

Anchor Standards		Evolution of Games / Common Core State Standards / College and Career Readiness /Reading Literacy in History / Social Studies / Grades 9 - 10													
		Module 1	Module 2	Module 3	Module 4	Module 5	Module 6	Module 7	Module 8	Module 9	Module 10	Module 11	Module 12	Module 13	Module 14
		<b>Lessons</b>													
<b>Key Ideas and Details</b>	1. Cite specific textual evidence to support analysis of primary and secondary sources, attending to such features as the date and origin of the information		5			14	18, 19	24	26	31	32, 33, 34, 35, 36	39			48
	2. Determine the central ideas or information of a primary or secondary source; provide an accurate summary of how key events or ideas develop over the course of the text	2	5	6, 8		14	18, 19	24		28, 31	32, 33, 34, 35, 36	37	40	42, 43	45, 48
	3. Analyze in detail a series of events described in a text; determine whether earlier events caused later ones or simply preceded them.		5	6	10, 11, 12	13, 14	17	20, 21, 23, 24	26	28, 31	32, 33, 34, 35, 36	37, 39	40, 41	42, 43, 44	45, 46, 47, 48
<b>Craft and Structure</b>	4. Determine the meaning of words and phrases as they are used in a text, including vocabulary describing political, social, or economic aspects of history/social studies		5		11, 12	14	18, 19	21, 23		30, 31	32, 33, 34, 35, 36		40	42, 43	45, 46
	5. Analyze how a text uses structure to emphasize key points or advance an explanation or analysis.	1		9	11, 12	15, 16		20, 21			32, 33, 34, 35, 36	38, 39		42	
	6. Compare the point of view of two or more authors for how they treat the same or similar topics, including which details they include and emphasize in their respective accounts.	1				13			25	28					
<b>Integration of Knowledge and Ideas</b>	7. Integrate quantitative or technical analysis (e.g. charts, research data) with qualitative analysis in print or digital text.			8, 9	10, 11	13, 14, 15, 16	19	22		29, 30, 31				42, 43, 44	46, 47
	8. Assess the extent to which the reasoning and evidence in a text support the author's claims.		5	6		13		20	26, 27	28		37, 39	40, 41		45, 46, 48
	9. Compare and contrast treatments of the same topic in several primary and secondary sources.		3, 4				19			28					45

## Evolution of Games, Common Core State Standards / College and Career Readiness / Writing Literacy in History/Social Studies, Science, and Technical Subjects / Grades 9 - 10

Anchor Standards		Module 1	Module 2	Module 3	Module 4	Module 5	Module 6	Module 7	Module 8	Module 9	Module 10	Module 11	Module 12	Module 13	Module 14		
		Lessons															
Text Types and Purposes	1 Write arguments focused on discipline-specific content.	1.a Introduce precise claims(s) distinguish the claims(s) from alternate or opposing claims, and create an organization that establishes clear relationships among the claim(s), counterclaims, reasons, and evidence.	2			10	14	18, 19		26						45, 46, 47	
		1.b Develop claim(s) and counterclaims fairly, supplying data and evidence for each while pointing out the strengths and limitation of both claim(s) and counterclaims in a discipline-appropriate form and in a manner that anticipates the audience's knowledge level and concerns.	1	3, 4	7	10, 11	13, 14, 15	17, 18	20	26, 27	28, 29	33, 34, 35	37, 39	40, 41	42	45, 46, 47	
		1.c Use words, phrases, and clauses to link the major sections of the text, create cohesion, and clarify the relationships between claim(s) and reasons, between reasons and evidence, and between claim(s) and counterclaims.				10	14		23, 24		31	36					45, 46, 47
		1.d Establish and maintain a formal style and objective tone while attending to the norms and conventions of the discipline in which they are writing.		4		10	14										45, 46, 47
		1.e Provide a concluding statement or section that follows from or supports the argument presented.			8	10	14	19							40		45, 46

Anchor Standards		Evolution of Games, Common Core State Standards - Math High School				
		Module 1	Module 2	Module 3	Module 4	Module 5
Math Practice	MP1 Make sense of problems and persevere in solving them.	16		23	29, 30, 31	42, 43
	MP2 Reason abstractly and quantitatively.	16	17	23	29, 30, 31	42, 43
	MP4 Model with mathematics.	16	17	23	29, 30, 31	42, 43
	MP7 Look for and make use of structure.	16	17	23	29, 30, 31	42, 43
	MP8 Look for and express regularity in repeated reasoning.	16	17	23	29, 30, 31	42, 43
Probability	HSS - MD.B.5A Find the expected payoff for a game of chance. For example, find the expected winnings from a state lottery ticket or a game at a fast-food restaurant.	16		23	29, 30, 31	42, 43
	HSS-MD.B.5B Evaluate and compare strategies on the basis of expected values. For example, compare a high-deductible versus a low-deductible automobile insurance policy using various, but reasonable, chances of having a minor or a major accident.	16		23	29, 30, 31	42, 43
	HSG-MD.B.6 Use probabilities to make fair decisions (e.g., drawing by lots, using a random number generator).	16			29, 30, 31	42, 43
	HSG-MD.B.7 Analyze decisions and strategies using probability concepts (e.g., product testing, medical testing, pulling a hockey goalie at the end of a game).	16	17	23	29, 30, 31	42, 43