This form is designed to bundle free online information and interactive activities that are aligned with the Common Core California Standards in Mathematics. Criteria for inclusion are the following.

1. The information/activities are directly aligned with a specific common core standard in mathematics.
2. The information/activities are free.
3. The information/activities are contained in that minimal additional materials and supplies are required for understanding or completion.
4. The information/activities are designed to be reviewed and carried out by or with children and youth. Therefore children and youth should be able to use and benefit from the information/activities with some oversight and collaboration with staff.

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| **Grade** **Category and Identifier****Operations and Algebraic Thinking/3.0A****Description****Represent and solve problems involving multiplication and division.****Number** 3 | URL | Content and Corresponding InteractiveActivity | Content Only  | Interactive Activity without supporting content |
| http://www.softschools.com/quizzes/math/3rd\_grade\_word\_problems/quiz732.html |  |  | X |
| http://www.thinkingblocks.com/ThinkingBlocks\_MD/TB\_MD\_Main.html | X |  |  |
| http://www.eduplace.com/math/mw/practice/3/practice/9\_9.pdf |  |   | X |
| http://www.ixl.com/math/grade-3/division-word-problems-facts-to-10 |  |   | X |
| http://www.onlinemathlearning.com/3rd-grade-word-problems.html |  |  X |  |
| http://video.about.com/math/Tips-for-Creating-3rd-Grade-Level-Word-Problems.htm |  |  X |  |

Designate with an X when the activities have the following. Relevant content along with an interactive activity that reinforces said content. In other words children/youth can practice what they just learned. Also children/youth receive feedback about the accuracy of their practice activities. Content only pages provide clear and accurate content *for youth or staff* without corresponding online and interactive activities. Interactive activity pages without supporting content provide activities (e.g., drag and drop activities, games and quizzes) with no supporting content. Therefore children/youth would simply practice content they already understood yet receive feedback about the accuracy of their practice activities.