

# Harrisburg School District – Mathematics- "Big Ideas" Plan paired w/PBS Programming



			repeated programming
Please scroll down to locate grade level: K-12		WITFTV (TV Station channel) WITFKids (PBS 24/7channel) <a href="https://www.witf.org/programs/tv-schedules/">https://www.witf.org/programs/tv-schedules/</a>	also Science Curriculum
	<b>PBS daily Math programming</b>	WITFTV: Odd Squad 5:00 p.m. The Robot Doctor (Thursdays only) 5:00 p.m.	WITFK (PBS 24/7): Peg + Cat 7:00 a.m. Cyberchase 12:00 p.m. Odd Squad 1:00 p.m. & 8:30 p.m.
	<b>"Big Ideas"</b>	<b>June 8-June 12</b>	<b>June 15-June 19</b>
<b>Kindergarten</b>			
	2-D Shapes	6/8, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> ("The Bermuda Triangle Problem/The Breeze in the Branches"—triangles/patterns)	6/15, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> ("The Poetry Problem/The Disappearing Art Problem" -- patterns/identify flat shapes; combine shapes to make new shapes) *repeat on previous Math curriculum 5/15
		6/10, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> ("The Pentagirls Problem/The Tree Problem of National Importance"—flat shapes; pie charts/measure: feet, meters; height and length) *repeat on previous Math curriculum 6/5	6/19, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> ("Peg Meets Cat/The Valentine's Day Problem" --counting to 30 by 5's; more and less/counting by 2s; 2D & 3D shapes, symmetry) *repeat on previous Math curriculum 5/14
	3-D Shapes	6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ("It Takes Goo to Make A Feud Go Right/Friends of Odd Squad"—using Venn diagram; 3D shapes: spheres and cubes/spatial sense; mapping: position, location and direction)	6/16, 12 p.m. (WITFKids) <b>Cyberchase</b> ("Unhappily Ever After"—construct 3 precisely fitting lids to fit nesting boxes; cubes)
			6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ("Crime at Shapely Manor"—shapes, geometry)
	Money		

<b>Kindergarten (con't)</b>	Patterns	6/11, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Friday the 13<sup>th</sup> Problem/The Looking Glass Problem</i> ”—13, counting in the teens; addition and subtraction/patterns: AB, AABB, AAABBB; adding to eight) <i>*repeat on previous Math curriculum 6/3</i>	6/19, 9:00 p.m. (WITFKids) <b>Cyberchase</b> (“ <i>Father’s Day</i> ”—codes, code breaking and mathematical patterns)
		6/12, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Tree by the Nile Problem/The Eid Al-Adha Adventure</i> ”—patterns; using a pan balance/more or less; dividing into thirds; using a pan balance) <i>*repeat on previous Math curriculum 5/27</i>	
	<i>Other suggested programming for Kindergarten Math</i>	6/9, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Pig Problem/The Mariachi Problem</i> ”—using a calendar, comparing amounts/relative positions: above, below, in front of, behind; counting to 9)	6/15, 12 p.m. (WITFKids) <b>Cyberchase</b> (“ <i>A Crinkle in Time</i> ”—time; gears: how size and number of teeth affects the speed at which each turns)
		6/11, 12 p.m. (WITFKids) <b>Cyberchase</b> (“ <i>Parks and Recreation</i> ”—data collection and representation: surveys and tally marks)	6/17, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Peanut Problem/More Adventures of Robin Hood</i> ”—Counting to the 90’s, counting by 10’s/greater than, less than; time: seconds, minutes) <i>*repeat on previous Math curriculum 5/26</i>
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“ <i>Soundcheck/Double Trouble</i> ”—number operations, subtraction/numbers and counting; doubling)	6/18, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Sam Problem/Mac the Fork</i> ”—division; concepts of finite and infinite/counting to 40 by 4’s; fair sharing)
		6/12, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“ <i>Best in the House/Agent Obfusco</i> ”—calendar/logic problems)	
<b>Grade 1</b>		<b>June 8-June 12</b>	<b>June 15-June 19</b>
	2-D Shapes	6/8, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Bermuda Triangle Problem/The Breeze in the Branches</i> ”—triangles/patterns)	6/15, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Poetry Problem/The Disappearing Art Problem</i> ”— patterns/identify flat shapes; combine shapes to make new shapes) <i>*repeat on previous Math curriculum 5/15</i>
		6/10, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Pentagirls Problem/The Tree Problem of National Importance</i> ”—flat shapes; pie charts/measure: feet, meters; height and length) <i>*repeat on previous Math curriculum 6/5</i>	6/19, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>Peg Meets Cat/The Valentine’s Day Problem</i> ”—counting to 30 by 5’s; more and less/counting by 2s; 2D & 3D shapes, symmetry) <i>*repeat on previous Math curriculum 5/14</i>

