

Common  
Core  
Aligned

# TEACHER'S DUNGEON

## HELPING YOUR CHILDREN LEARN MATH

### PARENT PLAN

Common  
Core  
Aligned



# TEACHER'S DUNGEON

## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

1. Go to [www.teachersdungeon.com](http://www.teachersdungeon.com)
2. First, click on "Log In"
3. Then, click on "Account"



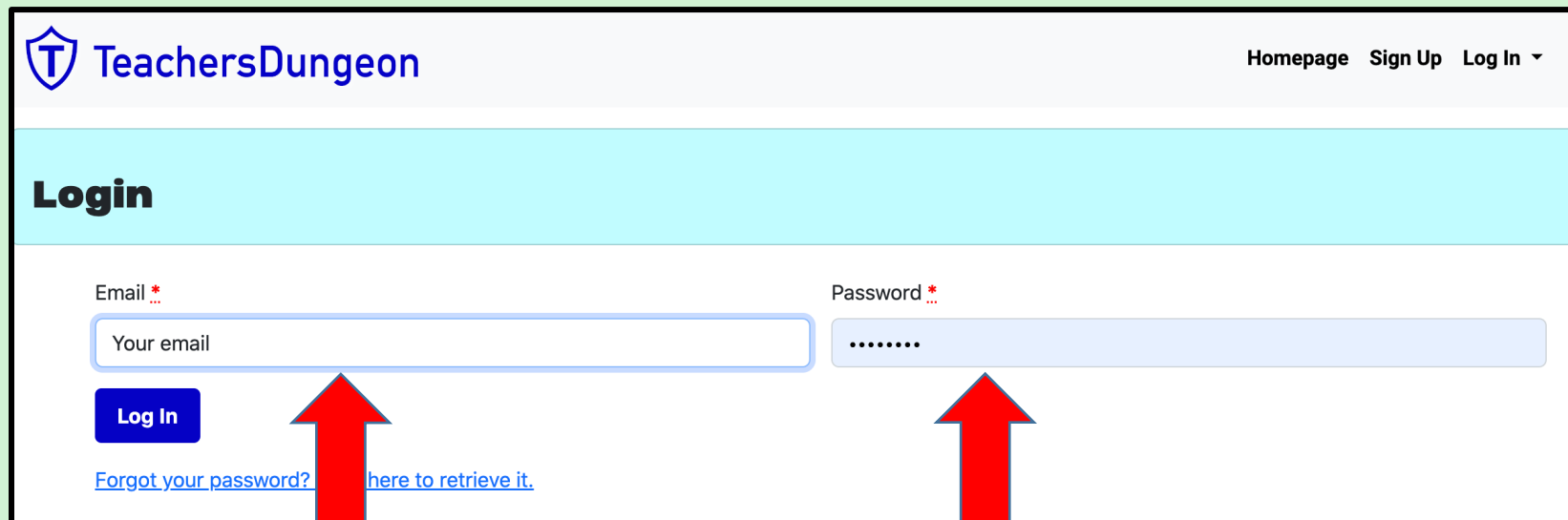
# TEACHER'S DUNGEON

## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

1. Enter your email
2. Plug in your password

\* If you forget your password, click on the link at the bottom.



The screenshot shows the TeachersDungeon login interface. At the top left is the TeachersDungeon logo, and at the top right are links for 'Homepage', 'Sign Up', and 'Log In'. Below this is a light blue header with the word 'Login'. The main form area contains two input fields: 'Email' and 'Password'. The email field has a placeholder 'Your email' and a red asterisk. The password field has a placeholder of seven dots and a red asterisk. A blue 'Log In' button is positioned below the email field. At the bottom left, there is a link that says 'Forgot your password? here to retrieve it.' Two large red arrows point upwards from the bottom of the slide towards the email and password input fields.

TeachersDungeon

Homepage Sign Up Log In ▾

### Login

Email \*  
Your email

Password \*  
.....

Log In

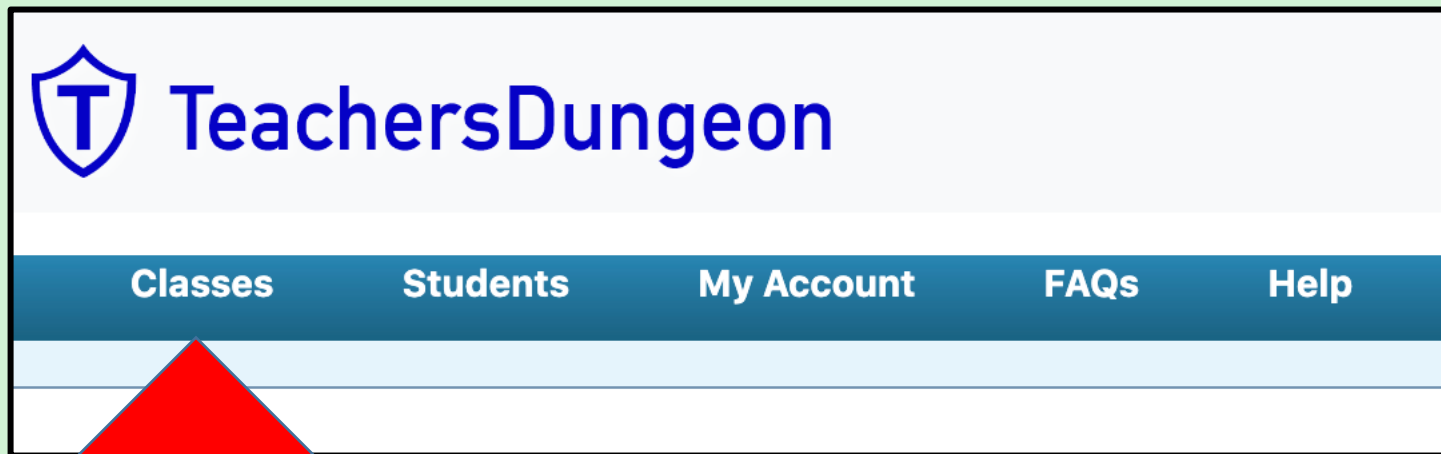
[Forgot your password? here to retrieve it.](#)

