

Mathematics Curriculum

Grade: 3

Standards	Month	Vocabulary & Symbols	Operations
M:N&O:2:1	September	Fractions	<ul style="list-style-type: none"> Show different ways to build a number from 0-99 Use hundreds, tens, and ones to explain any number Show halves, thirds, and fourths of shapes and sets
M:N&O:2:2	September		<ul style="list-style-type: none"> Put numbers in 0 -199 in order Compare numbers from 0-199, including ten more, ten less, 100 more, 100 less Connect number words and numerals to the quantity they stand for
M:N&O:2:3	September	Solve, sum	<ul style="list-style-type: none"> Solve problems using addition and subtraction with and without regrouping
M:F&A:2:1	September		<ul style="list-style-type: none"> Recognize, continue, or find missing parts of a pattern
M:N&O:2:5	September		<ul style="list-style-type: none"> Count coins up to the value of \$1.99 Make change from \$1.00 Show the value of a group of coins using dollar notations or different coins
M:DSP:2:2	September		<ul style="list-style-type: none"> Use the words more/less/equal to explain data
M:G&M:2:6	September		<ul style="list-style-type: none"> Explain and show the area and perimeter of a polygon
M:G&M:2:7	September		<ul style="list-style-type: none"> Measure to the nearest inch and foot, cm and m Show there are twelve inches in a foot Show there are 100 cm in a meter Show there are 60 minutes in an hour Tell time to the quarter hour Read the temperature to the nearest degree
M:G&M:2:1	September		<ul style="list-style-type: none"> Sort and classify shapes and objects using two or more attributes
M:F&A:2:4	September		<ul style="list-style-type: none"> Fill in a missing number to make a number sentence true
M:DSP:2:1	September		<ul style="list-style-type: none"> Use charts, pictographs, line plots, and tally charts to read data and make conclusions
M:DSP:2:4	September		<ul style="list-style-type: none"> Use strategies to solve problems
M:N&O:3:1	September	Place value, order, smallest, least, greatest, most, compare, greater than, \lt , \gt , $=$, value, digit	<ul style="list-style-type: none"> Model any number from 0-999 in many ways Put whole numbers from 0-999 in correct order Compare numbers Identify the value of a digit in a

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			number
M:N&O:3:3	October	Equal to	- Describe the inverse relationship between addition and subtraction
M:N&O:3:4	October	Equal to, in all, fewer, less than, more than, number sentence, solve, equation, sum, difference	- Solve addition and subtraction problems with and without regrouping
M:N&O:3:8	October	Odd, even, commutative	- Identify odd and even numbers - Know commutative property of addition
M:N&O:3:7	October	Round, estimate, nearest	- Round numbers to nearest ten, hundred, thousand - Make estimates of amounts, differences, and sums - Analyze reasonableness of answers
M:F&A:3:4	October	Complete, solve	- Create or complete an addition or subtraction number sentence showing both sides are equal
M:G&M:3:7	October	Face, minute hand, hour hand, A.M., P.M., o'clock	- Tell time to five minutes
M:N&O:3:6	<i>November</i>	Equal to, in all, fewer, less than, more than, number sentence, solve, equation	- Mentally add two digit and one digit whole numbers - Mentally subtract one digit from two digit whole numbers
M:G&M:3:5	November	Similar	- Demonstrate conceptual understanding of similarity by identifying similar shapes
M:G&M:3:6	November	Perimeter, distance around, units, polygon	- Find the perimeter of polygons - Use appropriate units to measure perimeter
M:F&A:3:1	December	Rule, identify, extend,	- Identify and extend a pattern three or more places - Identify the rule of a pattern
M:N&O:3:4	December	Decimal, dollar sign, factor, product	- Add and subtract amounts of money - Solve problems using multiplication
M:DSP:3:4	December	Combinations, all possible	- Use counting techniques to solve problems involving combinations
M:N&O:3:6	<i>December</i>		- Mentally add two digit and three digit whole numbers that are multiples of ten - Mentally subtract two digit and three digit whole numbers that are multiples of ten
M:N&O:3:3	January	Product, sum	- Describe the relationship between

