

# SCS Mosaic Catalog

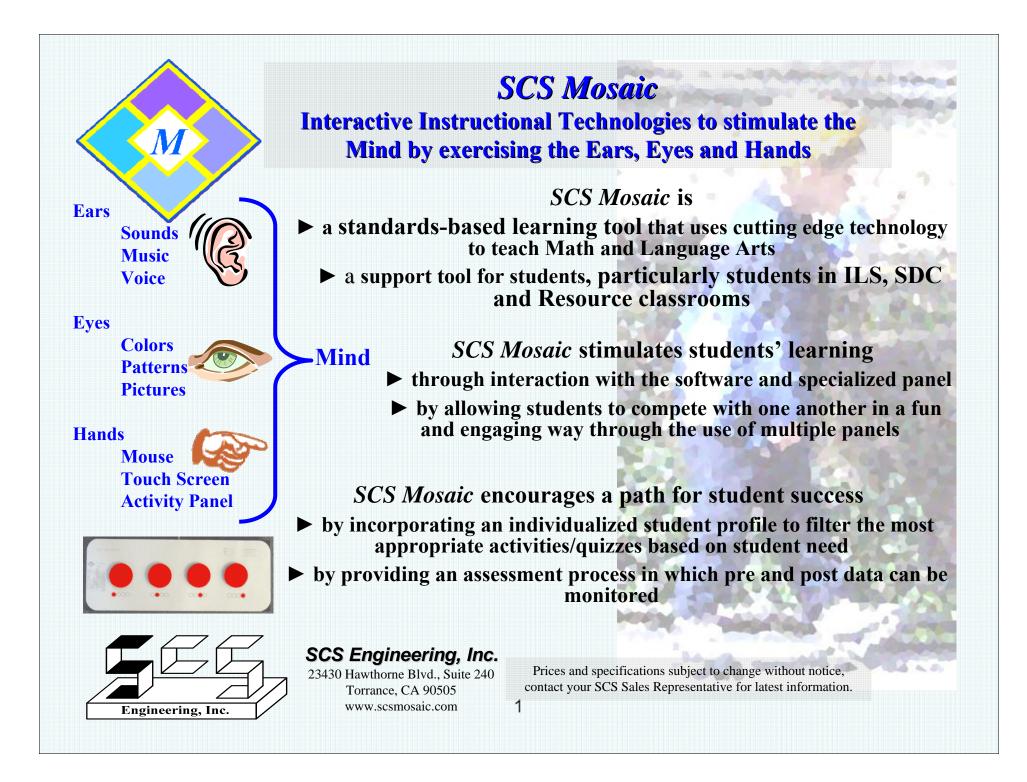
(this is only a subset of the available Activities and Quizzes, new ones are being added to the library continuously)

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## Activities

<u>\*\*Math\_Fractions\_0-4</u> (displays fractions/graphics for ½, 1/3, ¼)

\*\*Math\_Fractions\_5-8 (displays fractions/graphics for fifths, sixths and eighths)

<u>\*\*Math\_Fractions\_9-10</u> (displays fractions/graphics for ninths and tenths)

\*\*Math Fractions 12 (displays fractions/graphics for twelfths)

Actions (shows and says an action/verb)

<u>Alphabet\_Animation</u> (displays a short animation for each letter)

<u>Alphabet\_Graphics</u> (each letter along with a graphic for the letter)

<u>\*\*Alphabet\_Letters</u> (shows and says each letter of the alphabet)

<u>\*\*Alphabet\_Sounds</u> (shows and says basic sounds for each letter)

<u>\*\*CAPA1 1MathNS2 3\*</u> (ID 1 more than, more and less, ability to give 1 more)

<u>\*\*CAPA1\_KMathNS1\_2\*</u> (know "1", match printed numeral to quantity)

\*\*CAPA2\_2MathNS1\_1 (count & ID numbers 1-10)

CAPA2\_2MathNS3\_3 (count by 2's to 10 from memory)

\*\*CAPA2\_3MathNS1\_1 (count to 15)

<u>\*\*Coins</u> (says and shows images of coins and dollars)

\*\*Colors (says and shows colors)

<u>Days</u> (says and shows days of week)