<b>Grade 1 (con't)</b>	3-D Shapes	6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ( <i>"It Takes Goo to Make A Feud Go Right/Friends of Odd Squad"</i> —using Venn diagram; 3D shapes: spheres and cubes/spatial sense; mapping: position, location and direction)	6/16, 12 p.m. (WITFKids) <b>Cyberchase</b> ( <i>"Unhappily Ever After"</i> —construct 3 precisely fitting lids to fit nesting boxes; cubes)
			6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ( <i>"Crime at Shapely Manor"</i> —shapes, geometry)
	Measurement	6/8, 12 p.m. (WITFKids) <b>Cyberchase</b> ( <i>"A Murky Mystery in Mermaidos"</i> —temperature—increasing to affect water habitats; thermal pollution.	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ( <i>"Odd Beginnings, Part 1"</i> —measurement, simple machines)
		6/9, 5:00 p.m. (WITFTV) <b>Odd Squad</b> ( <i>"Other Olympia/Total Zeros"</i> —Measuring temperature/adding, subtracting and multiplying by zero) <i>*repeat on previous Math curriculum 6/4</i>	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ( <i>"Odd Beginnings, Part 2"</i> —measurement, simple machines)
			6/17, 12 p.m. (WITFKids) <b>Cyberchase</b> ( <i>"Escape from Merlin's Maze"</i> —levers; proportional rule: multiply the length of lever and multiply the weight to lift.)
	Time	6/9, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> ( <i>"The Pig Problem/The Mariachi Problem"</i> —using a calendar, comparing amounts/relative positions: above, below, in front of, behind; counting to 9)	6/15, 12 p.m. (WITFKids) <b>Cyberchase</b> ( <i>"A Crinkle in Time"</i> —time; gears: how size and number of teeth affects the speed at which each turns)
			6/17, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> ( <i>"The Peanut Problem/More Adventures of Robin Hood"</i> —Counting to the 90's, counting by 10's/greater than, less than; time: seconds, minutes) <i>*repeat on previous Math curriculum 5/26</i>
			6/19, 5:00 p.m. (WITFTV) <b>Odd Squad</b> ( <i>"Life of O'Brian/Whatever Happened to Agent Oz?"</i> —time/estimation)
	Money	6/8, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ( <i>"Where There's a Wolf, There's a Way/ New Jacket Required"</i> —money; subtraction strategies/negative numbers and simple operations) <i>*repeat on previous Math curriculum 6/3</i>	
	Fundamentals	6/9, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ( <i>"Zero Effect/Bad Luck Bears"</i> —numbers and counting, place value/number operations; addition problems)	6/15, 5:00 p.m. (WITFTV) and 6/18, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> ( <i>"Who is Agent Otis?"</i> —charts, line graphs, data analysis and collection.

