Manheim Central 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) https://www.witf.org/progams/tv-schedules/	also Science Curriculum
	PBS daily **Math programming**	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.
	"Big Ideas"	**June 8-June 12**	**June 15-June 19**
Kindergarten			
	2-D Shapes	6/8, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Bermuda Triangle Problem/The Breeze in the Branches"*—triangles/patterns)	6/15, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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) **Peg + Cat** (*"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) **Peg + Cat** (*"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) **Odd Squad** (*"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) **Cyberchase** *("Unhappily Ever After"*—construct 3 precisely fitting lids to fit nesting boxes; cubes)
			6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Crime at Shapely Manor"*—shapes, geometry)
	Money		

Kindergarten *(con't)*	Patterns	6/11, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Friday the 13th Problem/The Looking Glass Problem"*—13, counting in the teens; addition and subtraction/ patterns: AB, AABB, AAABBB; adding to eight) **repeat on previous Math curriculum 6/3*	6/19, 9:00 p.m. (WITFKids) **Cyberchase** (*"Father's Day"*—codes, code breaking and mathematical patterns)
		6/12, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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) **repeat on previous Math curriculum 5/27*	
	Other suggested programming for Kindergarten Math	6/9, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Pig Problem/The Mariachi Problem"*—using a calendar, comparing amounts/relative positions: above, below, in front of, behind; counting to 9)	6/15, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Cyberchase** (*"Parks and Recreation"*—data collection and representation: surveys and tally marks)	6/17, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Peanut Problem/More Adventures of Robin Hood"*—Counting to the 90's, counting by 10's/greater than, less than; time: seconds, minutes) **repeat on previous Math curriculum 5/26*
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Soundcheck/Double Trouble*"—number operations, subtraction/numbers and counting; doubling)	6/18, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Sam Problem/Mac the Fork"*—division; concepts of finite and infinite/counting to 40 by 4's; fair sharing)
		6/12, 5:00 p.m. (WITFTV) **Odd Squad** (*"Best in the House/Agent Obfusco"*—calendar/logic problems)	
Grade 1		**June 8-June 12**	**June 15-June 19**
	2-D Shapes	6/8, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Bermuda Triangle Problem/The Breeze in the Branches"*—triangles/patterns)	6/15, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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) **Peg + Cat** (*"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) **Peg + Cat** (*"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*

Grade 1 *(con't)*	3-D Shapes	6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"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) **Cyberchase** *("Unhappily Ever After"*—construct 3 precisely fitting lids to fit nesting boxes; cubes)
			6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Crime at Shapely Manor"*—shapes, geometry)
	Measurement	6/8, 12 p.m. (WITFKids) **Cyberchase** (*"A Murky Mystery in Mermaidos"*—temperature—increasing to affect water habitats; thermal pollution.	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 1"*—measurement, simple machines)
		6/9, 5:00 p.m. (WITFTV) **Odd Squad** (*"Other Olympia/Total Zeros"*—Measuring temperature/ adding, subtracting and multiplying by zero) **repeat on previous Math curriculum 6/4*	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 2"*—measurement, simple machines
			6/17, 12 p.m. (WITFKids) **Cyberchase** (*"Escape from Merlin's Maze*"—levers; proportional rule: multiply the length of lever and multiply the weight to lift.)
	Time	6/9, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Pig Problem/The Mariachi Problem"*—using a calendar, comparing amounts/relative positions: above, below, in front of, behind; counting to 9)	6/15, 12 p.m. (WITFKids) **Cyberchase** (*"A Crinkle in Time"*—time; gears: how size and number of teeth affects the speed at which each turns)
			6/17, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Peanut Problem/More Adventures of Robin Hood"*—Counting to the 90's, counting by 10's/greater than, less than; time: seconds, minutes) **repeat on previous Math curriculum 5/26*
			6/19, 5:00 p.m. (WITFTV) **Odd Squad** (*"Life of O'Brian/Whatever Happened to Agent 0z?"*—time/estimation)
	Money	6/8, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Where There's a Wolf, There's a Way/ New Jacket Required"*—money; subtraction strategies/negative numbers and simple operations) **repeat on previous Math curriculum 6/3*	
	Fundamentals	6/9, 1:00 & 8:30 p.m. (WITFKids) **Odd Squad** (*"Zero Effect/Bad Luck Bears"*—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) **Odd Squad** (*"Who is Agent Otis?"*—charts, line graphs, data analysis and collection.