**\*\*GeometricShapes** (says and shows different shapes)

<u>\*\*MathAddition0-10</u> (activity for each addition quantity)

Months (says and shows the months of the year)

Music\_Piano (4 musical notes can be played in varying order)

\*\* activity has an accompanying quiz



# Activities cont'd

Numbers (says, shows and spells numbers 1-30) Numbers\_CountBy10 (uses objects and numbers to count by 10 to 100) Numbers\_CountBy2\_50 (uses objects and numbers to count by 2 to 50) Numbers CountBy2 52 100 (uses objects and numbers to count by 2 from 52-100) Numbers CountBy5 (uses objects and numbers to count by 5 to 100) \*\*Numbers\_Objects1\_10 (uses objects and numbers to count from 1 to 10) \*\*Numbers\_Objects11\_20 (uses objects and numbers to count by 1 from 11-20) Numbers\_Objects1\_100 (uses objects and numbers to count by 1 to 100) \*\*Numbers\_Objects1\_30 (uses objects and numbers to count by 1 to 30) \*\*RMASFoxAndTheCrow (audio and pictures of story) \*\*RMASHareAndTheTortoise (audio and pictures of story) \*\*RMASHickoryDickoryDock (audio, text, and pictures of rhyme) \*\*RMASHumptyDumpty (audio, text and pictures of rhyme) RMASJackAndJill (audio and pictures of rhyme) \*\*RMASTheLionAndTheMouse (audio and pictures of story) \*\*RMASTheNorthWindAndTheSun (audio and pictures of the story) SA AHSounds (says and shows pictures with "AH" sound SA EESounds\* (says and shows pictures with the "EE" sound) SA FFSounds\* (says and shows pictures with the "FF" sound) SA\_MMSounds\* (says and shows pictures with the "MM" sound) SA\_OOSounds\* (says and shows pictures with the "OO" sound) <u>SA\_UHSounds\*</u> (says and shows pictures with the "UH" sound) SA\_MouthShapes (displays the shape of a mouth as each sound is made)

\*\* activity has an accompanying quiz

## Activities cont'd

SightWords First (says and shows first grade level sight words) SightWords\_First2 (says and shows first grade level sight words) \*\*SightWords\_Preprimer (says and shows preprimer level sight words) \*\*SightWords Preprimer2 (says and shows preprimer level sight words) SightWords Primer (says and shows primer level sight words) SightWords Primer2 (says and shows primer level sight words) SightWords Second (says and shows second grade level sight words) SightWords\_Second2 (says and shows second grade level sight words) SightWords\_Third (says and shows third grade level sight words) SightWords Third2 (says and shows third grade level sight words) \*\*Symbols1 (teaches universal symbols such as recycle, stop, and first aid) \*\*TellingTime\_Analog\_HalfHour (says and shows time in increments of 30 minutes using analog clock) TellingTime Analog Hour (says and shows time in increments of 1 hour using analog clock) TellingTime Analog QuarterHour (says and shows time in increments of 15 minutes using analog clock) TellingTime\_Digital\_HalfHour (says and shows time in increments of 30 minutes using digital clock) \*\*TellingTime Digital Hour (says and shows time in increments of 1 hour using digital clock) \*\*TellingTime\_Digital\_QuarterHour (says and shows time in increments of 15 minutes using digital clock) \*\*Words\_AN (uses phonics to read –AN family words) \*\*Words\_AT (uses phonics to read –AT family words) \*\*Words\_EN (uses phonics to read –EN family words) \*\*Words\_ET (uses phonics to read –ET family words) \*\*Words IT (uses phonics to read –IT family words) \*\*Words\_OP (uses phonics to read –OP family words) \*\*Words\_UG (uses phonics to read –UG family words)

<u>CCKMath\_G\_GeometricShapes</u> (says and shows various geometric shapes)

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\*\* activity has an accompanying quiz

