Grade 3 Year-A	t-A-Glance Math			ialliadiadlialliadiadliadlia	liotholliothollioth
	ty School District				
A Note to Parents: Instructional pacing may vo	ary slightly in eac	:h classro	om.		
Benchmark	Code	Ql	Q2	Q3	Q4
Mathematical Thinkin	g and Reasoning	Skills			
Actively participate in effortful learning both	MA.K12.MTR.1.1	Χ	X	Х	Х
individually and collectively.					
Demonstrate understanding by representing	MA.K12.MTR.2.1	Х	X	X	X
problems in multiple ways.					
Complete tasks with mathematical fluency.	MA.K12.MTR.3.1	Χ	Х	Х	X
Engage in discussions that reflect on the	MA.K12.MTR.4.1	Χ	Х	X	X
mathematical thinking of self and others					
Use patterns and structure to help understand	MA.K12.MTR.5.1	X	X	X	X
and connect mathematical concepts.					
Assess the reasonableness of solutions	MA.K12.MTR.6.1	X	X	X	X
Apply mathematics to real-world contexts	MA.K12.MTR.7.1	Χ	X	X	X
	and Operations	11. 11.			
MA.3.NSO.1 Understand the pla			ers.	T	1
Read and write numbers from 0 to 10,000 using	MA.3.NSO.1.1	Х			
standard form, expanded form and word form.	N44 O NICO 1 O				
Compose and decompose four-digit numbers in	MA.3.NSO.1.2	X			
multiple ways using thousands, hundreds, tens					
and ones. Demonstrate each composition or					
decomposition using objects, drawings and expressions or equations.					
Plot, order and compare whole numbers up to	MA.3.NSO.1.3	X			
10,000.	11/4.5.1150.1.5	^			
Round whole numbers from 0 to 1,000 to the	MA.3.NSO.1.4	Χ			
nearest 10 or 100.					
MA.3.NSO.2 Add and subtract multi-digit whole nu	mbers. Build an ui	nderstand	ing of mult	iplication	and
	perations.				
Add and subtract multi-digit whole numbers	MA.3.NSO.2.1	Χ			
including using a standard algorithm with					
procedural fluency.					
Explore multiplication of two whole numbers with	MA.3.NSO.2.2	X			
products from 0 to 144, and related division facts.	144 0 140 0 0 0			.,	
Multiply a one-digit whole number by a multiple of	MA.3.NSO.2.3			X	
10, up to 90, or a multiple of 100, up to 900, with					
procedural reliability.	NAA ONICO O A		\/		
Multiply two whole numbers from 0 to 12 and	MA.3.NSO.2.4	X	X		
divide using related facts with procedural					
reliability.	<u></u>				
	ctions	orocont for	actions		
MA.3.FR.1 Understand fractions as Represent and interpret unit fractions in the form	MA.3.FR.1.1	Ji esent If	X X	I	
1/n as the quantity formed by one part when a	ITIA.O.FK.I.I		^		
whole is partitioned into n equal parts.					
Represent and interpret fractions, including	MA.3.FR.1.2		X		+
fractions greater than one, in the form of m/n as	11/4.0.1 13.1.6		^		
the result of adding the unit fraction $1/n$ to itself m					
times.					

Read and write fractions, including fractions	MA.3.FR.1.3		Х		
greater than one, using standard form, numeral-					
word form and word form.					
MA.3.FR.2 Order and compare fracti	ons and identify a	L Pauivalent f	fractions		
Plot, order and compare fractional numbers with	MA.3.FR.2.1		X		
the same numerator or the same denominator.	1 17 (10.11 (12.11				
Identify equivalent fractions and explain why they	MA.3.FR.2.2		X		
are equivalent.	I IA.O.I IV.L.L		/		
·	l Reasoning				
MA.3.AR.1 Solve multiplica		roblems			
Apply the distributive property to multiply a one-	MA.3.AR.1.1	X		X	
digit number and two-digit number. Apply	1 1/ 1.0./ 11 1.1.1	, ,		, ,	
properties of multiplication to find a product of					
one-digit whole numbers.					
