



KAMICO® Instructional Media, Inc.

STAAR CONNECTION™ CONNECTION® to the TEKS FALL 2026

**Texas Teachers
Supporting Texas Teachers
for Over 30 Years**

**20%
Discount
Available**

**FREE
SHIPPING**

**Sole-Source
Vendor**



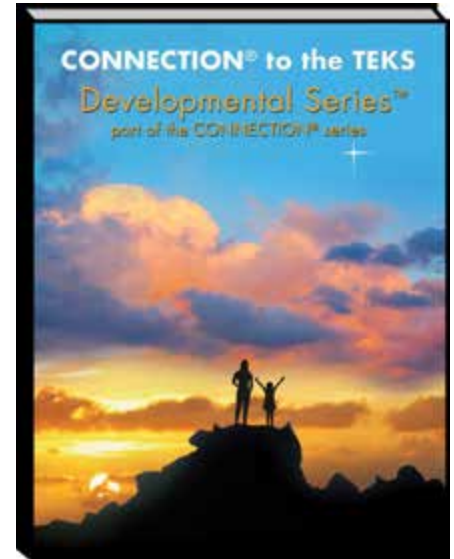
Does your district or school qualify for a 20% discount through a district contract and/or Coop membership? Contact KAMICO to determine your district's discount eligibility and/or to request a customized quote.

STAAR CONNECTION™ 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 2.30

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 save 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 _____.

A. borrow money from a friend
B. cash in cash money
C. ask his savings
D. look for money buried in his backyard

2. This 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 keeps saving this way, when she is ready for college she will have enough to get her tuition.

Year	Month	Year	Month	Year	Month	Year	Month
2010	1	2010	2	2010	3	2010	4
2010	5	2010	6	2010	7	2010	8
2010	9	2010	10	2010	11	2010	12
2011	1	2011	2	2011	3	2011	4
2011	5	2011	6	2011	7	2011	8
2011	9	2011	10	2011	11	2011	12
2012	1	2012	2	2012	3	2012	4
2012	5	2012	6	2012	7	2012	8
2012	9	2012	10	2012	11	2012	12

This month, she saves half of the money she earns, so _____.

F. F10
G. F15
H. F20
J. F25

NAME _____ HCA TEKS 2.30

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

A. a trip to Australia
B. a trip to Disney World
C. a trip to Coney Island
D. a trip to Canada

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

1. The bank keeps your money safe.
2. The bank pays you interest on your savings.
3. The bank can give your money to someone else.
4. The bank will let you get your money and use it when you need it.

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

A. saving money for college
B. saving money for a new video game

5. The is saving to buy her mother a coat. The coat costs \$65. Including tax. Every week, she gets an allowance for completing chores around the house.

Day	Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31				

The money she saves for her mother's coat _____.

A. is enough
B. is almost there
C. is not there yet
D. is impossible



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.

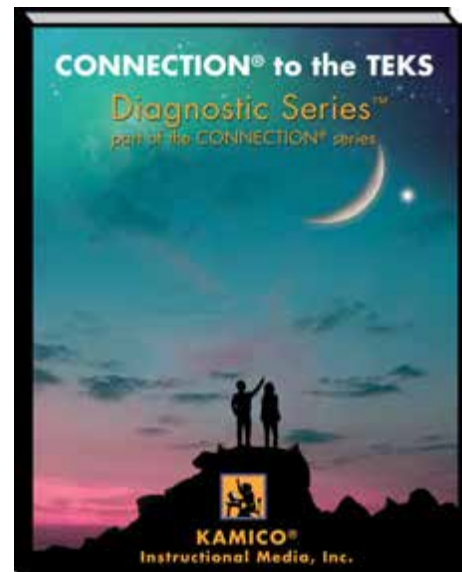
STAAR CONNECTIONTM CONNECTION[®] to the TEKS

A POWERFUL, RESEARCH-BASED PROGRAM

Diagnostic SeriesTM

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:

10. Brandon has 3 bags. He has a bag of red flowers, a bag of yellow flowers, and a bag of purple flowers. He has 12 red flowers, 15 yellow flowers, and 18 purple flowers. How many flowers does he have in all?

Circle the correct answer.

12 15 18 30 33 45 51

Write the correct answer in the box.

Number of Containers	Number of Items
3	45
12	30
15	45
18	30

Diagnostic Grade 5 Math

11. Study the graph below.

Write the correct answer in the box.

12 15 18 30 33 45 51

10. Brandon has 3 bags. He has a bag of red flowers, a bag of yellow flowers, and a bag of purple flowers. He has 12 red flowers, 15 yellow flowers, and 18 purple flowers. How many flowers does he have in all?

Circle the correct answer.

12 15 18 30 33 45 51

Diagnostic Grade 4 RLA

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STAAR CONNECTION™ 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

KAMICO will honor requested substitutions

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.

Family and Community Center Engagement

Take learning beyond the classroom with KAMICO's exciting educational games.

Schools and districts across the country are using KAMICO games to encourage families to learn together while reinforcing important academic skills.

Popular implementation ideas include:

- ❖ Family learning backpacks filled with educational games that students take home to play with parents and caregivers.
- ❖ Family literacy and math nights where parents and students learn together through hands-on activities.
- ❖ Parent engagement events that provide meaningful opportunities for families to support learning at home.
- ❖ Community outreach programs, after-school events, and summer learning initiatives.

KAMICO can create customized Family Engagement Kits tailored to your district's goals, grade levels, and budget.



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

Contact KAMICO today to learn how our solutions can support your family engagement initiatives.

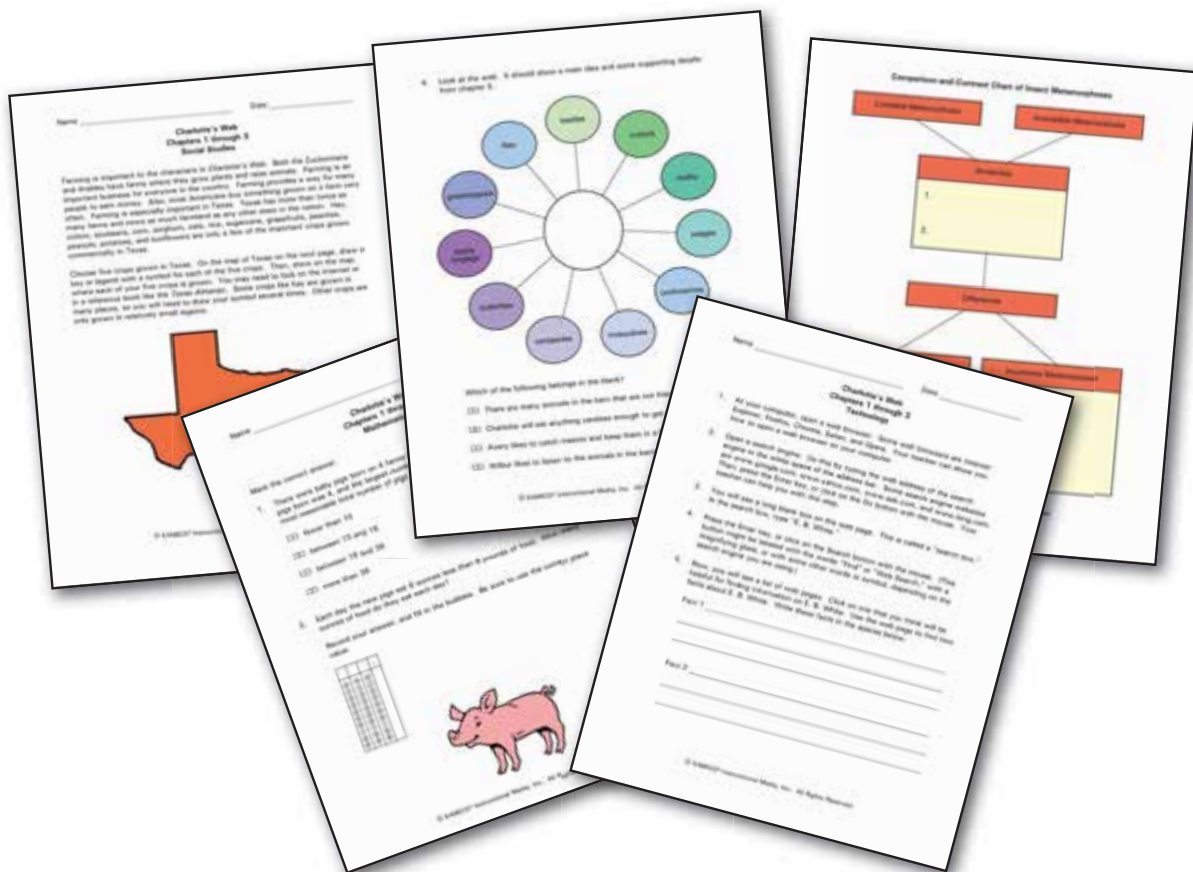
CONNECTION[®] to Literature

Reinforce TEKS with Activity Books Based on Popular Children's Literature Grades K – 5