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### Grade 1 Math Standards

CC1TellingTime\_MD\_Analog\_HalfHour (quizzes time in increments of 30 minutes using analog clock) CC1TellingTime\_MD\_Analog\_Hour (quizzes time in increments of 1 hour using analog clock) CC1TellingTime\_MD\_Analog\_QuarterHour (quizzes time in increments of 15 minutes using analog clock) CC1TellingTime MD Digital HalfHour (guizzes time in increments of 30 minutes using digital clock) CC1TellingTime MD Digital Hour (guizzes time in increments of 1 hour using digital clock) <u>CC1TellingTime\_MD\_Digital\_QuarterHour</u> (quizzes time in increments of 15 minutes using digital clock) CC1Math\_MD\_Coins (Identify and know value of coins; different combinations that have same value) CC1Math\_NBT\_AdditionSubtraction (equations with sums/differences less than 100) CC1Math\_NBT\_Count (Count by 2's, 5's and 10's to 100) CC1Math NBT MoreLess (Identify 1 more than, 1 less than and 10 more than, 10 less than) CC1Math\_NBT\_NumberSenseCounting (Count & read whole numbers to 100) CC1Math NBT NumberSenseNumberTruth (Compare and order whole numbers to 100) CC1Math\_NBT\_PlaceValue (Count and group objects in ones and tens) CC1Math\_OA\_ Inverse (Use inverse relationship between addition & subtraction to solve equations) CC1Math\_OA\_Addition0-10 (2 quizzes for each addend - - 1 using numbers only; 1 using objects) CC1Math OA Addition3Numbers (equations with 3 addends less than 10) CC1Math OA AdditionSubtraction (Equations with sums/differences less than 20) CC1Math\_OA\_Algebra1 (Solve for single digit "X" using operations involving "+", "-", "x", and CC1Math\_OA\_Algebra2 (Solve for 1-2 digit "X" using operations involving "+", "-", "x", and "/") CC1Math\_OA\_Equals (Represent equivalent forms of same number) CC1Math\_OA\_NumberTruth\_20 (Compare and order whole numbers to 20) CC1Numbers OA Objects1 10 (uses objects & numbers to count from1-10) CC1Numbers OA Objects1 100 (uses objects & numbers to count by 1 from 1-100) CC1Numbers OA Objects1 30 (uses objects & numbers to count from 1-30) CC1Numbers\_OA\_Objects11\_20 (uses objects & numbers to count from 11-20)



### Grade 2 Math Standards

CC2Math_MD_MoneyProblems (Solve problems using coins and bills)
CC2Math_NBT_Expand (use of expanded notation to represent numbers)
CC2Math_NBT_Inverse (Use inverse relationship between addition/subtraction to solve equations)
CC2Math_NBT_NumberTruth (Order & compare whole numbers to 1,000)
CC2Math_NBT_PlaceValue (Read whole numbers to 1,000 & identify place value)
CC2Math_NBT_Words (Use words and expanded forms to represent numbers to 1,000)
CC2Math_OA_AddSub (Find sum or difference of 2 whole numbers up to 3 digits each)
<u>CC2Math_OA_Algebra1</u> (Solve for single digit "X" using operations involving "+", "-", "x", and "/")
CC2Math_OA_Algebra2 (Solve for 1-2 digit "X" using operations involving "+", "-", "x", and "/")
CC2Math_OA_Multiplication (randomly selects times table quiz 1-12)
CC2Math_OA_Multiplication1-12 (quiz for each times table number)
CC2Numbers_OA_Objects1_10 (uses objects & numbers to count from1-10)
CC2Numbers_OA_Objects1_100 (uses objects & numbers to count by 1 from 1-100)
CC2Numbers_OA_Objects1_30 (uses objects & numbers to count from 1-30)
CC2Numbers_OA_Objects11_20 (uses objects & numbers to count from 11-20)

