

# Third Grade Standards Alignment

## 2024 i-Ready Classroom Mathematics

\***Bolded NC standards** beside lessons/topics are OCS identified Priority Standards (blue highlight below unit information)

\*Lower case Roman numerals after a standard reference that bullet point within a standard.







(i.e., NC.3.NBT.2.i would be the first bullet point of: Use estimation strategies to assess reasonableness of answers.)

\*\*Calculator Active vs. Inactive is based off the Released EOG from NCDPI

\*\*NC Third Grade Math Unpacking-Revised June 2022-Visit the website for the “Clarification” and “Checking for Understanding” sections.

<https://www.dpi.nc.gov/nc-3rd-grade-math-unpacking-rev-june-2022/open>

### 3rd Grade Standards Alignment: 2024 i-Ready Classroom Lessons

Unit 1: Three-Digit Numbers: Place Value, Addition, and Subtraction			
Duration: 21 days (4 weeks)			
Lesson	Topic	NC Standard	Calculator Active vs. Inactive**
1	<b>Use Place Value to Round Numbers</b>	<b>NC.3.NBT.2.i</b>	 
2	<b>Add Three-Digit Numbers</b>	<b>NC.3.NBT.2. i, NC.3.NBT.2.ii, NC.3.NBT.2.iii</b>	 
3	<b>Subtract Three-Digit Numbers</b>	<b>NC.3.NBT.2. i, NC.3.NBT.2.ii, NC.3.NBT.2.iii</b>	 












Use place value to add and subtract.

**NC.3.NBT.2** Add and subtract whole numbers up to and including 1,000.

- Use estimation strategies to assess reasonableness of answers.
- Model and explain how the relationship between addition and subtraction can be applied to solve addition and subtraction problems.
- Use expanded form to decompose numbers and then find sums and differences.

## Unit 2 Multiplication and Division: Concepts, Relationships, and Patterns

**Duration: 42 days (8.5 weeks)**

Lesson	Topic	NC Standard	Calculator Active vs. Inactive**
4	Understand the Meaning of Multiplication	NC.3.OA.1.i, NC.3.OA.1.ii	
5	<b>Multiply with 0, 1, 2, 5, and 10</b>	NC.3.OA.1.ii, <b>NC.3.OA.3.i,</b> <b>NC.3.OA.7.i</b>	<del></del> NC.3.OA.3  NC.3.OA.1, NC.3.OA.3
6	<b>Multiply with 3, 4, and 6</b>	NC.3.OA.1.ii, <b>NC.3.OA.3.i,</b> <b>NC.3.OA.7.i</b>	<del></del> NC.3.OA.3  NC.3.OA.1, NC.3.OA.3
7	<b>Multiply with 7, 8, and 9</b>	NC.3.OA.1.ii, <b>NC.3.OA.3.i,</b> <b>NC.3.OA.7.i</b>	<del></del> NC.3.OA.3  NC.3.OA.1, NC.3.OA.3
8	Use Order and Grouping to Multiply	NC.3.OA.1.ii	
9	Use Place Value to Multiply	NC.3.NBT.3	<del></del>
10	Understand the Meaning of Division	NC.3.OA.2.i, NC.3.OA.2.ii	
11	<b>Understand How Multiplication and Division are Connected</b>	NC.3.OA.2.i, NC.3.OA.2.ii, NC.3.OA.6, <b>NC.3.OA.7.ii</b>	 NC.3.OA.2
12	<b>Multiplication and Division Facts</b>	<b>NC.3.OA.7.i,</b> <b>NC.3.OA.7.iii</b>	
13	Understand Patterns	NC.3.OA.9	

**Represent and solve problems involving multiplication and division.**

**NC.3.OA.1** For products of whole numbers with two factors up to and including 10:

- Interpret the factors as representing the number of equal groups and the number of objects in each group.
- Illustrate and explain strategies including arrays, repeated addition, decomposing a factor, and applying the commutative and associative properties.

**NC.3.OA.2** For whole-number quotients of whole numbers with a one-digit divisor and a one-digit quotient:

- Interpret the divisor and quotient in a division equation as representing the number of equal groups and the number of objects in each group.
- Illustrate and explain strategies including arrays, repeated addition, or subtraction, and decomposing a factor.

**NC.3.OA.3** Represent, interpret, and solve one-step problems involving multiplication and division.

- Solve multiplication word problems with factors up to and including 10. Represent the problem using arrays, pictures, and/or equations with a symbol for the unknown number to represent the problem.
- Solve division word problems with a divisor and quotient up to and including 10. Represent the problem using arrays, pictures, repeated subtraction and/or equations with a symbol for the unknown number to represent the problem.

**Understand properties of multiplication and the relationship between multiplication and division.**

**NC.3.OA.6** Solve an unknown-factor problem, by using division strategies and/or changing it to a multiplication problem.

**Multiply and divide within 100.**

**NC.3.OA.7** Demonstrate fluency with multiplication and division with factors, quotients, and divisors up to and including 10.









- Know from memory all products with factors up to and including 10.
- Illustrate and explain using the relationship between multiplication and division.
- Determine the unknown whole number in a multiplication or division equation relating three whole numbers.

**Explore patterns of numbers.**

**NC.3.OA.9** Interpret patterns of multiplication on a hundreds board and/or multiplication table.

**Generalize place value understanding for multi-digit numbers.**

**NC.3.NBT.3** Use concrete and pictorial models, based on place value and the properties of operations, to find the product of a one-digit whole number by a multiple of 10 in the range 10–90.