# TEACHER'S DUNGEON

## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

1. Click on Classes

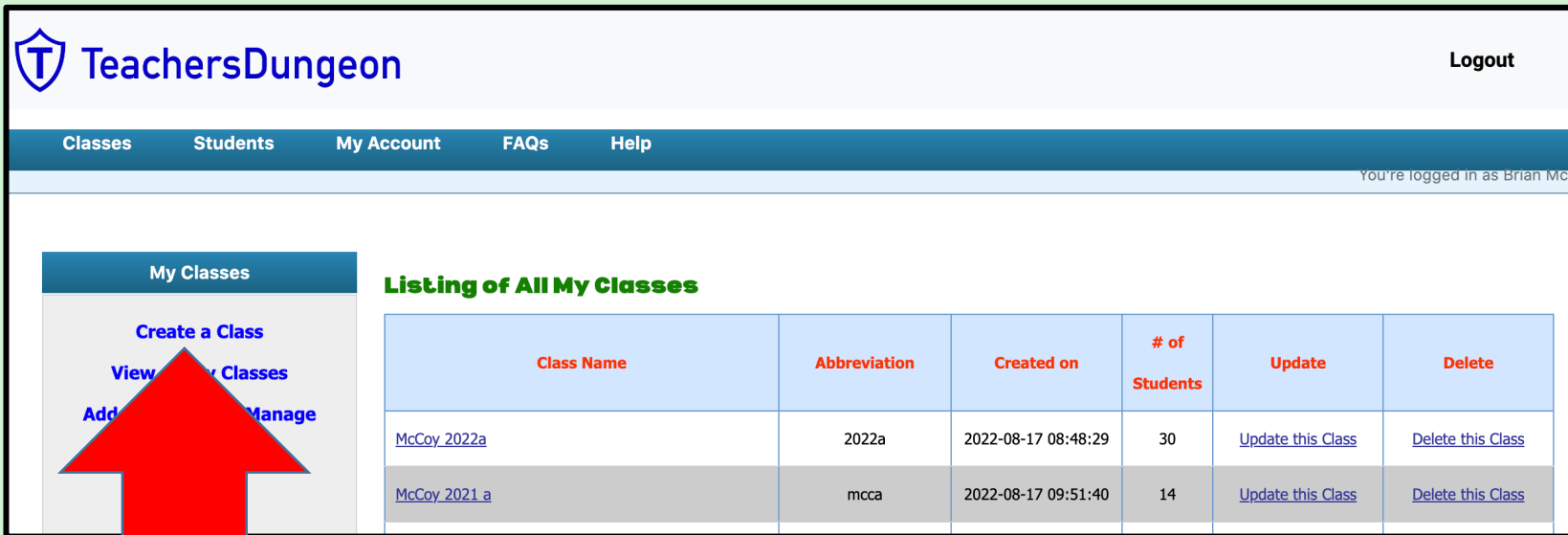


# TEACHER'S DUNGEON

## LESSON PLANNER

# SETTING UP YOUR CHILDREN'S LOGINS

1. Click on "Create a Class"



The screenshot shows the TeachersDungeon website interface. At the top, there is a navigation bar with the logo and a 'Logout' link. Below this is a secondary navigation bar with links for 'Classes', 'Students', 'My Account', 'FAQs', and 'Help'. The main content area is divided into two sections. On the left is a sidebar titled 'My Classes' containing buttons for 'Create a Class', 'View My Classes', 'Add New Class', and 'Manage My Classes'. A large red arrow points to the 'Create a Class' button. On the right is a section titled 'Listing of All My Classes' which contains a table with the following data:

Class Name	Abbreviation	Created on	# of Students	Update	Delete
<a href="#">McCoy 2022a</a>	2022a	2022-08-17 08:48:29	30	<a href="#">Update this Class</a>	<a href="#">Delete this Class</a>
<a href="#">McCoy 2021 a</a>	mcca	2022-08-17 09:51:40	14	<a href="#">Update this Class</a>	<a href="#">Delete this Class</a>

# TEACHER'S DUNGEON

## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

#### 1. Name Your Class

- I teach two math classes, so I use my name, the year, and “a” for one class and “b” for the other.
- As a parent, you can use any unique name.

#### 2. Create an abbreviation for your class

- Be sure to use 3 to 8 characters that are numbers or letters with no spaces.

#### Create Class

Name

McCoy 2023a

Name Abbr.

2023a



# TEACHER'S DUNGEON

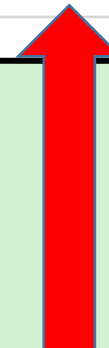
## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

1. That will bring you to this page.
2. Click on "Update this Class"

#### Listing of All My Classes

Class Name	Abbreviation	Created on	# of Students	Update	Delete
<a href="#">McCoy 2022a</a>	2022a	2022-08-17 08:48:29	30	<a href="#">Update this Class</a>	<a href="#">Delete this Class</a>
<a href="#">McCoy 2022b</a>	2022b	2022-08-19 15:56:15	30	<a href="#">Update this Class</a>	<a href="#">Delete this Class</a>
<a href="#">McCoy 2023a</a>	2023a	2023-08-16 16:46:46	0	<a href="#">Update this Class</a>	<a href="#">Delete this Class</a>



# TEACHER'S DUNGEON

## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

1. You will land on this page.
2. Click on "Create New Students"

The screenshot shows the TeachersDungeon Lesson Planner interface. The top navigation bar includes links for Classes, Students, My Account, FAQs, and Help. The main content area is titled 'Edit/Update Class'. On the left, there is a sidebar with two sections: 'My Classes' and 'Class Students'. The 'Class Students' section contains three links: 'Create New Students', 'Edit/Remove Students', and 'Add an Existing Student'. A red arrow points to the 'Create New Students' link. The main content area has two input fields: 'Name' (containing 'McCoy 2023a') and 'Name Abbr.' (containing '2023a'). Below the 'Name Abbr.' field is a text box explaining that this field is used for creating usernames and must be 3 to 8 lowercase characters long with no spaces. A 'Save Changes' button is located below the input fields.

TeachersDungeon

Classes Students My Account FAQs Help

You're

**My Classes**

Create a Class  
View All My Classes  
Add More Seats / Manage My Subscription

**Class Students**

Create New Students  
Edit/Remove Students  
Add an Existing Student

**Edit/Update Class**

Name  
McCoy 2023a

Name Abbr.  
2023a

This field will be used for creation of usernames for your students. It must be 3 to 8 lowercase characters long with no spaces in between. Please choose only letters, numbers, "-", or "-".

Save Changes



# TEACHER'S DUNGEON

## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

You will land on this page.

The game will automatically assign usernames and password to all your seats.

1. Enter their "Real Name" and click on their "Gender"

\* Be sure to unclick any extra seats!



#	<input checked="" type="checkbox"/> Include	Student Screen Name	Student Real Name	Gender	Password
1	<input checked="" type="checkbox"/>	2023a_0001	Jon	<input type="radio"/> F <input checked="" type="radio"/> M	abgw0001
2	<input checked="" type="checkbox"/>	2023a_0002	Camila	<input checked="" type="radio"/> F <input type="radio"/> M	afkq0002
3	<input checked="" type="checkbox"/>	2023a_0003	Juan	<input type="radio"/> F <input checked="" type="radio"/> M	bguy0003
4	<input checked="" type="checkbox"/>	2023a_0004	Sally	<input checked="" type="radio"/> F <input type="radio"/> M	ehru0004
5	<input type="checkbox"/>	2023a_0005		<input type="radio"/> F <input type="radio"/> M	juvx0005
6	<input type="checkbox"/>	2023a_0006		<input type="radio"/> F <input type="radio"/> M	bdgx0006
7	<input type="checkbox"/>	2023a_0007		<input type="radio"/> F <input type="radio"/> M	dehx0007
8	<input type="checkbox"/>	2023a_0008		<input type="radio"/> F <input type="radio"/> M	bcgw0008

# TEACHER'S DUNGEON

## LESSON PLANNER

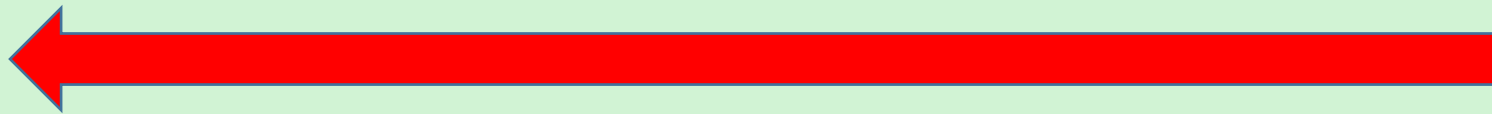
### SETTING UP YOUR CHILDREN'S LOGINS

Go to the bottom of the page.