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### Grade 3 Math Standards

CC3Math MD Conversions (Liquid measure conversions - oz., C, gt., gal) CC3Math\_MD\_Conversions (Measurement conversions between in. ft., yd.) CC3Math MD Conversions (Metric conversions for weight, distance, liquid measure) CC3Math MD GeometricShapes (ID polygons/shapes and properties) CC3Math MD MeasureTools (ID appropriate tool to measure various objects) CC3Math NBT Add (Find sum of 2 whole numbers between 0 and 10,000) CC3Math NBT Count (Read & write whole numbers to 10,000) CC3Math\_NBT\_Inverse (Equations using inverse relationship of addition/subtraction to 1000) CC3Math NBT Order (Compare and order whole numbers to 10,000) CC3Math\_NBT\_PlaceValue (Identify place value for each digit in numbers to 10,000) CC3Math\_NBT\_Round (Round numbers to 10,000 to nearest 10, 100, 1000) CC3Math NBT Sub (Find difference of 2 whole numbers between 0 and 10,000) CC3Math NF AddSubtractFractions (addition/subtraction of simple fractions; simplify answer) CC3Math\_NF\_Fractions\_0-12 (Name & compare fractions from twelfths to halves) CC3Math NF Fractions 0-4 (fractions for halves, thirds, and fourths) CC3Math NF Fractions 12 (fractions for twelfths) CC3Math\_NF\_Fractions\_5-8 (fractions for fifths, sixths and eighths) CC3Math\_NF\_Fractions\_9-10 (fractions for ninths and tenths) CC3Math\_OA\_Algebra1 (Solve for single digit "X" using operations involving "+", "-", "x", and "/") CC3Math\_OA\_Algebra2 (Solve for 1-2 digit "X" using operations involving "+", "-", "x", and "/") CC3Math OA Algebra3 (Using symbols A, B, C, identify correct "if, then" statement) CC3Math\_OA\_AddSub\$ (addition/subtraction equations using dollar amounts up to 2 decimal places)



### **Grade 3 Math Standard Continued**

<u>CC3Math\_OA\_Div</u> (equations using up to a 3 digit dividend and a 1 digit divisor) <u>CC3Math\_OA\_FractionDecimalPercent\_Level1</u> (simple conversions using tenths up to 1 whole) <u>CC3Math\_OA\_FractionDecimalPercent\_Level1a</u> (simple calculations using tenths up to 1 whole) <u>CC3Math\_OA\_Inverse</u> (equations using inverse relationship of multiplication & division) <u>CC3Math\_OA\_Mul</u> (Equations using 1 digit multipliers/ memorize multiplication table for #s between 1-10) <u>CC3Math\_OA\_Mul</u> (equations using up to a 4 digit multiplicand with a 1 digit multiplier) <u>CC3Math\_OA\_MUL</u>(equations using 0 as a multiplier and 1 as a multiplier & divisor) <u>CC3Math\_OA\_MUL</u>(equations using 0 as a multiplier and 1 as a multiplier & divisor) <u>CC3Math\_OA\_MUL</u>(equation/division using 2 digit \$ amount and single digit multiplier/divisor) <u>CC3Math\_OA\_Multiplication (randomly selects times table quiz 1-12)</u> <u>CC3Math\_OA\_Multiplication1-12 (quiz for each times table number)</u> <u>CC3Math\_OA\_UnitCost</u> (Determine unit cost when given total cost and # of units)



### Grade 4 Math Standards

<u>CC4Math\_NBT\_Add</u> (Find sum of 2 whole numbers between 0 and 10,000) <u>CC4Math\_NBT\_AdditionSubtraction</u> (Addition & Subtraction of multi-digit numbers) <u>CC4Math\_NBT\_Div</u> (Division of multi-digit numbers by 1 digit numbers) <u>CC4Math\_NBT\_Mul</u> (Multiplication of multi-digit numbers by 2 digit numbers) <u>CC4Math\_NBT\_Round</u> (Round whole numbers through millions to nearest 10, 100, 1000, 10,000, 100,000) <u>CC4Math\_NBT\_Words</u> (Read & write whole numbers in the millions) <u>CC4Math\_NF\_NegativeNumberTruth</u> (Order & compare negative whole numbers to 100) <u>CC4Math\_NF\_NumberTruth</u> (Order & compare whole numbers to 2 decimal places) <u>CC4Math\_OA\_FractionDecimalPercent\_Level2</u> (conversions among common fractions ie. 1/5, ¼, 1/3, ½) <u>CC4Math\_OA\_FractionDecimalPercent\_Level2a</u> (calculations using common fractions) <u>CC4Math\_OA\_PrimeFactor\_Level1</u> (prime factorization for numbers 1-19) <u>CC4Math\_OA\_PrimeFactor\_Level2</u> (prime factorization for numbers 1-50) <u>CC4Math\_OA\_PrimeFactor\_Level3</u> (prime factorization for numbers 1-99)





