

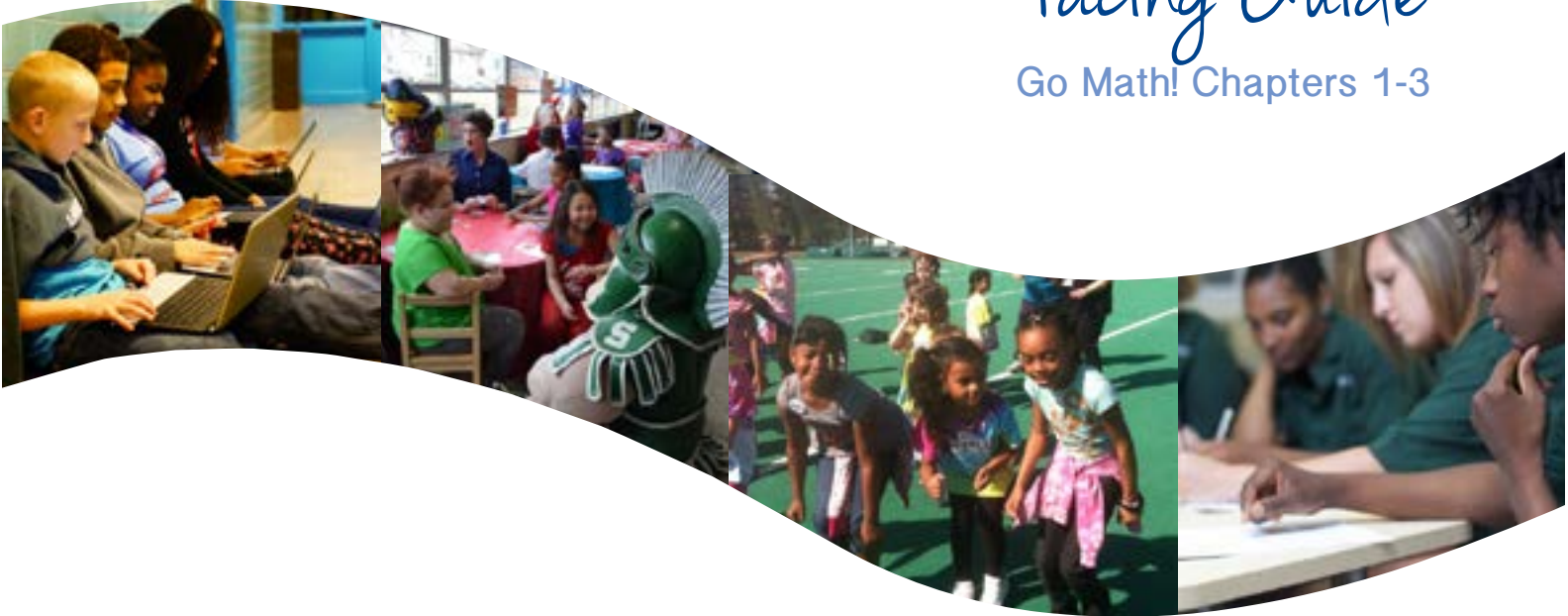
Mathematical Practices	Vocabulary			
<div><div><input type="checkbox"/> Make sense of problems and persevere in solving them.</div><div><input type="checkbox"/> Reason abstractly and quantitatively.</div><div><input type="checkbox"/> Construct viable arguments and critique the reasoning of others.</div><div><input type="checkbox"/> Model with mathematics.</div><div><input type="checkbox"/> Use appropriate tools strategically.</div><div><input type="checkbox"/> Attend to precision.</div><div><input type="checkbox"/> Look for and make use of structure.</div><div><input type="checkbox"/> Look for and express regularity in repeated reasoning.</div></div>	Chapter 1 Compatible numbers Difference Estimate Pattern Round Associative Property of Addition Commutative Property of Addition Identity Property of Addition	Chapter 2 Frequency table Graph Horizontal bar Key Line Plot Picture graph scale Tally table Vertical bar graph	Chapter 3 Array Equal groups of Factor Multiply Product Identity Property of Multiplication Zero Property of Multiplication Commutative Property of Multiplication	
	Prerequisites			
	Last year, teachers spent a large majority of the instructional time on these focus skills. This year, students should have a strong foundation in the following areas:			
	Major Focus	Supporting Work	Additional Work (Minor)	
	Represent and solve problems involving addition and subtraction. Add and subtract within 20. Understand place value. Use place value understanding and properties of operations to add and subtract. Measure and estimate lengths in standard units. Relate addition and subtraction to length.	Work with equal groups of objects to gain foundations for multiplication. Work with time and money. Represent and interpret data.	Reason with shapes and their attributes.	



