

KAMICO® Instructional Media, Inc.

STAAR CONNECTION™ FALL 2019

NEW! DEVELOPMENTAL SERIES™ Titles

up to
20% off
select titles

**FREE
SHIPPING**



**Sole-Source
Vendor**



PROVEN TO INCREASE STUDENT ACHIEVEMENT

STAAR CONNECTION™

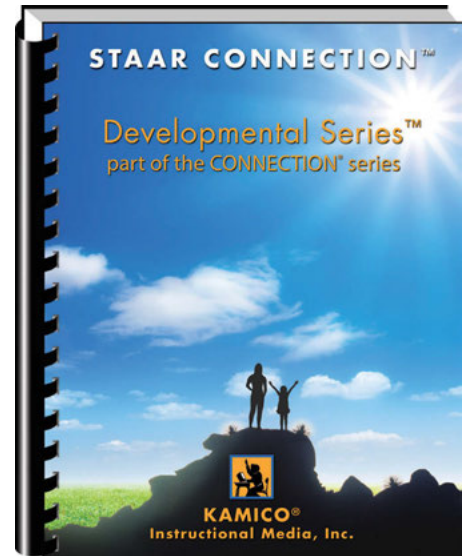
Developmental Series™

Assessments, games, activities, and investigations to develop, reinforce, and enrich TEKS for individual students, partners, small groups, teams, and entire classes

Grades 1, 2, 3, 4, 5, and 8 science

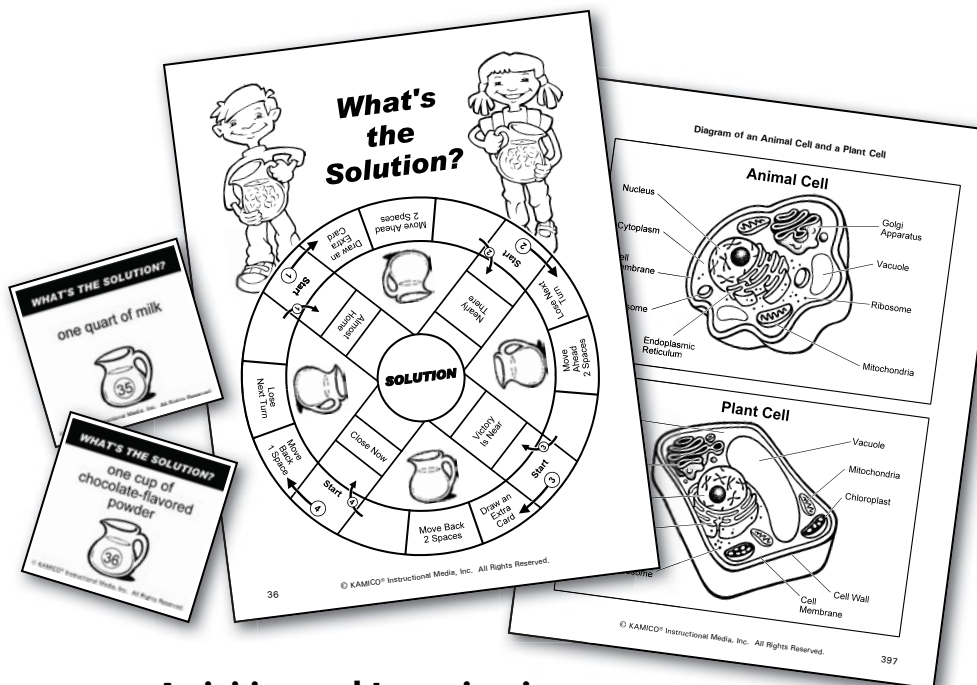
- ❖ 50 - 60 assessments and activities per grade level
- ❖ Each assessment covers a specific TEKS
- ❖ Each game, activity, or investigation reinforces or enriches a specific TEKS
- ❖ 500 - 650 pages per grade level
- ❖ Languages: English and Spanish
- ❖ Validated by scientifically based research
- ❖ Created with rich, meaningful content
- ❖ Develops and extends knowledge of TEKS
- ❖ Contains engaging, customized instruction
- ❖ Adjusts to meet various levels of cognitive demand
- ❖ Filled with enrichment activities to extend skill mastery and expand critical-thinking skills
- ❖ Facilitates peer interaction and communication
- ❖ Decreases student behavior problems
- ❖ Supports differentiated instruction

(Science books revised for streamlined standards)

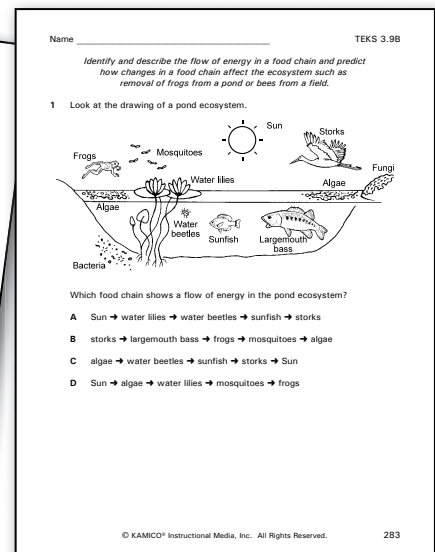


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New Releases
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Sign up for e-mail notifications, and you'll always have access to the most current quality educational materials available for all grade levels and subjects. Contact Kathy Michael, President and CEO, at 254.947.7283, or e-mail kmichael@kamico.com to sign up today.



Activities and Investigations



Assessments

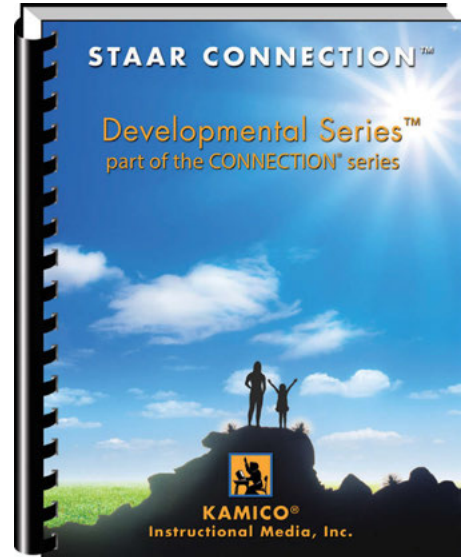
STAAR CONNECTION™

Developmental Series™

Grades 3, 4, 5 Math and Reading

Educators asked for it—we responded. KAMICO student editions now include many activity sheets, student resources, and assessments to ensure mastery of TEKS and success on STAAR. This allows educators to immediately implement KAMICO’s scientifically validated program without having to spend valuable time duplicating much of the materials.

- ❖ Teacher editions - 600-800 pages of rich, meaningful content
- ❖ Student editions - 400-600 pages of engaging activities and assessments
- ❖ Each game or activity develops, reinforces, or enriches a specific TEKS or a discrete skill described in a TEKS
- ❖ Activities and enrichments support
 - ~ project-based learning
 - ~ differentiated instruction
- ❖ Content is adjustable to meet varying levels of cognitive demand
- ❖ Enrichment activities extend skill mastery and expand critical-thinking skills
- ❖ Materials facilitate peer interaction and communication, as well as a decrease in student behavior problems



CONVERSION CONSTRUCTION

START **FINISH**

Living History For Kids
The Student Magazine about Living History
February Issue Volume IV, Issue 2

The History Lesson of a Lifetime
The Killright
In those early days, such as the bones of a mastodon and prehistoric 'beast,' Huff ran a store during the Texas Revolution. Later, after the war, Huff ran a newspaper. In 1848, he left Houston. He headed to the newly found California gold fields. He wanted to mine for gold. He wanted to be rich.
As he went west, Huff kept a diary. The diary grew to 300,000 words over two books. It tells about Huff's trip in detail. He wrote about the places he visited. He wrote about the trouble he faced. He also wrote about the people he met. The diary was passed down in Huff's family. In 2005, it was owned by Huff's great-great-grandson, Bill Stewart.

TEKS 1/2B (context clues)
Read the selection and choose the best answer to each question. Then fill in the answer on your answer document.

TEKS 2/Figure 19D (graphic organizer)
1 Study the Venn diagram.

Destiny **Gluseppe**

- employee
- works at Symphony Sandwich Shop
- manager
- understands how to deal with rude customers

Which of the following belongs in the blank?

A dislikes slicing meat
B saved money for years
C is called sandwich maestro

Plotting Out Story Map
Name _____ TEKS 2/6A (plot)

Characters **Setting** **Event 1**

Time **Place**

Resolution **Conflict**

Climax **Event 2** **Event 3**

Grams **Milligrams**

1	1,000
5	5,000
8	8,000
10	10,000

Converters

1	Millimeters
2	10
7	20
18	70
	140

Pints **Quarts**

2	1
4	2
10	
14	7

STAAR CONNECTION™

A POWERFUL, RESEARCH-BASED PROGRAM

Diagnostic Series™

Grades K – 8 and EOC Assessments

Content Areas: Math, Reading, Writing, Social Studies, and Science

- ❖ 15 - 20 formative assessments per grade level and subject area
- ❖ Languages: English and Spanish
- ❖ Covers a mixture of Readiness and Supporting TEKS assessed on STAAR on each assessment
- ❖ Validated by scientifically based research
- ❖ Filled with rich, rigorous content, such as challenging 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



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

SAMPLES:

7 These are dogs.

These are not dogs.

Look at the pictures below. Which is a picture of a dog?

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7 Enzymes are large protein molecules in the bodies of living things that act as catalysts to bring about specific biochemical reactions. The rate of reaction generated by enzymes depends on body temperature. The rates of reaction of metabolisms, which vary at different temperatures, follow a quadratic trend. At $t = -48$ degrees Celsius and at $t = 100$ degrees Celsius, the reaction rates of a chemical reaction caused by this enzyme are zero.

Which quadratic function defines the pattern of the rates of reaction of this enzyme?

A $R(t) = \frac{7}{1,296}t^2 + \frac{49}{182}t - \frac{1,352}{48}$

B $R(t) = -\frac{7}{1,296}t^2 + \frac{49}{182}t - \frac{3,925}{81}$

C $R(t) = \frac{7}{1,296}t^2 + \frac{49}{182}t + \frac{3,925}{81}$

D $R(t) = -\frac{7}{1,296}t^2 + \frac{49}{182}t + \frac{3,925}{81}$

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6 A gear is one of a set of toothed wheels that work together to change the speed, direction, or torque of a power source.

Some gears are parallel to the axis of rotation. These gears are called straight cut gears.

Some gears have teeth that are cut at an angle to the face of the gear so that they are perpendicular to the axis of rotation. These gears are called helical gears.

An industrial designer found the equation of the axis AB to be $y = -3x + 12$. The coordinates of C are $(-2, 5)$. What is the equation of the axis CD?

F $y = -3x + 1$

G $y = 3x + 1$

H $y = -3x + 11$

J $y = 3x + 11$

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Kindergarten

End-of-Course Algebra I

STAAR CONNECTION™

Educators Requested – We Created

Comprehensive Benchmarks

(new content combined with questions from Diagnostic Series™)

STAAR-Formatted, TEKS-Aligned Customizable Benchmarks

- ❖ Languages: English and Spanish
- ❖ Grades: K – 8 and EOC
- ❖ Content Areas: Math, Reading, Writing, Science, and Social Studies
- ❖ 28-50 questions per benchmark
- ❖ Comprehensive evaluation of TEKS
- ❖ STAAR-formatted questions
- ❖ Customizable for school districts and/or campuses
- ❖ Free answer keys
- ❖ Validated by scientifically based research



STAAR CONNECTION™

Quick Start Packs

*For educators beginning a new grade level, teaching a new subject, or seeking to maximize STAAR results:
Special Savings on the KAMICO program*

**Diagnostic Series™, Developmental Series™,
Game Gallery®, and CONNECTION® to Literature
included as applicable for Grades K – 8 and EOC**

- ❖ Languages: English and Spanish
- ❖ Content Areas: Math, Reading, Writing, Science, and Social Studies
- ❖ 5-10% off the price of standard purchase
- ❖ 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. There are no additional charges for travel or other expenses.

