Main Criteria: Georgia Standards of Excellence

Secondary Criteria: Elementary Mathematics Grade 3 v22

 ${\small \textbf{Subject:}} Mathematics \\$

Grade: 3

Correlation Options: Show Correlated

Georgia Standards of Excellence

Mathematics

Grade: 3 - Adopted: 2021

STRAND/TOPIC		3rd Grade
STANDARD / DESCRIPTION		NUMERICAL REASONING – base ten numerals and place value up to 10,000, and rounding up to 1,000
ELEMENT	3.NR.1:	Use place value reasoning to represent, read, write, and compare numerical values up to 10,000 and round whole numbers up to 1,000.
ELEMENT/GLE	3.NR.1.1.	Read and write multi-digit whole numbers up to 10,000 using base-ten numerals and expanded form.
		Elementary Mathematics Grade 3 v22 01.01 Read and Write Numbers from 0 to 10,000
ELEMENT/GLE	3.NR.1.2.	Use place value reasoning to compare multi-digit numbers up to 10,000, using >, =, and < symbols to record the results of comparisons.
		Elementary Mathematics Grade 3 v22 01.01 Read and Write Numbers from 0 to 10,000 01.02 Compose and Decompose Four-Digit Numbers 01.03 Plot and Order Numbers up to 10,000 01.04 Compare Numbers up to 10,000 02.03 Add Multi-Digit Numbers 02.04 Add Three Numbers 02.05 Subtract Multi-Digit Numbers 11.04 Compare Fractions with the Same Numerators
ELEMENT/GLE	3.NR.1.3.	Use place value understanding to round whole numbers up to 1000 to the nearest 10 or 100. <u>Elementary Mathematics Grade 3 v22</u> 01.05 Round Whole Numbers from 0 to 1,000 02.02 Use Partial Sums to Add
STRAND/TOPIC		3rd Grade
STANDARD / DESCRIPTION		PATTERNING & ALGEBRAIC REASONING – fluency, addition and subtraction within 10,000, multiplication and division within 100, equality, properties of operations
ELEMENT	3.PAR.2:	Use part-whole strategies to represent and solve real-life problems involving addition and subtraction with whole numbers within 10,000.

ELEMENT/GLE 3.PAR.2.1 Fluently add and subtract within 1000 to solve problems.

		Elementary Mathematics Grade 3 v22 01.02 Compose and Decompose Four-Digit Numbers 01.03 Plot and Order Numbers up to 10,000 01.04 Compare Numbers up to 10,000 01.05 Round Whole Numbers from 0 to 1,000 02.01 Addition and Subtraction Patterns 02.02 Use Partial Sums to Add 02.03 Add Multi-Digit Numbers 02.04 Add Three Numbers 02.05 Subtract Multi-Digit Numbers 03.02 Multiply Using Number Lines 03.03 Multiply Using Arrays 04.02 Multiply by 2, 3, 4, or 5 07.01 Tables 07.02 Pictographs 07.03 Bar Graphs 09.01 Understand Perimeter
ELEMENT/GLE	3.PAR.2. 2.	Apply part-whole strategies, properties of operations and place value understanding, to solve problems involving addition and subtraction within 10,000. Represent these problems using equations with a letter standing for the unknown quantity. Justify solutions. Elementary Mathematics Grade 3 v22 01.02 Compose and Decompose Four-Digit Numbers 01.03 Plot and Order Numbers up to 10,000 01.04 Compare Numbers up to 10,000 01.05 Round Whole Numbers from 0 to 1,000 02.01 Addition and Subtraction Patterns 02.02 Use Partial Sums to Add 02.03 Add Multi-Digit Numbers 02.04 Add Three Numbers 03.02 Multiply Using Number Lines 03.03 Multiply Using Arrays 04.02 Multiply by 2, 3, 4, or 5 07.01 Tables 07.02 Pictographs 07.03 Bar Graphs 09.01 Understand Perimeter
STRAND/TOPIC		3rd Grade

STANDARD / DESCRIPTION		PATTERNING & ALGEBRAIC REASONING – fluency, addition and subtraction within 10,000, multiplication and division within 100, equality, properties of operations
ELEMENT	3.PAR.3:	Use part-whole strategies to solve real-life, mathematical problems involving multiplication and division with whole numbers within 100.
ELEMENT/GLE	3.PAR.3.1	Describe, extend, and create numeric patterns related to multiplication. Make predictions related to the patterns.
		Elementary Mathematics Grade 3 v22 02.01 Addition and Subtraction Patterns 04.02 Multiply by 2, 3, 4, or 5 04.04 Multiply by 10, 11, or 12 13.01 Multiplication and Division Patterns

ELEMENT/GLE

2.