		with different addend combinations)	
<b>Grade 1 (con't)</b>	Fundamentals (con't)	6/10, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“No Ifs, Ands or Robots/Worst First Day Ever”—algebraic thinking; identifying and extending number patterns; geometry: rectangular prisms/partitioning and dividing; addition and subtraction)	6/17, 5:00 p.m. (WITFTV) and 6/19, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odds and Ends”—charts, line graphs, data analysis and collection)
		6/11, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“The Friday the 13 <sup>th</sup> Problem/The Looking Glass Problem”—13, counting in the teens; addition and subtraction/patterns: AB, AABB, AAABBB; adding to eight) <i>*repeat on previous Math curriculum 6/3</i>	6/18, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“The Sam Problem/Mac the Fork”—division; concepts of finite and infinite/counting to 40 by 4’s; fair sharing)
		6/11, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Parks and Recreation”—data collection and representation: surveys and tally marks)	6/19, 9:00 p.m. (WITFKids) <b>Cyberchase</b> (“Father’s Day”—codes, code breaking and mathematical patterns)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Saving Agent Orson/The Scientist”—using bar graphs, pie charts, Venn diagram to sort, classify and analyze data/place value; number operations)	
		6/12, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“The Tree by the Nile Problem/The Eid Al-Adha Adventure”—patterns; using a pan balance/more or less; dividing into thirds; using a pan balance) <i>*repeat on previous Math curriculum 5/27</i>	
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Soundcheck/Double Trouble”—number operations, subtraction/numbers and counting; doubling)	
		6/12, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Best in the House/Agent Obfusco”—calendar/logic problems)	
<b>Grade 2</b>		<b>June 8-June 12</b>	<b>June 15-June 19</b>
	Geometric Shapes	6/8, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“The Bermuda Triangle Problem/The Breeze in the Branches”—triangles/patterns)	6/15, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“The Poetry Problem/The Disappearing Art Problem”— patterns/identify flat shapes; combine shapes to make new shapes) <i>*repeat on previous Math curriculum 5/15</i>
		6/10, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“No Ifs, Ands or Robots/Worst First Day Ever”—algebraic thinking; identifying and extending number patterns; geometry: rectangular prisms/partitioning and dividing; addition and subtraction)	6/16, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Unhappily Ever After”—construct 3 precisely fitting lids to fit nesting boxes; cubes)

<b>Grade 2 (con't)</b>	<b>Geometric Shapes (con't)</b>	6/10, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Pentagirls Problem/The Tree Problem of National Importance</i> ”—flat shapes; pie charts/measure: feet, meters; height and length) <i>*repeat on previous Math curriculum 6/5</i>	6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“ <i>Crime at Shapely Manor</i> ” --geometry)
		6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“ <i>It Takes Goo to Make A Feud Go Right/Friends of Odd Squad</i> ”—using Venn diagram; 3D shapes: spheres and cubes/spatial sense; mapping: position, location and direction)	6/19, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>Peg Meets Cat/The Valentine’s Day Problem</i> ” --counting to 30 by 5’s; more and less/counting by 2s; 2D & 3D shapes, symmetry) <i>*repeat on previous Math curriculum 5/14</i>
	<b>Measurement (conversions)</b>	6/8, 12 p.m. (WITFKids) <b>Cyberchase</b> (“ <i>A Murky Mystery in Mermaidos</i> ”—temperature—increasing to affect water habitats; thermal pollution.	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“ <i>Odd Beginnings, Part 1</i> ”—measurement, simple machines)
		6/9, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“ <i>Other Olympia/Total Zeros</i> ”—Measuring temperature/adding, subtracting and multiplying by zero) <i>*repeat on previous Math curriculum 6/4</i>	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“ <i>Odd Beginnings, Part 2</i> ”—measurement, simple machines)
			6/17, 12 p.m. (WITFKids) <b>Cyberchase</b> (“ <i>Escape from Merlin’s Maze</i> ”—levers; proportional rule: multiply the length of lever and multiply the weight to lift.)
	<b>Time</b>	6/9, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Pig Problem/The Mariachi Problem</i> ”—using a calendar, comparing amounts/relative positions: above, below, in front of, behind; counting to 9)	6/15, 12 p.m. (WITFKids) <b>Cyberchase</b> (“ <i>A Crinkle in Time</i> ”—time; gears: how size and number of teeth affects the speed at which each turns)
			6/17, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“ <i>The Peanut Problem/More Adventures of Robin Hood</i> ”—Counting to the 90’s, counting by 10’s/greater than, less than; time: seconds, minutes) <i>*repeat on previous Math curriculum 5/26</i>
			6/19, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“ <i>Life of O’Brian/Whatever Happened to Agent Oz?</i> ”—time/estimation)
	<b>Money</b>	6/8, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“ <i>Where There’s a Wolf, There’s a Way/ New Jacket Required</i> ”—money; subtraction strategies/negative numbers and simple operations) <i>*repeat on previous Math curriculum 6/3</i>	