Third Grade • First Quarter

Pacing Guide

Go Math! Chapters 1-3



Mathematics

Introduction to Your Mathematics Pacing Guide

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- Continue to reinforce skills and concepts throughout the year until mastery is achieved.
- Become familiar with sequencing at previous and subsequent grade levels.
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Mark Coscarella, Ed.D.
Deputy Superintendent

Camela Diaz
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Grade 3MathematicsFirst Quarter				
Operations & Algebraic Thinking	Number & Operations in Base Ten	Number & Operations - Fractions	Measurement & Data	Geometry
<div>Chapter 3</div> <div>Understand Multiplication</div> <div>OA.3.3</div> <div><div><input type="checkbox"/> I CAN use what I know to solve multiplication word problems.</div><div><input type="checkbox"/> I CAN write a multiplication problem in more than one way.</div><div><input type="checkbox"/> I CAN make an array.</div></div> <div>OA.3.4</div> <div><div><input type="checkbox"/> I CAN find the missing number in a multiplication problem.</div></div> <div>OA.3.5</div> <div><div><input type="checkbox"/> I CAN define and use the commutative property to solve multiplication problems.</div></div> <div>OA.3.7</div> <div><div><input type="checkbox"/> I CAN multiply with factors up to 10 X 10.</div></div> <div>OA.3.8</div> <div><div><input type="checkbox"/> I CAN solve two-step word problems using addition, subtraction, & multiplication</div><div><input type="checkbox"/> I CAN justify my answer by using mental math, estimating, and rounding.</div></div> <div>OA.3.9</div> <div><div><input type="checkbox"/> I CAN find patterns using addition and multiplication and explain them using what I know about numbers.</div></div>	<div>Chapter 1</div> <div>Add and Subtract Within 1,000</div> <div>NBT.3.1</div> <div><div><input type="checkbox"/> I CAN read, write, and model place value to nearest 10 and 100.</div><div><input type="checkbox"/> I CAN put together/take apart manipulatives to illustrate Base 10.</div><div><input type="checkbox"/> I CAN round to the nearest 10 and/or 100.</div></div> <div>NBT.3.2</div> <div><div><input type="checkbox"/> I CAN add two digit numbers using strategies.</div><div><input type="checkbox"/> I CAN add three digit numbers using strategies.</div><div><input type="checkbox"/> I CAN subtract two digit numbers using strategies.</div><div><input type="checkbox"/> I CAN subtract three digit numbers using strategies.</div><div><input type="checkbox"/> I CAN check my answer using the inverse operation.</div></div>	<div><i>This is not a focus area during this quarter.</i></div> <div><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></div>	<div>Chapter 2</div> <div>Represent and Interpret Data</div> <div>MD3.3</div> <div><div><input type="checkbox"/> I CAN create a pictograph and bar graph to represent data for several categories.</div><div><input type="checkbox"/> I CAN apply the key to solve.</div><div><input type="checkbox"/> I CAN solve a one-step word problem using data shown in the graph.</div><div><input type="checkbox"/> I CAN solve a two-step word problem using data shown in the graph.</div></div> <div>MD.3.4</div> <div><div><input type="checkbox"/> I CAN show and understand horizontal axis.</div><div><input type="checkbox"/> I CAN convert the data into a line plot.</div></div>	<div><i>This is not a focus area during this quarter.</i></div> <div><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></div>