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®

STAAR-Aligned TEKS-Based Games, Activities, and Investigations Content Areas: Math, Reading, Writing, Science, and Social Studies Grades K – 12

- ❖ Languages: English and Spanish
- ❖ Develops, reinforces, and extends student knowledge of TEKS
- ❖ Created for individual students, partners, small groups, teams, and entire classes
- ❖ Supports differentiated instruction, performance, and positive behavior
- ❖ Over 300 titles
- ❖ Includes clear, concise directions
- ❖ Comes ready to play with all parts included—tokens, number cubes, calculators, rulers, etc.
- ❖ Contains colorful, engaging graphics
- ❖ Filled with enrichment activities incorporating critical thinking to extend and enhance reasoning
- ❖ Involves focused TEKS practice
- ❖ Promotes student collaboration and interaction
- ❖ Validated by scientifically based research



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



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



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 Curriculum, 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

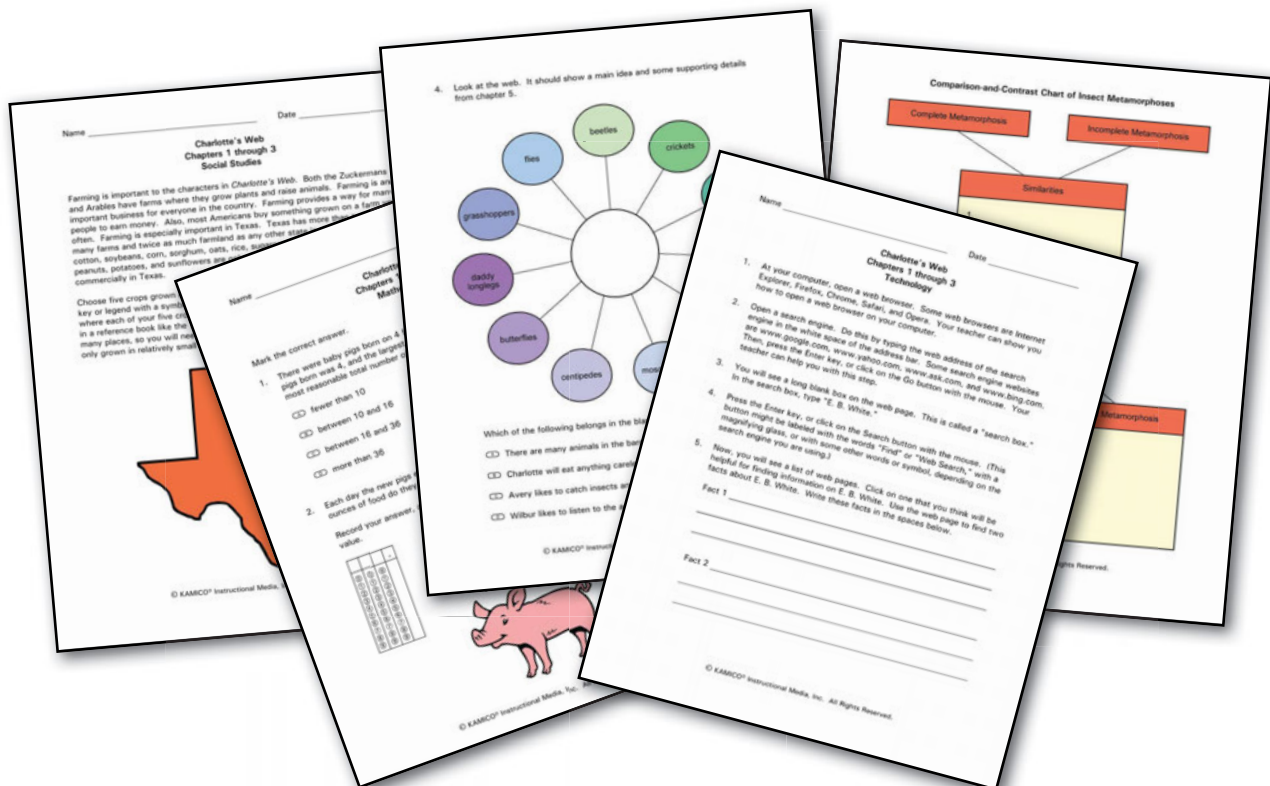
CONNECTION[®] to Literature

STAAR-Aligned TEKS-Based Study Guides 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

KINDERGARTEN ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDIKMT	K Math - Teacher	978-1-62426-325-5	25.95		
STDIKMS	K Math - Student	978-1-62426-324-8	11.00		
STDIKRT	K Reading - Teacher	978-1-62426-323-1	25.95		
STDIKRS	K Reading - Student	978-1-62426-322-4	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STBKM	K Math	3.00		
STBKR	K Reading	2.00		

CONNECTION® to Kindergarten

Teacher Edition - 1 per Teacher

Item #	Volume/Letter Buddy	ISBN	Price(\$)	Qty	Total
CKSET	A-Z - All 26 Volumes	978-1-62426-291-3	500.00		
CKA	A - Ann Atmosphere	978-1-62426-065-0	21.95		
CKB	B - Babs Bat	978-1-62426-066-7	21.95		
CKC	C - Cal Cactus	978-1-62426-067-4	21.95		
CKD	D - Deb Dandelion	978-1-62426-068-1	21.95		
CKE	E - Ed Elf Owl	978-1-62426-069-8	21.95		
CKF	F - Fred Fox	978-1-62426-070-4	21.95		
CKG	G - Golda Gardener	978-1-62426-071-1	21.95		
CKH	H - Hope Honeybee	978-1-62426-072-8	21.95		
CKI	I - Ilsa Igloo	978-1-62426-073-5	21.95		
CKJ	J - Jan Jaguar	978-1-62426-074-2	21.95		
CKK	K - Ken Komodo	978-1-62426-075-9	21.95		
CKL	L - Lulu Lobster	978-1-62426-076-6	21.95		
CKM	M - Mona Monarch	978-1-62426-077-3	21.95		
CKN	N - Nan Newt	978-1-62426-078-0	21.95		
CKO	O - Ot Musk Ox	978-1-62426-079-7	21.95		
CKP	P - Pat Plastic	978-1-62426-080-3	21.95		
CKQ	Q - Quan Quail	978-1-62426-081-0	21.95		
CKR	R - Ron River	978-1-62426-082-7	21.95		
CKS	S - Sam Sequoia	978-1-62426-083-4	21.95		
CKT	T - Ted Tarantula	978-1-62426-084-1	21.95		
CKU	U - Undersea Upton	978-1-62426-085-8	21.95		
CKV	V - Vic Volcano	978-1-62426-086-5	21.95		
CKW	W - Wanda Walrus	978-1-62426-087-2	21.95		
CKX	X - Max Fox	978-1-62426-088-9	21.95		
CKY	Y - Yoko Yellow Tang	978-1-62426-089-6	21.95		
CKZ	Z - Zip Zebra	978-1-62426-090-2	21.95		

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 Games

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

Game Gallery® Kindergarten Reading Games

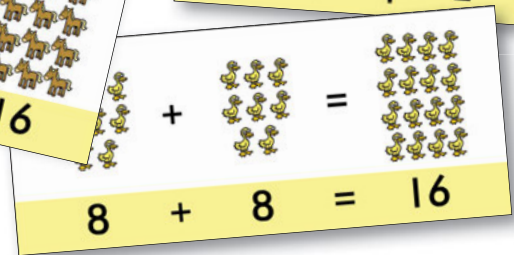
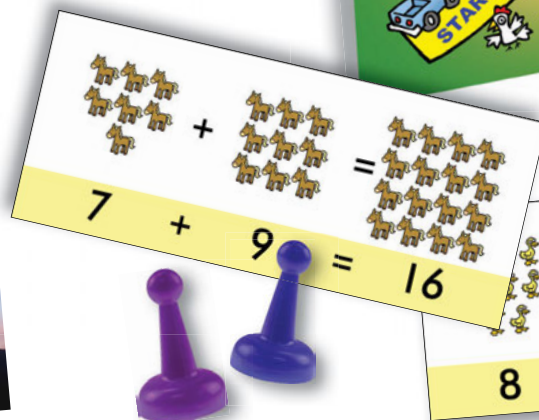
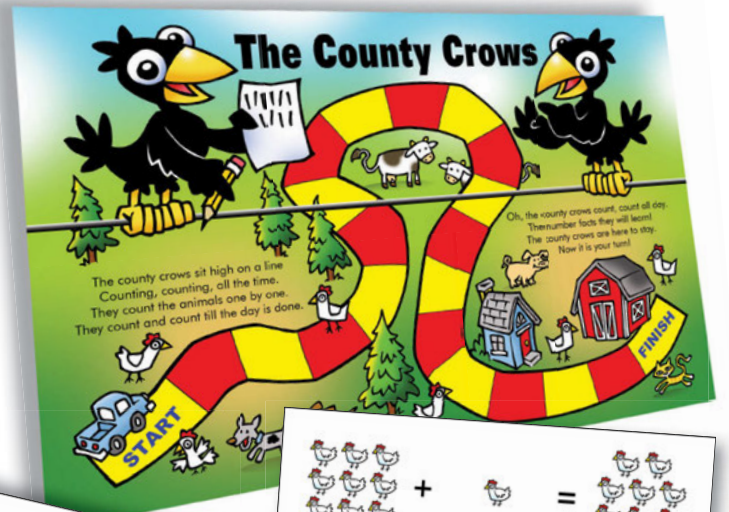
Item #	Description	Price(\$)	Qty	Total
GGKRBD	Barnyard Dance 5(A) Reading/Vocabulary Development. Identify and use words that name directions, positions, and locations.	10.95		

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		

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		



GRADE 1 ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDI1MV2T	Gr 1 Math v2 - Teacher	978-1-62426-230-2	25.95		
STDI1MV2S	Gr 1 Math v2 - Student	978-1-62426-231-9	11.00		
STDI1RT	Gr 1 Reading - Teacher	978-1-62426-009-4	25.95		
STDI1RS	Gr 1 Reading - Student	978-1-62426-010-0	11.00		
STDI1WV2T	Gr 1 Writing v2 - Teacher	978-1-62426-011-7	25.95		
STDI1WV2S	Gr 1 Writing v2 - Student	978-1-62426-012-4	11.00		
STDI1SV2T	Gr 1 Science v2 - Teacher	978-1-62426-369-9	25.95		
STDI1SV2S	Gr 1 Science v2 - Student	978-1-62426-370-5	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STB1M	Gr 1 Math	3.50		
STB1R	Gr 1 Reading	3.00		
STB1W	Gr 1 Writing	3.00		
STB1S	Gr 1 Science	3.00		

STAAR CONNECTION™ Developmental Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDE1RT	Gr 1 Reading - Teacher	978-1-62426-079-7	59.95		
STDE1RS	Gr 1 Reading - Student qty 1 - 50 (minimum 20)	978-1-62426-080-3	19.95		
STDE1RS	Gr 1 Reading - Student qty 51 - 100	978-1-62426-080-3	17.95		
STDE1RS	Gr 1 Reading - Student qty 101+	978-1-62426-080-3	15.95		
STDE1SV2T	Gr 1 Science v2 - Teacher	978-1-62426-391-0	49.95		
STDE1SV2S	Gr 1 Science v2 - Student	978-1-62426-392-7	12.00		

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 Murrel Murrel	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 Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG1MCS	Circus Solutions 1(3)(E) Number and operations. Explain strategies used to solve addition and subtraction problems using number sentences.	10.95		
GG1MFFF	Fact Family Fun 1(3)(D), 1(3)(E) Number and operations. Explain strategies used to solve addition and subtraction problems.	10.95		
GG1MFFA	Fishin' for Addition 1(1)(D) Mathematical processes. Communicate mathematical ideas using symbols and language.	10.95		
GG1MGYM	Get Your Mole to Its Hole! 1(6)(H) Geometry and measurement. Identify examples and non-examples of halves.	10.95		
GG1MOS	Operation Station 1(3)(F) Number and operations. Generate and solve problems in problem-solving situations.	10.95		
GG1MPP	Perfect Pairs 1(6)(D), 1(6)(E) Geometry and measurement. Identify and describe attributes of 2-D and 3-D figures.	10.95		

Game Gallery® Gr 1 Math Games (continued)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG1MSW	Say What? 1(1)(G) Mathematical processes. Display, explain, and justify mathematical ideas.	10.95		
GG1MSK	Spy Kids 1(1)(B) Mathematical processes. Use problem-solving models.	10.95		

Game Gallery® Gr 1 Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG1RAA	Acorn Afternoon 10 Fact and Fantasy	10.95		
GG1RBBB	Bed Bug Boogie 15A Following Directions	10.95		
GG1RAFO	A Field of Character Traits 9B Character Traits	10.95		
GG1RWAB	Words and Bubbles 6E Beginning Dictionary Skills	10.95		
GG1RWW	Word Wonderland 3A, 6C Context Clues	10.95		
GG1RAZO	A Zoo-ful of Main Ideas 9A, 14A Main Ideas and Details	10.95		

Game Gallery® Gr 1 Writing Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG1WCC	Capitalization Cookies 21B Capitalization	10.95		
GG1WSS	Sentence Science 20, 20A, 20C Grammar and Usage	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	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
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		



GRADE 2 ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDI2MV2T	Gr 2 Math v2 - Teacher	978-1-62426-232-6	25.95		
STDI2MV2S	Gr 2 Math v2 - Student	978-1-62426-233-3	11.00		
STDI2RT	Gr 2 Reading - Teacher	978-1-62426-016-2	25.95		
STDI2RS	Gr 2 Reading - Student	978-1-62426-017-9	11.00		
STDI2WV2T	Gr 2 Writing v2 - Teacher	978-1-62426-018-6	25.95		
STDI2WV2S	Gr 2 Writing v2 - Student	978-1-62426-019-3	11.00		
STDI2SV2T	Gr 2 Science v2 - Teacher	978-1-62426-371-2	25.95		
STDI2SV2S	Gr 2 Science v2 - Student	978-1-62426-372-9	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STB2M	Gr 2 Math	3.50		
STB2R	Gr 2 Reading	3.00		
STB2W	Gr 2 Writing	3.00		
STB2S	Gr 2 Science	3.00		