1. Click on "Add Students"

#	<input checked="" type="checkbox"/> Include	Student Screen Name	Student Real Name	Gender	Password
1	<input checked="" type="checkbox"/>	2023a_0001	Jon	<input type="radio"/> F <input checked="" type="radio"/> M	abgw0001
2	<input checked="" type="checkbox"/>	2023a_0002	Camila	<input checked="" type="radio"/> F <input type="radio"/> M	afkq0002
3	<input checked="" type="checkbox"/>	2023a_0003	Juan	<input type="radio"/> F <input checked="" type="radio"/> M	bguy0003
4	<input checked="" type="checkbox"/>	2023a_0004	Sally	<input checked="" type="radio"/> F <input type="radio"/> M	ehru0004
5	<input type="checkbox"/>	2023a_0005		<input type="radio"/> F <input type="radio"/> M	juvx0005
6	<input type="checkbox"/>	2023a_0006		<input type="radio"/> F <input type="radio"/> M	bdgx0006
7	<input type="checkbox"/>	2023a_0007		<input type="radio"/> F <input type="radio"/> M	dehx0007
8	<input type="checkbox"/>	2023a_0008		<input type="radio"/> F <input type="radio"/> M	bcgw0008

Add 4 Students



# TEACHER'S DUNGEON

## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

This page will automatically appear.

\* If you want to add more students, repeat the process by clicking on “Create New Students” again.

1. Click on “Edit/Remove Students”

You have added 4 new students to this class.

**My Students**

[View Stats by Educational Strand](#)

[View Student Answers](#)

**Class Students**

[Create New Students](#)

[Edit/Remove Students](#)

[Add an Existing Student](#)

**Listing Students in Class McCoy 2023a**

Select a class

Show Game-Play Stats for:

Student Screen Name	Student Real Name	Proficiency Scales	Overall
<a href="#">2023a_0001</a>	<a href="#">Jon</a>	<a href="#">Check Proficiency Scale</a>	No Data
<a href="#">2023a_0002</a>	<a href="#">Camila</a>	<a href="#">Check Proficiency Scale</a>	No Data
<a href="#">2023a_0003</a>	<a href="#">Juan</a>	<a href="#">Check Proficiency Scale</a>	No Data
<a href="#">2023a_0004</a>	<a href="#">Sally</a>	<a href="#">Check Proficiency Scale</a>	No Data

# TEACHER'S DUNGEON

## LESSON PLANNER

# SETTING UP YOUR CHILDREN'S LOGINS

That will bring you back to this page.

1. Print out this page.
2. Cut each child's screen name, real name, gender, and password into strips.

My Students

[View Stats by Educational Strand](#)

[View Student Answers](#)

Class Students

[Create New Students](#)

[Edit/Remove Students](#)

[Add an Existing Student](#)

### Edit Students in McCoy 2023a

Per COPPA Law - Do NOT enter any child's first and last name in the "Student Real Name" column. If you have two children with the same first name, you can enter their first name and last initial.

Student Screen Name	Student Real Name	Gender	Password	
2023a_0001	Jon	<input type="radio"/> F <input checked="" type="radio"/> M	cmwz0001	<a href="#">Remove</a>
2023a_0002	Camila	<input checked="" type="radio"/> F <input type="radio"/> M	ajyz0002	<a href="#">Remove</a>
2023a_0003	Juan	<input type="radio"/> F <input checked="" type="radio"/> M	fkxz0003	<a href="#">Remove</a>
2023a_0004	Sally	<input checked="" type="radio"/> F <input type="radio"/> M	abrs0004	<a href="#">Remove</a>

Save Changes

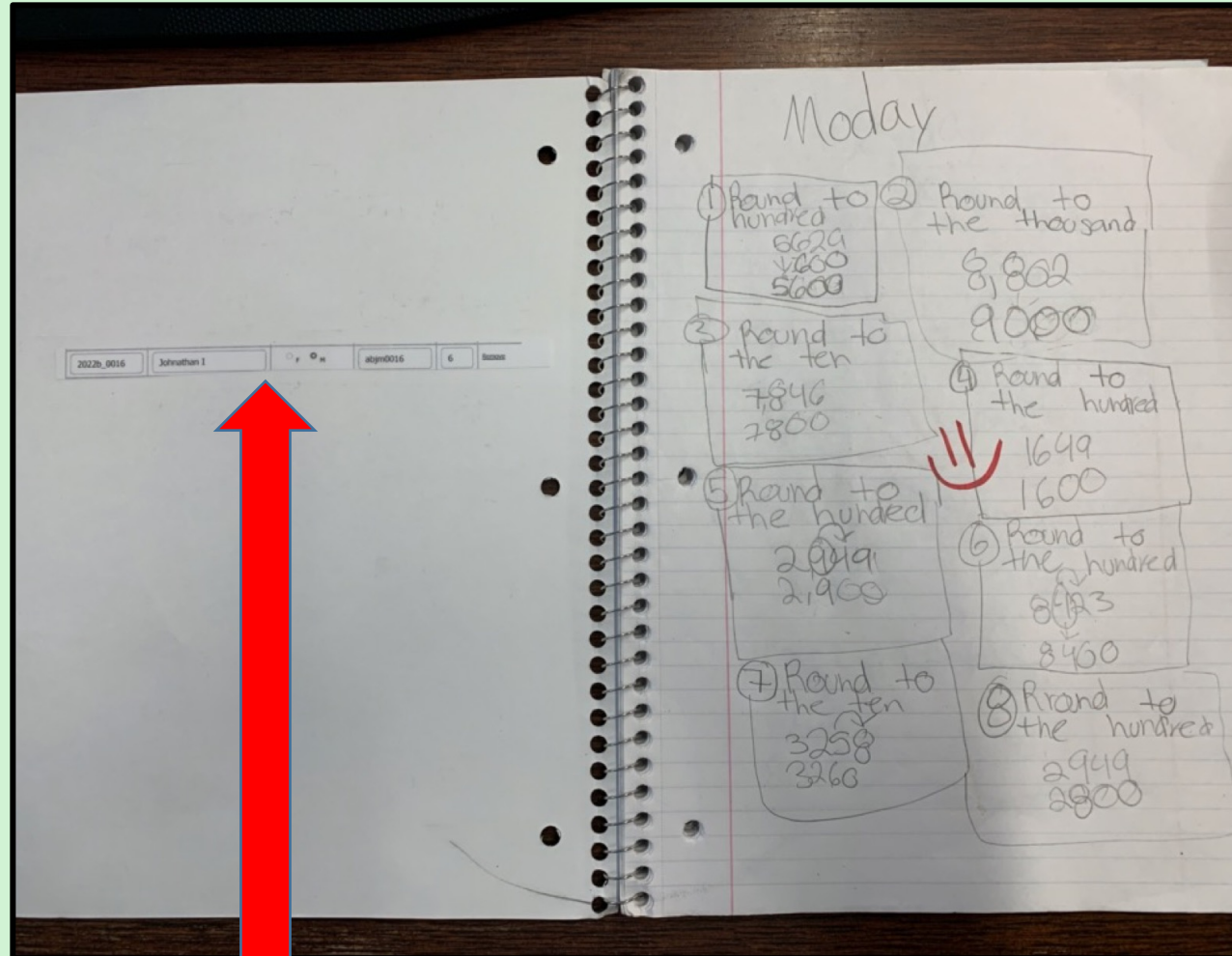
Reset

# TEACHER'S DUNGEON

## LESSON PLANNER

### SETTING UP YOUR CHILDREN'S LOGINS

Tape each child's log in information onto the inside cover of their notebook. This keeps their login information handy anytime they play The Teacher's Dungeon.



