## McGraw Hill AR Content Progressions Across Math

Instructions altered
for lower grade bands

Original instructions can be used for these grade bands

These grade bands may be too advanced for this activity

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| McGraw Hill AR Activity | Description | Math K-2 | Math 3-5 | Math 6-8 | Algebra | Geom. | Alg. 2 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Equivalent Fractions | Identify equivalent fractions. | Modification: <br> Go on a treasure hunt for shapes. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Coordinate Plane | Travel from one point to another on the coordinate plane. | Modification: <br> Help the dog find his bone. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Ratios | Understand and use ratios. | Modification: Use recipes to make different foods. | Modification: Use recipes to make different foods. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| LCM | Find the LCM of a set of numbers. | Modification: Get the cars to complete their laps at the same time. | Modification: Get the cars to complete their laps at the same time. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Solve Equations | Solve one-step equations. | Modification: Can you make the balance level? | Modification: Can you make the balance level? | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Slope | Find the slope of a line. | Modification: <br> Help the skateboarder land successfully. | Modification: <br> Help the skateboarder land successfully. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Pythagorean Theorem in 3D | Use the Pythagorean Theorem with threedimensional figures. |  |  | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Reflections | Apply reflections to twodimensional figures in the coordinate plane. | Modification: Can you create the picture? | Modification: Can you create the picture? | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Growth Functions | Determine the best model to represent a sequence. | Modification: <br> Predict how many bunnies will come out of the hat. | Modification: Predict how many bunnies will come out of the hat. | Modification: Predict how many bunnies will come out of the hat. | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Nets | Identify nets of threedimensional shapes. | Modification: Open (or unfold) 3D objects. | Modification: Open (or unfold) 3D objects. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Parallel and Skew Lines | Identify parallel, perpendicular, and skew lines in three-dimensional figures. | Modification: Explore the edges of 3D objects. | Modification: Explore the edges of 3D objects. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Cross Sections | Identify cross sections. | Modification: Slice objects to create shapes. | Modification: Slice objects to create shapes. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Rotations | Identify shapes formed by rotations. | Modification: Rotate shapes to form objects. | Modification: Rotate shapes to form objects. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Graph Theory | Identify and find Euler Paths. | Modification: Can you create the correct path? | Modification: Can you create the correct path? | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Quadratic Functions | Identify the maximum of a quadratic function. |  |  | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |

