

Power Pack 4-5

and connections with
TEKS

Name of Game	Standards
Rollin' Round	4.2.A; 4.2.B; 4.2.D; 4.2.G; 4.2.H; 4.4.A; 4.4.G; 5.2.A; 5.2.B; 5.2.C
In-Between	4.2.a; 4.2.B; 24.2.C; 4.2.H; 4.4.A; 4.4.D; 4.4.H; 5.2.A; 5.2.B
Multiples of 10	4.2.A; 4.2.B; 4.4.A; 4.4.B; 4.4.D; 5.2.A; 5.3.A; 5.3.E
Multiplication Madness	4.4.B; 4.4.C; 4.4.D; 4.4.H; 5.3.A
Fraction Action	4.3.C; 4.3.D; 4.3.F; 4.3.G
Incredible Equations	4.4.A; 4.4.D; 4.4.E; 4.4.F; 4.4.H; 5.3.A; 5.4.E; 5.4.F
Diving into Division	4.4.E; 4.4.F; 4.4.H; 5.3.A; 5.3.C
Rollin' Numbers	4.2.B; 4.4.A; 5.2.A; 5.3.A
Greater Than or Less Than	4.3.C; 4.3.D; 4.3.F; 5.3.I
In Good Order	4.4.A; 4.4.H; 5.3.A; 5.4.E; 5.4.F