# TEACHER'S DUNGEON

## LESSON PLANNER

### MOTIVATING YOUR CHILDREN TO LEARN!

Once your children have their log in information your job shifts from parent to coach.

1. Encourage your children to play The Teacher's Dungeon
  - The more they play, the faster they learn!
2. Make sure that they take good notes any time they get a problem wrong and are given a video tutorial.
3. Give them a ton of positive reinforcement!
  - Smiley faces on their notebooks
  - Compliment their progress on the Stats Page

# TEACHER'S DUNGEON

## LESSON PLANNER

### MOTIVATING YOUR CHILDREN TO LEARN!

Have your children log into The Teacher's Dungeon

1. Go to [www.teachersdungeon.com](http://www.teachersdungeon.com)
2. First, click on "Log In"
3. Then, click on "Student"





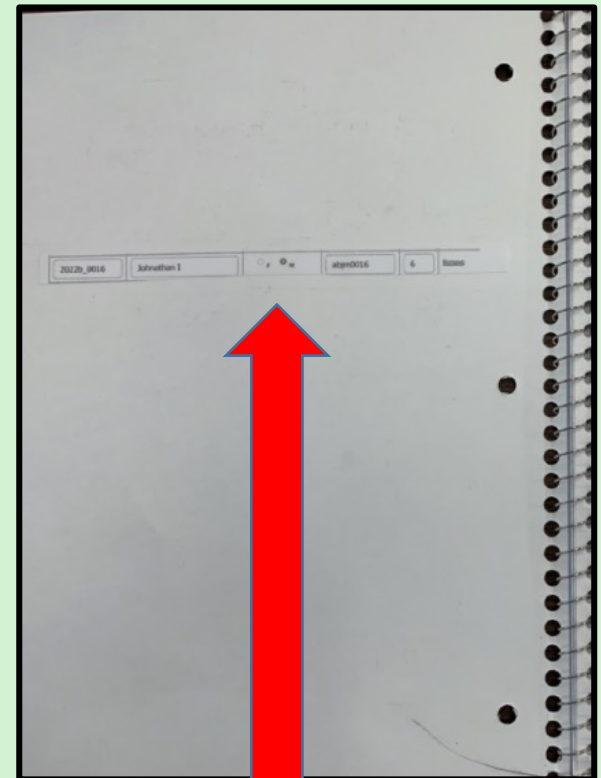
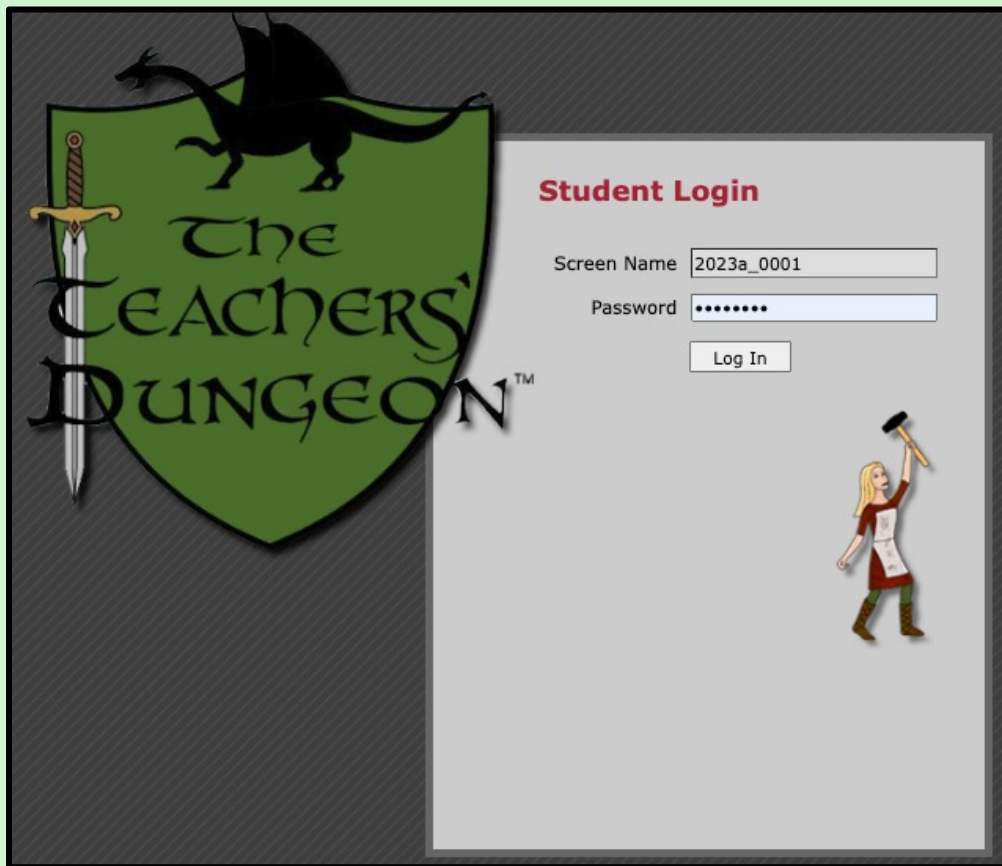
# TEACHER'S DUNGEON

## LESSON PLANNER

# MOTIVATING YOUR CHILDREN TO LEARN!

That will bring them to this page.

