



KAMICO® Instructional Media, Inc.

CONNECTION® to the TEKS

FALL 2026

Texas Teachers
Supporting Texas Teachers
for Over 30 Years

FREE
SHIPPING

**Sole-Source
Vendor**



Does your district or school qualify for a discount through a district contract and/or Coop membership? Contact KAMICO to determine your district's discount eligibility and/or to request a customized quote.

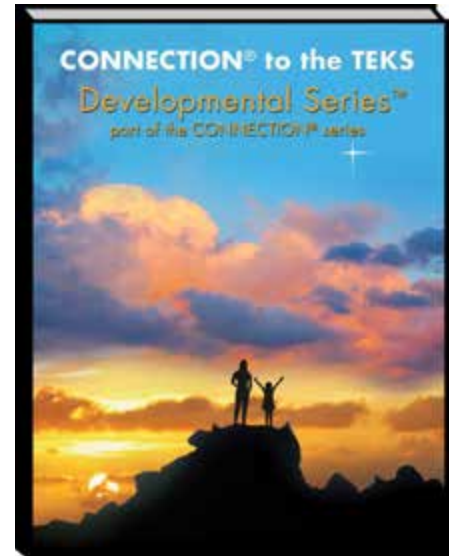
CONNECTION® to the TEKS

Developmental Series™

Instructional Intervention to Supplement the General Curriculum

**Formative assessments – each covering an individual TEKS
Instructional lessons built around activities to develop, extend,
and enrich knowledge of each TEKS**

- ❖ Lessons to provide Tier I, II, and III instructional support
- ❖ Formative assessments to measure student mastery level of each TEKS
- ❖ Instructional practices aligned with the science of reading
- ❖ Instruction for whole class, small groups, and individual students
- ❖ Student-centered, engaging activities and enrichments to support project-based learning and differentiated instruction
- ❖ Adjustable content to meet varying levels of cognitive demand
- ❖ Enrichment activities to extend TEKS mastery and expand critical-thinking skills
- ❖ Curriculum facilitates peer interaction and communication, as well as a decrease in student behavior problems
- ❖ English and Spanish versions available



NAME: _____ HCA TEKS 2.36

Read each question carefully. For a multiple-choice question, determine the best answer to the question from the four answer choices provided. For a graphic question, determine the best answer to the question. Then fill in the answer on your document.

1. Jerry knows it is important to have money in a savings account. Every time he gets his allowance, he puts half of it in savings. If Jerry has an emergency, he is more likely going to...

- borrow money from a friend.
- ask to cash more money.
- ask for savings.
- ask for money buried in his backpack.

2. She has a savings account at the bank. The table shows how much she saves and how much she puts in her savings account. She knows if she starts saving now, when she is ready for college she will have enough to give her tuition.

Year	Jan	Mar	May	Jul	Sep	Nov	Jan
2014	100	100	100	100	100	100	100
2015	100	100	100	100	100	100	100
2016	100	100	100	100	100	100	100
2017	100	100	100	100	100	100	100
2018	100	100	100	100	100	100	100
2019	100	100	100	100	100	100	100
2020	100	100	100	100	100	100	100
2021	100	100	100	100	100	100	100
2022	100	100	100	100	100	100	100
2023	100	100	100	100	100	100	100
2024	100	100	100	100	100	100	100
2025	100	100	100	100	100	100	100
2026	100	100	100	100	100	100	100
2027	100	100	100	100	100	100	100
2028	100	100	100	100	100	100	100
2029	100	100	100	100	100	100	100
2030	100	100	100	100	100	100	100

The month she saves half of the money she earns is...

- Feb
- Mar
- Apr
- May
- Jun

3. Sam lives in Mexico. She is saving money so she can have fun over the summer. She earns \$10 a week and saves \$5 a week for 3 months. Most of the following places will she be most likely to visit?

- a trip to Australia
- a trip to Disney World
- a trip to Disneyland Park (Disney World)
- a trip to Canada

4. Which is NOT true about a bank savings account?

- The bank tracks your money path.
- The bank puts the interest on your savings.
- The bank can give your money to someone else.
- The bank will let you get your money out any time you need it.

Which of the following choices will most help you plan for your future?

- saving money for college
- saving money for a new video game

5. The is going to buy her mother a coat. The coat costs \$60, including tax. Every week she gets an allowance for completing chores around the house.

Chores	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Wash the car							
Wash the dishes							
Wash the floors							
Wash the windows							
Wash the car							
Wash the dishes							
Wash the floors							
Wash the windows							
Wash the car							
Wash the dishes							
Wash the floors							
Wash the windows							

If she starts saving her entire allowance on the date marked on the calendar, and if she completes her chores each week, how many weeks will it take to afford the coat in time to give it to her mother for a birthday present?

- fourteen
- seventeen
- eighteen
- twenty

Reporting Category 4: Data Analysis and Personal Financial Literacy
TEKS 3.36
Use money to save and explain the benefits of a savings plan, including for college.

ACTIVITY
Path to Savings

mop floors
\$10
money card

sweep garage and barn
\$10
money card

gave backpack to student who could not afford to buy one
replacement cost: \$20
expense card

Teacher Editions (TE) are reproducible. Each individual teacher must have his or her own teacher edition. Reproduction of the teacher edition for any other use (including grade level, school, or school system) is strictly prohibited.

Student Editions (SE) are consumables - minimum order of 20. If smaller numbers are needed, please contact KAMICO.

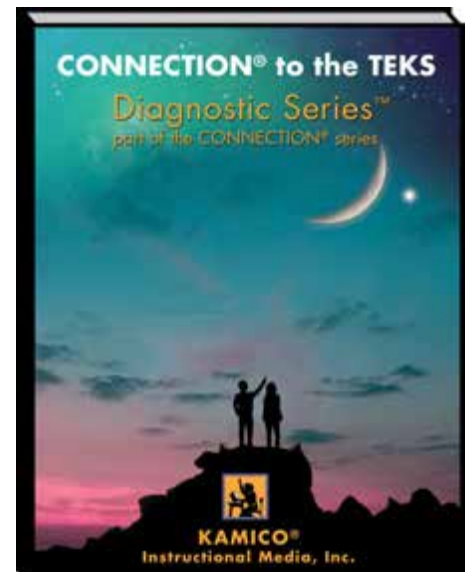
CONNECTION[®] to the TEKS

A POWERFUL, RESEARCH-BASED PROGRAM

Diagnostic Series[™]

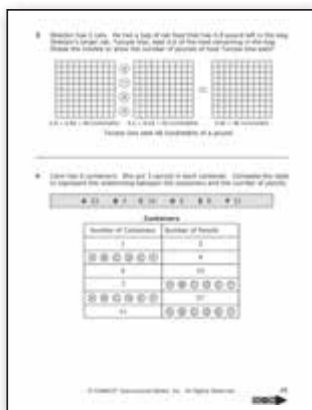
Each assessment covers a mixture of TEKS.

- ❖ 15 - 20 formative assessments per grade level and subject area
- ❖ Languages: English and Spanish
- ❖ All editions created to assess knowledge of current TEKS
- ❖ A mixture of Readiness and Supporting TEKS covered on each assessment
- ❖ Validated by scientifically based research
- ❖ Filled with rich, rigorous content, such as challenging grade-level reading selections, media literacy pieces, stimulating writing prompts, and real-world science and math problems
- ❖ Facilitates comprehension and increased retention
- ❖ Allows quick identification of TEKS for which students are in need of remediation
- ❖ Identifies mastery levels
- ❖ Maximizes student achievement
- ❖ Provides information needed to facilitate differentiated instruction
- ❖ Carefully created to ensure all content is on grade level

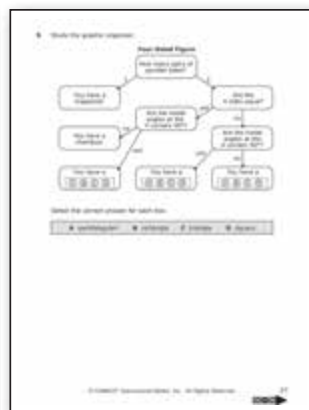


To view samples, visit KAMICO.com and click on Curriculum.

SAMPLES:



Diagnostic Grade 5 Math



Diagnostic Grade 4 RLA



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CONNECTION® to the TEKS

Quick Start Packs

*Beginning a new grade level? Teaching a new subject?
Seeking to maximize academic mastery?
Take Advantage of Special Savings on the KAMICO program!*

**Assortment of TEKS-based assessments, TEKS-aligned board games,
and TEKS-based activities**

- ❖ Languages: English and Spanish
- ❖ Content Areas: Math, Reading, Writing, Science, and Social Studies
- ❖ Encompasses entire KAMICO program
- ❖ Provides instruction for individual students, partners, small groups, teams, and entire classes
- ❖ Supports differentiated instruction, student performance, and positive behavior
- ❖ Filled with rich, rigorous content
- ❖ Enhances student mastery and retention of TEKS
- ❖ Proven to increase student achievement
- ❖ Develops, reinforces, and extends skills and concepts
- ❖ Facilitates comprehension and increased retention
- ❖ Promotes critical thinking and enhanced reasoning
- ❖ Scientifically validated materials

Professional Development

*Support for highly qualified teachers and
RTI implementation*

**KAMICO® Is a TEA-Approved
Continuing Professional
Education Provider
CPE #501171**

KAMICO® will tailor the professional-development session to meet the needs of your district or school. KAMICO® provides a 6-hour training session for a flat fee of \$1,500.

Visit www.kamico.com to download a professional development request form, e-mail professionaldevelopment@kamico.com, or call 254.947.7283 to request more information.



Game Gallery®

GAME-BASED LEARNING

TEKS-Based Board Games Math, Reading, Writing, Science, and Social Studies Grades K – 12

- ❖ Languages: English and Spanish
- ❖ Created for individual students, partners, small groups, teams, and entire classes
- ❖ Supports differentiated instruction, performance, and positive behavior
- ❖ Includes clear, concise directions
- ❖ Ready to play with all parts included—tokens, number cubes, rulers, etc.
- ❖ Colorful, engaging graphics to grab and hold student attention
- ❖ Enrichment activities incorporating critical thinking to extend and enhance reasoning
- ❖ Involves focused TEKS practice
- ❖ Promotes active learning as students collaborate, discuss, and explain their reasoning as they solve problems
- ❖ Validated by scientifically based research



Spy Kids
1(1)(B) Mathematical processes.
Use problem-solving models.



Geometry Genius
8(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life, society, and the workplace.



Resource Race
1(C) Conserve Natural Resources. Reuse or Recycle Paper, Plastic, and Metal.

To view 300+ KAMICO® board games, visit KAMICO.com, and click on Game Gallery.

SPECIAL SAVINGS

Game Packs – one each of all games at a grade level

Game Bundles – one each of all games in a specific content area at a grade level

KINDERGARTEN ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.

ORDER FORM

CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS

Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDIKMT	K Math - Teacher	978-1-62426-325-5	35.00		
STDIKMS	K Math - Student	978-1-62426-324-8	20.00		
STDIKRV2T	K Reading v2 - Teacher	978-1-62426-354-5	35.00		
STDIKRV2S	K Reading v2 - Student	978-1-62426-514-3	20.00		

Diagnostic Kindergarten Math

TEKS 8A Process Skill 1G

7. These are balls.

These are not balls.

Look at the pictures below. Which is a ball?

TEKS 2B Process Skill 1D

1. Look at the skydivers.

How is the number of skydivers read?

five

fifteen

TEKS 9B Process Skill 1A

8. Sally has a birthday card with \$10.00 in it.

Lizbeth is painting a fence. Lizbeth is painting...

TEKS 8B Process Skill 1D

7. Look at the animals.

Animals	
pigs	
sheep	
donkeys	

TEKS 2D Process Skill 1A

1. Look at the books.

How many books are there?

4 books

5 books

6 books

TEKS 3B Process Skill 1E

2. Jess bakes .

Jess gives away.

Which shows how many Jess has now?

Assessment 1 - Part A

Name _____ Date _____

Read this play as it is read to you. Then use the play to answer questions 1, 2, 3, 4, and 5.

Fred Finds a Way

Cast

Bill, a kid
Kate, a kid
Sol, a kid
Liz, a kid
Fred, a kid
Mrs. Cole, a teacher

Setting

The stage is set like a class room. There are desks. The kid sits at each desk. They have paint. They sit at the big desk. The board has pictures on it.

Diagnostic Kindergarten Reading

TEKS 4/8C

1. Which picture shows how Fred feels at the start of the play?

TEKS 1/2Avii

Assessment 1 - Part B

11. h ig
b og
f go

12. Look at the picture.

Which letters match the beginning sound of the word represented by the picture?

h

b

TEKS 1/2Dv

Circle the lowercase letters.

y P z
B h
p X
G

TEKS 3/6C

5. Draw your favorite part of the play in the box below.

TEKS 4/8Dii

9. Which book would you read to learn the facts about bugs?

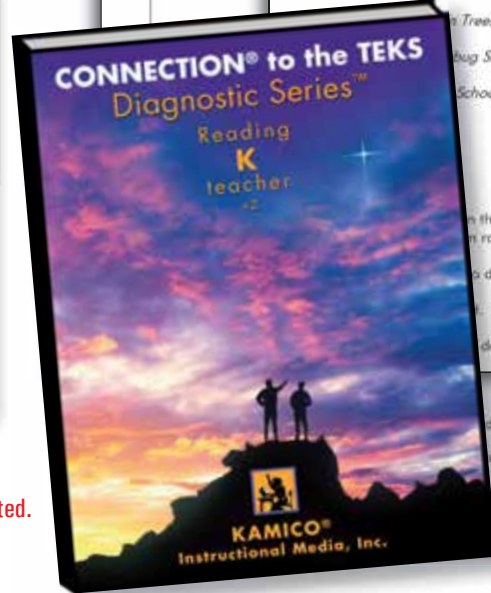
Trees

Bug Sings a Song

School

TEKS 4/8F

TEKS 4/8C



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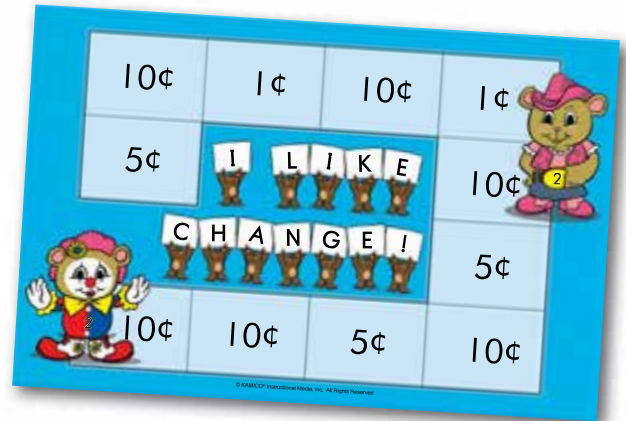
KINDERGARTEN ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



CONNECTION® to Literature

Item #	Title	ISBN	Price	Qty	Total
CLSTC	Sometimes Things Change	978-1-62426-091-9	8.95		
CLTMB	Too Many Balloons	978-1-62426-092-6	8.95		