3.PAR.3. Represent single digit multiplication and division facts using a variety of strategies. Explain the relationship between multiplication and division.

Elementary Mathematics Grade 3 v22

03.05 Relate Multiplication and Division 04.04 Multiply by 10, 11, or 12 04.05 Multiply by Multiples of 10 or 100 05.02 Divide by 2, 3, 4, or 5 05.03 Divide by 6, 7, 8, or 9 05.04 Divide by 10 05.05 Divide by 11 or 12 06.01 Distributive Property 06.02 Associative Property 06.03 Commutative Property 06.04 Apply Properties of Multiplication 07.02 Pictographs 08.02 Draw Quadrilaterals 09.02 Real-World Problems with Perimeter 10.02 Read and Write Fractions 11.02 Equivalent Fractions Using Number Lines 12.02 A.M. and P.M. 12.06 Length 13.03 Multiply and Divide Fluently

ELEMENT/GLE

3.

3.PAR.3. Apply properties of operations (i.e., commutative property, associative property, distributive property) to multiply and divide within 100.

Elementary Mathematics Grade 3 v22

03.03 Multiply Using Arrays 04.04 Multiply by 10, 11, or 12 04.05 Multiply by Multiples of 10 or 100 05.02 Divide by 2, 3, 4, or 5 05.03 Divide by 6, 7, 8, or 9 06.01 Distributive Property 06.02 Associative Property 06.03 Commutative Property 06.04 Apply Properties of Multiplication 07.02 Pictographs 08.02 Draw Quadrilaterals 09.02 Real-World Problems with Perimeter 09.04 Area of Rectangles with a Formula 09.05 Area of Composite Figures 10.02 Read and Write Fractions 11.02 Equivalent Fractions Using Number Lines 12.02 A.M. and P.M. 12.06 Length 13.03 Multiply and Divide Fluently

ELEMENT/GLE

4.

3.PAR.3. Use the meaning of the equal sign to determine whether expressions involving addition, subtraction, and multiplication are equivalent.

Elementary Mathematics Grade 3 v22

01.04 Compare Numbers up to 10,000

ELEMENT/GLE

5.

6.

3.PAR.3. Use place value reasoning and properties of operations to multiply one-digit whole numbers by multiples of 10, in the range 10-90.

Elementary Mathematics Grade 3 v22

04.04 Multiply by 10, 11, or 12 04.05 Multiply by Multiples of 10 or 100 06.01 Distributive Property 06.02 Associative Property 06.04 Apply Properties of Multiplication 07.02 Pictographs 08.02 Draw Quadrilaterals 13.03 Multiply and Divide Fluently

ELEMENT/GLE

3.PAR.3. Solve practical, relevant problems involving multiplication and division within 100 using part-whole strategies, visual representations, and/or concrete models.

Elementary Mathematics Grade 3 v22

03.04 Division as Sharing
04.01 Multiply by 0 or 1
04.02 Multiply by 2, 3, 4, or 5
04.03 Multiply by 6, 7, 8, or 9
04.04 Multiply by 10, 11, or 12
05.01 Divide with 0 or 1
05.02 Divide by 2, 3, 4, or 5
05.03 Divide by 6, 7, 8, or 9
05.04 Divide by 10
05.05 Divide by 11 or 12
06.04 Apply Properties of Multiplication
07.04 Line Plots
08.04 Points, Lines, Line Segments, and Rays
12.05 Mass and Weight
13.02 Multiples
13.04 Real-World Problems with Multiplication and Division

ELEMENT/GLE

7.

