	# of Students	Update	Delete
McCoy 2022a	2022a	2022-08-17 08:48:29	30	Update this Class	Delete this Class
McCoy 2022b	2022b	2022-08-19 15:56:15	30	Update this Class	Delete this Class
McCoy 2023a	2023a	2023-08-16 16:46:46	0	Update this Class	Delete this Class

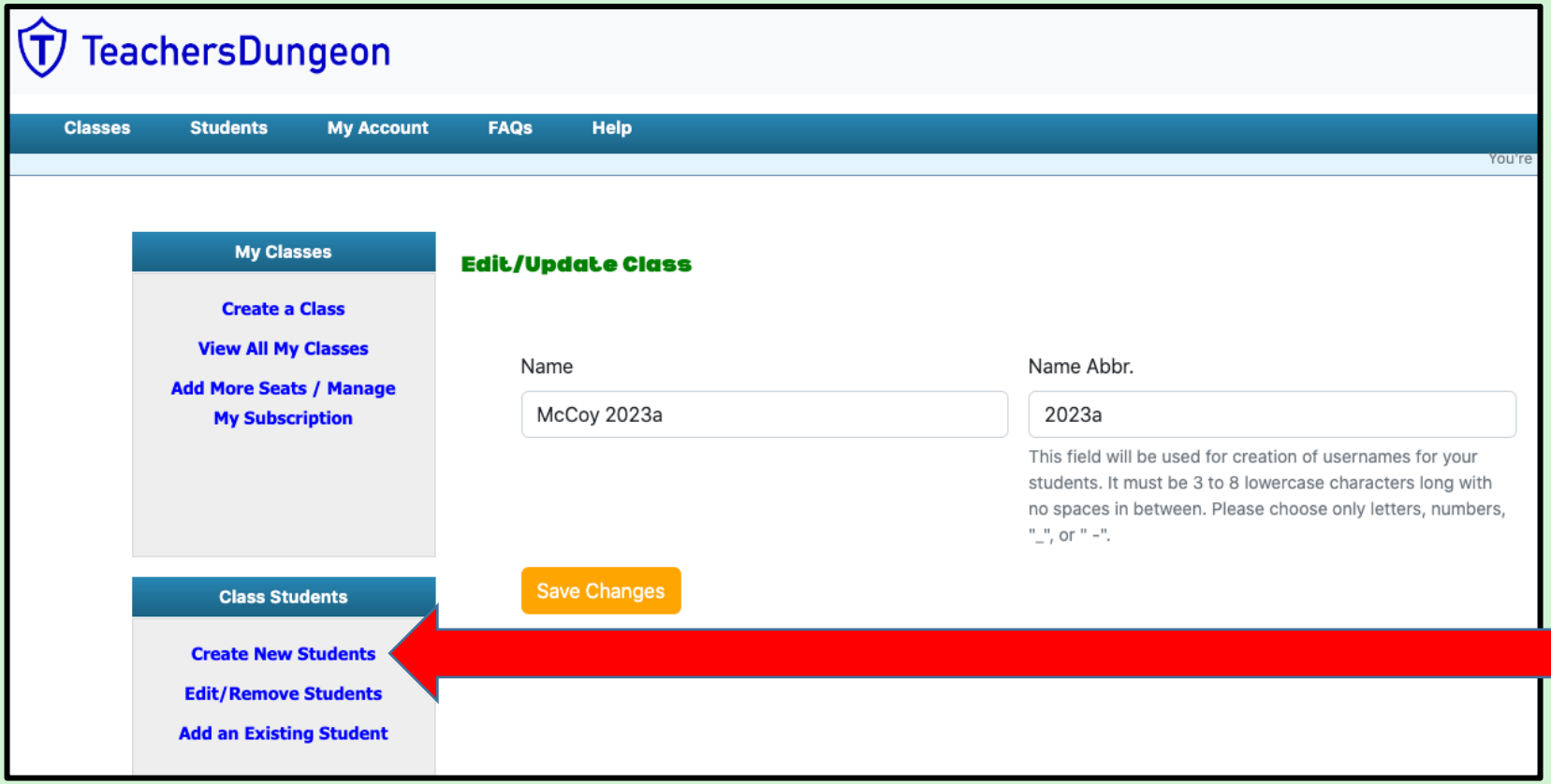


Teacher's Dungeon

Lesson Planner

Setting Up Your Children's Logins

1. You will land on this page.
2. Click on "Create New Students"



Teacher's Dungeon

Lesson Planner

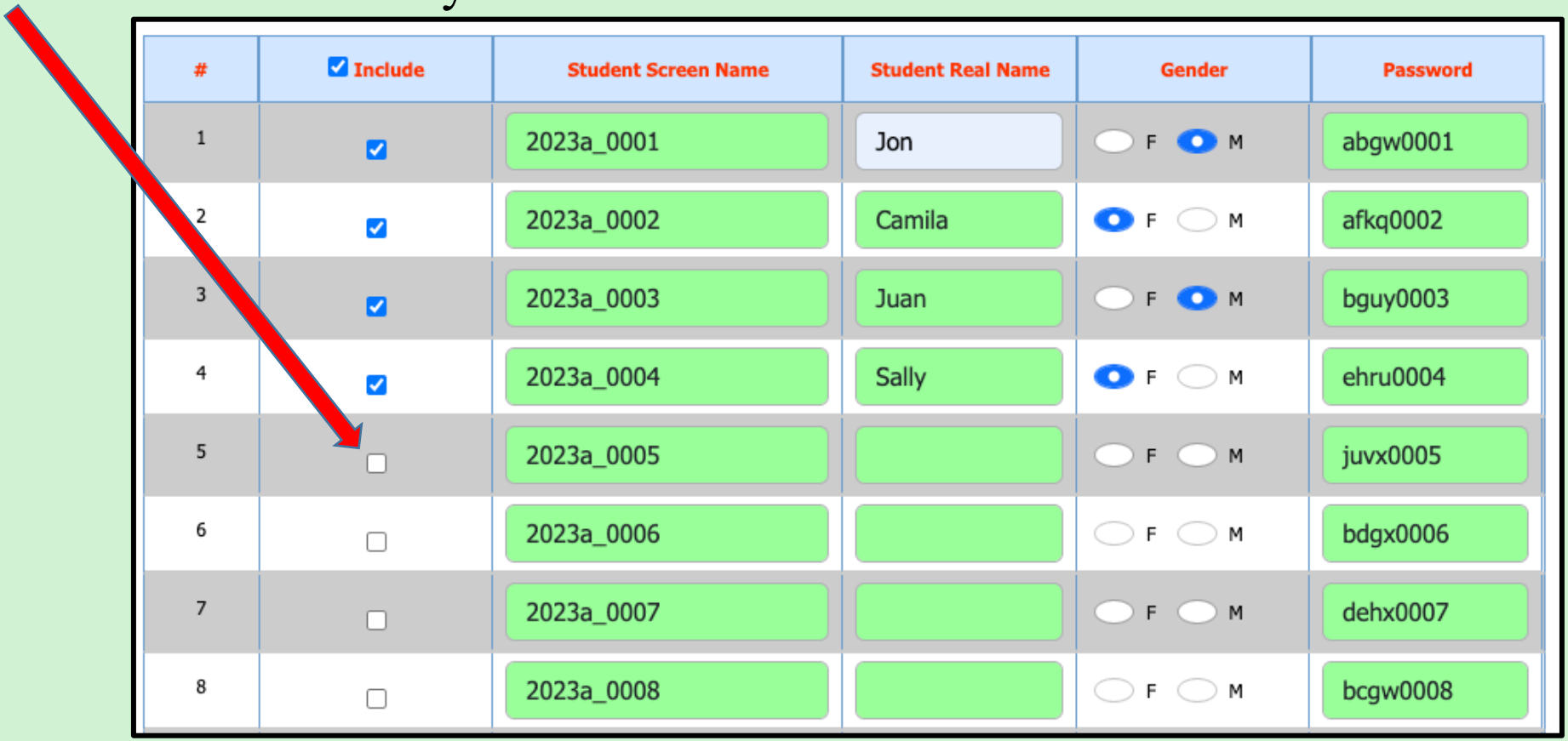
Setting Up Your Children's Logins

You will land on this page.

The game will automatically assign usernames and password to all your seats.

1. Enter their "Real Name" and click on their "Gender"

* Be sure to unclick any extra seats!



#	Include	Student Screen Name	Student Real Name	Gender	Password
1	☑	2023a_0001	Jon	F M	abgw0001
2	☑	2023a_0002	Camila	F M	afkq0002
3	☑	2023a_0003	Juan	F M	bguy0003
