

Curriculum Guide: When to Play Each Game

A pacing guide for Math, Reading/ELA and Science, kindergarten through high school. Each course is laid out by quarter and unit. Every unit lists its standards (Oklahoma Academic Standards first, then Common Core or NGSS) and the Fletcher Math games that fit, with a short tip on how to use each one.

How to use it: find your course, then use the games as warm-ups, mid-unit practice, review days, stations or test prep. Most games let you pick the grade level and focus on one skill on the start screen. Pacing follows a typical Oklahoma scope and sequence; adjust it to your district calendar.

Courses in this guide

Math	Reading & ELA	Science
3rd Grade Math	ELA K-2	Science K-2
4th Grade Math	3rd Grade ELA	3rd Grade Science
5th Grade Math	4th Grade ELA	4th Grade Science
6th Grade Math	5th Grade ELA	5th Grade Science
7th Grade Math (Pre-Algebra)	6th Grade ELA	6th Grade Science
8th Grade Math (Pre-Algebra)	7th Grade ELA	7th Grade Science
Algebra 1	8th Grade ELA	8th Grade Science
Geometry	ELA 9-10	Biology
Algebra 2	ELA 11-12	Chemistry
Precalculus		Physics / Physical Science
		Earth & Space Science

Get any game for \$5, or every game (including future ones) with All-Access at fletchersmath.store. The interactive version of this guide is at fletchersmath.store/curriculum.html.

3rd Grade Math

For 3rd grade math teachers following the Oklahoma Academic Standards. Each unit lists the games that match it; set every game to the 3rd grade level and use the Skills setting to focus on the day's topic.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-3	Place Value & Rounding OAS 3.N.1 · CCSS 3.NBT.A.1	Place Value Bank Heist: Mid-unit practice: choose the 3rd grade level; whole-class teams on the smartboard Krypto: Daily 5-minute warm-up to build number sense from week 1
Weeks 4-6	Addition & Subtraction to 10,000 OAS 3.N.2 (multi-digit addition & subtraction, estimation) · CCSS 3.NBT.A.2	Math Magic: Warm-up: mental addition and subtraction rounds, pass-and-play in small groups Story Problem Safari: End of unit: 3rd grade level, "Two-step & multi-step stories" topic, pairs on Chromebooks
Weeks 7-9	Meaning of Multiplication OAS 3.N.2 (multiplication as equal groups and arrays) · CCSS 3.OA.A.1, 3.OA.A.3	Who's Multiplying?: Introduce after the first arrays lesson; choose the 3rd grade level and play in pairs

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-12	Multiplication Facts & Properties OAS 3.N.2, 3.A.2 · CCSS 3.OA.B.5, 3.OA.C.7	Who's Multiplying?: Daily fact-fluency warm-up all quarter Math Magic: Station: mental-math multiplication rounds for 1-6 players Missing Number Bingo: Mid-unit practice on properties and missing factors; whole class on the smartboard
Weeks 13-15	Division OAS 3.N.2 (division as fair sharing, fact families) · CCSS 3.OA.A.2, 3.OA.A.4, 3.OA.B.6	Missing Number Bingo: Practice unknown-factor problems (3.OA.A.4) before the unit test Story Problem Safari: Review day: 3rd grade level, "Pick the equation & estimate" topic
Weeks 16-18	Patterns & Equations OAS 3.A.1, 3.A.2 · CCSS 3.OA.D.8, 3.OA.D.9	Pattern Factory: Introduce function machines; 3rd grade level, whole-class teams Missing Number Bingo: Station: equal and unequal expressions Math Quest: The Lost Kingdom: Semester review before winter break: 3rd grade level, teams

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Fractions OAS 3.N.3.1–3.N.3.4 · CCSS 3.NF.A.1–3	Fraction Line Leap: Core practice: 3rd grade level; use the Skills setting to move from number lines to equivalent and comparing fractions Fraction Frenzy: Review day before the fractions test: 3rd grade level, smartboard teams Shape Sorter: Intro day: "Equal parts & unit fractions" topic to connect shapes and fractions
Weeks 23–24	2-D Shapes & Quadrilaterals OAS 3.GM.1.3 · CCSS 3.G.A.1–2	Shape Sorter: Mid-unit practice: 3rd grade level, "Quadrilateral families" and "Right, acute & obtuse angles" Geometry Architect: Station or early-finisher choice: 3rd grade level
Weeks 25–27	Area & Perimeter OAS 3.GM.2.1–3.GM.2.4 · CCSS 3.MD.C.5–7, 3.MD.D.8	Garden Planner: Introduce with "Area by counting squares," then move to rectangles and perimeter; pairs on Chromebooks Build-a-City: End-of-unit project day: 3rd grade level, area, perimeter and money Geometry Architect: Review day: perimeter and area questions at the 3rd grade level

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Time, Measurement & Money OAS 3.GM.2.5–3.GM.2.7, 3.GM.3, 3.N.4 · CCSS 3.MD.A.1–2	Time Travelers: Introduce elapsed time; 3rd grade level, whole class on the smartboard Measure Up!: Station: rulers, thermometers and choosing the best unit Math Money Manager: Making-change practice at the 3rd grade level; small groups
Weeks 31–32	Data & Graphs OAS 3.D.1 · CCSS 3.MD.B.3–4	Data Detective: Mid-unit practice reading bar graphs and tables; 3rd grade level Math Island Survival: Multi-step problem day to close the unit; 3rd grade level in teams Math Engineering Challenge: Sub plan or Friday challenge: 3rd grade level
Weeks 33–36	OSTP Review OAS all 3rd grade strands (N, A, GM, D) · CCSS Grade 3 OA, NBT, NF, MD, G	Math Quest: The Lost Kingdom: Kick off test review: 3rd grade level, teams on the smartboard Math Escape Room: Mid-review challenge day: 3rd grade level, groups of 3–4 Math Racing League: Fast-paced review of every strand; 3rd grade level Math Detective Agency: Station rotation during review week Math Mogul: Final review day before OSTP: 3rd grade level Around the World Math: Post-test enrichment: 3rd grade level real-world problems

4th Grade Math

For 4th grade math teachers following the Oklahoma Academic Standards. Set games to the 4th grade level and use the Skills setting to match the lesson; mixed-review games are saved for warm-ups and the OSTP review window.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-3	Place Value to 1,000,000 OAS 4.N.1 · CCSS 4.NBT.A.1-3	Place Value Bank Heist: Mid-unit practice: choose the 4th grade level; whole-class teams Krypto: Daily warm-up for number sense all quarter
Weeks 4-5	Multi-Digit Addition & Subtraction OAS 4.N.2 (add/subtract and estimate multi-digit numbers) · CCSS 4.NBT.B.4	Math Magic: Mental-math warm-up, pass-and-play groups Story Problem Safari: End of unit: 4th grade level, "Two-step & multi-step stories"
Weeks 6-9	Multiplication OAS 4.N.2 (multi-digit multiplication) · CCSS 4.NBT.B.5, 4.OA.A.1-2	Who's Multiplying?: Fact-fluency warm-up; choose the 4th grade level for factors and products Story Problem Safari: Review day: "Times as many (comparing)" topic for 4.OA.A.2

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-13	Division with Remainders OAS 4.N.2.4-4.N.2.5 · CCSS 4.NBT.B.6, 4.OA.A.3	Treasure Split: Introduce before the algorithm to build the meaning of fair sharing and regrouping Bring It Down!: Mid-unit practice on the long-division steps; pairs on Chromebooks Story Problem Safari: "Remainders that matter" topic before the unit test Math Island Survival: Friday challenge: 4th grade level division and multi-step problems
Weeks 14-15	Factors, Multiples & Patterns OAS 4.A.1, 4.A.2 · CCSS 4.OA.B.4, 4.OA.C.5	Pattern Factory: Introduce input/output rules at the 4th grade level Missing Number Bingo: Station: missing-number equations Who's Multiplying?: Factor-and-product strategy game in pairs
Weeks 16-18	Fractions: Equivalence & Comparing OAS 4.N.3.1-4.N.3.3 · CCSS 4.NF.A.1-2	Fraction Line Leap: Core practice: 4th grade level, "Equivalent fractions" then "Comparing fractions" Fraction Frenzy: Review day: 4th grade level, smartboard teams Math Quest: The Lost Kingdom: Semester review before winter break: 4th grade level

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Adding & Subtracting Fractions OAS 4.N.3.4 · CCSS 4.NF.B.3–4	Fraction Line Leap: Introduce with the "Decomposing fractions" topic Fraction Frenzy: Mid-unit practice on fraction operations at the 4th grade level
Weeks 23–25	Decimals & Money OAS 4.N.3.6–4.N.3.9, 4.N.4 · CCSS 4.NF.C.5–7, 4.MD.A.2	Decimal Dash: Core practice: 4th grade level, start with "Decimal notation & place value" Math Money Manager: Money-problem day: 4th grade level, small groups
Weeks 26–27	Measurement & Conversions OAS 4.GM.2, 4.GM.3 · CCSS 4.MD.A.1–2, 4.MD.C.6	Measure Up!: Introduce unit conversions and protractors; 4th grade level Time Travelers: Station: elapsed time and time conversions at the 4th grade level Around the World Math: Real-world application day: measurement and time zones Math Engineering Challenge: End-of-unit challenge: 4th grade level measurements

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Lines, Angles & Shapes OAS 4.GM.1.1–4.GM.1.2, 4.GM.2.1 · CCSS 4.G.A.1–3, 4.MD.C.5–7	Shape Sorter: Core practice: 4th grade level; move through points/lines, angles, triangles and symmetry Geometry Architect: Review day: angles and symmetry at the 4th grade level
Week 31	Area & Perimeter OAS 4.GM.2.2 · CCSS 4.MD.A.3	Garden Planner: Practice: 4th grade level, "Missing side lengths" topic Build-a-City: Project day: area, perimeter and budgets
Week 32	Data & Line Plots OAS 4.D.1 · CCSS 4.MD.B.4	Data Detective: Mid-unit practice: 4th grade level, pairs on Chromebooks
Weeks 33–36	OSTP Review OAS all 4th grade strands (N, A, GM, D) · CCSS Grade 4 OA, NBT, NF, MD, G	Math Quest: The Lost Kingdom: Kick off review: 4th grade level, teams on the smartboard Math Escape Room: Challenge day during review: 4th grade level Math Racing League: Fast review of every strand at the 4th grade level Math Detective Agency: Station rotation during review Math Mogul: Final review day before OSTP

5th Grade Math

For 5th grade math teachers following the Oklahoma Academic Standards. Choose the 5th grade level in each game; Fraction Kitchen and Decimal Dash anchor the two big number units.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-3	Place Value & Decimals OAS 5.N.1.1-5.N.1.4 · CCSS 5.NBT.A.1-4	Decimal Dash: Introduce: 5th grade level, "Decimal notation & place value" then "Powers of 10 & rounding" Krypto: Daily warm-up all quarter
Weeks 4-7	Multi-Digit Multiplication & Division OAS 5.N.2 (multiply and divide multi-digit whole numbers) · CCSS 5.NBT.B.5-6	Treasure Split: Re-teach day for students shaky on why long division works Bring It Down!: Mid-unit practice with 2-digit divisors; pairs on Chromebooks Story Problem Safari: 5th grade level, "Remainders that matter" before the test Math Magic: Mental-math warm-up
Weeks 8-9	Expressions & Order of Operations OAS 5.A.2 · CCSS 5.OA.A.1-2	Krypto: Use with parentheses and order of operations as the main practice game Missing Number Bingo: Station: 5th grade level expressions and properties

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-13	Decimal Operations OAS 5.N.3 · CCSS 5.NBT.B.7	Decimal Dash: Core practice: "Decimal operations" and "Money & measurement problems" Math Money Manager: Application day: 5th grade level decimals and unit prices Math Engineering Challenge: Friday challenge: 5th grade level budgets and decimals
Weeks 14-18	Adding & Subtracting Fractions OAS 5.N.2 (fractions with unlike denominators) · CCSS 5.NF.A.1-2	Fraction Frenzy: Core practice: choose the 5th grade level; whole-class teams Story Problem Safari: Review day: "Fractions, decimals, money & units" topic Math Quest: The Lost Kingdom: Semester review before winter break: 5th grade level