- ❖ Supports vocabulary and spelling development
- ❖ Assesses reading comprehension, writing composition, and math problem solving
- ❖ Contains engaging social studies activities, science investigations, and technology applications
- ❖ Enrichment projects and extensions based on various levels of Bloom's Taxonomy
- ❖ Develops students into active readers as they gain an appreciation of children's and young adult literature
- ❖ Creates a positive attitude toward all content areas
- ❖ Provides instruction for individual students, small groups, and entire classes
- ❖ Develops, reinforces, and extends skills and concepts
- ❖ Supports differentiated instruction



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



Social Studies

Math

Reading

Writing

Technology

Science

Fine Arts

CONNECTION® to Literature

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



CONNECTION® to Literature Grades K – 5

Item #	Title	ISBN	Price	Qty	Total
CLAS	Arrow to the Sun	978-1-62426-189-3	10.00		
CLATH	Alexander and the Terrible, Horrible, No Good, Very Bad Day	978-1-62426-179-4	10.00		
CLAWU	Alexander, Who Used to Be Rich Last Sunday	978-1-62426-180-0	10.00		
CLBI	Brave Irene	978-1-62426-190-9	10.00		
CLC	Corduroy	978-1-62426-096-4	10.00		
CLCG	Curious George	978-1-62426-097-1	10.00		
CLCGD	Clifford's Good Deeds	978-1-62426-093-3	10.00		
CLCT	Clifford's Tricks	978-1-62426-095-7	10.00		
CLCTT	Clifford Takes A Trip	978-1-62426-094-0	10.00		
CLLYF	Love You Forever	978-1-62426-182-4	10.00		
CLMMM	Murmel Murmel Murmel	978-1-62426-183-1	10.00		
CLSTC	Sometimes Things Change	978-1-62426-091-9	10.00		
CLTFW	The Fool of the World and the Flying Ship	978-1-62426-191-6	10.00		
CLTLG	The Lady of Guadalupe	978-1-62426-181-7	10.00		
CLTMB	Too Many Balloons	978-1-62426-092-6	10.00		
CLTPB	The Paper Bag Princess	978-1-62426-184-8	10.00		
CLTTP	The Tale of Peter Rabbit	978-1-62426-192-3	10.00		
CLTTS	The True Story of the 3 Little Pigs	978-1-62426-194-7	10.00		
CLTTT	The Tale of Tom Kitten	978-1-62426-193-0	10.00		

CONNECTION® to Literature Grades K – 5 - Spanish

Item #	Title	ISBN	Price	Qty	Total
CLFAS	Flecha al Sol	978-1-62426-151-0	10.00		
CLAYE	Alexander y el día terrible, horrible, espantoso, horroroso	978-1-62426-138-1	10.00		
CLAQE	Alexander, que era rico el domingo pasado	978-1-62426-139-8	10.00		
CLILV	Irene, la valiente	978-1-62426-152-7	10.00		
CLEED	Edicion Espanola de Corduroy	978-1-62426-991-2	10.00		
CLJEC	Jorge el Curioso	978-1-62426-992-9	10.00		
CLLBA	Las buenas acciones de Clifford	978-1-62426-198-5	10.00		
CLLTD	Los trucos de Clifford	978-1-62426-990-5	10.00		
CLCVD	Clifford va de viaje	978-1-62426-199-2	10.00		
CLSTQ	Siempre te querre	978-1-62426-141-1	10.00		
CLAAA	Agu Agu Agu	978-1-62426-142-8	10.00		
CLAVL	A veces las cosas cambian	978-1-62426-196-1	10.00		
CLTEB	Tontimundo y el barco volador	978-1-62426-153-4	10.00		
CLNSG	Nuestra Senora de Guadalupe	978-1-62426-140-4	10.00		
CLDG	Demasiados globos	978-1-62426-197-8	10.00		
CLLPV	La princesa vestida con una bolsa de papel	978-1-62426-143-5	10.00		
CLECDP	El cuento de Perico el conejo travieso	978-1-62426-154-1	10.00		
CLLVH	La verdadera historia de los tres cerditos	978-1-62426-156-5	10.00		
CLECDG	El cuento del gato Tomas	978-1-62426-155-8	10.00		

CONNECTION® to Literature Grades K – 5 - Bilingual

Item #	Title	ISBN	Price	Qty	Total
CLBDL	Big Dog...Little Dog / Perro grande...perro pequeno	978-1-62426-224-1	10.00		
CLFP	Family Pictures / Cuadros de familia	978-1-62426-216-6	10.00		
CLMSC	Mr. Sugar Came to Town / La visita del Sr. Azucar	978-1-62426-227-2	10.00		
CLSC	Song of the Chirimia / La musica de la chirimia	978-1-62426-228-9	10.00		
CLTAC	The Adventures of Connie and Diego / Las aventuras de Connie y Diego	978-1-62426-223-4	10.00		

CONNECTION® to Literature Grades K – 5 - Bilingual

Item #	Title	ISBN	Price	Qty	Total
CLTDM	The Desert Mermaid / La sirena del desierto	978-1-62426-225-8	10.00		
CLTIH	The Invisible Hunters / Los cazadores invisibles	978-1-62426-226-5	10.00		
CLUNH	Uncle Nacho's Hat / El sombrero del tio Nacho	978-1-62426-217-3	10.00		
CLWMB	With My Brother / Con mi hermano	978-1-62426-229-6	10.00		

CONNECTION® to Literature Grades 3 – 5 Chapter Books

Item #	Title	ISBN	Price	Qty	Total
CLCW	Charlotte's Web	978-1-62426-185-5	20.00		
CLFJ	Freckle Juice	978-1-62426-186-2	20.00		
CLHH-E	Henry Huggins	978-1-62426-187-9	20.00		
CLJGP	James and the Giant Peach	978-1-62426-195-4	20.00		
CLRP	Ramona the Pest	978-1-62426-188-6	20.00		
CLTFG	Tales of a Fourth Grade Nothing	978-1-62426-292-0	20.00		

CONNECTION® to Literature Grades 3 – 5 - Chapter Books - Spanish

Item #	Title	ISBN	Price	Qty	Total
CLTDC	Las telaranas de Carlota	978-1-62426-164-0	20.00		
CLJDP	Jugo de pecas	978-1-62426-165-7	20.00		
CLHH-S	Henry Huggins (Spanish)	978-1-62426-166-4	20.00		
CLJMG	James y el melocoton gigante	978-1-62426-176-3	20.00		
CLRLC	Ramona la chinche	978-1-62426-167-1	20.00		

KINDERGARTEN ~ STAAR CONNECTION[™] CONNECTION[®] to the TEKS

ORDER FORM

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

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		

New Teacher? Get a KAMICO[®] Quick Start Pack.

Item #	Description	Price	Qty	Total
QSPK	Diagnostic Series[™] (1 of each teacher edition) Game Gallery[®] (5 - 1 of each game) CONNECTION[®] to Literature (2 activity books)	155.00		