4	☑	2023a_0004	Sally	F M	ehru0004
5	☐	2023a_0005		F M	juvx0005
6	☐	2023a_0006		F M	bdgx0006
7	☐	2023a_0007		F M	dehx0007
8	☐	2023a_0008		F M	bcgw0008

Teacher's Dungeon

Lesson Planner

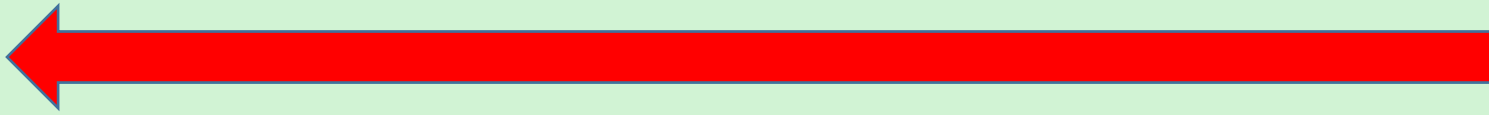
Setting Up Your Children's Logins

Go to the bottom of the page.

1. Click on "Add Students"

#	Include	Student Screen Name	Student Real Name	Gender	Password
1	☑	2023a_0001	Jon	F M	abgw0001
2	☑	2023a_0002	Camila	F M	afkq0002
3	☑	2023a_0003	Juan	F M	bguy0003
4	☑	2023a_0004	Sally	F M	ehru0004
5	☐	2023a_0005		F M	juvx0005
6	☐	2023a_0006		F M	bdgx0006
7	☐	2023a_0007		F M	dehx0007
8	☐	2023a_0008		F M	bcgw0008

Add 4 Students



Teacher's Dungeon

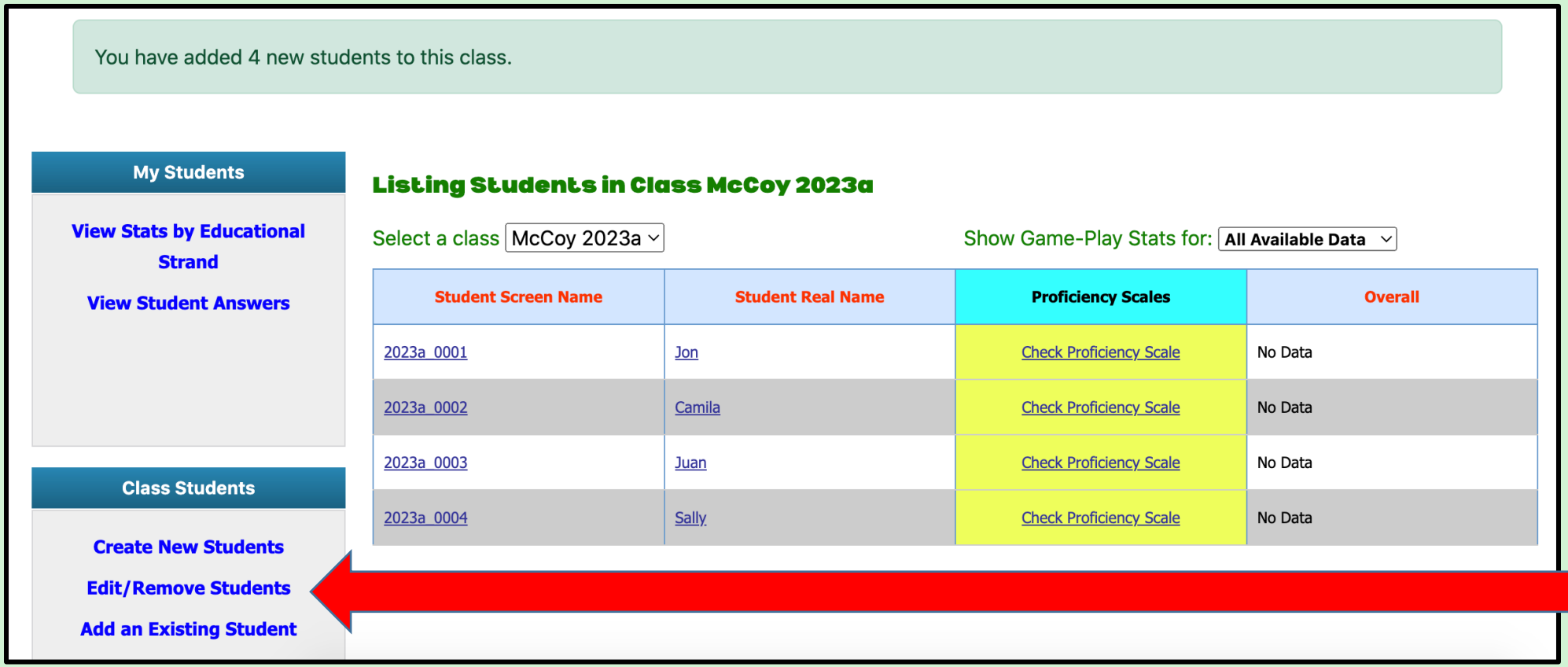
Lesson Planner

Setting Up Your Children's Logins

This page will automatically appear.

* If you want to add more students, repeat the process by clicking on "Create New Students" again.