3.PAR.3. Use multiplication and division to solve problems involving whole numbers to 100. Represent these problems using equations with a letter standing for the unknown quantity. Justify solutions.

Elementary Mathematics Grade 3 v22

03.04 Division as Sharing 03.05 Relate Multiplication and Division 04.01 Multiply by 0 or 1 04.02 Multiply by 2, 3, 4, or 5 04.03 Multiply by 6, 7, 8, or 9 04.04 Multiply by 10, 11, or 12 05.01 Divide with 0 or 1 05.02 Divide by 2, 3, 4, or 5 05.03 Divide by 6, 7, 8, or 9 05.04 Divide by 10 05.05 Divide by 11 or 12 06.03 Commutative Property 06.04 Apply Properties of Multiplication 07.04 Line Plots 08.04 Points, Lines, Line Segments, and Rays 12.05 Mass and Weight 13.02 Multiples 13.04 Real-World Problems with Multiplication and Division

STRAND/TOPIC

3rd Grade

STANDARD / DESCRIPTION		NUMERICAL REASONING – unit fractions, equivalent fractions, fractions greater than 1
ELEMENT	3.NR.4:	Represent fractions with denominators of 2, 3, 4, 6 and 8 in multiple ways within a framework using visual models.

		12.02 A.M. and P.M. 12.03 Elapsed Time 13.02 Multiples
ELEMENT/GLE	3.MDR.5. 3.	Solve meaningful problems involving elapsed time, including intervals of time to the hour, half hour, and quarter hour where the times presented are only on the hour, half hour, or quarter hour within a.m. or p.m. only. Elementary Mathematics Grade 3 v22
ELEMENT/GLE	3.MDR.5. 2.	Tell and write time to the nearest minute and estimate time to the nearest fifteen minutes (quarter hour) from the analysis of an analog clock. Elementary Mathematics Grade 3 v22 12.01 Time to the Minute 12.02 A.M. and P.M.
ELEMENT	3.MDR.5 :	Solve real-life, mathematical problems involving length, liquid volume, mass, and time.
STANDARD / DESCRIPTION		MEASUREMENT & DATA REASONING – elapsed time, liquid volume, mass, lengths in half and fourth of an inch, data
STRAND/TOPIC		3rd Grade
ELEMENT/GLE	3.NR.4.4.	Recognize and generate simple equivalent fractions. <u>Elementary Mathematics Grade 3 v22</u> 11.01 Equivalent Fractions Using Models 11.02 Equivalent Fractions Using Number Lines 11.05 Whole Numbers and Fractions
		Elementary Mathematics Grade 3 v22 10.01 Unit Fractions 10.02 Read and Write Fractions 10.04 Fractions Greater Than One 11.01 Equivalent Fractions Using Models 11.02 Equivalent Fractions Using Number Lines 11.03 Compare Fractions with the Same Denominators 11.04 Compare Fractions with the Same Numerators 11.05 Whole Numbers and Fractions 12.04 Liquid Volume
ELEMENT/GLE	3.NR.4.3.	Represent fractions, including fractions greater than one, in multiple ways.
		Elementary Mathematics Grade 3 v22 10.04 Fractions Greater Than One 11.03 Compare Fractions with the Same Denominators 11.04 Compare Fractions with the Same Numerators 11.05 Whole Numbers and Fractions
ELEMENT/GLE	3.NR.4.2.	Compare two unit fractions by flexibly using a variety of tools and strategies.
		Elementary Mathematics Grade 3 v22 10.01 Unit Fractions 10.02 Read and Write Fractions 10.03 Fractions Less Than One 10.04 Fractions Greater Than One 11.05 Whole Numbers and Fractions
ELEMENT/GLE	3.NR.4.1.	Describe a unit fraction and explain how multiple copies of a unit fraction form a non-unit fraction. Use parts of a whole, parts of a set, points on a number line, distances on a number line and area models.