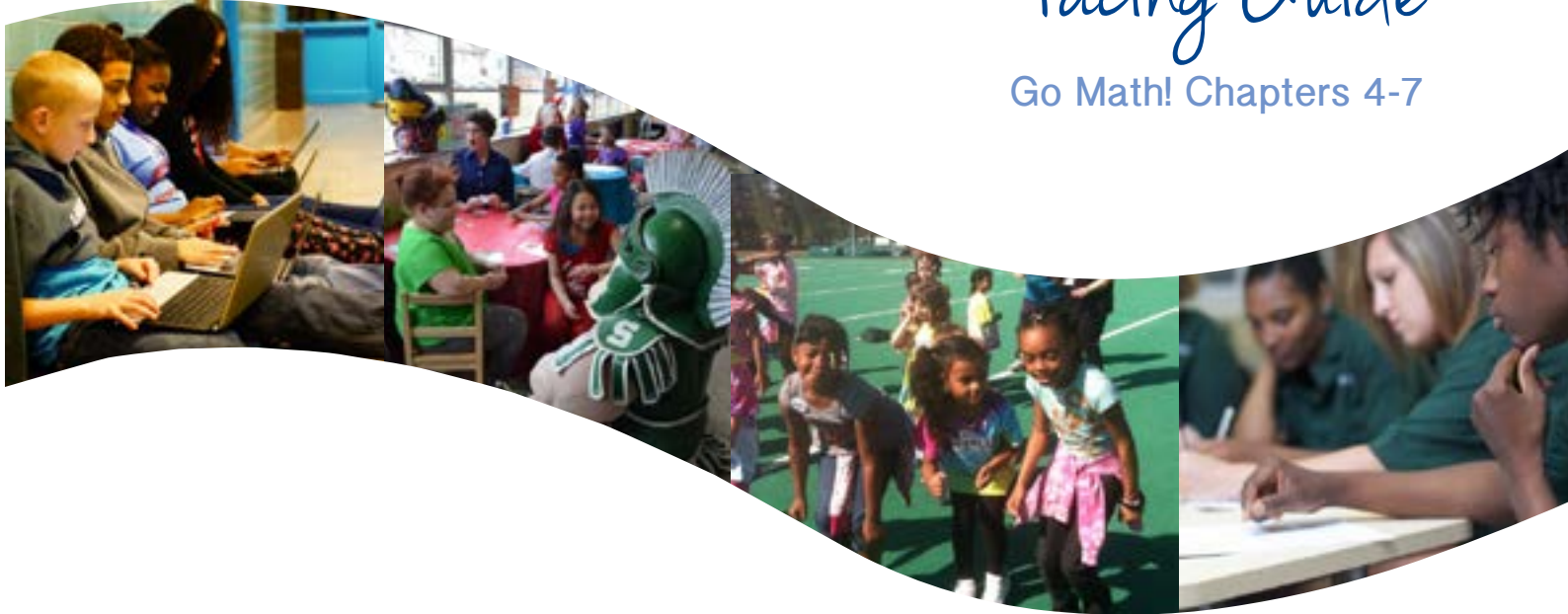
Mathematical Practices			Vocabulary
<div><div><input type="checkbox"/> Make sense of problems and persevere in solving them.</div><div><input type="checkbox"/> Reason abstractly and quantitatively.</div><div><input type="checkbox"/> Construct viable arguments and critique the reasoning of others.</div><div><input type="checkbox"/> Model with mathematics.</div><div><input type="checkbox"/> Use appropriate tools strategically.</div><div><input type="checkbox"/> Attend to precision.</div><div><input type="checkbox"/> Look for and make use of structure.</div><div><input type="checkbox"/> Look for and express regularity in repeated reasoning.</div></div>			<div><div>Chapter 4<div>Array</div><div>Factor</div><div>Multiple</div><div>Product</div><div>Associative Property of Multiplication</div><div>Identity Property of Multiplication</div><div>Commutative Property of Multiplication</div><div>Distributive Property</div></div><div>Chapter 5<div>Array</div><div>Equation</div><div>Factor</div><div>Pattern</div><div>Place value</div><div>Product</div><div>Commutative Property of Multiplication</div><div>Distributive Property</div><div>Chapter 6<div>Divide</div><div>Dividend</div><div>Divisor</div><div>Equal groups</div><div>Factor</div><div>Inverse operation</div><div>Quotient</div><div>Related facts</div></div><div>Chapter 7<div>Dividend</div><div>Divisor</div><div>Equation</div><div>Inverse operation</div><div>Order of operations</div><div>Quotient</div><div>Related facts</div></div></div></div>
Prerequisites			
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Major Focus	Supporting Work	Additional Work (Minor)	
<div>Represent and solve problems involving addition and subtraction.</div> <div>Add and subtract within 20.</div> <div>Understand place value.</div> <div>Use place value understanding and properties of operations to add and subtract.</div> <div>Measure and estimate lengths in standard units.</div> <div>Relate addition and subtraction to length.</div>	<div>Work with equal groups of objects to gain foundations for multiplication.</div> <div>Work with time and money.</div> <div>Represent and interpret data.</div>	Reason with shapes and their attributes.	



