

GRADE 3 MATHEMATICS

The Third Grade Math Program is a “hands-on”, success-oriented program that emphasizes manipulative and mental math. The series addresses the multisensory approach to teaching and is designed for heterogeneously grouped children. Its use will enable all children to develop a solid foundation in the language and basic concepts of mathematics. In this program, concepts are presented in carefully selected group activities. All areas of mathematics are integrated so that children see the interrelationships.

Number Sense

Students will:

- Create place value charts to the ten thousandths
- Find number patterns
- Compare numbers
- Order numbers
- Round 2 digit, 3 digit and 4 digit numbers
- Relate addition/subtraction and multiplication/division
- Identify odd and even numbers
- Round numbers to the nearest 10
- Write numbers in expanded form

Addition:

Students will:

- Focus on the addition properties
- Estimate sums
- Regroup ones and tens
- Complete column addition
- Add greater numbers

Subtraction

Students will:

- Focus on subtraction rules
- Estimate differences
- Regroup tens and hundreds
- Subtract across zeros
- Subtract greater numbers

Money

Students will:

- Learn the value of money
- Count coins and bills
- Make change
- Compare money amounts
- Round money
- Write money amounts using cent and dollar signs

Data

Students will:

- Collect and organize data
- Explore range, median, mode and mean
- Create line plots
- Make a table
- Make a pictograph
- Make a bar graph
- Read graphs with ordered pairs

Probability

Students will

- Identify outcomes
- Make predictions
- Use spinners and tiles to understand probability

Multiplication

Students will:

- Identify and use the multiplication sign and algorithm
- Multiply by numbers 1 through 10
- Learn the commutative property of multiplication
- Understand how to read a multiplication table
- Find patterns on a multiplication table
- Multiply with three numbers
- Multiply multiples of 10, 100, 1,000
- Multiply 2 digit numbers by one digit number
- Multiply 3 digit numbers by one digit number
- Multiply money

Problem Solving

Students will:

- Choose a method to solve a problem
- Solve using different types of graphs
- Explain how they get an answer
- Use probability to understand problem
- Use comparison symbols to solve problems
- Make organized lists
- Draw a picture
- Use a schedule
- Use logical reasoning
- Use visual thinking to solve problems
- Work backwards to solve problems
- Work on multi-step problems
- Choose the correct operation to use when solving a problem

Introduction to

- Division
- Clocks and Measurement
- Fractions

Materials

- Houghton Mifflin Math Teacher's Edition
- Houghton Mifflin Math Students' Edition
- Houghton Mifflin Practice Books
- Houghton Mifflin lesson transparencies
- Houghton Mifflin teaching transparencies
- Houghton Mifflin test prep transparencies
- Houghton Mifflin chapter resources
- Houghton Mifflin masters
- Manipulatives
- Overhead projector and transparencies
- White board workmats
- Expo markers
- Chalkboard
- Smartboard
- Computer

Instruction

The following are the components of the each math lesson: 1. Problem of the Day
2. The lesson 3. Written Work 4. Facts Practice 5. Assessment.

Teachers will:

- Review previously taught concepts
- Introduce the new lesson
- Use and employ manipulatives to enhance learning
- Assign and evaluate homework
- Conference with students to assess learning
- Test and evaluate students to assess learning

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