Game Gallery[®] Kindergarten Math Board Games

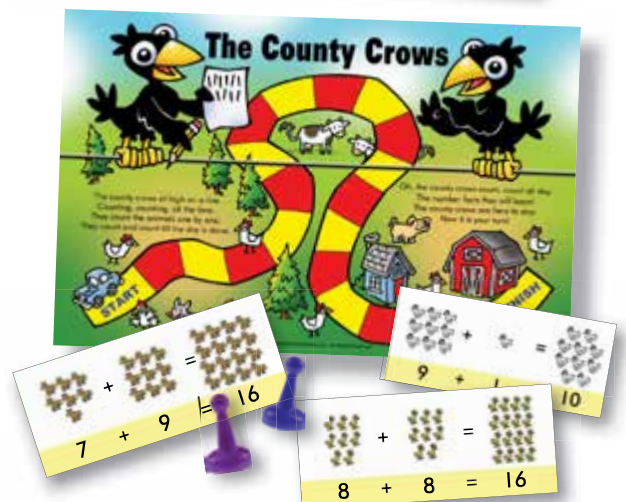
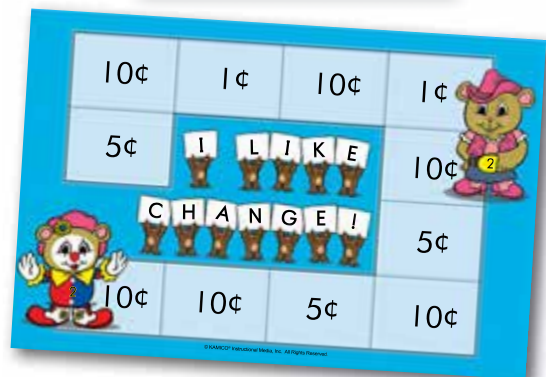
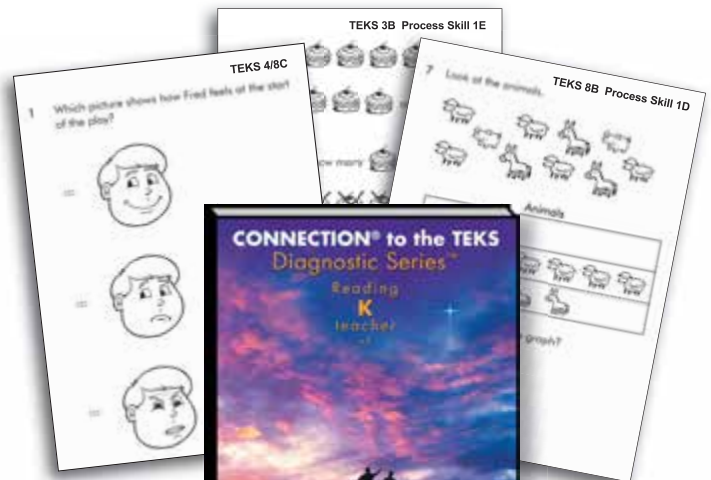
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GGKMTCC	The County Crows K(3)(A) Number and operations. Model the action of joining to represent addition.	978-1-62426-308-8	12.95		
GGKMGCF	Grandma's Counting Farm K(2)(B), K(2)(C) Number and operations. Read, write, and represent whole numbers up to 20.	978-1-62426-305-7	12.95		
GGKMILC	I Like Change K(4) Number and operations. Identify U.S. coins by name.	978-1-62426-306-4	12.95		
GGKMSS	Shape Shifter K(6)(A) Geometry and measurement. Identify two-dimensional shapes.	978-1-62426-307-1	12.95		

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	12.95		

Game Gallery[®] Kindergarten Pack and Bundle

Item #	Description	Price	Qty	Total
GGGPK	Game Pack (5 - 1 of each game—all subjects)	65.00		
GGBKM	Math Bundle (4 - 1 of each math game)	50.00		



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If smaller numbers are needed, please contact KAMICO.

Grade 1 ~ STAAR CONNECTION[™] CONNECTION[®] to the TEKS

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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		

New Teacher? Get a KAMICO[®] Quick Start Pack.

Item #	Description	Price	Qty	Total
QSP1	Diagnostic Series[™] (1 of each teacher edition) Game Gallery[®] (12 board games) CONNECTION[®] to Literature (2 activity books)	275.00		

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	12.95		
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	12.95		
GG1MFFA	Fishin' for Addition 1(1)(D) Mathematical processes. Communicate mathematical ideas using symbols and language.	978-1-62426-311-8	12.95		
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	12.95		
GG1MOS	Operation Station 1(3)(F) Number and operations. Generate and solve problems in problem-solving situations.	978-1-62426-314-9	12.95		
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	12.95		
GG1MSW	Say What? 1(1)(G) Mathematical processes. Display, explain, and justify mathematical ideas	978-1-62426-753-6	12.95		
GG1MSK	Spy Kids 1(1)(B) Mathematical processes. Use problem-solving models.	978-1-62426-752-9	12.95		

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Game Gallery[®] Gr 1 Reading Board Games

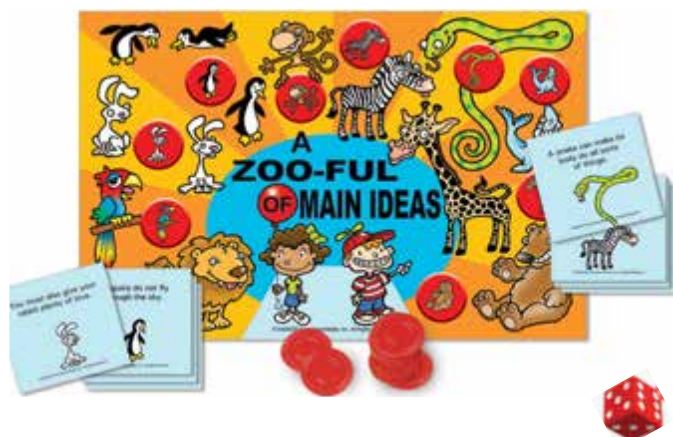
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG1RAA	Acorn Afternoon 10 Fact and Fantasy	978-1-62426-754-3	12.95		
GG1RBBB	Bed Bug Boogie 15A Following Directions	978-1-62426-757-4	12.95		
GG1RAFO	A Field of Character Traits 9B Character Traits	978-1-62426-755-0	12.95		
GG1RWAB	Words and Bubbles 6E Beginning Dictionary Skills	978-1-62426-758-1	12.95		
GG1RWW	Word Wonderland 3A, 6C Context Clues	978-1-62426-759-8	12.95		
GG1RAZO	A Zoo-ful of Main Ideas 9A, 14A Main Ideas and Details	978-1-62426-756-7	12.95		

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	12.95		
GG1WSS	Sentence Science 20, 20A, 20C Grammar and Usage	978-1-62426-745-1	12.95		

Game Gallery[®] Gr 1 Pack and Bundles

Item #	Description	Price	Qty	Total
GGGP1	Game Pack (16 - 1 of each game—all subjects)	205.00		
GGB1M	Math Bundle (8 - 1 of each math game)	100.00		
GGB1RLA	RLA Bundle (8 - 1 of each reading & writing game)	100.00		



Grade 2 ~ STAAR CONNECTIONTM CONNECTION[®] to the TEKS

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



Diagnostic SeriesTM

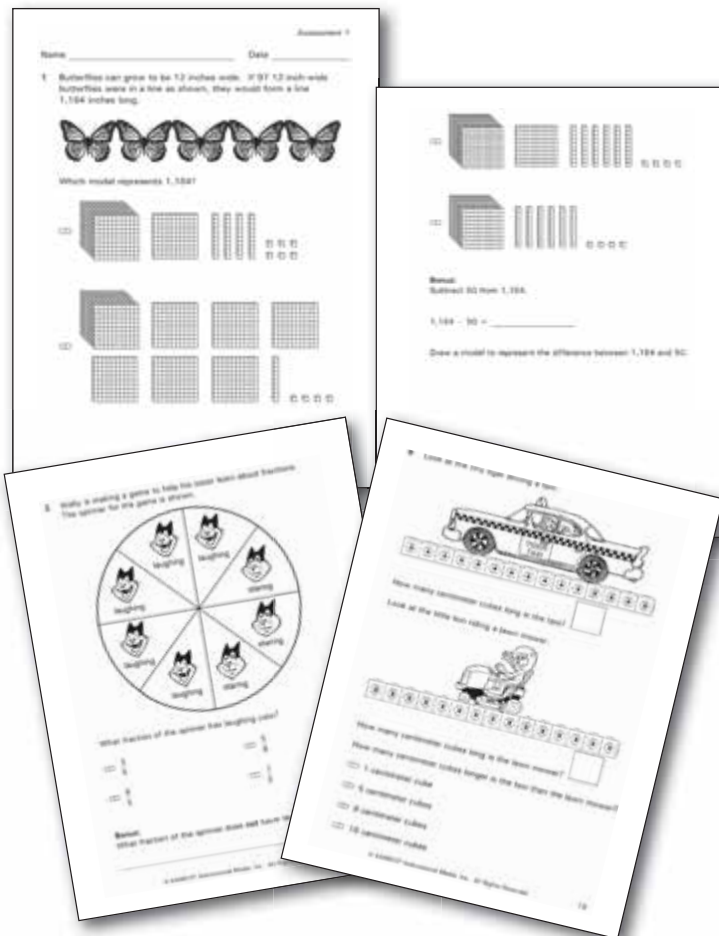
Assessments - Each covering a mixture of TEKS

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

Item #	Title	ISBN	Price	Qty	Total
STDI2MV2T	Gr 2 Math v2 - Teacher	978-1-62426-232-6	35.00		
STDI2MV2S	Gr 2 Math v2 - Student	978-1-62426-233-3	20.00		
STDI2RV2T	Gr 2 Reading v2 - Teacher	978-1-62426-809-0	35.00		
STDI2RV2S	Gr 2 Reading v2 - Student	978-1-62426-810-6	20.00		
STDI2WV4T	Gr 2 Writing v4 - Teacher	978-1-62426-791-8	35.00		
STDI2WV4S	Gr 2 Writing v4 - Student	978-1-62426-792-5	20.00		
STDI2SV3T	Gr 2 Science v3 - Teacher	978-1-963767-94-0	35.00		
STDI2SV3S	Gr 2 Science v3 - Student	978-1-963767-95-7	20.00		