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-22	Multiplying & Dividing Fractions OAS 5.N.2.3, 6.N.4.1-6.N.4.2 · CCSS 5.NF.B.3-7	Fraction Kitchen: Core game: 5th grade level; use the Skills setting to move from multiplying to scaling to unit-fraction division Story Problem Safari: Before the test: fraction word problems at the 5th grade level
Weeks 23-24	Measurement Conversions OAS 5.GM.3 · CCSS 5.MD.A.1	Measure Up!: Mid-unit practice: 5th grade level conversions Around the World Math: Application day: 5th grade level measurement and money
Weeks 25-27	Volume OAS 5.GM.2 (volume of rectangular prisms) · CCSS 5.MD.C.3-5	Geometry Architect: Introduce volume at the 5th grade level; smartboard teams Build-a-City: Project day: volume and area at the 5th grade level Math Island Survival: End-of-unit challenge: volume and multi-step problems

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–29	Classifying 2-D Figures OAS 5.GM.1.1 · CCSS 5.G.B.3–4	Shape Sorter: Practice: 5th grade level, "Classifying triangles" and "Hierarchy of shapes"
Weeks 30–31	Coordinate Plane & Patterns OAS 5.A.1.1–5.A.1.2 · CCSS 5.G.A.1–2, 5.OA.B.3	Coordinate Treasure Hunt: Introduce graphing points; choose the 5th grade level (first quadrant) Pattern Factory: Station: 5th grade level numerical patterns
Week 32	Data & Line Plots OAS 5.D.1 · CCSS 5.MD.B.2	Data Detective: Mid-unit practice: 5th grade level mean, median and range
Weeks 33–36	OSTP Review OAS all 5th grade strands (N, A, GM, D) · CCSS Grade 5 OA, NBT, NF, MD, G	Math Quest: The Lost Kingdom: Kick off review: 5th grade level Math Escape Room: Challenge day during review Math Racing League: Fast review of every strand Math Detective Agency: Station rotation Math Mogul: Final review day before OSTP Who's Multiplying?: Fact-fluency warm-up during review weeks (5th grade level)

6th Grade Math

For 6th grade math teachers following the Oklahoma Academic Standards. Choose the 6th grade level in each game; a few 7th–8th grade games (Angle Avengers) are noted where they cover a 6th grade standard.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–3	Rational Numbers & the Number Line OAS 6.N.1.1–6.N.1.2 · CCSS 6.NS.C.5–7	Decimal Dash: Mid-unit practice: 6th grade level, "Compare & order decimals" Math Magic 2: Daily mental-math warm-up all quarter
Weeks 4–5	Factors, Multiples & Prime Factorization OAS 6.N.2.4–6.N.2.6 · CCSS 6.NS.B.4	Prime Factor Fortress: Introduce factor trees, then GCF and LCM; whole-class teams on the smartboard
Weeks 6–9	Fraction & Decimal Operations OAS 6.N.4.1–6.N.4.4 · CCSS 6.NS.A.1, 6.NS.B.2–3	Fraction Kitchen: Core practice: 6th grade level, "Divide fractions" and kitchen word problems Decimal Dash: Station: "Decimal operations" at the 6th grade level Bring It Down!: Warm-up for multi-digit division (6.NS.B.2) Treasure Split: Re-teach for students who need the meaning of long division

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–13	Ratios & Rates OAS 6.N.3 (ratios and unit rates) · CCSS 6.RP.A.1–3	Around the World Math: Application day: 6th grade level rates and currency Math Island Survival: Mid-unit practice: 6th grade level rate problems Math Money Manager: Unit-price practice at the 6th grade level Ratio Rummy: Extension for early finishers: the unit-rate and ratio-table rounds match 6.RP.A.1–3
Weeks 14–15	Percents OAS 6.N.1.3–6.N.1.4 · CCSS 6.RP.A.3c	Fraction Frenzy: Choose the 6th grade level: fractions to decimals and percents Build-a-City: Project day: 6th grade percents and ratios Percent Shopping Spree: Extension: discount and tax rounds stretch 6.N.1.3–1.4 for advanced students
Weeks 16–18	Expressions & Exponents OAS 6.A.2, 6.N.2.1 (exponents) · CCSS 6.EE.A.1–4	Algebra Wizards: Introduce like terms and the distributive property; 6th grade level Krypto: Warm-up with exponents turned on (6th grade level) Prime Factor Fortress: Review exponents with the factor-tree rounds Math Quest: The Lost Kingdom: Semester review before winter break: 6th grade level

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Equations & Inequalities OAS 6.A.3 · CCSS 6.EE.B.5–8	Algebra Wizards: Core practice: 6th grade level equations and inequalities
Weeks 23–24	The Coordinate Plane OAS 6.A.1 · CCSS 6.NS.C.6, 6.NS.C.8	Coordinate Treasure Hunt: Core game: choose the 6th grade level (all four quadrants and reflections)
Weeks 25–27	Area of Polygons OAS 6.GM.1 · CCSS 6.G.A.1, 6.G.A.3	Geometry Architect: Mid-unit practice: 6th grade level area of triangles and polygons Build-a-City: Application day: area at the 6th grade level

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–29	Angles & Triangles OAS 6.GM.3.1–6.GM.3.2 · CCSS 7.G.B.5	Angle Avengers: Choose the 7th grade level, "Complementary & supplementary" and "Vertical & adjacent" topics (these match OAS 6.GM.3.1)
Weeks 30–31	Surface Area & Nets OAS 6.GM.2 · CCSS 6.G.A.2, 6.G.A.4	Geometry Architect: Use the nets and volume questions at the 6th grade level
Week 32	Data & Statistics OAS 6.D.1 · CCSS 6.SP.A.1–3, 6.SP.B.4–5	Data Detective: Mid-unit practice: 6th grade level mean, median and range
Weeks 33–36	OSTP Review OAS all 6th grade strands (N, A, GM, D) · CCSS Grade 6 RP, NS, EE, G, SP	Math Quest: The Lost Kingdom: Kick off review: 6th grade level Math Escape Room: Challenge day during review Math Racing League: Fast review of every strand Math Detective Agency: Station rotation Math Mogul: Final review day before OSTP Math Engineering Challenge: Post-test enrichment at the 6th grade level Math Magic: Daily mental-math warm-up during review weeks (pass-and-play, 1–6 players)

7th Grade Math (Pre-Algebra)

For 7th grade (Pre-Algebra) teachers following the Oklahoma Academic Standards. Most units have a dedicated Fletcher Math game; choose the 7th grade level where a game offers it.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-4	Rational Numbers & Integers OAS 7.N.1.1-7.N.2.4 · CCSS 7.NS.A.1-3	Integer Expedition: Introduce after the first lesson; play in small groups Bring It Down!: Warm-up review: dividing to get decimals (7.N.1.2) Treasure Split: Re-teach day for students who need long division Math Magic 2: Daily mental-math warm-up all quarter
Weeks 5-9	Expressions & Equations OAS 7.A.3.1, 7.A.4.1-7.A.4.2 · CCSS 7.EE.A.1-2, 7.EE.B.4a	Balance It!: Core practice: one- and two-step equations and $p(x + q) = r$ Algebra Wizards: Station: 7th grade level like terms and distributive property Krypto: Warm-up: order of operations with exponents

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-11	Inequalities OAS 7.A.3.2 · CCSS 7.EE.B.4b	Inequality Magic 2.0: Introduce, then use mid-unit for graphing on a number line Algebra Wizards: Review day: inequality questions at the 7th grade level
Weeks 12-15	Ratios & Proportional Relationships OAS 7.A.1.1-7.A.1.2, 7.A.2.1, 7.GM.3.1 · CCSS 7.RP.A.1-2	Ratio Rummy: Core practice: unit rates, tables, graphs and constant of proportionality Around the World Math: Application day: 7th grade level rates and scale Build-a-City: Project day: 7th grade ratios and percents
Weeks 16-18	Percents & Financial Literacy OAS 7.A.2.2 · CCSS 7.RP.A.3	Percent Shopping Spree: Core practice: discounts, tax, tips and percent of change Math Money Manager: Station: 7th grade level tax, commission and simple interest Math Quest: The Lost Kingdom: Semester review before winter break: 7th grade level

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-20	Angle Relationships OAS 6.GM.3.1, 7.A.3.1 · CCSS 7.G.B.5	Angle Avengers: Core practice: 7th grade level, end with "Write & solve angle equations"
Weeks 21-23	Circles & Area OAS 7.GM.2.1-7.GM.2.2, 7.GM.3.2-7.GM.3.3 · CCSS 7.G.B.4, 7.G.B.6	Land Grab: Core practice: circles, trapezoids and composite figures Volume Voyage: Station: 7th grade level, "Area & circumference of circles"
Weeks 24-25	Surface Area & Volume OAS 7.GM.1.1-7.GM.1.3 · CCSS 7.G.A.3, 7.G.B.6	Box Factory Tycoon: Core practice: rectangular prisms, cylinders and nets Volume Voyage: Mid-unit practice: 7th grade level prisms and cross sections Geometry Architect: Review day: 7th grade level
Weeks 26-27	Transformations & Scale Drawings OAS 7.GM.4.1-7.GM.4.3 · CCSS 7.G.A.1	Transformation Battleship: Core practice: translations, reflections, dilations and scale drawings

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–29	Statistics OAS 7.D.1.1–7.D.1.3 · CCSS 7.SP.A.1, 7.SP.B.3–4	Stat Showdown: Core practice: mean, median, box plots and circle graphs Data Detective: Station: 7th grade level graphs and percents
Weeks 30–31	Probability OAS 7.D.2.1 · CCSS 7.SP.C.5–8	Probability Carnival: Core practice: theoretical vs. experimental probability
Week 32	Real-World Problem Solving OAS 7.A.2, 7.A.3 (multi-step real-world problems) · CCSS 7.EE.B.3–4	Math Island Survival: Application day: 7th grade level rates and inequalities Math Engineering Challenge: Application day: 7th grade level inequalities and budgets
Weeks 33–36	OSTP Review OAS all 7th grade units · CCSS Grade 7 RP, NS, EE, G, SP	OSTP Review Showdown: Main review game: pick categories by unit and play in teams Math Quest: The Lost Kingdom: Kick off review: 7th grade level Math Escape Room: Challenge day during review Math Racing League: Fast review of every strand Math Detective Agency: Station rotation Math Mogul: Final review day before OSTP Math Magic: Daily mental-math warm-up during review weeks (pass-and-play, 1–6 players)

8th Grade Math (Pre-Algebra)

For Oklahoma 8th grade Pre-Algebra (PA) teachers. Choose the 8th grade level in each game; the 7-8 games use PA standards, and Systems Showdown and Scatter Shot have a dedicated 8th grade level.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-4	Real Numbers, Exponents & Scientific Notation OAS PA.N.1.1-PA.N.1.4 · CCSS 8.NS.A.1-2, 8.EE.A.1-4	Galaxy Race: Core practice: properties of exponents and scientific notation Integer Expedition: Warm-up review of rational numbers and square roots (PA.N.1.4) Math Magic 2: Daily warm-up: squares, cubes and roots
Weeks 5-9	Linear Equations OAS PA.A.3.1-PA.A.3.2, PA.A.4.1 · CCSS 8.EE.C.7a-b	Balance It!: Core practice: variables on both sides, no or infinite solutions Algebra Wizards: Station: 8th grade level equations Krypto: Warm-up: choose the 8th grade level (exponents and order of operations)

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-11	Inequalities OAS PA.A.4.2-PA.A.4.3 · CCSS 7.EE.B.4b (review)	Inequality Magic 2.0: Mid-unit practice: two-step inequalities and word problems
Weeks 12-14	Functions OAS PA.A.1, PA.A.2.1-PA.A.2.2 · CCSS 8.F.A.1-3, 8.F.B.5	Function Junction: Core practice: tables, graphs, equations and stories Algebra Wizards: Review day: 8th grade level functions
Weeks 15-18	Slope & Linear Functions OAS PA.A.2.3-PA.A.2.5 · CCSS 8.EE.B.5-6, 8.F.B.4	Slope Ski Run: Core practice: slope from graphs, points and tables Math Engineering Challenge: Application day: 8th grade level slope Math Money Manager: Station: 8th grade level linear models Math Quest: The Lost Kingdom: Semester review before winter break: 8th grade level