		with different addend combinations)	
Grade 1 *(con't)*	Fundamentals *(con't)*	6/10, 5:00 p.m. (WITFTV) **Odd Squad** (*"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) **Odd Squad** (*"Odds and Ends"*—charts, line graphs, data analysis and collection)
		6/11, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Friday the 13th Problem/The Looking Glass Problem"*—13, counting in the teens; addition and subtraction/ patterns: AB, AABB, AAABBB; adding to eight) **repeat on previous Math curriculum 6/3*	6/18, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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) **Cyberchase** (*"Parks and Recreation"*—data collection and representation: surveys and tally marks)	6/19, 9:00 p.m. (WITFKids) **Cyberchase** (*"Father's Day"*—codes, code breaking and mathematical patterns)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (**"***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) **Peg + Cat** (*"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) **repeat on previous Math curriculum 5/27*	
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Soundcheck/Double Trouble*"—number operations, subtraction/numbers and counting; doubling)	
		6/12, 5:00 p.m. (WITFTV) **Odd Squad** (*"Best in the House/Agent Obfusco"*—calendar/logic problems)	
Grade 2		**June 8-June 12**	**June 15-June 19**
	Geometric Shapes	6/8, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Bermuda Triangle Problem/The Breeze in the Branches"*—triangles/patterns)	6/15, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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, 5:00 p.m. (WITFTV) **Odd Squad** (*"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) **Cyberchase** *("Unhappily Ever After"*—construct 3 precisely fitting lids to fit nesting boxes; cubes)

Grade 2 ***(con't)***	Geometric Shapes *(con't)*	6/10, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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*	6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Crime at Shapely Manor"* --geometry)
		6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"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, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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*
	Measurement (conversions)	6/8, 12 p.m. (WITFKids) **Cyberchase** (*"A Murky Mystery in Mermaidos"*—temperature—increasing to affect water habitats; thermal pollution.	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 1"*—measurement, simple machines)
		6/9, 5:00 p.m. (WITFTV) **Odd Squad** (*"Other Olympia/Total Zeros"*—Measuring temperature/ adding, subtracting and multiplying by zero) **repeat on previous Math curriculum 6/4*	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 2"*—measurement, simple machines)
			6/17, 12 p.m. (WITFKids) **Cyberchase** (*"Escape from Merlin's Maze*"—levers; proportional rule: multiply the length of lever and multiply the weight to lift.)
	Time	6/9, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Pig Problem/The Mariachi Problem"*—using a calendar, comparing amounts/relative positions: above, below, in front of, behind; counting to 9)	6/15, 12 p.m. (WITFKids) **Cyberchase** (*"A Crinkle in Time"*—time; gears: how size and number of teeth affects the speed at which each turns)
			6/17, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Peanut Problem/More Adventures of Robin Hood"*—Counting to the 90's, counting by 10's/greater than, less than; time: seconds, minutes) **repeat on previous Math curriculum 5/26*
			6/19, 5:00 p.m. (WITFTV) **Odd Squad** (*"Life of O'Brian/Whatever Happened to Agent 0z?"*—time/estimation)
	Money	6/8, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Where There's a Wolf, There's a Way/ New Jacket Required"*—money; subtraction strategies/negative numbers and simple operations) **repeat on previous Math curriculum 6/3*	