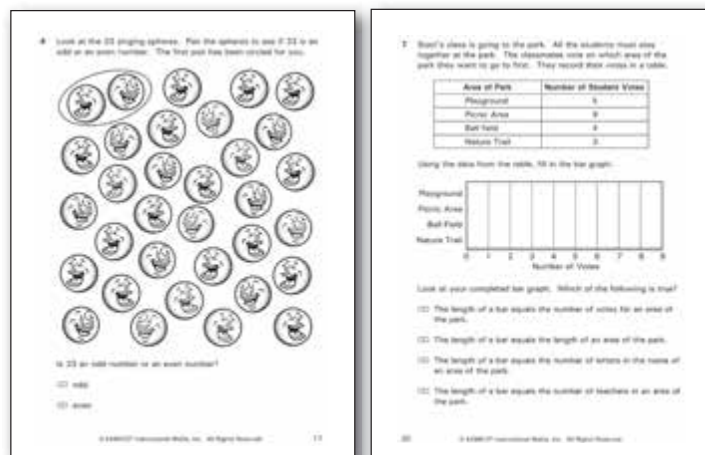
New Teacher? Get a KAMICO[®] Quick Start Pack.

Item #	Description	Price	Qty	Total
QSP2	Diagnostic Series TM (1 of each teacher edition) Game Gallery [®] (8 most popular games) CONNECTION [®] to Literature (2 activity books)	275.00		



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	12.95		
GG2MER	Elevator Ride 2(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	978-1-62426-327-9	12.95		
GG2MESO	Even Steven vs. Odd Todd 2(7)(A) Algebraic reasoning. Determine whether a number is even or odd.	978-1-62426-328-6	12.95		
GG2MFF	Farm Factors 2(6)(A) Number and operations. Model, create, and describe contextual multiplication situations.	978-1-62426-329-3	12.95		
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	12.95		
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	12.95		
GG2MLR	Let's Roll! 2(1)(D) Mathematical processes. Communicate mathematical ideas, reasoning, and their implications using multiple representations.	978-1-62426-332-3	12.95		
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	12.95		
GG2MSAP	Stars and Planets 2(2)(B) Number and operations. Use standard, word, and expanded forms to represent numbers.	978-1-62426-335-4	12.95		
GG2MS	Swat 2(2)(D) Number and operations. Use place value to compare and order whole numbers.	978-1-62426-334-7	12.95		
GG2MT	Target 2(1)(D) Mathematical processes. Communicate mathematical ideas, reasoning, and their implications using multiple representations.	978-1-62426-336-1	12.95		
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	12.95		
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	12.95		
GG2MYAU	You Add Up! 2(4)(A) Number and operations. Recall basic addition facts.	978-1-62426-339-2	12.95		



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If smaller numbers are needed, please contact KAMICO.

Grade 2 (Continued) ~ STAAR CONNECTION[™] 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	12.95		
GG2RBBB	Bear's Book Bag 6 Genres	978-1-62426-340-8	12.95		
GG2RBM1	Beastly Main Ideas 9, 14A Main Ideas and Details	978-1-62426-341-5	12.95		
GG2RFS	Four Seasons 10 Fact and Fantasy	978-1-62426-343-9	12.95		
GG2RGG0	Galloping Graphic Organizers Figure 19D Represent Text in Different Ways	978-1-62426-344-6	12.95		
GG2RMI	Mark It, Max 14 Forms of Text	978-1-62426-345-3	12.95		
GG2RNFN	Names for Nina 1 Literary Terms: Title, Author, and Illustrator	978-1-62426-346-0	12.95		
GG2RRFR	Reason for Reading 3C, Figure 19A Reader's Purpose	978-1-62426-347-7	12.95		
GG2RWAW	Where and When Did It Happen? Figure 19D Setting	978-1-62426-348-4	12.95		
GG2RWW	Word War 5C Synonyms and Antonyms	978-1-62426-349-1	12.95		

Game Gallery[®] Gr 2 Science Board Games

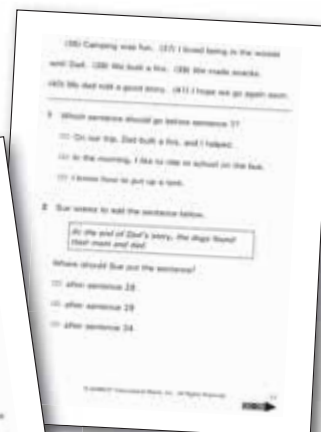
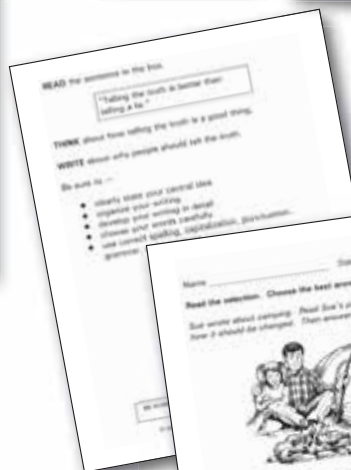
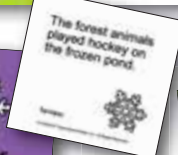
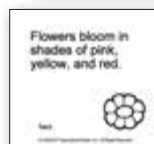
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG2SRR	Resource Race 1C Conserve natural resources, reuse or recycle paper, plastic, and metal	978-1-62426-767-3	12.95		
GG2STT	Tantalizing Temperatures 2C Reading a thermometer	978-1-62426-355-2	12.95		

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GGGP2	Game Pack (30 - 1 of each game--all subjects)	390.00		
GGB2M	Math Bundle (14 - 1 of each math game)	180.00		
GGB2RLA	RLA Bundle (14 - 1 of each reading & writing game)	180.00		

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	12.95		
GG2WTGS	The Great Sentence Search 21B Distinguishing Complete and Incomplete Sentences	978-1-62426-353-8	12.95		
GG2WHH	Honey Hunt 17C, 17D, 21A, 21B, 21C Sentence Construction	978-1-62426-351-4	12.95		
GG2WQHP	Quarter Horse Promenade 21, 21A Grammar and Usage	978-1-62426-352-1	12.95		



Diagnostic Grade 2 Reading

Diagnostic Grade 2 Writing

Grade 3 ~ STAAR CONNECTION[™] CONNECTION[®] to the TEKS

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Assessments - Each covering a mixture of TEKS

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

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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		

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

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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 (RC 1, 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		

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Item #	Description	Price	Qty	Total
QSP3	Diagnostic Series [™] (1 of each teacher edition) Game Gallery [®] (6 board games) CONNECTION [®] to Literature (2 activity books)	275.00		

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	12.95		
GG3MAFO	Alien Feast of Adding 3(4)(A) Number and operations. Solve with fluency problems involving addition.	978-1-62426-357-6	12.95		
GG3MAIT	All in the Family 3(4)(J) Number and operations. Identify related multiplication and division sentences.	978-1-62426-358-3	12.95		
GG3MCYB	Can You Believe It? 3(4)(B) Number and operations. Round whole numbers.	978-1-62426-361-3	12.95		
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	12.95		
GG3MCC	Count Crackula 3(4)(E) Number and operations. Represent multiplication facts by using a variety of approaches.	978-1-62426-360-6	12.95		
GG3MEV	Estimation Vacation 3(4)(B) Number and operations. Round whole numbers to a given place value.	978-1-62426-363-7	12.95		
GG3MEAP	Extend a Pair 3(5)(E) Algebraic reasoning. Represent real-world relationships using number pairs in a table.	978-1-62426-362-0	12.95		
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	12.95		
GG3MFA	Fraction Action 3(3)(F) Number and operations. Represent equivalent fractions.	978-1-62426-364-4	12.95		
GG3MFC	Fractional Concentration 3(3)(A) Number and operations. Represent fractions using pictorial models.	978-1-62426-365-1	12.95		

3. Maria and John collected insects for a science project. The table shows the kinds of insects caught and the numbers of each insect caught.

Type of Insect	Number Caught by Maria	Number Caught by John
fly	6	4
butterfly	12	8
beetle	3	2
cricket	9	5

Complete the pictographs by shading the circles to show data from the table.

Type of Insect	Number of Circles
fly	6
butterfly	12
beetle	3
cricket	9

Type of Insect	Number of Circles
fly	4
butterfly	8
beetle	2
cricket	5

Each ● means 2 insects.