1. Have your children use their notebooks to plug in their screen name & password.





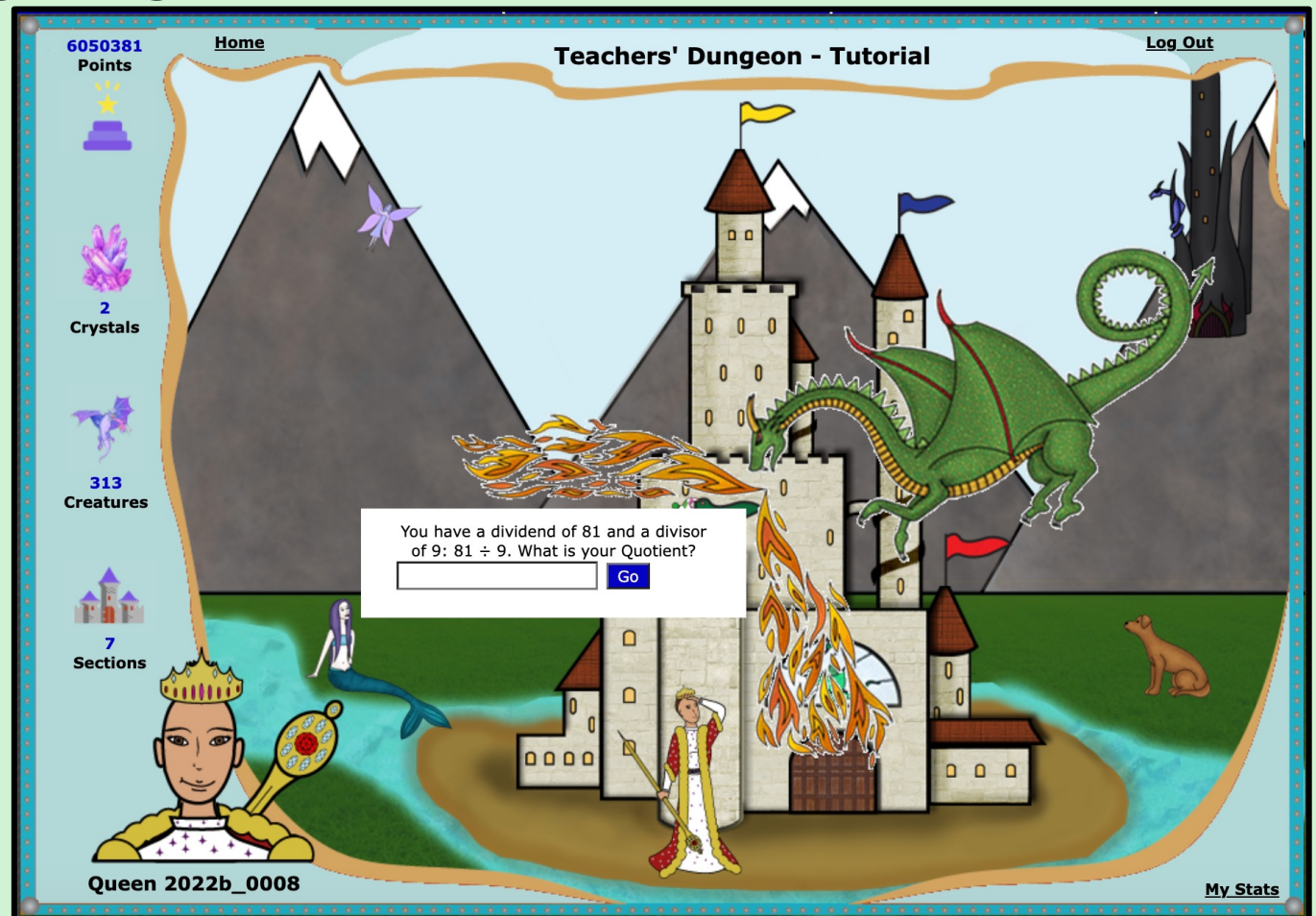
# TEACHER'S DUNGEON

## LESSON PLANNER

# MOTIVATING YOUR CHILDREN TO LEARN!

Let the learning begin!

This is a sample question from the game-play that your students will see.



# TEACHER'S DUNGEON

## LESSON PLANNER

# MOTIVATING YOUR CHILDREN TO LEARN!

## Daily Practice

1. Encourage your children to play The Teacher's Dungeon for at least a half an hour each day.



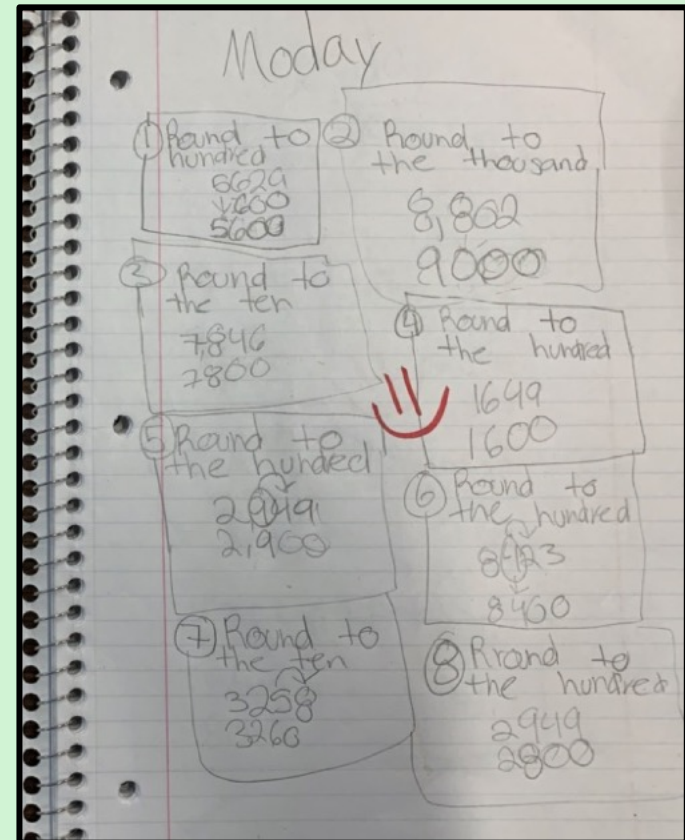
# TEACHER'S DUNGEON

## LESSON PLANNER

# MOTIVATING YOUR CHILDREN TO LEARN!

## Weekly Check In

1. Complete a quick check of their notebook.
  - Compliment their work
  - Encourage your children to be neat & copy everything from the video tutorials
2. Give them a smiley face on each page that they have completed.



# TEACHER'S DUNGEON

## LESSON PLANNER

# MOTIVATING YOUR CHILDREN TO LEARN!

## Weekly Check In

1. You can check your children's progress by clicking on "Check Progress Scale."
2. That will bring you to your child's Stats Page (shown on the next page).

### Listing Students in Class McCoy 2023a

Select a class

Show Game-Play Stats for:

Student Screen Name	Student Real Name	Proficiency Scales	Overall
<a href="#">2023a_0001</a>	<a href="#">Jon</a>	<a href="#">Check Proficiency Scale</a>	No Data
<a href="#">2023a_0002</a>	<a href="#">Camila</a>	<a href="#">Check Proficiency Scale</a>	No Data
<a href="#">2023a_0003</a>	<a href="#">Juan</a>	<a href="#">Check Proficiency Scale</a>	No Data
<a href="#">2023a_0004</a>	<a href="#">Sally</a>	<a href="#">Check Proficiency Scale</a>	No Data



# TEACHER'S DUNGEON

## LESSON PLANNER

### MOTIVATING YOUR CHILDREN TO LEARN!

#### Weekly Check In

1. Show your child their Stats Page and compliment their progress!

The Game-Play Logic starts all children with the 3<sup>rd</sup> grade standards. This ensure that any “gaps in learning” will be filled, and children will learn all the essential concepts of math.

Children in upper grades who are proficient in math will fly through these first standards earning a ton of crystals and enjoying the game.

Children with gaps in their learning may have a week or two with little or no movement. This is normal. Learning takes time. Encourage your children by reminding them that as long as they are taking good notes they are learning, and the yellow boxes will turn green.