1. Click on "Edit/Remove Students"



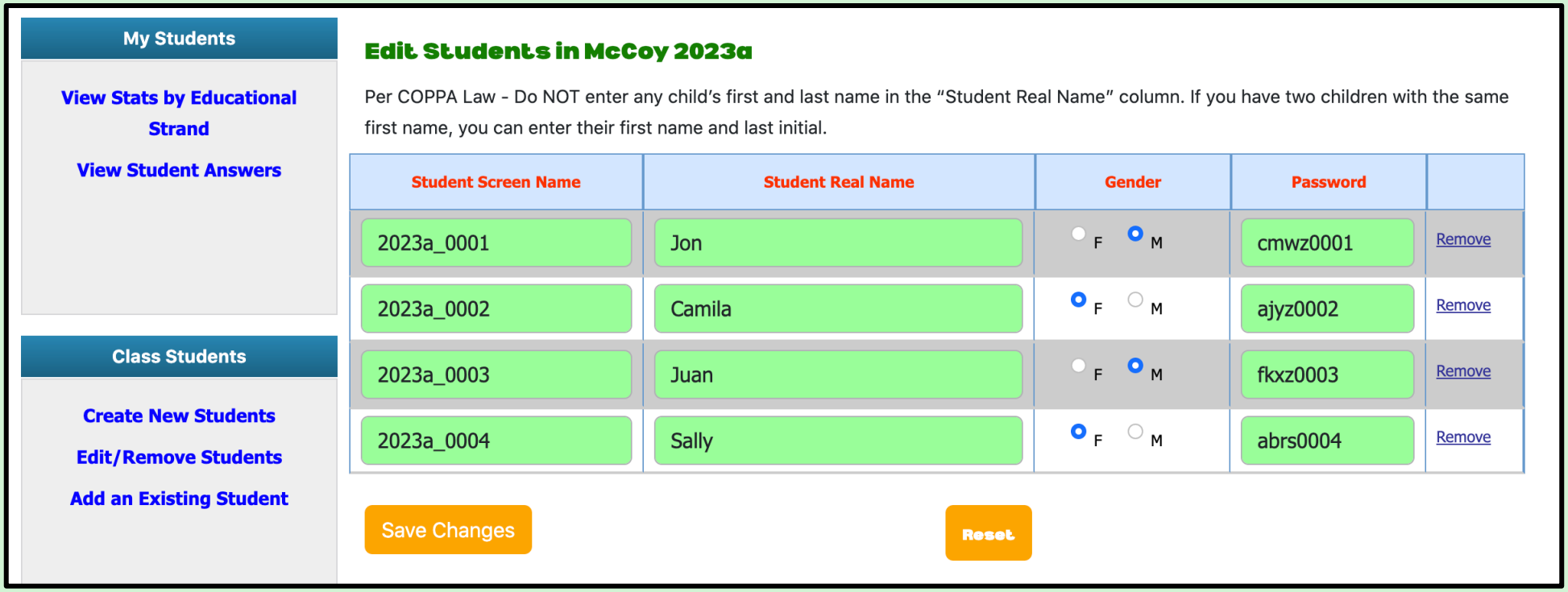
Teacher's Dungeon

Lesson Planner

Setting Up Your Children's Logins

That will bring you back to this page.

1. Print out this page.
2. Cut each child's screen name, real name, gender, and password into strips.

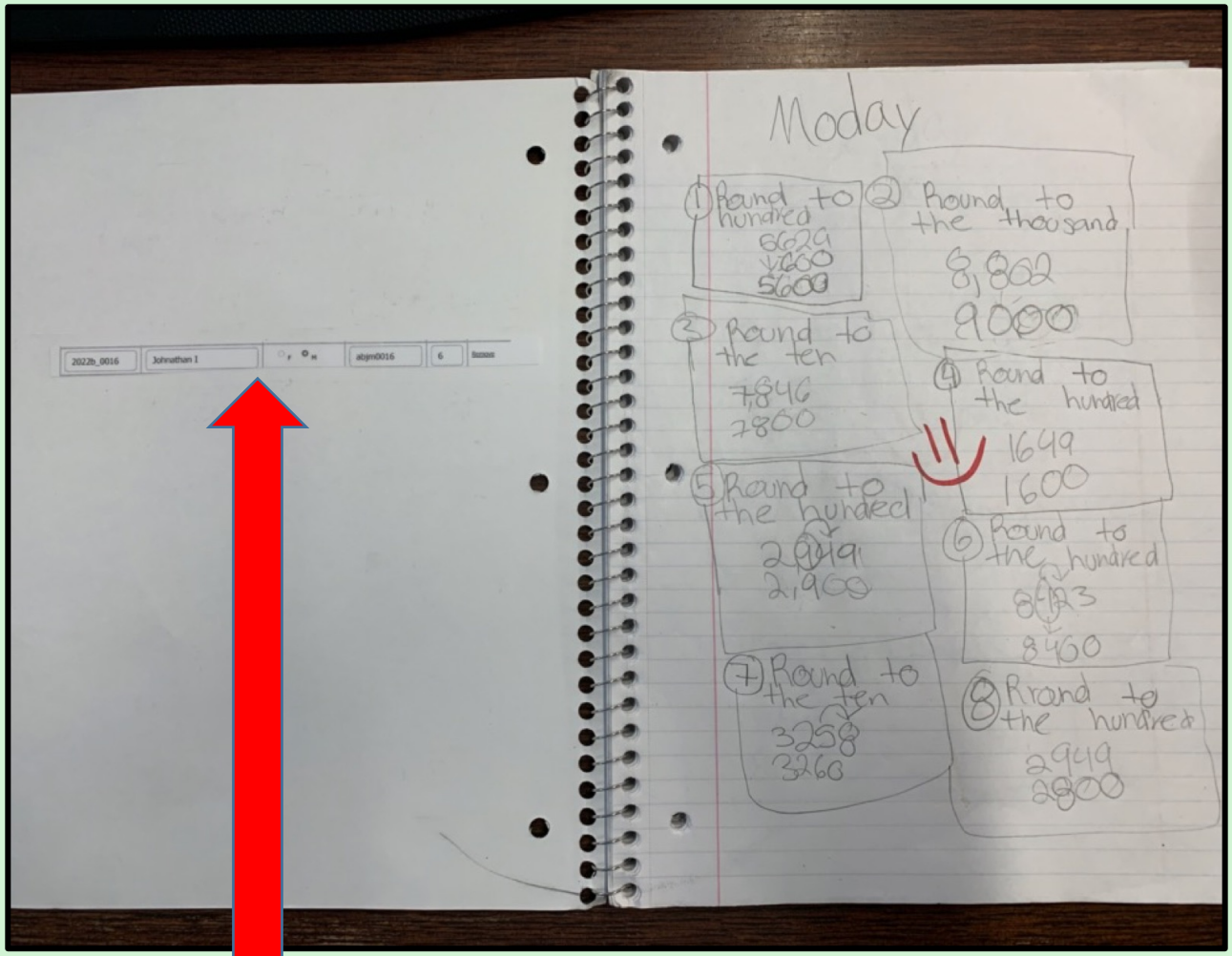


Teacher's Dungeon

Lesson Planner

Setting Up Your Children's Logins

Tape each child's log in information onto the inside cover of their notebook. This keeps their login information handy anytime they play The Teacher's Dungeon.



Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Once your students have their log in information your job shifts from teacher to coach.

1. Encourage your students to play The Teacher's Dungeon
   - The more they play, the faster they learn!
2. Make sure that they take good notes any time they get a problem wrong and are given a video tutorial.
3. Give them a ton of positive reinforcement!
   - Smiley faces on their notebooks
   - Compliment their progress on the Stats Page

Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Have your students log into The Teacher's Dungeon

1. Go to www.teachersdungeon.com
2. First, click on "Log In"
3. Then, click on "Student"

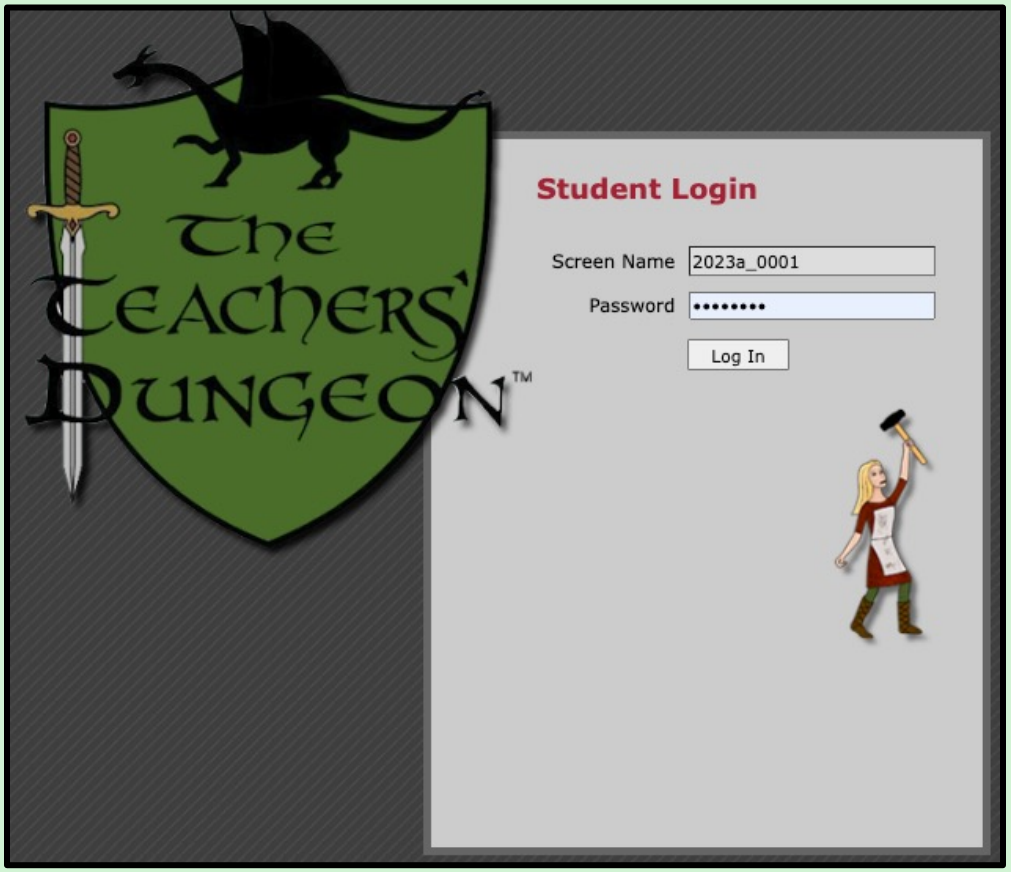
Teacher's Dungeon

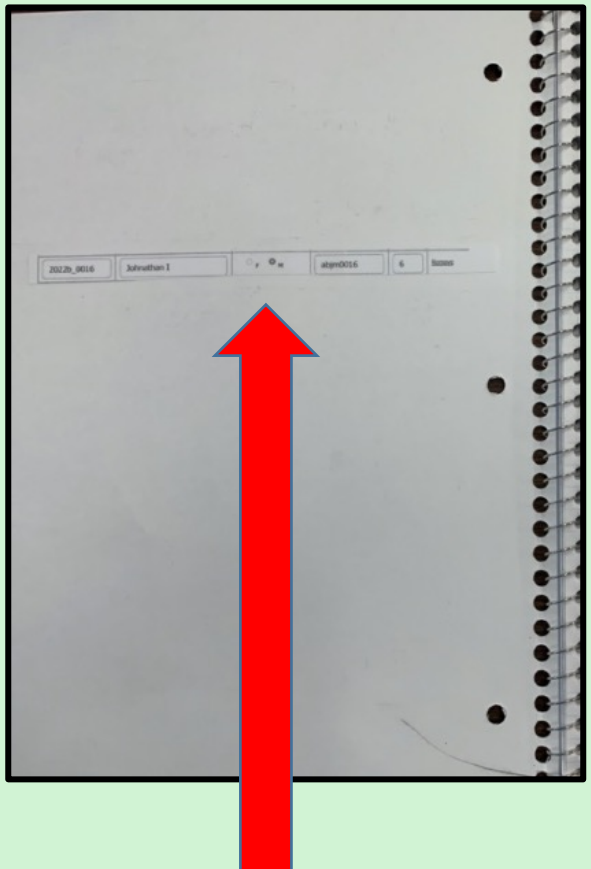
Lesson Planner

Motivating Your Children to Learn!

That will bring them to this page.

