

CURRICULUM MAP FOR GRADE 3

(Suggested timeline for introducing content and process standards - some overlap all four quarters)

GLEs NCTM Standards	1 st Quarter	2 nd Quarter	3 rd Quarter	4 th Quarter
1. Numbers Sense and Operations (content)	<ul style="list-style-type: none"> • +/- of whole numbers (1.1.1) • Regrouping (1.4.1) • Mental calculations (+/-) (1.5.1) • Estimating whole numbers (1.6.1) • Place value (1.1.1) • Odd/even numbers (1.7.1) • Linear measurements <ul style="list-style-type: none"> ○ fractions (1.1.1) • Decimals (\$1.00) (1.1.1) • Relative magnitude (1.1.1) <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> • Make a Number #3 • Admission to the Zoo #13 • Barn Full of Animals #15 	<ul style="list-style-type: none"> • +/- of whole numbers (1.1.1) • Regrouping (1.4.1) • Mental calculations (+/-) (1.5.1) • Estimating whole numbers (1.6.1) • Place value (1.1.1) • Odd/even numbers (1.7.1) • Single digit multiplication (1.7.2) • Decimals (\$1.00) (1.1.1) • Mental calculation +/- multi digit number (1.5.1) • Multiplicative property of 0 (1.7.1) <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> • How Many 8's #7 • Harvey's Hot Dog #14 • Family Day at the Zoo #16 • Turkey Talk #19 	<ul style="list-style-type: none"> • +/- of whole numbers (1.1.1) • Regrouping (1.4.1) • Mental calculations (+/-) (1.5.1) • Estimating whole numbers (1.6.1) • Odd/even numbers (1.7.1) • Single digit multiplication (1.7.2) • Mental calculations (x/÷ to 100) (1.5.1) • Fractions (1.1.1) • Equivalent fractions (1.2.1) • Addition/subtraction of fractions (1.4.1) • Powers of 10 (1.1.1) <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> • Fraction Riddles #1 • Fraction Parts #4 • How Many Mittens #5 • Pieces of Pizza #8 • Making Change #17 • Shring Cookies #20 	<ul style="list-style-type: none"> • +/- of whole numbers (1.1.1) • Regrouping (1.4.1) • Mental calculations (+/-) (1.5.1) • Estimating whole numbers (1.6.1) • Odd/even numbers (1.7.1) • Single digit multiplication (1.7.2) • Two digit multiplication (D) (1.4.1) • Multiples and products (D) (1.4.1) • +/- of positive fractions (1.3.1) • Repetition (+, -, ÷, x) (1.3.1) <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> • Billy's Bicycle Shop #2 • Reading Contest #6 • Write a Story #10 • Go Fish #11 • The Doorbell Rang #12 • Exact of Estimate #18
2. Geometry and Measurement	<ul style="list-style-type: none"> • Length (2.6.1) • Time (2.6.1) • Temperature (2.6.1) • Perimeter (2.5.1) • Ruler Measurement (2.5.3) <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> • Post Office Displays # 27 	<ul style="list-style-type: none"> • Length (2.6.1) • Time (2.6.1) • Temperature (2.6.1) • Polygons (2.1.1) • Circles (2.1.1) • Angles (2.1.2) • 3-D shapes (2.2.1) • Congruency (2.3.1) • Similarity (2.4.1) • Visualizing/reproducing/ spatial reasoning (2.8.1) <p style="color: red; margin-top: 10px;">Required problem</p> <ul style="list-style-type: none"> • Make a Fish #21 	<ul style="list-style-type: none"> • Length (2.6.1) • Time (2.6.1) • Temperature (2.6.1) <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> • Growing Plants #31 	<ul style="list-style-type: none"> • Length (2.6.1) • Time (2.6.1) • Temperature (2.6.1) • Capacity, mass, weight (2.6.1) • Spatial relations (2.7.1) <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> • Going to the Fair #32

