

3rd Grade EDM Support for Focus Strand: Numeration

Purpose of the GLE Strand Reference Guide:

The purpose of the Everyday Math (EDM) /Grade Level Expectation (GLE) strand reference guide is to offer teachers easy access to remediation materials in the Everyday Math Program for not only the specific strand, but also for specific GLEs.

Below you will find:

- Power Lessons that emphatically teach to specific GLEs in either Part 1 or Part 2 of the lesson.
- Projects that target a GLE within the strand are listed by the GLE that is addressed
- Games listed by GLE addressed
- Open Response item listed by GLE addressed
- Minute or 5-Minute Math activities that target the strand
- Assessment Disk assessment/practice problems that could be used to assess the strand
- Reinforcement Suggestions from *Maintaining Concepts and Skills* in the Differentiation Handbook

Power Lessons:

N-1:	1.1, 1.2, 5.2, 5.4
N-2:	5.1, 5.3, 5.6, 5.7
N-3:	1.1
N-4:	8.1, 8.4, 8.6, 8.8
N-5:	8.5, 8.6, 8.7
N-6:	1.8, 2.1, 2.5, 2.8, 2.9
N-8:	2.1
N-9:	1.9 & 1.12

Games:

<i>Base-10 Trading Game</i>	(N-6; Unit 2)
<i>Equivalent Fractions Game</i>	(N-5; Unit 8)
<i>Fraction Top-It</i>	(N-4; Unit 8)
<i>Less Than You</i>	(N-1; Unit 1)
<i>Name That Number</i>	(N-3; Unit 1)
<i>Number-Line Squeeze</i>	(N-1; Unit 1)
<i>Number Top-It (whole numbers and decimals)</i>	(N-1; Unit 5)
<i>Robot Game</i>	(N-4; Unit6)

Open Response Items: (Assessment Handbook):

Unit 1:	<i>Counting Coins</i>	(N-9)
Unit 5:	<i>Playing with Place Value</i>	(N-2)
Unit 7:	<i>Button Dolls</i>	(N-9)
Unit 8:	<i>Solving a Coin Problem</i>	(N-4)
Unit 11:	<i>The Sandwich Spinner</i>	

Assessment Assistant:

Everyday Math Grade 3 Goals:

Numeration:

Goal 1: Place Value and Notation

Goal 2: Meanings and Uses of Fractions

Goal 3: Number Theory

Goal 4: Equivalent Names for Whole Numbers

Goal 5: Equivalent Names for Fractions, Decimals, and Percents

Goal 6: Comparing and Ordering Numbers

Minute Math +

Basic Routines p. 3, 6, 7, 9, 11-12, 14, 23, and 24; Counting p. 33, 36, 37, 38, 44, and, 45

Reinforcement Suggestions **from *Maintaining Concepts and Skills*** **in Differentiation Handbook**

N - 1, N - 2, N - 3

- Play *Addition Top-It*; *Beat the Calculator*; and *Name that Number*. (Unit 1)
- Use the Name-Collection boxes master on page 137 of the Differentiation Handbook. Have children record names that use addition and subtraction facts and fact extensions. (Unit 1)
- Play *Base-10 Trading Game*. (Unit 2)
- Have children model 2-digit numbers with base-10 blocks. See readiness activity in Lesson 2.7. (Unit 2)
- Have children build numbers with base-10 blocks. See readiness activity in Lesson 5-1. (Unit 5)
- Play Money Trading Game. (Unit 9)
- Have children find the value of collections of base-10 blocks. (Unit 9)

N - 4

- Have children cover larger shapes with pattern blocks. See the readiness activity in Lesson 8.3.
- Have children compare fractions on a ruler with fractions on a number line. See Readiness activity in Lesson 8.4.

N - 5

- Have children play *Equivalent Fraction Game*.
- Have children shade regions of similar shapes. See the Readiness activity in Lesson 8.5 for more information. (Unit 8)

N - 7 and N - 8

- Have children complete Fact triangles and record fact families for Fact Triangles. (Unit 7)
- Have children record fact families for dominoes. (Unit 7)
- Have children compare halves of the Multiplication/Division Facts Table. See the readiness activity in Lesson 7.2 (Unit 7).

N - 9

- Use the Number grid master on page 138 of the Differentiation Handbook and have children shade patterns in counts by 2's, 5's, and 10's. Use a different colored pencil for each count. (Unit 7)