STAAR CONNECTION™ Developmental Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDE2RT	Gr 2 Reading - Teacher	978-1-62426-081-0	59.95		
STDE2RS	Gr 2 Reading - Student qty 1 - 50 (minimum 20)	978-1-62426-082-7	19.95		
STDE2RS	Gr 2 Reading - Student qty 51 - 100	978-1-62426-082-7	17.95		
STDE2RS	Gr 2 Reading - Student qty 101+	978-1-62426-082-7	15.95		
STDE2SV2T	Gr 2 Science v2 - Teacher	978-1-62426-903-5	49.95		
STDE2SV2S	Gr 2 Science v2 - Student	978-1-62426-904-2	12.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price(\$)	Qty	Total
CLATH	Alexander and the Terrible, Horrible, No Good, Very Bad Day	978-1-62426-179-4	8.95		
CLAWU	Alexander, Who Used to Be Rich Last Sunday	978-1-62426-180-0	8.95		
CLAS	Arrow to the Sun	978-1-62426-189-3	8.95		
CLBI	Brave Irene	978-1-62426-190-9	8.95		
CLTLG	The Lady of Guadalupe	978-1-62426-181-7	8.95		
CLLYF	Love You Forever	978-1-62426-182-4	8.95		
CLMSC	Mr. Sugar Came to Town	978-1-62426-227-2	8.95		
CLTTP	The Tale of Peter Rabbit	978-1-62426-192-3	8.95		
CLTTS	The True Story of the 3 Little Pigs	978-1-62426-194-7	8.95		

Game Gallery® Gr 2 Math Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG2MCT	Color Time 2(9)(G) Geometry and measurement. Read and write time.	10.95		
GG2MESO	Even Steven vs. Odd Todd 2(7)(A) Algebraic reasoning. Determine whether a number is even or odd.	10.95		
GG2MER	Elevator Ride 2(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	10.95		
GG2MFF	Farm Factors 2(6)(A) Number and operations. Model, create, and describe contextual multiplication situations.	10.95		
GG2MFTA	Feed the Animals at the Petting Zoo 2(5)(A) Number and operations. Determine the value of a collection of coins.	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.	10.95		
GG2MLR	Let's Roll! 2(1)(D) Mathematical processes. Communicate mathematical ideas, reasoning, and their implications using multiple representations.	10.95		
GG2MMJP	Multiplication Jigsaw Puzzle 2(6)(A) Number and operations. Describe contextual multiplication situations in which equivalent sets of objects are formed.	10.95		
GG2MSAP	Stars and Planets 2(2)(B) Number and operations. Use standard, word, and expanded forms to represent numbers.	10.95		

Game Gallery® Gr 2 Math Games (continued)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG2MS	Swat 2(2)(D) Number and operations. Use place value to compare and order whole numbers.	10.95		
GG2MT	Target 2(1)(D) Mathematical processes. Communicate mathematical ideas, reasoning, and their implications using multiple representations.	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.	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.	10.95		
GG2MYAU	You Add Up! 2(4)(A) Number and operations. Recall basic addition facts.	10.95		

Game Gallery® Gr 2 Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG2RBOB	Battle of the Books 3C, Figure 19A Reader's Purpose	10.95		
GG2RBBB	Bear's Book Bag 6 Genres	10.95		
GG2RBMI	Beastly Main Ideas 9, 14A Main Ideas and Details	10.95		
GG2RFS	Four Seasons 10 Fact and Fantasy	10.95		
GG2RGGO	Galloping Graphic Organizers Figure 19D Represent Text in Different Ways	10.95		
GG2RMI	Mark It, Max 14 Forms of Text	10.95		
GG2RNFN	Names for Nina 1 Literary Terms: Title, Author, and Illustrator	10.95		
GG2RRFR	Reason for Reading 3C, Figure 19A Reader's Purpose	10.95		
GG2RWAW	Where and When Did It Happen? Figure 19D Setting	10.95		
GG2RWW	Word War 5C Synonyms and Antonyms	10.95		

Game Gallery® Gr 2 Writing Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG2WCC	Capitalization Celebration 22B Capitalization	10.95		
GG2WTGS	The Great Sentence Search 21B Distinguishing Complete and Incomplete Sentences	10.95		
GG2WHH	Honey Hunt 17C, 17D, 21A, 21B, 21C Sentence Construction	10.95		
GG2WQHP	Quarter Horse Promenade 21, 21A Grammar and Usage	10.95		

Game Gallery® Gr 2 Science Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG2SRR	Resource Race 1C Conserve natural resources, reuse or recycle paper, plastic, and metal	10.95		
GG2STT	Tantalizing Temperatures 2C Reading a thermometer	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	ELA 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) Game Gallery® (15 most popular games) CONNECTION® to Literature (9 - 1 of each title)	330.00		



GRADE 3 ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDI3MV2T	Gr 3 Math v2 - Teacher	978-1-62426-234-0	25.95		
STDI3MV2S	Gr 3 Math v2 - Student	978-1-62426-235-7	11.00		
STDI3RT	Gr 3 Reading - Teacher	978-1-62426-023-0	25.95		
STDI3RS	Gr 3 Reading - Student	978-1-62426-024-7	11.00		
STDI3WV2T	Gr 3 Writing v2 - Teacher	978-1-62426-025-4	25.95		
STDI3WV2S	Gr 3 Writing v2 - Student	978-1-62426-026-1	11.00		
STDI3SV2T	Gr 3 Science v2 - Teacher	978-1-62426-373-6	25.95		
STDI3SV2S	Gr 3 Science v2 - Student	978-1-62426-374-3	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STB3M	Gr 3 Math	3.50		
STB3R	Gr 3 Reading	3.00		
STB3W	Gr 3 Writing	2.00		
STB3S	Gr 3 Science	2.00		

STAAR CONNECTION™ Developmental Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDE3MT	Gr 3 Math - Teacher	978-1-62426-071-1	59.95		
STDE3MS	Gr 3 Math - Student qty 1 - 50 (minimum 20)	978-1-62426-072-8	19.95		
STDE3MS	Gr 3 Math - Student qty 51 - 100	978-1-62426-072-8	17.95		
STDE3MS	Gr 3 Math - Student qty 101+	978-1-62426-072-8	15.95		
STDE3RT	Gr 3 Reading - Teacher	978-1-62426-921-9	59.95		
STDE3RS	Gr 3 Reading - Student qty 1 - 50 (minimum 20)	978-1-62426-922-6	19.95		
STDE3RS	Gr 3 Reading - Student qty 51 - 100	978-1-62426-922-6	17.95		
STDE3RS	Gr 3 Reading - Student qty 101+	978-1-62426-922-6	15.95		
STDE3SV2T	Gr 3 Science v2 - Teacher	978-1-62426-905-9	49.95		
STDE3SV2S	Gr 3 Science v2 - Student	978-1-62426-906-6	12.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price(\$)	Qty	Total
CLTAC	The Adventures of Connie and Diego	978-1-62426-223-4	8.95		
CLTDM	The Desert Mermaid	978-1-62426-225-8	8.95		
CLFP	Family Pictures	978-1-62426-216-6	8.95		
CLTFW	The Fool of the World and the Flying Ship	978-1-62426-191-6	8.95		
CLFJ	Freckle Juice	978-1-62426-186-2	16.95		
CLHH	Henry Huggins	978-1-62426-187-9	16.95		
CLRP	Ramona the Pest	978-1-62426-188-6	16.95		
CLSC	Song of the Chirimia	978-1-62426-228-9	8.95		

Game Gallery® Gr 3 Math Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG3MAB	About Bingo 3(4)(B) Number and operations. Round whole numbers to estimate solutions to problems.	10.95		
GG3MAFO	Alien Feast of Adding 3(4)(A) Number and operations. Solve with fluency problems involving addition.	10.95		
GG3MAIT	All in the Family 3(4)(J) Number and operations. Identify related multiplication and division sentences.	10.95		
GG3MCYB	Can You Believe It? 3(4)(B) Number and operations. Round whole numbers.	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.	10.95		
GG3MCC	Count Crackula 3(4)(E) Number and operations. Represent multiplication facts by using a variety of approaches.	10.95		
GG3MEV	Estimation Vacation 3(4)(B) Number and operations. Round whole numbers to a given place value.	10.95		

Game Gallery® Gr 3 Math Games (continued)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG3MEAP	Extend a Pair 3(5)(E) Algebraic reasoning. Represent real-world relationships using number pairs in a table.	10.95		
GG3MFFF	Find Freddy's Fractions 3(3)(H) Number and operations. Compare two fractions using symbols, words, objects, and pictorial models.	10.95		
GG3MFA	Fraction Action 3(3)(F) Number and operations. Represent equivalent fractions.	10.95		
GG3MFC	Fractional Concentration 3(3)(A) Number and operations. Represent fractions using pictorial models.	10.95		
GG3MGTK	Get to Know Your National Parks 3(2)(A) Number and operations. Compose and decompose numbers.	10.95		
GG3MGIA	Give It a Second Chance 3(1)(C) Mathematical processes. Select tools and techniques to solve problems.	10.95		
GG3MGT	Good Times 3(4)(K) Number and operations. Solve multiplication problems.	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.	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.	10.95		
GG3MIT	It's Time to Catch a Fish 3(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	10.95		
GG3MMM	Market Math 3(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	10.95		
GG3MOU	Order Up! 3(2)(D) Number and operations. Compare and order whole numbers.	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.	10.95		
GG3MPB	Piggy Bank 3(4)(C) Number and operations. Determine the value of a collection of coins and bills.	10.95		
GG3MRR	Rodeo Roundup! 3(4)(B) Number and operations. Round whole numbers and estimate solutions to problems.	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.	10.95		
GG3MSIL	Step in Line 3(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	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.	10.95		
GG3MTAM	Table-A-Mia Make-A-Pizza 3(5)(E) Algebraic reasoning. Represent real-world relationships using number pairs in a table.	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.	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.	10.95		
GG3MTEA	To Estimation and Beyond 3(4)(B) Number and operations. Round whole numbers and estimate solutions to problems.	10.95		
GG3MUCS	U Can Solve Anything 3(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	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.	10.95		
GG3MYC	You Can Make a Difference! 3(4)(A) Number and operations. Solve with fluency one-step and two-step subtraction problems.	10.95		

GRADE 3 (Continued) ~ STAAR CONNECTION™

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

ORDER FORM

Game Gallery® Gr 3 Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG3RCIC	Caught in Context Canyon 4, 4B Context Clues	10.95		
GG3RCC	Context Colloquium 4, 4B Context Clues	10.95		
GG3RDMM	Dino-mite Main Ideas 8A, 13A Main Ideas and Details	10.95		
GG3RFFA	Feline Facts and Opinions 14 Fact and Opinion	10.95		
GG3RFF	Football Frenzy 4, 4B Context Clues	10.95		
GG3RLIT	Lost in the Library 5, 12 Features of Genres	10.95		
GG3RPW	Puzzling Words 4A Prefixes and Suffixes	10.95		
GG3RWID	Write It Down, Rita 13 Forms of Text	10.95		

Game Gallery® Gr 3 Writing Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG3WACI	A Capital Idea 17D, 23B Capitalization	10.95		
GG3WCU	Cooking Up Sentences 22, 22A, 22C Grammar and Usage	10.95		
GG3WPI	Punctuation Island 23C Punctuation	10.95		
GG3WSS	Sentence Search 17C, 17D, 22A, 22B, 22C Sentence Construction	10.95		

Game Gallery® Gr 3 Science Games

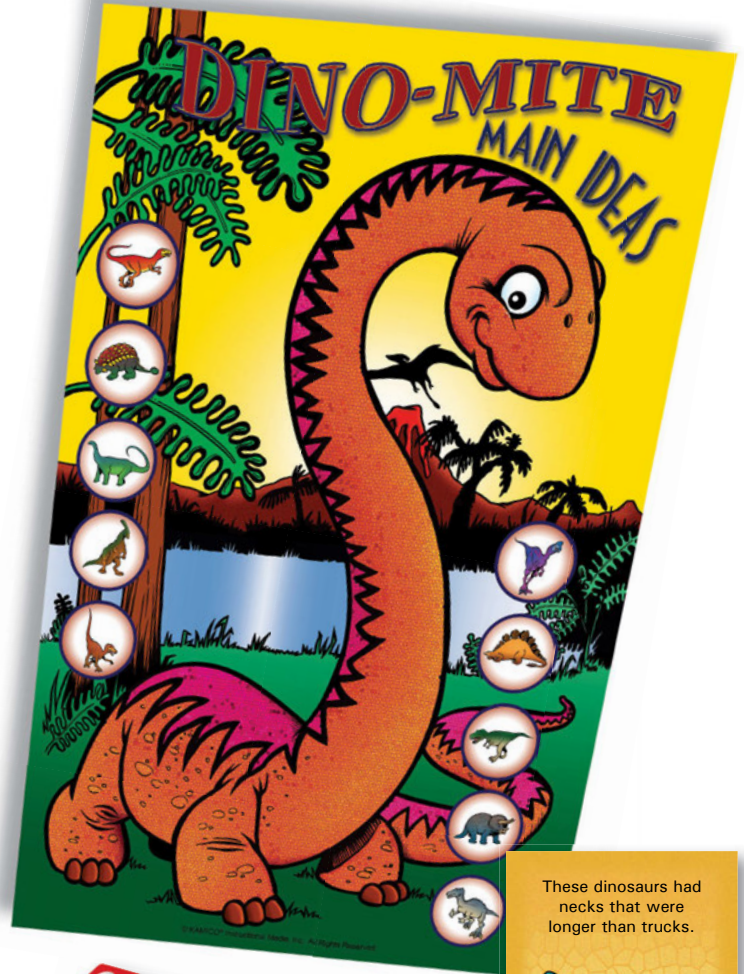
Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG3SPP	Pattern Principle 3a4C Explore Patterns, Systems, and Cycles within Environments	10.95		

Game Gallery® Gr 3 Pack and Bundles SPECIAL SAVINGS!

