

Fundamentals

Games for developing and practicing mental computation strategies

CORRELATION TO TEKS (TEXAS ESSENTIAL KNOWLEDGE AND SKILLS FOR MATHEMATICS)

Grade 6

HEADQUARTERS

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ORIGO[®]
EDUCATION

		Expectation: The student is expected to...	Pages
Number, Operation, and Quantitative Reasoning	(6.1) The student represents and uses rational numbers in a variety of equivalent forms.	(A) compare and order non-negative rational numbers.	Times Target: 12-15 Prepare for Take Off: 36-39 Decimal Draw: 40-43 Fraction Target: 48-51
		(B) generate equivalent forms of rational numbers including whole numbers, fractions, and decimals.	X Zone: 44-47 Pick-a-Part: 52-55
		(E) identify factors and multiples including common factors and common multiples.	Times Target: 12-15 Focus on Factors: 20-23 Does it Divide?: 24-27 Prepare for Take Off: 36-39
	(6.2) The student adds, subtracts, multiplies, and divides to solve problems and justify solutions.	(B) use addition and subtraction to solve problems involving fractions and decimals.	Decimal Draw: 40-43 Discount Dilemma: 60-63
		(C) use multiplication and division of whole numbers to solve problems including situations involving equivalent ratios and rates.	Division Dash: 8-11 Times Target: 12-15 Two by Two: 16-19 Focus on Factors: 20-23 Does it Divide?: 24-27 Remainder Race: 28-31 Pick-a-Part: 52-55 Percentage Play: 56-59 Discount Dilemma: 60-63
(D) estimate and round to approximate reasonable results and to solve problems where exact answers are not required.		Times Target: 12-15 Remainder Race: 28-31	
Patterns, Relationships, and Algebraic Thinking	(6.2) The student solves problems involving proportional relationships.	(B) represent ratios and percents with concrete models, fractions, and decimals.	Pick-a-Part: 52-55 Percentage Play: 56-59 Discount Dilemma: 60-63
Underlying Processes and Mathematical Tools	(6.11) The student applies Grade 6 mathematics to solve problems connected to everyday experiences, investigations in other disciplines, and activities in and outside of school.	(C) select or develop an appropriate problem-solving strategy from a variety of different types, including drawing a picture, looking for a pattern, systematic guessing and checking, acting it out, making a table, working a simpler problem, or working backwards to solve a problem.	Times Target: 12-15 Two by Two: 16-19 Discount Dilemma: 60-63