### Grade 5 Math Standard

<u>CC5Math\_OA\_FractionDecimalPercent\_Level3</u> (conversions of less common fractions 1/6, 1/8 & decimals .1-1.0) <u>CC5Math\_OA\_FractionDecimalPercent\_Level3a</u> (calculations using less common fractions & decimals 10-100)

### Grade 6 Math Standard

- <u>CC6Math\_AS\_GCF\_Level1</u> (greatest common factor for pairs of numbers from 1-19)
- CC6Math\_AS\_GCF\_Level2 (greatest common factor for pairs of numbers from 1-50)
- CC6Math\_AS\_GCF\_Level3 (greatest common factor for pairs of numbers from 1-99)
- <u>CC6Math\_NF\_LCM\_Level1</u> (lowest common multiple for pairs and trios of numbers 1-9)
- <u>CC6Math\_NF\_LCM\_Level2</u> (lowest common multiple for pairs and trios of numbers 1-19)
- <u>CC6Math\_OA\_FractionDecimalPercent\_Level4</u> (conversions of single digit decimals (.01-.09) and quantities greater than 1)
- CC6Math\_OA\_FractionDecimalPercent\_Level4a (calculations using single digit decimals and quantities greater than 1)



### CAPA Math Standards (Level 1 and 2)

CAPA1_1MathNS2_3* (ID 1 more than, more and less, ability to give 1 more)
CAPA1_KMathALG1_1 (ID, sort, classify objects and ID objects that do NOT belong to a group)
CAPA1_KMathGEO2_1 (ID and describe common objects with geometric features - triangle, circle, square, etc)
CAPA1_KMathNS1_2* (Know "1", match printed numeral to quantity)
CAPA2_2MathGEO2_1 (ID common geometric shapes)
CAPA2_2MathNS1_1 (Count & ID numbers 1-10)
CAPA2_2MathNS1_3 (Compare 2 sets of objects to determine which is equal using "=" symbol)
CAPA2_2MathNS2_2 (Find sum of 2 whole numbers with sum limited to 5)
CAPA2_2MathNS3_3 (Count by 2's to 10 from memory)
CAPA2 2MathNS4 1 (ID ½ and one whole using pictures/overlays of familiar objects)
CAPA2_2MathNS5_1 (ID penny, quarter and dollar bill)
CAPA2_2MathSTATS1_4 (Answer simple questions related to data representations)
CAPA2_3MathGEO (ID geometric shapes and features)
CAPA2_3MathALG1_1 (Relate simple problems to # sentences with addition sums to 5)
<u>CAPA2_3MathALG1_3a</u> (Use addition/subtraction symbols to make number sentence true for numbers up to 5)
<u>CAPA2</u> <u>3MathALG1</u> <u>3b</u> (Use multiplication/division symbols to make number sentence true for numbers up to 5)
CAPA2_3MathNS1_1 (Count & ID numbers to 15)
CAPA2_3MathNS1_2 (Order whole numbers to 5)
CAPA2_3MathNS2_1 (Find sum of 2 whole numbers with sums limited to 10)
CAPA2_3MathNS3_1 (Compare halves and one whole; recognize 1/4)
<u>CAPA2_3MathSTATS1_3</u> (Answer simple questions based on info from chart, bar graph, picture graph)



### Grade 6 Language Arts Phonics and Syllabication

<u>6LA\_Phonics\_CHsounds1-2</u> (ID ending /ch/ sounds in words using "-tch", "-ch" - - about 15 words per quiz) <u>6LA\_Phonics\_Jsounds1-3</u> (ID soft g ending sounds in words using "-ge", "-dge" - - about 15 words per quiz) <u>6LA\_Phonics\_Ksounds1-3</u> (ID ending /k/ sounds in words using "-c", "-k", "-ck" - - about 10-15 words/quiz) <u>6LA\_Phonics\_Mailbox1</u> through <u>Mailbox20</u> (ID vowel sound using short/long vowel symbols - - about 10 words/quiz)

<u>6LA PrefixMeanings</u> (quiz ID prefixes and their meanings)

<u>6LA\_RootMeanings\_List1-2</u> (quiz ID root words and their meanings)

