

**Grade 3 Math Planner**

	<b>Number</b>	<b>Space</b>	<b>Measurement, Chance and Data</b>	<b>Structure</b>	<b>Working Mathematically</b>
1 <sup>st</sup> Quarter	<ul style="list-style-type: none"> <li>• Use of place values (as the idea that ‘ten of these is one of those’) to determine the size and order of whole numbers to hundreds of thousands</li> <li>• reading numbers in words up to one million</li> <li>• rounding and grouping of number up to the 1000s (including colones examples)</li> <li>• addition and subtraction of numbers and amounts of money including calculation of change from ₱ 100,000</li> <li>• Understand the inverse relationship between addition and subtraction</li> <li>• Counting by 1, 2, 3, 5, 10, 100, 1000 and review multiplications tables</li> </ul>	<ul style="list-style-type: none"> <li>• Use of “vertical” and “horizontal” to describe orientation</li> </ul>	<ul style="list-style-type: none"> <li>• Estimation and measurement of <b>capacity</b> and <b>volume</b> of common objects (SI and non-SI units)</li> <li>• Display of data as a column or bar graph</li> <li>• Construction of an appropriately labeled bar graph</li> </ul>	<ul style="list-style-type: none"> <li>• Use of “=” to indicate the equivalence or the result of a computation</li> <li>• Construction of number sentences</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of mathematical vocabulary for each operation:  <hr/> <hr/> <hr/> <hr/> </li> <li>• use of models and materials to solve problems and explain answers (Money Value bags)</li> <li>• Identification of patterns and similarity in data sets and shapes, and use of patterns as a problem solving strategy</li> <li>• check the accuracy of calculations with inverse operations</li> <li>• Use of art material to create and manipulate shapes</li> </ul>

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2 <sup>nd</sup> Quarter	<ul style="list-style-type: none"> <li>• Reinforcement of addition with carrying</li> <li>• Reinforcement of subtraction with borrowing</li> <li>• rounding of amounts of numbers and money up and down to the nearest thousand (colones)</li> <li>• Tables of 4, 6, 7, 8, 9, 10, 11, 12</li> <li>• Calculations of “x 100” and “x 1000”</li> <li>• Two and three digit multiplications</li> </ul>	<ul style="list-style-type: none"> <li>• Recognition, naming and drawing of familiar two-dimensional shapes</li> <li>• Recognition and naming of familiar three-dimensional shapes</li> </ul>	<ul style="list-style-type: none"> <li>• Estimation and measurement of <b>time</b> and <b>temperature</b> of common objects (hours, minutes and seconds for time, Celsius for temperature)</li> <li>• Use of an analog watch to the nearest quarter of an hour</li> <li>• Use of a thermometer to measure temperature</li> <li>• Display of data as a column or bar graph</li> <li>• Construction of an appropriately labeled bar graph</li> </ul>	<ul style="list-style-type: none"> <li>• Variation of order and grouping of addition (commutative property and associative property) to facilitate computations; for example,   <math>3 + 5 + 7 + 5 = 3 + 7 + 5 + 5 = 10 + 10 = 20</math></li> <li>• Knowledge of the effect of multiplying by 10, 100, 1000</li> <li>• Use of lists and Venn Diagrams</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of mathematical vocabulary for each operation:   <hr/>  <hr/>  <hr/>  <hr/></li> <li>• Use of models and materials to solve problems and explain answers (Yathsee, Bingo)</li> <li>• Identification of patterns and similarity in data sets and shapes, and use of patterns as a problem solving strategy</li> <li>• check the accuracy of calculations with inverse operations</li> <li>• Use of art material to create and manipulate shapes</li> </ul>

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3 <sup>rd</sup> Quarter	<ul style="list-style-type: none"> <li>• Reinforce multiplication</li> <li>• Understand the inverse relationship between multiplication and division</li> <li>• Division of one and two digit numbers (long division)</li> </ul>	<ul style="list-style-type: none"> <li>• Recognize and apply the combined transformation of shaped (flip, slide, turn, enlarge)</li> </ul>	<ul style="list-style-type: none"> <li>• Estimation and measurement of <b>weight</b> and <b>length</b> of common objects (grams, Kilograms, centimeters, meters, kilometers)</li> <li>• Estimation with personal units such as “arm length”, “feet”, “arm spam”.</li> <li>• Use of a ruler and tape measure to validate estimates of length</li> <li>• Display of data as a column or bar graph</li> <li>• Construction of an appropriately labeled bar graph</li> </ul>	<ul style="list-style-type: none"> <li>• Construction of number sentences</li> <li>• Knowledge of the effect of dividing by 10, 100, 1000</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of mathematical vocabulary for each operation:  <hr/> <hr/> <hr/> <hr/> </li> <li>• Use of models and materials to solve problems and explain answers (Measuring Tools)</li> <li>• Identification of patterns and similarity in data sets and shapes, and use of patterns as a problem solving strategy</li> <li>• check the accuracy of calculations with inverse operations</li> <li>• Use of art material to create and manipulate shapes</li> </ul>

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4 <sup>th</sup> Quarter	<ul style="list-style-type: none"> <li>• Reinforcement of addition with carrying</li> <li>• Reinforcement of subtraction with borrowing</li> <li>• Reinforce multiplication and division</li> <li>• Use of fractions with numerators other than one, for example <math>\frac{3}{4}</math> of a box of chocolate</li> <li>• Development and use of fraction notation and recognition of equivalent fractions such as <math>\frac{1}{2} = \frac{2}{4}</math></li> </ul>	<ul style="list-style-type: none"> <li>• Identification of shapes in terms of faces, edges and vertices</li> <li>• Introduction to angles, lines and planes</li> <li>• Calculate area and perimeter of two-dimensional figures (square, rectangle, triangle)</li> <li>• use of a grid to refer to objects on a map</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of events which are equally likely</li> <li>• Construction of an appropriately labelled bar graph</li> <li>• Review estimation and measurement of <b>weight, length, time, capacity, volume and weight</b></li> </ul>	<ul style="list-style-type: none"> <li>• Calculations such as '3 + 5 - 2 ='</li> <li>• Use of lists</li> <li>• Use of a map and a grid</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of mathematical vocabulary for each operation:  <hr style="border: 0; border-top: 1px solid black; margin: 5px 0;"/> <hr style="border: 0; border-top: 1px solid black; margin: 5px 0;"/> <hr style="border: 0; border-top: 1px solid black; margin: 5px 0;"/> <hr style="border: 0; border-top: 1px solid black; margin: 5px 0;"/></li> <li>• Use of models and materials to solve problems and explain answers (Maps, Atlas, Fraction Bags and Pizza Models)</li> <li>• Identification of patterns and similarity in data sets and shapes, and use of patterns as a problem solving strategy</li> <li>• check the accuracy of calculations with inverse operations</li> <li>• Use of art material to create and manipulate shapes</li> </ul>