<b>Grade 2 (con't)</b>	Fundamentals	6/9, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Zero Effect/Bad Luck Bears”—numbers and counting, place value/number operations; addition problems with different addend combinations)	6/15, 5:00 p.m. (WITFTV) and 6/18, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Who is Agent Otis?”—charts, line graphs, data analysis and collection).
		6/11, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“The Friday the 13 <sup>th</sup> Problem/The Looking Glass Problem”—13, counting in the teens; addition and subtraction/patterns: AB, AABB, AAABBB; adding to eight) <i>*repeat on previous Math curriculum 6/3</i>	6/17, 5:00 p.m. (WITFTV) and 6/19, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odds and Ends”—charts, line graphs, data analysis and collection)
		6/11, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Parks and Recreation”—data collection and representation: surveys and tally marks)	6/18, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“The Sam Problem/Mac the Fork”—division; concepts of finite and infinite/counting to 40 by 4’s; fair sharing)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Saving Agent Orson/The Scientist”—using bar graphs, pie charts, Venn diagram to sort, classify and analyze data/place value; number operations)	6/19, 9:00 p.m. (WITFKids) <b>Cyberchase</b> (“Father’s Day”—codes, code breaking and mathematical patterns)
		6/12, 7:00 a.m. (WITFKids) <b>Peg + Cat</b> (“The Tree by the Nile Problem/The Eid Al-Adha Adventure”—patterns; using a pan balance/more or less; dividing into thirds; using a pan balance) <i>*repeat on previous Math curriculum 5/27</i>	
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Soundcheck/Double Trouble”—number operations, subtraction/numbers and counting; doubling)	
		6/12, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Best in the House/Agent Obfusco”—calendar/logic problems)	
<b>Grade 3</b>		<b>June 8-June 12</b>	<b>June 15-June 19</b>
	Geometry	6/10, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“No Ifs, Ands or Robots/Worst First Day Ever”—algebraic thinking; identifying and extending number patterns; geometry: rectangular prisms/partitioning and dividing; addition and subtraction)	6/16, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Unhappily Ever After”—construct 3 precisely fitting lids to fit nesting boxes; cubes)
		6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“It Takes Goo to Make A Feud Go Right/Friends of Odd Squad”—using Venn diagram; 3D shapes: spheres and cubes/spatial sense; mapping: position, location and direction)	6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Crime at Shapely Manor”—geometry)

<b>Grade 3 (con't)</b>	Perimeter and Area		
	Represent and Interpret Data (including measurement and use of ruler)	6/8, 12 p.m. (WITFKids) <b>Cyberchase</b> (“A Murky Mystery in Mermaidos”—temperature—increasing to affect water habitats; thermal pollution.	6/15, 5:00 p.m. (WITFTV) and 6/18, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Who is Agent Otis?”—charts, line graphs, data analysis and collection.
		6/9, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Olympia/Total Zeros”—Measuring temperature/ adding, subtracting and multiplying by zero) <i>*repeat on previous Math curriculum 6/4</i>	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odd Beginnings, Part 1”—measurement, simple machines) <i>*Simple Machines part of 3<sup>rd</sup> Grade Science Curriculum</i>
		6/11, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Parks and Recreation”—data collection and representation: surveys and tally marks)	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odd Beginnings, Part 2”—measurement, simple machines) <i>*Simple Machines part of 3<sup>rd</sup> Grade Science Curriculum</i>
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Saving Agent Orson/The Scientist”—using bar graphs, pie charts, Venn diagram to sort, classify and analyze data/place value; number operations)	6/17, 5:00 p.m. (WITFTV) and 6/19, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odds and Ends”—charts, line graphs, data analysis and collection)
		6/12, 12 p.m. (WITFKids) <b>Cyberchase</b> (“A Recipe for Chaos”—data representation, pie charts; concept: eating balanced diet)	6/17, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Escape from Merlin’s Maze”—levers; proportional rule: multiply the length of lever and multiply the weight to lift.)
	Fundamentals	6/8, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Where There’s a Wolf, There’s a Way/ New Jacket Required”—money; subtraction strategies/negative numbers and simple operations) <i>*repeat on previous Math curriculum 6/3</i> 6/9, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Other	6/15, 12 p.m. (WITFKids) <b>Cyberchase</b> (“A Crinkle in Time”—time; gears: how size and number of teeth affects the speed at which each turns)
		6/9, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Zero Effect/Bad Luck Bears”—numbers and counting, place value/number operations; addition problems with different addend combinations)	6/19, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Life of O’Brian/Whatever Happened to Agent Oz?”—time/estimation)
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Soundcheck/Double Trouble”—number operations, subtraction/numbers and counting; doubling)	6/19, 9:00 p.m. (WITFKids) <b>Cyberchase</b> (“Father’s Day”—codes, code breaking and mathematical patterns)
		6/12, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Best in the House/Agent Obfusco”—calendar/logic problems)	

