

<b>Adventures in Aeronautics</b>			
<b>2005 Mathematics</b>			
<b>Curriculum Frameworks</b>			
<b>Connecticut Mathematics</b>			
<b>Grade 3</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	CT	MA.3.2.2.a	Use strategies that involve place value patterns and algebraic properties to estimate, add and subtract.
Adventures in Aeronautics	CT	MA.3.2.2.c	Solve multiplication and division problems using rectangular arrays, number patterns, skip counting and repeated addends.
<b>Adventures in Aeronautics</b>			
<b>2005 Mathematics</b>			
<b>Curriculum Frameworks</b>			
<b>Connecticut Mathematics</b>			
<b>Grade 4</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	CT	MA.4.2.2.b	Use number patterns, basic facts, rectangular arrays, place value models and the distributive property to multiply and divide.
<b>Adventures in Aeronautics</b>			
<b>2005 Mathematics</b>			
<b>Curriculum Frameworks</b>			
<b>Connecticut Mathematics</b>			
<b>Grade 5</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	CT	MA.5.3.3.a	Solve problems in the measure of time and in converting units of length in the customary and metric systems using specific ratios.