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-21	Systems of Equations OAS PA.A.2.1, PA.A.4.1, A1.A.1.3 · CCSS 8.EE.C.8a-c	Systems Showdown: Core practice: choose the 8th grade level; graphing first, then substitution Build-a-City: Project day: 8th grade functions and systems
Weeks 22-23	The Pythagorean Theorem OAS PA.GM.1.1-PA.GM.1.2 · CCSS 8.G.B.6-8	Galaxy Race: Use the Skills setting for Pythagorean theorem and distance Math Island Survival: Application day: 8th grade level Geometry Architect: Review day: 8th grade level
Weeks 24-25	Angles & Transformations OAS 6.GM.3.2, G.2D.1.1 · CCSS 8.G.A.1-5	Angle Avengers: Choose the 8th grade level: transversals, triangle sum and AA similarity Transformation Battleship: Mid-unit practice: rotations, dilations and similar figures
Weeks 26-27	Surface Area & Volume OAS PA.GM.2.1-PA.GM.2.4 · CCSS 8.G.C.9	Box Factory Tycoon: Core practice: prisms and cylinders

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Data & Scatter Plots OAS PA.D.1.1–PA.D.1.3 · CCSS 8.SP.A.1–4	Scatter Shot: Core practice: choose the 8th grade level; includes two-way tables Stat Showdown: Station: box plots and outliers Data Detective: Review day: 8th grade level lines of best fit
Weeks 31–32	Probability OAS PA.D.2.1–PA.D.2.3 · CCSS 7.SP.C.8 (review)	Probability Carnival: Core practice: compound, independent and dependent events
Weeks 33–36	OSTP Review OAS all Pre-Algebra (PA) units · CCSS Grade 8 NS, EE, F, G, SP	OSTP Review Showdown: Main review game: pick categories by unit and play in teams Math Quest: The Lost Kingdom: Kick off review: 8th grade level Math Escape Room: Challenge day during review Math Racing League: Fast review of every strand Math Detective Agency: Station rotation Math Mogul: Final review day before OSTP: includes slope and the Pythagorean theorem Around the World Math: Post-test enrichment: 8th grade level equations Math Magic: Daily mental-math warm-up during review weeks (pass-and-play, 1–6 players)

Algebra 1

For Oklahoma Algebra 1 teachers (usually 9th grade, or 8th grade advanced). The Algebra 1 games each target one unit; pick the Algebra 1 level where a game also offers 8th grade.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–2	Real Numbers & Radicals OAS A1.N.1.1–A1.N.1.2 · CCSS HSN-RN.A.2	Radical Reactor: Introduce simplifying square roots; whole-class teams
Weeks 3–6	Solving Equations OAS A1.A.1.1–A1.A.1.2, A1.A.3.1 · CCSS HSA-REI.A.1, HSA-REI.B.3, HSA-CED.A.4	Solve-It Showdown: Core practice: multi-step, absolute value and literal equations
Weeks 7–9	Inequalities OAS A1.A.2.1–A1.A.2.2 · CCSS HSA-REI.B.3, HSA-CED.A.1	Compound Inequality Corral: Core practice: compound and absolute value inequalities

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Functions OAS A1.F.1, A1.F.3 · CCSS HSF-IF.A.1–2, HSF-IF.B.5, HSF-BF.A.1	Function Arcade: Core practice: domain, range and function notation Function Junction: Day-one warm-up: review what a function is from Pre-Algebra
Weeks 13–16	Linear Equations & Graphs OAS A1.A.4, A1.F.2 · CCSS HSA-CED.A.2, HSF-LE.A.2, HSF-BF.B.3	Laser Line Up: Core practice: every form of a line, parallel and perpendicular Graph Morph: Mid-unit practice: shifts of linear parent functions Slope Ski Run: Warm-up review of slope before slope-intercept form
Weeks 17–18	Data & Lines of Best Fit OAS A1.D.1.1–A1.D.1.3 · CCSS HSS-ID.B.5–6, HSS-ID.C.7–9	Scatter Shot: Choose the Algebra 1 level: residuals and correlation vs. causation

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Systems of Equations & Inequalities OAS A1.A.1.3, A1.A.2.1 · CCSS HSA-REI.C.5–6, HSA-REI.D.12, HSA-CED.A.3	Systems Showdown: Core practice: choose the Algebra 1 level; end with systems of inequalities
Weeks 23–25	Sequences & Exponential Functions OAS A1.F.2.1, A1.F.3.2 · CCSS HSF-IF.A.3, HSF-BF.A.2, HSF-LE.A.1–3	Growth Rush: Core practice: sequences, then growth and decay models Graph Morph: Review day: linear vs. exponential
Weeks 26–27	Polynomials & Factoring OAS A1.A.3.2–A1.A.3.4 · CCSS HSA-APR.A.1, HSA-SSE.A.2, HSA-SSE.B.3a	Factor Forge: Core practice: polynomial operations and factoring trinomials

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–31	Quadratic Functions & Equations OAS A1.A.3.3, A1.F.3.2 · CCSS HSA-REI.B.4, HSF-IF.C.7a, HSF-IF.C.8a	Quadratic Quest: Core practice: choose the Algebra 1 level; finish with projectile problems Factor Forge: Warm-up: factoring review before solving by factoring
Week 32	Probability OAS A1.D.2 · CCSS HSS-CP.A.1, HSS-CP.B.9, HSS-MD.A.2	Odds On! : Core practice: permutations, combinations and expected value
Weeks 33–36	Final Exam Review OAS all Algebra 1 (N, A, F, D) · CCSS HS Algebra, Functions, Statistics	Solve-It Showdown: Review day 1: equations Laser Line Up: Review day 2: linear functions Function Arcade: Review day 3: functions Systems Showdown: Review day 4: systems Quadratic Quest: Review day 5: quadratics

Geometry

For Oklahoma Geometry teachers (usually 10th grade). The Geometry games follow the course units; a few Pre-Algebra games are listed as quick review before a unit.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-3	Logic & Reasoning OAS G.RL.1.1-G.RL.1.2 · CCSS MP3, HSG-CO.C.9	If-Then Courtroom: Core practice: conditionals, contrapositives and counterexamples
Weeks 4-6	Lines, Angles & Transversals OAS G.2D.1.1, G.2D.1.4 · CCSS HSG-CO.C.9-10	Angle Avengers: Warm-up review: choose the 8th grade level, transversals and triangle sum
Weeks 7-9	Coordinate Geometry OAS G.2D.1.5-G.2D.1.7, A1.A.4.2-A1.A.4.3 · CCSS HSG-GPE.B.4-7	Coordinate Proof Patrol: Core practice: distance, midpoint, slope and partitioning Laser Line Up: Review day: parallel and perpendicular lines (HSG-GPE.B.5)

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-12	Transformations & Rigid Motions OAS G.2D.1.5 · CCSS HSG-CO.A.2-5, HSG-CO.B.6	Congruence Clash: Introduce with the "Rigid transformations" topic Transformation Battleship: Warm-up review of 8th grade transformations
Weeks 13-16	Triangle Congruence & Proofs OAS G.RL.1.1, G.2D.1.9 · CCSS HSG-CO.B.7-8, HSG-CO.C.10	Congruence Clash: Core practice: SSS, SAS, ASA, AAS, HL and CPCTC proofs If-Then Courtroom: Review day: deductive reasoning before writing proofs
Weeks 17-18	Polygons & Quadrilaterals OAS G.2D.1.2-G.2D.1.3, G.2D.1.11 · CCSS HSG-CO.C.11, HSG-CO.D.12	Congruence Clash: "Isosceles, triangle inequality & parallelograms" and constructions topics Coordinate Proof Patrol: Station: classify polygons on the coordinate plane

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-21	Similarity OAS G.2D.1.8, G.2D.1.10 · CCSS HSG-SRT.A.2, HSG-SRT.B.5	Trig Tower: Use the "Similar triangles & scale factor" topic Angle Avengers: Warm-up: choose the 8th grade level, "Angle-angle similarity"
Weeks 22-25	Right Triangles & Trigonometry OAS G.RT.1.1-G.RT.1.4 · CCSS HSG-SRT.C.6-8	Trig Tower: Core practice: special right triangles, SOH-CAH-TOA, angles of elevation Galaxy Race: Warm-up: Pythagorean theorem review
Weeks 26-27	Area of Polygons & Composite Figures OAS G.2D.1.6-G.2D.1.7 (area and perimeter, including on the coordinate plane) · CCSS HSG-GPE.B.7	Coordinate Proof Patrol: "Perimeter and area from coordinates" topic Land Grab: Warm-up review of composite area and circles

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Circles OAS G.C.1.1–G.C.1.3 · CCSS HSG-C.A.1–3, HSG-C.B.5, HSG-GPE.A.1	Circle Spinners: Core practice: circle angles, arc length, sector area and equations
Weeks 31–33	Three-Dimensional Figures OAS G.3D.1.1–G.3D.1.2 · CCSS HSG-GMD.A.3, HSG-GMD.B.4, HSG-MG.A.1–2	Volume Voyage: Core practice: choose the Geometry level; end with scaling (k^2 , k^3) Box Factory Tycoon: Warm-up review of prism and cylinder formulas
Weeks 34–36	Final Exam & ACT Review OAS all Geometry (RL, 2D, 3D, RT, C) · CCSS HS Geometry	Trig Tower: Review day: right triangles Circle Spinners: Review day: circles Congruence Clash: Review day: congruence and proofs Coordinate Proof Patrol: Review day: coordinate geometry

Algebra 2

For Oklahoma Algebra 2 teachers (usually 10th–11th grade). Each unit lists the Algebra 2 game that matches; earlier Algebra 1 games can serve as warm-up review.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–3	Functions & Transformations Review OAS A2.F.1.1–A2.F.1.2, A2.F.2.1 · CCSS HSF-BF.B.3, HSF-IF.B.4	Graph Morph: Warm-up review of parent functions and shifts Function Arcade: Review day: domain, range and combining functions
Weeks 4–6	Quadratic Functions & Equations OAS A2.A.1.1, A2.A.2.4, A2.F.1.3 · CCSS HSA-REI.B.4, HSF-IF.C.7a, HSF-IF.C.8a	Quadratic Quest: Core practice: choose the Algebra 2 level; vertex form and transformations
Weeks 7–9	Complex Numbers OAS A2.N.1.2, A2.A.1.1 · CCSS HSN-CN.A.1–3, HSN-CN.C.7	Complex Cove: Core practice: "Powers of i" and complex solutions of quadratics Quadratic Quest: Algebra 2 level, "Complex solutions ($a \pm bi$)" topic

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–14	Polynomial Functions OAS A2.A.2.1–A2.A.2.2, A2.A.1.4, A2.F.1.5 · CCSS HSA-APR.A.1, HSA-APR.B.2–3, HSF-IF.C.7c	Polynomial Power-Up: Core practice: end behavior, zeros, synthetic division and the Remainder Theorem Factor Forge: Warm-up: factoring review from Algebra 1
Weeks 15–18	Radicals & Rational Exponents OAS A2.N.1.1, A2.N.1.3, A2.A.1.5, A2.A.2.5 · CCSS HSN-RN.A.1–2, HSA-REI.A.2	Complex Cove: Core practice: radicals, rational exponents and radical equations Radical Reactor: Warm-up review of simplifying square roots

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–23	Exponential & Logarithmic Functions OAS A2.A.1.2, A2.A.1.6, A2.F.1.4, A2.F.2.3–A2.F.2.4 · CCSS HSF-LE.A.4, HSF-BF.B.5, HSF-IF.C.8b	Logarithm Lodge: Core practice: log form, properties, equations and interest with e Growth Rush: Warm-up review of growth and decay models
Weeks 24–27	Rational Functions OAS A2.A.2.3, A2.A.1.3, A2.F.1.6 · CCSS HSA-APR.D.6–7, HSA-REI.A.2, HSF-IF.C.7d	Rational Rescue: Core practice: rational expressions, equations and asymptotes