Solve one- and two-step real-world problems	MA.3.AR.1.2	X		Χ	
involving any of four operations with whole	11/4.0./411.1.1	,		/\	
numbers.					
MA.3.AR.2 Develop an understanding of	f equality and mu	Itinlication (and division	<u> </u>	
Restate a division problem as a missing factor	MA.3.AR.2.1	X		ļ.	
problem using the relationship between	MA.J.AR.C.I	^			
multiplication and division.					
Determine and explain whether an equation	MA.3.AR.2.2	X			
	1*1A.J.AR.C.C	^			
involving multiplication or division is true or false.	MAGADOO	V			1
Determine the unknown whole number in a	MA.3.AR.2.3	X			
multiplication or division equation, relating three					
whole numbers, with the unknown in any position.		ing the entire contra			
MA.3.AR.3 Identify numerical patter			atterns.		T
Determine and explain whether a whole number	MA.3.AR.3.1	X			
from 1 to 1,000 is even or odd.	MAGADOO			\ <u>'</u>	
Determine whether a whole number from 1 to 144	MA.3.AR.3.2			X	
is a multiple of a given one-digit number.	NAA O A D O O				
Identify, create and extend numerical patterns.	MA.3.AR.3.3			X	
	rement			4	
MA.3.M.1 Measure attributes of objects ar		s involving n	neasureme		1
Select and use appropriate tools to measure the	MA.3.M.1.1			X	
length of an object, the volume of liquid within a					
beaker and temperature.	N 4 A O N 4 3 O				
Solve real-world problems involving any of the four	MA.3.M.1.2			X	
operations with whole number lengths, masses,					
weights, temperatures or liquid volumes.					
MA.3.M.2 Tell and write time an		involving ti	me.	\'	
Using analog and digital clocks tell and write time	MA.3.M.2.1			Χ	
to the nearest minute using a.m. and p.m.					
appropriately.	144 0 140 0				
Solve one- and two-step real-world problems	MA.3.M.2.2			X	
involving elapsed time.					
	Reasoning				
MA.3.GR.1 Describe and identify relationship	ns hetween lines	and classify	/ auadrilate	erals	
		1		, o	
Describe and draw points, lines, line segments, rays, intersecting lines, perpendicular lines and	MA.3.GR.1.1	, , , , , , , , , , , , , , , , , , , ,			X

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parallel lines. Identify these in two-dimensional					
figures.					
Identify and draw quadrilaterals based on their	MA.3.GR.1.2				Χ
defining attributes. Quadrilaterals include					
parallelograms, rhombi, rectangles, squares and					
trapezoids.					
Draw line(s) of symmetry in a two-dimensional	MA.3.GR.1.3				Χ
figure and identify line symmetric two-dimensional					
figures.					
MA.3.GR.2 Solve problems involving t	he perimeter and	area of red	ctangles.		
Explore area as an attribute of a two-dimensional	MA.3.GR.2.1			Χ	
figure by covering the figure with unit squares					
without gaps or overlaps. Find areas of rectangles					
by counting unit squares.					
Find the area of a rectangle with whole-number	MA.3.GR.2.2			Χ	
side lengths using a visual model and a					
multiplication formula.					
Solve mathematical and real-world problems	MA.3.GR.2.3			Χ	
involving the perimeter and area of rectangles with					
whole-number side lengths using a visual model					
and a formula.					
Solve mathematical and real-world problems	MA.3.GR.2.4			Χ	
involving the perimeter and area of composite					
figures composed of non-overlapping rectangles					
with whole number side lengths.					
<u> </u>	and Probability				
MA.3.DP.1 Collect, represent and inte		nd categori	cal data.		
Collect and represent numerical and categorical	MA.3.DP.1.1	<u> </u>			Χ
data with whole-number values using tables,					
scaled pictographs, scaled bar graphs or line plots.					
Use appropriate titles, labels and units.					
Interpret data with whole-number values	MA.3.DP.1.2				Χ
represented with tables, scaled pictographs, circle					``
graphs, scaled bar graphs or line plots by solving					
one- and two-step problems.					
one and two step problems.	<u> </u>				I .