Mathematics Curriculum – Third Grade

ML	Expectation:	Sample Problem / Explanation	Pacing	Assessment	Resources		
Operati	ions and Algebraic Thinking	<u> </u>					
3.0A							
1	1. Interpret products of whole numbers.	Interpret 5x7 as the total number of objects in 5 groups of 7 objects each.					
1	2. Interpret whole-number quotients of whole numbers.	Interpret 56÷8 as the number of objects in each share when 56 objects are partitioned equally into 8 shares, or as a number of shares when 56 objects are partitioned into equal shares of 8 objects each.					
1	3. Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays and measurement quantities.	By using drawings and equations with a symbol for the unknown number to represent the problem.					
1	4. Determine the unknown whole number in a multiplication or division equation relating three whole numbers.	Determine the unknown number that makes the equation true: 8x?=48; 5=?÷3; 6x6=?					
3.0A	Understand properties of multiplication and	the relationship between multiplication and div	vision				
1	5. Apply properties of operations as strategies to multiply and divide.	If $6x4=24$, then $4x6=24$ (Commutative property of multiplication); $3x5x2$ can be found by $5x2=10$, then $3x10=30$ (Associative Property); knowing that $8x5=40$ and $8x2=16$, one can find $8x7$ as $8x(5+2) = (8x5)+(8x2)=40+16=56$ (Distributive Property).					
2	6. Know the formal names of the properties of multiplication and division.	See list above.					
1	7. Understand division as an unknown-factor problem.	Find 32÷8 by finding the number that makes 32 when multiplied by 8.					
3.0A	Multiply and divide within 100						
1	8. Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division.	Knowing that 8x5=40, one knows 40÷5=8 (Properties of Operations).					

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2	9. By the end of Grade 3, know from	•	Ŭ			
	memory all products of two one-digit					
	numbers.					
3.0A	Solve problems involving the four operation	s, and identify and explain patterns in arithmet	ic			
1	10. Solve two-step word problems using the					
	four operations. Represent these problems					
	using equations with a letter standing for the					
	unknown quantity.					
2	11. Assess the reasonableness of answers					
	using mental computation and estimation					
	strategies including rounding.					
2	12. Identify arithmetic patterns (including	Observe that 4 times a number is always				
	patterns in the addition table or	even, and explain why 4 times a number can				
	multiplication table), and explain them using	be decomposed into two equal addends.				
	properties of operations.					
	Number and Operations in Base Ten					
3.NBT		es of operations to perform multi-digit arithme	tic	T T		
1	1. Identify, recognize, and write numbers					
	through the hundred thousand place value.					
1	2. Record whole numbers using words.					
2	3. Compare and order whole numbers.					
1	4. Use place value understanding to round					
	whole numbers to the nearest 10 or 100.					
1	5. Fluently add and subtract within 1000					
	using strategies and algorithms based on					
	place value, properties of operations, and/or					
	the relationship between addition and					
1	subtraction.					
1	6. Multiply one-digit whole numbers by					
	multiples of 10 in the range 10 - 90 using					
	strategies based on place value and					
	properties of operations.					

ML	Expectation:	Sample Problem / Explanation	Pacing	Assessment	Resources	
Numbe	r and Operations-Fractions (limited to fraction					
3.NF Develop understanding of fractions as numbers						
1	1. Understand a fraction 1/b as the quantity					
	formed by 1 part when a whole is partitioned					
	into b equal parts; understand a fraction a/b					
	as the quantity formed by a parts of size 1/b.					
1	2. Understand a fraction as a number on the					
	number line; represent factions on a number					
	line diagram.					
	2a. Represent a fraction 1/b on a number line					
	diagram by defining the interval from 0 to 1					
	as the whole and partitioning it into b equal					
	parts. Recognize that each part has size 1/b					
	and that the endpoint of the part based at 0					
	locates the number 1/b on the number line.					
1	2b. Represent a fraction a/b on a number line					
	diagram by marking off "a" lengths 1/b from					
	0. Recognize that the resulting interval has					
	size a/b and that its endpoint locates the					
	number a/b on the number line.					
1	3. Explain equivalence of fractions in special					
	cases, and compare fractions by reasoning					
	about their size.					
	3a. Understand two fractions as equivalent					
	(equal) if they are the same size, or the same					
	point on a number line.					
1	3b. Recognize and generate simple	1/2=2/4; 4/6=2/3				
	equivalent fractions. Explain why the					
	fractions are equivalent, e.g., by using a					
	visual fraction model.					
1	3c. Express whole numbers as fractions, and	Express 3 in the form $3=3/1$; recognize that				
	recognize fractions that are equivalent	6/1=6; locate 4/4 and 1 at the same point of a				
	to whole numbers.	number line diagram.				