Game Gallery® Kindergarten Math Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GGKMTCC	The County Crows K(3)(A) Number and operations. Model the action of joining to represent addition.	978-1-62426-308-8	10.95		
GGKMGCF	Grandma's Counting Farm K(2)(B), K(2)(C) Number and operations. Read, write, and represent whole numbers up to 20.	978-1-62426-305-7	10.95		
GGKMILC	I Like Change K(4) Number and operations. Identify U.S. coins by name.	978-1-62426-306-4	10.95		
GGKMSS	Shape Shifter K(6)(A) Geometry and measurement. Identify two-dimensional shapes.	978-1-62426-307-1	10.95		

Game Gallery® Kindergarten Pack and Bundle SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
GGGPK	Game Pack (5 - 1 of each game—all subjects)	50.00		
GGBKM	Math Bundle (4 - 1 of each math game)	40.00		

Game Gallery® Kindergarten Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GGKRBD	Barnyard Dance 5(A) Reading/Vocabulary Development. Identify and use words that name directions, positions, and locations.	978-1-62426-309-5	10.95		

New Teacher? Get a KAMICO® Quick Start Pack. SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
QSPK	Diagnostic Series™ (1 of each teacher edition) Game Gallery® (5 - 1 of each game) CONNECTION® to Literature (2 titles)	110.00		

Student Learning Kit - Kindergarten RLA SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
SLKKELA	Diagnostic Series™ (1 reading student edition) Game Gallery® (1 game) CONNECTION® to Literature (2 titles)	30.00		



GRADE 1 ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS

Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDI1MV2T	Gr 1 Math v2 - Teacher	978-1-62426-230-2	35.00		
STDI1MV2S	Gr 1 Math v2 - Student	978-1-62426-231-9	20.00		
STDI1RV2T	Gr 1 Reading v2 - Teacher	978-1-62426-807-6	35.00		
STDI1RV2S	Gr 1 Reading v2 - Student	978-1-62426-808-3	20.00		
STDI1WV4T	Gr 1 Writing v4 - Teacher	978-1-62426-789-5	35.00		
STDI1WV4S	Gr 1 Writing v4 - Student	978-1-62426-790-1	20.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price	Qty	Total
CLBDL	Big Dog... Little Dog	978-1-62426-224-1	8.95		
CLCGD	Clifford's Good Deeds	978-1-62426-093-3	8.95		
CLCTT	Clifford Takes a Trip	978-1-62426-094-0	8.95		
CLCT	Clifford's Tricks	978-1-62426-095-7	8.95		
CLC	Corduroy	978-1-62426-096-4	8.95		
CLCG	Curious George	978-1-62426-097-1	8.95		
CLMMM	Murmel Murl Murl	978-1-62426-183-1	8.95		
CLTPB	The Paper Bag Princess	978-1-62426-184-8	8.95		
CLTTT	The Tale of Tom Kitten	978-1-62426-193-0	8.95		
CLWMB	With My Brother	978-1-62426-229-6	8.95		

Game Gallery® Gr 1 Math Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG1MCS	Circus Solutions 1(3)(E) Number and operations. Explain strategies used to solve addition and subtraction problems using number sentences.	978-1-62426-310-1	10.95		
GG1MFFF	Fact Family Fun 1(3)(D), 1(3)(E) Number and operations. Explain strategies used to solve addition and subtraction problems.	978-1-62426-312-5	10.95		
GG1MFFA	Fishin' for Addition 1(1)(D) Mathematical processes. Communicate mathematical ideas using symbols and language.	978-1-62426-311-8	10.95		
GG1MGYM	Get Your Mole to Its Hole! 1(6)(H) Geometry and measurement. Identify examples and non-examples of halves.	978-1-62426-313-2	10.95		
GG1MOS	Operation Station 1(3)(F) Number and operations. Generate and solve problems in problem-solving situations.	978-1-62426-314-9	10.95		

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Game Gallery® Gr 1 Math Board Games (continued)

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG1MPP	Perfect Pairs 1(6)(D), 1(6)(E) Geometry and measurement. Identify and describe attributes of 2-D and 3-D figures.	978-1-62426-315-6	10.95		
GG1MSW	Say What? 1(1)(G) Mathematical processes. Display, explain, and justify mathematical ideas.	978-1-62426-753-6	10.95		
GG1MSK	Spy Kids 1(1)(B) Mathematical processes. Use problem-solving models.	978-1-62426-752-9	10.95		

Game Gallery® Gr 1 Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG1RAA	Acorn Afternoon 10 Fact and Fantasy	978-1-62426-754-3	10.95		
GG1RBBB	Bed Bug Boogie 15A Following Directions	978-1-62426-757-4	10.95		
GG1RAFO	A Field of Character Traits 9B Character Traits	978-1-62426-755-0	10.95		
GG1RWAB	Words and Bubbles 6E Beginning Dictionary Skills	978-1-62426-758-1	10.95		
GG1RWW	Word Wonderland 3A, 6C Context Clues	978-1-62426-759-8	10.95		
GG1RAZO	A Zoo-ful of Main Ideas 9A, 14A Main Ideas and Details	978-1-62426-756-7	10.95		

Game Gallery® Gr 1 Writing Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG1WCC	Capitalization Cookies 21B Capitalization	978-1-62426-744-4	10.95		
GG1WSS	Sentence Science 20, 20A, 20C Grammar and Usage	978-1-62426-745-1	10.95		

Game Gallery® Gr 1 Pack and Bundles SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
GGGP1	Game Pack (16 - 1 of each game—all subjects)	160.00		
GGB1M	Math Bundle (8 - 1 of each math game)	80.00		
GGB1ELA	RLA Bundle (8 - 1 of each reading & writing game)	80.00		

New Teacher? Get a KAMICO® Quick Start Pack. SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
QSP1	Diagnostic Series™ (1 of each teacher edition) Developmental Series™ (1 science teacher edition) Game Gallery® (16 - 1 of each game) CONNECTION® to Literature (10 - 1 of each title)	375.00		

Student Learning Kit - Gr 1 RLA SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
SLK1ELA	Diagnostic Series™ (2 student editions - 1 reading and 1 writing) Game Gallery® (8 games) CONNECTION® to Literature (1 title)	99.00		



GRADE 2 ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



CONNECTION® to the TEKS Diagnostic Series™

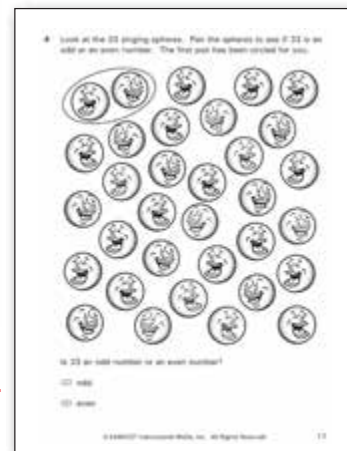
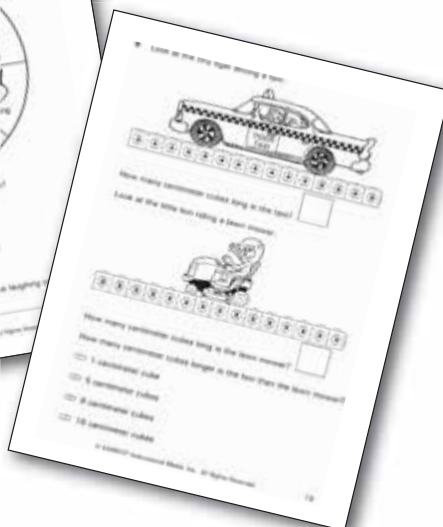
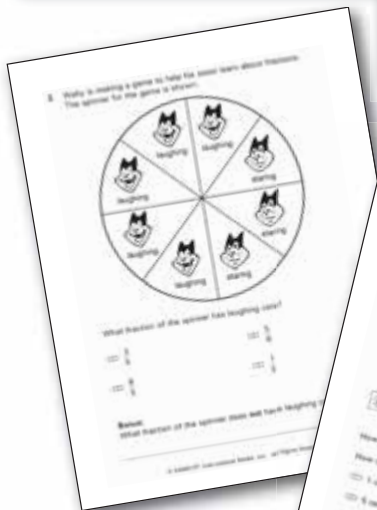
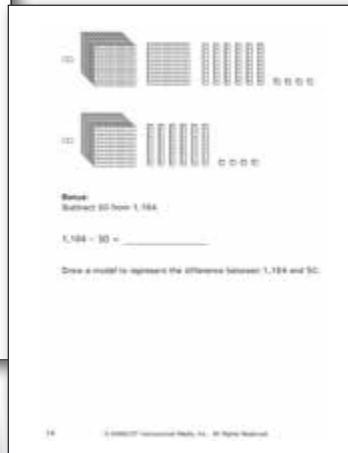
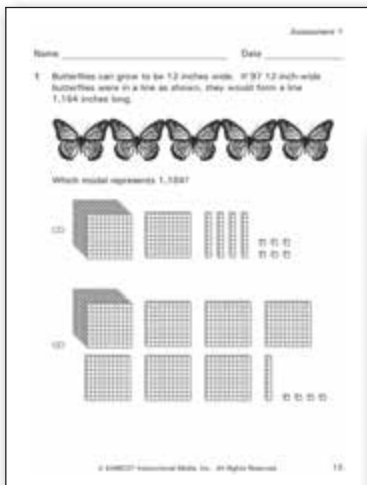
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STD12MV2T	Gr 2 Math v2 - Teacher	978-1-62426-232-6	35.00		
STD12MV2S	Gr 2 Math v2 - Student	978-1-62426-233-3	20.00		
STD12RV2T	Gr 2 Reading v2 - Teacher	978-1-62426-809-0	35.00		
STD12RV2S	Gr 2 Reading v2 - Student	978-1-62426-810-6	20.00		
STD12WV4T	Gr 2 Writing v4 - Teacher	978-1-62426-791-8	35.00		
STD12WV4S	Gr 2 Writing v4 - Student	978-1-62426-792-5	20.00		
STD12SV3T	Gr 2 Science v3 - Teacher	978-1-963767-94-0	35.00		
STD12SV3S	Gr 2 Science v3 - Student	978-1-963767-95-7	20.00		

Game Gallery® Gr 2 Math Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG2MCT	Color Time 2(9)(G) Geometry and measurement. Read and write time.	978-1-62426-326-2	10.95		
GG2MER	Elevator Ride 2(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	978-1-62426-327-9	10.95		
GG2MESO	Even Steven vs. Odd Todd 2(7)(A) Algebraic reasoning. Determine whether a number is even or odd.	978-1-62426-328-6	10.95		
GG2MFF	Farm Factors 2(6)(A) Number and operations. Model, create, and describe contextual multiplication situations.	978-1-62426-329-3	10.95		
GG2MFTA	Feed the Animals at the Petting Zoo 2(5)(A) Number and operations. Determine the value of a collection of coins.	978-1-62426-330-9	10.95		
GG2MHTI	Hop to It! 2(7)(C) Number and operations. Represent and solve addition and subtraction word problems. 2(1)(D) Mathematical processes. Communicate mathematical ideas using multiple representations.	978-1-62426-331-6	10.95		
GG2MLR	Let's Roll! 2(1)(D) Mathematical processes. Communicate mathematical ideas, reasoning, and their implications using multiple representations.	978-1-62426-332-3	10.95		
GG2MMJP	Multiplication Jigsaw Puzzle 2(6)(A) Number and operations. Describe contextual multiplication situations in which equivalent sets of objects are formed.	978-1-62426-333-0	10.95		
GG2MSAP	Stars and Planets 2(2)(B) Number and operations. Use standard, word, and expanded forms to represent numbers.	978-1-62426-335-4	10.95		
GG2MS	Swat 2(2)(D) Number and operations. Use place value to compare and order whole numbers.	978-1-62426-334-7	10.95		
GG2MT	Target 2(1)(D) Mathematical processes. Communicate mathematical ideas, reasoning, and their implications using multiple representations.	978-1-62426-336-1	10.95		
GG2MTM	Three Mathketeers 2(2)(E), 2(2)(F) Number and operations. Locate the position of, and name the whole number that corresponds to, a given whole number on an open number line.	978-1-62426-337-8	10.95		
GG2MTWT	The Winning Time 2(9)(G) Geometry and measurement. Read and write time to the nearest one-minute increment using analog and digital clocks.	978-1-62426-338-5	10.95		
GG2MYAU	You Add Up! 2(4)(A) Number and operations. Recall basic addition facts.	978-1-62426-339-2	10.95		



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GRADE 2 (Continued) ~ CONNECTION® to the TEKS

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Game Gallery® Gr 2 Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG2RBOB	Battle of the Books 3C, Figure 19A Reader's Purpose	978-1-62426-342-2	10.95		
GG2RBBB	Bear's Book Bag 6 Genres	978-1-62426-340-8	10.95		
GG2RBMI	Beastly Main Ideas 9, 14A Main Ideas and Details	978-1-62426-341-5	10.95		
GG2RFS	Four Seasons 10 Fact and Fantasy	978-1-62426-343-9	10.95		
GG2RGGO	Galloping Graphic Organizers Figure 19D Represent Text in Different Ways	978-1-62426-344-6	10.95		
GG2RMI	Mark It, Max 14 Forms of Text	978-1-62426-345-3	10.95		
GG2RNFN	Names for Nina 1 Literary Terms: Title, Author, and Illustrator	978-1-62426-346-0	10.95		
GG2RRFR	Reason for Reading 3C, Figure 19A Reader's Purpose	978-1-62426-347-7	10.95		
GG2RWAW	Where and When Did It Happen? Figure 19D Setting	978-1-62426-348-4	10.95		
GG2RWW	Word War 5C Synonyms and Antonyms	978-1-62426-349-1	10.95		

Game Gallery® Gr 2 Science Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG2SRR	Resource Race 1C Conserve natural resources, reuse or recycle paper, plastic, and metal	978-1-62426-767-3	10.95		
GG2STT	Tantalizing Temperatures 2C Reading a thermometer	978-1-62426-355-2	10.95		

Game Gallery® Gr 2 Pack and Bundles SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
GGGP2	Game Pack (30 - 1 of each game-all subjects)	300.00		
GGB2M	Math Bundle (14 - 1 of each math game)	140.00		
GGB2ELA	RLA Bundle (14 - 1 of each reading & writing game)	140.00		

New Teacher? Get a KAMICO® Quick Start Pack. SPECIAL SAVINGS!