ELEMENT/GLE	3.MDR.5. 4.	Use rulers to measure lengths in halves and fourths (quarters) of an inch and a whole inch.
		Elementary Mathematics Grade 3 v22
		09.02 Real-World Problems with Perimeter
		12.06 Length
ELEMENT/GLE	3.MDR.5.	Estimate and measure liquid volumes, lengths and masses of objects using customary units. Solve problems
	5.	involving mass, length, and volume given in the same unit, and reason about the relative sizes of measurement
		units within the customary system.
		Elementary Mathematics Grade 3 v22
		09.01 Understand Perimeter
		12.04 Liquid Volume
		12.06 Length
		12.07 Temperature
STRAND/TOPIC		3rd Grade
STANDARD / DESCRIPTION		GEOMETRIC & SPATIAL REASONING – polygons, parallel line segments, perpendicular line segments, right angles, lines of symmetry, area, perimeter
ELEMENT	3.GSR.6	Identify the attributes of polygons, including parallel segments, perpendicular segments, right
	:	angles, and symmetry.
ELEMEN I/GLE	3.GSR.6. 1.	solve problems involving parallel line segments, perpendicular line segments, and right angles, identity these in polygons, and
		Elementary Mathematics Grade 3 v22
		08.02 Draw Ouadrilaterals
		08.05 Types of Lines
ELEMENT/GLE	3.GSR.6.	Classify, compare, and contrast polygons, with a focus on quadrilaterals, based on properties. Analyze specific
	2.	3-dimensional figures to identify and describe quadrilaterals as faces of these figures.
		Elementary Mathematics Grade 2 v22
		08.01 Identify Quadrilaterals
		08.02 Draw Quadrilaterals
		08.03 Symmetry
		U8.05 Types of Lines
ELEMENT/GLE	3.GSR.6.	Identify lines of symmetry in polygons.
	0.	Elementary Mathematics Grade 3 v22
		08.03 Symmetry
STRAND/TOPIC		3rd Grade
STANDARD /		GEOMETRIC & SPATIAL REASONING - polygons, parallel line segments, perpendicular line
DESCRIPTION		segments, right angles, lines of symmetry, area, perimeter
ELEMENT	3.GSR.7	Identify area as a measurable attribute of rectangles and determine the area of a rectangle
	:	presented in real-life, mathematical problems.

ELEMENT/GLE	3.GSR.7.1	Investigate area by covering the space of rectangles presented in realistic situations using multiple copies of the same unit, with no gaps or overlaps, and determine the total area (total number of units that covered the space).
		Elementary Mathematics Grade 3 v22 09.03 Area in Square Units
		09.04 Area of Rectangles with a Formula
		09.06 Real-World Problems with Area and Perimeter
ELEMENT/GLE	3.GSR.7. 2.	Determine the area of rectangles (or shapes composed of rectangles) presented in relevant problems by tiling and counting.
		Elementary Mathematics Grade 3 v22
		09.03 Area in Square Units
		09.04 Area of Rectangles with a Formula
		09.05 Area of Composite Figures
		10.04 Fractions Greater Than One
ELEMENT/GLE	3.GSR.7.	Discover and explain how area can be found by multiplying the dimensions of a rectangle.
	0.	Elementary Mathematics Grade 3 v22
		09.04 Area of Rectangles with a Formula
		09.05 Area of Composite Figures
		10.04 Fractions Greater Than One
STRAND/TOPIC		3rd Grade
STANDARD / DESCRIPTION		GEOMETRIC & SPATIAL REASONING – polygons, parallel line segments, perpendicular line segments, right angles, lines of symmetry, area, perimeter
ELEMENT	3.GSR.8 :	Determine the perimeter of a polygon presented in real-life, mathematical problems.
ELEMENT/GLE	3.GSR.8. 1.	Determine the perimeter of a polygon and explain that the perimeter represents the distance around a polygon. Solve problems involving perimeters of polygons.
		Elementary Mathematics Grade 3 v22
		09.01 Understand Perimeter
		09.02 Real-World Problems with Perimeter
		09.03 Area in Square Units
		09.06 Real-World Problems with Area and Perimeter
ELEMENT/GLE	3.GSR.8. 2.	Investigate and describe how rectangles with the same perimeter can have different areas or how rectangles with the same area can have different perimeters.
		Elementary mathematics Grade 3 v22 09.06 Real-World Problems with Area and Perimeter