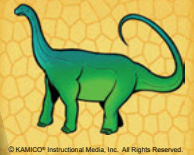
Item #	Description	Price(\$)	Qty	Total
GGGP3	Game Pack (45 - 1 of each game—all subjects)	430.00		
GGB3M	Math Bundle (32 - 1 of each math game)	320.00		
GGB3ELA	ELA Bundle (12 - 1 of each reading & writing game)	120.00		

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

Item #	Description	Price(\$)	Qty	Total
QSP3	Diagnostic Series™ (1 of each teacher edition) Game Gallery® (15 most popular games) CONNECTION® to Literature (8 titles)	330.00		



These dinosaurs had necks that were longer than trucks.



People know about dinosaurs from fossils.



Ankylosaurus had a club at the end of its tail that it could swing back and forth.



Ten turtles all of his action figures in 9 at the Pattern Playground. At 11:01 a.m. on 11-10 a.m., Ron has 42 figures left in his 11:20 a.m. Ron has 35 of the action figures left in his 11:30 a.m. Ron will have to dig up 28 figures if this pattern continues, at what time will Ron have 7 action figures left to dig up?



Judy and Jane are playing with 3 sets of Pattern Playground. The girls take turns before it bounces again. Judy picks up 5 jacks on her 1st turn, 10 jacks on her 2nd turn, and 15 jacks on her 3rd turn. If this pattern continues, how many jacks will Judy pick up on her 5th turn?



GRADE 4 ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDI4MV2T	Gr 4 Math v2 - Teacher	978-1-62426-236-4	25.95		
STDI4MV2S	Gr 4 Math v2 - Student	978-1-62426-237-1	11.00		
STDI4RT	Gr 4 Reading - Teacher	978-1-62426-030-8	25.95		
STDI4RS	Gr 4 Reading - Student	978-1-62426-031-5	11.00		
STDI4WV3T	Gr 4 Writing v3 - Teacher	978-1-62426-032-2	25.95		
STDI4WV3S	Gr 4 Writing v3 - Student	978-1-62426-033-9	11.00		
STDI4SV2T	Gr 4 Science v2 - Teacher	978-1-62426-375-0	25.95		
STDI4SV2S	Gr 4 Science v2 - Student	978-1-62426-376-7	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STB4M	Gr 4 Math	4.00		
STB4R	Gr 4 Reading	3.00		
STB4W	Gr 4 Writing	2.00		
STB4S	Gr 4 Science	3.00		

STAAR CONNECTION™ Developmental Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDE4MT	Gr 4 Math - Teacher	978-1-62426-073-5	59.95		
STDE4MS	Gr 4 Math - Student qty 1 - 50 (minimum 20)	978-1-62426-074-2	19.95		
STDE4MS	Gr 4 Math - Student qty 51 - 100	978-1-62426-074-2	17.95		
STDE4MS	Gr 4 Math - Student qty 101+	978-1-62426-074-2	15.95		
STDE4RT	Gr 4 Reading - Teacher	978-1-62426-923-3	59.95		
STDE4RS	Gr 4 Reading - Student qty 1 - 50 (minimum 20)	978-1-62426-924-4	19.95		
STDE4RS	Gr 4 Reading - Student qty 51 - 100	978-1-62426-924-4	17.95		
STDE4RS	Gr 4 Reading - Student qty 101+	978-1-62426-924-4	15.95		
STDE4WT	Gr 4 Writing - Teacher	978-1-62426-067-4	59.95		
STDE4WS	Gr 4 Writing - Student qty 1 - 50 (minimum 20)	978-1-62426-068-1	19.95		
STDE4WS	Gr 4 Writing - Student qty 51 - 100	978-1-62426-068-1	17.95		
STDE4WS	Gr 4 Writing - Student qty 101+	978-1-62426-068-1	15.95		
STDE4SV2T	Gr 4 Science v2 - Teacher	978-1-62426-397-2	49.95		
STDE4SV2S	Gr 4 Science v2 - Student	978-1-62426-398-9	12.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price(\$)	Qty	Total
CLCW	Charlotte's Web	978-1-62426-185-5	16.95		
CLTIH	The Invisible Hunters	978-1-62426-226-5	8.95		
CLJGP	James and the Giant Peach	978-1-62426-195-4	16.95		
CLTFG	Tales of a Fourth Grade Nothing	978-1-62426-292-0	16.95		
CLUNH	Uncle Nacho's Hat	978-1-62426-217-3	8.95		

Game Gallery® Gr 4 Math Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG4MBAE	Be an Expert Angler! 4(6)(C) Geometry and measurement. Identify acute, right, and obtuse angles.	10.95		
GG4MCD	Cardboard Decimals 4(4)(A) Number and operations. Add and subtract decimals.	10.95		
GG4MDTC	Dare to Compare 4(2)(C) Number and operations. Compare and order whole numbers and represent comparisons using symbols.	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.	10.95		
GG4MDFY	Don't Misstep Your Steps 4(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	10.95		
GG4MDTU	Draco the Unroundable 4(4)(G) Number and operations. Round whole numbers to estimate solutions to problems.	10.95		

Game Gallery® Gr 4 Math Games (continued)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG4MTGA	The Great American Road Race 4(4)(A) Number and operations. Add and subtract whole numbers.	10.95		
GG4MIAW	I Am... Who Is...? 4(4)(F) Number and operations. Divide up to a four-digit dividend by a one-digit divisor.	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.	10.95		
GG4MMM	Multiplication Migration 4(4)(D) Number and operations. Solve problems with multiplication.	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.	10.95		
GG4MRC	Relation Concentration 4(2)(G) Number and operations. Relate decimals to fractions.	10.95		
GG4MSSS	Sam's Shopping Spree 4(4)(H) Number and operations. Divide to find solutions to problems.	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.	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.	10.95		
GG4MWYS	What's Your Sign? 4(3)(D) Number and operations. Compare fractions using symbols.	10.95		
GG4MXM	X-treme Multiplication 4(4)(D) Number and operations. Use strategies and algorithms to multiply.	10.95		

Game Gallery® Gr 4 Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG4RCFA	Canine Facts and Opinions 11B Fact and Opinion	10.95		
GG4RCC	Cat Curiosities 6A, 11A Main Ideas	10.95		
GG4RPOA	Plan of Attack 6, 11C Text Organization	10.95		
GG4RWCB	Word Construction Bingo 2A Prefixes and Suffixes	10.95		
GG4RWW	Word Wrangler 2B Context Clues	10.95		

Game Gallery® Gr 4 Writing Games

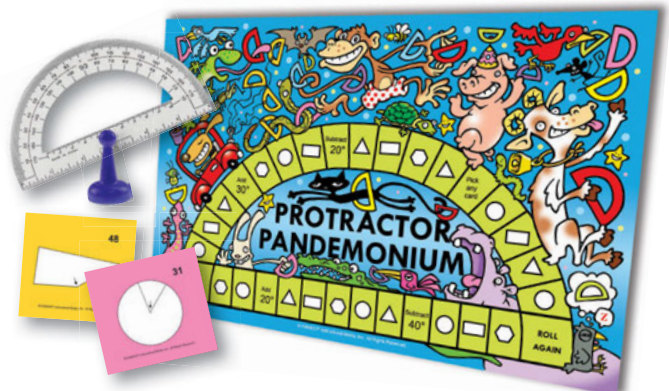
Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG4WCB	Capitalization Bingo 15D, 21B Capitalization	10.95		
GG4WWW	What's Wrong with Me? 20, 20A, 20C Grammar and Usage	10.95		
GG4WYBS	You've Been Sentenced! 15C, 15D, 20A, 20B, 20C Sentence Construction	10.95		

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	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
QSP4	Diagnostic Series™ (1 of each teacher edition) Developmental Series™ (1 teacher edition) Game Gallery® (15 most popular games) CONNECTION® to Literature (3 titles)	335.00		



GRADE 5 ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STD15MV2T	Gr 5 Math v2 - Teacher	978-1-62426-238-8	25.95		
STD15MV2S	Gr 5 Math v2 - Student	978-1-62426-239-5	11.00		
STD15RT	Gr 5 Reading - Teacher	978-1-62426-038-4	25.95		
STD15RS	Gr 5 Reading - Student	978-1-62426-039-1	11.00		
STD15WV2T	Gr 5 Writing v2 - Teacher	978-1-62426-040-7	25.95		
STD15WV2S	Gr 5 Writing v2 - Student	978-1-62426-041-4	11.00		
STD15SV2T	Gr 5 Science v2 - Teacher	978-1-62426-377-4	25.95		
STD15SV2S	Gr 5 Science v2 - Student	978-1-62426-378-1	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STB5M	Gr 5 Math	4.00		
STB5R	Gr 5 Reading	3.00		
STB5W	Gr 5 Writing	2.00		
STB5S	Gr 5 Science	3.00		

STAAR CONNECTION™ Developmental Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDE5MT	Gr 5 Math - Teacher	978-1-62426-075-9	59.95		
STDE5MS	Gr 5 Math - Student qty 1 - 50 (minimum 20)	978-1-62426-076-6	19.95		
STDE5MS	Gr 5 Math - Student qty 51 - 100	978-1-62426-076-6	17.95		
STDE5MS	Gr 5 Math - Student qty 101+	978-1-62426-076-6	15.95		
STDE5RT	Gr 5 Reading - Teacher	978-1-62426-925-7	59.95		
STDE5RS	Gr 5 Reading - Student qty 1 - 50 (minimum 20)	978-1-62426-926-4	19.95		
STDE5RS	Gr 5 Reading - Student qty 51 - 100	978-1-62426-926-4	17.95		
STDE5RS	Gr 5 Reading - Student qty 101+	978-1-62426-926-4	15.95		
STDE5SV2T	Gr 5 Science v2 - Teacher	978-1-62426-399-6	49.95		
STDE5SV2S	Gr 5 Science v2 - Student	978-1-62426-900-4	12.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price(\$)	Qty	Total
CLJGP	James and the Giant Peach	978-1-62426-195-4	16.95		

Game Gallery® Gr 5 Math Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG5MDAC	Divide and Conquer Everest! 5(3)(C) Number and operations. Solve division problems.	10.95		
GG5MDYMU	Do You Measure Up? 5(7) Geometry and measurement. Solve problems by calculating conversions within a measurement system, customary or metric.	10.95		
GG5MEB	Experimental Bingo 5(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life, society, and the workplace.	10.95		
GG5MTGAV	The Great Add-Venture 5(3)(K) Number and operations. Add positive rational numbers fluently.	10.95		
GG5MIM	Ironman Math 5(1)(E) Mathematical processes. Create and use representations to organize, record, and communicate mathematical ideas.	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.	10.95		
GG5MMDG	Money Doesn't Grow on Trees 5(1)(A) Mathematical processes. Apply mathematics to problems arising in everyday life.	10.95		
GG5MMM	Multiplication Motocross 5(3)(B) Number and operations. Multiply with fluency a three-digit number by a two-digit number.	10.95		
GG5MPJ	Pattern Jeopardy 5(4)(C) Algebraic reasoning. Generate a numerical pattern.	10.95		
GG5MPP	Pattern Predicament 5(4)(C) Algebraic reasoning. Generate a numerical pattern.	10.95		

Game Gallery® Gr 5 Math Games (continued)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
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.	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.	10.95		
GG5MVOI	Volumes of Ice 5(4)(H) Algebraic reasoning. Represent and solve problems related to volume.	10.95		

Game Gallery® Gr 5 Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG5RDD	Definition Derby 2B Multiple-Meaning Words	10.95		
GG5RSFO	Fifty-State Facts and Opinions 11B Fact and Opinion	10.95		
GG5RMMI	Matching Main Ideas 6A, 11A Main Ideas	10.95		
GG5RSS	Sequence Scramble 6A, 11C, Figure 19E Chronology	10.95		
GG5RWR	Word Race 2B Words in Context	10.95		

Game Gallery® Gr 5 Writing Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG5WCTM	Catch Those Mistakes! 20, 20A, 20C Grammar and Usage	10.95		
GG5WPPA	Pioneer Punctuation and Capitalization 15D, 21A, 21B Punctuation and Capitalization	10.95		
GG5WTW	This Way to Spell-Right Station 22A, 22B, 22D Spelling	10.95		

Game Gallery® Gr 5 Science Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG5SEIA	Energy in Action Forms of Energy	10.95		
GG5SLHA	Lab Hazards and Precautions Laboratory Safety	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	Diagnostic Series™ (1 of each teacher edition) Developmental Series™ (1 teacher edition) Game Gallery® (17 most popular games) CONNECTION® to Literature (1 title)	335.00		



GRADE 6 ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STD16MV2T	Gr 6 Math v2 - Teacher	978-1-62426-240-1	25.95		
STD16MV2S	Gr 6 Math v2 - Student	978-1-62426-241-8	11.00		
STD16RT	Gr 6 Reading - Teacher	978-1-62426-046-9	25.95		
STD16RS	Gr 6 Reading - Student	978-1-62426-047-6	11.00		
STD16WV2T	Gr 6 Writing v2 - Teacher	978-1-62426-048-3	25.95		
STD16WV2S	Gr 6 Writing v2 - Student	978-1-62426-049-0	11.00		
STD16SV2T	Gr 6 Science v2 - Teacher	978-1-62426-379-8	25.95		
STD16SV2S	Gr 6 Science v2 - Student	978-1-62426-380-4	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STB6M	Gr 6 Math	3.00		
STB6R	Gr 6 Reading	4.00		
STB6W	Gr 6 Writing	2.00		
STB6S	Gr 6 Science	3.00		

Game Gallery® Gr 6 Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG6RTR	To the Races 2B Words in Context	10.95		
GG6RWTP	What's the Purpose? Figure 19D Author's Purpose	10.95		
GG6RAWO	A World of Facts and Opinions 10B Fact and Opinion	10.95		

Game Gallery® Gr 6 Writing Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG6WGCA	Getting Carried Away 14C, 14D, 19A, 19C Sentence Construction: Avoiding Wordiness	10.95		
GG6WPPC	Pirate Punctuation and Capitalization 14D, 20A, 20B Punctuation and Capitalization	10.95		
GG6WSSS	See It, Say It, Spell It, Write It 14D, 21A, 21B Spelling	10.95		

Game Gallery® Gr 6 Pack and Bundles SPECIAL SAVINGS!