Topic	3 <sup>rd</sup> Std	4 <sup>th</sup> Std		5 <sup>th</sup> Std		6 <sup>th</sup> Std	7 <sup>th</sup> Std		
Place Value	<b>3.NBT.A1</b> I can round whole numbers up to 9,999 to the nearest 10.	<b>4.NBT.A2</b> I can compare two multi-digit numbers based on meanings of the digits in each place.	<b>4.NBT.A3</b> I can round multi-digit whole numbers to any place.	<b>4.NF.C5</b> I can compare two decimals to hundredths by reasoning about their size.	<b>5.NBT.A3A</b> I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	<b>5.NBT.A3B</b> I can compare two decimals to thousandths based on their place value, and use >, =, and < symbols to record the results of comparisons.	<b>6.NS.C.7</b> I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.		
Adding & Subtracting	<b>3.NBT.A2</b> I can add and subtract number up to 1,000.	<b>4.NBT.B.4</b> I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.		<b>5.NBT.B.7</b> I can add and subtract numbers with decimals to hundredths place.		<b>6.NS.C.8</b> I can solve problems that involve positive and negative numbers. (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge)	7 <sup>th</sup> grade Prep		
Multiplication	<b>3.OA.A1</b> I can multiply whole numbers.	<b>4.OA.B4</b> I can find all the factors for any product up to 100.	<b>4.NBT.B.5-1</b> I can multiply a one-digit number by a four-digit number.	<b>4.NBT.B.5-2</b> I can multiply a two-digit number by a two-digit number.	<b>5.NBT.A5</b> I can fluently multiply multi-digit whole numbers using the standard algorithm.	<b>5.NBT.B.7-M</b> I can multiply number with decimals to hundredths place.	<b>6.RP.A3.C</b> I can find a percent of a quantity as a rate per 100.		
Division	<b>3.OA.A2</b> I can divide whole numbers.	<b>4.NBT.B6</b> I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.		<b>5.NBT.B.7-D</b> I can divide dividends with decimals to hundredths place.		<b>6.NS.B2</b> I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.			
Fractions	<b>3.NF.A1</b> I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the whole is cut into.	<b>4.NF.A2</b> I can compare fractions with different Denominators.	<b>4.NF.C.6</b> I can represent decimals as a fraction.	<b>5.NF.A.1-1 - Adding &amp; Subtracting</b> I can add and subtract fractions with uncommon Denominators.	<b>5.NF.A.1-2 - Adding and Subtracting</b> I can add and subtract mixed numbers with uncommon Denominators.	<b>5.NF.B.4</b> I can multiply a fraction by a whole number.	<b>6.NS.A.1 - 1</b> I can divide a fraction by a whole number and a Whole number by a fraction.	<b>6.NS.A.1 - 2</b> I can divide a fraction by a whole number and a Whole number by a fraction.	<b>6.NS.A.1 - 3</b> I can divide fractions: $3/4 \times 2/5$ .
Statistics, Data, & Measurement	<b>3.MD.B3</b> I can determine how many more or how many less of using information from a graph.	<b>4.MD.A.2</b> I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.		<b>5.MD.A.1</b> I can convert among different-sized standard measurement units within a given measurement system.		<b>6.SP.B5</b> I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.			
Geometry	<b>3.MD.C6</b> I can find the perimeter & area of rectangles.	<b>4.GA.2 and 4.MD.C.7</b> I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.		<b>5.MD.C5</b> I can find the volume of a right rectangular prism with whole-number side lengths.		<b>6.GA.1</b> I can find the area of triangles, trapezoids, and irregular polygons.	<b>6.GA.2</b> I can find the volume of irregular prisms.	<b>6.GA.3</b> I can draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first coordinate.	<b>6.GA.4</b> I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.

# TEACHER'S DUNGEON

## LESSON PLANNER

# MOTIVATING YOUR CHILDREN TO LEARN!

## Weekly Check In

1. Motivate your children with an Ice Cream Sundae Challenge!
2. Have them take a screenshot of their Stats Page after 14 days of play.

## First 14 Days of Play

Topic	3 <sup>rd</sup> Std	4 <sup>th</sup> Std			5 <sup>th</sup> Std	6 <sup>th</sup> Std	7 <sup>th</sup> Std
Place Value	<b>3.NBT.A.1</b> I can round whole numbers up to 3,000 to the nearest 10.	<b>4.NBT.A.2</b> I can compare two multi-digit numbers based on meanings of the digits in each place.	<b>4.NBT.A.3</b> I can round multi-digit whole numbers to any place.	<b>4.NF.C.5</b> I can compare two decimals to hundredths by reasoning about their size.	<b>5.NBT.A.3A</b> I can read and write decimals to hundredths using base-ten numerals, number names, and expanded form.	<b>5.NBT.A.3B</b> I can compare two decimals to thousandths based on their place value, using >, =, and < symbols to record the results of comparisons.	<b>6.NS.C.7</b> I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.
Adding & Subtracting	<b>3.NBT.A.2</b> I can add and subtract number up to 1,000.	<b>4.NBT.B.4</b> I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.			<b>5.NBT.B.7</b> I can add and subtract numbers with decimals to hundredths place.	<b>6.NS.C.8</b> I can solve problems that involve positive and negative numbers. (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge)	7 <sup>th</sup> grade Prep
Multiplication	<b>3.OA.A.1</b> I can multiply whole numbers.	<b>4.OA.B.4</b> I can find all the factors for any product up to 100.	<b>4.NBT.B.5-1</b> I can multiply a one-digit number by a four-digit number.	<b>4.NBT.B.5-2</b> I can multiply a two-digit number by a two-digit number.	<b>5.NBT.A.5</b> I can fluently multiply multi-digit whole numbers using the standard algorithm.	<b>5.NBT.B.7-M</b> I can multiply number with decimals using the standard algorithm.	<b>6.RP.A.3.C</b> I can find a percent of a quantity as a rate per 100.
Division	<b>3.OA.A.2</b> I can divide whole numbers.	<b>4.NBT.B.6</b> I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			<b>5.NBT.B.7-D</b> I can divide dividends with decimals to hundredths place.	<b>6.NS.B.2</b> I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.	
Fractions	<b>3.NF.A.1</b> I understand the the numerators means the part of the fraction that is there and the denominator is the parts the the whole is cut into.	<b>4.NF.A.2</b> I can compare fractions with different Denominators.	<b>4.NF.C.6</b> I can represent decimals as a fraction.		<b>5.NF.A.1-1 - Adding &amp; Subtracting</b> I can add and subtract mixed numbers with uncommon Denominators.	<b>5.NF.B.4</b> I can multiply a fraction by a whole number.	<b>6.NS.A.1 - 1</b> I can divide a fraction by a whole number and a Whole number by a fraction.
Statistics, Data, & Measurement	<b>3.MD.B.3</b> I can determine how many more or how many less of using information from a graph.	<b>4.MD.A.2</b> I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			<b>5.MD.A.1</b> I can convert among different-sized standard measurement units within a given measurement system.	<b>6.SP.B.5</b> I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.	
Geometry	<b>3.MD.C.6</b> I can find the perimeter & area of rectangles.	<b>4.GA.2 and 4.MD.C.7</b> I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.			<b>5.MD.C.5</b> I can find the volume of a right rectangular prism with whole-number side lengths.	<b>6.GA.1</b> I can find the area of triangles, trapezoids, and irregular polygons.	<b>6.GA.2</b> I can find the volume of irregular and irregular prisms.
						<b>6.GA.3</b> I can draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first coordinate.	<b>6.GA.4</b> I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.