Answer: How many butterflies were caught by Maria and John combined? Record your answer in space below.

butterflies

3. Look at the figure.

Select the correct answer to complete the sentence.

The figure is a triangular prism.

Complete the sentence by writing the correct answer in each box. Not all answers will be used.

2 8 5 6 9

This prism has faces, bases, edges, and vertices.

4. Luciano creates a table showing the number of pets owned by students in her class.

Pet	Number of Students
dog	8
cat	6
bird	2
fish	5
horse	3
goat	1
sheep	1
other	2

Luciano uses the data in the table to create a dot plot. Complete the dot plot by shading the circles to match the data in the chart.

How many more cats than fish are kept as pets by the students? Record your answer in the space provided.

Diagnostic Grade 3 Math

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Grade 3 (Continued) ~ STAAR CONNECTION™ CONNECTION® to the TEKS

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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	12.95		
GG3MGIA	Give It a Second Chance 3(1)(C) Mathematical processes. Select tools and techniques to solve problems.	978-1-62426-368-2	12.95		
GG3MGT	Good Times 3(4)(K) Number and operations. Solve multiplication problems.	978-1-62426-746-8	12.95		
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	12.95		
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	12.95		
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	12.95		
GG3MMM	Market Math 3(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	978-1-62426-750-5	12.95		
GG3MOU	Order Up! 3(2)(D) Number and operations. Compare and order whole numbers.	978-1-62426-751-2	12.95		
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	12.95		

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	12.95		
GG3MRR	Rodeo Roundup! 3(4)(B) Number and operations. Round whole numbers and estimate solutions to problems.	978-1-62426-730-7	12.95		
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	12.95		
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	12.95		
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	12.95		
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	12.95		
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	12.95		
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	12.95		
GG3MTEA	To Estimation and Beyond 3(4)(B) Number and operations. Round whole numbers and estimate solutions to problems.	978-1-62426-734-5	12.95		
GG3MUCS	U Can Solve Anything 3(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	978-1-62426-713-0	12.95		
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	12.95		
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	12.95		



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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG3RCIC	Caught in Context Canyon 4, 4B Context Clues	978-1-62426-389-7	12.95		
GG3RCC	Context Colloquium 4, 4B Context Clues	978-1-62426-388-0	12.95		
GG3RDM	Dino-mite Main Ideas 8A, 13A Main Ideas and Details	978-1-62426-390-3	12.95		
GG3RFFA	Feline Facts and Opinions 14 Fact and Opinion	978-1-62426-716-1	12.95		
GG3RFF	Football Frenzy 4, 4B Context Clues	978-1-62426-715-4	12.95		
GG3RLIT	Lost in the Library 5, 12 Features of Genres	978-1-62426-393-4	12.95		
GG3RPW	Puzzling Words 4A Prefixes and Suffixes	978-1-62426-394-1	12.95		
GG3RWID	Write It Down, Rita 13 Forms of Text	978-1-62426-395-8	12.95		

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	12.95		
GG3WCU	Cooking Up Sentences 22, 22A, 22C Grammar and Usage	978-1-62426-717-8	12.95		
GG3WPI	Punctuation Island 23C Punctuation	978-1-62426-718-5	12.95		
GG3WSS	Sentence Search 17C, 17D, 22A, 22B, 22C Sentence Construction	978-1-62426-719-2	12.95		

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	12.95		

Game Gallery[®] Gr 3 Pack and Bundles

Item #	Description	Price	Qty	Total
GGGP3	Game Pack (45 - 1 of each game—all subjects)	580.00		
GGB3M	Math Bundle (32 - 1 of each math game)	410.00		
GGB3RLA	RLA Bundle (12 - 1 of each reading & writing game)	150.00		



Grade 4 ~ STAAR CONNECTION[™] CONNECTION[®] to the TEKS

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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		

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		

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Item #	Description	Price	Qty	Total
QSP4	Diagnostic Series [™] (4 teacher editions) Developmental Series [™] (1 teacher edition) Game Gallery [®] (6 board games) CONNECTION [®] to Literature (1 activity book)	275.00		

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	12.95		
GG4MCD	Cardboard Decimals 4(4)(A) Number and operations. Add and subtract decimals.	978-1-62426-402-3	12.95		
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	12.95		
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	12.95		
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	12.95		
GG4MDTU	Draco the Unroundable 4(4)(G) Number and operations. Round whole numbers to estimate solutions to problems.	978-1-62426-406-1	12.95		
GG4MTGA	The Great American Road Race 4(4)(A) Number and operations. Add and subtract whole numbers.	978-1-62426-415-3	12.95		

The collage displays several sample questions from the Diagnostic Grade 4 Math assessment. These include:

- Word Problems:** Questions about profit, paper money, and comparing heights/weights of animals.
- Geometry:** Questions about angles (acute, right, obtuse) and shapes (parallelogram, trapezoid, circle, etc.).
- Measurement:** Questions about mass (grams) and length (centimeters).
- Problem Solving:** Questions requiring students to use a problem-solving model and justify their solutions.

Diagnostic Grade 4 Math

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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	12.95		
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	12.95		
GG4MMM	Multiplication Migration 4(4)(D) Number and operations. Solve problems with multiplication.	978-1-62426-408-5	12.95		
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	12.95		
GG4MRC	Relation Concentration 4(2)(G) Number and operations. Relate decimals to fractions.	978-1-62426-411-5	12.95		
GG4MSSS	Sam's Shopping Spree 4(4)(H) Number and operations. Divide to find solutions to problems.	978-1-62426-414-6	12.95		
GG4MSOO	Six of One, Half Dozen of the Other 4(6)(C), 4(1)(G) Geometry and measurement. 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	12.95		
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	12.95		
GG4MWYS	What's Your Sign? 4(3)(D) Number and operations. Compare fractions using symbols.	978-1-62426-416-0	12.95		
GG4MXM	X-treme Multiplication 4(4)(D) Number and operations. Use strategies and algorithms to multiply.	978-1-62426-417-7	12.95		

Game Gallery® Gr 4 Reading Board Games

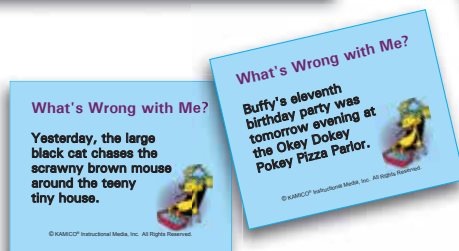
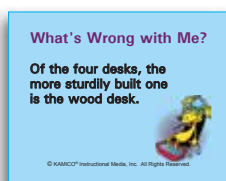
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG4RCFA	Canine Facts and Opinions 11B Fact and Opinion	978-1-62426-419-1	12.95		
GG4RCC	Cat Curiosities 6A, 11A Main Ideas	978-1-62426-418-4	12.95		
GG4RPOA	Plan of Attack 6, 11C Text Organization	978-1-62426-420-7	12.95		
GG4RWCB	Word Construction Bingo 2A Prefixes and Suffixes	978-1-62426-421-4	12.95		
GG4RWW	Word Wrangler 2B Context Clues	978-1-62426-422-1	12.95		

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Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG4WCB	Capitalization Bingo 15D, 21B Capitalization	978-1-62426-423-8	12.95		
GG4WWWW	What's Wrong with Me? 20, 20A, 20C Grammar and Usage	978-1-62426-424-5	12.95		
GG4WYBS	You've Been Sentenced! 15C, 15D, 20A, 20B, 20C Sentence Construction	978-1-62426-425-2	12.95		

Game Gallery® Gr 4 Pack and Bundles

Item #	Description	Price	Qty	Total
GGGP4	Game Pack (25 - 1 of each game--all subjects)	325.00		
GGB4M	Math Bundle (17 - 1 of each math game)	220.00		
GGB4RLA	RLA Bundle (8 - 1 of each reading & writing game)	100.00		



Grade 5 ~ STAAR CONNECTION[®] to the TEKS

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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
STD15MV3T	Gr 5 Math v3 - Teacher	978-1-62426-238-8	35.00		
STD15MV3S	Gr 5 Math v3 - Student	978-1-62426-239-5	20.00		
STD15RLAT	Gr 5 RLA - Teacher	978-1-62426-773-4	35.00		
STD15RLAS	Gr 5 RLA - Student	978-1-62426-774-1	20.00		
STD15WV5T	Gr 5 Writing v5 - Teacher	978-1-963767-70-4	35.00		
STD15WV5S	Gr 5 Writing v5 - Student	978-1-963767-71-1	20.00		
STD15SV3T	Gr 5 Science v3 - Teacher	978-1-62426-377-4	35.00		
STD15SV3S	Gr 5 Science v3 - Student	978-1-62426-378-1	20.00		

Developmental Series[™]

