

Standards

Aztech: Meet the Maya
Janna Jensen
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This app from 7 Generation Games is geared towards students in grades 5-8 and focuses on statistics. Throughout, the game, students will be presented with Mayan history. Students will be faced with statistics examples, leading to similar problems that need to be solved. There are goals set throughout the application.

Standards - Common Core and North Dakota State

Grade 4:

CCSS.ELA-Literacy.RI.4.7 Recognize that in a multi-digit whole number, a digit in one place represents ten times what it represents in the place to its right. For example, recognize that $700 \div 70 = 10$ by applying concepts of place value and division.

CCSS.4.NF.B.3.d Solve word problems involving addition and subtraction of fractions referring to the same whole and having like denominators

CCSS.ELA-Literacy.RI.4.7 Interpret information presented visually, orally, or quantitatively (Interpret graphs)

Grades 6:

CCSS.ELA-LITERACY.SL.6.2 Interpret information presented in diverse media and formats (Interpret timeline)

CCSS.ELA-LITERACY.SL.6.2 Describe the North Dakota Native American Essential Understandings.

CCSS.ELA-LITERACY.SL.6.2 Interpret information presented in diverse media and formats (Solve problem using graph)

CCSS.MATH.CONTENT.6.SP.B.5 Interpret information presented in diverse media and formats (Solve problem using graph)

CCSS.MATH.CONTENT.6.SP.B.5 Summarize numerical data sets in relation to their context (Find the average)

CCSS.ELA-LITERACY.SL.6.2 Interpret information presented in diverse media and formats (Interpret timeline with BCE)

CCSS.ELA-LITERACY.SL.6.2 Interpret information presented in diverse media and formats (Interpret scaled graphs, e.g., with percent on Y axis)

Grade 7:

CCSS.Math.Content.7.EE.B.3 Solve multi-step real-life and mathematical problems. Apply properties of operations to calculate with numbers in any form; convert between forms as appropriate.