



Gulfport School District
PACING GUIDE
THIRD GRADE
2009-2010
MATHEMATICS

QTR	COMPETENCY/OBJECTIVES	
Number and Operations		
		1. Understand and represent number relationships among numbers and the four basic operations. Compute fluently and make reasonable estimates.
All 1	Except Fact families (\times/\div) 2	a. Compose and decompose four-digit whole numbers with representations in words, physical models, and expanded and standard forms. (DOK 1) <ul style="list-style-type: none"> • GSD 1: Read, model, and write numbers up to four-digits in word and standard form. • GSD 2: Identify the value of a given digit in a four-digit number. • GSD 3: Construct fact families for the basic operations. (+/-) (\times/\div)
1		b. Compare and order FOUR-digit numbers using $<$, $>$, and $=$, and justify reasoning. (DOK 2)
2		c. Estimate sums and differences of whole numbers to include strategies such as rounding. (DOK 2) <ul style="list-style-type: none"> • GSD 4: Round numbers to the nearest thousand. Explain reasoning.
3		d. Identify and model representations of fractions (halves, thirds, fourths, fifths, sixths, and eighths). (DOK 1) <ul style="list-style-type: none"> • GSD 5: Recognize, draw, and model equivalent fractions. • GSD 6: Add and subtract fractions with like denominators.
1 add 2 sub		e. Add (up to three addends) and subtract four-digit whole numbers with and without regrouping. (DOK 1)
2		f. Model multiplication using <u>arrays</u> , equal-sized groups, area models, and equal-sized moves on the number line. (DOK 2) <ul style="list-style-type: none"> • (Qtr 2) GSD 7: Identify points on a number line. • (Qtr 3) GSD 8: Compute multiplication and division facts 1 to 12. • (Qtr 3) GSD 9: Multiply up to three-digit factors by one-digit factors.
2		g. Model division with successive or repeated subtraction, partitioning, and sharing. (DOK 2) <ul style="list-style-type: none"> • (Qtr 4) GSD 10: Divide three-digit numbers by one-digit divisors with and without remainders.
3		GSD 11: Model, identify, and explain decimals to tenths and hundredths.
3		GSD 12 Introduction Skill: Estimate & add amounts of money $<$ \$100 represented with decimal notation.
3		GSD 13 Introduction Skill: Estimate (E) and subtract (-) amounts of money from \$100.00 or less.
1		GSD 14: Count change from \$1.00.
3		GSD 15: Count change from \$5.00 or less.



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2		GSD 16: Apply problem solving techniques to solve one- or two-step problem involving addition, subtraction, multiplication or division.
ALGEBRA		
		2. Explain, analyze, and generate patterns, relationships, and functions using algebraic symbols.
Q1 Q2 Create		a. Create, describe, and extend growing and repeating patterns with physical materials and symbols including numbers. (DOK 2)
1		b. Determine the value of missing quantities or variables within equations or number sentences, and justify the process used. (DOK 2)
Below.		c. Use real number properties to develop multiple algorithms and to solve problems. (DOK 2)
1 add 2 mult.		1) Commutative property of addition and multiplication.
1 add 2 mult.		2) Associative property of addition and multiplication.
1 add 2 mult.		3) Identity properties of addition and multiplication.
1 add 2 mult.		4) Zero property of multiplication
3		d. Model and identify the inverse operations of addition/subtraction of multiplication/division.(DOK 2)
3		e. Create models for the concept of equality, recognizing that the equal sign (=) denotes equivalent terms such that $4 + 3 = 7$, $4 + 3 = 6 + 1$ or $7 = 5 + 2$. (DOK 1)
GEOMETRY		
		3. Describe, compare, and contrast two- and three-dimensional shapes and relationships.
3		a. Describe, compare and analyze, and classify two-dimensional shapes by sides and angles. (DOK 1) <ul style="list-style-type: none"> • GSD 17: Identify, compare, and contrast between parallel, intersecting, and perpendicular lines. • GSD 18: Identify, compare, and contrast right, acute and obtuse angles
3		b. Explain and describe the process of decomposing, composing, and transforming polygons. (DOK 2) <ul style="list-style-type: none"> • GSD 19: Identify congruent figures.
3		c. Create three-dimensional shapes (prisms and pyramids) from two-dimensional nets , and create two-dimensional nets from prisms and pyramids. (DOK 2)



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MEASUREMENT		
		4. Measure and explain the measurable attributes of objects, units, systems, and processes.
2		a. Develop and use methods to find perimeter of polygons and to solve problems involving perimeter. (DOK 2) <ul style="list-style-type: none"> • GSD 20: Use grid regions to determine perimeter and area of regular geometric figures with and without manipulatives.
3		b. Estimate and measure length using fractional parts to the nearest ½ inch in the English system. (DOK 2)
3		c. Measure capacity, weight/mass, and length in both English and metric systems of measurement. (DOK 1)
3		GSD 21: Measuring temperature in Celsius and Fahrenheit.
3		GSD 22 Introduction Skill: Compute elapsed time to the hour and half hour to solve problems.
3		GSD 23: Use the calendar to determine specified dates.
DATA ANALYSIS & PROBABILITY		
		5. Interpret and analyze data. Explore basic concepts of probability.
2		a. Compare data and interpret quantities represented on tables and different types of graphs (line plots, pictographs, bar graphs), make predictions, and solve problems based on the information. (DOK 3)
4		b. Analyze, predict, and model the number of different combinations of two or more objects and relate to multiplication. (DOK 2)
4		GSD 24: Determine simple probabilities by using manipulatives such as spinners, number cubes, color tiles, and by tossing a coin.