3rd Grade

Standards	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7				
Approximate Time Frame	13 days	31 days	42 days	17 days	30 days	17 days	12 days				
Go Math Chapters	1	3 & 4	5-7	11	8-9	2, 10	12				
Operations and Algebraic Thinking (OA)											
3.0A.A Represent and solve problems involving multiplication and division											
3.0A.A.1 Interpret products of whole numbers, e.g., interpret 5 x 7 as the total number of objects in 5 groups of 7 objects each.		0	0								
3.0AA.2 Interpret whole-number quotients of whole numbers, e.g., 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.		0	0								
3.0A.A.3 Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.		0	0								
3.0A.A.4 Determine the unknown whole number in a multiplication or division equation relating three whole numbers. For example, determine the unknown number that makes the equation true in each of the equations 8 x ? = 48, 5 = +3, 6x6 = ?			0								
3.0A.B Understand properties of multiplica	tion and th	e relationsh	nip between	multiplicat	ion and div	ision					
3.0A.B.5 Apply properties of operations as strategies to multiply and divide.			0								
3.OA.B.6 Understand division as an unknown factor problem.			0								
3.0A.C Mu	3.0A.C Multiply and Divide within 100										
3.OA.C.7 Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division (e.g., knowing that $8 \times 5 = 40$, one knows $40 + 5 = 8$) or properties of operations. By the end of grade 3, know from memory all products of two one-digit numbers.		0	0								

	e four operations and identify and explain patterns in arithmetic								
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Approximate Time Frame									
Go Math Chapters									
Operations and Algebraic Thinking (OA)									
3.0A.D Solve Problems involving the four	r operations	s and identi	fy and exp	ain pattern	s in arithme	etic			
3.0A.D.8 Solve two-step word problems using the four operations. Represent these problems using equations with the letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding,			0						
3.0A.D.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.			0						

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Approximate Time Frame									
Go Math Chapters									
Number and Operations in Base Ten									
3.NBT.A Use place value understanding and properties of operations to perform multi-digit arithmetic									
3.NBT.A.1 Use place value understanding to round whole numbers to the nearest 10 or 100.	o								
3.NBT.A.2 Fluently add and subtract within 1000 using strategies and algorithms based on place value, properties of operations, and/or the relationship between addition and subtraction.	o								
3.NBT.A.3 Multiply one-digit whole numbers by multiples of 10 in the range 10-90 (e.g., 9 x 80, 5 x 60) using strategies based on place value and properties of operations.			0						

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Approximate Time Frame									
Go Math Chapters									
Number	and Operat	tions- Fract	ions						
3.NF.A Develop understanding of fractions as numbers									
3.NF.A.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.					0				
 3.NF.A.2a Understand a fraction as a number on the number line; represent fractions on a number line diagram. a) 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 O located the number 1/b on the number line. 					o				
 3.NF.A.2b Understand a fraction as a number on the number line; represent fractions on a number line diagram. b) 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. 					o				
 3.NF.3a Explain equivalence of fractions in special cases, and compare fractions by reasoning about their size. a)Understand two fractions as equivalent (equal if they are the same size, or the same point on a number line 					0				
 3.NF.A3b Explain equivalence of fractions in special cases, and compare fractions by reasoning about their size. b)Recognize and generate simple equivalent fractions, e.g., 1/2 =2/4, 4/6 = 2/3). Explain why the fractions are equivalent e.g., by using a visual fraction model. 					0				
3.NF.A.3c Explain equivalence of fractions in special cases, and compare fractions by reasoning about their size. c)Express whole numbers as fractions, and recognize fractions that are equivalent to whole numbers.					0				
3.NF.A.3d Explain equivalence of fractions in special cases and compare fractions by reasoning about their size.					0				

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Go Math Chapters								
Go Math Chapters Image: Constraint of the second								
d)Compare two fractions with the same numerator or the same denominator by reasoning about their size. Recognize the comparisons are valid								

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Measurement & Data										
3.MDA Solve problems involving measurement and	estimation	of intervals	of time, liq	uid volume	s, and mas	ses of obje	cts			
3.MD.A.1 Tell and write time to the nearest minute and measure time intervals in minutes. Solve word problems involving addition and subtraction of time intervals in minutes, e.g., by representing the problem on a number line diagram.						o				
3.MD.A.2 Measure and estimate liquid volumes and masses of objects using standard units of grams (g), kilograms (kg), and liters(I). 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 drawing (such as a beaker with a measurement scale) to represent the problem						0				
3.MD.B R	epresent a	nd interpret	data							
3.MD.B.3 Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step "how many more" and "how many less" problems using information presented in scaled bar graphs. <i>For example, draw a bar graph in which each square in the bar graph might represent 5 pets.</i>						0				
3.MD.B4 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, halve, or quarters.						o				
3.MD.C Geometric measurement: understand c	oncepts of	area and re	elate area to	o multiplica	tion and to	addition.				
 3.MD.C.5a Recognize area as an attribute of plane figures and understand concepts of area measurement. a) 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. 				0						
 3.MD.C.5b Recognize areas as an attribute of plane figures and understand concepts of area measurement. b) A plane figure which can be covered without gaps or overlaps by <i>n</i> unit squares is said to have an area of <i>n</i> square units. 				0						

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Measurement & Data										
3.MD.C.6 .Measure areas by counting unit squares (square cm, square m, square in, square ft, and improvised units).				0						
 3.MD.C.7a Relate area to the operations of multiplication and addition. a) 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 side lengths. 				0						
3.MD.C.7b Relate area to the operations of multiplication and additions. b) Multiply side lengths to find areas of rectangles with whole- number side lengths in the context of solving real-world and mathematical problems, and represent whole-number products as rectangular areas in mathematical reasoning.				0						
3.MD.C.7c Relate area to the operations of multiplication and addition. c) 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 $a \times b$ and $a \times c$. Use area models to represent the distributive property in mathematical reasoning.				0						
3.MD.C.7d Relate area to the operations of multiplication and addition. d) Recognize the 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.				0						
3.MD.D.8 Solve real-world and mathematical problems involving perimeter of polygons, including finding the perimeter give 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.				0						

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Geometry								
3.G.A Reason with shapes and their attributes								
3.GA1 Understand that shapes in their 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). Recognize rhombuses, rectangles, and squares as examples of quadrilaterals, and draw examples of quadrilaterals that do not belong to any of these subcategories.							o	
3G.A2 Partition shapes into parts with equal areas. Express area of each part as a unit fraction of the whole. For example, partition a shape into 4 parts with equal area, and describe the area of each part as $\frac{1}{4}$ of the area of the shape.					0		0	