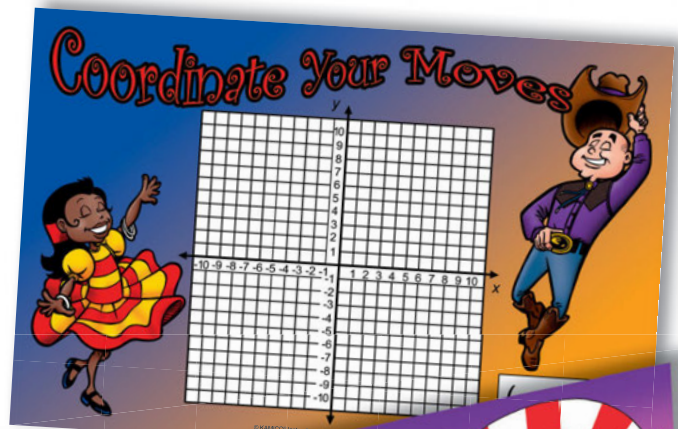
Item #	Description	Price(\$)	Qty	Total
GGP6	Game Pack (15 - 1 of each game—all subjects)	150.00		
GGB6M	Math Bundle (9 - 1 of each math game)	90.00		
GGB6ELA	ELA Bundle (6 - 1 of each reading & writing game)	60.00		

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™ Reading and Writing (teacher editions) Game Gallery® (6 - 1 of each reading & writing game)	110.00		
QSP6S	Diagnostic Series™ Science (teacher edition) Game Gallery® (2 science games)	40.00		

Game Gallery® Gr 6 Math Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG6MMES	400-Meter Expression Sprint/Relay 6(7)(A) Expressions, equations, and relationships. Evaluate expressions and generate equivalent numerical expressions.	10.95		
GG6MCIYM	Coordinate Your Moves 6(11) Measurement and data. Graph points in all four quadrants using ordered pairs of rational numbers.	10.95		
GG6MF	Fivers 6(4)(C) Proportionality. Develop an understanding of proportional relationships in problem situations.	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.	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.	10.95		
GG6MMM2	Measure Match 6(4)(H) Proportionality. Convert units within a measurement system.	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.	10.95		
GG6MRR	Ratio Ravine 6(3)(E) Number and operations. Multiply and divide positive rational numbers - ratios and rates.	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.	10.95		



GRADE 7 ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STD17MV2T	Gr 7 Math v2 - Teacher	978-1-62426-242-5	25.95		
STD17MV2S	Gr 7 Math v2 - Student	978-1-62426-243-2	11.00		
STD17RT	Gr 7 Reading - Teacher	978-1-62426-052-0	25.95		
STD17RS	Gr 7 Reading - Student	978-1-62426-053-7	11.00		
STD17WV2T	Gr 7 Writing v2 - Teacher	978-1-62426-054-4	25.95		
STD17WV2S	Gr 7 Writing v2 - Student	978-1-62426-055-1	11.00		
STD17SV2T	Gr 7 Science v2 - Teacher	978-1-62426-054-4	25.95		
STD17SV2S	Gr 7 Science v2 - Student	978-1-62426-055-1	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STB7M	Gr 7 Math	3.00		
STB7R	Gr 7 Reading	4.00		
STB7W	Gr 7 Writing	2.50		
STB7S	Gr 7 Science	3.00		

Game Gallery® Gr 7 Math Games

Item #	Game Title and TEKS	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.	10.95		
GG7MA	Area 51 7(4)(A) Proportionality. Represent and solve problems involving proportional relationships.	10.95		
GG7MCN	Circum-Navigation 7(5)(B) Proportionality. Describe pi as the ratio of the circumference of a circle to its diameter.	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.	10.95		
GG7MPP	Proportional Prospecting 7(5)(C) Proportionality. Solve mathematical and real-world problems involving similar shape and scale drawings.	10.95		
GG7MRR	Ratio Rally 7(4)(B) Proportionality. Calculate unit rates from rates in mathematical and real-world problems.	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.	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.	10.95		
GG7MSS	Symbol Slide 7(11)(A) Expressions, equations, and relationships. Model and solve equations.	10.95		

Game Gallery® Gr 7 Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG7RCMC	Climbing Mt. Context 2B Words in Context	10.95		
GG7RGRW	Greco-Roman Wordplay 2A Greek and Latin Roots and Affixes	10.95		
GG7RMWG	Multifaceted Word Gems 2B Multiple-Meaning Words	10.95		

Game Gallery® Gr 7 Writing Games

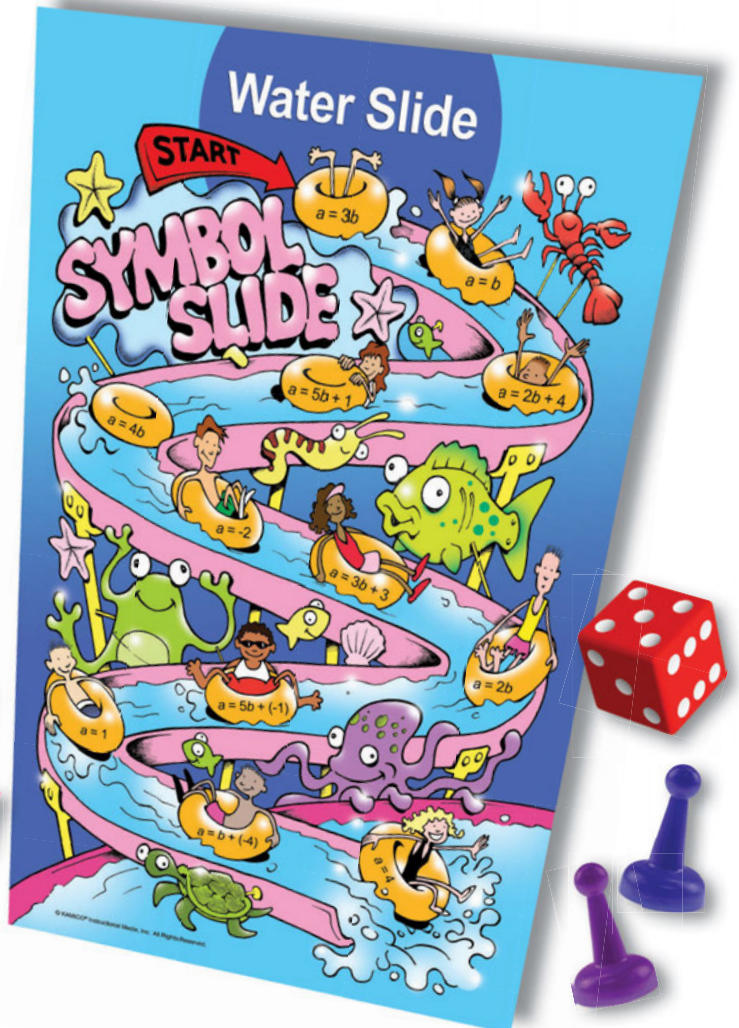
Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG7WCTS	Climb the Sentence Staircase! 14C, 14D, 19A, 19B, 19C Sentence Construction	10.95		
GG7WTWW	The Writing Wilderness 19, 19A Grammar and Usage	10.95		

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	ELA 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™ Reading and Writing (teacher editions) Game Gallery® (5 - 1 of each reading & writing game)	100.00		



GRADE 8 ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STD18MV2T	Gr 8 Math v2 - Teacher	978-1-62426-244-9	25.95		
STD18MV2S	Gr 8 Math v2 - Student	978-1-62426-245-6	11.00		
STD18RT	Gr 8 Reading - Teacher	978-1-62426-204-3	25.95		
STD18RS	Gr 8 Reading - Student	978-1-62426-205-0	11.00		
STD18WV2T	Gr 8 Writing v2 - Teacher	978-1-62426-099-5	25.95		
STD18WV2S	Gr 8 Writing v2 - Student	978-1-62426-114-5	11.00		
STD18SST	Gr 8 Soc. Studies - Teacher	978-1-62426-200-5	25.95		
STD18SSS	Gr 8 Soc. Studies - Student	978-1-62426-201-2	11.00		
STD18SV2T	Gr 8 Science v2 - Teacher	978-1-62426-383-5	25.95		
STD18SV2S	Gr 8 Science v2 - Student	978-1-62426-384-2	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STB8M	Gr 8 Math	3.50		
STB8R	Gr 8 Reading	4.00		
STB8W	Gr 8 Writing	2.50		
STB8S	Gr 8 Science	3.00		
STB8SS	Gr 8 Social Studies	3.00		

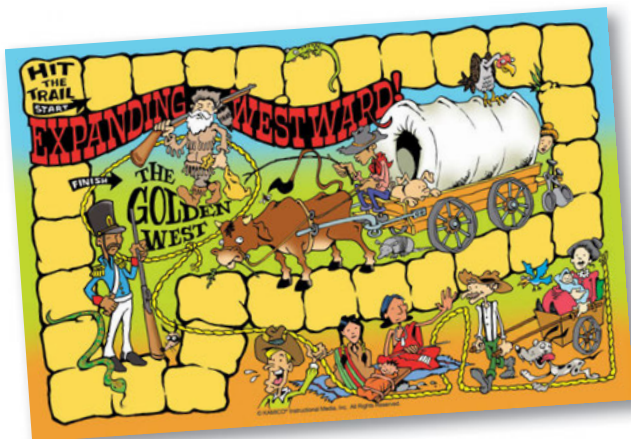
STAAR CONNECTION™ Developmental Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDE8SV2T	Gr 8 Science v2 - Teacher	978-1-62426-901-1	49.95		
STDE8SV2S	Gr 8 Science v2 - Student	978-1-62426-902-8	12.00		

Game Gallery® Gr 8 Math Games

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



Game Gallery® Gr 8 Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG8RAA	Analogy Avalanche 2B Analogies	10.95		
GG8RCCT	Context Caravan to Cairo 2B Words in Context	10.95		
GG8RHWC	Hadrian's Word Castle 2A Greek and Latin Roots and Affixes	10.95		
GG8RSB	Supporting Bridges 10D, Figure 19D Supporting Responses by Referring to Relevant Aspects of Text	10.95		

Game Gallery® Gr 8 Writing Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG8WDT	Double Trouble 14C, 14D, 19A, 19B, 19C Sentence Construction: Avoiding Wordiness	10.95		

Game Gallery® Gr 8 Social Studies

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GG8SSEW	Expanding Westward! Manifest Destiny, Westward Expansion, and the Mexican War	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	ELA 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™ Reading and Writing (teacher editions) Game Gallery® (5 reading & writing games)	100.00		
QSP8S	Diagnostic Series™ Science (teacher edition) Developmental Series™ Science (teacher edition)	75.00		
QSP8SS	Diagnostic Series™ Social Studies (teacher edition) Game Gallery® (1 social studies game)	35.00		



HIGH SCHOOL ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STDIEOCAIV2T	EOC Algebra I v2 - T	978-1-62426-100-8	29.95		
STDIEOCAIV2S	EOC Algebra I v2 - S	978-1-62426-101-5	14.00		
STDIEOCAIIV2T	EOC Algebra II v2 - T	978-1-62426-102-2	29.95		
STDIEOCAIIV2S	EOC Algebra II v2 - S	978-1-62426-103-9	14.00		
STDIEOCGV2T	EOC Geometry v2 - T	978-1-62426-104-6	29.95		
STDIEOCGV2S	EOC Geometry v2 - S	978-1-62426-105-3	14.00		
STDIEOCEIRT	EOC English I - Reading - T	978-1-62426-106-0	29.95		
STDIEOCEIRS	EOC English I - Reading - S	978-1-62426-107-7	14.00		
STDIEOCEIIRT	EOC English II - Reading - T	978-1-62426-108-4	29.95		
STDIEOCEIIRS	EOC English II - Reading - S	978-1-62426-109-1	14.00		
STDIEOCEIIRT	EOC English III - Reading - T	978-1-62426-110-7	29.95		
STDIEOCEIIRS	EOC English III - Reading - S	978-1-62426-111-4	14.00		
STDIEOCEIIV3T	EOC English I - Writing v3 - T	978-1-62426-112-1	29.95		
STDIEOCEIIV3S	EOC English I - Writing v3 - S	978-1-62426-113-8	14.00		
STDIEOCEIIV3T	EOC English II - Writing v3 - T	978-1-62426-115-2	29.95		
STDIEOCEIIV3S	EOC English II - Writing v3 - S	978-1-62426-116-9	14.00		
STDIEOCWGT	EOC World Geography - T	978-1-62426-119-0	29.95		
STDIEOCWGS	EOC World Geography - S	978-1-62426-120-6	14.00		
STDIEOCWHT	EOC World History - T	978-1-62426-121-3	29.95		
STDIEOCWHS	EOC World History - S	978-1-62426-122-0	14.00		
STDIEOCUSHT	EOC U.S. History - Teacher	978-1-62426-123-7	29.95		
STDIEOCUSHS	EOC U.S. History - Student	978-1-62426-124-4	14.00		
STDIEOCBV2T	EOC Biology v2 - Teacher	978-1-62426-385-9	29.95		
STDIEOCBV2S	EOC Biology v2 - Student	978-1-62426-386-6	14.00		
STDIEOCCV2T	EOC Chemistry v2 - Teacher	978-1-62426-127-5	29.95		
STDIEOCCV2S	EOC Chemistry v2 - Student	978-1-62426-128-2	14.00		
STDIEOCPV2T	EOC Physics v2 - Teacher	978-1-62426-129-9	29.95		
STDIEOCPV2S	EOC Physics v2 - Student	978-1-62426-130-5	14.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STBEOCAI	EOC Algebra I	3.50		
STBEOCEIR	EOC English I - Reading	4.00		
STBEOCEIIR	EOC English II - Reading	4.00		
STBEOCEIW	EOC English I - Writing	3.00		
STBEOCEIIV	EOC English II - Writing	3.00		
STBEOCB	EOC Biology	3.00		
STBEOCUSH	EOC U.S. History	3.00		