1. Have your students use their notebooks to plug in their screen name & password.





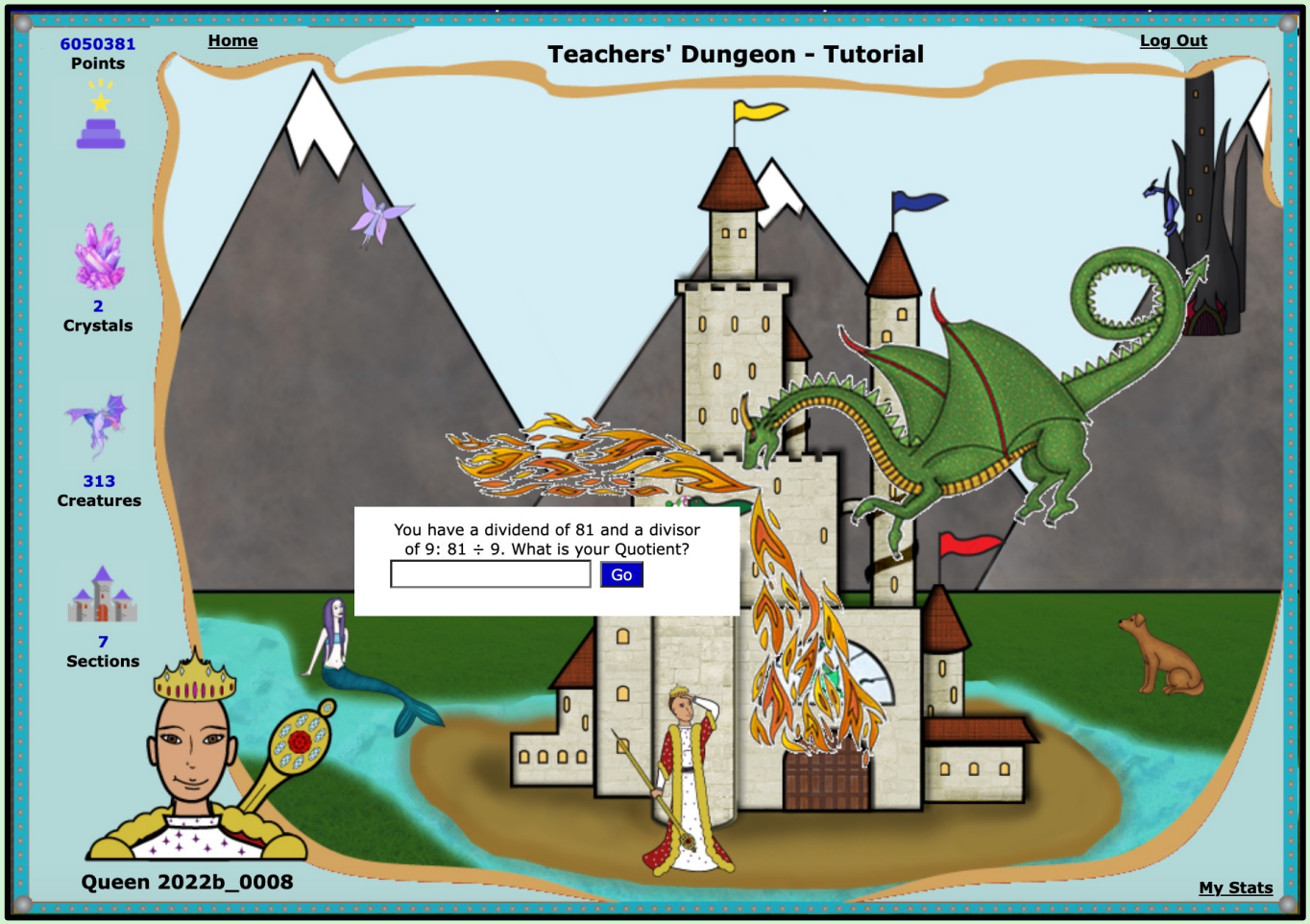
Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Let the learning begin!

This is a sample question from the game-play that your students will see.



Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Daily Practice

1. Encourage your students to play The Teacher's Dungeon for at least a half an hour each day.

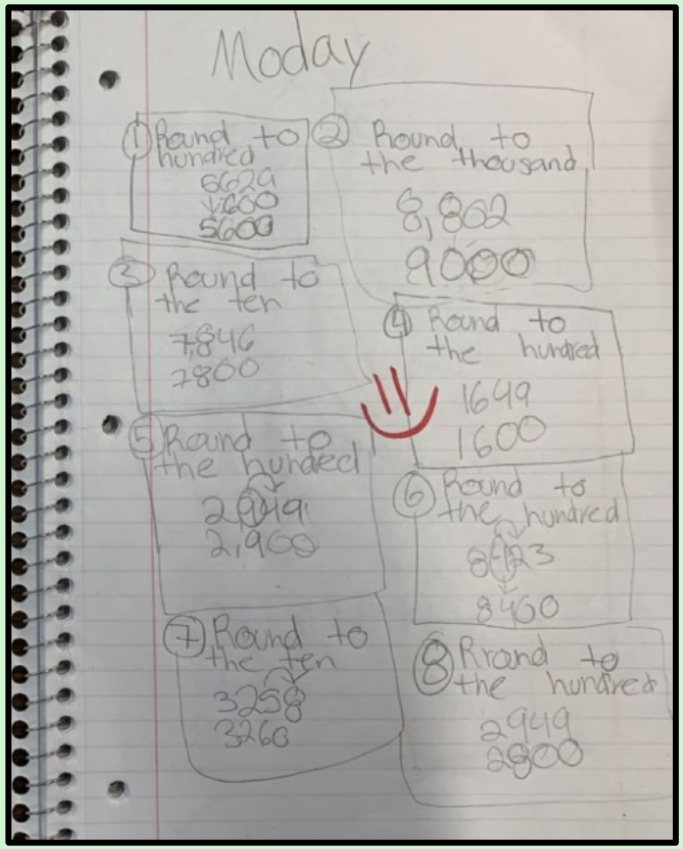
Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Weekly Check In

1. Complete a quick check of their notebook.
   - Compliment their work
   - Encourage your students to <u>be neat</u> & <u>copy everything form the video tutorials</u>
2. Give them a smiley face on each page that they have completed.



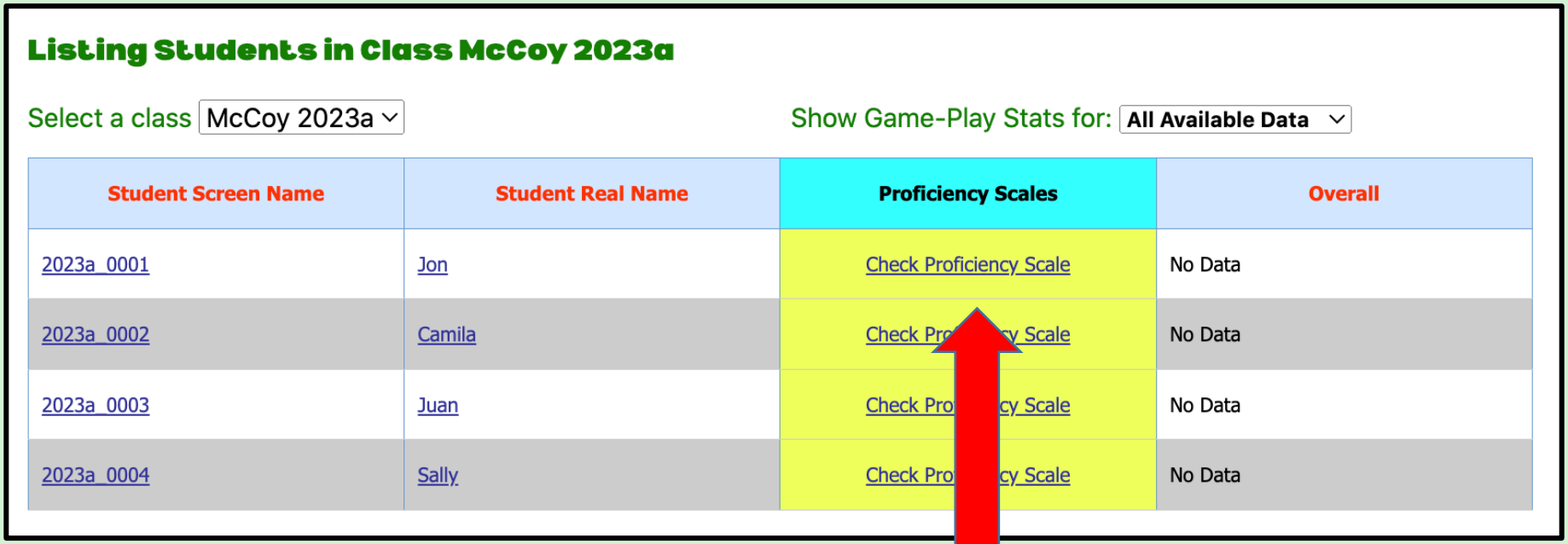
Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Weekly Check In

