



MATH PRIORITY AND SUPPORTING STANDARDS

GRADE 3

List of Priority Standards as Shown on Report Card		Notes on Supporting Standards	
Number and Operations: Base 10			
3.NBT.1	Uses place value to round whole numbers to the nearest 10 or 100.		
3.NBT.2	Fluently adds and subtracts within 1000.		
		3.NBT.3	Multiply one-digit whole numbers by multiples of 10 in the range 10–90 (e.g., 9×80 , 5×60) using strategies based on place value and properties of operations supports standard 3.OA.5.
Operations and Algebraic Thinking			
		3.OA.1	Interpret products of whole numbers, e.g., interpret 5×7 as the total number of objects in 5 groups of 7 objects each. For example, describe a context in which a total number of objects can be expressed as 5×7 supports standard 3.OA.5.
		3.OA.2	Interpret whole-number quotients of whole numbers, e.g., interpret $56 \div 8$ as the number of objects in each share when 56 objects are partitioned equally into 8 shares, or as a number of shares when 56 objects are partitioned into equal shares of 8 objects each. For example, describe a context in which a number of shares or a number of groups can be expressed as $56 \div 8$ supports standard 3.OA.5.
3.OA.3	Uses multiplication and division within 100 to solve word problems.		
		3.MP.1	Makes sense of problems and perseveres when solving them supports standard 3.OA.3.
		3.OA.4	Determine the unknown whole number in a multiplication or division equation relating three whole numbers. For example, determine the unknown number that makes the equation true in each of the equations $8 \times ? = 48$, $5 = ? \div 3$, $6 \times 6 = ?$ supports standard 3.OA.7.



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3.OA.5	Applies properties of operations as strategies to multiply and divide.		
		3.OA.6	<i>Understand division as an unknown factor problem. For example, find $32 \div 8$ by finding the number that makes 32 when multiplied by 8 supports standard 3.OA.7.</i>
3.OA.7	Fluently multiplies and divides within 100.		
		3.MP.6	<i>Attend to precision supports standard 3.OA.7.</i>
3.OA.8	Solves two-step word problems using the four operations.		
		3.MP.1	<i>Makes sense of problems and persevere in solving them. supports standard 3.OA.8.</i>
		3.MP.2	<i>Reason abstractly and quantitatively supports standard 3.OA.8.</i>
		3.OA.9	<i>Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations. For example, observe that 4 times a number is always even, and explain why 4 times a number can be decomposed into two equal addends supports standard 3.OA.5.</i>
Number and Operations: Fractions			
3.NF.1	Understands fractions as part of a whole.		
		3.MP.2	<i>Reason abstractly and quantitatively supports standard 3.NF.1.</i>
3.NF.2	Represents fractions on a number line.		
		3.MP.4	<i>Model with mathematics supports standard 3.NF.2.</i>
		3.PM.5	<i>Use appropriate tools strategically supports standard 3.NF.2.</i>
3.NF.3	Compares fractions.		



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Measurement and Data			
3.MD.1	Tells, writes, measures, and solves problems involving time to the nearest minute.		
		3.MP.1	Make sense of problems and persevere in solving them supports standard 3.MD.1.
3.MD.2	Measures, estimates, and solves problems involving liquid volume and mass.		
		3.MP.1	Make sense of problems and persevere in solving them supports standard 3.MD.2.
		3.MP.5	Use appropriate tools strategically supports standard 3.MD.2.
3.MD.3	Draws and interprets scaled picture and bar graphs.		
		3.MP.4	Model with mathematics supports standard 3.MD.3.
		3.MP.5	Use appropriate tools strategically.
3.MD.4	Measures lengths to the half and fourth of an inch.		
		3.MP.5	Use appropriate tools strategically supports standard 3.MD.3.
3.MD.5	Understands concepts of area measurement.		
		3.MD.6	Measure areas by counting unit squares (square cm, square m, square in, square ft, and improvised units) supports standard 3.MD.5.
3.MD.7	Solves area problems with addition and multiplication.		
		3.MP.1	Make sense of problems and persevere in solving them supports standard 3.MD.7.
3.MD.8	Solves perimeter problems.		
		3.MP.1	Make sense of problems and persevere in solving them supports standard 3.MD.8.
Geometry			
3.G.1	Categorizes shapes by attributes.		



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		3.MP.8	Look for and express regularity in repeated reasoning supports standard 3.G.1.
		3.G.2	Partition shapes into parts with equal areas. Express the area of each part as a unit fraction of the whole. For example, partition a shape into 4 parts with equal area, and describes the area of each part as $\frac{1}{4}$ of the area of the shape supports standard 3.NF.1.