<u>6LA\_SyllabicationRules\_List1</u> through <u>List22</u> (ID rule (ie. VCCV, VCV, etc) for dividing words into syllables - about 20 words/quiz - in alphabetical order from List 1-22)





### **General Language Arts**

Alphabet\_Letters (quizzes knowledge of each letter of the alphabet using 3 letter closed field) Alphabet Sounds (quizzes basic sounds for each letter) RMASFoxAndTheCrow (brief comprehension guiz using pictures from story) RMASHareAndTheTortoise (brief comprehension guiz using pictures from story) RMASHickoryDickoryDock (brief comprehension guiz using pictures from story) RMASHumptyDumpty (brief comprehension guiz using pictures from story) RMASTheLionAndTheMouse (brief comprehension guiz using pictures from story) RMASTheNorthWindAndTheSun (brief comprehension guiz using pictures from the story) SA\_Sounds\_ALL1 (quiz using audio and pictures to practice OO,UH,AH, EE, FF, MM sounds) SA Sounds ALL2 (quiz using audio and mouthshape pictures to practice above sounds) SightWords List1 Pix (sight words guiz using pictures) SightWords List1s Pix (sight words quiz using pictures and sound) SightWords List2 Pix (sight words quiz using pictures) SightWords\_List2s\_Pix (sight words quiz using pictures and sound) SightWords List3 Pix (sight words quiz using pictures) SightWords\_List3s\_Pix (sight words quiz using pictures and sound) SightWords\_List4\_Pix (sight words quiz using pictures) SightWords List4s Pix (sight words quiz using pictures and sound) SightWords\_List5 \_Pix (sight words quiz using pictures) SightWords\_List5s\_Pix (sight words quiz using pictures and sound) SightWords List6 Pix (sight words quiz using pictures) <u>SightWords\_List6s\_Pix</u> (sight words quiz using pictures and sound)



### General Language Arts cont'd

SightWords\_List7\_Pix (sight words quiz using pictures) SightWords\_List7s\_Pix (sight words quiz using pictures and sound) SightWords\_List8\_Pix (sight words quiz using pictures) SightWords\_List8s\_Pix (sight words quiz using pictures and sound) SightWords\_List9\_Pix (sight words quiz using pictures) SightWords List9s Pix (sight words guiz using pictures and sound) SightWords\_List10\_Pix (sight words quiz using pictures) SightWords\_List10s\_Pix (sight words quiz using pictures and sound) SightWordsPreread List1s (prereading guiz matching words using sound) SightWordsPreread\_List2s (prereading quiz matching words using sound) SightWordsPreread\_List3s (prereading quiz matching words using sound) SightWordsPreread List4s (prereading guiz matching words using sound) SightWordsPreread List5s (prereading quiz matching words using sound) SightWordsPreread List6s (prereading quiz matching words using sound) SightWordsPreread List7s (prereading quiz matching words using sound) SightWordsPreread\_List8s (prereading quiz matching words using sound) SightWordsPreread\_List9s (prereading quiz matching words using sound) SightWordsPreread List10s (prereading quiz matching words using sound)



### General Language Arts cont'd

SightWordsPrereadPix\_List1s (prereading quiz matching pictures using sound) SightWordsPrereadPix List2s (prereading quiz matching pictures using sound) SightWordsPrereadPix\_List3s (prereading guiz matching pictures using sound) SightWordsPrereadPix List4s (prereading guiz matching pictures using sound) SightWordsPrereadPix List5s (prereading quiz matching pictures using sound) SightWordsPrereadPix List6s (prereading quiz matching pictures using sound) SightWordsPrereadPix\_List7s (prereading quiz matching pictures using sound) SightWordsPrereadPix\_List8s (prereading guiz matching pictures using sound) SightWordsPrereadPix\_List9s (prereading quiz matching pictures using sound) SightWordsPrereadPix List10s (prereading guiz matching pictures using sound) Words\_AN (quiz using pictures, sound and -AN family words) Words\_AT (quiz using pictures, sound and -AT family words) Words\_EN (quiz using pictures, sound and -EN family words) Words ET (quiz using pictures, sound and -ET family words) Words IT (quiz using pictures, sound and -IT family words) Words\_OP (quiz using pictures, sound and -OP family words) Words UG (quiz using pictures, sound and -UG family words)