Game Gallery® HS Math Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GGHSMFF	Fiesta Function! 5/A.10B Relating Solutions of Quadratic Equations to the Roots of Their Functions	10.95		
GGHSMFTD	Funkytown Throw Down 3/A.5A Determining Whether Situations Can Be Represented by Linear Functions	10.95		
GGHSMIAI	It's an INTERCEPTION! 3/A.6E Determining Intercepts of Linear Functions	10.95		
GGHSMML	Linear Lagoon 4/A.7A Analyzing Situations Involving Linear Functions and Solving Problems with Linear Equations and Inequalities	10.95		
GGHSMMM	Measurement Mummification 8/8.8C Solving Problems Involving Surface Area and Volume	10.95		
GGHSMPP	Parabolic Paths 5/A.9D Analyzing Graphs of Quadratic Functions and Drawing Conclusions Based on Problem Situations	10.95		
GGHSMPPAC	Planing across Coordinate Country 6/8.7D Locating and Naming Points on a Coordinate Plane	10.95		

Game Gallery® HS Math Games (continued)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GGHSMPP2	Probability Premiere 9/8.11B Using Probabilities and Experimental Results to Make Predictions and Decisions	10.95		
GGHSMRRR	Relatively Ridiculous Road Rules! 8/8.9B Using Proportional Relationships in Similar Shapes to Find Measurements	10.95		
GGHSMSDT	Slalom down the Slopes 3/A.6A Determining Slopes	10.95		
GGHSMMSM	Smooth Moves 2/A.4A Finding Function Values, Simplifying Polynomial Expressions, Transforming and Solving Equations, and Factoring	10.95		
GGHSMSS	Symbols Sprint 2/A.3A Using Symbols to Represent Unknowns and Variables	10.95		

Game Gallery® HS Reading Games

Item #	Game Title and TEKS	Price(\$)	Qty	Total
GGHSRATR	And the Rest Is History [Gr. 9] 5, Figure 19B; [Gr.10, 11] 2, 8 Connecting Literature to Historical Context	10.95		
GGHSRCC	Context Commuter [Gr. 9, 10, 11] 1B Context Clues	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	10.95		
GGHSRMOA	Master of Allusion [Gr. 10] 5, 7, Figure 19B; [Gr.11] 5A, 7, Figure 19B Allusions	10.95		
GGHSRWC	Winner's Circle [Gr. 9, 10, 11] 1C Analogies	10.95		

Game Gallery® HS Writing Games

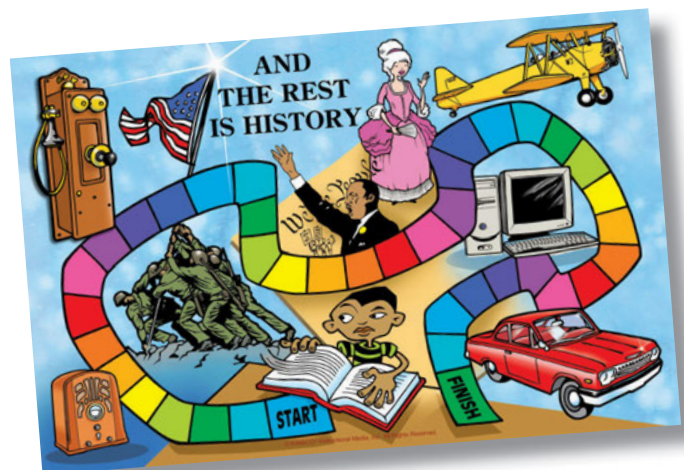
Item #	Game Title and TEKS	Price(\$)	Qty	Total
GGHSHWGG	Grammar Graduation [Gr. 10] 17C; [Gr. 11] 17A Demonstrating Control over Grammatical Elements	10.95		

Game Gallery® HS Pack and Bundles **SPECIAL SAVINGS!**

Item #	Description	Price(\$)	Qty	Total
GGGPHS	Game Pack (18 - 1 of each game—all subjects)	180.00		
GGBHSM	Math Bundle (12 - 1 of each math game)	120.00		
GGBHSELA	ELA 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
QSPHSM	Diagnostic Series™ Math - Algebra I, Algebra II, and Geometry (teacher editions) Game Gallery® (12 - 1 of each math game)	200.00		
QSPHSELA	Diagnostic Series™ EOC English I, II, and III Reading and EOC English I and II Writing (teacher editions) Game Gallery® (6 - 1 of each reading & writing game)	200.00		



KINDERGARTEN Spanish ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDIKMM	K Matemáticas - Maestro	978-1-62426-319-4	25.95		
STSDIKME	K Matemáticas - Estudiante	978-1-62426-318-7	11.00		
STSDIKLM	K Lectura - Maestro	978-1-62426-317-0	25.95		
STSDIKLE	K Lectura - Estudiante	978-1-62426-316-3	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STSBKM	K Matemáticas	3.00		
STSBKL	K Lectura	2.00		

CONNECTION® to Literature - Spanish

Item #	Title	ISBN	Price(\$)	Qty	Total
CLAVL	A veces las cosas cambian	978-1-62426-196-1	8.95		
CLDG	Demasiados globos	978-1-62426-197-8	8.95		

Game Gallery® Juegos de matemáticas para kindergarten

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGGKMLCD	Los cuervos del condado K(3)(A) <i>Números y operaciones. Elaborar modelos que muestren la acción de juntar para representar la suma.</i>	10.95		
SGGKMLFC	La figura cambiante K(6)(A) <i>Geometría y medición. Identificar figuras de dos dimensiones.</i>	10.95		
SGGKMLGD	La granja de conteo de la abuelita K(2)(B), K(2)(C) <i>Números y operaciones. Leer, escribir y representar números enteros hasta el 20.</i>	10.95		
SGGKMMGE	Me gusta el cambio K(4) <i>Números y operaciones. Identificar monedas estadounidenses por su nombre.</i>	10.95		

Game Gallery® Juegos de lectura para kindergarten

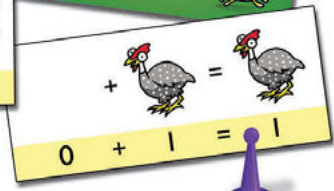
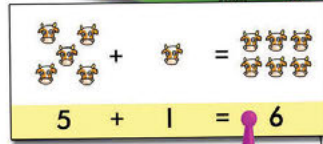
Item #	Title	Price(\$)	Qty	Total
SGGKLEBD	El baile del granero 5(A) <i>Lectura/desarrollo del vocabulario. Identificar y usar palabras que nombren instrucciones, posiciones y lugares.</i>	10.95		

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

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

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

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



GRADE 1 Spanish ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDI1MV2M	Gr 1 Matemáticas v2 - Maestro	978-1-62426-246-3	25.95		
STSDI1MV2E	Gr 1 Matemáticas v2 - Estudiante	978-1-62426-247-0	11.00		
STSDI1LM	Gr 1 Lectura - Maestro	978-1-62426-132-9	25.95		
STSDI1LE	Gr 1 Lectura - Estudiante	978-1-62426-133-6	11.00		
STSDI1EV2M	Gr 1 Escritura v2 - Maestro	978-1-62426-134-3	25.95		
STSDI1EV2E	Gr 1 Escritura v2 - Estudiante	978-1-62426-135-0	11.00		
STSDI1CV2M	Gr 1 Ciencias v2 - Maestro	978-1-62426-907-3	25.95		
STSDI1CV2E	Gr 1 Ciencias v2 - Estudiante	978-1-62426-908-0	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STSB1M	Gr 1 Matemáticas	3.50		
STSB1L	Gr 1 Lectura	3.00		
STSB1E	Gr 1 Escritura	3.00		
STSB1C	Gr 1 Ciencias	3.00		

STAAR CONNECTION™ Developmental Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDI1CV2M	Gr 1 Ciencias - Maestro	978-1-62426-293-7	49.95		
STSDI1CV2E	Gr 1 Ciencias - Estudiante	978-1-62426-294-4	12.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price(\$)	Qty	Total
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		

Game Gallery® Gr 1 Juegos de matemáticas

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG1MEDO	Estación de operaciones 1(3)(F) Números y operaciones. Generar y resolver problemas de matemáticas.	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.	10.95		
SGG1MLTT	¡Lleva tu topo a su hoyo! 1(6)(H) Geometría y medición. Identificar ejemplos y contraejemplos de mitades.	10.95		
SGG1MNE	Niños espías 1(1)(B) Procesos matemáticos. Utilizar un modelo de resolución de problemas.	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.	10.95		
SGG1MPDL	Pesca de la suma 1(1)(D) Procesos matemáticos. Comunicar ideas matemáticas utilizando símbolos y el lenguaje.	10.95		
SGG1MQHD	¿Qué has dicho? 1(1)(G) Procesos matemáticos. Mostrar, explicar y justificar ideas matemáticas.	10.95		
SGG1MSDC	Soluciones de circo 1(3)(E) Números y operaciones. Explicar las estrategias utilizadas para resolver problemas de suma y resta usando oraciones numéricas.	10.95		

Game Gallery® Gr 1 Juegos de lectura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG1LBDL	Baile de la chinche 15A Seguir instrucciones	10.95		
SGG1LUCD	Un campo de características 9B Características de personajes	10.95		
SGG1LEPD	El país de las maravillas de las palabras 3A, 6C Pistas del contexto	10.95		
SGG1LPYB	Palabras y burbujas 6E Primeras destrezas de diccionario	10.95		
SGG1LTDB	Tarde de bellotas 10 Hecho y fantasía	10.95		
SGG1LUZD	Un zoológico de ideas principales 9A, 14A Ideas principales y detalles	10.95		

Game Gallery® Gr 1 Juegos de escritura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG1ELCD	La ciencia de las oraciones 20, 20A Gramática y uso	10.95		
SGG1EGDM	Galletas de mayúsculas 21B Uso de mayúsculas	10.95		

Game Gallery® Gr 1 Pack and Bundles - Spanish SPECIAL SAVINGS!

Item #	Description	Price(\$)	Qty	Total
GGSGP1	Game Pack (16 - 1 of each game—all subjects)	160.00		
GGSB1M	Math Bundle (8 - 1 of each math game)	80.00		
GGSB1ALLE	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
QSPS1	Diagnostic Series™ (1 of each teacher edition) Game Gallery® (16 - 1 of each game) CONNECTION® to Literature (10 - 1 of each title)	330.00		



GRADE 2 Spanish ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDI2MV2M	Gr 2 Matemáticas v2 - Maestro	978-1-62426-248-7	25.95		
STSDI2MV2E	Gr 2 Matemáticas v2 - Estudiante	978-1-62426-249-4	11.00		
STSDI2LM	Gr 2 Lectura - Maestro	978-1-62426-207-4	25.95		
STSDI2LE	Gr 2 Lectura - Estudiante	978-1-62426-208-1	11.00		
STSDI2EV2M	Gr 2 Escritura v2 - Maestro	978-1-62426-209-8	25.95		
STSDI2EV2E	Gr 2 Escritura v2 - Estudiante	978-1-62426-210-4	11.00		
STSDI2CV2M	Gr 2 Ciencias - Maestro	978-1-62426-909-7	25.95		
STSDI2CV2E	Gr 2 Ciencias - Estudiante	978-1-62426-910-3	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STSB2M	Gr 2 Matemáticas	3.50		
STSB2L	Gr 2 Lectura	3.00		
STSB2E	Gr 2 Escritura	3.00		
STSB2C	Gr 2 Ciencias	3.00		

STAAR CONNECTION™ Developmental Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSD2CM	Gr 2 Ciencias - Maestro	978-1-62426-295-1	49.95		TO BE ANNOUNCED
STSD2CE	Gr 2 Ciencias - Estudiante	978-1-62426-296-8	12.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price(\$)	Qty	Total
CLAYE	Alexander y el día terrible, horrible, espantoso, horroroso	978-1-62426-138-1	8.95		
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		
CLNSG	Nuestra Señora de Guadalupe	978-1-62426-140-4	8.95		
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		