Grade 4		June 8-June 12	June 15-June 19
	Fractions Decimals		
	Measurement (customary and Metric conversions)	6/8, 12 p.m. (WITFKids) <b>Cyberchase</b> (“A Murky Mystery in Mermaidos”—temperature—increasing to affect water habitats; thermal pollution.	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odd Beginnings, Part 1”—measurement, simple machines)
		6/9, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Other Olympia/Total Zeros”—Measuring temperature/ adding, subtracting and multiplying by zero) <i>*repeat on previous Math curriculum 6/4</i>	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odd Beginnings, Part 2”—measurement, simple machines)
			6/17, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Escape from Merlin’s Maze”—levers; proportional rule: multiply the length of lever and multiply the weight to lift.)
	Perimeter and Area (Geometry)		6/16, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Unhappily Ever After”—construct 3 precisely fitting lids to fit nesting boxes; cubes)
			6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Crime at Shapely Manor” --geometry)
	Fundamentals	6/8, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Where There’s a Wolf, There’s a Way/ New Jacket Required”—money; subtraction strategies/negative numbers and simple operations) <i>*repeat on previous Math curriculum 6/3</i>	6/15, 5:00 p.m. (WITFTV) and 6/18, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Who is Agent Otis?”—charts, line graphs, data analysis and collection.
		6/9, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Zero Effect/Bad Luck Bears”—numbers and counting, place value/number operations; addition problems with different addend combinations)	6/15, 12 p.m. (WITFKids) <b>Cyberchase</b> (“A Crinkle in Time”—time; gears: how size and number of teeth affects the speed at which each turns)
		6/10, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“No Ifs, Ands or Robots/Worst First Day Ever”—algebraic thinking; identifying and extending number patterns; geometry: rectangular prisms/partitioning and dividing; addition and subtraction)	6/17, 5:00 p.m. (WITFTV) and 6/19, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odds and Ends”—charts, line graphs, data analysis and collection)



<b>Grade 4 (con't)</b>	Fundamentals (con't)	6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“It Takes Goo to Make A Feud Go Right/Friends of Odd Squad”—using Venn diagram; 3D shapes: spheres and cubes/spatial sense; mapping: position, location and direction)	6/19, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Life of O’Brian/Whatever Happened to Agent Oz?”—time/estimation)
		6/11, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Parks and Recreation”—data collection and representation: surveys and tally marks)	6/19, 9:00 p.m. (WITFKids) <b>Cyberchase</b> (“Father’s Day”—codes, code breaking and mathematical patterns)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Saving Agent Orson/The Scientist”—using bar graphs, pie charts, Venn diagram to sort, classify and analyze data/place value; number operations)	
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Soundcheck/Double Trouble”—number operations, subtraction/numbers and counting; doubling)	
		6/12, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Best in the House/Agent Obfusco”—calendar/logic problems)	
<b>Grade 5</b>		<b>June 8-June 12</b>	<b>June 15-June 19</b>
	Fractions (multiply/divide)		
	Geometry	6/10, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“No Ifs, Ands or Robots/Worst First Day Ever”—algebraic thinking; identifying and extending number patterns; geometry: rectangular prisms/partitioning and dividing; addition and subtraction)	6/16, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Unhappily Ever After”—construct 3 precisely fitting lids to fit nesting boxes; cubes)
		6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“It Takes Goo to Make A Feud Go Right/Friends of Odd Squad”—using Venn diagram; 3D shapes: spheres and cubes/spatial sense; mapping: position, location and direction)	6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Crime at Shapely Manor”—geometry)