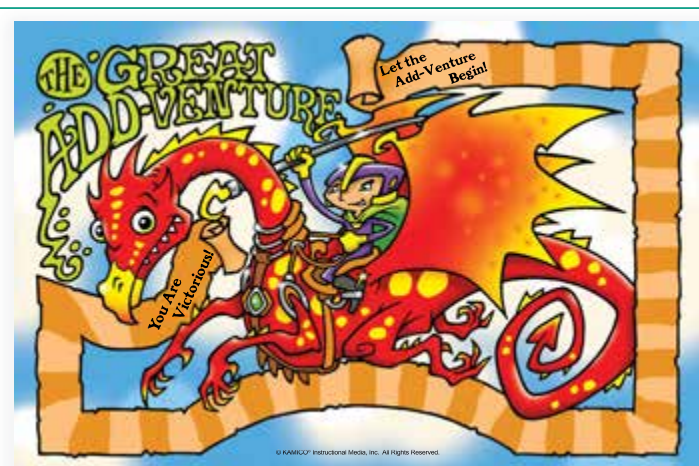
Instructional Activities and Assessments-Each section based on an individual TEKS

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		

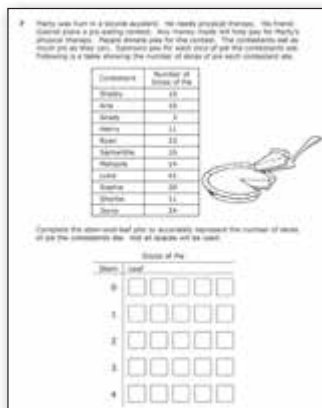
New Teacher? Get a KAMICO[®] Quick Start Pack.

Item #	Description	Price	Qty	Total
QSP5	Diagnostic Series [™] (4 teacher editions) Developmental Series [™] (1 teacher edition) Game Gallery [®] (6 board games) CONNECTION [®] to Literature (1 activity book)	275.00		

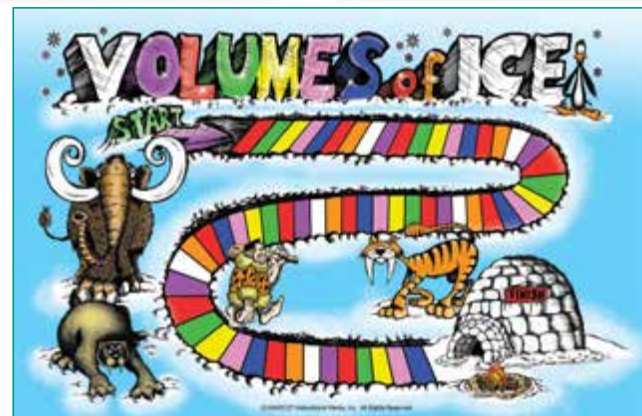
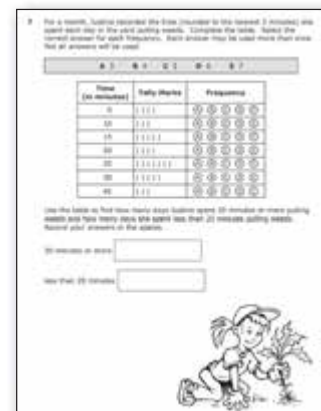
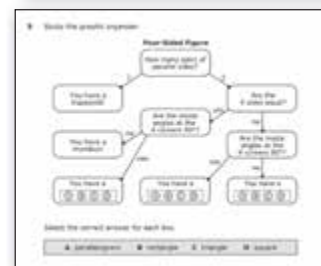
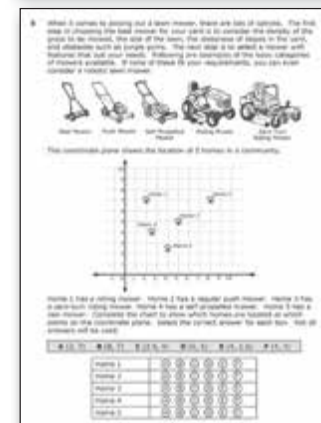
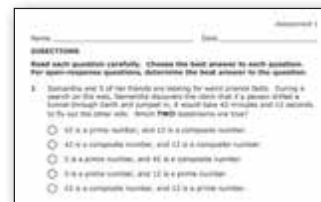
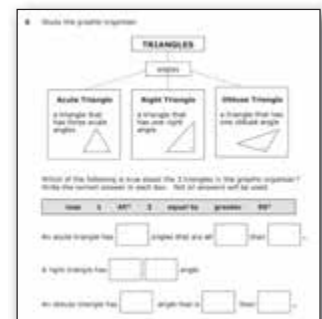
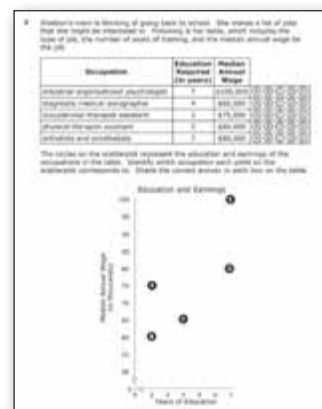


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Student Editions (SE) are consumables - minimum order of 20.
If smaller numbers are needed, please contact KAMICO.



Diagnostic Grade 5 Math



Grade 5 (Continued) ~ STAAR CONNECTION[™] CONNECTION[®] to the TEKS

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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	12.95		
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	12.95		
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	12.95		
GG5MTGAV	The Great Add-Venture 5(3)(K) Number and operations. Add positive rational numbers fluently.	978-1-62426-435-1	12.95		
GG5MIM	Ironman Math 5(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	978-1-62426-429-0	12.95		
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	12.95		
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	12.95		
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	12.95		
GG5MPJ	Pattern Jeopardy 5(4)(C) Algebraic reasoning. Generate a numerical pattern.	978-1-62426-432-0	12.95		
GG5MPP	Pattern Predicament 5(4)(C) Algebraic reasoning. Generate a numerical pattern.	978-1-62426-433-7	12.95		
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	12.95		
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	12.95		
GG5MVOI	Volumes of Ice 5(4)(H) Algebraic reasoning. Represent and solve problems related to volume.	978-1-62426-437-5	12.95		

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	12.95		
GG5RSFO	Fifty-State Facts and Opinions 11B Fact and Opinion	978-1-62426-440-5	12.95		
GG5RMMI	Matching Main Ideas 6A, 11A Main Ideas	978-1-62426-439-9	12.95		
GG5RSS	Sequence Scramble 6A, 11C, Figure 19E Chronology	978-1-62426-441-2	12.95		
GG5RWR	Word Race 2B Words in Context	978-1-62426-442-9	12.95		

Game Gallery[®] Gr 5 Writing Board Games

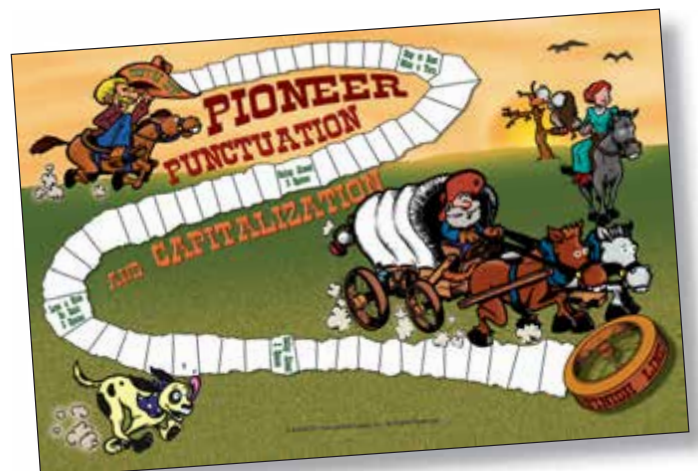
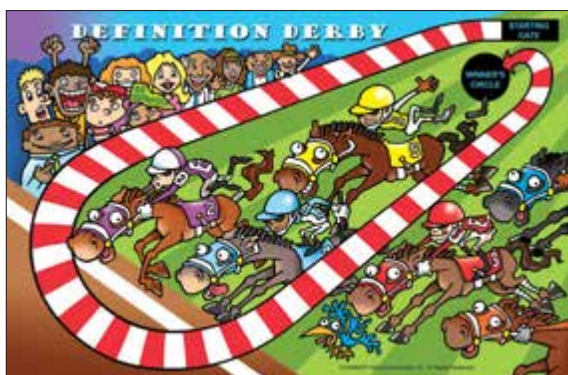
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG5WCTM	Catch Those Mistakes! 20, 20A, 20C Grammar and Usage	978-1-62426-443-6	12.95		
GG5WPPA	Pioneer Punctuation and Capitalization 15D, 21A, 21B Punctuation and Capitalization	978-1-62426-444-3	12.95		
GG5WTW	This Way to Spell-Right Station 22A, 22B, 22D Spelling	978-1-62426-445-0	12.95		