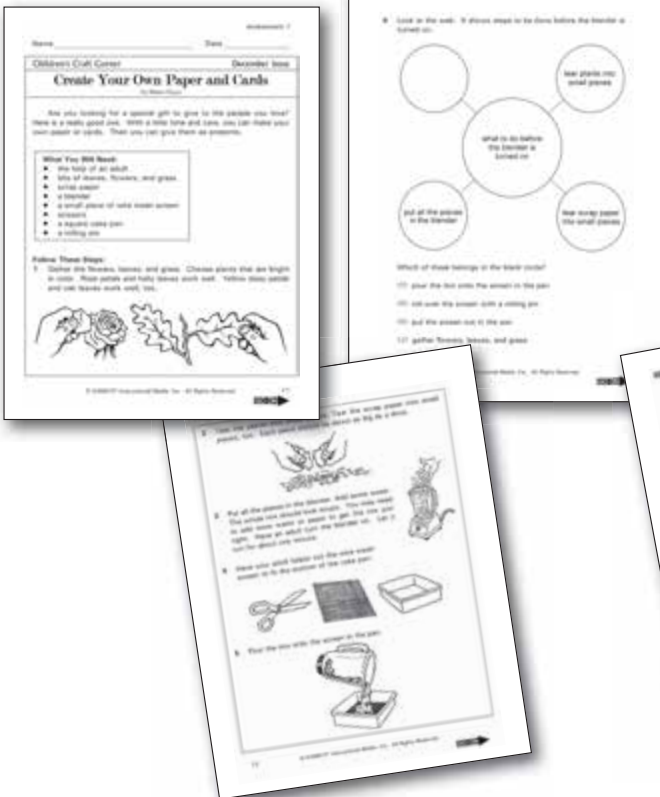
Item #	Description	Price	Qty	Total
QSP2	Diagnostic Series™ (1 of each teacher edition) Developmental Series™ (1 science teacher edition) Game Gallery® (15 most popular games) CONNECTION® to Literature (9 - 1 of each title)	330.00		

Game Gallery® Gr 2 Writing Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG2WCC	Capitalization Celebration 22B Capitalization	978-1-62426-350-7	10.95		
GG2WTGS	The Great Sentence Search 21B Distinguishing Complete and Incomplete Sentences	978-1-62426-353-8	10.95		
GG2WHH	Honey Hunt 17C, 17D, 21A, 21B, 21C Sentence Construction	978-1-62426-351-4	10.95		
GG2WQHP	Quarter Horse Promenade 21, 21A Grammar and Usage	978-1-62426-352-1	10.95		

Student Learning Kit - Gr 2 RLA SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
SLK2ELA	Diagnostic Series™ (2 student editions - 1 reading and 1 writing) Game Gallery® (8 games) CONNECTION® to Literature (1 title)	99.00		



Diagnostic Grade 2 Reading

Diagnostic Grade 2 Writing

GRADE 3 ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS

Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDI3MV3T	Gr 3 Math v3 - Teacher	978-1-62426-234-0	35.00		
STDI3MV3S	Gr 3 Math v3 - Student	978-1-62426-235-7	20.00		
STDI3RLAT	Gr 3 RLA - Teacher	978-1-62426-775-8	35.00		
STDI3RLAS	Gr 3 RLA - Student	978-1-62426-776-5	20.00		
STDI3WV5T	Gr 3 Writing v5 - Teacher	978-1-963767-62-9	35.00		
STDI3WV5S	Gr 3 Writing v5 - Student	978-1-963767-63-6	20.00		
STDI3SV3T	Gr 3 Science v3 - Teacher	978-1-963767-96-4	35.00		
STDI3SV3S	Gr 3 Science v3 - Student	978-1-963767-97-1	20.00		

CONNECTION® to the TEKS Developmental Series™

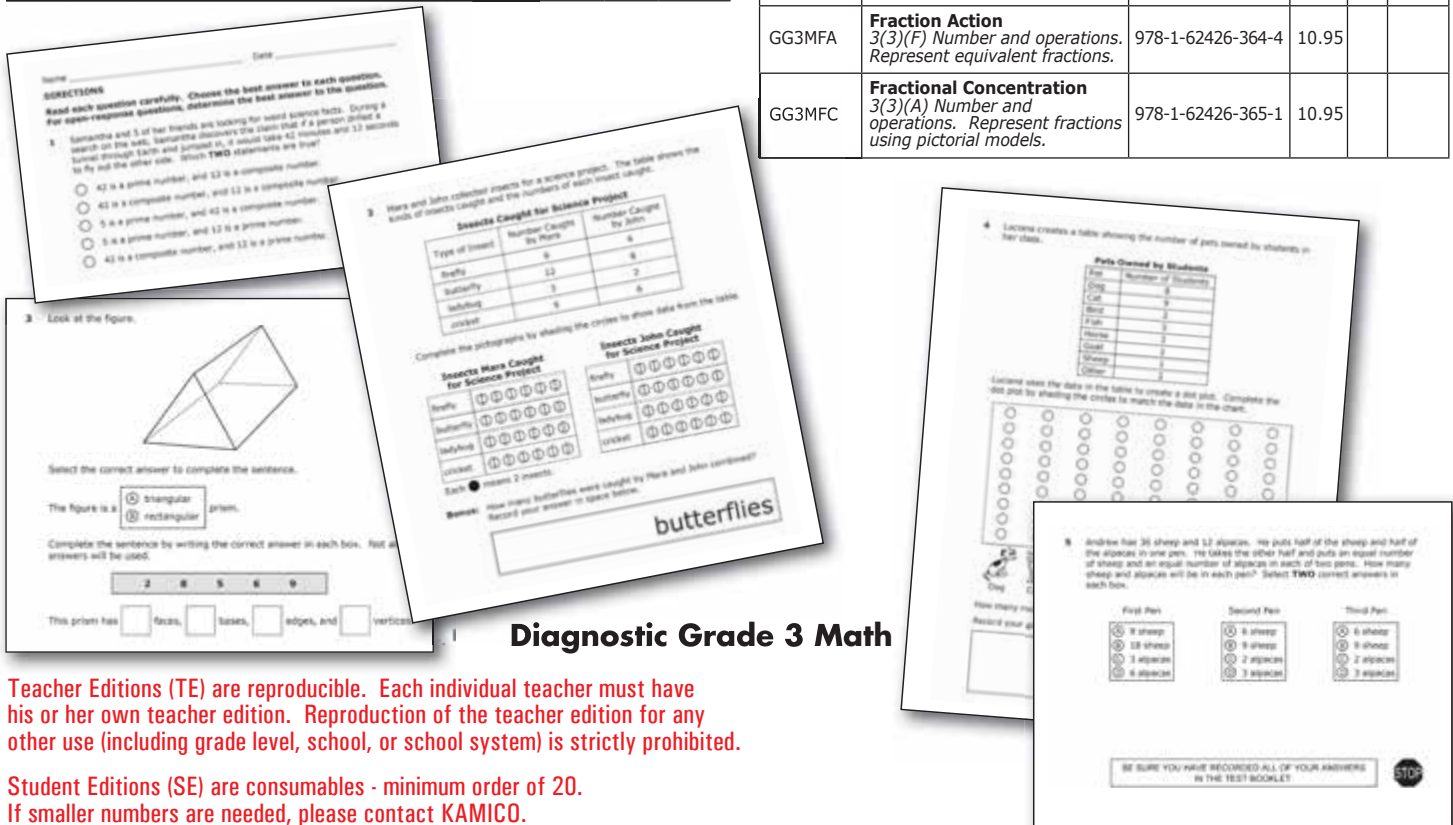
Instructional Activities and Assessments-Each section based on an individual TEKS

Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDE3MT RC1	Gr 3 Math - Teacher - RC1 (Reporting Category 1)	978-1-963767-86-5	35.00		
STDE3MT RC2	Gr 3 Math - Teacher - RC2 (Reporting Category 2)	978-1-963767-87-2	35.00		
STDE3MT RC34	Gr 3 Math - Teacher - RC3-4 (Reporting Categories 3 and 4)	978-1-963767-88-9	35.00		
STDE3MS	Gr 3 Math - Student (RC1, 2, 3, and 4 Assessments)	978-1-62426-670-6	20.00		
STDE3RV2T	Gr 3 Reading v2 - Teacher	978-1-62426-921-9	50.00		
STDE3RV2S	Gr 3 Reading v2 - Student	978-1-62426-922-6	25.00		

Game Gallery® Gr 3 Math Board Games

Item #	Title	ISBN	Price	Qty	Total
GG3MAB	About Bingo 3(4)(B) Number and operations. Round whole numbers to estimate solutions to problems.	978-1-62426-356-9	10.95		
GG3MAFO	Alien Feast of Adding 3(4)(A) Number and operations. Solve with fluency problems involving addition.	978-1-62426-357-6	10.95		
GG3MAIT	All in the Family 3(4)(J) Number and operations. Identify related multiplication and division sentences.	978-1-62426-358-3	10.95		
GG3MCYB	Can You Believe It? 3(4)(B) Number and operations. Round whole numbers.	978-1-62426-361-3	10.95		
GG3MCA	Class Act 3(1)(B) Mathematical processes. Use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.	978-1-62426-359-0	10.95		
GG3MCC	Count Crackula 3(4)(E) Number and operations. Represent multiplication facts by using a variety of approaches.	978-1-62426-360-6	10.95		
GG3MEV	Estimation Vacation 3(4)(B) Number and operations. Round whole numbers to a given place value.	978-1-62426-363-7	10.95		
GG3MEAP	Extend a Pair 3(5)(E) Algebraic reasoning. Represent real-world relationships using number pairs in a table.	978-1-62426-362-0	10.95		
GG3MFFF	Find Freddy's Fractions 3(3)(H) Number and operations. Compare two fractions using symbols, words, objects, and pictorial models.	978-1-62426-366-8	10.95		
GG3MFA	Fraction Action 3(3)(F) Number and operations. Represent equivalent fractions.	978-1-62426-364-4	10.95		
GG3MFC	Fractional Concentration 3(3)(A) Number and operations. Represent fractions using pictorial models.	978-1-62426-365-1	10.95		



Diagnostic Grade 3 Math

Teacher Editions (TE) are reproducible. Each individual teacher must have his or her own teacher edition. Reproduction of the teacher edition for any other use (including grade level, school, or school system) is strictly prohibited.

Student Editions (SE) are consumables - minimum order of 20.
If smaller numbers are needed, please contact KAMICO.

GRADE 3 (Continued) ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



Game Gallery® Gr 3 Math Board Games (continued)

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG3MGTK	Get to Know Your National Parks 3(2)(A) Number and operations. Compose and decompose numbers.	978-1-62426-747-5	10.95		
GG3MGIA	Give It a Second Chance 3(1)(C) Mathematical processes. Select tools and techniques to solve problems.	978-1-62426-368-2	10.95		
GG3MGT	Good Times 3(4)(K) Number and operations. Solve multiplication problems.	978-1-62426-746-8	10.95		
GG3MGF	Goofy Fractions 3(3)(C) Number and operations. Explain that a fraction represents the quantity formed by one part of a whole that has been partitioned into equal parts.	978-1-62426-367-5	10.95		
GG3MIGI	I Guess I'll Go Golfing 3(1)(B) Mathematical processes. Use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.	978-1-62426-748-2	10.95		
GG3MIT	It's Time to Catch a Fish 3(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	978-1-62426-749-9	10.95		
GG3MMM	Market Math 3(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	978-1-62426-750-5	10.95		
GG3MOU	Order Up! 3(2)(D) Number and operations. Compare and order whole numbers.	978-1-62426-751-2	10.95		
GG3MPP	Pattern Playground 3(1)(B) Mathematical processes. Use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.	978-1-62426-729-1	10.95		

Game Gallery® Gr 3 Math Board Games (continued)

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG3MPB	Piggy Bank 3(4)(C) Number and operations. Determine the value of a collection of coins and bills.	978-1-62426-728-4	10.95		
GG3MRR	Rodeo Roundup! 3(4)(B) Number and operations. Round whole numbers and estimate solutions to problems.	978-1-62426-730-7	10.95		
GG3MSS	Simon Says 3(1)(B) Mathematical processes. Use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.	978-1-62426-732-1	10.95		
GG3MSIL	Step in Line 3(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	978-1-62426-731-4	10.95		
GG3MSS2	Super Sentence 3(5)(A), 3(4)(A), 3(4)(K) Number and operations. Create and solve addition, subtraction, multiplication, and division problems.	978-1-62426-733-8	10.95		
GG3MTAM	Table-A-Mia Make-A-Pizza 3(5)(E) Algebraic reasoning. Represent real-world relationships using number pairs in a table.	978-1-62426-768-0	10.95		
GG3MTT	Table Twister 3(1)(B) Mathematical processes. Use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.	978-1-62426-735-2	10.95		
GG3MTT2	Time Trials 3(7)(C) Geometry and measurement. Determine the solutions to problems involving addition and subtraction of time intervals in minutes.	978-1-62426-712-3	10.95		
GG3MTEA	To Estimation and Beyond 3(4)(B) Number and operations. Round whole numbers and estimate solutions to problems.	978-1-62426-734-5	10.95		
GG3MUCS	U Can Solve Anything 3(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	978-1-62426-713-0	10.95		
GG3MVR	Video Rewind 3(1)(B) Mathematical processes. Use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.	978-1-62426-714-7	10.95		
GG3MYC	You Can Make a Difference! 3(4)(A) Number and operations. Solve with fluency one-step and two-step subtraction problems.	978-1-62426-387-3	10.95		



GRADE 3 (Continued) ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



Game Gallery® Gr 3 Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG3RCIC	Caught in Context Canyon 4, 4B Context Clues	978-1-62426-389-7	10.95		
GG3RCC	Context Colloquium 4, 4B Context Clues	978-1-62426-388-0	10.95		
GG3RDMM	Dino-mite Main Ideas 8A, 13A Main Ideas and Details	978-1-62426-390-3	10.95		
GG3RFFA	Feline Facts and Opinions 14 Fact and Opinion	978-1-62426-716-1	10.95		
GG3RFF	Football Frenzy 4, 4B Context Clues	978-1-62426-715-4	10.95		
GG3RLIT	Lost in the Library 5, 12 Features of Genres	978-1-62426-393-4	10.95		
GG3RPW	Puzzling Words 4A Prefixes and Suffixes	978-1-62426-394-1	10.95		
GG3RWID	Write It Down, Rita 13 Forms of Text	978-1-62426-395-8	10.95		

Game Gallery® Gr 3 Writing Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG3WACI	A Capital Idea 17D, 23B Capitalization	978-1-62426-396-5	10.95		
GG3WCU	Cooking Up Sentences 22, 22A, 22C Grammar and Usage	978-1-62426-717-8	10.95		
GG3WPI	Punctuation Island 23C Punctuation	978-1-62426-718-5	10.95		
GG3WSS	Sentence Search 17C, 17D, 22A, 22B, 22C Sentence Construction	978-1-62426-719-2	10.95		

Game Gallery® Gr 3 Science Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG3SPP	Pattern Principle 3a4C Explore Patterns, Systems, and Cycles within Environments	978-1-62426-400-9	10.95		

Game Gallery® Gr 3 Pack and Bundles SPECIAL SAVINGS!