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–29	Matrices & Systems OAS A2.N.2.1–A2.N.2.2, A2.A.1.7 · CCSS HSN-VM.C.6–12, HSA-REI.C.8–9	Vector Voyage: Use the Skills setting for "Matrix operations" and "Determinants, inverses, and matrix equations" Systems Showdown: Warm-up review: Algebra 1 level systems
Weeks 30–32	Trigonometric Functions OAS PC.T.1.1–PC.T.1.2 (introduced in Algebra 2) · CCSS HSF-TF.A.1–2, HSF-TF.B.5, HSF-TF.C.8	Trig Function Tides: Core practice: radians, unit circle and sine/cosine graphs
Week 33	Statistics OAS A2.D.1 (normal distribution, sampling and inference) · CCSS HSS-ID.A.4, HSS-IC.A.1	No game for this unit yet.
Weeks 34–36	Final Exam & ACT Review OAS all Algebra 2 (N, A, F, D) · CCSS HS Algebra, Functions, Number	Quadratic Quest: Review day: quadratics and complex solutions Polynomial Power-Up: Review day: polynomials Logarithm Lodge: Review day: exponentials and logs

Precalculus

For Oklahoma Precalculus teachers (11th–12th grade). Trigonometry, vectors and conics each have a dedicated game; Algebra 2 games work as quick review in the early units.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–4	Functions & Their Graphs OAS PC.F.1 (function families, composition and inverses) · CCSS HSF-BF.A.1c, HSF-BF.B.4	Function Arcade: Warm-up review: function notation and combining functions Graph Morph: Warm-up review: transformations of parent functions
Weeks 5–9	Polynomial & Rational Functions OAS PC.F.1, A2.A.2.1–A2.A.2.3 · CCSS HSA-APR.B.2–3, HSA-APR.D.6, HSF-IF.C.7c–d	Polynomial Power-Up: Review day: zeros and the Remainder Theorem Rational Rescue: Review day: asymptotes and holes

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–13	Exponential & Logarithmic Functions OAS PC.F.1, A2.F.2.3–A2.F.2.4 · CCSS HSF-LE.A.4, HSF-BF.B.5	Logarithm Lodge: Mid-unit practice: log equations and continuous growth
Weeks 14–18	Angles & the Unit Circle OAS PC.T.1.1–PC.T.1.5 · CCSS HSF-TF.A.1–4	Trig Function Tides: Introduce radians and reference angles Unit Circle Spin: Core practice: exact values on the unit circle

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–21	Graphs of Trig Functions OAS PC.T.1.8, PC.F.1.5 · CCSS HSF-TF.B.5, HSF-IF.C.7e	Trig Function Tides: Core practice: amplitude, period, phase shift and periodic models
Weeks 22–25	Identities & Trig Equations OAS PC.T.3.1–PC.T.3.3, PC.T.2.4 · CCSS HSF-TF.B.6–7, HSF-TF.C.8–9	Unit Circle Spin: Core practice: identities, sum/difference and double-angle formulas
Weeks 26–27	Law of Sines & Law of Cosines OAS PC.T.2.2–PC.T.2.3 · CCSS HSG-SRT.D.10–11	Unit Circle Spin: "Law of Sines and Law of Cosines" topic Trig Tower: Warm-up review of right-triangle trig

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–31	Vectors & Matrices OAS PC.T.2.1 (vectors), A2.N.2.1–A2.N.2.2 · CCSS HSN-VM.A.1–3, HSN-VM.B.4–5, HSN-VM.C.6–12	Vector Voyage: Core practice: components, dot product, navigation and matrices
Weeks 32–34	Conic Sections OAS PC.CS.1.1–PC.CS.1.5 · CCSS HSG-GPE.A.1–3	Conic Constellations: Core practice: identify conics, then write equations Circle Spinners: Warm-up review: equation of a circle
Weeks 35–36	Final Exam & ACT Review OAS all Precalculus (F, T, CS) · CCSS HS Functions, Number & Quantity	Unit Circle Spin: Review day: trigonometry Conic Constellations: Review day: conics

ELA K-2

For kindergarten, 1st and 2nd grade teachers following the Oklahoma Academic Standards for ELA. Units follow a typical foundational-skills sequence; in each game choose the grade or skill that matches your class.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-5	Phonemic Awareness & Short Vowels (CVC) OAS K.2.PA.2-4, 1.2.PA.2 · CCSS RF.K.2, RF.1.2	Phonics Rocket: Daily station: use the Skills setting for short vowels, CVC words and rhymes
Weeks 6-9	Characters & Setting OAS K.2.R.1, 1.2.R.1, 2.2.R.1 · CCSS RL.K.3, RL.1.3, RL.2.3	Story Detectives: After a read-aloud: whole class on the smartboard, characters and setting

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-13	Digraphs & Blends OAS K.2.PWS.3-4, 1.2.PWS.1-3 · CCSS RF.K.3, RF.1.3	Phonics Rocket: Station: digraphs and blends; pairs on tablets or Chromebooks
Weeks 14-16	Sentences, Capitals & End Marks OAS 1.5.W.1-4, 2.5.W.1 · CCSS L.1.1-2, L.2.1-2	Sentence Builders: Grades 1-2: complete sentences, nouns, verbs, capitals and end marks
Weeks 17-18	Retelling: Beginning, Middle & End OAS K.3.R.2-3, 1.3.R.3-4 · CCSS RL.K.2, RL.1.2	Story Detectives: Review day: beginning-middle-end and key details

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-22	Silent e & Long Vowels OAS 1.2.PWS.1-3, 2.2.PWS.1-3 · CCSS RF.1.3c, RF.2.3	Phonics Rocket: Station: silent e and long vowels
Weeks 23-25	Informational Text: Main Topic & Key Details OAS K.2.R.3, 1.2.R.3, 2.2.R.3, 2.3.R.6 · CCSS RI.K.1-2, RI.1.2, RI.2.2	Story Detectives: After a nonfiction read-aloud: main topic and who/what/where/when/why/how
Weeks 26-27	Writing in Order OAS 1.5.R.2, 2.5.R.2, 2.5.W.4-6 · CCSS W.1.3, W.2.3, L.2.1	Sentence Builders: "Putting writing in order" and pronouns; whole-class teams

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–31	Vowel Teams, R-Controlled Vowels & Syllables OAS 2.2.PWS.1–3 · CCSS RF.2.3a–d	Phonics Rocket: Station: vowel teams, r-controlled vowels, syllables, prefixes and suffixes
Weeks 32–33	Central Message & Fables OAS 2.2.R.1, 2.3.R.3 · CCSS RL.1.2, RL.2.2, RL.2.5	Story Detectives: Central message and feelings; small groups
Week 34	Grammar & Conventions OAS 2.5.W.1, 2.5.W.4–6 · CCSS L.2.1–2	Sentence Builders: Contractions, commas and verb tense
Weeks 35–36	End-of-Year Review & Reading Benchmarks OAS K–2 Foundational Skills and Reading · CCSS RF.K–2, RL.K–2	Phonics Rocket: Review all phonics patterns before benchmark testing Story Detectives: Comprehension review game day

3rd Grade ELA

For 3rd grade ELA teachers following the Oklahoma Academic Standards. Choose the 3rd grade (or 3-5) level in each game; reading and writing units are paired so games reinforce the week's mini-lessons.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-3	Literary Text: Characters & Inference OAS 3.3.R.5, 3.3.R.3 · CCSS RL.3.1, RL.3.3	Inference Island: Introduce after the first read-aloud; whole class teams on the smartboard
Weeks 4-6	Narrative Writing OAS 3.3.W.1, 3.2.W.1-2 · CCSS W.3.3	Writing Workshop: Choose the 3-5 level, "Narrative craft" topic, during writing block Sentence Builders: Choose 3rd grade skills: verb tense, agreement, commas and contractions
Weeks 7-9	Vocabulary: Context Clues & Word Parts OAS 3.4.R.2-3 · CCSS L.3.4-5	Context Clue Quest: Choose the 3rd grade level; context clues, then prefixes and suffixes

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-12	Main Idea & Summary OAS 3.2.R.1, 3.2.R.3-4 · CCSS RI.3.2, RL.3.2	Main Idea Mountain: Core practice: main idea, supporting details and best summary
Weeks 13-15	Informational Text: Structure & Author's Purpose OAS 3.3.R.1, 3.3.R.6-7 · CCSS RI.3.6, 8	Author's Craft: Choose the 3rd grade level: author's purpose and text structure Main Idea Mountain: Station: text structure questions
Weeks 16-18	Informative Writing OAS 3.3.W.2 · CCSS W.3.2	Writing Workshop: "Informative writing" topic: topic sentences and transitions Sentence Builders: Choose 3rd grade skills: verb tense, agreement, commas and contractions

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-21	Opinion: Reasons, Evidence, Fact & Opinion OAS 3.3.R.6, 3.3.R.7 · CCSS RI.3.8	Author's Craft: "Reasons, evidence, fact & opinion" topic; pairs on Chromebooks Inference Island: Station: best text evidence
Weeks 22-23	Opinion Writing OAS 3.3.W.3 · CCSS W.3.1	Writing Workshop: "Opinion & argument" and "Revising drafts" topics
Weeks 24-25	Research OAS 3.6.R.1-3, 3.6.W.1-2 · CCSS W.3.7-8	Research Rangers: Choose the 3-5 level before a short research project
Weeks 26-27	Comparing Texts & Accounts OAS 3.7.R, 3.6.R.2 · CCSS RI.3.7, 9	Compare & Connect: Choose the 3-5 level: two texts on one topic Author's Craft: "Point of view & accounts" topic

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Poetry, Drama & Figurative Language OAS 3.3.R.4, 3.4.R.3 · CCSS RL.3.4, 5, L.3.5	Context Clue Quest: Figurative language and connotation rounds Inference Island: Character motives and point of view in poems and plays
Weeks 31–32	Grammar & Conventions Review OAS 3.5.R.1–2, 3.5.W.1, 5–6 · CCSS L.3.1–2	Sentence Builders: Choose 3rd grade skills: verb tense, agreement, commas and contractions
Weeks 33–36	OSTP Review OAS all 3rd grade ELA reading and writing strands · CCSS RL.3, RI.3, L.3	Main Idea Mountain: Review day: main idea and summary Inference Island: Review day: inference and text evidence Context Clue Quest: Review day: vocabulary Author’s Craft: Review day: author's purpose and structure Compare & Connect: Station during review week

4th Grade ELA

For 4th grade ELA teachers following the Oklahoma Academic Standards. Choose the 4th grade (or 3–5) level in each game; reading and writing units are paired so games reinforce the week's mini-lessons.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–3	Literary Text: Characters & Inference OAS 4.3.R.5, 4.3.R.3 · CCSS RL.4.1, RL.4.3	Inference Island: Introduce after the first read-aloud; whole class teams on the smartboard
Weeks 4–6	Narrative Writing OAS 4.3.W.1, 4.2.W.1–2 · CCSS W.4.3	Writing Workshop: Choose the 3–5 level, "Narrative craft" topic, during writing block Grammar Galaxy: Choose the 4th grade level; one topic per week as a warm-up
Weeks 7–9	Vocabulary: Context Clues & Word Parts OAS 4.4.R.2–3 · CCSS L.4.4–5	Context Clue Quest: Choose the 4th grade level; context clues, then prefixes and suffixes

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Main Idea & Summary OAS 4.2.R.1, 4.2.R.3–4 · CCSS RI.4.2, RL.4.2	Main Idea Mountain: Core practice: main idea, supporting details and best summary
Weeks 13–15	Informational Text: Structure & Author's Purpose OAS 4.3.R.1, 4.3.R.6–7 · CCSS RI.4.5, 6, 8	Author's Craft: Choose the 4th grade level: author's purpose and text structure Main Idea Mountain: Station: text structure questions
Weeks 16–18	Informative Writing OAS 4.3.W.2 · CCSS W.4.2	Writing Workshop: "Informative writing" topic: topic sentences and transitions Grammar Galaxy: Choose the 4th grade level; one topic per week as a warm-up

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–21	Opinion: Reasons, Evidence, Fact & Opinion OAS 4.3.R.6, 4.3.R.7 · CCSS RI.4.8	Author's Craft: "Reasons, evidence, fact & opinion" topic; pairs on Chromebooks Inference Island: Station: best text evidence
Weeks 22–23	Opinion Writing OAS 4.3.W.3 · CCSS W.4.1	Writing Workshop: "Opinion & argument" and "Revising drafts" topics
Weeks 24–25	Research OAS 4.6.R.1–3, 4.6.W.1–2 · CCSS W.4.7–8	Research Rangers: Choose the 3–5 level before a short research project
Weeks 26–27	Comparing Texts & Accounts OAS 4.7.R, 4.6.R.2 · CCSS RI.4.6, 7, 9	Compare & Connect: Choose the 3–5 level: two texts on one topic, firsthand vs. secondhand accounts Author's Craft: "Point of view & accounts" topic