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	12.95		
GG5SLHA	Lab Hazards and Precautions Laboratory Safety	978-1-62426-447-4	12.95		

Game Gallery[®] Gr 5 Pack and Bundles

Item #	Description	Price	Qty	Total
GGGP5	Game Pack (23 - 1 of each game--all subjects)	300.00		
GGB5M	Math Bundle (13 - 1 of each math game)	165.00		
GGB5RLA	RLA Bundle (8 - 1 of each reading & writing game)	100.00		



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Item #	Title	ISBN	Price	Qty	Total
STD16MV3T	Gr 6 Math v3 - Teacher	978-1-963767-54-4	35.00		
STD16MV3S	Gr 6 Math v3 - Student	978-1-963767-55-1	20.00		
STD16RLAT	Gr 6 RLA - Teacher	978-1-963767-42-1	35.00		
STD16RLAS	Gr 6 RLA - Student	978-1-963767-43-8	20.00		
STD16WV4T	Gr 6 Writing v4 - Teacher	978-1-62426-815-1	35.00		
STD16WV4S	Gr 6 Writing v4 - Student	978-1-62426-816-8	20.00		

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Item #	Description	Price	Qty	Total
QSP6M	Diagnostic Series™ Math (teacher edition) Game Gallery® (5 board games)	100.00		
QSP6RLA	Diagnostic Series™ RLA and Writing (teacher editions) Game Gallery® (3 board games)	100.00		

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	12.95		
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	12.95		
GG6MF	Fivers 6(4)(C) Proportionality. Develop an understanding of proportional relationships in problem situations.	978-1-62426-449-8	12.95		
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	12.95		
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	12.95		
GG6MMM2	Measure Match 6(4)(H) Proportionality. Convert units within a measurement system.	978-1-62426-453-5	12.95		
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	12.95		
GG6MRR	Ratio Ravine 6(3)(E) Number and operations. Multiply and divide positive rational numbers - ratios and rates.	978-1-62426-455-9	12.95		
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	12.95		

Game Gallery® Gr 6 Reading Board Games

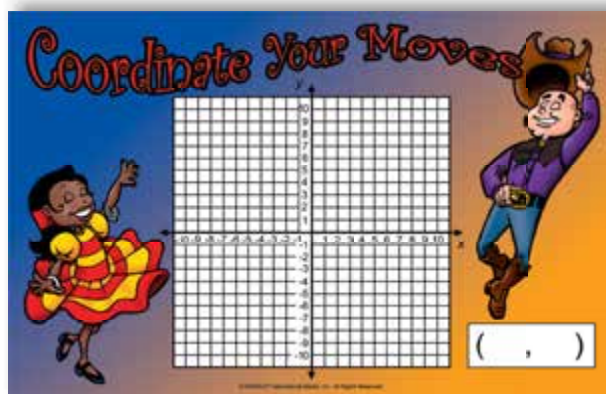
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG6RTTR	To the Races 2B Words in Context	978-1-62426-458-0	12.95		
GG6RWTP	What's the Purpose? Figure 19D Author's Purpose	978-1-62426-459-7	12.95		
GG6RAWO	A World of Facts and Opinions 10B Fact and Opinion	978-1-62426-457-3	12.95		

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: STD16RV2S Avoiding Wordiness	978-1-62426-460-3	12.95		
GG6WPPC	Pirate Punctuation and Capitalization 14D, 20A, 20B Punctuation and Capitalization	978-1-62426-461-0	12.95		
GG6WSSS	See It, Say It, Spell It, Write It 14D, 21A, 21B Spelling	978-1-62426-462-7	12.95		

Game Gallery® Gr 6 Pack and Bundles

Item #	Description	Price	Qty	Total
GGGP6	Game Pack (15 - 1 of each game—all subjects)	195.00		
GGB6M	Math Bundle (9 - 1 of each math game)	115.00		
GGB6RLA	RLA Bundle (6 - 1 of each reading & writing game)	75.00		



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

Item #	Title	ISBN	Price	Qty	Total
STD17MV2T	Gr 7 Math v2 - Teacher	978-1-62426-242-5	35.00		
STD17MV2S	Gr 7 Math v2 - Student	978-1-62426-243-2	20.00		
STD17RLAT	Gr 7 RLA - Teacher	978-1-963767-46-9	35.00		
STD17RLAS	Gr 7 RLA - Student	978-1-963767-47-6	20.00		
STD17WV4T	Gr 7 Writing v4 - Teacher	978-1-62426-817-5	35.00		
STD17WV4S	Gr 7 Writing v4 - Student	978-1-62426-818-2	20.00		

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Item #	Description	Price	Qty	Total
QSP7M	Diagnostic Series™ Math (teacher edition) Game Gallery® (5 board games)	100.00		
QSP7RLA	Diagnostic Series™ RLA and Writing (teacher edition) Game Gallery® (3 board games)	100.00		

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	12.95		
GG7MA	Area 51 7(4)(A) Proportionality. Represent and solve problems involving proportional relationships.	978-1-62426-463-4	12.95		
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	12.95		
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	12.95		
GG7MPP	Proportional Prospecting 7(5)(C) Proportionality. Solve mathematical and real-world problems involving similar shape and scale drawings.	978-1-62426-467-2	12.95		
GG7MRR	Ratio Rally 7(4)(B) Proportionality. Calculate unit rates from rates in mathematical and real-world problems.	978-1-62426-468-9	12.95		
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	12.95		
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	12.95		
GG7MSS	Symbol Slide 7(11)(A) Expressions, equations, and relationships. Model and solve equations.	978-1-62426-470-2	12.95		

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	12.95		
GG7RGRW	Greco-Roman Wordplay 2A Greek and Latin Roots and Affixes	978-1-62426-473-3	12.95		
GG7RMWG	Multifaceted Word Gems 2B Multiple-Meaning Words	978-1-62426-474-0	12.95		

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	12.95		
GG7WTWW	The Writing Wilderness 19, 19A Grammar and Usage	978-1-62426-476-4	12.95		

Game Gallery® Gr 7 Pack and Bundles

Item #	Description	Price	Qty	Total
GGGP7	Game Pack (14 - 1 of each game-all subjects)	180.00		
GGB7M	Math Bundle (9 - 1 of each math game)	115.00		
GGB7RLA	RLA Bundle (5 - 1 of each reading & writing game)	65.00		



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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		

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QSP8M	Diagnostic Series [™] Math (teacher edition) Game Gallery [®] (5 board games)	100.00		
QSP8RLA	Diagnostic Series [™] RLA and Writing (teacher editions) Game Gallery [®] (3 board games)	100.00		

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	12.95		
GG8MDBI	Don't Be Irrational 8(2)(B) Number and operations. Approximate the value of an irrational number.	978-1-62426-477-1	12.95		
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	12.95		
GG8MITF	It's Time for Jeopardy! 8(4)(E) Proportionality. Solve problems involving direct variation.	978-1-62426-480-1	12.95		
GG8MNR	Notation Rotation 8(2)(C) Number and operations. Convert between standard decimal notation and scientific notation.	978-1-62426-481-8	12.95		
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	12.95		
GG8MWWR	White-Water Rate Rafting 8(5)(A) Proportionality. Represent linear proportional situations with equations.	978-1-62426-483-2	12.95		

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	12.95		
GG8RCCT	Context Caravan to Cairo 2B Words in Context	978-1-62426-485-6	12.95		
GG8RHWC	Hadrian's Word Castle 2A Greek and Latin Roots and Affixes	978-1-62426-486-3	12.95		
GG8RSB	Supporting Bridges 10D, Figure 19D Supporting Responses by Referring to Relevant Aspects of Text	978-1-62426-487-0	12.95		

Game Gallery[®] Gr 8 Writing Board Games

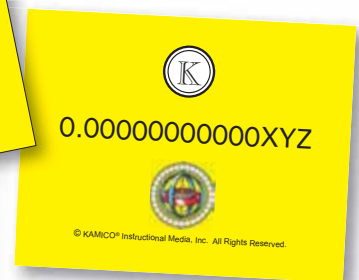
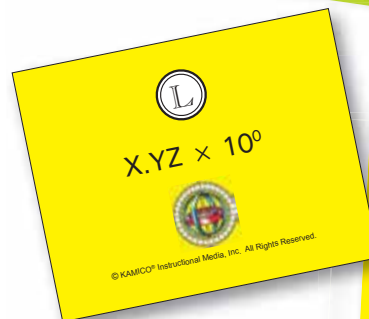
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
GG8WDT	Double Trouble 14C, 14D, 19A, 19B, 19C Sentence Construction: Avoiding Wordiness	978-1-62426-488-7	12.95		