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	<ul style="list-style-type: none"> • Turkey Problem #28 • Joe's Fence #29 • Playground Design #30 	<ul style="list-style-type: none"> • Stick Math #22 • Rectangle Symmetry #24 • Congruent Figures #25 	<ul style="list-style-type: none"> • Crap's Journey #34 	<ul style="list-style-type: none"> • Q Very Tall Lady #33 • Filling the Poll #35 • Graphing Sequential Patterns #36 • Coordinates on the Map #37 •
3. Functions and Algebra	<ul style="list-style-type: none"> • Patterns (3.1.1) • Equality (3.4.1) <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> • Sally's Party #38 	<ul style="list-style-type: none"> • Patterns (3.1.1) • Equality (3.4.1) • Finding/writing rules (D) (3.1.2) • Linear Relations (3.2.1) <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> • Triangular Tables #39 • Staircase #40 • Flying South #43 	<ul style="list-style-type: none"> • Patterns (3.1.1) • Equality (3.4.1) • Algebraic expressions (D) (3.3.1) • Linear Relations (3.2.1) <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> • Two Chicken Farmers #41 • Halloween Candy #42 • Hands-on Algebra 	<ul style="list-style-type: none"> • Patterns (3.1.1) • Equality (3.4.1) • Algebraic expressions (D) (3.3.1) <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> • Hands-on Algebra
4. Data, Statistics, and Probability (content)	<ul style="list-style-type: none"> • Representation (4.1.1) • Data analysis (4.2.1) • Counting techniques (4.5.1) <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> • T-Shirts and Jeans #50 • School Lunches #44 	<ul style="list-style-type: none"> • Representation (4.1.1) • Data analysis (4.2.1) • Counting techniques (4.5.1) <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> • Wild Turkey # 49 • Favorite Summer Activities #45 	<ul style="list-style-type: none"> • Representation (4.1.1) • Data analysis (4.2.1) • Counting techniques (4.5.1) • Representation and elements (4.4.1) • Organizes and displays data (4.3.1) <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> • Martin's Street Signs #46 • Peanuts #47 	<ul style="list-style-type: none"> • Representation (4.1.1) • Data analysis (4.2.1) • Counting techniques (4.5.1) • Representation and elements (4.4.1) • Organizes and displays data (4.3.1) • Probability Event (4.6.1, 4.6.2) • Probability/predictions (4.7.1) <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> • Favorite Pie #57 • Dice Game #52 • Roll the Cubed #51 • Pet Survey #56 • Watching Television #58 • M&M Candies #55

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				• Socks #54
5. Problem Solving, Reasoning and Proof (process)	<ul style="list-style-type: none"> • Problem-solving strategies 5.1.3 • Solves problems with multiple solutions 5.1.4 • Real world problems 5.1.5 • Deductive reasoning by analogy 5.2.1 • Conjectures and generalizations 5.2.2 • Models, known facts, properties, and relationships 5.2.3 • Power of reasoning as a part of mathematics 5.2.4 	<ul style="list-style-type: none"> • Problem-solving strategies 5.1.3 • Solves problems with multiple solutions 5.1.4 • Real world problems 5.1.5 • Deductive reasoning by analogy 5.2.1 • Conjectures and generalizations 5.2.2 • Models, known facts, properties, and relationships 5.2.3 • Power of reasoning as a part of mathematics 5.2.4 	<ul style="list-style-type: none"> • Problem-solving strategies 5.1.3 • Solves problems with multiple solutions 5.1.4 • Real world problems 5.1.5 • Deductive reasoning by analogy 5.2.1 • Conjectures and generalizations 5.2.2 • Models, known facts, properties, and relationships 5.2.3 • Power of reasoning as a part of mathematics 5.2.4 	<ul style="list-style-type: none"> • Problem-solving strategies 5.1.3 • Solves problems with multiple solutions 5.1.4 • Real world problems 5.1.5 • Deductive reasoning by analogy 5.2.1 • Conjectures and generalizations 5.2.2 • Models, known facts, properties, and relationships 5.2.3 • Power of reasoning as a part of mathematics 5.2.4
6. Communication, Representation, and connections (process)	<ul style="list-style-type: none"> • Mathematical arguments 6.1.1 • Clarifying and extending questions 6.1.3 • Economy and power of mathematical symbolism 6.1.4 • Mathematical concepts and relationships through a variety of method 6.1.5 • Variety of technologies 6.1.6 • Physical models and diagrams 6.2.1 • Appropriate representations 6.2.2 • Equivalent representations of concepts and procedures 6.2.3 	<ul style="list-style-type: none"> • Mathematical arguments 6.1.1 • Clarifying and extending questions 6.1.3 • Economy and power of mathematical symbolism 6.1.4 • Mathematical concepts and relationships through a variety of method 6.1.5 • Variety of technologies 6.1.6 • Physical models and diagrams 6.2.1 • Appropriate representations 6.2.2 • Equivalent representations of concepts and procedures 6.2.3 	<ul style="list-style-type: none"> • Mathematical arguments 6.1.1 • Clarifying and extending questions 6.1.3 • Economy and power of mathematical symbolism 6.1.4 • Mathematical concepts and relationships through a variety of method 6.1.5 • Variety of technologies 6.1.6 • Physical models and diagrams 6.2.1 • Appropriate representations 6.2.2 • Equivalent representations of concepts and procedures 6.2.3 	<ul style="list-style-type: none"> • Mathematical arguments 6.1.1 • Clarifying and extending questions 6.1.3 • Economy and power of mathematical symbolism 6.1.4 • Mathematical concepts and relationships through a variety of method 6.1.5 • Variety of technologies 6.1.6 • Physical models and diagrams 6.2.1 • Appropriate representations 6.2.2 • Equivalent representations of concepts and procedures 6.2.3