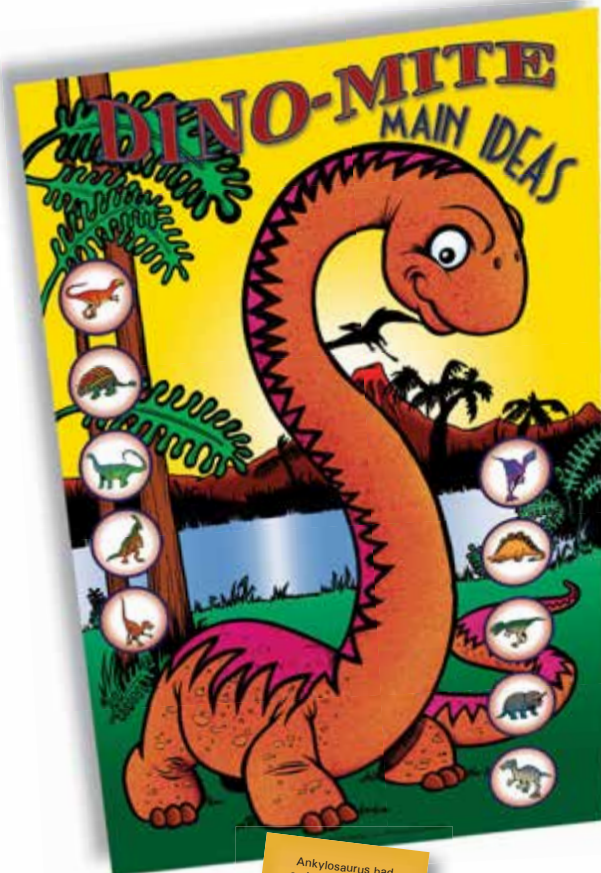
Item #	Description	Price	Qty	Total
GGGP3	Game Pack (45 - 1 of each game—all subjects)	430.00		
GGB3M	Math Bundle (32 - 1 of each math game)	320.00		
GGB3ELA	RLA Bundle (12 - 1 of each reading & writing game)	120.00		

New Teacher? Get a KAMICO® Quick Start Pack. SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
QSP3	Grade 3 Quick Start Pack	330.00		

Student Learning Kit - Gr 3 RLA SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
SLK3ELA	Grade 3 RLA Student Learning Kit	99.00		



GRADE 4 ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS
Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDI4MV3T	Gr 4 Math v3 - Teacher	978-1-62426-236-4	35.00		
STDI4MV3S	Gr 4 Math v3 - Student	978-1-62426-237-1	20.00		
STDI4RLAT	Gr 4 RLA - Teacher	978-1-62426-771-0	35.00		
STDI4RLAS	Gr 4 RLA - Student	978-1-62426-772-7	20.00		
STDI4WV5T	Gr 4 Writing v5 - Teacher	978-1-963767-66-7	35.00		
STDI4WV5S	Gr 4 Writing v5 - Student	978-1-963767-67-4	20.00		
STDI4SV3T	Gr 4 Science v3 - Teacher	978-1-963767-98-8	35.00		
STDI4SV3S	Gr 4 Science v3 - Student	978-1-963767-99-5	20.00		

CONNECTION® to the TEKS Developmental Series™

Instructional Activities and Assessments-Each section based on an individual TEKS
Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDE4MT RC1	Gr 4 Math - Teacher - RC1 (Reporting Category 1)	978-1-963767-89-6	35.00		
STDE4MT RC2	Gr 4 Math - Teacher - RC2 (Reporting Category 2)	978-1-963767-90-2	35.00		
STDE4MT RC34	Gr 4 Math - Teacher - RC3-4 (Reporting Categories 3 and 4)	978-1-963767-91-9	35.00		
STDE4MS	Gr 4 Math - Student (RC 1, 2, 3, and 4 Assessments)	978-1-62426-780-2	20.00		
STDE4RV2T	Gr 4 Reading v2 - Teacher	978-1-62426-923-3	50.00		
STDE4RV2S	Gr 4 Reading v2 - Student	978-1-62426-924-0	25.00		
STDE4WV2T	Gr 4 Writing v2 - Teacher	978-1-62426-665-2	40.00		
STDE4WV2S	Gr 4 Writing v2 - Student	978-1-62426-666-9	25.00		

Game Gallery® Gr 4 Math Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG4MBAE	Be an Expert Angler! 4(6)(C) Geometry and measurement. Identify acute, right, and obtuse angles.	978-1-62426-401-6	10.95		
GG4MCD	Cardboard Decimals 4(4)(A) Number and operations. Add and subtract decimals.	978-1-62426-402-3	10.95		
GG4MDTC	Dare to Compare 4(2)(C) Number and operations. Compare and order whole numbers and represent comparisons using symbols.	978-1-62426-405-4	10.95		
GG4MDD	Detective Dilemma 4(1)(B) Mathematical processes. Use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.	978-1-62426-403-0	10.95		
GG4MDMY	Don't Misstep Your Steps 4(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	978-1-62426-404-7	10.95		
GG4MDTU	Draco the Unroundable 4(4)(G) Number and operations. Round whole numbers to estimate solutions to problems.	978-1-62426-406-1	10.95		
GG4MTGA	The Great American Road Race 4(4)(A) Number and operations. Add and subtract whole numbers.	978-1-62426-415-3	10.95		

1. The PTO is having a bake sale. The profit will be used to buy playground equipment. Parents and students are baking goods. The PTO buys ingredients for \$15.99 including tax. They spend \$28.00 on poster ink and markers for advertising. In addition, they set up a coffee and tea server, which adds \$34.00 to their expenses. Each person who sells the bake sale donates his or her time. There are \$438.00 in sales at other expenses. Create an equation that can be used to find the profit from the bake sale.

438 - 34 - 372.00 - 15.99 = 19

2. Paper money is made of 75% cotton and 25% linen. Each American dollar bill, or any denomination of U.S. paper money, weighs approximately one gram. If you have a five-dollar bill and five one-dollar bills, what would be their approximate combined weight in milligrams? Complete the diagram to help determine your answer.

gm gm gm

What is the combined weight in milligrams? Write your answer in the space below.

3. Connie has a female Akita, her Akita is a huge white dog named Artemis. Artemis stands 80 centimeters tall and weighs 48 kilograms. Artemis lives in the pasture and serves as a guardian of Connie's neighbor, Thomas, has a male Akita named Ares. Ares stands 85 centimeters tall and weighs 65 kilograms. How much taller in centimeters is Ares than Artemis, and how much more in grams does Ares weigh than Artemis? Select ONE correct answer in each box to complete the sentence.

Artemis: 80 cm tall, 48 kg wt
Ares: 85 cm tall, 65 kg wt

Ares is 5 cm 5 mm 5 cm 5 mm taller than Artemis, and Ares weighs 17 kg 17,000 g 170 g 1,700 g more than Artemis.

4. Sara is studying angles in school. She has studied the inside angle of each corner. Select ONE correct answer in each box to complete the sentence.

Sara tells her mom that she knows that: an obtuse angle a right angle an acute angle a straight angle

because it measures less than 90° but more than 90° it measures more than 90° but less than 180° it measures exactly 90° it measures more than 180°.

5. Draw's family wants to go on vacation. They have estimated the cost of their vacation to be \$1,200. They have saved \$500, and they are adding \$150 a month to their savings. In addition, they are holding a garage sale this weekend. The costs for the garage sale are shown.

Advertising \$12
Garage Sale Saturday 12:00-4:00
Coffee and Snacks \$25
BE CITY PERMIT \$5
Garage Sale at 1415 Midtown Saturday Only \$11.50

Complete the chart. Fill in the spaces with the correct answers.

Garage Sale Expenses	
Permit	\$12.00
Coffee and Snacks	\$11.50

Find the total of the garage sale expenses. Record your answer in the space provided.

Draw's family collects \$678 in sales. Fill in the spaces below to determine their profit from the garage sale.

The profit from the garage sale is \$_____.

6. Look at the input-output table. Complete the table. Select the correct answer for each box. Each answer may be used more than once. Not all will be used.

Numerical Expression	Output Value
$5 + 1$	3
$5 + 2$	15
$5 + 8$	21

7. Select the correct answer in each box to complete each sentence.

2 sets of perpendicular sides all sides are perpendicular

3 sides, two of which are perpendicular

8. Look at the Figures.

Figure A: Parallelogram
Figure B: Trapezoid
Figure C: Circle
Figure D: Triangle
Figure E: Square
Figure F: Rectangle
Figure G: Parallelogram
Figure H: Arrowhead

In which two figures are both pairs of opposite sides parallel and all angles right angles? Select TWO correct answers.

A B C D E F G H

Diagnostic Grade 4 Math

Teacher Editions (TE) are reproducible. Each individual teacher must have his or her own teacher edition. Reproduction of the teacher edition for any other use (including grade level, school, or school system) is strictly prohibited.

Student Editions (SE) are consumables - minimum order of 20.
If smaller numbers are needed, please contact KAMICO.

GRADE 4 (Continued) ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



Game Gallery® Gr 4 Math Board Games (continued)

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG4MIAW	I Am... Who Is...? 4(4)(F) Number and operations. Divide up to a four-digit dividend by a one-digit divisor.	978-1-62426-407-8	10.95		
GG4MMTH	Measure Treasure Hunt 4(8)(C), 4(5)(D) Geometry and measurement. Solve problems that deal with measurements of length, perimeter, time, and area.	978-1-62426-409-2	10.95		
GG4MMM	Multiplication Migration 4(4)(D) Number and operations. Solve problems with multiplication.	978-1-62426-408-5	10.95		
GG4MPP	Protractor Pandemonium 4(7)(C) Geometry and measurement. Determine the approximate measures of angles in degrees to the nearest whole number using a protractor.	978-1-62426-410-8	10.95		
GG4MRC	Relation Concentration 4(2)(G) Number and operations. Relate decimals to fractions.	978-1-62426-411-5	10.95		
GG4MSSS	Sam's Shopping Spree 4(4)(H) Number and operations. Divide to find solutions to problems.	978-1-62426-414-6	10.95		
GG4MSOO	Six of One, Half Dozen of the Other 4(6)(C), 4(1)(G) Geometry and measurement. Mathematical processes. Identify acute, right, and obtuse triangles. Display, explain, and justify mathematical ideas using precise mathematical language in written or oral communication.	978-1-62426-413-9	10.95		
GG4MSIA	Something is Amiss(-ing) 4(5)(B) Algebraic reasoning. Represent problems using an input-output table and numerical expressions to generate a number pattern that follows a given rule representing the relationship of the values in the resulting sequence and their position in the sequence.	978-1-62426-412-2	10.95		
GG4MWYS	What's Your Sign? 4(3)(D) Number and operations. Compare fractions using symbols.	978-1-62426-416-0	10.95		
GG4MXM	X-treme Multiplication 4(4)(D) Number and operations. Use strategies and algorithms to multiply.	978-1-62426-417-7	10.95		

Game Gallery® Gr 4 Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG4RCFA	Canine Facts and Opinions 11B Fact and Opinion	978-1-62426-419-1	10.95		
GG4RCC	Cat Curiosities 6A, 11A Main Ideas	978-1-62426-418-4	10.95		
GG4RPOA	Plan of Attack 6, 11C Text Organization	978-1-62426-420-7	10.95		
GG4RWCB	Word Construction Bingo 2A Prefixes and Suffixes	978-1-62426-421-4	10.95		
GG4RWW	Word Wrangler 2B Context Clues	978-1-62426-422-1	10.95		

Game Gallery® Gr 4 Writing Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG4WCB	Capitalization Bingo 15D, 21B Capitalization	978-1-62426-423-8	10.95		
GG4WWWW	What's Wrong with Me? 20, 20A, 20C Grammar and Usage	978-1-62426-424-5	10.95		
GG4WYBS	You've Been Sentenced! 15C, 15D, 20A, 20B, 20C Sentence Construction	978-1-62426-425-2	10.95		

Game Gallery® Gr 4 Pack and Bundles SPECIAL SAVINGS!

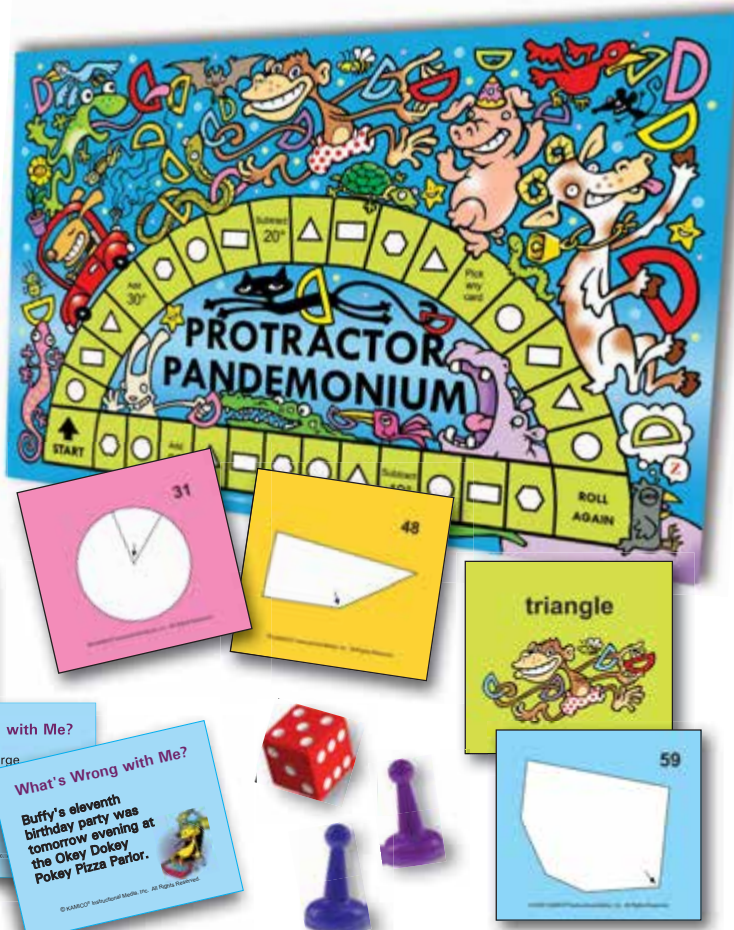
Item #	Description	Price	Qty	Total
GGGP4	Game Pack (25 - 1 of each game—all subjects)	250.00		
GGB4M	Math Bundle (17 - 1 of each math game)	170.00		
GGB4ELA	RLA Bundle (8 - 1 of each reading & writing game)	80.00		

New Teacher? Get a KAMICO® Quick Start Pack. SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
QSP4	Grade 4 Quick Start Pack	335.00		

Student Learning Kit - Gr 4 RLA SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
SLK4ELA	Grade 4 RLA Student Learning Kit	99.00		



GRADE 5 ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS
Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDI5MV3T	Gr 5 Math v3 - Teacher	978-1-62426-238-8	35.00		
STDI5MV3S	Gr 5 Math v3 - Student	978-1-62426-239-5	20.00		
STDI5RLAT	Gr 5 RLA - Teacher	978-1-62426-773-4	35.00		
STDI5RLAS	Gr 5 RLA - Student	978-1-62426-774-1	20.00		
STDI5WV5T	Gr 5 Writing v5 - Teacher	978-1-963767-70-4	35.00		
STDI5WV5S	Gr 5 Writing v5 - Student	978-1-963767-71-1	20.00		
STDI5SV3T	Gr 5 Science v3 - Teacher	978-1-62426-377-4	35.00		
STDI5SV3S	Gr 5 Science v3 - Student	978-1-62426-378-1	20.00		

1. Maria sets apart in a storage container. She finds several pairs of the storage container. How many more are there than the storage container? Please provide your answer. The containers are as shown in the table below. Suppose you have each pair of the containers and following is a table showing the number of pairs of each container type.

Container	Number of Pairs of this Container
Storage	10
Box	15
Can	20
Drum	3
Bin	11
Bucket	22
Barrel	28
Tray	14
Canister	25
Binocular	20
Shovel	11
Shovel	24

Complete the answer sheet and accurately represent the number of items in the container you wish to include in the order.