Grade 2 *(con't)*	Fundamentals	6/9, 1:00 & 8:30 p.m. (WITFKids) **Odd Squad** (*"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) **Odd Squad** (*"Who is Agent Otis?"*—charts, line graphs, data analysis and collection.
		6/11, 7:00 a.m. (WITFKids) **Peg + Cat** (*"The Friday the 13th Problem/The Looking Glass Problem"*—13, counting in the teens; addition and subtraction/ patterns: AB, AABB, AAABBB; adding to eight) **repeat on previous Math curriculum 6/3*	6/17, 5:00 p.m. (WITFTV) and 6/19, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odds and Ends"*—charts, line graphs, data analysis and collection)
		6/11, 12 p.m. (WITFKids) **Cyberchase** (*"Parks and Recreation"*—data collection and representation: surveys and tally marks)	6/18, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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) **Odd Squad** (***"****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) **Cyberchase** (*"Father's Day"*—codes, code breaking and mathematical patterns)
		6/12, 7:00 a.m. (WITFKids) **Peg + Cat** (*"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) **repeat on previous Math curriculum 5/27*	
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Soundcheck/Double Trouble*"—number operations, subtraction/numbers and counting; doubling)	
		6/12, 5:00 p.m. (WITFTV) **Odd Squad** (*"Best in the House/Agent Obfusco"*—calendar/logic problems)	
Grade 3		**June 8-June 12**	**June 15-June 19**
	Geometry	6/10, 5:00 p.m. (WITFTV) **Odd Squad** (*"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) **Cyberchase** *("Unhappily Ever After"*—construct 3 precisely fitting lids to fit nesting boxes; cubes)
		6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"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) **Odd Squad** (*"Crime at Shapely Manor"* --geometry)

Grade 3 *(con't)*	Perimeter and Area		
	Represent and Interpret Data (including measurement and use of ruler)	6/8, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Odd Squad** (*"Who is Agent Otis?"*—charts, line graphs, data analysis and collection.
		6/9, 5:00 p.m. (WITFTV) **Odd Squad** ("*Olympia/Total Zeros"*—Measuring temperature/ adding, subtracting and multiplying by zero) **repeat on previous Math curriculum 6/4*	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 1"*—measurement, simple machines) **Simple Machines part of 3rd Grade Science Curriculum*
		6/11, 12 p.m. (WITFKids) **Cyberchase** (*"Parks and Recreation"*—data collection and representation: surveys and tally marks)	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 2"*—measurement, simple machines) **Simple Machines part of 3rd Grade Science Curriculum*
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (**"***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) **Odd Squad** (*"Odds and Ends"*—charts, line graphs, data analysis and collection)
		6/12, 12 p.m. (WITFKids) **Cyberchase** (*"A Recipe for Chaos"*—data representation, pie charts; concept: eating balanced diet	6/17, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Odd Squad** (*"Where There's a Wolf, There's a Way/ New Jacket Required"*—money; subtraction strategies/negative numbers and simple operations) **repeat on previous Math curriculum 6/3* 6/9, 5:00 p.m. (WITFTV) **Odd Squad** (*"Other*	6/15, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Odd Squad** (*"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) **Odd Squad** (*"Life of O'Brian/Whatever Happened to Agent 0z?"*—time/estimation)
		6/12, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Soundcheck/Double Trouble*"—number operations, subtraction/numbers and counting; doubling)	6/19, 9:00 p.m. (WITFKids) **Cyberchase** (*"Father's Day"*—codes, code breaking and mathematical patterns)
		6/12, 5:00 p.m. (WITFTV) **Odd Squad** (*"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) **Cyberchase** (*"A Murky Mystery in Mermaidos"*—temperature—increasing to affect water habitats; thermal pollution.	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 1"*—measurement, simple machines)
		6/9, 5:00 p.m. (WITFTV) **Odd Squad** (*"Other Olympia/Total Zeros"*—Measuring temperature/ adding, subtracting and multiplying by zero) **repeat on previous Math curriculum 6/4*	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 2"*—measurement, simple machines
			6/17, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Cyberchase** *("Unhappily Ever After"*—construct 3 precisely fitting lids to fit nesting boxes; cubes)
			6/17, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Crime at Shapely Manor"* --geometry)
	Fundamentals	6/8, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Where There's a Wolf, There's a Way/ New Jacket Required"*—money; subtraction strategies/negative numbers and simple operations) **repeat on previous Math curriculum 6/3*	6/15, 5:00 p.m. (WITFTV) and 6/18, 1:00 & 8:30 p.m. (WITFKids) **Odd Squad** (*"Who is Agent Otis?"*—charts, line graphs, data analysis and collection.
		6/9, 1:00 & 8:30 p.m. (WITFKids) **Odd Squad** (*"Zero Effect/Bad Luck Bears"*—numbers and counting, place value/number operations; addition problems with different addend combinations)	6/15, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Odd Squad** (*"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) **Odd Squad** (*"Odds and Ends"*—charts, line graphs, data analysis and collection)

