### Common Core Math—The Best of Bugs: Designing Hand Pollinators

Engineering is Elementary units are designed primarily to teach engineering skills and habits of mind. In doing so, all units also reinforce and link to other content areas. The math practices and standards addressed by this unit are listed below.

#### Math Practices Embedded Throughout the Unit:

1. Make sense of problems and persevere in solving them.  
3. Construct viable arguments and critique the reasoning of others.  
5. Use appropriate tools strategically.  
6. Attend to precision.

<table>
<thead>
<tr>
<th>Grade</th>
<th>Lesson #</th>
<th>Common Core Math Cluster or Practice</th>
<th>Common Core Math Standard</th>
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</table>
| 1     | 3, 4     | Operations and Algebraic Thinking 1.0A:  
• Add and subtract within 20. | 1.0A6: Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. |
| 1     | 3, 4     | Measurement and Data 1.MD:  
• Measure lengths indirectly and by iterating length of units  
• Represent and interpret data | 1.MD.1: Order three objects by length, compare the lengths of two objects indirectly by using a third object.  
1.MD.4: Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another. |
| 2     | 4        | Operations and Algebraic Thinking 2.0A:  
• Represent and solve problems involving addition and subtraction | 2.0A1: Use addition and subtraction within 100 to solve one- and two- step world problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions. |
| 2     | 4        | Measurement and Data 2.MD:  
• Work with time and money | 2.MD.C.8: Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately. Example: If you have 2 dimes and 3 pennies, how many cents do you have? |