# TEACHER'S DUNGEON

## LESSON PLANNER

# MOTIVATING YOUR CHILDREN TO LEARN!

## Weekly Check In

\*Remind your children every day that they are working towards their Ice Cream Sundae!

1. After six weeks have them take another screenshot of their Stats Page.

2. Have your child copy & paste the two screens shot side-by side on a Google Sheet or into a Google Slide.

## First 14 Days of Play

Topic	3 <sup>rd</sup> Std	4 <sup>th</sup> Std			5 <sup>th</sup> Std	6 <sup>th</sup> Std	7 <sup>th</sup> Std
Place Value	<b>3.NBT.A1</b> I can round whole numbers up to 1,000 to the nearest 10.	<b>4.NBT.A2</b> I can compare two multi-digit numbers based on meanings of the digits in each place.	<b>4.NBT.A3</b> I can round multi-digit whole numbers to any place.	<b>4.NF.C5</b> I can compare two decimals to hundredths by reasoning about their size.	<b>5.NBT.A3A</b> I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	<b>5.NBT.A3B</b> I can compare two decimals to thousandths based on their meanings of the digits in each place.	<b>6.NS.C.7</b> I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.
Adding & Subtracting	<b>3.NBT.A2</b> I can add and subtract number up to 1,000.	<b>4.NBT.B.4</b> I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.			<b>5.NBT.B.7</b> I can add and subtract numbers with decimals to hundredths place.		<b>7<sup>th</sup> grade Prep</b>
Multiplication	<b>3.OA.A1</b> I can multiply whole numbers.	<b>4.OA.B4</b> I can find all the factors for any product up to 100.	<b>4.NBT.B.5-1</b> I can multiply a one-digit number by a four-digit number.	<b>4.NBT.B.5-2</b> I can multiply a two-digit number by a two-digit number.	<b>5.NBT.A5</b> I can fluently multiply multi-digit whole numbers using the standard algorithm.	<b>5.NBT.B.7-M</b> I can multiply number with decimals to hundredths place.	<b>6.RP.A3.C</b> I can find a percent of a quantity as a rate per 100.
Division	<b>3.OA.A2</b> I can divide whole numbers.	<b>4.NBT.B6</b> I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			<b>5.NBT.B.7-D</b> I can divide dividends with decimals to hundredths place.	<b>6.NS.B2</b> I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.	
Fractions	<b>3.NF.A1</b> I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the whole is cut into.	<b>4.NF.A2</b> I can compare fractions with different Denominators.	<b>4.NF.C.6</b> I can represent decimals as a fraction.		<b>5.NF.A.1-1 - Adding &amp; Subtracting</b> I can add and subtract mixed numbers with uncommon Denominators.	<b>5.NF.A.1-2 - Adding and Subtracting</b> I can add and subtract mixed numbers with uncommon Denominators.	<b>5.NF.B.4</b> I can multiply a fraction by a whole number.
Statistics, Data, & Measurement	<b>3.MD.B3</b> I can determine how many more or how many less of using information from a graph.	<b>4.MD.A.2</b> I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			<b>5.MD.A.1</b> I can convert among different-sized standard measurement units within a given measurement system.	<b>6.SP.B5</b> I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.	
Geometry	<b>3.MD.C6</b> I can find the perimeter & area of rectangles.	<b>4.GA.2 and 4.MD.C.7</b> I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.			<b>5.MD.C5</b> I can find the volume of a right rectangular prism with whole-number side lengths.	<b>6.GA.1</b> I can find the area of triangles, trapezoids, and irregular polygons. <b>6.GA.2</b> I can find the volume of irregular prisms. <b>6.GA.4</b> I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.	

## 42 Days of Play

Topic	3 <sup>rd</sup> Std	4 <sup>th</sup> Std			5 <sup>th</sup> Std	6 <sup>th</sup> Std	7 <sup>th</sup> Std
Place Value	<b>3.NBT.A1</b> I can round whole numbers up to 1,000 to the nearest 10.	<b>4.NBT.A2</b> I can compare two multi-digit numbers based on meanings of the digits in each place.	<b>4.NBT.A3</b> I can round multi-digit whole numbers to any place.	<b>4.NF.C5</b> I can compare two decimals to hundredths by reasoning about their size.	<b>5.NBT.A3A</b> I can read and write decimals to thousandths using base-ten numerals, number names, and expanded form.	<b>5.NBT.A3B</b> I can compare two decimals to thousandths based on their meanings of the digits in each place.	<b>6.NS.C.7</b> I understand ordering and absolute value of rational numbers as well as interpreting statements of inequality.
Adding & Subtracting	<b>3.NBT.A2</b> I can add and subtract number up to 1,000.	<b>4.NBT.B.4</b> I can fluently add and subtract multi-digit whole numbers (up to 100,000) using the standard algorithm.			<b>5.NBT.B.7</b> I can add and subtract numbers with decimals to hundredths place.		<b>7<sup>th</sup> grade Prep</b>
Multiplication	<b>3.OA.A1</b> I can multiply whole numbers.	<b>4.OA.B4</b> I can find all the factors for any product up to 100.	<b>4.NBT.B.5-1</b> I can multiply a one-digit number by a four-digit number.	<b>4.NBT.B.5-2</b> I can multiply a two-digit number by a two-digit number.	<b>5.NBT.A5</b> I can fluently multiply multi-digit whole numbers using the standard algorithm.	<b>5.NBT.B.7-M</b> I can multiply number with decimals to hundredths place.	<b>6.RP.A3.C</b> I can find a percent of a quantity as a rate per 100.
Division	<b>3.OA.A2</b> I can divide whole numbers.	<b>4.NBT.B6</b> I can find whole-number quotients and remainders with Four-digit dividends and one-digit divisors.			<b>5.NBT.B.7-D</b> I can divide dividends with decimals to hundredths place.	<b>6.NS.B2</b> I can fluently divide multi-digit numbers with decimal in both the divisor and the dividend using the standard algorithm.	
Fractions	<b>3.NF.A1</b> I understand the the numerators means the part of the fraction that is there, and the denominator is the parts the whole is cut into.	<b>4.NF.A2</b> I can compare fractions with different Denominators.		<b>4.NF.C.6</b> I can represent decimals as a fraction.	<b>5.NF.A.1-1 - Adding &amp; Subtracting</b> I can add and subtract mixed numbers with uncommon Denominators.	<b>5.NF.A.1-2 - Adding and Subtracting</b> I can add and subtract mixed numbers with uncommon Denominators.	<b>5.NF.B.4</b> I can multiply a fraction by a whole number. <b>6.NS.A.1 - 1</b> I can multiply fractions: (3/4 x 2/5). <b>6.NS.A.1 - 2</b> I can divide a fraction by a whole number and a Whole number by a fraction. <b>6.NS.A.1 - 3</b> I can divide fractions: 3/4 ÷ 2/5).
Statistics, Data, & Measurement	<b>3.MD.B3</b> I can determine how many more or how many less of using information from a graph.	<b>4.MD.A.2</b> I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.			<b>5.MD.A.1</b> I can convert among different-sized standard measurement units within a given measurement system.	<b>6.SP.B5</b> I can summarize numerical data sets in relation to their context. I can discover the mean, median and mode. I can also discover the interquartile range as well as the shape of a graph.	
Geometry	<b>3.MD.C6</b> I can find the perimeter & area of rectangles.	<b>4.GA.2 and 4.MD.C.7</b> I can classify two-dimensional figures, and I can recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.			<b>5.MD.C5</b> I can find the volume of a right rectangular prism with whole-number side lengths.	<b>6.GA.1</b> I can find the area of triangles, trapezoids, and irregular polygons. <b>6.GA.2</b> I can find the volume of irregular prisms. <b>6.GA.4</b> I can represent three-dimensional figures using nets made up of rectangles and triangles and use the nets to find the surface area of these figures.	

