

Grade 3

Adopted 2023

Third Grade

Math Attributes

Problem-Solving

- P.** Learners can develop and carry out a logical plan to problem-solve situations, reflect on the reasonableness of solutions, and explore alternate strategies with guidance. **3.MA.P**

Connections

- C.** Learners can make connections and summarize related ideas using supporting evidence. **3.MA.C**

Reasoning and Proof

- R.** Learners can reason logically based on experience and knowledge, citing evidence to support their reasoning and conclusions. **3.MA.R**

Number and Operations

Counting and Cardinality

1. Read and write numbers up to 10,000 using objects or visual representations, including standard, word, and expanded forms. **3.NO.CC.1**

Base Ten

1. Compare two four-digit numbers using symbols $>$, $<$, and $=$. Justify comparisons based on the value of thousands, hundreds, tens, and ones. **3.NO.NBT.1**
2. Apply place value understanding to round whole numbers to the nearest 10 or 100. **3.NO.NBT.2**
3. Add and subtract within 1000 using place value strategies, algorithms, and/or the relationship between addition and subtraction. **3.NO.NBT.3**
4. Multiply one-digit whole numbers by multiples of 10 within 100. **3.NO.NBT.4**

Fractions

1. Partition two-dimensional figures into equal areas and express the area of each part as a unit fraction of the whole. Describe using the language of sixths, eighths, a sixth of, and an eighth of. **3.NO.NF.1**
2. Represent and understand a fraction as a number on a number line. **3.NO.NF.2**
3. Represent equivalent fractions using visual representations and number lines. **3.NO.NF.3**
4. Recognize whole numbers as fractions and express fractions that are equivalent to whole numbers. **3.NO.NF.4**
5. Compare fractions of the same whole having the same numerators or denominators, using symbols $>$, $<$, and $=$ by reasoning about their size (fractions should be limited to denominators of 2, 3, 4, 6, and 8 and should not exceed the whole). **3.NO.NF.5**

Algebraic Reasoning

Operations and Algebraic Thinking

1. Using mental strategies, multiply and divide basic facts within 100. Automatically multiply and divide up to 5×5 and 10s facts. [3.AR.OA.1](#)
2. Apply the properties of operations to solve multiplication and division equations and justify thinking. [3.AR.OA.2](#)
3. Solve two-step authentic word problems using addition and subtraction within 1000, including equations with a letter as an unknown. [3.AR.OA.3](#)
4. Use strategies and visual models to solve authentic word problems with multiplication within 100, including unknowns, using grouping models and equations. [3.AR.OA.4](#)
5. Use strategies and visual models to solve authentic word problems with division within 100, including unknowns, using grouping models and equations. [3.AR.OA.5](#)
6. Identify arithmetic patterns and explain them using the properties of operations. [3.AR.OA.6](#)

Geometry and Measurement

Geometry

1. In two-dimensional shapes, identify lines, angles (right, acute, obtuse), and perpendicular and parallel lines. [3.GM.G.1](#)
2. Sort quadrilaterals into categories based on attributes. [3.GM.G.2](#)
3. Identify lines of symmetry in quadrilaterals. [3.GM.G.3](#)

Measurement

1. Measure lengths using rulers marked with halves and fourths of an inch. [3.GM.M.1](#)
2. Measure and estimate liquid volumes and masses of objects using standard units. Solve one-step authentic word problems involving masses or volumes given in the same units. [3.GM.M.2](#)
3. Tell and write time to the nearest minute and measure time intervals in minutes. [3.GM.M.3](#)
4. Solve elapsed time authentic word problems on the hour and the half-hour, using a variety of strategies. [3.GM.M.4](#)
5. Solve authentic word problems involving dollar bills, quarters, dimes, nickels, and pennies using the \$ and ¢ symbols appropriately. [3.GM.M.5](#)
6. Solve problems involving the perimeters of rectangles given the side lengths or when given the perimeter and unknown side length(s). [3.GM.M.6](#)
7. Recognize area as an attribute of plane figures and understand concepts of area measurement. [3.GM.M.7](#)
8. Find the area of a rectangle with whole-number side lengths by modeling with unit squares; show that area can be additive and is the same as would be found by multiplying the side lengths. [3.GM.M.8](#)

Data, Probability, and Statistics

Data

1. Formulate questions to collect, organize, and represent data with more than four categories using scaled picture and bar graphs. [3.DPS.D.1](#)
2. Generate data and create line plots marked in whole numbers, halves, and fourths of a unit. [3.DPS.D.2](#)
3. Analyze data and make simple statements to solve one- and two-step problems using information from the graphs. [3.DPS.D.3](#)