State of the

Item #

1				
2				
3				
4				
5				
6				
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8				
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0				

Directions: Read each question carefully. Choose the best answer to each question. For open-response questions, determine the best answer to the question.

1. Suppose you are 1/2 of the distance to the store. Starting a year from the end, suppose you have the store that it is 1/4 of the way to the store. How far is the store from the end? (Round to the nearest whole number.)

Ⓐ 1/4 is a prime number, and 1/2 is a composite number.
 Ⓑ 1/4 is a composite number, and 1/2 is a composite number.
 Ⓒ 1/4 is a prime number, and 1/2 is a prime number.
 Ⓓ 1/4 is a composite number, and 1/2 is a prime number.

2. When it comes to driving out of town, there are lots of options. The first step in choosing the best route for your trip is to determine the distance of the route to the store. The size of the distance of the route in the store and the distance of the route in the store are shown in the table below. Suppose that you are driving out of town. Which of the following is the best route to the store?

3. The number of people in the store is shown in the table below.

Year	Number of People
2001	10
2002	15
2003	20
2004	25
2005	30
2006	35
2007	40
2008	45
2009	50
2010	55
2011	60
2012	65
2013	70
2014	75
2015	80
2016	85
2017	90
2018	95
2019	100

CONNECTION® to the TEKS Developmental Series™

Instructional Activities and Assessments-Each section based on an individual TEKS
Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDE5MT RC12	Gr 5 Math - Teacher - RC1-2 (Reporting Categories 1 and 2)	978-1-963767-92-6	35.00		
STDE5MT RC34	Gr 5 Math - Teacher - RC3-4 (Reporting Categories 3 and 4)	978-1-963767-93-3	35.00		
STDE5MS	Gr 5 Math - Student (RC 1, 2, 3, and 4 Assessments)	978-1-62426-782-6	20.00		
STDE5RV2T	Gr 5 Reading v2 - Teacher	978-1-62426-925-7	50.00		
STDE5RV2S	Gr 5 Reading v2 - Student	978-1-62426-926-4	25.00		
STDE5SV3T	Gr 5 Science v3 - Teacher	978-1-62426-399-6	50.00		
STDE5SV3S	Gr 5 Science v3 - Student	978-1-62426-900-4	25.00		

Diagnostic Grade 5 Math

1. The table below shows the number of people who went to the store in each year. The number of people who went to the store in each year is shown in the table below.

Year	Number of People
2001	10
2002	15
2003	20
2004	25
2005	30
2006	35
2007	40
2008	45
2009	50
2010	55
2011	60
2012	65
2013	70
2014	75
2015	80
2016	85
2017	90
2018	95
2019	100

2. The table below shows the number of people who went to the store in each year. The number of people who went to the store in each year is shown in the table below.

Year	Number of People
2001	10
2002	15
2003	20
2004	25
2005	30
2006	35
2007	40
2008	45
2009	50
2010	55
2011	60
2012	65
2013	70
2014	75
2015	80
2016	85
2017	90
2018	95
2019	100

3. The table below shows the number of people who went to the store in each year. The number of people who went to the store in each year is shown in the table below.

Year	Number of People
2001	10
2002	15
2003	20
2004	25
2005	30
2006	35
2007	40
2008	45
2009	50
2010	55
2011	60
2012	65
2013	70
2014	75
2015	80
2016	85
2017	90
2018	95
2019	100

CONNECTION® to Literature

Item #	Title	ISBN	Price	Qty	Total
CLJGP5	James and the Giant Peach	978-1-62426-195-4	16.95		

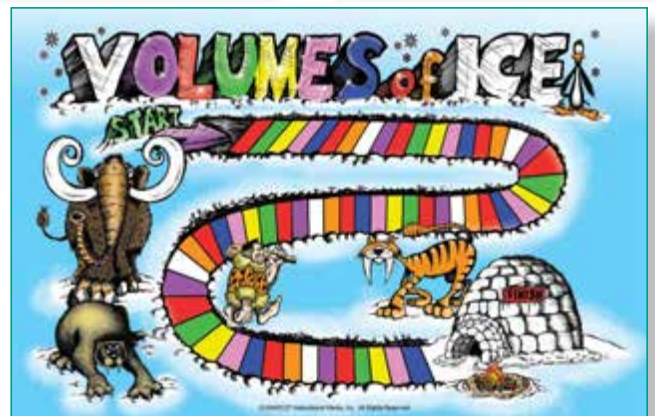


1. The table below shows the number of people who went to the store in each year. The number of people who went to the store in each year is shown in the table below.

Year	Number of People
2001	10
2002	15
2003	20
2004	25
2005	30
2006	35
2007	40
2008	45
2009	50
2010	55
2011	60
2012	65
2013	70
2014	75
2015	80
2016	85
2017	90
2018	95
2019	100

2. The table below shows the number of people who went to the store in each year. The number of people who went to the store in each year is shown in the table below.

Year	Number of People
2001	10
2002	15
2003	20
2004	25
2005	30
2006	35
2007	40
2008	45
2009	50
2010	55
2011	60
2012	65
2013	70
2014	75
2015	80
2016	85
2017	90
2018	95
2019	100



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Student Editions (SE) are consumables - minimum order of 20. If smaller numbers are needed, please contact KAMICO.

GRADE 5 (Continued) ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



Game Gallery® Gr 5 Math Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG5MDAC	Divide and Conquer Everest! 5(3)(C) Number and operations. Solve division problems.	978-1-62426-426-9	10.95		
GG5MDYMU	Do You Measure Up? 5(7) Geometry and measurement. Solve problems by calculating conversions within a measurement system, customary or metric.	978-1-62426-427-6	10.95		
GG5MEB	Experimental Bingo 5(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life, society, and the workplace.	978-1-62426-428-3	10.95		
GG5MTGAV	The Great Add-Venture 5(3)(K) Number and operations. Add positive rational numbers fluently.	978-1-62426-435-1	10.95		
GG5MIM	Ironman Math 5(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	978-1-62426-429-0	10.95		
GG5MMM2	Measurement Maze 5(7) Geometry and measurement. Solve problems by calculating conversions within a measurement system, customary or metric. 5(4)(H) Algebraic reasoning. Represent and solve problems related to perimeter and/or area and related to volume.	978-1-62426-431-3	10.95		
GG5MMDG	Money Doesn't Grow on Trees 5(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	978-1-62426-663-8	10.95		
GG5MMM	Multiplication Motocross 5(3)(B) Number and operations. Multiply with fluency a three-digit number by a two-digit number.	978-1-62426-430-6	10.95		
GG5MPJ	Pattern Jeopardy 5(4)(C) Algebraic reasoning. Generate a numerical pattern.	978-1-62426-432-0	10.95		
GG5MPP	Pattern Predicament 5(4)(C) Algebraic reasoning. Generate a numerical pattern.	978-1-62426-433-7	10.95		
GG5MSA	Shopping Around 5(3)(A) Number and operations. Estimate to determine solutions to mathematical and real-world problems involving addition, subtraction, multiplication, or division.	978-1-62426-434-4	10.95		
GG5MTSE	The Super Estimation Bowl 5(3)(A) Number and operations. Estimate to determine solutions to mathematical and real-world problems involving addition, subtraction, multiplication, and division.	978-1-62426-436-8	10.95		
GG5MVOI	Volumes of Ice 5(4)(H) Algebraic reasoning. Represent and solve problems related to volume.	978-1-62426-437-5	10.95		

Game Gallery® Gr 5 Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG5RDD	Definition Derby 2B Multiple-Meaning Words	978-1-62426-438-2	10.95		
GG5RSFO	Fifty-State Facts and Opinions 11B Fact and Opinion	978-1-62426-440-5	10.95		
GG5RMMI	Matching Main Ideas 6A, 11A Main Ideas	978-1-62426-439-9	10.95		
GG5RSS	Sequence Scramble 6A, 11C, Figure 19E Chronology	978-1-62426-441-2	10.95		
GG5RWR	Word Race 2B Words in Context	978-1-62426-442-9	10.95		

Game Gallery® Gr 5 Writing Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG5WCTM	Catch Those Mistakes! 20, 20A, 20C Grammar and Usage	978-1-62426-443-6	10.95		
GG5WPPA	Pioneer Punctuation and Capitalization 15D, 21A, 21B Punctuation and Capitalization	978-1-62426-444-3	10.95		
GG5WTW	This Way to Spell-Right Station 22A, 22B, 22D Spelling	978-1-62426-445-0	10.95		

Game Gallery® Gr 5 Science Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG5SEIA	Energy in Action Forms of Energy	978-1-62426-446-7	10.95		
GG5SLHA	Lab Hazards and Precautions Laboratory Safety	978-1-62426-447-4	10.95		

Game Gallery® Gr 5 Pack and Bundles **SPECIAL SAVINGS!**

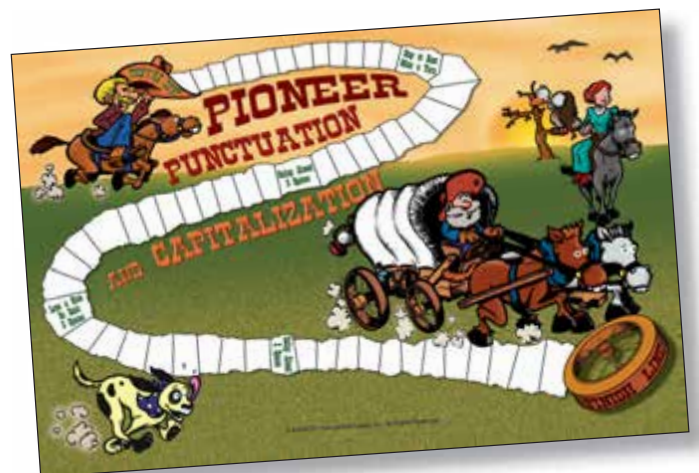
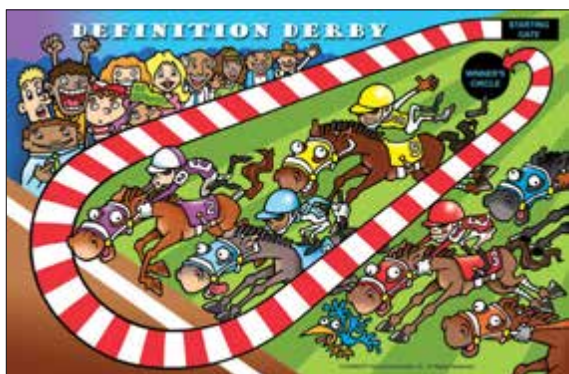
Item #	Description	Price	Qty	Total
GGGP5	Game Pack (23 - 1 of each game—all subjects)	235.00		
GGB5M	Math Bundle (13 - 1 of each math game)	130.00		
GGB5ELA	ELA Bundle (8 - 1 of each reading & writing game)	80.00		

New Teacher? Get a KAMICO® Quick Start Pack. **SPECIAL SAVINGS!**

Item #	Description	Price	Qty	Total
QSP5	Grade 5 Quick Start Pack	335.00		

Student Learning Kit - Gr 5 ELA **SPECIAL SAVINGS!**

Item #	Description	Price	Qty	Total
SLK5ELA	Grade 5 RLA Student Learning Kit	99.00		



GRADE 6 ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS

Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDI6MV3T	Gr 6 Math v3 - Teacher	978-1-963767-54-4	35.00		
STDI6MV3S	Gr 6 Math v3 - Student	978-1-963767-55-1	20.00		
STDI6RLAT	Gr 6 RLA - Teacher	978-1-963767-42-1	35.00		
STDI6RLAS	Gr 6 RLA - Student	978-1-963767-43-8	20.00		
STDI6WV4T	Gr 6 Writing v4 - Teacher	978-1-62426-815-1	35.00		
STDI6WV4S	Gr 6 Writing v4 - Student	978-1-62426-816-8	20.00		

Game Gallery® Gr 6 Math Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG6MMES	400-Meter Expression Sprint/Relay 6(7)(A) Expressions, equations, and relationships. Evaluate expressions and generate equivalent numerical expressions.	978-1-62426-451-1	10.95		
GG6MCYM	Coordinate Your Moves 6(11) Measurement and data. Graph points in all four quadrants using ordered pairs of rational numbers.	978-1-62426-448-1	10.95		
GG6MF	Fivers 6(4)(C) Proportionality. Develop an understanding of proportional relationships in problem situations.	978-1-62426-449-8	10.95		
GG6MHWY	How Would You Solve This One, Sherlock? 6(6)(C) Expressions, equations, and relationships. Represent a given situation using descriptions, tables, graphs, and equations.	978-1-62426-450-4	10.95		
GG6MMP	Match Point 6(3)(C) Number and operations. Represent integer operations with concrete models and connect the actions to the models to standardized algorithms.	978-1-62426-454-2	10.95		
GG6MMM2	Measure Match 6(4)(H) Proportionality. Convert units within a measurement system.	978-1-62426-453-5	10.95		
GG6MMM	Measurement Mile 6(8)(D) Expressions, equations, and relationships. Determine solutions for problems involving area of rectangles, parallelograms, trapezoids, and triangles and volume of rectangular prisms.	978-1-62426-452-8	10.95		
GG6MRR	Ratio Ravine 6(3)(E) Number and operations. Multiply and divide positive rational numbers - ratios and rates.	978-1-62426-455-9	10.95		
GG6MRTR	Riding the Range - but Keep off the Median! 6(12)(B,C,D) Measurement and data. Use the graphical representation of numeric data to describe the center, spread, and shape of the data distribution. Summarize numeric and categorical data with numerical and graphical summaries.	978-1-62426-456-6	10.95		

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Student Editions (SE) are consumables - minimum order of 20. If smaller numbers are needed, please contact KAMICO.

Game Gallery® Gr 6 Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG6RTTR	To the Races 2B Words in Context	978-1-62426-458-0	10.95		
GG6RWTP	What's the Purpose? Figure 19D Author's Purpose	978-1-62426-459-7	10.95		
GG6RAWO	A World of Facts and Opinions 10B Fact and Opinion	978-1-62426-457-3	10.95		

Game Gallery® Gr 6 Writing Board Games

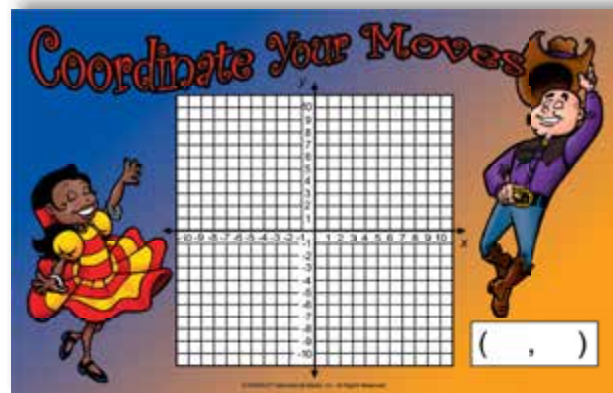
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG6WGCA	Getting Carried Away 14C, 14D, 19A, 19C Sentence Construction: STDI6RV2S Avoiding Wordiness	978-1-62426-460-3	10.95		
GG6WPPC	Pirate Punctuation and Capitalization 14D, 20A, 20B Punctuation and Capitalization	978-1-62426-461-0	10.95		
GG6WSSS	See It, Say It, Spell It, Write It 14D, 21A, 21B Spelling	978-1-62426-462-7	10.95		

Game Gallery® Gr 6 Pack and Bundles SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
GGGP6	Game Pack (15 - 1 of each game—all subjects)	150.00		
GGB6M	Math Bundle (9 - 1 of each math game)	90.00		
GGB6ELA	RLA Bundle (6 - 1 of each reading & writing game)	60.00		

New Teacher? Get a KAMICO® Quick Start Pack. SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
QSP6M	Diagnostic Series™ Math (teacher edition) Game Gallery® (9 - 1 of each math game)	110.00		
QSP6ELA	Diagnostic Series™ RLA (teacher editions) Game Gallery® (6 - 1 of each reading & writing game)	110.00		



GRADE 7 ~ CONNECTION® to the TEKS

Please mark beside each item the number that you wish to order.



CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS

Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDI7MV2T	Gr 7 Math v2 - Teacher	978-1-62426-242-5	35.00		
STDI7MV2S	Gr 7 Math v2 - Student	978-1-62426-243-2	20.00		
STDI7RLAT	Gr 7 RLA - Teacher	978-1-963767-46-9	35.00		
STDI7RLAS	Gr 7 RLA - Student	978-1-963767-47-6	20.00		
STDI7WV4T	Gr 7 Writing v4 - Teacher	978-1-62426-817-5	35.00		
STDI7WV4S	Gr 7 Writing v4 - Student	978-1-62426-818-2	20.00		

Game Gallery® Gr 7 Math Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG7MAM	Add Mission 7(3)(A,B) Number and operations. Add, subtract, multiply, and divide rational numbers fluently. 7(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	978-1-62426-464-1	10.95		
GG7MA	Area 51 7(4)(A) Proportionality. Represent and solve problems involving proportional relationships.	978-1-62426-463-4	10.95		
GG7MCN	Circum-Navigation 7(5)(B) Proportionality. Describe pi as the ratio of the circumference of a circle to its diameter.	978-1-62426-465-8	10.95		
GG7MLHI	Let's Hear It for the Red, White, and Blue! 7(12)(B) Measurement and data. Use data from a random sample to make inferences about a population.	978-1-62426-466-5	10.95		
GG7MPP	Proportional Prospecting 7(5)(C) Proportionality. Solve mathematical and real-world problems involving similar shape and scale drawings.	978-1-62426-467-2	10.95		
GG7MRR	Ratio Rally 7(4)(B) Proportionality. Calculate unit rates from rates in mathematical and real-world problems.	978-1-62426-468-9	10.95		
GG7MSTC	Sample the Cheese, Please! 7(1)(G) Mathematical processes. Display, explain, and justify mathematical ideas and arguments using precise mathematical language in written communication.	978-1-62426-471-9	10.95		
GG7MSC	Step City 7(1)(B) Mathematical processes. Use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.	978-1-62426-469-6	10.95		
GG7MSS	Symbol Slide 7(11)(A) Expressions, equations, and relationships. Model and solve equations.	978-1-62426-470-2	10.95		

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Student Editions (SE) are consumables - minimum order of 20.
If smaller numbers are needed, please contact KAMICO.

Game Gallery® Gr 7 Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG7RCMC	Climbing Mt. Context 2B Words in Context	978-1-62426-472-6	10.95		
GG7RGRW	Greco-Roman Wordplay 2A Greek and Latin Roots and Affixes	978-1-62426-473-3	10.95		
GG7RMWG	Multifaceted Word Gems 2B Multiple-Meaning Words	978-1-62426-474-0	10.95		

Game Gallery® Gr 7 Writing Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG7WCTS	Climb the Sentence Staircase! 14C, 14D, 19A, 19B, 19C Sentence Construction	978-1-62426-475-7	10.95		
GG7WTWW	The Writing Wilderness 19, 19A Grammar and Usage	978-1-62426-476-4	10.95		

Game Gallery® Gr 7 Pack and Bundles SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
GGGP7	Game Pack (14 - 1 of each game—all subjects)	140.00		
GGB7M	Math Bundle (9 - 1 of each math game)	90.00		
GGB7ELA	RLA Bundle (5 - 1 of each reading & writing game)	50.00		

New Teacher? Get a KAMICO® Quick Start Pack. SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
QSP7M	Diagnostic Series™ Math (teacher edition) Game Gallery® (9 - 1 of each math game)	110.00		
QSP7ELA	Diagnostic Series™ RLA (teacher editions) Game Gallery® (5 - 1 of each reading & writing game)	100.00		



GRADE 8 ~ CONNECTION® to the TEKS

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CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS

Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STD18MV2T	Gr 8 Math v2 - Teacher	978-1-62426-244-9	35.00		
STD18MV2S	Gr 8 Math v2 - Student	978-1-62426-245-6	20.00		
STD18RLAT	Gr 8 RLA - Teacher	978-1-963767-50-6	35.00		
STD18RLAS	Gr 8 RLA - Student	978-1-963767-51-3	20.00		
STD18WV4T	Gr 8 Writing v4 - Teacher	978-1-62426-819-9	35.00		
STD18WV4S	Gr 8 Writing v4 - Student	978-1-62426-820-5	20.00		

Game Gallery® Gr 8 Math Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG8MDD	Distance Detective 8(5)(E) Proportionality. Solve problems involving direct variation.	78-1-62426-478-8	10.95		
GG8MDBI	Don't Be Irrational 8(2)(B) Number and operations. Approximate the value of an irrational number.	978-1-62426-477-1	10.95		
GG8MGG	Geometry Genius 8(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life, society, and the workplace.	978-1-62426-479-5	10.95		
GG8MITF	It's Time for Jeopardy! 8(4)(E) Proportionality. Solve problems involving direct variation.	978-1-62426-480-1	10.95		
GG8MNR	Notation Rotation 8(2)(C) Number and operations. Convert between standard decimal notation and scientific notation.	978-1-62426-481-8	10.95		
GG8MPIA	Put It All in Perspective 8(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life, society, and the workplace.	978-1-62426-482-5	10.95		
GG8MWWR	White-Water Rate Rafting 8(5)(A) Proportionality. Represent linear proportional situations with equations.	978-1-62426-483-2	10.95		

Game Gallery® Gr 8 Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG8RAA	Analogy Avalanche 2B Analogies	978-1-62426-484-9	10.95		
GG8RCCT	Context Caravan to Cairo 2B Words in Context	978-1-62426-485-6	10.95		
GG8RHWC	Hadrian's Word Castle 2A Greek and Latin Roots and Affixes	978-1-62426-486-3	10.95		
GG8RSB	Supporting Bridges 10D, Figure 19D Supporting Responses by Referring to Relevant Aspects of Text	978-1-62426-487-0	10.95		

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Student Editions (SE) are consumables - minimum order of 20. If smaller numbers are needed, please contact KAMICO.

Game Gallery® Gr 8 Writing Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG8WDT	Double Trouble 14C, 14D, 19A, 19B, 19C Sentence Construction: Avoiding Wordiness	978-1-62426-488-7	10.95		

Game Gallery® Gr 8 Social Studies Board Games

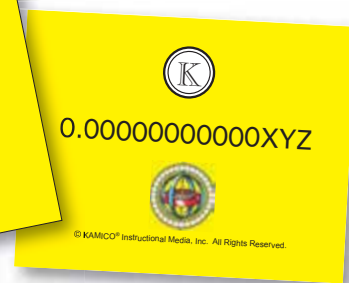
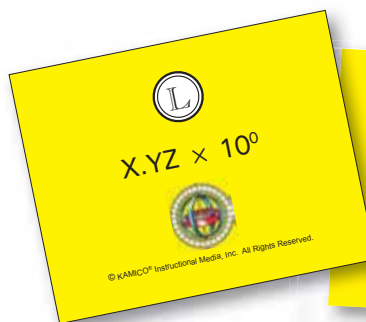
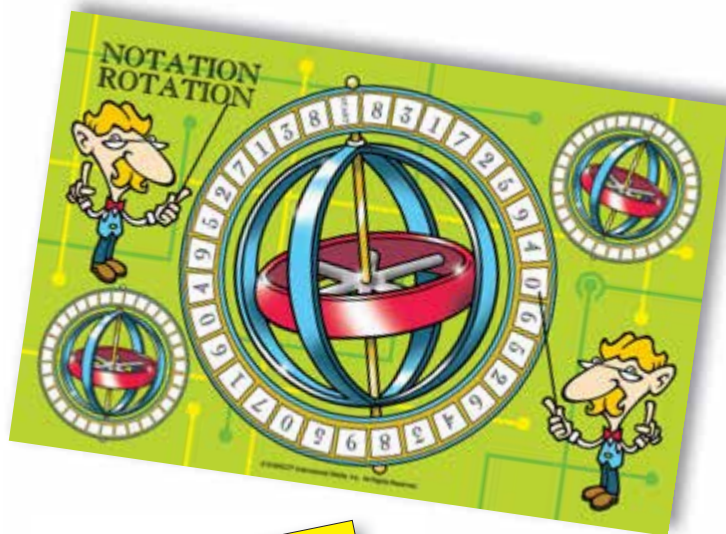
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG8SSEW	Expanding Westward! Manifest Destiny, Westward Expansion, and the Mexican War	978-1-62426-489-4	10.95		

Game Gallery® Gr 8 Pack and Bundles SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
GGGP8	Game Pack (13 - 1 of each game—all subjects)	130.00		
GGB8M	Math Bundle (7 - 1 of each math game)	70.00		
GGB8ELA	RLA Bundle (5 - 1 of each reading & writing game)	50.00		

New Teacher? Get a KAMICO® Quick Start Pack. SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
QSP8M	Diagnostic Series™ Math (teacher edition) Game Gallery® (7 math games)	100.00		
QSP8ELA	Diagnostic Series™ RLA (teacher editions) Game Gallery® (5 reading & writing games)	100.00		



HIGH SCHOOL ~ CONNECTION® to the TEKS

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CONNECTION® to the TEKS Diagnostic Series™

Assessments - Each covering a mixture of TEKS

Teacher Edition - 1 per Teacher • Student Edition - Minimum 20 per Grade/Subject

Item #	Title	ISBN	Price	Qty	Total
STDIEOCAIV2T	EOC Algebra I v2 - Teacher	978-1-62426-700-0	35.00		
STDIEOCAIV2S	EOC Algebra I v2 - Student	978-1-62426-701-7	20.00		
STDIEOCAIIV2T	EOC Algebra II v2 - Teacher	978-1-62426-702-4	35.00		
STDIEOCAIIV2S	EOC Algebra II v2 - Student	978-1-62426-703-1	20.00		
STDIEOCGV2T	EOC Geometry v2 - Teacher	978-1-62426-704-8	35.00		
STDIEOCGV2S	EOC Geometry v2 - Student	978-1-62426-705-5	20.00		
STDIEOCEIV3T	EOC English I v3 - Teacher	978-1-963767-74-2	35.00		
STDIEOCEIV3S	EOC English I v3 - Student	978-1-963767-75-9	20.00		
STDIEOCEIIV3T	EOC English II v3 - Teacher	978-1-963767-78-0	35.00		
STDIEOCEIIV3S	EOC English II v3 - Student	978-1-963767-79-7	20.00		
STDIEOCUSHV2T	EOC U.S. History v2 - Teacher	978-1-963767-58-2	35.00		
STDIEOCUSHV2S	EOC U.S. History v2 - Student	978-1-963767-59-9	20.00		
STDIEOCBV3T	EOC Biology v3 - Teacher	978-1-963767-82-7	35.00		
STDIEOCBV3S	EOC Biology v3 - Student	978-1-963767-83-4	20.00		

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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GGHSMFF	Fiesta Function! 5/A.10B Relating Solutions of Quadratic Equations to the Roots of Their Functions	978-1-62426-490-0	10.95		
GGHSMFTD	Funkytown Throw Down 3/A.5A Determining Whether Situations Can Be Represented by Linear Functions	978-1-62426-491-7	10.95		
GGHSMIAI	It's an INTERCEPTION! 3/A.6E Determining Intercepts of Linear Functions	978-1-62426-492-4	10.95		
GGHSMMLL	Linear Lagoon 4/A.7A Analyzing Situations Involving Linear Functions and Solving Problems with Linear Equations and Inequalities	978-1-62426-493-1	10.95		
GGHSMMM	Measurement Mummification 8/8.8C Solving Problems Involving Surface Area and Volume	978-1-62426-494-8	10.95		
GGHSMPP	Parabolic Paths 5/A.9D Analyzing Graphs of Quadratic Functions and Drawing Conclusions Based on Problem Situations	978-1-62426-496-2	10.95		

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Game Gallery® HS Math Board Games (continued)

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GGHSMPPAC	Planing across Coordinate Country 6/8.7D Locating and Naming Points on a Coordinate Plane	978-1-62426-495-5	10.95		
GGHSMPP2	Probability Premiere 9/8.11B Using Probabilities and Experimental Results to Make Predictions and Decisions	978-1-62426-497-9	10.95		
GGHSMRRR	Relatively Ridiculous Road Rules! 8/8.9B Using Proportional Relationships in Similar Shapes to Find Measurements	978-1-62426-498-6	10.95		
GGHSMST	Slalom down the Slopes 3/A.6A Determining Slopes	978-1-62426-499-3	10.95		
GGHSMMSM	Smooth Moves 2/A.4A Finding Function Values, Simplifying Polynomial Expressions, Transforming and Solving Equations, and Factoring	978-1-62426-500-6	10.95		
GGHSMSS	Symbols Sprint 2/A.3A Using Symbols to Represent Unknowns and Variables	978-1-62426-501-3	10.95		

Game Gallery® HS Reading Board Games

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GGHSRATR	And the Rest Is History [Gr. 9] 5, Figure 19B; [Gr. 10, 11] 2, 8 Connecting Literature to Historical Context	978-1-62426-502-0	10.95		
GGHSRCC	Context Commuter [Gr. 9, 10, 11] 1B Context Clues	978-1-62426-503-7	10.95		
GGHSRLL	Literary Lingo Loop-the-Loop [Gr. 9] 5, 7A, Figure 19B; [Gr. 10] 2, 6A, 7A; [Gr. 11] 2, 5, 6A, 7A Understanding Literary Forms and Terms	978-1-62426-504-4	10.95		
GGHSRMOA	Master of Allusion [Gr. 10] 5, 7, Figure 19B; [Gr. 11] 5A, 7, Figure 19B Allusions	978-1-62426-505-1	10.95		
GGHSRWC	Winner's Circle [Gr. 9, 10, 11] 1C Analogies	978-1-62426-506-8	10.95		

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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GGHSWGG	Grammar Graduation [Gr. 10] 17C; [Gr. 11] 17A Demonstrating Control over Grammatical Elements	978-1-62426-507-5	10.95		

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STSDIKME	K Matemáticas - Estudiante	978-1-62426-318-7	20.00		
STSDIKLV2M	K Lectura v2 - Maestro	978-1-62426-655-3	35.00		
STSDIKLV2E	K Lectura v2 - Estudiante	978-1-62426-821-2	20.00		

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CLDG	Demasiados globos	978-1-62426-197-8	8.95		

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SGGKMLFC	La figura cambiante K(6)(A) Geometría y medición. Identificar figuras de dos dimensiones.	978-1-62426-509-9	10.95		
SGGKMLGD	La granja de conteo de la abuelita K(2)(B), K(2)(C) Números y operaciones. Leer, escribir y representar números enteros hasta el 20.	978-1-62426-510-5	10.95		
SGGKMMGE	Me gusta el cambio K(4) Números y operaciones. Identificar monedas estadounidenses por su nombre.	978-1-62426-511-2	10.95		

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SGGKLEBD	El baile del granero 5(A) Lectura/desarrollo del vocabulario. Identificar y usar palabras que nombren instrucciones, posiciones y lugares.	978-1-62426-512-9	10.95		

Game Gallery® Kindergarten Pack and Bundle - Spanish SPECIAL SAVINGS!