Grade 4 *(con't)*	Fundamentals *(con't)*	6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"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) **Odd Squad** (*"Life of O'Brian/Whatever Happened to Agent 0z?"*—time/estimation)
		6/11, 12 p.m. (WITFKids) **Cyberchase** (*"Parks and Recreation"*—data collection and representation: surveys and tally marks)	6/19, 9:00 p.m. (WITFKids) **Cyberchase** (*"Father's Day"*—codes, code breaking and mathematical patterns)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (**"***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) **Odd Squad** (*"Soundcheck/Double Trouble*"—number operations, subtraction/numbers and counting; doubling)	
		6/12, 5:00 p.m. (WITFTV) **Odd Squad** (*"Best in the House/Agent Obfusco"*—calendar/logic problems)	
Grade 5		**June 8-June 12**	**June 15-June 19**
	Fractions (multiply/divide)		
	Geometry	6/10, 5:00 p.m. (WITFTV) **Odd Squad** (*"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) **Cyberchase** *("Unhappily Ever After"*—construct 3 precisely fitting lids to fit nesting boxes; cubes)
		6/10, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"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) **Odd Squad** (*"Crime at Shapely Manor"* --geometry)

Grade 5 *(con't)*	Measurement (conversions)	6/8, 12 p.m. (WITFKids) **Cyberchase** (*"A Murky Mystery in Mermaidos"*—temperature—increasing to affect water habitats; thermal pollution.	6/15, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 1"*—measurement, simple machines)
		6/9, 5:00 p.m. (WITFTV) **Odd Squad** (*"Other Olympia/Total Zeros"*—Measuring temperature/ adding, subtracting and multiplying by zero) **repeat on previous Math curriculum 6/4*	6/16, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (*"Odd Beginnings, Part 2"*—measurement, simple machines
			6/17, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Odd Squad** (*"Where There's a Wolf, There's a Way/ New Jacket Required"*—money; subtraction strategies/negative numbers and simple operations) **repeat on previous Math curriculum 6/3*	6/15, 5:00 p.m. (WITFTV) and 6/18, 1:00 & 8:30 p.m. (WITFKids) **Odd Squad** (*"Who is Agent Otis?"*—charts, line graphs, data analysis and collection.
		6/9, 1:00 & 8:30 p.m. (WITFKids) **Odd Squad** (*"Zero Effect/Bad Luck Bears"*—numbers and counting, place value/number operations; addition problems with different addend combinations)	6/15, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Cyberchase** (*"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) **Odd Squad** (*"Odds and Ends"*—charts, line graphs, data analysis and collection)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (**"***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) **Navajo Math Circles** (Navajo students use a model called math circles to study mathematics in Tsaile, Arizona.)
			6/19, 9:00 p.m. (WITFKids) **Cyberchase** (*"Father's Day"*—codes, code breaking and mathematical patterns)

