

Grade 3 *Everyday Mathematics* Grade-Level Goals

Content Strand: Number and Numeration		
Grade-Level Goals	Content Thread	Program Goal
Goal 1 Read and write whole numbers up to 1,000,000; read, write, and model with manipulatives decimals through hundredths; identify places in such numbers and the values of the digits in those places; translate between whole numbers and decimals represented in words, in base-10 notation, and with manipulatives.	<i>Place value and notation</i>	Understand the Meanings, Uses, and Representations of Numbers
Goal 2 Read, write, and model fractions; solve problems involving fractional parts of a region or a collection; describe strategies used.	<i>Meanings and uses of fractions</i>	
Goal 3 Find multiples of 2, 5, and 10.	<i>Number theory</i>	
Goal 4 Use numerical expressions involving one or more of the basic four arithmetic operations to give equivalent names for whole numbers.	<i>Equivalent names for whole numbers</i>	Understand Equivalent Names for Numbers
Goal 5 Use manipulatives and drawings to find and represent equivalent names for fractions; use manipulatives to generate equivalent fractions.	<i>Equivalent names for fractions, decimals, and percents</i>	
Goal 6 Compare and order whole numbers up to 1,000,000; use manipulatives to order decimals through hundredths; use area models and benchmark fractions to compare and order fractions.	<i>Comparing and ordering numbers</i>	Understand Common Numerical Relations

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Content Strand: Operations and Computation		
Grade-Level Goals	Content Thread	Program Goal
Goal 1 Demonstrate automaticity with all addition and subtraction facts through $10 + 10$; use basic facts to compute fact extensions such as $80 + 70$.	<i>Addition and subtraction facts</i>	Computes Accurately
Goal 2 Use manipulatives, mental arithmetic, paper-and-pencil algorithms, and calculators to solve problems involving the addition and subtraction of whole numbers and decimals in a money context; describe the strategies used and explain how they work.	<i>Addition and subtraction procedures</i>	
Goal 3 Demonstrate automaticity with $\times 0$, $\times 1$, $\times 2$, $\times 5$, and $\times 10$ multiplication facts; use strategies to compute remaining facts up to 10×10 .	<i>Multiplication and division facts</i>	
Goal 4 Use arrays, mental arithmetic, paper-and-pencil algorithms, and calculators to solve problems involving the multiplication of 2- and 3-digit whole numbers by 1-digit and describe the strategies used.	<i>Multiplication and division procedures</i>	
Goal 5 Make reasonable estimates for whole number addition and subtraction problems; explain how the estimates were obtained.	<i>Computational estimation</i>	Make Reasonable Estimates
Goal 6 Recognize and describe change, comparison, and parts-and-total situations; use repeated addition, arrays, and skip counting to model multiplication; use equal sharing and equal grouping to model division.	<i>Models for the operations</i>	Understand Meanings of Operations

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Content Strand: Data and Chance		
Grade-Level Goals	Content Thread	Program Goal
Goal 1 Collect and organize data or use given data to create charts, tables, bar graphs, and line plots.	<i>Data collection and representation</i>	Select and Create Appropriate Graphical Representations of Collected or Given Data
Goal 2 Use graphs to ask simple questions and draw conclusions; find the maximum, minimum, range, mode, and median of a data set.	<i>Data analysis</i>	Analyze and Interpret Data
Goal 3 Describe events using <i>certain, very likely, likely, unlikely, very unlikely, impossible</i> and other basic probability terms; explain the choice of language.	<i>Qualitative probability</i>	Understand and Apply Basic Concepts of Probability
Goal 4 Predict the outcomes of simple experiments and test the predictions using manipulatives; express the probability of an event by using “_ out of _” language.	<i>Quantitative probability</i>	

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Content Strand: Measurement and Reference Frames		
Grade-Level Goals	Content Thread	Program Goal
Goal 1 Estimate length with and without tools; measure length to the nearest $\frac{1}{2}$ inch and $\frac{1}{2}$ centimeter; draw and describe angles of records of rotations.	<i>Length, weight, and angles</i>	Understand the Systems and Processes of Measurement; Use Appropriate Techniques, Tools, Units, and Formulas in Making Measurements
Goal 2 Describe and use strategies to measure the perimeter of polygons; count unit squares to find the areas of rectangles.	<i>Area, perimeter, volume, and capacity</i>	
Goal 3 Describe relationships among inches, feet, and yards; describe relationships between minutes in an hour, hours in a day, days in a week.	<i>Units and systems of measurement</i>	
Goal 4 Tell and show time to the nearest minute on an analog clock; tell and write time in digital notation.	<i>Time</i>	Use and Understand Reference Frames

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Content Strand: Geometry		
Grade-Level Goals	Content Thread	Program Goal
Goal 1 Identify and draw points, intersecting and parallel line segments, and lines, rays, and right angles.	<i>Lines and angles</i>	Investigate Characteristics and Properties of Two- and Three-Dimensional Geometric Shapes
Goal 2 Identify, describe, model, and compare plane and solid figures including circles, polygons, spheres, cylinders, rectangular prisms, pyramids, cones, and cubes using appropriate geometric terms including the terms <i>face</i> , <i>edge</i> , <i>vertex</i> , and <i>base</i> .	<i>Plane and solid figures</i>	
Goal 3 Create and complete two-dimensional symmetric shapes or designs; locate multiple lines of symmetry in a two-dimensional shape.	<i>Transformations and symmetry</i>	Apply Transformations and Symmetry in Geometric Situations

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Content Strand: Patterns, Functions, and Algebra		
Grade-Level Goals	Content Thread	Program Goal
Goal 1 Extend, describe, and create numeric patterns; describe rules for patterns and use them to solve problems; use words and symbols to describe and write rules for functions involving addition, subtraction, and multiplication and use those rules to solve problems.	<i>Patterns and functions</i>	Understand Patterns and Functions
Goal 2 Read, write, and explain number sentences using the symbols +, −, ×, ÷, =, >, and <; solve number sentences, write expressions and number sentences to model number stories.	<i>Algebraic notation and solving number sentences</i>	Use Algebraic Notation to Represent and Analyze Situations and Structures
Goal 3 Recognize that numeric expressions can have different values depending on the order in which operations are carried out; understand that grouping symbols can be used to affect the order in which operations are carried out.	<i>Order of operations</i>	
Goal 4 Describe and apply the Commutative and Associative Properties of Addition, the Commutative Property of Multiplication, and the Multiplicative Identity.	<i>Properties of the arithmetic operations</i>	