Third Grade • Second Quarter

Pacing Guide

Go Math! Chapters 4-7



Mathematics

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Grade 3MathematicsSecond Quarter				
Operations & Algebraic Thinking	Number & Operations in Base Ten	Number & Operations - Fractions	Measurement & Data	Geometry
<p>Chapter 4 Multiplication Facts and Strategies</p> <p>Chapter 5 Use Multiplication Facts</p> <p>OA.3.2</p> <div><div><input type="checkbox"/> I CAN define quotients, dividends and divisors.</div><div><input type="checkbox"/> I CAN make a model of a division problem.</div><div><input type="checkbox"/> I CAN solve a division word problem.</div></div> <p>OA.3.3</p> <div><div><input type="checkbox"/> I CAN use what I know to solve multiplication and division word problems.</div><div><input type="checkbox"/> I CAN write a multiplication or division problem in more than one way.</div><div><input type="checkbox"/> I CAN find and label factors and product.</div><div><input type="checkbox"/> I CAN make an array.</div><div><input type="checkbox"/> I CAN solve a multiplication word problem.</div></div> <p>OA.3.4</p> <div><div><input type="checkbox"/> I CAN find the missing number in a multiplication problem.</div><div><input type="checkbox"/> I CAN find the missing number in a division problem.</div></div> <p>OA.3.5</p> <div><div><input type="checkbox"/> I CAN define and use the associative, commutative, and distributive property to solve multiplication and division problems.</div><div><input type="checkbox"/> I CAN make an equation to represent each property of multiplication.</div></div> <p>OA.3.6</p> <div><div><input type="checkbox"/> I CAN select fact families to solve for a division problem.</div></div> <p>OA.3.7</p> <div><div><input type="checkbox"/> I CAN multiply with factors up to 10 X 10.</div><div><input type="checkbox"/> I CAN divide with factors up to 10 X 10.</div></div> <p>OA.3.8</p> <div><div><input type="checkbox"/> I CAN solve two-step word problems using addition, subtraction, multiplication, and division.</div><div><input type="checkbox"/> I CAN justify my answer by using mental math, estimating, and rounding.</div></div> <p>OA.3.9</p> <div><div><input type="checkbox"/> I CAN find patterns using addition and multiplication and explain them using what I know about numbers.</div></div>	<p>Chapter 6 Understand Division</p> <p>Chapter 7 Division Facts and Strategies</p> <p>NBT.3.2</p> <div><div><input type="checkbox"/> I CAN check my answer using the inverse operation.</div></div> <p>NBT.3.3</p> <div><div><input type="checkbox"/> I CAN list multiples when solving for a product.</div><div><input type="checkbox"/> I CAN multiply one-digit numbers by multiples of 10 (10-90).</div></div>	<p><i>This is not a focus area during this quarter.</i></p> <p><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></p>	<p><i>This is not a focus area during this quarter.</i></p> <p><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></p>	<p><i>This is not a focus area during this quarter.</i></p> <p><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></p>

