

Math Come to Life.

Math is the most fun when it is contextualized into the real world.

In Math Tycoon, students step into the role of park designers and business owners. Every math problem they solve helps them invite customers, build attractions, and grow their park. Instead of repetitive worksheets, math becomes a tool for solving problems and making decisions.

Each class blends practice with purpose. Through math, students will see their businesses grow and flourish. By the end of the semester, students will not only strengthen their math skills, they will understand how math is relevant to the world around them.

This Semester's Theme: Theme Park Tycoon

This semester, students will build and manage a new theme park each week, from Water Parks to Space Parks to Safari adventures. Through these immersive worlds, they practice core math skills while making meaningful decisions about how to grow their park.

What Your Child Will Learn.

We meet students where they are with worksheets that align with the **Common Core Standards: Mathematics**, and provide comprehensive learning for each grade level. The standards are designed to be robust, linked within and across grades, and relevant to the real world, reflecting the knowledge and skills that young people will need for success in college and careers.

Kindergarten: Starting with the Basics

Students build an understanding of **numbers, counting, and shape recognition**.

- Counting and recognizing numbers up to 100
- Using objects and drawings to model joining and separating quantities within 10
- Comparing groups to determine more, less, or equal
- Sorting objects and identifying simple patterns

1st Grade: Building Strong Foundations

Students focus on **understanding numbers** and developing **early problem-solving skills**.

- Addition and subtraction and strategies for solving within 20
- Whole number relationships, including place value and grouping in tens and ones
- Linear measurement and measuring lengths as iterating length units
- Counting, grouping, and comparing numbers
- Reasoning about attributes of geometric shapes

What Your Child Will Learn.

2nd Grade: Growing Fluency and Flexibility

Students strengthen **accuracy** and begin solving more **complex, real-world problems**.

- Addition and subtraction within 100
- Extending understanding of place value, including tens and hundreds
- Using standard units of measure such as feet, grams, or miles
- Early data representation, such as charts and simple graphs
- Describing and analyzing shapes

3rd Grade: Applying Math Strategically

Students begin using math as a **tool for multi-step problem-solving, efficiency, and deeper reasoning**.

- Multiplication and division foundations for numbers up to 100 using various strategies
- Developing an understanding of fractions: numerators and denominators
- The structure of rectangular arrays and area
- Multi-step problem solving
- Describe, analyze, and compare properties of two-dimensional shapes

4th Grade: Building Accuracy and Mathematical Structure

Students develop stronger **precision and structure** as they work through more detailed calculations and layered problems.

- Performing multi-digit operations across all four operations
- Exploring factors, multiples, and number classification
- Working with fractions through comparison and operations
- Measuring and analyzing area and perimeter in more complex figures
- Reading and interpreting data across charts and graphs

5th Grade: Thinking Abstractly and Connecting Ideas

Students expand into more **abstract thinking**, making connections across concepts and applying math in new contexts.

- Working fluently with decimals and multi-digit numbers
- Applying volume concepts to solve real-world scenarios
- Plotting and interpreting points on a coordinate plane
- Writing and evaluating numerical expressions

How the Class Works.

1. Jump Right In

Students begin class by immediately jumping into their park and exploring the new map for that week. Every correct answer helps them:

- Invite customers
- Earn progress
- Start building their collaborative park

Each problem is connected to a meaningful action in their park, making math feel purposeful and rewarding. Students work at a personalized pace, moving at their own speed, each as a valued contributor.

2. Construction Zones and Park Building

As students solve problems, they contribute to building a new part of the park.

Each park includes a shared Construction Zone, where the class works together toward a visible goal. Progress is visual and collective, helping students see how their work contributes to the whole.

3. VIP Unlock and Weekly Mini Game

Once the class reaches its goal, a special moment is unlocked: a VIP arrives! Each VIP unlock includes a unique math mini game, designed to reinforce skills through play. These vary by week and theme, such as:

- Splashing ducks with addition equations on them at the water park
- A Follow the Arrows-style treasure hunt game at the pirate park
- A constellation drawing geometry game at the space park

4. Bringing Learning Home

Learning continues beyond the classroom. After each class, families receive a recap of their child's experience, including what they worked on and how they contributed to the park. Students are encouraged to share their thinking and explain how they used math to build their world.

Weekly Schedule.



Class 1 Classic Park

Students open their very first park and learn how to run core attractions. They solve math challenges to invite customers, build rides, and start generating revenue. This class introduces the foundational loop of the game: solve → earn → build → repeat.



Class 2 Water Park

The park gets busy as students manage water rides and the hydration station. They practice solving problems quickly to keep customers happy while balancing multiple stations at once.



Class 3 Safari Park

Students take on new roles like animal wrangler and jungle juice vendor, solving math problems to care for animals and serve guests. They begin to connect math to real-world scenarios and make decisions based on efficiency.



Class 4 Pirate Park

In this adventure-themed park, students build ship rides and run pirate snack stands. They use math to construct parts, track progress, and unlock special events. This class emphasizes sequencing and understanding how smaller steps build toward a larger goal.



Class 5 Space Park

Students launch their park into space, managing futuristic attractions and unlocking VIP visitors. Math becomes more strategic as they optimize how to earn customers and progress through challenges.

Weekly Schedule.



Class 6 Kids Park

A playful, candy-inspired park where students take on key roles to keep everything running smoothly. From guiding visitors to managing safety and keeping things clean, each task is powered by math—counting, grouping, and solving quick problems to keep the park safe and welcoming.



Class 7 Zoo Park

Students care for animals and manage exhibits, using math to track food, visitors, and habitats. They begin working with simple data and organizing information to make decisions.



Class 8 Spooky Park

A mysterious park where surprises keep students on their toes. They solve problems under time pressure and adapt to changing challenges, building flexibility and persistence. The mini game involves solving tangrams to practice spatial reasoning.



Class 9 Carnival Park

Students run fast-paced carnival games, where quick thinking and accuracy matter. They practice math with mini-games and maximize their total earnings through efficient math strategies. The mini game introduces angle estimation.



Class 10 Island Park

A tropical island park where students manage a lively, fully built world. From tracking moving objects to organizing groups and collecting catches, each activity uses math in action. Students combine what they've learned to manage multiple tasks and keep the park thriving.