

# Anchorage School District Performance Standards Check Sheet

## 3rd Grade Math



	1st Quarter	2nd Quarter	3rd Quarter	4th Quarter
<b>3:1 Estimation</b>				
.1 Estimate numbers in increments of 10, 100, and 1000.				
.2 Estimate order of magnitude - number of digits in a product, more or less than a day, hour, etc.				
.3 Estimate length, area, volume, and weight using metric and standard units.				
<b>3:2 Number Sense</b>				
.1 Skip count by numbers through 10, by 100, and 1000, forward or backward from any number.				
.2 Read and write numbers to 999,999.				
.3 Compare and order numbers to 999,999.				
.4 Compare and order fractions that have the same numerators or the same denominators.				
.5 Demonstrate commutative, and identity properties - add 0 or multiply by 1.				
.6 Use base ten blocks to represent numbers over 1000.				
.7 Identify place value in a six digit number.				
.8 Use decimal notation for monetary values.				
.9 Identify decimal place value less than 1 by coloring tenths and hundredths on a hundredths chart.				
.10 Identify, represent, and explain place value concepts using models, pictures and words.				
.11 Identify multiples of whole numbers using models, pictures, and symbols.				
.12 Model fractions and decimals using real world examples.				
.13 Count assorted bills and coins to \$100.				
.14 Make change by counting up from the amount of purchase to \$10.				
.15 Identify and describe different representations for the same number.				
<b>3:3 Concepts of Number Operations</b>				
.1 Use manipulatives to invent and model different procedures for finding differences, sums, products and quotients of whole numbers.				
.2 Use a rectangular array to model multiplication and division stories.				
.3 Demonstrate equal sharing of 100 items.				
.4 Model, record, and explain addition and subtraction with regrouping, to a sum of 1000.				
.5 Select and use appropriate number operations to solve problems.				
.6 Demonstrate that " - " can mean take away, or difference.				
<b>3:4 Computation</b>				
.1 Add and subtract with regrouping, to a sum of 1000.				
.2 Use an alternate number operation to check solutions.				
.3 Memorize multiplication and division facts to product of 50.				
.4 Write fact families for products to 50.				
.5 Tell or write and solve number stories for products to 50 and sums to 100.				
.6 Add and subtract fractions with like denominators.				
.7 Use mental math when appropriate.				
.8 Use a calculator when appropriate.				
<b>3:5 Geometry</b>				
.1 Draw and name points, segments, rays and lines, identifying midpoints and intersections.				
.2 Identify circles, basic polygons and solids.				
.3 Identify right angles and compare other angles to them.				

.4 Show an understanding of symmetry by cutting or folding patterns along at least two lines of symmetry.				
.5 Use manipulatives to construct 2-D and 3-D shapes.				
.6 Identify and describe properties of congruent shapes.				
<b>3:6 Measurement</b>				
.1 Measure to the nearest inch, foot, yard, centimeter and meter.				
.2 Measure to the nearest pound or kilogram.				
.3 Compute area and perimeter of given squares and rectangles using manipulatives or grids.				
.4 Use manipulatives to find the perimeter of irregularly shaped figures.				
.5 Compare various triangles and quadrilaterals according to their sides and/or angles.				
.6 Read temperature in Fahrenheit and Celsius.				
.7 Convert between days, weeks, and months.				
.8 Tell time to the minute, using an analog clock and identifying A.M. and P.M.				
.9 Find elapsed time to the hour.				
<b>3:7 Statistics</b>				
.1 Classify and reclassify data by a variety of attributes.				
.2 Collect and organize data in a chart, table, or graph, and identify the median and the mode.				
.3 Describe and explain data from tables, charts and graphs; use the data to make predictions.				
<b>3:8 Probability</b>				
.1 Correctly use "50-50 chance", "likely", "unlikely".				
.2 Tell why a game is unfair if players use dice that are marked differently.				
.3 After sampling, predict the most likely outcome from combining the results of 2 spinners or dice.				
.4 Create simple probability story problems about chance occurrences.				
<b>3:9 Patterns</b>				
.1 Continue number patterns to 1000.				
.2 Find, recognize, describe, and extend patterns.				
.3 Identify and describe fact table patterns.				
<b>3:10 Algebra</b>				
.1 Find the rule, the input, or the output to input/output scenarios to a sum or product of 100.				
.2 Write number sentences using letters or shapes to represent missing numerals.				
.3 Use manipulatives to solve problems containing an unknown.				
.4 Find missing factors to product of 50.				
.5 Write and solve word problems that use equations containing a variable.				
<b>3:11 Problem Solving</b>				
1. Use mathematical terms and symbols to summarize a problem.				
<b>3:12 Communication</b>				
.1 Communicate strategies and solutions by writing explanations.				
.2 Listen and observe to obtain mathematical information from the real world.				
.3 Use concrete, pictorial, and symbolic methods to represent mathematical and real life situations.				
<b>3:13 Reasoning</b>				
.1 Given a rule or generalization, determine whether or not the example fits.				
<b>3:14 Connections</b>				
.1 Translate between various representations of equivalent numbers (e.g., percents of a dollar to cents, fractional forms of 1 to a whole				
.2 Apply mathematical skills and processes to everyday life (e.g., map reading).				