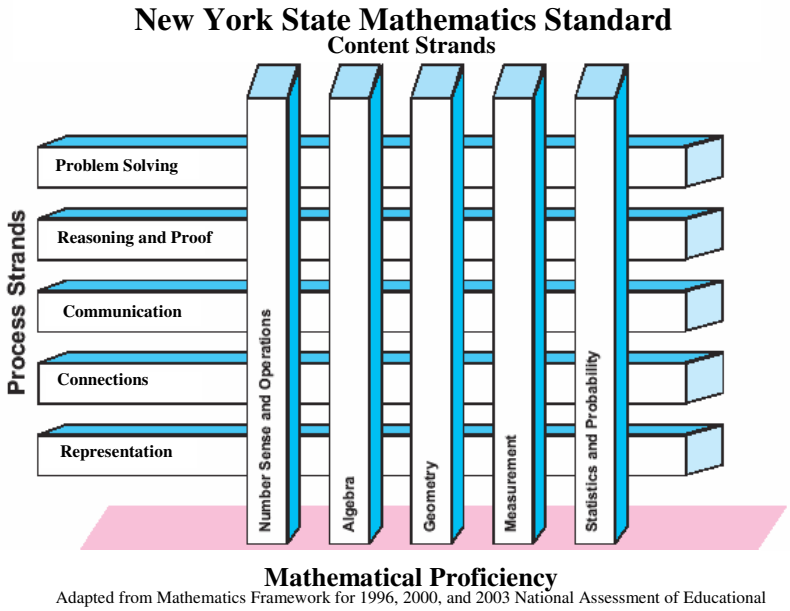
Curriculum Guide for Parents

Grade 3 Mathematics

The State of New York adopted a revised Mathematics curriculum in March of 2005. The format for the Mathematics *Curriculum Guide for Parents* below is based on their structure. The diagram from the NYS documentation demonstrates the relationship between the **Process Strands** and the **Content Strands**.



Adapted from Mathematics Framework for 1996, 2000, and 2003 National Assessment of Educational

Process Strands

Problem Solving
Reasoning and Proof
Communication
Connections
Representation

The following performance indicators are included when helping students approach the **Process Strands**:

- differentiate between relevant and irrelevant information when solving problems
- while there is more than one way to solve a problem, some are more efficient than others
- interpret information correctly, identify the problem, and generate solutions
- solve problems from everyday situations
- justify reasonableness of a solution
- represent problem solving situations by explaining verbally, in writing, numerically, and/or graphically
- accurately label work
- use appropriate mathematical language to explain or justify thinking and problem solving strategy

Problem solving strategies should be integrated into the curriculum throughout the year.

Content Strands

Number Sense and Operations

- Understand place value up t o 1,000
- Compare, order and round numbers to 500
- Estimate sums and differences of 3-digit numbers
- Add and subtract 3-digit numbers
- Mastery/quick recall of multiplication and division with facts 0 - 12
- Skip count by 25's, 50's, 100's to 1,000
- Identify odd and even numbers
- Compare and order unit fractions
- Equivalent fractions
- Check reasonableness of a fraction using estimation

Algebra

- Use the symbols <, >, = to compare whole numbers and unit fractions
- Describe and extend numeric (+, -) and geometric patterns
- Evaluate and express relationships using open sentences
- Analyze patterns and state rules of a table

Geometry

- Identify plane and solid figures
- Symmetry, congruency, and similarity
- Estimate and find perimeter and area of plane figures
- Estimate and find volume of 3-dimensional shapes

Measurement

- Length, capacity and weight
- Tell time to the nearest minute
- Use of a calendar or schedule to sequence events
- Calculate elapsed time
- Count currency using correct symbolism
- Compare amounts of money and make equivalent sets
- Add and subtract money

Statistics and Probability

- Collect and represent data using tables, bar graphs, and pictographs
- Read and interpret bar graphs and pictographs