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Poetry, Drama & Figurative Language OAS 4.3.R.4, 4.4.R.3 · CCSS RL.4.4, 5, L.4.5	Context Clue Quest: Figurative language and connotation rounds Inference Island: Character motives and point of view in poems and plays
Weeks 31–32	Grammar & Conventions Review OAS 4.5.R.1–2, 4.5.W.1–2 · CCSS L.4.1–2	Grammar Galaxy: Choose the 4th grade level; one topic per week as a warm-up
Weeks 33–36	OSTP Review OAS all 4th grade ELA reading and writing strands · CCSS RL.4, RI.4, L.4	Main Idea Mountain: Review day: main idea and summary Inference Island: Review day: inference and text evidence Context Clue Quest: Review day: vocabulary Author’s Craft: Review day: author's purpose and structure Compare & Connect: Station during review week

5th Grade ELA

For 5th grade ELA teachers following the Oklahoma Academic Standards. Choose the 5th grade (or 3–5) level in each game; reading and writing units are paired so games reinforce the week's mini-lessons.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–3	Literary Text: Characters & Inference OAS 5.3.R.5, 5.3.R.3 · CCSS RL.5.1, RL.5.3	Inference Island: Introduce after the first read-aloud; whole class teams on the smartboard
Weeks 4–6	Narrative Writing OAS 5.3.W.1, 5.2.W.1–2 · CCSS W.5.3	Writing Workshop: Choose the 3–5 level, "Narrative craft" topic, during writing block Grammar Galaxy: Choose the 5th grade level; one topic per week as a warm-up
Weeks 7–9	Vocabulary: Context Clues & Word Parts OAS 5.4.R.2–3 · CCSS L.5.4–5	Context Clue Quest: Choose the 5th grade level; context clues, then prefixes and suffixes

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Main Idea & Summary OAS 5.2.R.1, 5.2.R.3–4 · CCSS RI.5.2, RL.5.2	Main Idea Mountain: Core practice: main idea, supporting details and best summary
Weeks 13–15	Informational Text: Structure & Author's Purpose OAS 5.3.R.1, 5.3.R.6–7 · CCSS RI.5.5, 6, 8	Author's Craft: Choose the 5th grade level: author's purpose and text structure Main Idea Mountain: Station: text structure questions
Weeks 16–18	Informative Writing OAS 5.3.W.2 · CCSS W.5.2	Writing Workshop: "Informative writing" topic: topic sentences and transitions Grammar Galaxy: Choose the 5th grade level; one topic per week as a warm-up

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–21	Opinion: Reasons, Evidence, Fact & Opinion OAS 5.3.R.6, 5.3.R.7 · CCSS RI.5.8	Author's Craft: "Reasons, evidence, fact & opinion" topic; pairs on Chromebooks Inference Island: Station: best text evidence
Weeks 22–23	Opinion Writing OAS 5.3.W.3 · CCSS W.5.1	Writing Workshop: "Opinion & argument" and "Revising drafts" topics
Weeks 24–25	Research OAS 5.6.R.1–3, 5.6.W.1–2 · CCSS W.5.7–8	Research Rangers: Choose the 3–5 level before a short research project
Weeks 26–27	Comparing Texts & Accounts OAS 5.7.R, 5.6.R.2 · CCSS RI.5.6, 7, 9	Compare & Connect: Choose the 3–5 level: two texts on one topic, firsthand vs. secondhand accounts Author's Craft: "Point of view & accounts" topic

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Poetry, Drama & Figurative Language OAS 5.3.R.4, 5.4.R.3 · CCSS RL.5.4, 5, L.5.5	Context Clue Quest: Figurative language and connotation rounds Inference Island: Character motives and point of view in poems and plays
Weeks 31–32	Grammar & Conventions Review OAS 5.5.R.1–2, 5.5.W.1–2 · CCSS L.5.1–2	Grammar Galaxy: Choose the 5th grade level; one topic per week as a warm-up
Weeks 33–36	OSTP Review OAS all 5th grade ELA reading and writing strands · CCSS RL.5, RI.5, L.5	Main Idea Mountain: Review day: main idea and summary Inference Island: Review day: inference and text evidence Context Clue Quest: Review day: vocabulary Author’s Craft: Review day: author's purpose and structure Compare & Connect: Station during review week

6th Grade ELA

For 6th grade ELA teachers following the Oklahoma Academic Standards. Choose the 6th grade (or 6–8) level in each game; literary, informational and argument units alternate so every quarter mixes reading and writing.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–4	Plot, Setting & Character OAS 6.3.R.3 · CCSS RL.6.3, RL.6.5	Plot Twist: Choose the 6th grade level, "Plot structure & setting" then "Character & dialogue"
Weeks 5–7	Narrative Writing OAS 6.3.W.1, 6.2.W.2–3 · CCSS W.6.3	Writing Workshop: Choose the 6–8 level, "Narrative craft" topic
Weeks 8–9	Grammar: Phrases, Clauses & Sentence Types OAS 6.5.R.1–2 · CCSS L.6.1	Grammar Gauntlet: Choose the 6th grade level as a warm-up; one skill per week

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Theme & Point of View OAS 6.2.R.1, 6.3.R.4–5 · CCSS RL.6.2, RL.6.6	Plot Twist: "Theme & summary" and "Point of view & irony" topics
Weeks 13–14	Vocabulary & Figurative Language OAS 6.4.R.2 · CCSS L.6.4–5	Context Clue Quest: Choose the 6th grade level: roots, analogies and connotation
Weeks 15–16	Informational Text: Central Idea & Summary OAS 6.2.R.1, 6.3.R.6 · CCSS RI.6.2, RI.6.6	Argument Arena: Use the central idea, objective summary and author's purpose skills
Weeks 17–18	Informative Writing OAS 6.3.W.2 · CCSS W.6.2	Writing Workshop: "Informative writing" and "Revising drafts" topics Grammar Gauntlet: Editing warm-up: commas, run-ons and agreement

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Argument: Claims, Evidence & Counterclaims OAS 6.3.R.1, 6.3.R.6, 6.3.W.3 · CCSS RI.6.8, W.6.1	Argument Arena: Core practice: claims, evidence, reasoning and counterclaims; teams on the smartboard
Weeks 23–24	Argument Writing OAS 6.3.W.3 · CCSS W.6.1	Writing Workshop: "Opinion & argument" topic before drafting
Weeks 25–27	Research & Citing Sources OAS 6.6.R.1–3, 6.6.W.1–3 · CCSS W.6.7–9	Research Rangers: Choose the 6–8 level before a research project; credible sources and citation

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–29	Comparing Texts & Media OAS 6.3.R.1, 6.7.R · CCSS RI.6.7, RI.6.9, RL.6.9	Compare & Connect: Choose the 6–8 level, including "Conflicting information"
Weeks 30–31	Poetry & Drama OAS 6.3.R.4, 6.4.R.2 · CCSS RL.6.4–5, RL.6.7	Plot Twist: "Language, form & media" topic
Week 32	Grammar & Conventions Review OAS 6.5.R.1–2 · CCSS L.6.1–2	Grammar Gauntlet: 6th grade level review of all skills
Weeks 33–36	OSTP Review OAS all 6th grade ELA reading and writing strands · CCSS RL.6, RI.6, W.6, L.6	Plot Twist: Review day: literary text Argument Arena: Review day: informational and argument text Context Clue Quest: Review day: vocabulary Grammar Gauntlet: Review day: editing and conventions Compare & Connect: Station during review week

7th Grade ELA

For 7th grade ELA teachers following the Oklahoma Academic Standards. Choose the 7th grade (or 6–8) level in each game; literary, informational and argument units alternate so every quarter mixes reading and writing.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–4	Plot, Setting & Character OAS 7.3.R.3 · CCSS RL.7.3, RL.7.5	Plot Twist: Choose the 7th grade level, "Plot structure & setting" then "Character & dialogue"
Weeks 5–7	Narrative Writing OAS 7.3.W.1, 7.2.W.2–3 · CCSS W.7.3	Writing Workshop: Choose the 6–8 level, "Narrative craft" topic
Weeks 8–9	Grammar: Phrases, Clauses & Sentence Types OAS 7.5.R.1–2 · CCSS L.7.1	Grammar Gauntlet: Choose the 7th grade level as a warm-up; one skill per week

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Theme & Point of View OAS 7.2.R.1, 7.3.R.4–5 · CCSS RL.7.2, RL.7.6	Plot Twist: "Theme & summary" and "Point of view & irony" topics
Weeks 13–14	Vocabulary & Figurative Language OAS 7.4.R.2 · CCSS L.7.4–5	Context Clue Quest: Choose the 7th grade level: roots, analogies and connotation
Weeks 15–16	Informational Text: Central Idea & Summary OAS 7.2.R.1, 7.3.R.6 · CCSS RI.7.2, RI.7.6	Argument Arena: Use the central idea, objective summary and author's purpose skills
Weeks 17–18	Informative Writing OAS 7.3.W.2 · CCSS W.7.2	Writing Workshop: "Informative writing" and "Revising drafts" topics Grammar Gauntlet: Editing warm-up: commas, run-ons and agreement

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Argument: Claims, Evidence & Counterclaims OAS 7.3.R.1, 7.3.R.6, 7.3.W.3 · CCSS RI.7.8, W.7.1	Argument Arena: Core practice: claims, evidence, reasoning and counterclaims; teams on the smartboard
Weeks 23–24	Argument Writing OAS 7.3.W.3 · CCSS W.7.1	Writing Workshop: "Opinion & argument" topic before drafting
Weeks 25–27	Research & Citing Sources OAS 7.6.R.1–3, 7.6.W.1–3 · CCSS W.7.7–9	Research Rangers: Choose the 6–8 level before a research project; credible sources and citation

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–29	Comparing Texts & Media OAS 7.3.R.1, 7.7.R · CCSS RI.7.7, RI.7.9, RL.7.9	Compare & Connect: Choose the 6–8 level, including "Conflicting information"
Weeks 30–31	Poetry & Drama OAS 7.3.R.4, 7.4.R.2 · CCSS RL.7.4–5, RL.7.7	Plot Twist: "Language, form & media" topic
Week 32	Grammar & Conventions Review OAS 7.5.R.1–2 · CCSS L.7.1–2	Grammar Gauntlet: 7th grade level review of all skills
Weeks 33–36	OSTP Review OAS all 7th grade ELA reading and writing strands · CCSS RL.7, RI.7, W.7, L.7	Plot Twist: Review day: literary text Argument Arena: Review day: informational and argument text Context Clue Quest: Review day: vocabulary Grammar Gauntlet: Review day: editing and conventions Compare & Connect: Station during review week

8th Grade ELA

For 8th grade ELA teachers following the Oklahoma Academic Standards. Choose the 8th grade (or 6–8) level in each game; literary, informational and argument units alternate so every quarter mixes reading and writing.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–4	Plot, Setting & Character OAS 8.3.R.3 · CCSS RL.8.3, RL.8.5	Plot Twist: Choose the 8th grade level, "Plot structure & setting" then "Character & dialogue"
Weeks 5–7	Narrative Writing OAS 8.3.W.1, 8.2.W.2–3 · CCSS W.8.3	Writing Workshop: Choose the 6–8 level, "Narrative craft" topic
Weeks 8–9	Grammar: Phrases, Clauses & Sentence Types OAS 8.5.R.1–2 · CCSS L.8.1	Grammar Gauntlet: Choose the 8th grade level as a warm-up; one skill per week

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Theme & Point of View OAS 8.2.R.1, 8.3.R.4–5 · CCSS RL.8.2, RL.8.6	Plot Twist: "Theme & summary" and "Point of view & irony" topics
Weeks 13–14	Vocabulary & Figurative Language OAS 8.4.R.2 · CCSS L.8.4–5	Context Clue Quest: Choose the 8th grade level: roots, analogies and connotation
Weeks 15–16	Informational Text: Central Idea & Summary OAS 8.2.R.1, 8.3.R.6 · CCSS RI.8.2, RI.8.6	Argument Arena: Use the central idea, objective summary and author's purpose skills
Weeks 17–18	Informative Writing OAS 8.3.W.2 · CCSS W.8.2	Writing Workshop: "Informative writing" and "Revising drafts" topics Grammar Gauntlet: Editing warm-up: commas, run-ons and agreement