1. You can check your students' progress by clicking on "Check Progress Scale.
2. That will bring you to each child's Stats Page (shown on the next page).



Listing Students in Class McCoy 2023a

Select a class McCoy 2023a Show Game-Play Stats for: All Available Data

Student Screen Name	Student Real Name	Proficiency Scales	Overall
2023a_0001	Jon	Check Proficiency Scale	No Data
2023a_0002	Camila	Check Pro cy Scale	No Data
2023a_0003	Juan	Check Pro cy Scale	No Data
2023a_0004	Sally	Check Pro cy Scale	No Data

Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Weekly Check In

1. Show each child their Stats Page and compliment their progress!

The Game-Play Logic starts all children with the 3rd grade standards. This ensure that any "gaps in learning" will be filled, and children will learn all the essential concepts of math.

Children in upper grades who are proficient in math will fly through these first standards earning a ton of crystals and enjoying the game.

Children with gaps in their learning may have a week or two with little or no movement. This is normal. Learning takes time. Encourage these students by reminding them that as long as they are taking good notes they are learning, and the yellow boxes will turn green.

Topic	3rd Std	4th Std			5th Std		6th Std				7th Std
Place Value	**3.NBT.A1** I can round whole numbers up to 9,999 to the nearest 10.	**4.NBTA2** I can compare two multi-digit numbers based on meanings of the digits in each Read..	**4.NBTA3** I can round multi-digit whole numbers to any place.	**4.NFC5** I can compare two decimals to hundredths by reasoning about their size.	**5.NBT.A3A** I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	**5.NBT.A3B** I can compare two decimals to thousandths based , using >, =, and < symbols to record the results of comparisons.	**6.NS.C.7** I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.				
Adding & Subtracting	**3.NBT.A2** I can add and subtract number up to 1,000.	**4.NBT.B.4** I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.			**5.NBT.B.7** I can add and subtract numbers with decimals to hundredths place.		**6.NS.C.8** I can solve problems that involve positive and negative numbers. (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge)				7th grade Prep
Multiplication	**3.OAA1** I can multiply whole numbers.	**4.OAB4** I can find all the factors for any product up to 100.	**4.NBTB.5-1** I can multiply a one-digit number by a four-digit number.	**4.NBTB.5-2** I can multiply a two-digit number by a two-digit number.	**5.NBT.A5** I can fluently multiply multi-digit whole numbers using the standard algorithm.	**5.NBT.B.7-M** I can multiply number with decimals to hundredths place.	**6.RP.A3.C** I can find a percent of a quantity as a rate per 100.				
Division	**3.OAA2** I can divide whole numbers.	**4.NBT.B6** I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			**5.NBT.B.7-D** I can divide dividends with decimals to hundredths place.		**6.NS.B2** I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.				
Fractions	**3.NFA1** I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the the whole is cut into.	**4.NFA2** I can compare fractions with different Denominators.	**4.NFC.6** I can represent decimals as a fraction.		**5.NF.A.1-1 - Adding & Subtracting** I can add and subtract fractions with uncommon Denominators.	**5.NF.A.1-2 - Adding and Subtracting** I can add and subtract mixed numbers with uncommon Denominators.	**5.NF.B.4** I can multiply a fraction by a whole number.	**6.NS.A.1 - 1** I can multiply fractions: (3/4 x 2/5).	**6.NS.A.1 - 2** I can divide a fraction by a whole number and a Whole number by a fraction.	**6.NS.A.1 - 3** I can divide fractions: 3/4 ÷ 2/5).	
Statistics, Data, & Measurement	**3.MD.B3** I can determine how many more or how many less of using information from a graph.	**4.MD.A.2** I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			**5.MD.A.1** I can convert among different-sized standard measurement units within a given measurement system.		**6.SP.B5** I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.				
Geometry	**3.MD.C6** I can find the perimeter & area of rectangles.	**4.GA.2 and 4.MD.C.7** I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.			**5.MD.C5** I can find the volume of a right rectangular prism with whole-number side lengths.		**6.GA.1** I can find the area of triangles, trapezoids, and irregular polygons.	**6.G.A.2** I can find the volume of irregular prisms.	**6.GA.3** I can draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first coordinate	**6.GA.4** I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.	

Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Weekly Check In

1. Motivate your students with an Ice Cream Sundae Challenge!
2. Have them take a screenshot of their Stats Page after 14 days of play.

First 14 Days of Play

Topic	3rd Std	4th Std			5th Std		6th Std				7th Std
Place Value	**3.NBT.A1** I can round whole numbers up to 9,999 to the nearest 10.	**4.NBTA2** I can compare two multi-digit numbers based on meanings of the digits in each Read..	**4.NBTA3** I can round multi-digit whole numbers to any place.	**4.NFC5** I can compare two decimals to hundredths by reasoning about their size.	**5.NBT.A3A** I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	**5.NBT.A3B** I can compare two decimals to thousandths based , using >, =, and < symbols to record the results of comparisons.	**6.NS.C.7** I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.				
Adding & Subtracting	**3.NBT.A2** I can add and subtract number up to 1,000.	**4.NBT.B.4** I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.			**5.NBT.B.7** I can add and subtract numbers with decimals to hundredths place.		**6.NS.C.8** I can solve problems that involve positive and negative numbers. (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge)				7th grade Prep
Multiplication	**3.OAA1** I can multiply whole numbers.	**4.OAB4** I can find all the factors for any product up to 100.	**4.NBTB.5-1** I can multiply a one-digit number by a four-digit number.	**4.NBTB.5-2** I can multiply a two-digit number by a two-digit number.	**5.NBT.A5** I can fluently multiply multi-digit whole numbers using the standard algorithm.	**5.NBT.B.7-M** I can multiply number with decimals to hundredths place.	**6.RP.A3.C** I can find a percent of a quantity as a rate per 100.				
Division	**3.OAA2** I can divide whole numbers.	**4.NBT.B6** I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			**5.NBT.B.7-D** I can divide dividends with decimals to hundredths		**6.NS.B2** I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.				
Fractions	**3.NFA1** I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the the whole is cut into.	**4.NFA2** I can compare fractions with different Denominators.	**4.NFC.6** I can represent decimals as a fraction.		**5.NF.A.1-1 - Adding & Subtracting** I can add and subtract fractions with uncommon Denominators.	**5.NF.A.1-2 - Adding and Subtracting** I can add and subtract mixed numbers with uncommon Denominators.	**5.NF.B.4** I can multiply a fraction by a whole number.	**6.NS.A.1 - 1** I can multiply fractions: (3/4 x 2/5).	**6.NS.A.1 - 2** I can divide a fraction by a whole number and a Whole number by a fraction.	**6.NS.A.1 - 3** I can divide fractions: 3/4 ÷ 2/5).	
Statistics, Data, & Measurement	**3.MD.B3** I can determine how many more or how many less of using information from a graph.	**4.MD.A.2** I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			**5.MD.A.1** I can convert among different-sized standard measurement units within a given measurement system.		**6.SP.B5** I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.				
Geometry	**3.MD.C6** I can find the perimeter & area of rectangles.	**4.GA.2 and 4.MD.C.7** I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.			**5.MD.C5** I can find the volume of a right rectangular prism with whole-number side lengths.		**6.GA.1** I can find the area of triangles, trapezoids, and irregular polygons.	**6.G.A.2** I can find the volume of irregular prisms.	**6.GA.3** I can draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first coordinate	**6.GA.4** I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.	

Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Weekly Check In

*Remind your students every day that they are working towards their Ice Cream Sundae!

1. After six weeks have them take another screenshot of their Stats Page.
2. Have your students copy & paste the two screens shot side-by side on a Google Sheet or into a Google Slide.

First 14 Days of Play

Topic	3rd Std	4th Std			5th Std		6th Std				7th Std
Place Value	**3.NBT.A1** I can round whole numbers up to 9,999 to the nearest 10.	**4.NBTA2** I can compare two multi-digit numbers based on meanings of the digits in each Read..	**4.NBTA3** I can round multi-digit whole numbers to any place.	**4.NFC5** I can compare two decimals to hundredths by reasoning about their size.	**5.NBT.A3A** I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	**5.NBT.A3B** I can compare two decimals to thousandths based , using >, =, and < symbols to record the results of comparisons.	**6.NS.C.7** I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.				
Adding & Subtracting	**3.NBT.A2** I can add and subtract number up to 1,000.	**4.NBT.B.4** I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.			**5.NBT.B.7** I can add and subtract numbers with decimals to hundredths place.		**6.NS.C.8** I can solve problems that involve positive and negative numbers. (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge)				7th grade Prep
Multiplication	**3.OAA1** I can multiply whole numbers.	**4.OAB4** I can find all the factors for any product up to 100.	**4.NBTB.5-1** I can multiply a one-digit number by a four-digit number.	**4.NBTB.5-2** I can multiply a two-digit number by a two-digit number.	**5.NBT.A5** I can fluently multiply multi-digit whole numbers using the standard algorithm.	**5.NBT.B.7-M** I can multiply number with decimals to hundredths place.	**6.RP.A3.C** I can find a percent of a quantity as a rate per 100.				
Division	**3.OAA2** I can divide whole numbers.	**4.NBT.B6** I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			**5.NBT.B.7-D** I can divide dividends with decimals to hundredths place.		**6.NS.B2** I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.				
Fractions	**3.NFA1** I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the the whole is cut into.	**4.NFA2** I can compare fractions with different Denominators.	**4.NFC.6** I can represent decimals as a fraction.		**5.NF.A.1-1 - Adding & Subtracting** I can add and subtract fractions with uncommon Denominators.	**5.NF.A.1-2 - Adding and Subtracting** I can add and subtract mixed numbers with uncommon Denominators.	**5.NF.B.4** I can multiply a fraction by a whole number.	**6.NS.A.1 - 1** I can multiply fractions: (3/4 x 2/5).	**6.NS.A.1 - 2** I can divide a fraction by a whole number and a Whole number by a fraction.	**6.NS.A.1 - 3** I can divide fractions: 3/4 ÷ 2/5).	
Statistics, Data, & Measurement	**3.MD.B3** I can determine how many more or how many less of using information from a graph.	**4.MD.A.2** I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			**5.MD.A.1** I can convert among different-sized standard measurement units within a given measurement system.		**6.SP.B5** I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.				
Geometry	**3.MD.C6** I can find the perimeter & area of rectangles.	**4.GA.2 and 4.MD.C.7** I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.			**5.MD.C5** I can find the volume of a right rectangular prism with whole-number side lengths.		**6.GA.1** I can find the area of triangles, trapezoids, and irregular polygons.	**6.G.A.2** I can find the volume of irregular prisms.	**6.GA.3** I can draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first coordinate	**6.GA.4** I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.	

42 Days of Play

Topic	3rd Std	4th Std			5th Std		6th Std				7th Std
Place Value	**3.NBT.A1** I can round whole numbers up to 9,999 to the nearest 10.	**4.NBTA2** I can compare two multi-digit numbers based on meanings of the digits in each Read..	**4.NBTA3** I can round multi-digit whole numbers to any place.	**4.NFC5** I can compare two decimals to hundredths by reasoning about their size.	**5.NBT.A3A** I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	**5.NBT.A3B** I can compare two decimals to thousandths based , using >, =, and < symbols to record the results of comparisons.	**6.NS.C.7** I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.				
Adding & Subtracting	**3.NBT.A2** I can add and subtract number up to 1,000.	**4.NBT.B.4** I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.			**5.NBT.B.7** I can add and subtract numbers with decimals to hundredths place.		**6.NS.C.8** I can solve problems that involve positive and negative numbers. (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge)				7th grade Prep
Multiplication	**3.OAA1** I can multiply whole numbers.	**4.OAB4** I can find all the factors for any product up to 100.	**4.NBTB.5-1** I can multiply a one-digit number by a four-digit number.	**4.NBTB.5-2** I can multiply a two-digit number by a two-digit number.	**5.NBT.A5** I can fluently multiply multi-digit whole numbers using the standard algorithm.	**5.NBT.B.7-M** I can multiply number with decimals to hundredths place.	**6.RP.A3.C** I can find a percent of a quantity as a rate per 100.				
Division	**3.OAA2** I can divide whole numbers.	**4.NBT.B6** I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			**5.NBT.B.7-D** I can divide dividends with decimals to hundredths place.		**6.NS.B2** I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.				
Fractions	**3.NFA1** I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the the whole is cut into.	**4.NFA2** I can compare fractions with different Denominators.	**4.NFC.6** I can represent decimals as a fraction.		**5.NF.A.1-1 - Adding & Subtracting** I can add and subtract fractions with uncommon Denominators.	**5.NF.A.1-2 - Adding and Subtracting** I can add and subtract mixed numbers with uncommon Denominators.	**5.NF.B.4** I can multiply a fraction by a whole number.	**6.NS.A.1 - 1** I can multiply fractions: (3/4 x 2/5).	**6.NS.A.1 - 2** I can divide a fraction by a whole number and a Whole number by a fraction.	**6.NS.A.1 - 3** I can divide fractions: 3/4 ÷ 2/5).	
Statistics, Data, & Measurement	**3.MD.B3** I can determine how many more or how many less of using information from a graph.	**4.MD.A.2** I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			**5.MD.A.1** I can convert among different-sized standard measurement units within a given measurement system.		**6.SP.B5** I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.				
Geometry	**3.MD.C6** I can find the perimeter & area of rectangles.	**4.GA.2 and 4.MD.C.7** I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.			**5.MD.C5** I can find the volume of a right rectangular prism with whole-number side lengths.		**6.GA.1** I can find the area of triangles, trapezoids, and irregular polygons.	**6.G.A.2** I can find the volume of irregular prisms.	**6.GA.3** I can draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first	**6.GA.4** I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.	

