

## 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.

Math Grade 3				
Number Relationships and Computation	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.				
• 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.				
• Identifies equivalent fractions using models and pictures.				
• Multiplies and divides multi-digit numbers by one-digit numbers.				
• Solves problems involving money through \$100.00.				
Algebra, Patterns, and Functions				
• Identifies, describes, and extends a variety of non-numeric patterns.				
• Locates whole numbers and fractions with denominators of 2, 3, and 4 on a number line.				
• Solves problems involving numeric equations or inequalities.				
• Locates points on a grid.				
Geometry and Measurement				
• Estimates and/or measures length to solve problems.				
• Estimates and counts to find the area and perimeter of figures.				
• 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.				
• 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.				

<b>Statistics and Probability</b>				
<ul style="list-style-type: none"> <li>Gathers, organizes, and displays data using appropriate scales.</li> </ul>				
<ul style="list-style-type: none"> <li>Interprets and compares data from tables, pictographs, and bar graphs.</li> </ul>				
<ul style="list-style-type: none"> <li>Lists possible outcomes for an event and describes the likelihood of an event.</li> </ul>				
<b>Math Grade 3 Acceleration</b>				
<b>Number Relationships and Computation</b>	Q1	Q2	Q3	Q4
<ul style="list-style-type: none"> <li>Recognizes and applies place value patterns in numbers through millions.</li> </ul>				
<ul style="list-style-type: none"> <li>Demonstrates mastery of basic multiplication and division fact families.</li> </ul>				
<ul style="list-style-type: none"> <li>Identifies and applies multiples and factors of numbers.</li> </ul>				
<ul style="list-style-type: none"> <li>Compares and orders fractions and mixed numbers.</li> </ul>				
<ul style="list-style-type: none"> <li>Compares decimals to the hundredths using numerals, pictures, and objects.</li> </ul>				
<ul style="list-style-type: none"> <li>Describes the relationship between fractions and decimals.</li> </ul>				
<ul style="list-style-type: none"> <li>Adds and subtracts fractional numbers with like denominators using models and pictures.</li> </ul>				
<ul style="list-style-type: none"> <li>Adds and subtracts decimals using models and pictures.</li> </ul>				
<ul style="list-style-type: none"> <li>Multiplies fractions and whole numbers using models and pictures.</li> </ul>				
<ul style="list-style-type: none"> <li>Solves problems involving estimation with fractions and decimals.</li> </ul>				
<ul style="list-style-type: none"> <li>Multiplies and whole number by a 2- or 3-digit factor.</li> </ul>				
<ul style="list-style-type: none"> <li>Estimates products to determine the reasonableness of answers.</li> </ul>				
<ul style="list-style-type: none"> <li>Divides any whole number by a 1-digit divisor.</li> </ul>				
<ul style="list-style-type: none"> <li>Identifies situations that are represented by negative numbers.</li> </ul>				
<b>Algebra, Patterns, and Functions</b>				
<ul style="list-style-type: none"> <li>Solves for the unknown or variable in an equation.</li> </ul>				
<ul style="list-style-type: none"> <li>Generalizes a pattern by stating a rule.</li> </ul>				
<ul style="list-style-type: none"> <li>Completes a function table using a given rule.</li> </ul>				
<ul style="list-style-type: none"> <li>Writes and simplifies numeric expressions using number properties.</li> </ul>				
<b>Geometry and Measurement</b>				
<ul style="list-style-type: none"> <li>Selects appropriate attributes and uses standard units to solve measurement problems.</li> </ul>				
<ul style="list-style-type: none"> <li>Develops and uses formulas to solve problems involving perimeter and area of rectangles.</li> </ul>				
<ul style="list-style-type: none"> <li>Identifies and describes the sides, angles, edges, vertices, and faces of solid figures.</li> </ul>				
<ul style="list-style-type: none"> <li>Draws circles, triangles, and quadrilaterals, given their dimensions.</li> </ul>				
<ul style="list-style-type: none"> <li>Identifies and describes points, lines, line segments, and rays.</li> </ul>				
<ul style="list-style-type: none"> <li>Classifies angles as acute, obtuse, or right.</li> </ul>				
<ul style="list-style-type: none"> <li>Identifies translations, reflections, and rotations of figures.</li> </ul>				
<ul style="list-style-type: none"> <li>Selects appropriate attributes and uses standard units to solve measurement problems.</li> </ul>				
<ul style="list-style-type: none"> <li>Solves problems involving area, perimeter, and volume.</li> </ul>				
<ul style="list-style-type: none"> <li>Estimates and determines elapsed time.</li> </ul>				
<b>Statistics and Probability</b>				
<ul style="list-style-type: none"> <li>Organizes, displays, and analyzes data using line plots and line graphs.</li> </ul>				
<ul style="list-style-type: none"> <li>Determines and distinguishes among mean, median, mode, and range using concrete objects.</li> </ul>				
<ul style="list-style-type: none"> <li>Lists all possible outcomes for a simple probability situation.</li> </ul>				
<ul style="list-style-type: none"> <li>Expresses the probability of an event as a fraction.</li> </ul>				