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1	3d. Compare two fractions with the same	•			
	numerator or the same denominator by				
	reasoning about their size. Recognize that				
	comparisons are valid only when the two				
	fractions refer to the same whole. Record the				
	results of comparison with the symbols <, =,				
	>. Justify the conclusions, e.g., by using a				
	visual fraction model.				
Measu	rement and Data				
<i>3.MD</i>		estimation of intervals of time, liquid volumes,	and mass	es of objects	
1	1. Tell and write time to the nearest minute.				
1	2. Measure time intervals in minutes.				
1	3. Solve word problems involving addition				
	and subtraction of time intervals in minutes,				
	e.g., by representing the problem on a				
	number line diagram.				
2	4. Measure and estimate liquid volumes and				
	masses of objects using standard units of				
	grams (g), kilograms (kg), and liters (l).				
2	5. Add, subtract, multiply, or divide to solve				
	one-step word problems involving masses or				
	volumes that are given in the same units,				
	e.g., by using drawings to represent the				
	problem.				
3.MD	Represent and interpret data			T -	
1	6. Draw a scaled picture graph and a scaled				
	bar graph to represent a data set with several				
	categories.				
1	7. Solve one- and two-step "how many	Draw a bar graph in which each square in the			
	more" and "how many less" problems using	bar graph might represent 5 pets.			
	information presented in the scaled bar				
	graphs.				

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2	8. Generate measurement data by measuring				
	lengths using rulers marked with halves and				
	fourths of an inch. Show the data by making				
	a line plot, where the horizontal scale is				
	marked off in appropriate units - whole				
	numbers, halves, or quarters.				
<i>3.MD</i>	Geometric measurement: understand conce	pts of area and relate area to multiplication an	d to additio	on	
1	9. Recognize area as an attribute of plane				
	figures and understand concepts of area				
	measurement.				
	9a. A square with side length 1 unit, called				
	"a unit square", is said to have "one square				
	unit" of area, and can be used to measure				
	area.				
1	9b. A plane figure which can be covered				
	without gaps or overlaps by n unit squares is				
	said to have an area of n square units.				
1	10. Measure areas by counting unit squares				
	(square cm, square m, square in, square ft,				
	and improvised units).				
1	11. Relate area to the operations of				
	multiplication and addition.				
	11a. Find the area of a rectangle with whole-				
	number side lengths by tiling it, and show				
	that the area is the same as would be found				
	by multiplying the side lengths.				
1	11b. Multiply side lengths to find areas of				
	rectangles with whole-number side lengths in				
	the context of solving real world and				
	mathematical problems.				
2	11c. Use tiling to show in a concrete case				
	that the area of a rectangle with whole				
	number side lengths a and $b + c$ is the sum of				
	a x b and a x c. Use area models to represent				
	the distributive property in mathematical				
	reasoning.				

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2	11d. Recognize area as additive. Find areas	•			
	of rectilinear figures by decomposing them				
	into non-overlapping rectangles and adding				
	the areas of the non-overlapping parts,				
	applying this technique to solve real world				
	problems.				
3.MD	Geometric measurement: recognize perimet	ter as an attribute of plane figures and distingu	ish betwee	n linear and a	rea measures
1	1. Solve real world and mathematical				
	problems involving perimeters of polygons,				
	including finding the perimeter given the				
	side lengths, finding an unknown side length,				
	and exhibiting rectangles with the same				
	perimeter and different areas or with the				
	same area and different perimeters.				
Geome	try				
3.G	Reason with shapes and their attributes				
1	1. Understand that shapes in different				
	categories (e.g., rhombuses, rectangles, and				
	others) may share attributes (e.g., having				
	four sides), and that the shared attributes can				
	define a larger category (e.g., quadrilaterals).				
1	2. Recognize rhombuses, rectangles, and				
	squares as examples of quadrilaterals, and				
	draw examples of quadrilaterals that do not				
	belong to any of these subcategories.				
2	3. Partition shapes into parts with equal	Partition a share into 4 parts with equal area,			
	areas. Express the area of each part as a unit	and describe the area of each part as 1/4 of			
	fraction of the whole.	the area of the shape.			