| $1-1$ Grade 3 Year-At-A-Glance Math Sarasota County School District |  |  |  |  |  |
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| A Note to Parents: Instructional pacing may vary slightly in each classroom. |  |  |  |  |  |
| Benchmark | Code | Ol | Q2 | Q3 | Q4 |
| Mathematical Thinking and Reasoning Skills |  |  |  |  |  |
| Actively participate in effortful learning both individually and collectively. | MA.Kl2.MTR.1.1 | X | X | X | X |
| Demonstrate understanding by representing problems in multiple ways. | MA.Kl2.MTR.2. 1 | X | X | X | X |
| Complete tasks with mathematical fluency. | MA.K12.MTR.3.1 | X | X | X | X |
| Engage in discussions that reflect on the mathematical thinking of self and others | MA.Kl2.MTR.4.1 | X | X | X | X |
| Use patterns and structure to help understand and connect mathematical concepts. | MA.Kl2.MTR.5.1 | X | X | X | X |
| 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 | X | X | X | X |
| Number Sense and Operations |  |  |  |  |  |
| MA.3.NSO.l Understand the place value of four-digit numbers. |  |  |  |  |  |
| Read and write numbers from 0 to 10,000 using standard form, expanded form and word form. | MA.3.NSO.1.1 | X |  |  |  |
| Compose and decompose four-digit numbers in multiple ways using thousands, hundreds, tens and ones. Demonstrate each composition or decomposition using objects, drawings and expressions or equations. | MA.3.NSO.1.2 | X |  |  |  |
| Plot, order and compare whole numbers up to 10,000. | MA.3.NSO.1.3 | X |  |  |  |
| Round whole numbers from 0 to 1,000 to the nearest 10 or 100 . | MA.3.NSO.1.4 | X |  |  |  |
| MA.3.NSO.2 Add and subtract multi-digit whole numbers. Build an understanding of multiplication and division operations. |  |  |  |  |  |
| Add and subtract multi-digit whole numbers including using a standard algorithm with procedural fluency. | MA.3.NSO.2.1 | X |  |  |  |
| Explore multiplication of two whole numbers with products from 0 to 144, and related division facts. | MA.3.NSO.2.2 | X |  |  |  |
| Multiply a one-digit whole number by a multiple of 10 , up to 90 , or a multiple of 100 , up to 900 , with procedural reliability. | MA.3.NSO.2.3 |  |  | X |  |
| Multiply two whole numbers from 0 to 12 and divide using related facts with procedural reliability. | MA.3.NSO.2.4 | X | X |  |  |
| Fractions |  |  |  |  |  |
| MA.3.FR.l Understand fractions as numbers and represent fractions. |  |  |  |  |  |
| Represent and interpret unit fractions in the form $l / n$ as the quantity formed by one part when a whole is partitioned into $n$ equal parts. | MA.3.FR.1.1 |  | X |  |  |
| Represent and interpret fractions, including fractions greater than one, in the form of $m / n$ as the result of adding the unit fraction $1 / n$ to itself $m$ times. | MA.3.FR.1.2 |  | X |  |  |


| Read and write fractions, including fractions greater than one, using standard form, numeralword form and word form. | MA.3.FR.1.3 |  | X |  |  |
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| MA.3.FR.2 Order and compare fractions and identify equivalent fractions. |  |  |  |  |  |
| Plot, order and compare fractional numbers with the same numerator or the same denominator. | MA.3.FR.2.1 |  | X |  |  |
| Identify equivalent fractions and explain why they are equivalent. | MA.3.FR.2.2 |  | X |  |  |
| Algebraic Reasoning |  |  |  |  |  |
| MA.3.AR.l Solve multiplication and division problems. |  |  |  |  |  |
| Apply the distributive property to multiply a onedigit number and two-digit number. Apply properties of multiplication to find a product of one-digit whole numbers. | MA.3.AR.1.1 | X |  | X |  |
| Solve one- and two-step real-world problems involving any of four operations with whole numbers. | MA.3.AR.1.2 | X |  | X |  |
| MA.3.AR.2 Develop an understanding of equality and multiplication and division. |  |  |  |  |  |
| Restate a division problem as a missing factor problem using the relationship between multiplication and division. | MA.3.AR.2.1 | X |  |  |  |
| Determine and explain whether an equation involving multiplication or division is true or false. | MA.З.AR.2.2 | X |  |  |  |
| Determine the unknown whole number in a multiplication or division equation, relating three whole numbers, with the unknown in any position. | MA.3.AR.2.3 | X |  |  |  |
| MA.3.AR. 3 Identify numerical patterns, including multiplicative patterns. |  |  |  |  |  |
| Determine and explain whether a whole number from 1 to 1,000 is even or odd. | MA.3.AR.3.1 | X |  |  |  |
| Determine whether a whole number from 1 to 144 is a multiple of a given one-digit number. | MA.3.AR.3.2 |  |  | X |  |
| Identify, create and extend numerical patterns. | MA.3.AR.3.3 |  |  | X |  |
| Measurement |  |  |  |  |  |
| MA.3.M.l Measure attributes of objects and solve problems involving measurement. |  |  |  |  |  |
| Select and use appropriate tools to measure the length of an object, the volume of liquid within a beaker and temperature. | MA.3.M.1.1 |  |  | X |  |
| Solve real-world problems involving any of the four operations with whole number lengths, masses, weights, temperatures or liquid volumes. | MA.3.M.1.2 |  |  | X |  |
| MA.3.M.2 Tell and write time and solve problems involving time. |  |  |  |  |  |
| Using analog and digital clocks tell and write time to the nearest minute using a.m. and p.m. appropriately. | MA.3.M.2.1 |  |  | X |  |
| Solve one- and two-step real-world problems involving elapsed time. | MA.3.M.2.2 |  |  | X |  |
| Geometric Reasoning |  |  |  |  |  |
| MA.3.GR.1 Describe and identify relationships between lines and classify quadrilaterals. |  |  |  |  |  |
| Describe and draw points, lines, line segments, rays, intersecting lines, perpendicular lines and | MA.3.GR.1.1 |  |  |  | X |


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