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Argument: Claims, Evidence & Counterclaims OAS 8.3.R.1, 8.3.R.6, 8.3.W.3 · CCSS RI.8.8, W.8.1	Argument Arena: Core practice: claims, evidence, reasoning and counterclaims; teams on the smartboard
Weeks 23–24	Argument Writing OAS 8.3.W.3 · CCSS W.8.1	Writing Workshop: "Opinion & argument" topic before drafting
Weeks 25–27	Research & Citing Sources OAS 8.6.R.1–3, 8.6.W.1–3 · CCSS W.8.7–9	Research Rangers: Choose the 6–8 level before a research project; credible sources and citation

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–29	Comparing Texts & Media OAS 8.3.R.1, 8.7.R · CCSS RI.8.7, RI.8.9, RL.8.9	Compare & Connect: Choose the 6–8 level, including "Conflicting information"
Weeks 30–31	Poetry & Drama OAS 8.3.R.4, 8.4.R.2 · CCSS RL.8.4–5, RL.8.7	Plot Twist: "Language, form & media" topic
Week 32	Grammar & Conventions Review OAS 8.5.R.1–2 · CCSS L.8.1–2	Grammar Gauntlet: 8th grade level review of all skills
Weeks 33–36	OSTP Review OAS all 8th grade ELA reading and writing strands · CCSS RL.8, RI.8, W.8, L.8	Plot Twist: Review day: literary text Argument Arena: Review day: informational and argument text Context Clue Quest: Review day: vocabulary Grammar Gauntlet: Review day: editing and conventions Compare & Connect: Station during review week

ELA 9-10

For 9th and 10th grade English teachers following the Oklahoma Academic Standards. Choose the 9-10 level in each game; units follow a typical genre-based sequence with grammar and vocabulary woven in.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-4	Short Story: Characterization & Point of View OAS 9.3.R.3-4, 10.3.R.3-4 · CCSS RL.9-10.3, RL.9-10.6	Literary Lens: Core practice after each story: characterization and point of view
Weeks 5-6	Vocabulary: Context & Roots OAS 9.4.R.1-4, 10.4.R.1-4 · CCSS L.9-10.4	Word Wise: Choose the 9-10 level; weekly warm-up on Greek and Latin roots
Weeks 7-9	Narrative Writing & Sentence Craft OAS 9.5.R.1-2, 9.5.W.1-3 · CCSS W.9-10.3, L.9-10.1	Style Studio: Choose the 9-10 level: phrases and clauses, parallel structure

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-12	Poetry: Figurative Language, Tone & Structure OAS 9.3.R.3-4, 9.4.R.3 · CCSS RL.9-10.4-5, L.9-10.5	Literary Lens: Figurative language, tone and poetry topics Word Wise: "Connotation & figures of speech" topic
Weeks 13-15	Rhetoric in Speeches & Essays OAS 9.3.R.5-6, 10.3.R.5-6 · CCSS RI.9-10.6, RI.9-10.8	Rhetoric Rumble: Core practice: ethos, pathos, logos and fallacies; teams on the smartboard
Weeks 16-18	Argument Essay OAS 9.3.W.3, 10.3.W.3 · CCSS W.9-10.1, L.9-10.2	Rhetoric Rumble: Claims and evidence rounds before drafting Style Studio: Editing warm-ups: semicolons, colons and comma rules

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-22	Drama: Theme, Conflict & Irony OAS 9.3.R.3-4, 10.3.R.3-4 · CCSS RL.9-10.2-3, RL.9-10.5	Literary Lens: Theme, irony and structure after each act
Weeks 23-26	Research: Credible Sources & Citation OAS 9.6.R.3, 10.6.R.3 · CCSS W.9-10.7-8	Rhetoric Rumble: "Credible sources and citation" skills before the research paper
Week 27	Informative Writing & Conventions OAS 10.5.W.1, 10.5.W.3 · CCSS W.9-10.2, L.9-10.3	Style Studio: Concision and active vs. passive voice

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28-31	Novel Study OAS 9.3.R.3-4, 10.3.R.3-4 · CCSS RL.9-10.2-4	Literary Lens: Weekly review game during the novel Word Wise: Vocabulary from the novel: context clues and multiple meanings
Week 32	Media & Multimodal Argument OAS 9.7.R, 10.7.R · CCSS RI.9-10.7, SL.9-10.2	Rhetoric Rumble: Analyze rhetorical strategies in ads and speeches
Weeks 33-36	Final Exam & PreACT Review OAS all 9-10 ELA strands · CCSS RL, RI, W, L 9-10	Literary Lens: Review day: literary analysis Rhetoric Rumble: Review day: rhetoric and argument Style Studio: Review day: grammar and usage (PreACT English) Word Wise: Review day: vocabulary

ELA 11-12

For 11th and 12th grade English teachers (American and British/World literature) following the Oklahoma Academic Standards. Choose the 11-12 level in each game; juniors get a focused ACT English review before the spring state ACT.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-4	Foundations of American/British Literature OAS 11.3.R.3-4, 12.3.R.3-4 · CCSS RL.11-12.2-3, RL.11-12.9	Literary Lens: Core practice: theme and characterization in foundational texts
Weeks 5-6	Academic Vocabulary OAS 11.4.R.1-4, 12.4.R.1-4 · CCSS L.11-12.4-6	Word Wise: Choose the 11-12 level; weekly roots and academic words warm-up
Weeks 7-9	Rhetorical Analysis OAS 11.3.R.5-6, 12.3.R.5-6 · CCSS RI.11-12.6, RI.11-12.8	Rhetoric Rumble: Core practice on founding documents and speeches: ethos, pathos, logos

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-12	Poetry & Figurative Language OAS 11.3.R.4, 11.4.R.3 · CCSS RL.11-12.4-5, L.11-12.5	Literary Lens: Tone, mood, irony and poetry structure Word Wise: "Connotation & figures of speech" topic
Weeks 13-15	Argument Writing OAS 11.3.W.3, 12.3.W.3 · CCSS W.11-12.1	Rhetoric Rumble: Claims, evidence and logical fallacies before drafting
Weeks 16-18	Syntax & Style OAS 11.5.R.1-2, 11.5.W.1-2 · CCSS L.11-12.1-3	Style Studio: Choose the 11-12 level: syntax for effect and concise writing

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-21	ACT English & Reading Review (Juniors) OAS 11.5.R.1-2, 11.4.R.1-4 · CCSS L.11-12.1-3, RI.11-12.1	Style Studio: Daily ACT English warm-up: punctuation, agreement and modifiers Word Wise: ACT Reading vocabulary-in-context practice
Weeks 22-24	Drama & Literary Movements OAS 11.3.R.3-4, 12.3.R.3-4 · CCSS RL.11-12.3, RL.11-12.5-6	Literary Lens: Irony, structure and point of view after each act
Weeks 25-27	Research Paper OAS 11.6.R.3, 12.6.R.3 · CCSS W.11-12.7-8	Rhetoric Rumble: "Credible sources and citation" skills during research

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28-31	Novel Study & Literary Criticism OAS 11.3.R.3-4, 12.3.R.3-4 · CCSS RL.11-12.1-6	Literary Lens: Weekly review game during the novel
Weeks 32-33	College & Career Writing OAS 12.3.W.2, 12.5.W.1-2 · CCSS W.11-12.2, W.11-12.4	Style Studio: Editing warm-ups for personal statements and resumes
Weeks 34-36	Final Exam & AP/ACT Review OAS all 11-12 ELA strands · CCSS RL, RI, W, L 11-12	Literary Lens: Review day: literary analysis Rhetoric Rumble: Review day: rhetoric Word Wise: Review day: vocabulary

Science K-2

For kindergarten, 1st and 2nd grade teachers following the Oklahoma Academic Standards for Science. Units follow the K-2 physical, life and earth science topics; play the games whole-class on the smartboard after hands-on investigations.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-5	Weather & Seasons OAS K.ESS2.1, K.ESS3.2 · NGSS K-ESS2-1, K-ESS3-2	Wind & Wheels: After a week of weather charting: weather and severe-weather safety
Weeks 6-9	Sunlight & Shade OAS K.PS3.1-2 · NGSS K-PS3-1-2	Wind & Wheels: "Sunlight and shade" skills; finish with a shade-structure build

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-13	Pushes & Pulls OAS K.PS2.1-2 · NGSS K-PS2-1-2	Wind & Wheels: Pushes and pulls after ramp and ball investigations
Weeks 14-18	Properties of Materials OAS 2.PS1.1-4 · NGSS 2-PS1-1-4	Matter Mixers: Choose the 2nd grade level: properties of materials and changes Wind & Wheels: "Building materials" skills

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-22	What Plants & Animals Need OAS K.LS1.1, K.ESS3.1 · NGSS K-LS1-1, K-ESS3-1	Habitat Heroes: Introduce needs of living things and habitats
Weeks 23-25	Structures, Parents & Young OAS 1.LS1.1-2, 1.LS3.1 · NGSS 1-LS1-1-2, 1-LS3-1	Habitat Heroes: Body parts and parents and young
Weeks 26-27	Pollination, Seeds & Biodiversity OAS 2.LS2.1-2, 2.LS4.1 · NGSS 2-LS2-1-2, 2-LS4-1	Habitat Heroes: Pollination and seed dispersal; end with the engineering challenge

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28-30	Sun, Moon & Stars OAS 1.ESS1.1-2 · NGSS 1-ESS1-1-2	Wind & Wheels: "Sun, moon and seasons" skills
Weeks 31-33	Changing Land: Wind, Water & Living Things OAS 2.ESS2.1, K.ESS2.2 · NGSS 2-ESS2-1, K-ESS2-2	Wind & Wheels: Wind and water changing land Habitat Heroes: Living things changing the land
Week 34	Engineering Design OAS K-2 ETS (define a problem, design, compare solutions) · NGSS K-2-ETS1-1-3	Habitat Heroes: Engineering challenge round
Weeks 35-36	End-of-Year Review OAS K-2 Science · NGSS K-2	Wind & Wheels: Review game day Habitat Heroes: Review game day

3rd Grade Science

For 3rd grade science teachers following the Oklahoma Academic Standards for Science. Choose the 3rd grade (or 3–5) level in each game; Data Lab and Design Lab support the investigation and engineering weeks.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–3	Forces & Motion OAS 3.PS2.1–2 · NGSS 3-PS2-1–2	Force Field Derby: Choose the 3rd grade level: balanced and unbalanced forces Data Lab: Investigation week: patterns of motion (3.PS2.2)
Weeks 4–5	Magnets OAS 3.PS2.3–4 · NGSS 3-PS2-3–4	Force Field Derby: Magnets topic; finish with a design problem
Weeks 6–9	Weather & Climate OAS 3.ESS2.1–2 · NGSS 3-ESS2-1–2	Space & Earth Explorers: Choose the 3rd grade level: weather and climate Data Lab: Graphing weather data (3.ESS2.1)

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Natural Hazards & Solutions OAS 3.ESS3.1 · NGSS 3-ESS3-1	Space & Earth Explorers: Natural hazards topic Design Lab: Choose the 3–5 level: design a solution to reduce a weather hazard
Weeks 13–15	Life Cycles OAS 3.LS1.1 · NGSS 3-LS1-1	Fossil Finders: Choose the 3rd grade level, "Life cycles" topic
Weeks 16–18	Animals in Groups OAS 3.LS2.1 · NGSS 3-LS2-1	Fossil Finders: "Animals in groups" topic

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–21	Traits & Inheritance OAS 3.LS3.1–2 · NGSS 3-LS3-1–2	Food Web Frenzy: Choose the 3rd grade level: adaptations and traits
Weeks 22–24	Adaptations & Survival OAS 3.LS4.2–4 · NGSS 3-LS4-2–4	Food Web Frenzy: Interactions and changing ecosystems
Weeks 25–27	Fossils & Past Environments OAS 3.LS4.1 · NGSS 3-LS4-1	Fossil Finders: "Fossils & the fossil record" topic