<b>Grade 5 (con't)</b>	Measurement (conversions)	6/8, 12 p.m. (WITFKids) <b>Cyberchase</b> (“A Murky Mystery in Mermaidos”—temperature—increasing to affect water habitats; thermal pollution.	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odd Beginnings, Part 1”—measurement, simple machines)
		6/9, 5:00 p.m. (WITFTV) <b>Odd Squad</b> (“Other Olympia/Total Zeros”—Measuring temperature/adding, subtracting and multiplying by zero) <i>*repeat on previous Math curriculum 6/4</i>	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odd Beginnings, Part 2”—measurement, simple machines)
			6/17, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Escape from Merlin’s Maze”—levers; proportional rule: multiply the length of lever and multiply the weight to lift.)
	Fundamentals	6/8, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Where There’s a Wolf, There’s a Way/ New Jacket Required”—money; subtraction strategies/negative numbers and simple operations) <i>*repeat on previous Math curriculum 6/3</i>	6/15, 5:00 p.m. (WITFTV) and 6/18, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Who is Agent Otis?”—charts, line graphs, data analysis and collection.
		6/9, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Zero Effect/Bad Luck Bears”—numbers and counting, place value/number operations; addition problems with different addend combinations)	6/15, 12 p.m. (WITFKids) <b>Cyberchase</b> (“A Crinkle in Time”—time; gears: how size and number of teeth affects the speed at which each turns)
		6/11, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Parks and Recreation”—data collection and representation: surveys and tally marks)	6/17, 5:00 p.m. (WITFTV) and 6/19, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odds and Ends”—charts, line graphs, data analysis and collection)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Saving Agent Orson/The Scientist”—using bar graphs, pie charts, Venn diagram to sort, classify and analyze data/place value; number operations)	6/18, 3 p.m. (WITFTV) <b>Navajo Math Circles</b> (Navajo students use a model called math circles to study mathematics in Tsaile, Arizona.)
			6/19, 9:00 p.m. (WITFKids) <b>Cyberchase</b> (“Father’s Day”—codes, code breaking and mathematical patterns)

Grade 6		June 8-June 12	June 15-June 19
	<i>Online Resource for Middle School Math</i>	PBS Learning Media <a href="https://witf.pbslearningmedia.org/">https://witf.pbslearningmedia.org/</a>	PBS Learning Media <a href="https://witf.pbslearningmedia.org/">https://witf.pbslearningmedia.org/</a>
	Area (Volume and Surface areas)		6/16, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Unhappily Ever After”—construct 3 precisely fitting lids to fit nesting boxes; cubes)
			6/17, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Escape from Merlin’s Maze”—levers; proportional rule: multiply the length of lever and multiply the weight to lift.)
	Statistical Measures/ Displays (graphs)	6/8, 12 p.m. (WITFKids) <b>Cyberchase</b> (“A Murky Mystery in Mermaidos”—temperature—increasing to affect water habitats; thermal pollution.	6/15, 5:00 p.m. (WITFTV) and 6/18, 1:00 & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Who is Agent Otis?”—charts, line graphs, data analysis and collection.
		6/11, 12 p.m. (WITFKids) <b>Cyberchase</b> (“Parks and Recreation”—data collection and representation: surveys and tally marks)	6/17, 5:00 p.m. (WITFTV) and 6/19, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Odds and Ends”—charts, line graphs, data analysis and collection)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) <b>Odd Squad</b> (“Saving Agent Orson/The Scientist”—using bar graphs, pie charts, Venn diagram to sort, classify and analyze data/place value; number operations)	6/18, 3 p.m. (WITFTV) <b>Navajo Math Circles</b> (Navajo students use a model called math circles to study mathematics in Tsaile, Arizona.)
Grade 7		June 8-June 12	June 15-June 19
		<b><u>Afternoon Math (STEM) Programming for middle school students</u></b>	<b><u>Afternoon Math (STEM) Programming for middle school students</u></b>
		6/11, 5:00 p.m. (WITFTV) <b>The Robot Doctor</b> (Episode 105: “Robot Motion: How can I move?” – How a robot can move around using legs, wheels, or other methods. Also, using math to predict where a robot will be in the future—given a model of the robot and the equations of motion.) <i>*Episode 104 will repeat followed by Episode 105, each episode runs 14 minutes</i>	6/18, 5:00 p.m. (WITFTV) <b>The Robot Doctor</b> (Episode 106: “Robot Vision: How do I see?”—How a robot can sense the world around it by using cameras, including how to tell the distance to objects seen by two cameras.) <i>*Episode 105 will repeat followed by Episode 106, each episode runs 14 minutes</i>
	<i>Online Resource for Middle School Math</i>	PBS Learning Media <a href="https://witf.pbslearningmedia.org/">https://witf.pbslearningmedia.org/</a>	PBS Learning Media <a href="https://witf.pbslearningmedia.org/">https://witf.pbslearningmedia.org/</a>