Game Gallery® Gr 2 Juegos de matemáticas

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG2MA	Aplástalo 2(2)(D) Números y operaciones. Utilizar el valor de posición para comparar y ordenar números enteros.	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.	10.95		
SGG2MLD	La diana 2(1)(D) Procesos matemáticos. Comunicar ideas matemáticas, su razonamiento y sus implicaciones utilizando múltiples representaciones.	10.95		
SGG2MLEY	Las estrellas y los planetas 2(2)(B) Números y operaciones. Utilizar formas escritas, estandarizadas y desarrolladas para representar números.	10.95		
SGG2MFDL	Factores de la granja 2(6)(A) Números y operaciones. Representar, hacer y describir situaciones de multiplicación dentro de un contexto.	10.95		
SGG2MGEP	Gaspar el Par contra Baltasar el Impar 2(7)(A) Razonamiento algebraico. Determinar si un número es par o impar.	10.95		
SGG2MLHC	La hora campeona 2(9)(G) Geometría y medición. Leer y escribir la hora al minuto más cercano utilizando relojes analógicos y digitales.	10.95		
SGG2MHDC	Horas de colores 2(9)(G) Geometría y medición. Leer y escribir la hora.	10.95		
SGG2MJAB	Juguemos al boliche 2(1)(D) Procesos matemáticos. Comunicar ideas matemáticas, su razonamiento y sus implicaciones utilizando múltiples representaciones.	10.95		
SGG2MUPE	Un paseo en elevador 2(1)(E) Procesos matemáticos. Generar y utilizar representaciones para organizar, anotar y comunicar ideas matemáticas.	10.95		
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.	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.	10.95		

Game Gallery® Gr 2 Juegos de matemáticas (continuación)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG2MS	¡Súmalo! 2(4)(A) Números y operaciones. Recordar relaciones básicas al sumar.	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.	10.95		

Game Gallery® Gr 2 Juegos de lectura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG2LBDL	Batalla de libros 3C, Figura 19A Propósito del lector	10.95		
SGG2LLCE	Las cuatro estaciones 10 Hecho y fantasía	10.95		
SGG2LDYC	¿Dónde y cuándo sucedió? Figura 19D Escenario	10.95		
SGG2LGDP	Guerra de palabras 5C Sinónimos y antónimos	10.95		
SGG2LIPB	Ideas principales bestiales 9, 14A Ideas principales y detalles	10.95		
SGG2LMM	Márcalo, Max 14 Formatos de textos	10.95		
SGG2LLMD	La mochila de la osita 6 Géneros	10.95		
SGG2LNPN	Nombres para Nina 1 Términos literarios-título, autor e ilustrador	10.95		
SGG2LOGA	Organizadores gráficos al galope Figura 19D Representar el texto de diferentes maneras	10.95		
SGG2LRPL	Razón para leer 3C, Figura 19A Propósito del lector	10.95		

Game Gallery® Gr 2 Juegos de escritura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG2ECDM	Celebración de mayúsculas 22B Uso de mayúsculas	10.95		
SGG2EEBD	En busca de miel 17C, 17D, 21A, 21B, 21C Construcción de oraciones	10.95		
SGG2ELGB	La gran búsqueda de oraciones 21B Distinguir oraciones completas e incompletas	10.95		
SGG2EUPA	Un paseo a caballo 21, 21A Gramática y uso	10.95		

Game Gallery® Gr 2 Juegos de ciencias

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG2CCDR	Carrera de recursos 1C Conservar los recursos naturales, volver a usar o reciclar papel, plástico, y metal	10.95		
SGG2CTT	Temperaturas tentadoras 2C Leer un termómetro.	10.95		

Game Gallery® Gr 2 Pack and Bundles - Spanish SPECIAL SAVINGS!

Item #	Description	Price(\$)	Qty	Total
GGSGP2	Game Pack (30 - 1 of each game-all subjects)	300.00		
GGSB2M	Math Bundle (14 - 1 of each math game)	140.00		
GGSB2ALLE	ELA 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
QSPS2	Diagnostic Series™ (1 of each teacher edition) Game Gallery® (15 most popular games) CONNECTION® to Literature (1 of each title)	330.00		



GRADE 3 Spanish ~ STAAR CONNECTION™

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



STAAR CONNECTION™ Diagnostic Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDI3MV2M	Gr 3 Matemáticas v2 - Maestro	978-1-62426-250-0	25.95		
STSDI3MV2E	Gr 3 Matemáticas v2 - Estudiante	978-1-62426-251-7	11.00		
STSDI3LM	Gr 3 Lectura - Maestro	978-1-62426-145-9	25.95		
STSDI3LE	Gr 3 Lectura - Estudiante	978-1-62426-146-6	11.00		
STSDI3EV2M	Gr 3 Escritura v2 - Maestro	978-1-62426-147-3	25.95		
STSDI3EV2E	Gr 3 Escritura v2 - Estudiante	978-1-62426-148-0	11.00		
STSDI3CV2M	Gr 3 Ciencias v2 - Maestro	978-1-62426-911-0	25.95		
STSDI3CV2E	Gr 3 Ciencias v2 - Estudiante	978-1-62426-912-7	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STSB3M	Gr 3 Matemáticas	3.50		
STSB3L	Gr 3 Lectura	3.00		
STSB3E	Gr 3 Escritura	2.00		
STSB3C	Gr 3 Ciencias	2.00		

STAAR CONNECTION™ Developmental Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSD3E3M	Gr 3 Lectura - Maestro	978-1-62426-927-1	59.95		
STSD3E3L	Gr 3 Lectura - Estudiante qty 1 - 50 (mínimo 20)	978-1-62426-066-7	19.95		
STSD3E3LE	Gr 3 Lectura - Estudiante qty 51 - 100	978-1-62426-066-7	17.95		
STSD3E3LE	Gr 3 Lectura - Estudiante qty 101+	978-1-62426-066-7	15.95		
STSD3E3CM	Gr 3 Ciencias - Maestro	978-1-62426-297-5	49.95		TO BE ANNOUNCED
STSD3E3CE	Gr 3 Ciencias - Estudiante	978-1-62426-298-2	12.00		

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 chirimia	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	Price(\$)	Qty	Total
SGG3MALE	A la estimación y más allá 3(4)(B) Números y operaciones. Redondear números enteros y estimar soluciones de problemas.	10.95		
SGG3MADF	Acción de fracción 3(3)(F) Números y operaciones. Representar fracciones equivalentes.	10.95		
SGG3MUAC	Una actuación con clase 3(1)(B) Procesos matemáticos.	10.95		
SGG3MADC	Alcancía de cerdito 3(4)(C) Números y operaciones. Determinar el valor de una colección de monedas y billetes.	10.95		
SGG3MAV	Algunas veces 3(4)(K) Números y operaciones. Resolver problemas de multiplicación.	10.95		
SGG3MACL	Atina con las tablas 3(1)(B) Procesos matemáticos.	10.95		
SGG3MBA	Bingo aproximado 3(4)(B) Números y operaciones. Redondear números enteros para estimar soluciones de problemas.	10.95		
SGG3MCDF	Concentración de fracciones 3(3)(A) Números y operaciones. Representar fracciones utilizando modelos pictóricos.	10.95		
SGG3MCTP	Conoce tus parques nacionales 3(2)(A) Números y operaciones. Componer y descomponer números.	10.95		
SGG3MECG	El conde Griétula 3(4)(E) Números y operaciones. Representar las tablas de multiplicación utilizando diferentes métodos.	10.95		
SGG3MELF	Encuentra las fracciones de Freddy 3(3)(H) Números y operaciones. Comparar dos fracciones utilizando símbolos, palabras, objetos y modelos pictóricos.	10.95		
SGG3MEHD	Es hora de pescar 3(1)(A) Procesos matemáticos. Aplicar las matemáticas a los problemas que surgen en la vida diaria.	10.95		
SGG3MEUP	Extiende un par 3(5)(E) Razonamiento algebraico. Representar relaciones de la vida diaria utilizando pares de números en una tabla.	10.95		
SGG3MFED	Fiesta extraterrestre de la suma 3(4)(A) Números y operaciones. Resolver con facilidad problemas de suma.	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.	10.95		
SGG3MHUP	Hagamos una pizza 3(5)(E) Razonamiento algebraico. Representar relaciones de la vida diaria utilizando pares de números en una tabla.	10.95		

Game Gallery® Gr 3 Juegos de matemáticas (continuación)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG3ML	iListo! 3(2)(D) Números y operaciones. Comparar y ordenar números enteros.	10.95		
SGG3MLPC	¿Lo puedes creer? 3(4)(B) Números y operaciones. Redondear números enteros.	10.95		
SGG3MMIA	Me iré a jugar al golf 3(1)(B) Procesos matemáticos.	10.95		
SGG3MMEE	Matemáticas en el mercado 3(1)(A) Procesos matemáticos. Aplicar las matemáticas a los problemas que surgen en la vida diaria.	10.95		
SGG3MPDR	Patio de recreo de patrones 3(1)(B) Procesos matemáticos.	10.95		
SGG3MPFE	Pisa en Fila 3(1)(E) Procesos matemáticos. Generar y utilizar representaciones para organizar, anotar y comunicar ideas matemáticas.	10.95		
SGG3MPDT	Pruebas de tiempo 3(7)(C) Geometría y medición. Determinar las soluciones a problemas que involucren la suma y la resta de intervalos de tiempo en minutos.	10.95		
SGG3MTPH	Tú puedes hacer una diferencia 3(4)(A) Números y operaciones. Resolver con facilidad problemas de un paso y de dos pasos utilizando la resta.	10.95		
SGG3MTPR	Tú puedes resolver cualquier cosa 3(1)(A) Procesos matemáticos. Aplicar las matemáticas a los problemas que surgen en la vida diaria.	10.95		
SGG3MREV	Rebobinando el video 3(1)(B) Procesos matemáticos.	10.95		
SGG3MRDR	Rodeo de redondeo 3(4)(B) Números y operaciones. Redondear números enteros para estimar soluciones de problemas.	10.95		
SGG3MSD	Simón dice 3(1)(B) Procesos matemáticos.	10.95		
SGG3MLS	La superoperación 3(5)(A), 3(4)(A), 3(4)(K) Números y operaciones. Generar y resolver problemas de suma, resta, multiplicación y división.	10.95		
SGG3MTEL	Todos en la familia 3(4)(J) Números y operaciones. Identificar oraciones de multiplicación y división relacionadas.	10.95		
SGG3MUSO	Una segunda oportunidad 3(1)(C) Procesos matemáticos. Seleccionar herramientas y técnicas para resolver problemas.	10.95		
SGG3MVDE	Vacaciones de estimaciones 3(4)(B) Números y operaciones. Redondear números enteros a un valor de posición dado.	10.95		

Game Gallery® Gr 3 Juegos de lectura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG3LAR	Apúntalo, Rita 13 Tipos de textos	10.95		
SGG3LAE	Atrapados en el cañón del contexto 4, 4B Pistas del contexto	10.95		
SGG3LCDC	Coloquio de contexto 4, 4B Pistas del contexto)	10.95		
SGG3LHYO	Hechos y opiniones felinos 14 Hechos y opiniones	10.95		
SGG3LIPC	Ideas principales con dino-mita 8A, 13A Ideas principales y detalles	10.95		
SGG3LLDF	Locura de fútbol 4, 4B Pistas del contexto	10.95		
SGG3LPM	Palabras misteriosas 4A Prefijos y sufijos	10.95		
SGG3LPEL	Perdido en la biblioteca 5, 12 Géneros literarios	10.95		

Game Gallery® Gr 3 Juegos de escritura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG3EBDO	Búsqueda de oraciones 17C, 17D, 22A, 22B, 22C Construcción de oraciones	10.95		
SGG3ECO	Cocinando oraciones 22, 22A, 22B Gramática y uso	10.95		
SGG3EUIM	Una idea mayúscula 17D, 23B Uso de mayúsculas	10.95		
SGG3ELID	La isla de la puntuación 23C Puntuación	10.95		

Game Gallery® Gr 3 Juegos de ciencias

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG3CPDP	Principio de patrones 3a4C Explorar los patrones, sistemas y ciclos del medio ambiente	10.95		

Game Gallery® Gr 3 Pack and Bundles - Spanish SPECIAL SAVINGS!