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Engineering Design Challenge OAS 3–5 ETS (3.ESS3.1 design) · NGSS 3-5-ETS1-1–3	Design Lab: Criteria, constraints and comparing solutions
Weeks 31–32	Investigations & Data OAS 3.ESS2.1, 3.PS2.2, G35.ETS1.3 · NGSS 3-5-ETS1-3	Data Lab: Fair tests and reading tables
Weeks 33–36	End-of-Year Review OAS 3rd grade Science (PS2, LS1–4, ESS2–3) · NGSS Grade 3	Force Field Derby: Review day: forces and magnets Food Web Frenzy: Review day: traits and adaptations Space & Earth Explorers: Review day: weather and hazards

4th Grade Science

For 4th grade science teachers following the Oklahoma Academic Standards for Science. Choose the 4th grade (or 3-5) level in each game.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-4	Energy & Motion OAS 4.PS3.1, 4.PS3.3 · NGSS 4-PS3-1, 4-PS3-3	Force Field Derby: Choose the 4th grade level: energy transfer and collisions Data Lab: Investigation: speed and energy (4.PS3.1)
Weeks 5-7	Electricity & Circuits OAS 4.PS3.2 · NGSS 4-PS3-2	Circuit Breakers: Choose the 4th grade level: open and closed circuits, conductors and insulators
Weeks 8-9	Energy Conversion Design OAS 4.PS3.4 · NGSS 4-PS3-4	Circuit Breakers: "Energy transformations" topic Design Lab: Choose the 3-5 level: design a device that converts energy

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-12	Waves OAS 4.PS4.1 · NGSS 4-PS4-1	Wave Riders: Choose the 4th grade level: wave parts and sound
Weeks 13-15	Light, Vision & Information Transfer OAS 4.PS4.2-3 · NGSS 4-PS4-2-3	Wave Riders: "Light & the EM spectrum" and "Codes & signals" topics
Weeks 16-18	Plant & Animal Structures OAS 4.LS1.1-2 · NGSS 4-LS1-1-2	Food Web Frenzy: Choose the 4th grade level: structures and senses

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-21	Rock Layers & Earth's History OAS 4.ESS1.1 · NGSS 4-ESS1-1	Space & Earth Explorers: Choose the 4th grade level: rocks, fossils and landforms
Weeks 22-24	Weathering, Erosion & Maps OAS 4.ESS2.1-2 · NGSS 4-ESS2-1-2	Space & Earth Explorers: Weathering, erosion and landform patterns
Weeks 25-27	Energy Resources & Natural Hazards OAS 4.ESS3.1-2 · NGSS 4-ESS3-1-2	Space & Earth Explorers: Natural hazards and resources Design Lab: Reduce the impact of an earthquake or flood (4.ESS3.2)

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28-30	Engineering Design Challenge OAS 3-5 ETS · NGSS 3-5-ETS1-1-3	Design Lab: Prototypes, fair tests and redesign
Weeks 31-32	Investigations & Data OAS 4.PS3.1, G35.ETS1.3 · NGSS 3-5-ETS1-3	Data Lab: Variables, trends and claims from data
Weeks 33-36	End-of-Year Review OAS 4th grade Science (PS3, PS4, LS1, ESS1-3) · NGSS Grade 4	Force Field Derby: Review day: energy Wave Riders: Review day: waves Space & Earth Explorers: Review day: Earth's surface

5th Grade Science

For 5th grade science teachers following the Oklahoma Academic Standards for Science. Choose the 5th grade (or 3-5) level in each game; the last weeks prepare students for the 5th grade OSTP Science test.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1-6	Structure & Properties of Matter OAS 5.PS1.1-4 · NGSS 5-PS1-1-4	Matter Mixers: Choose the 5th grade level: particles, conservation of mass and changes Data Lab: Investigation: conservation of mass data (5.PS1.3)
Weeks 7-9	Gravity OAS 5.PS2.1 · NGSS 5-PS2-1	Force Field Derby: Choose the 5th grade level: gravity Space & Earth Explorers: "Sun, moon, stars and gravity" topic

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10-13	Earth's Systems & Water OAS 5.ESS2.1-2 · NGSS 5-ESS2-1-2	Space & Earth Explorers: Choose the 5th grade level: Earth's systems
Weeks 14-15	Plants & Energy from the Sun OAS 5.LS1.1, 5.PS3.1 · NGSS 5-LS1-1, 5-PS3-1	Food Web Frenzy: Choose the 5th grade level: producers and energy flow
Weeks 16-18	Ecosystems & Food Webs OAS 5.LS2.1 · NGSS 5-LS2-1	Food Web Frenzy: Food chains, webs and decomposers

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19-22	Protecting Earth's Resources OAS 5.ESS3.1 · NGSS 5-ESS3-1	Planet Protectors: Choose the 5th grade level: protecting Earth and resources
Weeks 23-25	Engineering Design OAS 3-5 ETS · NGSS 3-5-ETS1-1-3	Design Lab: Choose the 3-5 level: criteria, constraints and trade-offs
Weeks 26-27	Investigations & Data OAS 5.PS1.3, 5.ESS1.2 · NGSS 5-ESS1-2, 3-5-ETS1-3	Data Lab: Graphing shadows and day length (5.ESS1.2)

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28-32	Stars & Sun-Earth Patterns OAS 5.ESS1.1-2 · NGSS 5-ESS1-1-2	Space & Earth Explorers: Star brightness, shadows and seasonal patterns
Weeks 33-36	OSTP Science Review OAS all 5th grade Science · NGSS Grade 5	Matter Mixers: Review day: matter Food Web Frenzy: Review day: ecosystems Space & Earth Explorers: Review day: Earth and space Data Lab: Review day: reading data and graphs

6th Grade Science

For 6th grade science teachers following Oklahoma's middle school placement (cells and body systems, thermal energy, Earth's systems, weather and geologic time). Choose the 6th grade or 6–8 level in each game.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Week 1	Scientific Investigation & Data OAS MS.ETS1.3, 6.PS3.4 · NGSS MS-ETS1-3	Data Lab: Opening week: variables, fair tests and graphs
Weeks 2–5	Cells & Cell Theory OAS 6.LS1.1–2 · NGSS MS-LS1-1–2	Cell City: Choose the 6th grade level: cell theory and organelles
Weeks 6–9	Body Systems OAS 6.LS1.3, 6.LS1.8 · NGSS MS-LS1-3, MS-LS1-8	Cell City: Body systems and homeostasis

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Particles & States of Matter OAS 6.PS1.4 · NGSS MS-PS1-4	Matter Mixers: Choose the 6–8 level: states of matter and particle motion
Weeks 13–16	Thermal Energy OAS 6.PS3.3–4 · NGSS MS-PS3-3–4	Force Field Derby: Choose the 6–8 level: energy transfer Data Lab: Thermal energy investigation (6.PS3.4) Design Lab: Choose the 6–8 level: design an insulated container (6.PS3.3)
Weeks 17–18	Light & Materials OAS 6.PS4.2 · NGSS MS-PS4-2	Wave Riders: Choose the 6–8 level: reflection, absorption and transmission

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–21	Earth's Systems & the Water Cycle OAS 6.ESS2.1, 6.ESS2.4 · NGSS MS-ESS2-1, MS-ESS2-4	Space & Earth Explorers: Choose the 6th grade level: Earth's systems and cycles
Weeks 22–25	Weather & Climate OAS 6.ESS2.5–6 · NGSS MS-ESS2-5–6	Space & Earth Explorers: Weather and climate topic Data Lab: Weather data trends
Weeks 26–27	Natural Hazards OAS 6.ESS3.2 · NGSS MS-ESS3-2	Planet Protectors: Choose the 6–8 level: "Natural hazards" topic

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–31	Plate Tectonics & Geologic Time OAS 6.ESS1.4, 6.ESS2.2–3 · NGSS MS-ESS1-4, MS-ESS2-2–3	Space & Earth Explorers: Plate tectonics and rock record Fossil Finders: Choose the 6–8 level: "Rock layers & relative dating"
Week 32	Engineering Design OAS MS.ETS1 · NGSS MS-ETS1-1–4	Design Lab: Trade-offs and decision matrices
Weeks 33–36	End-of-Year Review OAS 6th grade Science · NGSS MS	Cell City: Review day: cells and body systems Space & Earth Explorers: Review day: Earth's systems Force Field Derby: Review day: thermal energy

7th Grade Science

For 7th grade science teachers following Oklahoma's middle school placement (matter and chemical reactions, kinetic and potential energy, ecosystems, photosynthesis and respiration, human impact). Choose the 7th grade or 6–8 level in each game.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–3	Atoms, Elements & Molecules OAS 7.PS1.1 · NGSS MS-PS1-1	Periodic Table Heist: Choose the 7th grade level: atoms and the periodic table Matter Mixers: Choose the 6–8 level: particles and atoms
Weeks 4–5	Properties of Matter & Density OAS 7.PS1.2–3 · NGSS MS-PS1-2–3	Matter Mixers: Density and properties Data Lab: Analyze properties before and after a change (7.PS1.2)
Weeks 6–9	Chemical Reactions & Conservation of Mass OAS 7.PS1.2, 7.PS1.5–6 · NGSS MS-PS1-2, MS-PS1-5–6	Periodic Table Heist: Counting atoms and balancing simple equations Matter Mixers: Physical vs. chemical changes and conservation of mass Design Lab: Choose the 6–8 level: design a heat pack or cold pack (7.PS1.6)

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–13	Kinetic & Potential Energy OAS 7.PS3.1–2 · NGSS MS-PS3-1–2	Force Field Derby: Choose the 6–8 level: kinetic and potential energy Data Lab: Graph kinetic energy vs. mass and speed (7.PS3.1)
Weeks 14–15	Energy Transfer OAS 7.PS3.3, 7.PS3.5 · NGSS MS-PS3-3, MS-PS3-5	Circuit Breakers: Choose the 6–8 level: energy transformations Force Field Derby: Energy transfer rounds
Weeks 16–18	Photosynthesis & Respiration OAS 7.LS1.6–7 · NGSS MS-LS1-6–7	Cell City: Choose the 7th grade level: photosynthesis and respiration

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Ecosystem Interactions OAS 7.LS2.1–2 · NGSS MS-LS2-1–2	Food Web Frenzy: Choose the 7th grade level: interactions and resources Data Lab: Population data (7.LS2.1)
Weeks 23–25	Energy Flow & Cycling of Matter OAS 7.LS2.3 · NGSS MS-LS2-3	Food Web Frenzy: Food webs and energy flow
Weeks 26–27	Ecosystem Change & Biodiversity OAS 7.LS2.4–5 · NGSS MS-LS2-4–5	Food Web Frenzy: "Changing ecosystems" topic Design Lab: Evaluate solutions for maintaining biodiversity (7.LS2.5)

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28-31	Natural Resources & Human Impact OAS 7.ESS3.1, 7.ESS3.3-5 · NGSS MS-ESS3-1, MS-ESS3-3-5	Planet Protectors: Choose the 6-8 level: resources, population and global temperature
Week 32	Engineering Design OAS MS.ETS1 · NGSS MS-ETS1-1-4	Design Lab: Final design challenge
Weeks 33-36	End-of-Year Review OAS 7th grade Science · NGSS MS	Matter Mixers: Review day: matter Periodic Table Heist: Review day: atoms and reactions Food Web Frenzy: Review day: ecosystems

8th Grade Science

For 8th grade science teachers following Oklahoma's middle school placement (forces and motion, waves, genetics and evolution, space systems). Choose the 8th grade or 6–8 level in each game; the last weeks prepare students for the 8th grade OSTP Science test.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–4	Forces & Newton's Laws OAS 8.PS2.1–2 · NGSS MS-PS2-1–2	Force Field Derby: Choose the 6–8 level: Newton's laws and $F = ma$ Data Lab: Motion data (8.PS2.2)
Weeks 5–7	Electric, Magnetic & Gravitational Forces OAS 8.PS2.3–5 · NGSS MS-PS2-3–5	Circuit Breakers: Choose the 6–8 level: electromagnets and fields Force Field Derby: Gravity and magnets
Weeks 8–9	Collision Design Challenge OAS 8.PS2.1, MS.ETS1 · NGSS MS-PS2-1, MS-ETS1-1–4	Design Lab: Choose the 6–8 level: design to reduce collision force

