

Math Man: This is a pacman game that is focused on adding, subtracting, multiplying or dividing equations and finding the correct answer based on the ghost's numbers. This is currently on a math game website, but I have found an open source canvas for a good start if we wanted to edit it and make it our own. This math game would fall under standard MI.M.5.1.1.1

- <http://www.mathgametime.com/games/math-pac-man>
- Open Source Pacman Canvas <https://www.edopedia.com/blog/open-source-html5-and-javascript-games/>

Missing Digits Multiplication: This game is focused on multi digit multiplication. It has many empty spots and you have to simply fill in the spots where the numbers add up or multiply. There is no open source for this game that I found when I look. This math game would fall under standard MI.M.5.2.2.1

- https://www.mathplayground.com/brain_workouts/brain_workout_01_multiplication.html

Dirt Bike Proportions: Takes simple facts and has you at a fast pace reducing or increasing fractions to win the race. This game is currently on a math game website and I haven't found any open source code for this game yet. This math game wouldn't specifically fall under any of the standards but with the section MI.M.3.0.0 which is about fractions we could modify it to work with in those standards.

- <http://www.mathgametime.com/games/dirt-bike-proportions>

Space Graph: This game helps kids understand a graph and how to plot different points. The basis of the game is to find where the space ship is going to travel and see if you are correct based on how the space ship moves to the spot after you locked in your answer. This game would fall under standard MI.M.5.5.1.0 which deals with graph points. As of now this game is currently on a math game website and haven't seen any open source version of this game yet.

- https://www.mathplayground.com/space_graph.html

Party Designer: This game asks kids to show what the size the rectangle would be for a certain area and perimeter. This game is great for seeing the different shapes they can make with the certain areas and perimeters they have. Right now, this game is on a math game website and an open source version is not found yet. This game would not fall under any of the standards specifically right now, but it would be in the MI.M.5.4.0.0 Measurement and data standards. This game could be modified to find space based on volumes.

- <https://www.mathplayground.com/PartyDesigner/index.html>