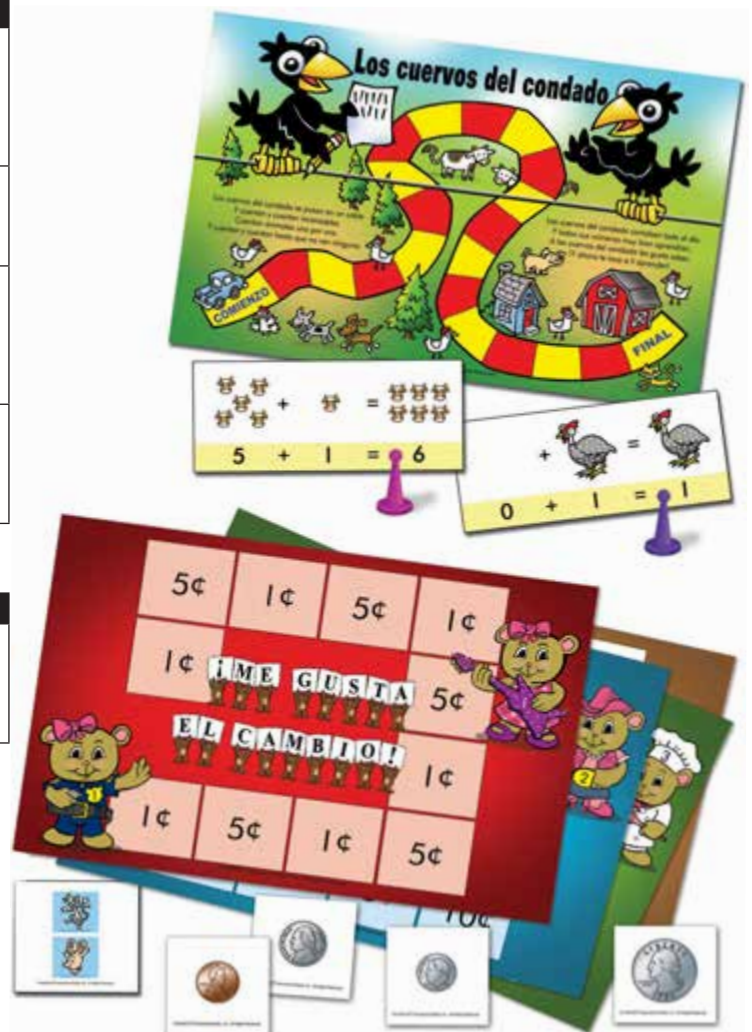
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GGSGPK	Game Pack (5 - 1 of each game—all subjects)	50.00		
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GRADE 1 Spanish ~ CONNECTION® to the TEKS

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Item #	Title	ISBN	Price	Qty	Total
STSDI1MV2M	Gr 1 Matemáticas v2 - Maestro	978-1-62426-246-3	35.00		
STSDI1MV2E	Gr 1 Matemáticas v2 - Estudiante	978-1-62426-247-0	20.00		
STSDI1LV2M	Gr 1 Lectura v2 - Maestro	978-1-62426-811-3	35.00		
STSDI1LV2E	Gr 1 Lectura v2 - Estudiante	978-1-62426-812-0	20.00		
STSDI1EV4M	Gr 1 Escritura v4 - Maestro	978-1-62426-797-0	35.00		
STSDI1EV4E	Gr 1 Escritura v4 - Estudiante	978-1-62426-798-7	20.00		

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CLAAA	Agú agú agú	978-1-62426-142-8	8.95		
CLLBA	Las buenas acciones de Clifford	978-1-62426-198-5	8.95		
CLCVD	Clifford va de viaje	978-1-62426-199-2	8.95		
CLWMB	Con mi hermano	978-1-62426-229-6	8.95		
CLECDG	El cuento del gato Tomás	978-1-62426-155-8	8.95		
CLEED	Edición Española de Corduroy	978-1-62426-991-2	8.95		
CLJEC	Jorge el Curioso	978-1-62426-992-9	8.95		
CLBDL	Perro grande...perro pequeño	978-1-62426-224-1	8.95		
CLLPV	La princesa vestida con una bolsa de papel	978-1-62426-143-5	8.95		
CLLTD	Los trucos de Clifford	978-1-62426-990-5	8.95		

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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG1MEDO	Estación de operaciones 1(3)(F) Números y operaciones. Generar y resolver problemas de matemáticas.	978-1-62426-513-6	10.95		
SGG1MFDO	Familias de operaciones 1(3)(D), 1(3)(E) Números y operaciones. Explicar las estrategias utilizadas para resolver problemas de suma y resta.	978-1-62426-766-6	10.95		
SGG1MLTT	¡Lleva tu topo a su hoyo! 1(6)(H) Geometría y medición. Identificar ejemplos y contraejemplos de mitades.	978-1-62426-515-0	10.95		
SGG1MNE	Niños espías 1(1)(B) Procesos matemáticos. Utilizar un modelo de resolución de problemas.	978-1-62426-516-7	10.95		
SGG1MPP	Parejas perfectas 1(6)(D), 1(6)(E) Geometría y medición. Identificar y describir atributos de figuras de 2 y 3 dimensiones.	978-1-62426-518-1	10.95		
SGG1MPDL	Pesca de la suma 1(1)(D) Procesos matemáticos. Comunicar ideas matemáticas utilizando símbolos y el lenguaje.	978-1-62426-517-4	10.95		
SGG1MQHD	¿Qué has dicho? 1(1)(G) Procesos matemáticos. Mostrar, explicar y justificar ideas matemáticas.	978-1-62426-519-8	10.95		

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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG1MSDC	Soluciones de circo 1(3)(E) Números y operaciones. Explicar las estrategias utilizadas para resolver problemas de suma y resta usando oraciones numéricas.	978-1-62426-520-4	10.95		
SGG1LBDL	Baile de la chinche 15A Seguir instrucciones	978-1-62426-521-1	10.95		
SGG1LUCD	Un campo de características 9B Características de personajes	978-1-62426-525-9	10.95		
SGG1LEPD	El país de las maravillas de las palabras 3A, 6C Pistas del contexto	978-1-62426-522-8	10.95		
SGG1LPYB	Palabras y burbujas 6E Primeras destrezas de diccionario	978-1-62426-523-5	10.95		
SGG1LTDB	Tarde de bellotas 10 Hecho y fantasía	978-1-62426-524-2	10.95		
SGG1LUZD	Un zoológico de ideas principales 9A, 14A Ideas principales y detalles	978-1-62426-526-6	10.95		

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SGG1ELCD	La ciencia de las oraciones 20, 20A Gramática y uso	978-1-62426-528-0	10.95		
SGG1EGDM	Galletas de mayúsculas 21B Uso de mayúsculas	978-1-62426-527-3	10.95		

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GGSGP1	Game Pack (16 - 1 of each game—all subjects)	160.00		
GGSB1M	Math Bundle (8 - 1 of each math game)	80.00		
GGSB1ALLE	ALLE Bundle (8 - 1 of each reading & writing game)	80.00		

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SLKS1ALLE	Diagnostic Series™ (2 student editions - 1 lectura and 1 escritura) Game Gallery® (8 games) CONNECTION® to Literature (1 title)	99.00		



GRADE 2 Spanish ~ CONNECTION® to the TEKS

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Item #	Title	ISBN	Price	Qty	Total
STSDI2MV2M	Gr 2 Matemáticas v2 - Maestro	978-1-62426-248-7	35.00		
STSDI2MV2E	Gr 2 Matemáticas v2 - Estudiante	978-1-62426-249-4	20.00		
STSDI2LV2M	Gr 2 Lectura v2 - Maestro	978-1-62426-813-7	35.00		
STSDI2LV2E	Gr 2 Lectura v2 - Estudiante	978-1-62426-814-4	20.00		
STSDI2EV4M	Gr 2 Escritura v4 - Maestro	978-1-62426-799-4	35.00		
STSDI2EV4E	Gr 2 Escritura v4 - Estudiante	978-1-62426-800-7	20.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price	Qty	Total
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CLAQE	Alexander, que era rico el domingo pasado	978-1-62426-139-8	8.95		
CLECDP	El cuento de perico el conejo travieso	978-1-62426-154-1	8.95		
CLFAS	Flecha al Sol	978-1-62426-151-0	8.95		
CLILV	Irene, la valiente	978-1-62426-152-7	8.95		
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CLSTQ	Siempre te querré	978-1-62426-141-1	8.95		
CLMSC	La visita del Sr. Azúcar	978-1-62426-227-2	8.95		
CLLVH	La verdadera historia de los 3 cerditos	978-1-62426-156-5	8.95		

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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG2MA	Aplástalo 2(2)(D) Números y operaciones. Utilizar el valor de posición para comparar y ordenar números enteros.	978-1-62426-529-7	10.95		
SGG2MDDC	Da de comer a los animales del zoológico 2(5)(A) Números y operaciones. Determinar el valor de una colección de monedas.	978-1-62426-530-3	10.95		
SGG2MLD	La diana 2(1)(D) Procesos matemáticos. Comunicar ideas matemáticas, su razonamiento y sus implicaciones utilizando múltiples representaciones.	978-1-62426-535-8	10.95		
SGG2MLEY	Las estrellas y los planetas 2(2)(B) Números y operaciones. Utilizar formas escritas, estandarizadas y desarrolladas para representar números.	978-1-62426-536-5	10.95		
SGG2MFDL	Factores de la granja 2(6)(A) Números y operaciones. Representar, hacer y describir situaciones de multiplicación dentro de un contexto.	978-1-62426-531-0	10.95		
SGG2MGEP	Gaspar el Par contra Baltasar el Impar 2(7)(A) Razonamiento algebraico. Determinar si un número es par o impar.	978-1-62426-532-7	10.95		
SGG2MLHC	La hora campeona 2(9)(G) Geometría y medición. Leer y escribir la hora al minuto más cercano utilizando relojes análogos y digitales.	978-1-62426-537-2	10.95		
SGG2MHDC	Horas de colores 2(9)(G) Geometría y medición. Leer y escribir la hora.	978-1-62426-533-4	10.95		
SGG2MJAB	Juguemos al boliche 2(1)(D) Procesos matemáticos. Comunicar ideas matemáticas, su razonamiento y sus implicaciones utilizando múltiples representaciones.	978-1-62426-534-1	10.95		
SGG2MUPE	Un paseo en elevador 2(1)(E) Procesos matemáticos. Generar y utilizar representaciones para organizar, anotar y comunicar ideas matemáticas.	978-1-62426-542-6	10.95		

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Game Gallery® Gr 2 Juegos de matemáticas (continuación)

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG2MRAL	Ranas a la obra 2(7)(C) Números y operaciones. Representar y resolver problemas escritos de suma y resta. 2(1)(D) Procesos matemáticos. Comunicar ideas matemáticas utilizando múltiples representaciones.	978-1-62426-538-9	10.95		
SGG2MRDM	Rompecabezas de multiplicación 2(6)(A) Números y operaciones. Describir situaciones de multiplicación dentro de un contexto en las cuales se unen conjuntos equivalentes de objetos.	978-1-62426-539-6	10.95		
SGG2MS	¡Sumalo! 2(4)(A) Números y operaciones. Recordar relaciones básicas al sumar.	978-1-62426-540-2	10.95		
SGG2MTM	Tres matemáticos 2(2)(E), 2(2)(F) Números y operaciones. Localizar la posición de un número entero en una recta numérica abierta; nombrar el número entero que corresponde a un punto específico en una recta numérica.	978-1-62426-541-9	10.95		

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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG2LBDL	Batalla de libros 3C, Figura 19A Propósito del lector	978-1-62426-543-3	10.95		
SGG2LLCE	Las cuatro estaciones 10 Hecho y fantasía	978-1-62426-547-1	10.95		
SGG2LDYC	¿Dónde y cuándo sucedió? Figura 19D Escenario	978-1-62426-544-0	10.95		
SGG2LGDSP	Guerra de palabras 5C Sinónimos y antónimos	978-1-62426-545-7	10.95		
SGG2LIPB	Ideas principales bestiales 9, 14A Ideas principales y detalles	978-1-62426-546-4	10.95		
SGG2LMM	Márcalo, Max 14 Formatos de textos	978-1-62426-549-5	10.95		
SGG2LLMD	La mochila de la osita 6 Géneros	978-1-62426-548-8	10.95		
SGG2LNPB	Nombres para Nina 1 Términos literarios-título, autor e ilustrador	978-1-62426-550-1	10.95		
SGG2LOGA	Organizadores gráficos al galope Figura 19D Representar el texto de diferentes maneras	978-1-62426-551-8	10.95		
SGG2LRPL	Razón para leer 3C, Figura 19A Propósito del lector	978-1-62426-552-5	10.95		

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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG2ECDM	Celebración de mayúsculas 22B Uso de mayúsculas	978-1-62426-553-2	10.95		
SGG2EEBD	En busca de miel 17C, 17D, 21A, 21B, 21C Construcción de oraciones	978-1-62426-554-9	10.95		
SGG2ELGB	La gran búsqueda de oraciones 21B Distinguir oraciones completas e incompletas	978-1-62426-555-6	10.95		
SGG2EUPA	Un paseo a caballo 21, 21A Gramática y uso	978-1-62426-556-3	10.95		

Game Gallery® Gr 2 Juegos de ciencias

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG2CCDR	Carrera de recursos 1C Conservar los recursos naturales, volver a usar o reciclar papel, plástico, y metal	978-1-62426-557-0	10.95		
SGG2CTT	Temperaturas tentadoras 2C Leer un termómetro.	978-1-62426-558-7	10.95		

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GGSGP2	Game Pack (30 - 1 of each game—all subjects)	300.00		
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SLKS2ALLE	Diagnostic Series™ (2 student editions - 1 lectura and 1 escritura) Game Gallery® (8 games) CONNECTION® to Literature (1 title)	99.00		

