

Evolution of Games / Common Core State Standards / College and Career Readiness /Reading Literacy in History / Social Studies / Grades 6 - 8 students

		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
Anchor Standard		Lessons												
Key Ideas and Details	1. Cite specific textual evidence to support analysis of primary and secondary sources.		5			14	18, 19	24	26	31	32, 33, 34, 35, 36	39		45
	2. Determine the central ideas or information of a primary or secondary source; provide an accurate summary of the source from prior knowledge or opinions.	2	5	6, 8		14	18, 19	24		28, 31	32, 33, 34, 35, 36	37	40	42, 43, 45
	3. Identify key steps in a text's description of a process related to history/social studies.		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
Craft and Structure	4. Determine the meaning of words and phrases as they are used in a text, including vocabulary specific to domains related to history/social studies.		5		11, 12	14	18, 19	21, 23		30, 31	32, 33, 34, 35, 36		40	42
	5. Describe how a text presents information (e.g sequentially, comparatively, causally).	1		9	11, 12	15, 16		20, 21			32, 33, 34, 35, 36	38, 39		
	6. Identify aspects of a text that reveal an author's point of view or purpose.	1				13			25	28				
Integration of Knowledge and Ideas	7. Integrate quantitative or technical analysis (e.g. charts, graphs, photographs, videos, or maps) with other information in print and digital texts		5	8, 9	10, 11	13, 14, 15, 16	19	22	26	29, 30, 31	35			43, 44
	8. Distinguish among fact, opinion, and reasoned judgment in a text.		5	6		13		20	26, 27	28	32, 33, 34, 35, 36	37, 39	40, 41	42, 43
	9. Analyze the relationship between a primary and secondary source on the same topic.		3, 4				19			28				42

Evolution of Games, Common Core State Standards / Common Core State Standards / College and Career Readiness / Writing Literacy in History/Social Studies, Science, and Technical Subjects /Grades 6 - 8 students

		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	
Text Types and Purposes	1 Write arguments focused on discipline-specific content.	Anchor Standard	Lessons												
		1.a Introduce claims(s) about a topic or issue, acknowledge and distinguish the claim(s) and organize the reasons and evidence logically.	2			10	14	18, 19		26					42, 43, 44
		1.b Support claim(s) with logical reasoning and relevant, accurate data and evidence that demonstrate an understanding of the topic or text, using credible sources.	1	3, 4	7	10, 11	13, 14, 15	17, 18	20	26, 27	28, 29	33, 34, 35	37, 39	40, 41	42, 43, 44
		1.c Use words, phrases, and clauses to create cohesion and clarify the relationships among claim(s), counterclaims, reasons, and evidence.				10	14		23, 24		31	36			42, 43, 44
		1.d Establish and maintain a formal style.		4		10	14								42, 43, 44
		1.e Provide a concluding statement or section that follows from and supports the argument presented.			8	10	14	19						40	42, 43

Evolution of Games, Common Common Core State Standards - Math grade 7

		Module 5	Module 6	Module 7	Module 9
Anchor Standard		Lessons			
Math Practice	MP1 Make sense of problems and persevere in solving them.	16	17	23	29, 30, 31
	MP2 Reason abstractly and quantitatively.	16	17	23	29, 30, 31
	MP4 Model with mathematics.	16	17	23	29, 30, 31
	MP7 Look for and make use of structure.	16	17	23	29, 30, 31
	MP8 Look for and express regularity in repeated reasoning.	16	17	23	29, 30, 31
Probabilit	MATH.CONTENT.7.SP.C.5 Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring. Larger numbers indicate greater likelihood. A probability near 0 indicates an unlikely event, a probability around 1/2 indicates an event that is neither unlikely nor likely, and a probability near 1 indicates a likely event.	16		23	29, 30, 31
	CCSS.MATH.CONTENT.7.SP.C.6 Approximate the probability of a chance event by collecting data on the chance process that produces it and observing its long-run relative frequency, and predict the approximate relative frequency given the probability.	16		23	30, 31

<p>MATH.CONTENT.7.SP.C.7.A Develop a uniform probability model by assigning equal probability to all outcomes, and use the model to determine probabilities of events.</p>	<p>16</p>			
<p>MATH.CONTENT.7.SP.C.7.B Develop a probability model (which may not be uniform) by observing frequencies in data generated from a chance process.</p>	<p>16</p>			