

<b>Adventures in Aeronautics</b>			
<b>2005 Mathematics</b>			
<b>Content and Achievement Standards</b>			
<b>North Dakota Mathematics</b>			
<b>Grade 3</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	ND	MA.3.3.1.1	Count and order numbers up to 10,000
Adventures in Aeronautics	ND	MA.3.3.1.13	Add and subtract whole numbers between 0 and 10,000
Adventures in Aeronautics	ND	MA.3.3.1.21	Estimate whole number products and quotients
Adventures in Aeronautics	ND	MA.3.3.4.2	Determine elapsed time by the hour
Adventures in Aeronautics	ND	MA.3.3.4.8	Select a variety of tools for measuring length, weight, and capacity
Adventures in Aeronautics	ND	MA.3.3.5.2	Create patterns using multiplication
<b>Adventures in Aeronautics</b>			
<b>2005 Mathematics</b>			
<b>Content and Achievement Standards</b>			
<b>North Dakota Mathematics</b>			
<b>Grade 4</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	ND	MA.4.4.1.12	Add and subtract whole numbers between 0 and 100,000
Adventures in Aeronautics	ND	MA.4.4.4.5	Apply the concept of elapsed time; i.e., schedules and calendars
<b>Adventures in Aeronautics</b>			
<b>2005 Mathematics</b>			
<b>Content and Achievement Standards</b>			
<b>North Dakota Mathematics</b>			
<b>Grade 5</b>			
<b>Activity/Lesson</b>	<b>State</b>	<b>Standards</b>	
Adventures in Aeronautics	ND	MA.5.5.1.11	Compare equivalent fractions, decimals, and percents, e.g., $75/100 = .75 = 75\%$
Adventures in Aeronautics	ND	MA.5.5.1.14	Add and subtract whole numbers between 0 and 1,000,000
Adventures in Aeronautics	ND	MA.5.5.1.21	Multiply multi-digit numbers by three-digit numbers
Adventures in Aeronautics	ND	MA.5.5.4.2	Measure and apply elapsed time; i.e., time zones, schedules, and calendars
Adventures in Aeronautics	ND	MA.5.5.5.2	Identify a rule for a pattern involving addition, subtraction, or multiplication