Mathematical Practices	Vocabulary		
<div><div><input type="checkbox"/> Make sense of problems and persevere in solving them.</div><div><input type="checkbox"/> Reason abstractly and quantitatively.</div><div><input type="checkbox"/> Construct viable arguments and critique the reasoning of others.</div><div><input type="checkbox"/> Model with mathematics.</div><div><input type="checkbox"/> Use appropriate tools strategically.</div><div><input type="checkbox"/> Attend to precision.</div><div><input type="checkbox"/> Look for and make use of structure.</div><div><input type="checkbox"/> Look for and express regularity in repeated reasoning.</div></div>	Chapter 8 <div>Denominator Eighths Equal Parts Fourths Fraction Fraction greater than 1 Halves Numerator Sixths Thirds Unit fraction Whole</div>	Chapter 9 <div>Denominator Eighths Equal parts Equivalent fractions Greater than (>) Less than (<) Numerator Unit fraction</div>	Chapter 10 <div>A.M. Elapsed time Gram Halves Kilogram Liquid volume Liter Mass</div>
Prerequisites			
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Third Grade • Third Quarter

Pacing Guide

Go Math! Chapters 8-10



Mathematics

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Grade 3MathematicsThird Quarter				
Operations & Algebraic Thinking	Number & Operations in Base Ten	Number & Operations - Fractions	Measurement & Data	Geometry
<p><i>This is not a focus area during this quarter.</i></p> <p><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></p>	<p><i>This is not a focus area during this quarter.</i></p> <p><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></p>	<p>Chapter 8 Understand Fractions</p> <p>NF.3.1</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN show and understand that a fraction is part of a whole, when broken into equal parts. <p>NF.3.2</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN identify a fraction on a number line by using 0 to 1 as the whole and breaking it into equal parts.<input type="checkbox"/> I CAN label a fraction as an equal part on the number line. <p>Chapter 9 Compare Fractions</p> <p>NF.3.3</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN show and understand fractions by comparing their size.<input type="checkbox"/> I CAN show fractions as same-size portions by model or number line.<input type="checkbox"/> I CAN change whole numbers into equivalent fractions.<input type="checkbox"/> I CAN define numerator, denominator, and whole number.<input type="checkbox"/> I CAN compare two fractions with the same numerator and denominator using $>$, $=$, $<$.<input type="checkbox"/> I CAN justify my comparison by creating a visual model.	<p>Chapter 10 Time, Length, Liquid Volume, and Mass</p> <p>MD.3.1</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN tell and write time to the nearest minute.<input type="checkbox"/> I CAN find elapsed time intervals in minutes.<input type="checkbox"/> I CAN construct a number line to solve elapsed time word problems. <p>MD.3.2</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN estimate and measure the capacity/weight of objects using Metric units (grams, kilograms, liters, milliliters).<input type="checkbox"/> I CAN use drawing to represent word problems.<input type="checkbox"/> I CAN complete volume/mass one-step word problems using addition, subtraction, multiplication, and division. <p>MD.3.4</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN measure to the nearest half and fourth of an inch.<input type="checkbox"/> I CAN show and understand horizontal axis.<input type="checkbox"/> I CAN convert the data into a line plot.	<p>Chapter 8 Understand Fractions</p> <p>G.3.2</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN break down shapes into equal parts.<input type="checkbox"/> I CAN name each fractional part.

