

Carderock Springs Elementary School Math - Grade 3

Student Name: _____ Teacher: _____
School Year: _____

Recording Codes:

4 = Complete understanding – Students have been taught the material and have consistently demonstrated thorough understanding and application.

3 = General understanding – Students have been taught the material and have usually demonstrated understanding and application.

2 = Developing understanding – Students have been taught the material and show some understanding but are not yet able to consistently apply these skills.

1 = Minimal understanding – Students have been exposed to the material but there is minimal understanding.

NI = There has not been enough information gathered to report progress.

NA = Not applicable at this time.

| Math Grade 3 Unit 1 | Q1 | Q2 | Q3 | Q4 |
|---|----|----|----|----|
| • Represents three- and four-digit numbers in a variety of ways. | | | | |
| • Estimates sums and differences of numbers less than 1,000. | | | | |
| • Subtracts two- and three-digit numbers with regrouping. | | | | |
| • Identifies, describes, and extends a variety of non-numeric and numeric patterns. | | | | |
| • Gathers, organizes, and displays data using appropriate scales. | | | | |
| • Interprets and compares data from tables, pictographs, and bar graphs. | | | | |
| Math Grade 3 Unit 1 Acceleration | | | | |
| • Recognizes and applies place value patterns in numbers through millions. | | | | |
| • Organizes, displays, and analyzes data using line plots and line graphs. | | | | |
| • Determines and distinguishes among mean, median, mode, and range, using concrete objects. | | | | |
| Math Grade 3 Unit 2 | | | | |
| • Estimates and/or measures length to solve problems. | | | | |
| • Estimates and counts to find the area and perimeter of figures. | | | | |
| Math Grade 3 Unit 2 Acceleration | | | | |
| • Selects appropriate attributes and uses standard units to solve measurement problems. | | | | |
| • Develops and uses formulas to solve problems involving perimeter and area of rectangles. | | | | |
| Math Grade 3 Unit 3 | | | | |
| • Solves multiplication and division problems using a variety of strategies. | | | | |
| • Solves problems using number properties. | | | | |
| • Demonstrates mastery of multiplication facts for 0, 1, 2, 5, and 10. | | | | |
| Math Grade 3 Unit 3 Acceleration | | | | |
| • Demonstrates mastery of basic multiplication and division fact families. | | | | |
| • Identifies and applies multiples and factors of numbers. | | | | |
| • Solves for the unknown or variable in an equation. | | | | |
| • Generalizes a pattern by stating a rule. | | | | |
| • Completes a function table using a given rule. | | | | |
| • Writes and simplifies numeric expressions using number properties. | | | | |

| Math Grade 3 Unit 4 | Q1 | Q2 | Q3 | Q4 |
|--|----|----|----|----|
| • Identifies, describes, and classifies two- and three-dimensional shapes. | | | | |
| • Identifies angles and describes how they compare to right angles. | | | | |
| • Draws geometric figures using tools. | | | | |
| • Recognizes three-dimensional objects from different perspectives. | | | | |
| • Identifies and describes symmetry and congruence of geometric figures. | | | | |
| • Describes and represents slides, flips, and turns using pictures and objects. | | | | |
| Math Grade 3 Unit 4 Acceleration | | | | |
| • Identifies and describes the sides, angles, edges, vertices, and faces of solid figures. | | | | |
| • Draws circles, triangles, and quadrilaterals, given their dimensions. | | | | |
| • Identifies and describes points, lines, line segments, and rays. | | | | |
| • Classifies angles as acute, obtuse, or right. | | | | |
| • Identifies translations, reflections, and rotations of figures. | | | | |
| Math Grade 3 Unit 5 | | | | |
| • Identifies equivalent fractions using models and pictures. | | | | |
| • Multiplies and divides multi-digit numbers by one-digit numbers. | | | | |
| • Solves problems involving money through \$100.00. | | | | |
| • Locates whole numbers and fractions with denominators of 2, 3, and 4 on a number line. | | | | |
| • Solves problems involving numeric equations or inequalities. | | | | |
| • Lists possible outcomes for an event and describes the likelihood of an event. | | | | |
| Math Grade 3 Unit 5 Acceleration | | | | |
| • Compares and orders fractions and mixed numbers. | | | | |
| • Compares decimals to the hundredths using numerals, pictures, and objects. | | | | |
| • Describes the relationship between fractions and decimals. | | | | |
| • Adds and subtracts fractional numbers with like denominators using models and pictures. | | | | |
| • Adds and subtracts decimals using models and pictures. | | | | |
| • Multiplies fractions and whole numbers using models and pictures. | | | | |
| • Solves problems involving estimation with fractions and decimals. | | | | |
| • Multiplies any whole number by a 2- or 3-digit factor. | | | | |
| • Estimates products to determine the reasonableness of answers. | | | | |
| • Divides any whole number by a 1-digit divisor. | | | | |
| • Lists all possible outcomes for a simple probability situation. | | | | |
| • Expresses the probability of an event as a fraction. | | | | |
| Math Grade 3 Unit 6 | | | | |
| • Locates points on a grid. | | | | |
| • Estimates and determines elapsed time using clocks and calendars. | | | | |
| • Chooses appropriate measurement units and tools. | | | | |
| • Solves problems involving length, volume, weight, capacity, temperature, or time. | | | | |
| Math Grade 3 Unit 6 Acceleration | | | | |
| • Identifies situations that are represented by negative numbers. | | | | |
| • Selects appropriate attributes and uses standard units to solve measurement problems. | | | | |
| • Solves problems involving area, perimeter, and volume. | | | | |
| • Estimates and determines elapsed time. | | | | |