

Kindergarten

Correlations for Riverdeep Destination Math

Mathematical Thinking in Kindergarten (Introduction)	C1, M1, U1, S1 C1, M3, U1, S3
Pattern Trains and Hopscotch Paths (Exploring Pattern)	C1, M4, U1, S1 C1, M4, U1, S2
Collecting, Counting, and Measuring (Developing Number Sense)	C1, M1, U1, S1 C1, M1, U1, S2 C1, M1, U2, S1 C1, M3, U1, S1 C1, M1, U1, S3
Counting Ourselves and Others (Exploring Data)	C1, M4, U1, S3
Making Shapes and Building Blocks (Exploring Geometry)	C1, M3, U2, S1 C1, M3, U2, S2
How Many in All? (Counting and the Number System)	C1, M1, U2, S2 C1, M1, U2, S3 C1, M2, U1, S1

Abbreviation Key:

C...Course

M...Module

U...Unit

S...Session

First Grade

Correlations for Riverdeep Destination Math

Mathematical Thinking at Grade 1 (Introduction)	C1, M1, U3, S1 C1, M1, U2, S4 C1, M4, U1, S3
Building Number Sense (The Number System)	C1, M1, U3, S2 C1, M1, U3, S3 C1, M1, U3, S4 C1, M1, U3, S5 C1, M2, U1, S1 C1, M1, U2, S5 C1, M2, U1, S2
Survey Questions and Secret Rules (Collecting and Sorting Data)	C1, M3, U1, S3
Quilt Squares and Block Towns (2-D and 3-D Geometry)	C1, M3, U2, S1 C1, M3, U2, S2
Number Games and Story Problems (Addition and Subtraction)	C1, M2, U1, S3 C1, M2, U1, S4 C1, M1, U4, S1 C1, M1, U4, S2 C1, M2, U2, S1 C1, M2, U2, S2
Bigger, Taller, Heavier, Smaller (Measuring)	C1, M3, U1, S1 C1, M3, U1, S2 C1, M3, U1, S4

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Second Grade

Correlations for Riverdeep Destination Math

Mathematical Thinking at Grade 2 (Introduction)	C2, M1, U1, S1 C2, M1, U1, S4
Coins, Coupons, and Combinations (The Number System)	C2, M1, U1, S1 C2, M4, U1, S1
Does It Walk, Crawl, or Swim? (Sorting and Classifying Data)	C2, M1, U1, S5 C2, M1, U1, S3
Shapes, Halves, and Symmetry (Geometry and Fractions)	C2, M3, U1, S1 C1, M3, U2, S2 C2, M2, U3, S3
Putting Together and Taking Apart (Addition and Subtraction)	C2, M2, U1, S1 C2, M2, U1, S3 C2, M3, U2, S2
How Long? How Far? (Measuring)	C1, M3, U1, S1
How Many Pockets? How Many Teeth? (Collecting and Representing Data)	C1, M4, U1, S3
Timelines and Rhythm Patterns (Representing Time)	C2, M3, U2, S1

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Third Grade Correlations for Riverdeep Destination Math

Mathematical Thinking at Grade 3 (Introduction)	C1, M3, U1, S4 C2, M3, U2, S2 C3, M5, U2, S2
Things That Come in Groups (Multiplication and Division)	C2, M2, U2 C3, M2, U3, S2 C3, M2, U3, S1
Flips, Turns, and Area (2-D Geometry)	C2, M3, U1, S1 C3, M5, U1, S2 C3, M5, U1, S3
From Paces to Feet (Measuring and Data)	C2, M3, U2
Landmarks in the Hundreds (The Number System)	C2, M2, U2, S2 C2, M2, U2, S1 C2, M1, U1, S2 C2, M1, U1, S3 C2, M1, U2, S1
Up and Down the Number Line (Changes)	C2, M2, U1, S1 C2, M2, U2, S1
Combining and Comparing (Addition and Subtraction)	C2, M3, U2, S2 C2, M1, U1 C2, M1, U2, S1 C3, M6, U1, S1
Turtle Paths (2-D Geometry)	C3, M5, U1, S4 C2, M3, U1, S1 C2, M3, U1, S1
Fair Shares (Fractions)	C2, M2, U3, S2 C3, M3, U1, S2 C3, M3, U1, S2 C3, M4, U1, S1
Exploring Solids and Boxes (3-D Geometry)	C1, M3, U2, S2

Fourth Grade Correlations for Riverdeep Destination Math

Mathematical Thinking at Grade 4 (Introduction)	C2, M1, U2 (S1-S2)
Arrays and Shares (Multiplication and Division)	C2, M2, U2, S1 C2, M2, U2, S2 C2, M2, U3, S1
Seeing Solids and Silhouettes (3-D Geometry)	
Landmarks in the Thousands (The Number System)	C3, M1, U2 (S1-S3) C3, M1, U1 (S1-S3)
Different Shapes, Equal Pieces (Fractions and Area)	C3, M3, U1 (S1-S4) C3, M3, U2, S1
The Shape of the Data (Statistics)	C3, M6, U1 (S1-S2)
Money, Miles, and Large Numbers (Addition and Subtraction)	C3, M2, U1 (S1-S2) C3, M4, U1, S1 C3, M4, U2 (S1-S2)
Changes Over Time (Graphs)	
Packages and Groups (Multiplication and Division)	C2, M2, U2, S3 C3, M2, U3, S1
Sunken Ships and Grid Patterns (2-D Geometry)	C3, M5, U2, S1 C3, M5, U1 (S1-S4)
Three out of Four Like Spaghetti (Data and Fractions)	

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For Course 3:

Modules-the tabs across the top of the screen

Units-listed on the left side of the screen

Sessions-listed on the right side of the screen

Fifth Grade Correlations for Riverdeep Destination Math

(Introduction Landmarks in the Number System)	C3, M1, U2 (S2-S3) C3, M1, U1 (S1-S3) C3, M2, U2 (S1-S2)
Picturing Polygons (2D Geometry)	C3, M5, U1 (S1-S4) C3, M5, U2 (S1-S2)
Name That Portion (Fractions, Percents, and Decimals)	C3, M3, U1 (S1-S4) C3, M4, U1 (S2-S3) C3, M4, U2 (S1-S2) C3, M4, U3 (S1-S2)
Between Never and Always (Probability)	C3, M6, U1 (S1-S2)
Building on Numbers You Know (Computation Estimation Strategies)	C3, M2, U1 (S1-S2) C3, M2, U3 (S1-S2) C3, M2, U3, S3 C3, M3, U2 (S1-S3)
Measuring Benchmarks (Estimating and Measuring)	None
Patterns of Change (Tables and Graphs)	None
Containers and Cubes (3D Geometry: Volume)	None
Data: Kids, Cats, and Ads (Statistics)	C3, M3, U1, S3

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Sessions-listed on the right side of the screen