



Gate
Math topics
level-by-level

Topics covered

Gate guides students in:

- Lowering intimidation about large numbers and decimals.
- Understanding the meaning of place value.
- Realizing that the same mathematical concepts that apply to the “easy” integers apply to every order of magnitude.

Levels	Topics covered	Tools introduced	
Dark Fields (Level 1)	Building integers using the +1 keystroke	E	+1
Misty Isles (Level 2)	Building 2-digit numbers using the +10 keystroke	W	+10
The Downs (Level 3)	Adjusting numbers down using the -1 keystroke	D	-1
Sacred Meadow (Level 4)	Building 2- & 3-digit numbers using +100 & -10	Q / S	+100 / -10
Faded Village (Level 5)	Number sentences using addition	Stone	+1
The Stables (Level 6)	Number sentences using addition	none	none
Boiling Bog (Level 7)	Number sentences using subtraction	Stone	-2
Thistle (Level 8)	Building decimals from below using the +.1 keystroke	R	+1
Greeves (Level 9)	Building decimals from above using the -.1 keystroke	F	-1
Fjord Crash (Level 10)	Extending decimals using the +.01 and -.01 keystrokes	G / T	-.01/+01
The Capital (Level 11)	Number sentences using multiplication (factors of 2)	Stone	×2
Sapphire (Level 12)	Number sentences using multiplication (factors of 5)	Stone	×5
Holstad (Level 13)	Number sentences using multiplication (factors of 2)		
Staveheim (Level 14)	Number sentences including decimals, using multiplication (factors of 2)		
Valholm (Level 15)	Number sentences including decimals, using multiplication (factors of 5)		
Holstad (Level 16)	Number sentences including decimals, using multiplication (factors of 5)		



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