Teacher's Dungeon

Lesson Planner

Motivating Your Children to Learn!

Weekly Check In

The Ice Cream Sundae strategy gives children an intrinsic motivation to learn math, because they can clearly see their progress over time!

First 14 Days of Play

Topic	3rd Std	4th Std			5th Std			6th Std						7th Std
Place Value	3.NBT.A1 I can round whole numbers up to 9,999 to the nearest 10.	4.NBT.A2 I can compare two multi-digit numbers based on meanings of the digits in each Read.	4.NBT.A3 I can round multi-digit whole numbers to any place.	4.NFC.5 I can compare two decimals to hundredths by reasoning about their size.	5.NBT.A.3A I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	5.NBT.A.3B I can compare two decimals to thousandths based , using >, <, and = symbols to record the results of comparisons.		6.NS.C.7 I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.						
Adding & Subtracting	3.NBT.A2 I can add and subtract number up to 1,000.	4.NBT.B.4 I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.			5.NBT.B.7 I can add and subtract numbers with decimals to hundredths place.			6.NS.C.8 I can solve problems that involve positive and negative numbers. (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge)						7th grade Prep
Multiplication	3.OAA1 I can multiply whole numbers.	4.OAB4 I can find all the factors for any product up to 100.	4.NBTB.5-1 I can multiply a one-digit number by a four-digit number.	4.NBTB.5-2 I can multiply a two-digit number by a two-digit number	5.NBT.A.5 I can fluently multiply multi-digit whole numbers using the standard algorithm.	5.NBT.B.7-M I can multiply number with decimals to hundredths place.		6.RP.A3.C I can find a percent of a quantity as a rate per 100.						
Division	3.OAA2 I can divide whole numbers.	4.NBT.B6 I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			5.NBT.B.7-D I can divide dividends with decimals to hundredths place.			6.NS.B2 I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.						
Fractions	3.NFA1 I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the the whole is cut into.	4.NFA2 I can compare fractions with different Denominators.	4.NFC.6 I can represent decimals as a fraction.		5.NF.A.1-1 - Adding & Subtracting I can add and subtract fractions with uncommon Denominators.	5.NF.A.1-2 - Adding and Subtracting I can add and subtract mixed numbers with uncommon Denominators.	5.NF.B.4 I can multiply a fraction by a whole number.	6.NS.A.1 - 1 I can multiply fractions (3/4 x 2/5).	6.NS.A.1 - 2 I can divide a fraction by a whole number and a Whole number by a fraction.	6.NS.A.1 - 3 I can divide fractions: 3/4 ÷ 2/5).				
Statistics, Data, & Measurement	3.MD.B3 I can determine how many more or how many less of using information from a graph.	4.MD.A.2 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			5.MD.A.1 I can convert among different-sized standard measurement units within a given measurement system.			6.SP.B5 I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.						
Geometry	3.MD.C6 I can find the perimeter & area of rectangles.	4.GA.2 and 4.MD.C.7 I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.			5.MD.C5 I can find the volume of a right rectangular prism with whole-number side lengths.			6.GA.1 I can find the area of triangles, trapezoids, and irregular polygons.	6.G.A.2 I can find the volume of irregular prisms.	6.GA.3 I can draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first	6.GA.4 I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.		

42 Days of Play

Topic	3rd Std	4th Std			5th Std			6th Std						7th Std
Place Value	3.NBT.A1 I can round whole numbers up to 9,999 to the nearest 10.	4.NBTA2 I can compare two multi-digit numbers based on meanings of the digits in each Read.	4.NBTA3 I can round multi-digit whole numbers to any place.	4.NFC5 I can compare two decimals to hundredths by reasoning about their size.	5.NBT.A3A I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	5.NBT.A3B I can compare two decimals to thousandths based , using >, =, and < symbols to record the results of comparisons.		6.NS.C.7 I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.						
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Multiplication	3.OAA1 I can multiply whole numbers.	4.OAB4 I can find all the factors for any product up to 100.	4.NBTB.5-1 I can multiply a one-digit number by a four-digit number.	4.NBTB.5-2 I can multiply a two-digit number by a two-digit number.	5.NBT.A.5 I can fluently multiply multi-digit whole numbers using the standard algorithm.	5.NBT.B.7-M I can multiply number with decimals to hundredths place.		6.RP.A3.C I can find a percent of a quantity as a rate per 100.						
Division	3.OAA2 I can divide whole numbers.	4.NBT.B6 I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			5.NBT.B.7-O I can divide dividends with decimals to hundredths place.			6.NS.B2 I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.						
Fractions	3.NFA1 I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the the whole is cut into.	4.NFA2 I can compare fractions with different Denominators.	4.NFC.6 I can represent decimals as a fraction.		5.NF.A.1-1 - Adding & Subtracting I can add and subtract fractions with uncommon Denominators.	5.NF.A.1-2 - Adding and Subtracting I can add and subtract mixed numbers with uncommon Denominators.	5.NF.B.4 I can multiply a fraction by a whole number.	6.NS.A.1 - 1 I can multiply fractions (3/4 x 2/5).	6.NS.A.1 - 2 I can divide a fraction by a whole number and a Whole number by a fraction.	6.NS.A.1 - 3 I can divide fractions: 3/4 ÷ 2/5).				
Statistics, Data, & Measurement	3.MD.B3 I can determine how many more or how many less of using information from a graph.	4.MD.A.2 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			5.MD.A.1 I can convert among different-sized standard measurement units within a given measurement system.			6.SP.B5 I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.						
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Teacher's Dungeon

Lesson Planner

Final Note From the Creator

Hello –

I would like to thank you for your interest in my educational game. I have had tremendous success in helping all my students excel in math through the use of The Teacher's Dungeon and the strategies for implementing it that I outlined in this PDF.

If you have any questions, please contact me by email.
brian@teachersdungeon.com

Thanks again!
Have a great day – Brian McCoy