# TEACHER'S DUNGEON

## LESSON PLANNER

# MOTIVATING YOUR CHILDREN TO LEARN!

## Weekly Check In

The Ice Cream Sundae strategy gives children an intrinsic motivation to learn math, because they can clearly see their progress over time!

## First 14 Days of Play

Topic	3 <sup>rd</sup> Std	4 <sup>th</sup> Std	5 <sup>th</sup> Std	6 <sup>th</sup> Std	7 <sup>th</sup> Std
Place Value	3.NBT.A.1 I can read and write numbers up to 1,000 in standard form.	4.NBT.A.2 I can compare two multi-digit numbers based on meanings of the digits in each place.	4.NBT.A.3 I can round multi-digit whole numbers to any place.	4.NF.C.5 I can compare two decimals to thousandths using >, =, and < symbols to record the results of comparisons.	5.NBT.A.6 I can find an unknown in a multiplication equation.
Adding & Subtracting	3.NBT.A.2 I can add and subtract within 1,000.	4.NBT.B.4 I can fluently add and subtract multi-digit whole numbers up to 1,000 using the standard algorithm.	4.NBT.B.5 I can find an unknown in a subtraction equation.	4.NBT.B.6 I can find an unknown in a multiplication equation.	4.NBT.B.7 I can find an unknown in a division equation.
Multiplication	3.OA.A.1 I can multiply whole numbers.	4.OA.A.1 I can multiply a one-digit number by a two-digit number.	4.OA.A.2 I can multiply a one-digit number by a two-digit number.	4.OA.A.3 I can multiply a one-digit number by a two-digit number.	4.OA.A.4 I can multiply a one-digit number by a two-digit number.
Division	3.OA.A.2 I can divide whole numbers.	4.OA.B.1 I can find whole-number quotients and remainders with four-digit dividends and one-digit divisors.	4.OA.B.2 I can find whole-number quotients and remainders with four-digit dividends and one-digit divisors.	4.OA.B.3 I can find whole-number quotients and remainders with four-digit dividends and one-digit divisors.	4.OA.B.4 I can find whole-number quotients and remainders with four-digit dividends and one-digit divisors.
Fractions	3.NF.A.1 I understand the fractions represent the part of the whole.	4.NF.A.1 I can add and subtract fractions with the same denominator.	4.NF.A.2 I can add and subtract fractions with different denominators.	4.NF.A.3 I can add and subtract fractions with different denominators.	4.NF.A.4 I can add and subtract fractions with different denominators.
Statistics, Data & Measurement	3.MD.B.1 I can measure the length of an object in units of length.	4.MD.A.2 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.	4.MD.A.3 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.	4.MD.A.4 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.	4.MD.A.5 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.
Geometry	3.MD.C.6 I can find the perimeter of a rectangle.	4.GA.2 and 4.MD.C.7 I can classify two-dimensional figures, and I can recognize area measures as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.	4.MD.C.8 I can find the volume of a right rectangular prism with whole-number side lengths.	4.MD.C.9 I can find the volume of a right rectangular prism with whole-number side lengths.	4.MD.C.10 I can find the volume of a right rectangular prism with whole-number side lengths.



## 42 Days of Play

Topic	3 <sup>rd</sup> Std	4 <sup>th</sup> Std	5 <sup>th</sup> Std	6 <sup>th</sup> Std	7 <sup>th</sup> Std
Place Value	3.NBT.A.1 I can read and write numbers up to 1,000 in standard form.	4.NBT.A.2 I can compare two multi-digit numbers based on meanings of the digits in each place.	4.NBT.A.3 I can round multi-digit whole numbers to any place.	4.NF.C.5 I can compare two decimals to thousandths using >, =, and < symbols to record the results of comparisons.	5.NBT.A.6 I can find an unknown in a multiplication equation.
Adding & Subtracting	3.NBT.A.2 I can add and subtract within 1,000.	4.NBT.B.4 I can fluently add and subtract multi-digit whole numbers up to 1,000 using the standard algorithm.	4.NBT.B.5 I can find an unknown in a subtraction equation.	4.NBT.B.6 I can find an unknown in a multiplication equation.	4.NBT.B.7 I can find an unknown in a division equation.
Multiplication	3.OA.A.1 I can multiply whole numbers.	4.OA.A.1 I can multiply a one-digit number by a two-digit number.	4.OA.A.2 I can multiply a one-digit number by a two-digit number.	4.OA.A.3 I can multiply a one-digit number by a two-digit number.	4.OA.A.4 I can multiply a one-digit number by a two-digit number.
Division	3.OA.A.2 I can divide whole numbers.	4.OA.B.1 I can find whole-number quotients and remainders with four-digit dividends and one-digit divisors.	4.OA.B.2 I can find whole-number quotients and remainders with four-digit dividends and one-digit divisors.	4.OA.B.3 I can find whole-number quotients and remainders with four-digit dividends and one-digit divisors.	4.OA.B.4 I can find whole-number quotients and remainders with four-digit dividends and one-digit divisors.
Fractions	3.NF.A.1 I understand the fractions represent the part of the whole.	4.NF.A.1 I can add and subtract fractions with the same denominator.	4.NF.A.2 I can add and subtract fractions with different denominators.	4.NF.A.3 I can add and subtract fractions with different denominators.	4.NF.A.4 I can add and subtract fractions with different denominators.
Statistics, Data & Measurement	3.MD.B.1 I can measure the length of an object in units of length.	4.MD.A.2 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.	4.MD.A.3 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.	4.MD.A.4 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.	4.MD.A.5 I can solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money.
Geometry	3.MD.C.6 I can find the perimeter of a rectangle.	4.GA.2 and 4.MD.C.7 I can classify two-dimensional figures, and I can recognize area measures as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts.	4.MD.C.8 I can find the volume of a right rectangular prism with whole-number side lengths.	4.MD.C.9 I can find the volume of a right rectangular prism with whole-number side lengths.	4.MD.C.10 I can find the volume of a right rectangular prism with whole-number side lengths.



# TEACHER'S DUNGEON

## LESSON PLANNER

### FINAL NOTE FROM THE CREATOR

Hello –

I would like to thank you for your interest in my educational game. I have had tremendous success in helping all my students excel in math through the use of The Teacher's Dungeon and the strategies for implementing it that I outlined in this PDF.

If you have any questions, please contact me by email.

[brian@teachersdungeon.com](mailto:brian@teachersdungeon.com)

Thanks again!

Have a great day – Brian McCoy