

<b>Adventures in Aeronautics</b>			
<b>2004 Mathematics</b>			
<b>Curriculum Framework</b>			
<b>Arkansas Mathematics</b>			
<b>Grade 3</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	AR	MA.3.NO.1.3.2	Use the place value structure of the base ten number system and be able to represent and compare whole numbers including thousands (using models, illustrations, symbols, expanded notation and problem solving)
Adventures in Aeronautics	AR	MA.3.NO.1.3.3	Use mathematical language and symbols to compare and order four-digit numbers with and without appropriate technology (<, >, =)
Adventures in Aeronautics	AR	MA.3.NO.2.3.2.b	Apply number theory (use the terms multiple, factor, product and quotient in an appropriate context (e.g., Since $3 \times 4 = 12$ , 3 and 4 are factors; 12 is the product, 3, 6, 9, 12 are multiples of 3; 4, 8, 12, 16 are multiples of 4; $12 \div 4 = 3$ , the quotient))
Adventures in Aeronautics	AR	MA.3.NO.2.3.3	Use conventional mathematical symbols to write equations for contextual problems involving multiplication
Adventures in Aeronautics	AR	MA.3.NO.3.3.1.a	Develop, with and without appropriate technology, computational fluency, in multi-digit addition and subtraction through 999 using contextual problems (strategies for adding and subtracting numbers)
Adventures in Aeronautics	AR	MA.3.NO.3.3.1.b	Develop, with and without appropriate technology, computational fluency, in multi-digit addition and subtraction through 999 using contextual problems (estimation of sums and differences in appropriate situations)
Adventures in Aeronautics	AR	MA.3.NO.3.3.3.a	Develop, with and without appropriate technology, computational fluency in multiplication and division up to two-digit by one-digit numbers using two-digit by one-digit number contextual problems using (strategies for multiplying and dividing numbers)
Adventures in Aeronautics	AR	MA.3.NO.3.3.3.c	Develop, with and without appropriate technology, computational fluency in multiplication and division up to two-digit by one-digit numbers using two-digit by one-digit number contextual problems using (estimation of products and quotients in appropriate situations, and)
Adventures in Aeronautics	AR	MA.3.NO.3.3.4	Solve simple problems using one operation involving addition and subtraction using a variety of methods and tools (e.g., objects, mental computation, paper and pencil and with and without appropriate technology)

Adventures in Aeronautics	AR	MA.3.A.4.3.2	Relate skip-counting patterns to multiplication
Adventures in Aeronautics	AR	MA.3.M.12.3.4.c	Demonstrate the relationship among different standard units (Weight: 16 ounces = 1 lb)
Adventures in Aeronautics	AR	MA.3.M.13.3.1	Use a calendar to determine elapsed time from month to month
Adventures in Aeronautics	AR	MA.3.M.13.3.4.a	Determine elapsed time in contextual situations to five-minute intervals (End time unknown)
Adventures in Aeronautics	AR	MA.3.M.13.3.4.b	Determine elapsed time in contextual situations to five-minute intervals (Elapsed hours unknown)
Adventures in Aeronautics	AR	MA.3.M.13.3.9.d	Estimate and measure length, capacity/volume and mass using appropriate customary units (Weight: pounds/ounces)
<b>Adventures in Aeronautics</b>			
<b>2004 Mathematics</b>			
<b>Curriculum Framework</b>			
<b>Arkansas Mathematics</b>			
<b>Grade 4</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	AR	MA.4.NO.1.4.2	Use the place value structure of the base ten number system and be able to represent and compare whole numbers to millions (using models, illustrations, symbols, expanded notation and problem solving)
Adventures in Aeronautics	AR	MA.4.NO.1.4.3	Use mathematical language and symbols to compare and order any whole numbers with and without appropriate technology (<, >, =)
Adventures in Aeronautics	AR	MA.4.NO.2.4.2.b	Apply number theory (use the terms multiple, factor, and divisible by in an appropriate context)
Adventures in Aeronautics	AR	MA.4.NO.2.4.3	Use conventional mathematical symbols to write equations for contextual problems involving multiplication
Adventures in Aeronautics	AR	MA.4.NO.3.4.1	Demonstrate, with and without appropriate technology, computational fluency in multi-digit addition and subtraction in contextual problems
Adventures in Aeronautics	AR	MA.4.NO.3.4.3.c	Attain, with and without appropriate technology, computational fluency in multiplication and division using contextual problems using (strategies for multiplication and dividing numbers)
Adventures in Aeronautics	AR	MA.4.NO.3.4.3.e	Attain, with and without appropriate technology, computational fluency in multiplication and division using contextual problems using (estimation of products and quotients in appropriate situations, and)

Adventures in Aeronautics	AR	MA.4.NO.3.4.4	Solve simple problems using operations involving addition, subtraction, and multiplication using a variety of methods and tools (e.g., objects, mental computation, paper and pencil and with and without appropriate technology)
Adventures in Aeronautics	AR	MA.4.M.12.4.3.c	Use the relationship among units of measurement (Weight: 16 ounces = 1 lb)
Adventures in Aeronautics	AR	MA.4.M.13.4.1	Using a calendar to determine elapsed time from month to month
Adventures in Aeronautics	AR	MA.4.M.13.4.4	Determine elapsed time in contextual situations to five-minute intervals with beginning time unknown
Adventures in Aeronautics	AR	MA.4.M.13.4.8.d	Estimate and measure length, capacity/volume and mass using appropriate customary and metric units (Weight: pounds/ounces)
<b>Adventures in Aeronautics</b>			
<b>2004 Mathematics</b>			
<b>Curriculum Framework</b>			
<b>Arkansas Mathematics</b>			
<b>Grade 5</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	AR	MA.5.NO.3.5.1	Develop and use a variety of algorithms with computational fluency to perform whole number operations using addition and subtraction (up to five-digit numbers), multiplication (up to three-digit x two-digit), division (up to two-digit divisor) interpreting remainders, including real world problems
Adventures in Aeronautics	AR	MA.5.A.5.5.2	Write expressions containing one variable (a letter representing an unknown quantity) using rules for addition and subtraction
Adventures in Aeronautics	AR	MA.5.M.13.5.1	Solve real world problems involving one elapsed time, counting forward (calendar and clock)
Adventures in Aeronautics	AR	MA.5.M.13.5.3	Draw and measure distance to the nearest cm and $\frac{1}{4}$ inch accurately
Adventures in Aeronautics	AR	MA.5.M.13.5.5	Count the distance between two points on a horizontal or vertical line and compare the lengths of the paths on a grid