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Item #	Title	ISBN	Price	Qty	Total
STSDI3MV3M	Gr 3 Matemáticas v3 - Maestro	978-1-963767-18-6	35.00		
STSDI3MV3E	Gr 3 Matemáticas v3 - Estudiante	978-1-963767-19-3	20.00		
STSDI3ALLEM	Gr 3 ALLE - Maestro	978-1-963767-00-1	35.00		
STSDI3ALLEE	Gr 3 ALLE - Estudiante	978-1-963767-01-8	20.00		
STSDI3EV4M	Gr 3 Escritura v4 - Maestro	978-1-62426-801-4	35.00		
STSDI3EV4E	Gr 3 Escritura v4 - Estudiante	978-1-62426-802-1	20.00		

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Instructional Activities and Assessments-Each section based on an individual TEKS

Edición del Maestro - 1 por Maestro • Edición del Estudiante - Mínimo 20 por Grado/Materia

Item #	Title	ISBN	Price	Qty	Total
STSD3E3MM	Gr 3 Matemáticas - Maestro	978-1-62426-785-7	50.00		
STSD3E3ME	Gr 3 Matemáticas - Estudiante	978-1-62426-786-4	25.00		
STSD3E3LV2M	Gr 3 Lectura v2 - Maestro	978-1-62426-927-1	50.00		
STSD3E3LV2E	Gr 3 Lectura v2 - Estudiante	978-1-62426-664-5	25.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price	Qty	Total
CLTAC	Las aventuras de Connie y Diego	978-1-62426-223-4	8.95		
CLFP	Cuadros de familia	978-1-62426-216-6	8.95		
CLHH-S	Henry Huggins (Spanish)	978-1-62426-166-4	16.95		
CLJDP	Jugo de pecas	978-1-62426-165-7	16.95		
CLSC	La música de la chirimía	978-1-62426-228-9	8.95		
CLRLC	Ramona la Chinche	978-1-62426-167-1	16.95		
CLTDM	La sirena del desierto	978-1-62426-225-8	8.95		
CLTEB	Tontimundo y el barco volador	978-1-62426-153-4	8.95		

Game Gallery® Gr 3 Juegos de matemáticas

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
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SGG3MAV	Algunas veces 3(4)(K) Números y operaciones. Resolver problemas de multiplicación.	978-1-62426-563-1	10.95		
SGG3MACL	Atina con las tablas 3(1)(B) Procesos matemáticos.	978-1-62426-559-4	10.95		
SGG3MBA	Bingo aproximado 3(4)(B) Números y operaciones. Redondear números enteros para estimar soluciones de problemas.	978-1-62426-564-8	10.95		
SGG3MCDP	Concentración de fracciones 3(3)(A) Números y operaciones. Representar fracciones utilizando modelos pictóricos.	978-1-62426-565-5	10.95		
SGG3MCTP	Conoce tus parques nacionales 3(2)(A) Números y operaciones. Componer y descomponer números.	978-1-62426-566-2	10.95		

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SGG3MECG	El conde Griétula 3(4)(E) Números y operaciones. Representar las tablas de multiplicación utilizando diferentes métodos.	978-1-62426-567-9	10.95		
SGG3MELF	Encuentra las fracciones de Freddy 3(3)(H) Números y operaciones. Comparar dos fracciones utilizando símbolos, palabras, objetos y modelos pictóricos.	978-1-62426-569-3	10.95		
SGG3MEHD	Es hora de pescar 3(1)(A) Procesos matemáticos. Aplicar las matemáticas a los problemas que surgen en la vida diaria.	978-1-62426-568-6	10.95		
SGG3MEUP	Extiende un par 3(5)(E) Razonamiento algebraico. Representar relaciones de la vida diaria utilizando pares de números en una tabla.	978-1-62426-570-9	10.95		
SGG3MFED	Fiesta extraterrestre de la suma 3(4)(A) Números y operaciones. Resolver con facilidad problemas de suma.	978-1-62426-572-3	10.95		
SGG3MFC	Fracciones chistosas 3(3)(C) Números y operaciones. Explicar que una fracción representa la cantidad formada por una parte de un entero que ha sido dividido en partes iguales.	978-1-62426-571-6	10.95		
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SGG3MTPR	Tú puedes resolver cualquier cosa 3(1)(A) Procesos matemáticos. Aplicar las matemáticas a los problemas que surgen en la vida diaria.	978-1-62426-587-7	10.95		
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SGG3MUSO	Una segunda oportunidad 3(1)(C) Procesos matemáticos. Seleccionar herramientas y técnicas para resolver problemas.	978-1-62426-589-1	10.95		
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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG4MLGC	La gran carrera americana 4(4)(A) Números y operaciones. Sumar y restar números enteros.	978-1-62426-612-6	10.95		
SGG4MMDM	Migración de multiplicación 4(4)(D) Números y operaciones. Resolver problemas utilizando la multiplicación.	978-1-62426-613-3	10.95		
SGG4MMX	Multiplicación x-trema 4(4)(D) Números y operaciones. Utilizar estrategias y algoritmos para multiplicar.	978-1-62426-614-0	10.95		
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SGG4MRDC	Reto de comparación 4(2)(C) Números y operaciones. Comparar y ordenar números enteros y representar comparaciones utilizando símbolos.	978-1-62426-617-1	10.95		
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SGG4LPDA	Plan de ataque 6, 11C Organización del texto	978-1-62426-625-6	10.95		
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SGG5MBE	Bingo experimental 5(1)(A) Procesos matemáticos. Aplicar las matemáticas a los problemas que surgen en la vida diaria, la sociedad y el trabajo.	978-1-62426-629-4	10.95		
SGG5MDCP	De compras por los alrededores 5(3)(A) Números y operaciones. Estimar para determinar soluciones a problemas matemáticos y a problemas del mundo real que involucran suma, resta, multiplicación y división.	978-1-62426-630-0	10.95		
SGG5MLCD	La copa de la superestimación 5(3)(A) Números y operaciones. Estimar para determinar soluciones a problemas matemáticos y a problemas del mundo real que involucran suma, resta, multiplicación y división.	978-1-62426-635-5	10.95		
SGG5MDDP	Dilema de patrones 5(4)(C) Razonamiento algebraico. Generar un patrón numérico.	978-1-62426-631-7	10.95		
SGG5MEDN	El dinero no crece en los árboles 5(1)(A) Procesos matemáticos. Aplicar las matemáticas a los problemas que surgen en la vida diaria.	978-1-62426-633-1	10.95		
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SGG5MLDM	Laberinto de medición 5(7) Geometría y medición. Resolver problemas que implican el cálculo de conversiones dentro de un sistema de medición, el inglés o el métrico. 5(4)(H) Razonamiento algebraico. Representar y resolver problemas relacionados con el perímetro y/o el área, así como con el volumen.	978-1-62426-636-2	10.95		
SGG5MMM	Multiplicación motorizada 5(3)(B) Números y operaciones. Multiplicar con facilidad un número de tres dígitos por un número de dos dígitos.	978-1-62426-638-6	10.95		
SGG5MPCR	Patrones con Riesgo 5(4)(C) Razonamiento algebraico. Generar un patrón numérico.	978-1-62426-639-3	10.95		
SGG5MSM	¿Sabes medir? 5(7) Geometría y medición. Resolver problemas que implican el cálculo de conversiones dentro de un sistema de medición, el inglés o el métrico.	978-1-62426-640-9	10.95		
SGG5MVDH	Volúmenes de hielo 5(4)(H) Razonamiento algebraico. Representar y resolver problemas relacionados con el volumen.	978-1-62426-641-6	10.95		

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SGG5LDDDD	Derbi de definiciones 2B Palabras con significados múltiples	978-1-62426-643-0	10.95		
SGG5LEIP	Emparejando ideas principales 6A, 11A Ideas principales	978-1-62426-644-7	10.95		
SGG5LHYO	Hechos y opiniones de cincuenta estados 11B Hechos y opiniones	978-1-62426-645-4	10.95		
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Game Gallery® Gr 5 Juegos de escritura

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SGG5EPYM	Puntuación y mayúsculas pioneras 15D, 21A, 21B Puntuación y mayúsculas	978-1-62426-648-5	10.95		
SGG5EVAL	Vía a la estación de ortografía correcta 22A, 22B, 22F Ortografía	978-1-62426-649-2	10.95		

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SGG5CRYP	Riesgos y precauciones en el laboratorio 1/5.1A Seguridad en el laboratorio	978-1-62426-651-5	10.95		

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Game Gallery® Gr 6 Juegos de matemáticas

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG6MEBD	El barranco de las razones 6(3)(E) Números y operaciones. Multiplicar y dividir números racionales positivos con facilidad - razones y tasas.	978-1-62426-657-7	10.95		
SGG6MCDV	Carrera de velocidad/relevos de expresiones de 400 metros 6(7)(A) Expresiones, ecuaciones y relaciones. Evaluar expresiones y generar expresiones numéricas equivalentes.	978-1-62426-654-6	10.95		
SGG6MC	Cincos 6(4)(C) Proporcionalidad. Desarrollar comprensión de las relaciones proporcionales al resolver problemas.	978-1-62426-652-2	10.95		
SGG6MCRE	¿Cómo resolverías esto, Sherlock? 6(6)(C) Expresiones, ecuaciones y relaciones. Representar una situación dada utilizando descripciones verbales, tablas, gráficas y ecuaciones.	978-1-62426-770-3	10.95		
SGG6MCTM	Coordina tus movimientos 6(11) Medición y datos. Graficar puntos en los cuatro cuadrantes utilizando pares ordenados de números racionales.	978-1-62426-656-0	10.95		

Game Gallery® Gr 6 Juegos de matemáticas (continuación)

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG6MCDM	Correspondencia de medidas 6(4)(H) Proporcionalidad. Convertir unidades dentro de un sistema de medición.	978-1-62426-653-9	10.95		
SGG6MUMD	Una milla de medidas 6(8)(D) Expresiones, ecuaciones y relaciones. Determinar soluciones para problemas que involucran el área de rectángulos, paralelogramos, trapecios y triángulos, así como el volumen de prismas rectangulares.	978-1-62426-660-7	10.95		
SGG6MMER	Montando el rango - ¡pero no te acerques a la mediana! 6(12)(B,C,D) Medición y datos. Utilizar la representación gráfica de datos numéricos para describir centralización, dispersión y la forma de la distribución de datos. Resumir datos numéricos y categóricos con resúmenes numéricos y gráficos.	978-1-62426-658-4	10.95		
SGG6MPDC	Punto de correspondencia 6(3)(C) Números y operaciones. Representar operaciones de enteros con modelos concretos y conectar las acciones con los modelos de algoritmos normales.	978-1-62426-659-1	10.95		

Game Gallery® Gr 6 Game Pack SPECIAL SAVINGS!

Item #	Description	Price	Qty	Total
GGSGP6	Game Pack (9 - 1 of each game)	90.00		

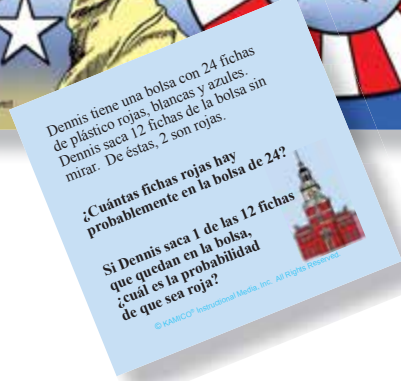
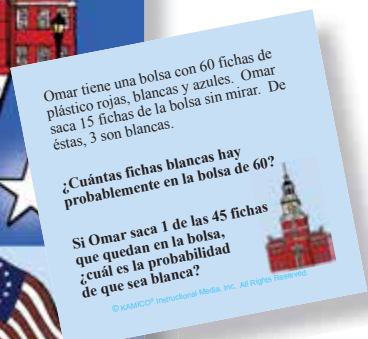
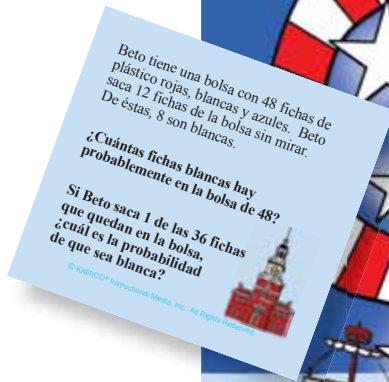
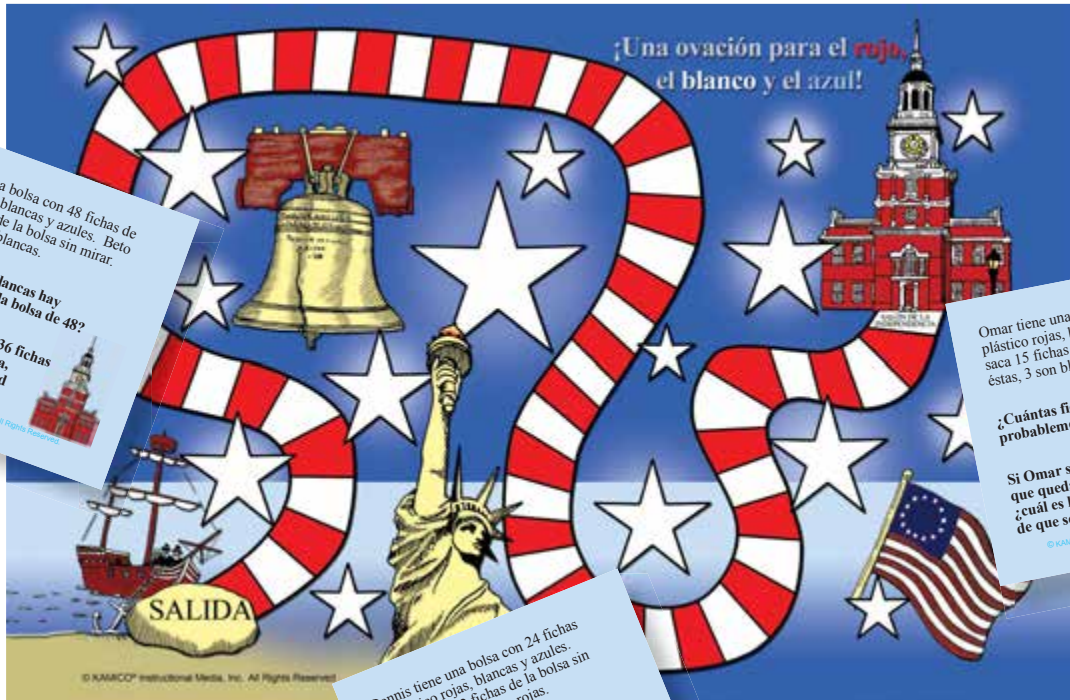
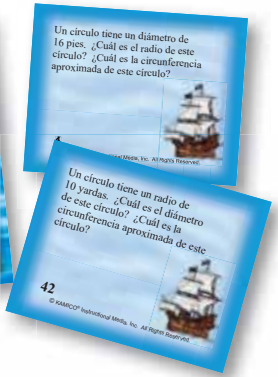


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Game Gallery® Gr 7 Juegos de matemáticas

Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG7MCN	Circunnavegación 7(5)(B) Proporcionalidad. Describir π como la razón de la circunferencia de un círculo a su diámetro.	978-1-62426-661-4	10.95		
SGG7MUOP	¡Una ovación para el rojo, el blanco y el azul! 7(12)(B) Medición y datos. Utilizar los datos de un ejemplo al azar para hacer inferencias sobre una población.	978-1-62426-662-1	10.95		





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