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–13	Wave Properties OAS 8.PS4.1 · NGSS MS-PS4-1	Wave Riders: Choose the 6–8 level: wave parts and wave math
Weeks 14–15	Light, Sound & Digital Signals OAS 6.PS4.2, 8.PS4.3 · NGSS MS-PS4-2–3	Wave Riders: "Codes & signals" topic Force Field Derby: Waves rounds
Weeks 16–18	Earth-Sun-Moon System OAS 8.ESS1.1 · NGSS MS-ESS1-1	Space & Earth Explorers: Choose the 8th grade level: seasons, phases and eclipses

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–20	Gravity & the Solar System OAS 8.ESS1.2–3 · NGSS MS-ESS1-2–3	Space & Earth Explorers: Gravity and scale of the solar system
Weeks 21–24	Genetics & Heredity OAS 8.LS3.1–2 · NGSS MS-LS3-1–2	Genetics Lab: Choose the 7–8 level: mutations, reproduction and Punnett squares
Weeks 25–27	Natural Selection OAS 8.LS4.4–6 · NGSS MS-LS4-4–6	Genetics Lab: "Natural selection" skills

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28-30	Evidence of Evolution OAS 8.LS4.1-3 · NGSS MS-LS4-1-3	Fossil Finders: Choose the 6-8 level: fossil record and anatomy evidence
Weeks 31-32	Data & Engineering Review OAS MS.ETS1.3, 8.PS2.2 · NGSS MS-ETS1-3	Data Lab: Data analysis practice for OSTP
Weeks 33-36	OSTP Science Review OAS all 6th-8th grade Science · NGSS MS	Force Field Derby: Review day: forces and energy Genetics Lab: Review day: genetics Cell City: Review day: 6th-7th grade cells and body systems Space & Earth Explorers: Review day: Earth and space Food Web Frenzy: Review day: 7th grade ecosystems

Biology

For Oklahoma Biology teachers (usually 9th–10th grade). Choose the Biology level in Cell City and Genetics Lab; Ecosystem Balance covers the ecology units.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–4	Cell Structure & Function OAS B.LS1.1–2 · NGSS HS-LS1-1–2	Cell City: Choose the Biology level: organelles and cell systems Data Lab: Opening lab week: variables and data
Weeks 5–7	Membranes, Transport & Homeostasis OAS B.LS1.3 · NGSS HS-LS1-3	Cell City: Membranes and transport
Weeks 8–9	Photosynthesis & Cellular Respiration OAS B.LS1.5–7 · NGSS HS-LS1-5–7	Cell City: Photosynthesis and respiration

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	DNA & Protein Synthesis OAS B.LS1.1, B.LS3.1 · NGSS HS-LS1-1, HS-LS3-1	Cell City: DNA and proteins Genetics Lab: Choose the Biology level: DNA and genes
Weeks 13–15	Mitosis & Meiosis OAS B.LS1.4, B.LS3.2 · NGSS HS-LS1-4, HS-LS3-2	Cell City: Mitosis topic Genetics Lab: Meiosis and mutations
Weeks 16–18	Heredity & Genetics OAS B.LS3.1–3 · NGSS HS-LS3-1–3	Genetics Lab: Punnett squares, codominance and sex-linked traits

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Evolution & Natural Selection OAS B.LS4.1–4 · NGSS HS-LS4-1–4	Genetics Lab: Natural selection skills
Weeks 23–25	Populations & Carrying Capacity OAS B.LS2.1–2 · NGSS HS-LS2-1–2	Ecosystem Balance: Carrying capacity and population growth Data Lab: Choose the 9–12 level: population data (B.LS2.1)
Weeks 26–27	Energy & Matter in Ecosystems OAS B.LS2.3–5 · NGSS HS-LS2-3–5	Ecosystem Balance: Energy pyramids and carbon/nitrogen cycles

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Biodiversity & Human Impact OAS B.LS2.6, B.LS4.5 · NGSS HS-LS2-6–7, HS-LS4-6	Ecosystem Balance: Biodiversity, succession and human impacts Design Lab: Choose the 9–12 level: reduce a human impact on biodiversity
Week 31	Group Behavior OAS B.LS2.7 · NGSS HS-LS2-8	Ecosystem Balance: "Group behavior & survival" topic
Weeks 32–36	Final Exam Review OAS all Biology (LS1–LS4) · NGSS HS-LS	Cell City: Review day: cells Genetics Lab: Review day: genetics and evolution Ecosystem Balance: Review day: ecology

Chemistry

For Oklahoma Chemistry teachers (10th–12th grade). Choose the Chemistry level in Periodic Table Heist and use the Skills setting to match each unit.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–3	Matter & Measurement OAS CH.PS1 (classifying matter, measurement and significant figures) · NGSS HS-PS1-3	Matter Mixers: Warm-up review: choose the 6–8 level for states and properties Data Lab: Choose the 9–12 level: lab data and graphing
Weeks 4–6	Atomic Structure OAS CH.PS1.1 · NGSS HS-PS1-1	Periodic Table Heist: Choose the Chemistry level: atoms, ions and isotopes
Weeks 7–9	The Periodic Table & Trends OAS CH.PS1.1–2 · NGSS HS-PS1-1–2	Periodic Table Heist: Periodic trends

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–14	Bonding & Chemical Formulas OAS CH.PS1.2 · NGSS HS-PS1-2	Periodic Table Heist: Bonding and formulas
Weeks 15–16	Nuclear Chemistry OAS CH.PS1.8 · NGSS HS-PS1-8	Periodic Table Heist: Nuclear chemistry
Weeks 17–18	The Mole & Counting Atoms OAS CH.PS1.7 · NGSS HS-PS1-7	Periodic Table Heist: "Counting atoms" skills

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Chemical Reactions & Balancing OAS CH.PS1.2, CH.PS1.7 · NGSS HS-PS1-2, HS-PS1-7	Periodic Table Heist: Balancing equations and reaction types
Weeks 23–25	Stoichiometry OAS CH.PS1.7 · NGSS HS-PS1-7	No game for this unit yet.
Weeks 26–27	Reaction Rates & Equilibrium OAS CH.PS1.5–6 · NGSS HS-PS1-5–6	Periodic Table Heist: Reaction rates Design Lab: Choose the 9–12 level: refine a system to shift equilibrium (CH.PS1.6)

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28-30	Gases OAS CH.PS1 (gas laws, kinetic molecular theory) · NGSS HS-PS1-3	No game for this unit yet.
Weeks 31-33	Solutions, Acids & Bases OAS CH.PS1 (solutions, concentration, pH) · NGSS HS-PS1-3	No game for this unit yet.
Weeks 34-36	Final Exam & ACT Science Review OAS all Chemistry · NGSS HS-PS1	Periodic Table Heist: Review day: full game, all skills Data Lab: ACT Science practice: interpreting data

Physics / Physical Science

For Oklahoma Physical Science (9th) and Physics (11th–12th) teachers. Choose the Physics or Physical Science level in each game; Wave Riders is the 6–8 level, so use it as review before the waves unit.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–3	Motion & Kinematics OAS PH.PS2.1, PS.PS2.1 · NGSS HS-PS2-1	Data Lab: Choose the 9–12 level: motion graphs and trends
Weeks 4–7	Newton's Laws OAS PH.PS2.1, PS.PS2.1 · NGSS HS-PS2-1	Force Field Derby: Choose the Physics level: Newton's laws and $F = ma$
Weeks 8–9	Momentum & Collisions OAS PH.PS2.2–3 · NGSS HS-PS2-2–3	Force Field Derby: Momentum rounds Design Lab: Choose the 9–12 level: design a device to minimize collision force (PH.PS2.3)

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–12	Gravitational & Electric Forces OAS PH.PS2.4 · NGSS HS-PS2-4	Force Field Derby: Gravity and fields
Weeks 13–16	Energy & Conservation OAS PH.PS3.1–2, PS.PS3.1–2 · NGSS HS-PS3-1–2	Force Field Derby: Kinetic and potential energy Circuit Breakers: Choose the Physical Science/Physics level: energy transformations
Weeks 17–18	Thermal Energy OAS PS.PS3 (heat transfer and thermal equilibrium) · NGSS HS-PS3-4	Data Lab: Thermal equilibrium lab data

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–22	Electricity & Circuits OAS PS.PS3.3 · NGSS HS-PS3-3	Circuit Breakers: Ohm's law and power
Weeks 23–25	Magnetism & Electromagnetism OAS PS.PS2.5 · NGSS HS-PS2-5, HS-PS3-5	Circuit Breakers: Electromagnets and fields
Weeks 26–27	Waves OAS PH.PS4.1 · NGSS HS-PS4-1	Wave Riders: Warm-up review: choose the 6–8 level, "Wave math" Force Field Derby: Waves and wave speed

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Electromagnetic Radiation & Light OAS PH.PS4 (EM spectrum, wave-particle model) · NGSS HS-PS4-3–5	Wave Riders: "Light & the EM spectrum" and "Codes & signals" as review
Weeks 31–32	Engineering Design OAS PH.PS2.3 · NGSS HS-ETS1-1–4	Design Lab: Choose the 9–12 level: trade-offs and decision matrices
Weeks 33–36	Final Exam & ACT Science Review OAS all Physics / Physical Science · NGSS HS-PS2–PS4	Force Field Derby: Review day: forces and energy Circuit Breakers: Review day: electricity Data Lab: ACT Science practice

Earth & Space Science

For Oklahoma Earth & Space Science and Environmental Science teachers (9th–12th grade). Star Story and Earth Systems Expedition are the core games; middle school Earth games work as quick review.

Quarter 1

Weeks	Unit and standards	Games and how to use them
Weeks 1–4	The Universe & Stars OAS ES.ESS1.1–3 · NGSS HS-ESS1-1–3	Star Story: Core practice: fusion, star life cycles and Big Bang evidence
Weeks 5–7	Orbits & Kepler's Laws OAS ES.ESS1.4 · NGSS HS-ESS1-4	Star Story: "Kepler's laws & orbits" topic Space & Earth Explorers: Warm-up review: choose the 8th grade level
Weeks 8–9	Earth's Early History OAS ES.ESS1.5–6 · NGSS HS-ESS1-5–6	Star Story: "Dating Earth's early history" topic

Quarter 2

Weeks	Unit and standards	Games and how to use them
Weeks 10–14	Earth's Interior & Plate Tectonics OAS ES.ESS1.5, ES.ESS2.1, ES.ESS2.3 · NGSS HS-ESS1-5, HS-ESS2-1, HS-ESS2-3	Earth Systems Expedition: Plate tectonics and Earth's interior
Weeks 15–18	Rocks, Landforms & Surface Processes OAS ES.ESS2.1, ES.ESS2.5 · NGSS HS-ESS2-1, HS-ESS2-5	Earth Systems Expedition: Water and surface processes Space & Earth Explorers: Warm-up review: choose the 6th grade level

Quarter 3

Weeks	Unit and standards	Games and how to use them
Weeks 19–21	Water Cycle & Weather OAS ES.ESS2.5 · NGSS HS-ESS2-5	Earth Systems Expedition: Water and carbon cycles
Weeks 22–25	Climate & Feedbacks OAS ES.ESS2.2, ES.ESS2.4, ES.ESS2.6 · NGSS HS-ESS2-2, HS-ESS2-4, HS-ESS2-6	Earth Systems Expedition: Feedbacks and climate evidence Data Lab: Choose the 9–12 level: climate data trends
Weeks 26–27	Natural Resources OAS ES.ESS3.1–2 · NGSS HS-ESS3-1–2	Earth Systems Expedition: Resources topic

Quarter 4

Weeks	Unit and standards	Games and how to use them
Weeks 28–30	Natural Hazards OAS ES.ESS3.1 · NGSS HS-ESS3-1	Earth Systems Expedition: Hazards topic
Weeks 31–33	Sustainability & Human Impact OAS ES.ESS3.2–3, EN.ESS3.3–4 · NGSS HS-ESS3-3–6	Earth Systems Expedition: "Resources, hazards & sustainability" topic Design Lab: Choose the 9–12 level: evaluate a sustainability solution Planet Protectors: Warm-up review: choose the 6–8 level
Weeks 34–36	Final Exam & ACT Science Review OAS all Earth & Space Science · NGSS HS-ESS	Star Story: Review day: space Earth Systems Expedition: Review day: Earth systems