	Equations and Inequalities Geometric Figures Measure Figures		6/18, 3 p.m. (WITFTV) <b>Navajo Math Circles</b> (Navajo students use a model called math circles to study mathematics in Tsaille, Arizona.)
<b>Grade 8</b>		<b>June 8-June 12</b>	<b>June 15-June 19</b>
		<b><u>Afternoon Math (STEM) Programming for middle school students</u></b>	<b><u>Afternoon Math (STEM) Programming for middle school students</u></b>
		6/11, 5:00 p.m. (WITFTV) <b>The Robot Doctor</b> (Episode 105: “ <i>Robot Motion: How can I move?</i> ” – How a robot can move around using legs, wheels, or other methods. Also, using math to predict where a robot will be in the future—given a model of the robot and the equations of motion.) <i>*Episode 104 will repeat followed by Episode 105, each episode runs 14 minutes</i>	6/18, 5:00 p.m. (WITFTV) <b>The Robot Doctor</b> (Episode 106: “ <i>Robot Vision: How do I see?</i> ”—How a robot can sense the world around it by using cameras, including how to tell the distance to objects seen by two cameras.) <i>*Episode 105 will repeat followed by Episode 106, each episode runs 14 minutes</i>
	<i>Online Resource for Middle School Math</i>	PBS Learning Media <a href="https://witf.pbslearningmedia.org/">https://witf.pbslearningmedia.org/</a>	PBS Learning Media <a href="https://witf.pbslearningmedia.org/">https://witf.pbslearningmedia.org/</a>
	Scatter Plots, Data Analysis, Triangles (Pythagorean Theorem) Congruence Similarity Volume		6/18, 3 p.m. (WITFTV) <b>Navajo Math Circles</b> (Navajo students use a model called math circles to study mathematics in Tsaille, Arizona.)

High School 9-12		June 8-June 12	June 15-June 19
		<b><u>Afternoon Math (STEM) Programming for high school students</u></b>	<b><u>Afternoon Math Programming (STEM) for high school students</u></b>
		6/11, 5:00 p.m. (WITFTV) <b>The Robot Doctor</b> (Episode 105: “ <i>Robot Motion: How can I move?</i> ” – How a robot can move around using legs, wheels, or other methods. Also, using math to predict where a robot will be in the future—given a model of the robot and the equations of motion.) <i>*Episode 104 will repeat followed by Episode 105, each episode runs 14 minutes</i>	6/18, 5:00 p.m. (WITFTV) <b>The Robot Doctor</b> (Episode 106: “ <i>Robot Vision: How do I see?</i> ”—How a robot can sense the world around it by using cameras, including how to tell the distance to objects seen by two cameras.) <i>*Episode 105 will repeat followed by Episode 106, each episode runs 14 minutes</i>
	<i>Online Resource for High School Math</i>	PBS Learning Media <a href="https://witf.pbslearningmedia.org/">https://witf.pbslearningmedia.org/</a>	PBS Learning Media <a href="https://witf.pbslearningmedia.org/">https://witf.pbslearningmedia.org/</a>
			6/18, 3 p.m. (WITFTV) <b>Navajo Math Circles</b> (Navajo students use a model called math circles to study mathematics in Tsaile, Arizona.)
<b>MS Alegbra 1</b>	Solve Inequalities and Absolute Value (Factoring) Pythagorean Theorem		
<b>Algebra 2</b>	Volume Surface Area Transformations		
<b>Other HS Math</b>			