Manor School Grade 3

Math Year At A Glance

Unit	Skills	Approximate Weeks of Study
Number Sense and Operations	• Addition and subtraction with regrouping • Read and write numbers to 1,000 • Compare and order numbers to 1,000 • Compose and decompose 3 digit numbers • Identify odd and even • Use >, < and = to compare whole numbers • Estimate numbers to 500	2
Money and Time	• Skip count by 25, 50, and 100 to 1,000 • Count and represent coins and dollars • Relate fractions to a clock • Tell time to the minute with digital and analog clocks	3
Multiplication And Division	• One as an identity element for multiplication • Property of zero in multiplication • Develop fluency with single digit multiplication and division facts • Calculate area using models, tables, patterns, and arrays • Use doubling as a strategy for multiplication	10
Geometry Review	• Definitions and terminology for shapes • Name, describe, compare, and sort 3-D objects • Identify faces on 3-D objects • Identify and construct lines of symmetry	1
Measurement	• Select appropriate tools and units for length • Use a ruler and yardstick to measure to the nearest whole unit • Measure an object using ounces and pounds • Compare capacities • Measure capacity using cups, pints, quarts, and gallons • Select and use standard and non-standard units to estimate measurements	3
Fractions	• Use manipulative materials, visual models, and illustrations to name and represent fractions • Understand and recognize the meaning of numerator and denominator • Recognize fractional numbers as parts of a whole	2
Statistics and Probability	• Construct frequency tables • Identify the parts of a pictograph and bar graph • Display data using pictographs and bar graphs • Read and interpret data • Formulate conclusions and make predictions from graphs	2
Fractions	• Explore equivalent fractions • Compare and order fractions • Use <, >, and = to compare whole numbers and fractions	2
Multiplication and Division	• Develop fluency with single digit multiplication and division facts • Use multiple strategies to solve multiplication problems • Use tables, patterns, halving, and manipulatives to construct meaning of multiplication and division	4
Estimation and Rounding	• Estimate to 500 • Recognize real world situations in which an estimate is more appropriate	1
Geometry	• Identify congruent figures • Identify similar figures • Identify and name polygons, points, vertices, faces, edges and line segments • Find the perimeter of polygons by adding sides • Find the area if a rectangle by counting squares	3
Statistics and Probability	• Formulate questions about self and surroundings • Collect data using observation and surveys • Record data	1
Enrichment and Remediation		2
		5/07