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			multiplication and repeated addition
M:N&O:3:8	January	Pattern, product, factor	<ul style="list-style-type: none"> - Know multiplication property of 0 - Know commutative property of multiplication
M:N&O:3:7	January	product	<ul style="list-style-type: none"> - Make estimates of products
M:G&M:3:10	January	Triangle, square, rectangle, rhombus/rhombi, trapezoid, hexagon, circle	<ul style="list-style-type: none"> - Draw and build triangles, squares, rectangles, rhombi, trapezoids, hexagons, circles from a model or picture
M:G&M:3:4	February	Triangles, square, rectangular	<ul style="list-style-type: none"> - Model or explain how two and three dimensional objects can be made from other smaller shapes and figures
M:G&M:3:6	February	Area, square units, square foot	<ul style="list-style-type: none"> - Find the area of rectangles and squares - Use appropriate units to measure area
M:F&A:3:4	February	Equation, number sentence	<ul style="list-style-type: none"> - Create or complete a multiplication number sentence showing both sides are equal
M:G&M:3:7	March	Perimeter, area, centimeter, meter	<ul style="list-style-type: none"> - Use a standard or metric ruler to measure - Figure how many feet and inches are in measurements more than 12 inches - Figure how many meters and cm there are in measurements that are more than 100 cm - Show that there are 24 hours in a day, seven days in a week, 365 days in a year, and use this information to solve problems
M:G&M:3:1	March	Figure, square, rectangle, rhombus, trapezoid, circle, hexagon, pentagon, plane, right angle, 90 degree angle, greater than a right angle, less than a right angle, polygon, quadrilateral	<ul style="list-style-type: none"> - Use properties of angles and sides to identify, describe, classify or distinguish among different plane figures: triangles, squares, rhombi, rectangles, trapezoids, hexagons, circles. - Show how one shape is made up of other smaller shapes
M:G&M:3:4	March	Symmetrical, line of symmetry, sliding, flipping, turning, congruent, congruency	<ul style="list-style-type: none"> - Understand congruency - Understand that plane figures can move by sliding, flipping, or turning - Use line symmetry to demonstrate congruent parts
M:G&M:3:10	March	Three dimensional,	<ul style="list-style-type: none"> - Draw and build models of three

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		two dimensional	dimensional representations
M:N&O:3:2	March	Numerator, denominator, equivalent fraction, compare	<ul style="list-style-type: none"> - Use models to show fractions (halves, thirds, fourths, sixths, eighths) of figures
M:N&O:3:2	March	Equivalent, compare	<ul style="list-style-type: none"> - Use models to show fractions (halves, thirds, fourths, sixths, eighths) of sets and on a number line - Compare same fractions
M:G&M:3:9	April	Coordinates, axis, vertical, horizontal	<ul style="list-style-type: none"> - Give directions using terms such as right, left, top, and bottom - Locate and name positions on a map using coordinate and compass directions
M:DSP:3:1	April	Tally chart, compare, value, least, most	<ul style="list-style-type: none"> - Read and use information on a line plot, tally chart, bar graph, and pictograph to answer questions, draw conclusions, and make predictions
M:DSP:3:2	April	Least, total, most, greatest, more likely, line plot	<ul style="list-style-type: none"> - Describe data using most frequent, least frequent, largest, or smallest
M:G&M:3:7	May	Temperature, Fahrenheit, Celsius, quart, mass, kilogram, gram, pound	<ul style="list-style-type: none"> - Read temperatures on the C and F scales - Measure a quart of liquid - Weigh an object using kg, g, and lbs
M:DSP:3:3	May	Tally chart, total, most, least	<ul style="list-style-type: none"> - Collect data and make a bar graph, tally chart, or table to answer questions, draw conclusions, or make predictions
M:DSP:3:4	May	Outcomes, list	<ul style="list-style-type: none"> - Use counting techniques, organized lists, tables, tree diagrams, and models to organize information and find all possible outcomes
M:DSP:3:5	June	More likely, less likely, fair, certain, impossible, equally likely	<ul style="list-style-type: none"> - Can predict if an event is more likely, less likely or equally likely - Test prediction through an experiment - Explain why a game is or is not fair
M:DSP:3:6	June	Predict, line plot, tally chart, graph, bar graph, horizontal, vertical, data	<ul style="list-style-type: none"> - Collect data to answer questions - Predict outcomes - Decide the best way to organize and show the data - Use the data to draw conclusions

Key:

Italics = ongoing

Bold = assessed on NECAP (bold on GLEs)