

Standard	Iowa Mathematics Standards Code	Kiewit Luminarium Gallery/Exhibit Name
Reason with Shapes and their Attributes	2.G.D.A.1	Tiling Table & 3-D Shapes Exhibits



Standard	Iowa Mathematics Standards Code	Kiewit Luminarium Gallery/Exhibit Name
Solve Problems Involving Measurement	3.MD.A.1	Geysers and Pendulum Dance Exhibits
Reason with Shapes and Their Attributes	3.G.A.1	Tiling Table and 3-D Shapes Exhibits



Standard	Iowa Mathematics Standards Code	Kiewit Luminarium Gallery/Exhibit Name
Understanding of Fraction Equivalents	4.NF.A.2	Growing Money Exhibit
Classify Shapes by their Properties	4.G.A.2	Symmetries Exhibit



Standard	Iowa Mathematics Standards Code	Kiewit Luminarium Gallery/Exhibit Name
Ratios, fractions, percents, unit		
rates	6.RP.A	
mean, median, mode, range	6.SP.B.5	
probability	6.SP.A	
investigate & collect data	6.EE.C.9	



Standard	Iowa Mathematics Standards Code	Kiewit Luminarium Gallery/Exhibit Name
Describe Distributions	6.SP.B.5	Bell Curve Exhibit
Use Ratio Reasoning	6.RP.A.3	Making it in the USA Exhibit



Standard	Iowa Mathematics Standards Code	Kiewit Luminarium Gallery/Exhibit Name
Find Probabilities	7.SP.C.8	Bell Curve Exhibit
Relationship between Area and Circumference of a Circle	7.G.B.4	Pi Wall Exhibit



Standard	Iowa Mathematics Standards Code	Kiewit Luminarium Gallery/Exhibit Name
Understand 2-dimensional Figures	8.G.A.2	Try Exploring a Triamond & Spin A Shape Exhibits
Apply Pythagorean Theorem	8.G.B	Pythagoras Exhibit



High School Iowa Mathematics Standards

Standard	Iowa Mathematics Standards Code	Kiewit Luminarium Gallery/Exhibit Name
Modeling with Geometry	G-MG.A.1	Geometry Playground: Surround Yourself with Shapes (interactive screen), Try Exploring a Triamond, and Spin a Shape Exhibits