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	12.95		

Game Gallery[®] Gr 8 Pack and Bundles

Item #	Description	Price	Qty	Total
GGGP8	Game Pack (13 - 1 of each game-all subjects)	170.00		
GGB8M	Math Bundle (7 - 1 of each math game)	90.00		
GGB8RLA	RLA Bundle (5 - 1 of each reading & writing game)	65.00		



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HIGH SCHOOL ~ STAAR CONNECTION™ CONNECTION® to the TEKS

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CONNECTION® to the TEKS Diagnostic Series™

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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 #	Description	Price	Qty	Total
QSPHSM	Diagnostic Series™ Math - Algebra I, Algebra II, and Geometry (teacher editions) Game Gallery® (4 board games)	150.00		
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GGHSMFTD	Funkytown Throw Down 3/A.5A Determining Whether Situations Can Be Represented by Linear Functions	978-1-62426-491-7	12.95		
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GGHSMMSM	Smooth Moves 2/A.4A Finding Function Values, Simplifying Polynomial Expressions, Transforming and Solving Equations, and Factoring	978-1-62426-500-6	12.95		
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GGHSRMOA	Master of Allusion [Gr. 10] 5, 7, Figure 19B; [Gr.11] 5A, 7, Figure 19B Allusions	978-1-62426-505-1	12.95		
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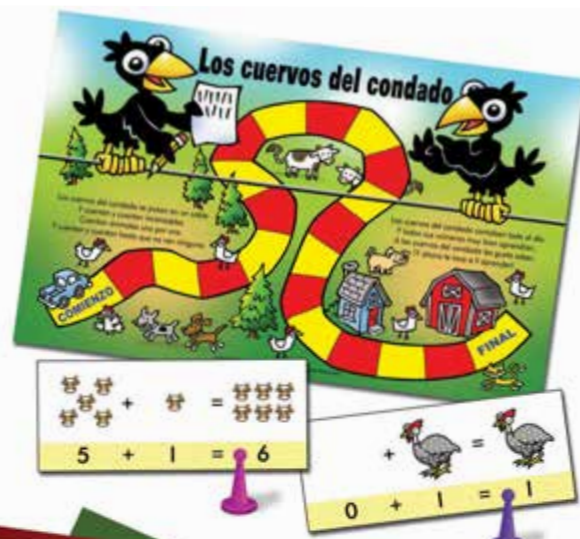
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SGG1LTDB	Tarde de bellotas 10 Hecho y fantasía	978-1-62426-524-2	12.95		
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STSDI2EV4E	Gr 2 Escritura v4 - Estudiante	978-1-62426-800-7	20.00		

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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	12.95		
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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	12.95		
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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	12.95		
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	12.95		
SGG2MS	¡Súmalo! 2(4)(A) Números y operaciones. Recordar relaciones básicas al sumar.	978-1-62426-540-2	12.95		
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	12.95		

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SGG2LLCE	Las cuatro estaciones 10 Hecho y fantasía	978-1-62426-547-1	12.95		
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SGG2LRPL	Razón para leer 3C, Figura 19A Propósito del lector	978-1-62426-552-5	12.95		

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SGG2ECDM	Celebración de mayúsculas 22B Uso de mayúsculas	978-1-62426-553-2	12.95		
SGG2EEBD	En busca de miel 17C, 17D, 21A, 21B, 21C Construcción de oraciones	978-1-62426-554-9	12.95		
SGG2ELGB	La gran búsqueda de oraciones 21B Distinguir oraciones completas e incompletas	978-1-62426-555-6	12.95		
SGG2EUPA	Un paseo a caballo 21, 21A Gramática y uso	978-1-62426-556-3	12.95		

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SGG3MUAC	Una actuación con clase 3(1)(B) Procesos matemáticos.	978-1-62426-588-4	12.95		
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SGG3MFED	Fiesta extraterrestre de la suma 3(4)(A) Números y operaciones. Resolver con facilidad problemas de suma.	978-1-62426-572-3	12.95		
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	12.95		
SGG3MHUP	Hagamos una pizza 3(5)(E) Razonamiento algebraico. Representar relaciones de la vida diaria utilizando pares de números en una tabla.	978-1-62426-573-0	12.95		
SGG3ML	¡Listo! 3(2)(D) Números y operaciones. Comparar y ordenar números enteros.	978-1-62426-574-7	12.95		
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SGG3LAEE	Atrapados en el cañón del contexto 4, 4B Pistas del contexto	978-1-62426-591-4	12.95		
SGG3LCDC	Coloquio de contexto 4, 4B Pistas del contexto)	978-1-62426-593-8	12.95		
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SGG3LLDF	Locura de fútbol 4, 4B Pistas del contexto	978-1-62426-596-9	12.95		
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SGG3LPEL	Perdido en la biblioteca 5, 12 Géneros literarios	978-1-62426-597-6	12.95		

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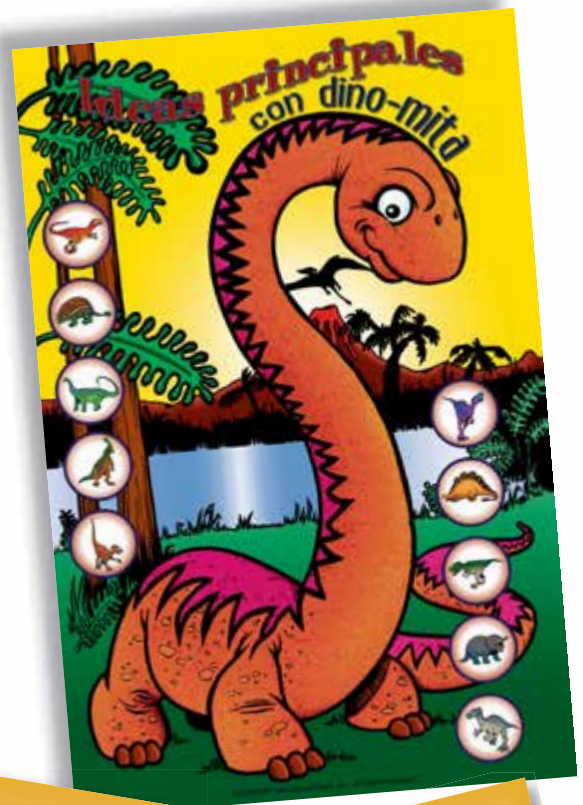
Item #	Game Title and TEKS	ISBN	Price	Qty	Total
SGG3CPDP	Principio de patrones 3a4C Explorar los patrones, sistemas y ciclos del medio ambiente	978-1-62426-603-4	12.95		

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SGG3ECO	Cocinando oraciones 22, 22A, 22B Gramática y uso	978-1-62426-600-3	12.95		
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SGG3ELID	La isla de la puntuación 23C Puntuación	978-1-62426-601-0	12.95		



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SGG4MDEN	Draco el No-redondeable 4(4)(G) Números y operaciones. Redondear números enteros para estimar soluciones.	978-1-62426-608-9	12.95		
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SGG4LCDD	Cualidades curiosas de los gatos 6A, 11A Ideas principales	978-1-62426-622-5	12.95		
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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	12.95		
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	12.95		
SGG5MDDP	Dilema de patrones 5(4)(C) Razonamiento algebraico. Generar un patrón numérico.	978-1-62426-631-7	12.95		
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	12.95		
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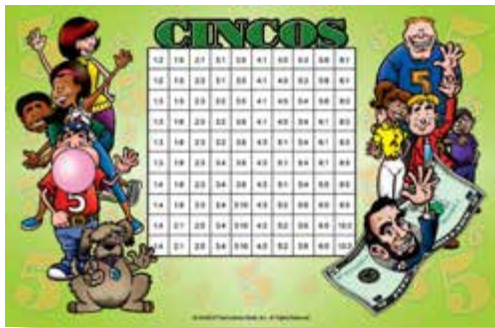
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SGG6MUMD	Una milla de medidas 6(8)(D) Expresiones, ecuaciones y relaciones. Determinar soluciones para problemas que involucran el área de rectángulos, paralelogramos, trapecios y triángulos, así como el volumen de prismas rectangulares.	978-1-62426-660-7	12.95		
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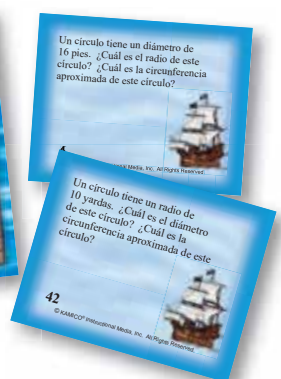


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