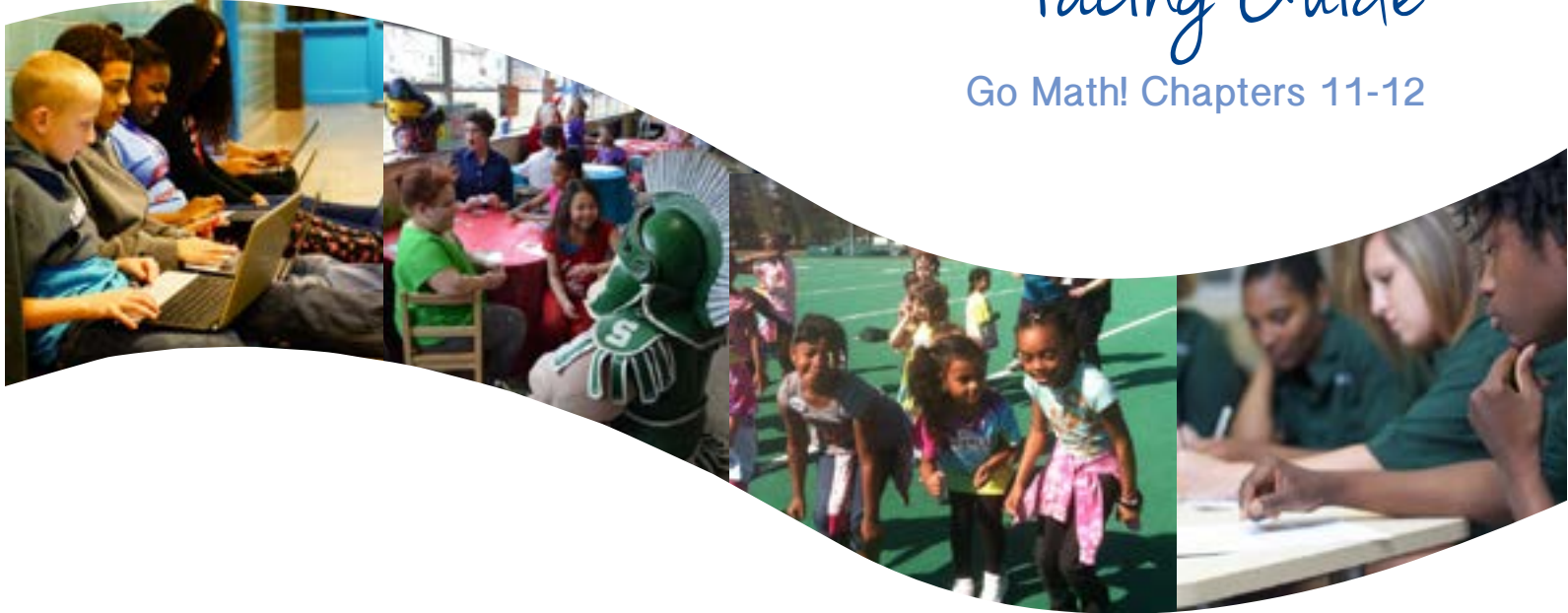
Mathematical Practices			Vocabulary	
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Prerequisites				
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Major Focus		Supporting Work	Additional Work (Minor)	
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Third Grade • Fourth Quarter

Pacing Guide

Go Math! Chapters 11-12



Mathematics

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Grade 3					Mathematics					Fourth Quarter				
Operations & Algebraic Thinking		Number & Operations in Base Ten		Number & Operations - Fractions		Measurement & Data			Geometry					
<p><i>This is not a focus area during this quarter.</i></p> <p><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></p>		<p><i>This is not a focus area during this quarter.</i></p> <p><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></p>		<p><i>This is not a focus area during this quarter.</i></p> <p><i>Continue to reinforce skills and concepts previously introduced, as necessary.</i></p>		<p>Chapter 11 Perimeter and Area</p> <p>MD.3.5</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN define area and square units.<input type="checkbox"/> I CAN measure the area using square units.<input type="checkbox"/> I CAN determine area of a plane figure.<input type="checkbox"/> I CAN measure the area using square units. <p>MD.3.6</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN measure the area of a plane figure with any other given units. <p>MD.3.7</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN find the area of a rectangle by laying tiles, counting, and then multiplying the length of its sides.<input type="checkbox"/> I CAN apply area to solve real world problems.<input type="checkbox"/> I CAN use the distributive property to find area of a rectangle with whole number side lengths.<input type="checkbox"/> I CAN break down figures into non-overlapping parts.<input type="checkbox"/> I CAN add the areas of the non-overlapping parts to find the area of the whole.<input type="checkbox"/> I CAN calculate area to solve real world problems. <p>MD.3.8</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN define a polygon.<input type="checkbox"/> I CAN define perimeter.<input type="checkbox"/> I CAN find the perimeter of polygons with given side lengths to find an unknown length.			<p>Chapter 12 Two-Dimensional Shapes</p> <p>G.3.1</p> <ul style="list-style-type: none"><input type="checkbox"/> I CAN categorize shapes with shared attributes.<input type="checkbox"/> I CAN compare and contrast different quadrilaterals.<input type="checkbox"/> I CAN recognize and draw quadrilaterals.					