### CAPA Language Arts Standards

CAPA1_KLARead1_3s (ID environmental symbols/signs & match symbol to activity/function with sound)
CAPA2 2LA Read1 7s (Sorting same & different using sound)
CAPA2_2LAWrite1_3 (ID pictures of action verbs or objects)
CAPA2_2LAWrite1_3s (ID pictures of action verbs and objects with sound)
CAPA2_3LAWrite1_2 (ID pictures of singular & plural nouns)
CAPA2_3LAWrite1_5 (ID a period and question mark)
CAPA2_3LAWrite1_5s (ID a period and question mark using sound)
CAPA2 3LAWrite1 7 (ID words that start with capital letters)
CAPA2_3LAWrite1_7s (ID words that start with capital letters using sound)
CAPA2_3LAWrite1_9 (Arrange letters in alphabetical order in closed field of three)
CAPA3_5LARead1_3 (Match homophones or homographs to correct picture; opposite with picture/print)
CAPA4_6LARead1_1 (Read simple 4-5 word sentences with high frequency words)
CAPA4_6LARead1_1s (Read simple 4-5 word sentences with high frequency words using sound)
CAPA4_7LARead1_3a (Understand frequently used synonyms, antonyms, and homographs)
CAPA4_7LARead1_3b (same as above)
CAPA4_7LARead1_3c (same as above)

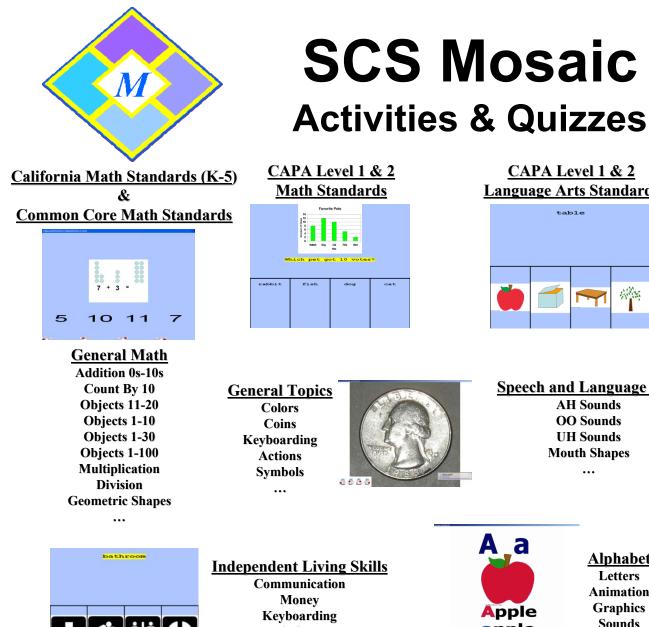




### Miscellaneous

Animals (match animal name/sound to picture) Colors (tests knowledge of colors) Keyboard0 (find lowercase letter location on QWERTY keyboard) Keyboard1 (type lower and uppercase letters consecutively on keyboard) Keyboard2 (type preprimer Dolch sight words on keyboard) Keyboard3 (type primer Dolch sight words on keyboard) Keyboard4 (type first grade Dolch sight words on keyboard) Keyboard5 (type second grade Dolch sight words) Keyboard6 (type third grade Dolch sight words) Symbols1 (tests knowledge of universal symbols such as recycle, stop and first aid)





CAPA Level 1 & 2 **Math Standards** dog cat

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CAPA Level 1 & 2 Language Arts Standards table 编辑

### **Speech and Language Arts**

**AH Sounds OO** Sounds **UH Sounds Mouth Shapes** •••



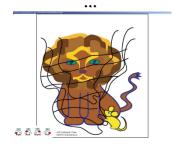
**Digital Quarter/Half Hour** Days Months

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**Sight Words** Preprimer Primer **First Grade** Second Grade **Third Grade** •••

### **Read Me A Story (RMAS)**

**RMAS Hare And The Tortoise RMAS Jack And Jill RMAS The Lion And The Mouse RMAS The North Wind And The Sun** 



Communication Keyboarding **Public Symbols** •••

Alphabet Letters Animation Graphics Sounds •••