Grade 6		June 8-June 12	June 15-June 19
	Online Resource for Middle School Math	PBS Learning Media https://witf.pbslearningmedia.org/	PBS Learning Media https://witf.pbslearningmedia.org/
	Area (Volume and Surface areas)		6/16, 12 p.m. (WITFKids) **Cyberchase** *("Unhappily Ever After"*—construct 3 precisely fitting lids to fit nesting boxes; cubes)
			6/17, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Cyberchase** (*"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) **Odd Squad** (*"Who is Agent Otis?"*—charts, line graphs, data analysis and collection.
		6/11, 12 p.m. (WITFKids) **Cyberchase** (*"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) **Odd Squad** (*"Odds and Ends"*—charts, line graphs, data analysis and collection)
		6/11, 1:00 p.m. & 8:30 p.m. (WITFKids) **Odd Squad** (**"***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) **Navajo Math Circles** (Navajo students use a model called math circles to study mathematics in Tsaile, Arizona.)
Grade 7		**June 8-June 12**	**June 15-June 19**
		Afternoon Math (STEM) Programming for middle school students	**Afternoon Math (STEM) Programming for middle school students**
		6/11, 5:00 p.m. (WITFTV) **The Robot Doctor** (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.) **Episode 104 will repeat followed by Episode 105, each episode runs 14 minutes*	6/18, 5:00 p.m. (WITFTV) **The Robot Doctor** (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.) **Episode 105 will repeat followed by Episode 106, each episode runs 14 minutes*
	Online Resource for Middle School Math	PBS Learning Media https://witf.pbslearningmedia.org/	PBS Learning Media https://witf.pbslearningmedia.org/

	Equations and Inequalities Geometric Figures Measure Figures		6/18, 3 p.m. (WITFTV) **Navajo Math Circles** (Navajo students use a model called math circles to study mathematics in Tsaile, Arizona.)
Grade 8		**June 8-June 12**	**June 15-June 19**
		Afternoon Math (STEM) Programming for middle school students	**Afternoon Math (STEM) Programming for middle school students**
		6/11, 5:00 p.m. (WITFTV) **The Robot Doctor** (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.) **Episode 104 will repeat followed by Episode 105, each episode runs 14 minutes*	6/18, 5:00 p.m. (WITFTV) **The Robot Doctor** (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.) **Episode 105 will repeat followed by Episode 106, each episode runs 14 minutes*
	Online Resource for Middle School Math	PBS Learning Media https://witf.pbslearningmedia.org/	PBS Learning Media https://witf.pbslearningmedia.org/
	Scatter Plots, Data Analysis, Triangles (Pythagorean Theorem) Congruence Similarity Volume		6/18, 3 p.m. (WITFTV) **Navajo Math Circles** (Navajo students use a model called math circles to study mathematics in Tsaile, Arizona.)

High School 9-12		June 8-June 12	June 15-June 19
		Afternoon Math (STEM) Programming for high school students	**Afternoon Math Programming (STEM) for high school students**
		6/11, 5:00 p.m. (WITFTV) **The Robot Doctor** (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.) **Episode 104 will repeat followed by Episode 105, each episode runs 14 minutes*	6/18, 5:00 p.m. (WITFTV) **The Robot Doctor** (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.) **Episode 105 will repeat followed by Episode 106, each episode runs 14 minutes*
	Online Resource for High School Math	PBS Learning Media https://witf.pbslearningmedia.org/	PBS Learning Media https://witf.pbslearningmedia.org/
			6/18, 3 p.m. (WITFTV) **Navajo Math Circles** (Navajo students use a model called math circles to study mathematics in Tsaile, Arizona.)
MS Alegbra 1	Solve Inequalities and Absolute Value (Factoring) Pythagorean Theorem		
Algebra 2	Volume Surface Area Transformations		
Other HS Math			