Item #	Description	Price(\$)	Qty	Total
GGSGP3	Game Pack (45 - 1 of each game-all subjects)	430.00		
GGSB3M	Math Bundle (32 - 1 of each math game)	320.00		
GGSB3ALLE	ELA Bundle (12 - 1 of each reading & writing game)	120.00		

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Item #	Description	Price(\$)	Qty	Total
QSPS3	Diagnostic Series™ (1 of each teacher edition) Game Gallery® (15 most popular games) CONNECTION® to Literature (8 titles)	330.00		

GRADE 4 Spanish ~ STAAR CONNECTION™

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STAAR CONNECTION™ Diagnostic Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDI4MV2M	Gr 4 Matemáticas v2 - Maestro	978-1-62426-252-4	25.95		
STSDI4MV2E	Gr 4 Matemáticas v2 - Estudiante	978-1-62426-253-1	11.00		
STSDI4LM	Gr 4 Lectura - Maestro	978-1-62426-158-9	25.95		
STSDI4LE	Gr 4 Lectura - Estudiante	978-1-62426-159-6	11.00		
STSDI4EV3M	Gr 4 Escritura v3 - Maestro	978-1-62426-160-2	25.95		
STSDI4EV3E	Gr 4 Escritura v3 - Estudiante	978-1-62426-161-9	11.00		
STSDI4CV2M	Gr 4 Ciencias v2 - Maestro	978-1-62426-913-4	25.95		
STSDI4CV2E	Gr 4 Ciencias v2 - Estudiante	978-1-62426-914-1	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STSB4M	Gr 4 Matemáticas	4.00		
STSB4L	Gr 4 Lectura	3.00		
STSB4E	Gr 4 Escritura	2.00		
STSB4C	Gr 4 Ciencias	3.00		

STAAR CONNECTION™ Developmental Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSD4EM	Gr 4 Escritura - Maestro	978-1-62426-069-8	59.95		
STSD4EE	Gr 4 Escritura - Estudiante qty 1 - 50 (mínimo 20)	978-1-62426-070-4	19.95		
STSD4EE	Gr 4 Escritura - Estudiante qty 51 - 100	978-1-62426-070-4	17.95		
STSD4EE	Gr 4 Escritura - Estudiante qty 101+	978-1-62426-070-4	15.95		
STSD4LM	Gr 4 Lectura - Maestro	978-1-62426-077-3	59.95		
STSD4LE	Gr 4 Lectura - Estudiante qty 1 - 50 (mínimo 20)	978-1-62426-078-0	19.95		
STSD4LE	Gr 4 Lectura - Estudiante qty 51 - 100	978-1-62426-078-0	17.95		
STSD4LE	Gr 4 Lectura - Estudiante qty 101+	978-1-62426-078-0	15.95		
STSD4CV2M	Gr 4 Ciencias v2 - Maestro	978-1-62426-917-2	49.95		
STSD4CV2E	Gr 4 Ciencias v2 - Estudiante	978-1-62426-918-9	12.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price(\$)	Qty	Total
CLTIH	Los cazadores invisibles	978-1-62426-226-5	8.95		
CLJMG	James y el melocotón gigante	978-1-62426-176-3	16.95		
CLUNH	El sombrero del tío Nacho	978-1-62426-217-3	8.95		
CLTDC	Las telarañas de Carlota	978-1-62426-164-0	16.95		

Game Gallery® Gr 4 Juegos de matemáticas

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG4MLCD	Las compras de Sam 4(4)(H) Números y operaciones. Resolver problemas que involucran división.	10.95		
SGG4MCDR	Concentración de relación 4(2)(G) Números y operaciones. Relacionar decimales a fracciones.	10.95		
SGG4MCET	¿Cuál es tu signo? 4(3)(D) Números y operaciones. Comparar fracciones utilizando símbolos.	10.95		
SGG4MDDC	Decimales de cartón 4(4)(A) Números y operaciones. Sumar y restar decimales.	10.95		
SGG4MDDD	Dilema de detective 4(1)(B) Procesos matemáticos. Utilizar un modelo de resolución de problemas que incorpora el análisis de la información dada, la formulación de un plan o estrategia, la determinación de una solución, la justificación de la solución y la evaluación del proceso de resolución de problemas, así como lo razonable de la solución.	10.95		
SGG4MDEN	Draco el No-redondeable 4(4)(G) Números y operaciones. Redondear números enteros para estimar soluciones.	10.95		
SGG4MEBD	En busca del tesoro de las medidas 4(8)(C), 4(5)(D) Geometría y medición. Resolver problemas sobre medidas de longitud, perímetro, intervalos de tiempo y área.	10.95		
SGG4MFA	Falta algo 4(5)(B) Razonamiento algebraico. Representar problemas utilizando una tabla de entrada-salida y expresiones numéricas para generar un patrón numérico que sigue una regla dada, la cual representa la relación de valores en la secuencia resultante y sus posiciones en la secuencia.	10.95		
SGG4MLGC	La gran carrera americana 4(4)(A) Números y operaciones. Sumar y restar números enteros.	10.95		

Game Gallery® Gr 4 Juegos de matemáticas (continuación)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG4MMDM	Migración de multiplicación 4(4)(D) Números y operaciones. Resolver problemas utilizando la multiplicación.	10.95		
SGG4MMX	Multiplicación x-trema 4(4)(D) Números y operaciones. Utilizar estrategias y algoritmos para multiplicar.	10.95		
SGG4MNDU	No des un mal paso 4(1)(E) Procesos matemáticos. Generar y utilizar representaciones para organizar, anotar y comunicar ideas matemáticas.	10.95		
SGG4MPDT	Pandemonio de transportador 4(7)(C) Geometría y medición. Determinar las medidas aproximadas de ángulos en grados al número entero más cercano utilizando un transportador.	10.95		
SGG4MRDC	Reto de comparación 4(2)(C) Números y operaciones. Comparar y ordenar números enteros y representar comparaciones utilizando símbolos.	10.95		
SGG4MSDU	Seis de uno, media docena del otro 4(6)(C), 4(1)(G) Geometría y medición. Procesos matemáticos. Identificar triángulos agudos, rectos y obtusos. Mostrar, explicar y justificar ideas y argumentos matemáticos utilizando lenguaje matemático preciso en forma verbal o escrita.	10.95		
SGG4MSUE	Sé un experto pescador de ángulos 4(6)(C) Geometría y medición. Identificar triángulos agudos, rectos y obtusos.	10.95		
SGG4MYSQ	Yo soy... ¿Quién es? 4(4)(F) Números y operaciones. Dividir un dividendo de hasta cuatro dígitos por un divisor de un dígito.	10.95		

Game Gallery® Gr 4 Juegos de lectura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG4LBDC	Bingo de construcción de palabras 2A Prefijos y sufijos	10.95		
SGG4LCCD	Cualidades curiosas de los gatos 6A, 11A Ideas principales	10.95		
SGG4LHYO	Hechos y opiniones caninos 11B Hechos y opiniones	10.95		
SGG4LPDA	Plan de ataque 6, 11C Organización del texto	10.95		
SGG4LEVD	El vaquero de palabras 2B Pistas del contexto	10.95		

Game Gallery® Gr 4 Juegos de escritura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG4EBDM	Bingo de mayúsculas 15D, 21B Uso de mayúsculas	10.95		
SGG4EQMP	¿Qué me pasa? 20, 20A, 20C Gramática y uso	10.95		
SGG4ETHD	Te han dado sentencia 15C, 15D, 20A, 20B, 20C Construcción de oraciones	10.95		

Game Gallery® Gr 4 Pack and Bundles - Spanish SPECIAL SAVINGS!

Item #	Description	Price(\$)	Qty	Total
GGSGP4	Game Pack (25 - 1 of each game-all subjects)	250.00		
GGSB4M	Math Bundle (17 - 1 of each math game)	170.00		
GGSB4ALLE	ELA Bundle (8 - 1 of each reading & writing game)	80.00		

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Item #	Description	Price(\$)	Qty	Total
QSPS4	Diagnostic Series™ (1 of each teacher edition) Developmental Series™ (1 teacher edition) Game Gallery® (15 most popular games) CONNECTION® to Literature (3 titles)	335.00		



GRADE 5 Spanish ~ STAAR CONNECTION™

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDI5MV2M	Gr 5 Matemáticas v2 - Maestro	978-1-62426-254-8	25.95		
STSDI5MV2E	Gr 5 Matemáticas v2 - Estudiante	978-1-62426-255-5	11.00		
STSDI5LM	Gr 5 Lectura - Maestro	978-1-62426-170-1	25.95		
STSDI5LE	Gr 5 Lectura - Estudiante	978-1-62426-171-8	11.00		
STSDI5EV2M	Gr 5 Escritura v2 - Maestro	978-1-62426-172-5	25.95		
STSDI5EV2E	Gr 5 Escritura v2 - Estudiante	978-1-62426-173-2	11.00		
STSDI5CV2M	Gr 5 Ciencias v2 - Maestro	978-1-62426-915-8	25.95		
STSDI5CV2E	Gr 5 Ciencias v2 - Estudiante	978-1-62426-916-5	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STSB5M	Gr 5 Matemáticas	4.00		
STSB5L	Gr 5 Lectura	3.00		
STSB5E	Gr 5 Escritura	2.00		
STSB5C	Gr 5 Ciencias	3.00		

STAAR CONNECTION™ Developmental Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSD5CV2M	Gr 5 Ciencias v2 - Maestro	978-1-62426-919-6	49.95		
STSD5CV2E	Gr 5 Ciencias v2 - Estudiante	978-1-62426-920-2	12.00		

CONNECTION® to Literature

Item #	Title	ISBN	Price(\$)	Qty	Total
CLJMG	James y el melocotón gigante	978-1-62426-176-3	16.95		

Game Gallery® Gr 5 Juegos de matemáticas

Item #	Game Title and TEKS	Price(\$)	Qty	Total
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.	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.	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.	10.95		
SGG5MDDP	Dilema de patrones 5(4)(C) Razonamiento algebraico. Generar un patrón numérico.	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.	10.95		
SGG5MDYC	Divide, y conquista el Everest 5(3)(C) Números y operaciones. Resolver problemas de división.	10.95		
SGG5MLGS	La gran sum-aventura 5(3)(K) Números y operaciones. Sumar y restar números racionales positivos con facilidad.	10.95		
SGG5MIDM	Ironman de matemáticas 5(1)(E) Procesos matemáticos. Generar y utilizar representaciones para organizar, anotar y comunicar ideas matemáticas.	10.95		
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.	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.	10.95		
SGG5MPCR	Patrones con Riesgo 5(4)(C) Razonamiento algebraico. Generar un patrón numérico.	10.95		

Game Gallery® Gr 5 Juegos de matemáticas (continuación)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
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.	10.95		
SGG5MVDH	Volúmenes de hielo 5(4)(H) Razonamiento algebraico. Representar y resolver problemas relacionados con el volumen.	10.95		

Game Gallery® Gr 5 Juegos de lectura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG5LCDP	Carrera de palabras 2B Palabras en contexto	10.95		
SGG5LDD	Derbi de definiciones 2B Palabras con significados múltiples	10.95		
SGG5LEIP	Emparejando ideas principales 6A, 11A Ideas principales	10.95		
SGG5LHYO	Hechos y opiniones de cincuenta estados 11B Hechos y opiniones	10.95		
SGG5LRDS	Revoltijo de secuencia 6A, 11C Cronología	10.95		

Game Gallery® Gr 5 Juegos de escritura

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG5EAE	Atrapa esos errores 20, 20A, 20C Gramática y uso	10.95		
SGG5EPYM	Puntuación y mayúsculas pioneras 15D, 21A, 21B Puntuación y mayúsculas	10.95		
SGG5EVAL	Vía a la estación de ortografía correcta 22A, 22B, 22F Ortografía	10.95		

Game Gallery® Gr 5 Juegos de ciencias

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG5CEEA	Energía en acción 3/5.8A Formas de energía	10.95		
SGG5CRYP	Riesgos y precauciones en el laboratorio 1/5.1A Seguridad en el laboratorio	10.95		

Game Gallery® Gr 5 Pack and Bundles - Spanish SPECIAL SAVINGS!

Item #	Description	Price(\$)	Qty	Total
GGSGP5	Game Pack (23 - 1 of each game—all subjects)	235.00		
GGSB5M	Math Bundle (13 - 1 of each math game)	130.00		
GGSB5ALLE	ELA Bundle (8 - 1 of each reading & writing game)	80.00		

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QSPS5	Diagnostic Series™ (1 of each teacher edition) Developmental Series™ (1 teacher edition) Game Gallery® (17 most popular games) CONNECTION® to Literature (1 title)	335.00		



GRADE 6 Spanish ~ STAAR CONNECTION™

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STAAR CONNECTION™ Diagnostic Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDI6LM	Gr 6 Lectura - Maestro	978-1-62426-177-0	25.95		
STSDI6LE	Gr 6 Lectura - Estudiante	978-1-62426-178-7	11.00		

STAAR CONNECTION™ Benchmarks

Minimum 25 (non-reproducible)

Item #	Description	Price(\$)	Qty	Total
STSB6L	Gr 6 Lectura	4.00		

Game Gallery® Gr 6 Juegos de matemáticas

Item #	Game Title and TEKS	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.	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.	10.95		
SGG6MC	Cincos 6(4)(C) Proporcionalidad. Desarrollar comprensión de las relaciones proporcionales al resolver problemas.	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.	10.95		
SGG6MCTM	Coordina tus movimientos 6(11) Medición y datos. Graficar puntos en los cuatro cuadrantes utilizando pares ordenados de números racionales.	10.95		
SGG6MCDM	Correspondencia de medidas 6(4)(H) Proporcionalidad. Convertir unidades dentro de un sistema de medición.	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.	10.95		

Game Gallery® Gr 6 Juegos de matemáticas (continuación)

Item #	Game Title and TEKS	Price(\$)	Qty	Total
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.	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.	10.95		

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GGSGP6	Game Pack (9 - 1 of each game)	90.00		

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QSPS6	Diagnostic Series™ (teacher edition) Game Gallery® (1 of each game)	110.00		



GRADE 7 Spanish ~ STAAR CONNECTION™

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Game Gallery® Gr 7 Juegos de matemáticas

Item #	Game Title and TEKS	Price(\$)	Qty	Total
SGG7MCN	Circunnavegación 7(5)(B) Proporcionalidad. Describir pi como la razón de la circunferencia de un círculo a su diámetro.	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.	10.95		



GRADE 8 Spanish ~ STAAR CONNECTION™

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STAAR CONNECTION™ Diagnostic Series™ en Español

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

Item #	Description	ISBN	Price(\$)	Qty	Total
STSDI8SM	Gr 8 Estudios Sociales - Maestro	978-1-62426-321-7	25.95		
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