

	<b>Level A</b>	<b>Level B</b>	<b>Level C</b>	<b>Level D</b>	<b>Level E</b>
<i>Courtney's Collection</i>	Statistics and Probability - Combinations	Statistics and Probability - Combinations	Number Theory	Number Theory	Number Theory
<i>Cut it Out</i>	Geometry - Spatial Reasoning	Geometry - Spatial Reasoning	Geometry - Spatial Reasoning	Geometry – symmetry and fractals	Geometry – symmetry and fractals
<i>Cutting a Cube</i>	Geometry - Spatial Reasoning	Geometry - Spatial Reasoning	Geometry - Spatial Reasoning	Geometry - Spatial Reasoning	Geometry - Spatial Reasoning
<i>Digging Dinosaurs</i>	Operations with Whole Numbers - Number sentences	Equations and Equality - Optimization	Equations and Equality - Optimization	Linear Equations and Functions	Non-Linear Equations and Functions
<i>Diminishing Returns</i>	Whole numbers – Basic Operations	Decimals – Adding	Ratios/Rates	Ratios/Rates and independent and dependent variables	Probability
<i>Fair Games</i>	Statistics and Probability - Fairness	Statistics and Probability - Fairness	Statistics and Probability - Fairness	Geometric Probability - Fairness	Geometric Probability – Expected Value and Fairness
<i>Friend You Can Count On</i>	Whole numbers – Basic Operations	Statistics and Probability - Combinations	Statistics and Probability - Combinations	Statistics and Probability	Statistics and Probability – expected value
<i>Game Show</i>	Game Theory	Game Theory	Game Theory	Game Theory – Theoretical Probability	Game Theory – Experimental and Theoretical Probability

<b><i>Got Your Number</i></b>	Whole Numbers – Basic Operations and Absolute Value	Whole Numbers – Basic Operations and Absolute Value	Fractions	Probability – Compound Probability	Probability – Compound Probability
<b><i>Growing Staircases</i></b>	Counting and Number Patterns	Series and/or Functions	Linear Functions – domain and range	Linear Functions – domain and range	Non-linear Functions
<b><i>Measuring Mammals</i></b>	Measurement and Transitive Property	Proportions and Scale Factor	Proportions	Proportions and Linear Functions	Proportions, Non-Linear Functions, Similar Triangles
<b><i>Miles of Tiles</i></b>	Number Sentences and Operations with Whole Numbers	Making a list and trial and error	Systems of Equations	Making a table and trial and error	Quadratic Equations-Factoring
<b><i>Once Upon a Time</i></b>	Time	Unit Conversions and variables	Whole Numbers – Basic Operations and Understanding the Remainder	Modular Arithmetic	Angles and Angular Measures
<b><i>Part and Whole</i></b>	Symmetry	Area	Proportions and Rational Expressions	Proportions and Rational Expressions	Fractions
<b><i>Pick a Pocket</i></b>	Gathering Data and Plotting Data	Statistical Measurement – Mean, Median and Mode	Statistical Measurement – Mean, Median and Mode and Normal Curve	Statistical Measurement – Mean, Median, Mode and Standard Deviation	Statistical Measurement – Mean, Median, Mode and Standard Deviation
<b><i>Piece it Together</i></b>	Geometric Shapes – Polygons	Geometric Shapes – Polygons	Platonic Solids	Platonic Solids	Platonic Solids
<b><i>Rod Trains</i></b>	Discrete Numbers – Assigning Values	Discrete Numbers and Combinations	Discrete Numbers and Combinations	Discrete Numbers and Combinations	Discrete Numbers and Combinations

<b><i>Squirreling</i></b>	Basic Operations with Whole Numbers - Subtraction	Understanding the remainder in division	Combinations and Making a table applying trial and error	Combinations and Making a table applying trial and error	Combinations and Non-Linear Equations
<b><i>Shape of Things</i></b>	Polygons	Polygons and Symmetry	Symmetry	Polygons	Polygons
<b><i>Surrounded and Covered</i></b>	Area using tiles	Area using tiles	Area	Area and Optimization	Fractals and Sierpinski's Triangle
<b><i>Through the Grape Vine</i></b>	Gathering Data and Plotting Data	Statistical Measurement – Mean, Median and Mode	Statistical Measurement – Mean, Median and Mode	Line of Best Fit	Statistics – Application in a Case Study
<b><i>What's Your Angle</i></b>	Geometry - Polygons	Geometry - Polygons	Geometry - Polygons	Geometry – Polygons and Angles	Geometry – Polygons and Angles
<b><i>Wheel Shop</i></b>	Basic Operations of Whole Numbers	System of Equations	System of Equations	System of Equations	Venn Diagrams