

3rd Grade: Math

Student Name:

General Standard	Sub-Standard	Standard Notation	Standard Description	August 2010	September 2010	October 2010	November 2010	December 2010	January 2011	February 2011	March 2011	April 2011	May 2011	
NUMBER SENSE (NS)	1.0 Place value of whole numbers	3.NS.1.1	Count, read, and write whole numbers to 10,000											
		3.NS.1.2	Compare and order whole numbers to 10,000											
		3.NS.1.3	Identify the place value for each digit in numbers to 10,000											
		3.NS.1.4	Round off numbers to 10,000 to the nearest 10, 100, and 1,000											
		3.NS.1.5	Use expanded notation to represent numbers (e.g., $3,206=3,000+200+6$)											
	2.0 Addition, subtraction, multiplication, and division	3.NA.2.1	Find the sum or difference of two whole numbers between 0 and 10,000											
		3.NS.2.2	Memorize to automaticity the multiplication table for numbers between 1 and 10											
		3.NS.2.3	Use the inverse relationship of multiplication and division to compute & check results											
		3.NS.2.4	Solve simple problems involving mult. of multi-digit numbers by one-digit numbers											
		3.NS.2.5	Solve div problems in which a multi-digit # is evenly divided by a one-digit number											
		3.NS.2.6	Understand the special properties of 0 and 1 in multiplication and division											
		3.NS.2.7	Determine the unit cost when given the total cost and number of units											
		3.NS.2.8	Solve problems that require two or more of the skills mentioned above											
	3.0 Whole numbers, fractions and decimals	3.NS.3.1	Compare fractions represented by drawings or concrete materials to show equivalency and to add and subtract simple fractions in context											
3.NS.3.2		Add and subtract simple fractions												
3.NS.3.3		Solve problems involving addition, subtraction, multiplication, and division of money amounts in decimal notation and multiply and divide money amounts in decimal notation by using whole-number multipliers and divisors												
3.NS.3.4		Know and understand that fractions and decimals are two different representations of the same concepts (e.g., 50 cents is $\frac{1}{2}$ dollar)												
ALGEBRA AND FUNCTIONS (AF)	1.0 Symbols, operations, and properties	3.AF.1.1	Represent relationships of quantities in the form of mathematical expression, equations, or inequalities											
		3.AF.1.2	Solve problems involving numeric equations or inequalities											
		3.AF.1.3	Select appropriate operational and relational symbols to make an expression true (e.g., if $4 _ 3=12$, what is the symbol between 4 and 3)											
		3.AF.1.4	Express simple unit conversions in symbolic form (e.g., $inches= feet \times 12$)											
		3.AF.1.5	Recognize and use the commutative and associative properties of multiplication											
	2.0 Simple functional relationships	3.AF.2.1	Solve simple problems involving a functional relationship between two quantities (e.g., find the total cost of multiple items given the cost per unit)											
		3.AF.2.2	Extend and recognize a linear pattern by its rules (e.g., the number of legs on a given number of horses may be calculated by counting by 4s or by multiplying the number of horses by 4)											
MEASUREMENT AND GEOMETRY (MG)	1.0 Units of Measurements and tools	3.MG.1.1	Choose the appropriate tools and units (metric and US) and estimate and measure the length, liquid volume, and weight/mass of given objects											
		3.MG.1.2	Estimate or determine the area and volume of solid figures by covering them with squares or by counting the number of cubes that would fill them											
		3.MG.1.3	Find the perimeter of a polygon with integer sides											
		3.MG.1.4	Carry out simple unit conversions within a system of measurement (e.g., centimeters and meters, hours and minutes)											

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	2.0 Geometric figures	3.MG.2.1	Identify, describe, and classify polygons (pentagons, hexagons, and octagons)											
		3.MG.2.2	Identify attributes of triangles (e.g., two equal sides for the isosceles triangle, three equal sides for the equilateral triangle, right angle for the right triangle)											
		3.MG.2.3	Identify attributes of quadrilaterals (e.g. parallel sides for the parallelogram, right angles for the rectangles, equal sides and right angles for the square)											
		3.MG.2.4	Identify right angles in geometric figures or in appropriate objects and determine whether other angles are greater or less than a right angle											
		3.MG.2.5	Identify, describe, and classify common three-dimensional geometric objects (e.g., cube, rectangular solid, sphere, prism, pyramid, cone, cylinder)											
		3.MG.2.6	Identify common solid objects that are components needed to make a more complex solid object											
STATISTICS, DATA ANALYSIS, & PROBABILITY (SDP)	1.0 Probability	3.SDP.1.1	Identify whether common events are certain, likely, unlikely, or improbable											
		3.SDP.1.2	Record the possible outcomes for a simple event (e.g., tossing a coin) and systematically keep track of the outcomes when the event is repeated many times											
		3.SDP.1.3	Summarize and display results of probability experiments in a clear and organized way (e.g., use a bar graph or line plot)											
		3.SDP.1.4	Use the results of probability experiments to predict future events (e.g., use a line plot to predict the temperature forecast for the next day)											
MATHEMATICAL REASONING (MR)	1.0 Approaching problems	3.MR.1.1	Analyze problems by identifying relationships, distinguishing relevant from irrelevant information, sequencing and prioritizing information, and observing patterns											
		3.MR.1.2	Determine when and how to break a problem into simpler parts											
	2.0 Strategies, skills, and concepts in finding solutions	3.MR.2.1	Use estimation to verify the reasonableness of calculated results											
		3.MR.2.2	Apply strategies and results from simpler problems to more complex problems											
		3.MR.2.3	Use a variety of methods, such as words, numbers, symbols, charts, graphs, tables, diagrams, and models, to explain mathematical reasoning											
		3.MR.2.4	Express the solution clearly and logically by using the appropriate mathematical notation and terms and clear language; support solutions with evidence in both verbal and symbolic work											
		3.MR.2.5	Indicate the relative advantages of exact and approximate solutions to problems and give answers to a specified degree of accuracy											
		3.MR.2.6	Make precise calculations and check the validity of the results from the context of the problem											
	3.0 Moving beyond a problem	3.MR.3.1	Evaluate the reasonableness of the solution in the context of the original situation											
		3.MR.3.2	Note the method of deriving the solution and demonstrate a conceptual understanding of the derivation by solving similar problems											
		3.MR.3.3	Develop generalizations of the results obtained and apply them in other circumstances											