Unit 3: Multiplication: Finding Area, Solving Word Problems, and Using Scaled Graphs Duration: 30 days (6 weeks)			
Lesson	Topic	NC Standard	Calculator Active vs. Inactive**
14	Understand Area	NC.3.MD.5	
15	Multiply to Find Area	NC.3.MD.7. i, NC.3.MD.7.ii	
16	Add Areas	NC.3.MD.7.iii, NC.3. G.1.i	 NC.3.G.1  NC.3.G.1
17	Solve One-Step word Problems Using the Four Operations	NC.3.OA.3. i, NC.3.OA.3.ii	 
18	Solve Two-Step	NC.3.OA.8	 
19	Scaled Graphs	NC.3.MD.3. i, NC.3.MD.3.ii, NC.3.MD.3.iii	

**Represent and solve problems involving multiplication and division.**

**NC.3.OA.3** Represent, interpret, and solve one-step problems involving multiplication and division.

- Solve multiplication word problems with factors up to and including 10. Represent the problem using arrays, pictures, and/or equations with a symbol for the unknown number to represent the problem.
- Solve division word problems with a divisor and quotient up to and including 10. Represent the problem using arrays, pictures, repeated subtraction and/or equations with a symbol for the unknown number to represent the problem.

**Solve two-step problems.**

**NC.3.OA.8** Solve two-step word problems using addition, subtraction, and multiplication, representing problems using equations with a symbol for the unknown number.

**Represent and interpret data.**

**NC.3.MD.3** Represent and interpret scaled picture and bar graphs:

- Collect data by asking a question that yields data in up to four categories.
- Make a representation of data and interpret data in a frequency table, scaled picture graph, and/or scaled bar graph with axes provided.
- Solve one and two-step “how many more” and “how many less” problems using information from these graphs.

**Understand the concept of area.**

**NC.3.MD.5** Find the area of a rectangle with whole-number side lengths by tiling without gaps or overlaps and counting unit squares.

**NC.3.MD.7** Relate area to the operations of multiplication and addition.

- Find the area of a rectangle with whole-number side lengths by tiling it and show that the area is the same as would be found by multiplying the side lengths.
- Multiply side lengths to find areas of rectangles with whole-number side lengths in the context of solving problems and represent whole-number products as rectangular areas in mathematical reasoning.
- Use tiles and/or arrays to illustrate and explain that the area of a rectangle can be found by partitioning it into two smaller rectangles, and that the area of the large rectangle is the sum of the two smaller rectangles.














**Reason with shapes and their attributes.**

**NC.3.G.1** Reason with two-dimensional shapes and their attributes.

- Investigate, describe, and reason about composing triangles and quadrilaterals and decomposing quadrilaterals.
- Recognize and draw examples and non-examples of types of quadrilaterals including rhombuses, rectangles, squares, parallelograms, and trapezoids.

## Unit 4: Fractions: Equivalence and Comparison, Measurement, and Data

Duration: 28 days (6 weeks)

Lesson	Topic	NC Standard	Calculator Active vs. Inactive**
20	Understand What a Fraction is	NC.3.NF.1. i, NC.3.NF.1.ii	 
21	<b>Understand Fractions on a Number Line</b>	NC.3.NF.1. ii, NC.3.NF.2. i, NC.3.NF.2. ii, <b>NC.3.NF.3.ii</b>	 
22	<b>Understand Equivalent Fractions</b>	<b>NC.3.NF.3.i</b>	 
23	<b>Find Equivalent Fractions</b>	<b>NC.3.NF.3.i, NC.3.NF.3.iii</b>	 
24	<b>Understand Comparing Fractions</b>	<b>NC.3.NF.4</b>	 
25	<b>Use Symbols to Compare Fractions</b>	<b>NC.3.NF.4</b>	 
26	<b>Measure Length and Plot Data on Line Plots</b>	<b>NC.3.MD.2.i</b>	

### Understand fractions as numbers.

**NC.3.NF.1** Interpret unit fractions with denominators of 2, 3, 4, 6, and 8 as quantities formed when a whole is partitioned into equal parts;

- Explain that a unit fraction is one of those parts.
- Represent and identify unit fractions using area and length models.

**NC.3.NF.2** Interpret fractions with denominators of 2, 3, 4, 6, and 8 using area and length models.

- Using an area model, explain that the numerator of a fraction represents the number of equal parts of the unit fraction.
- Using a number line, explain that the numerator of a fraction represents the number of lengths of the unit fraction from 0.

**NC.3.NF.3** Represent equivalent fractions with area and length models by:

- Composing and decomposing fractions into equivalent fractions using related fractions: halves, fourths and eighths; thirds and sixths.
- Explaining that a fraction with the same numerator and denominator equals one whole.
- Expressing whole numbers as fractions and recognize fractions that are equivalent to whole numbers.

**NC.3.NF.4** Compare two fractions with the same numerator or the same denominator by reasoning about their size, using area and length models, and using the  $>$ ,  $<$ , and  $=$  symbols. Recognize that comparisons are valid only when the two fractions refer to the same whole with denominators: halves, fourths, and eighths; thirds and sixths.


### Solve problems involving measurement.

**NC.3.MD.2** Solve problems involving customary measurement.

- Estimate and measure lengths in customary units to the quarter-inch and half-inch, and feet and yards to the whole unit.
- Estimate and measure capacity and weight in customary units to a whole number: cups, pints, quarts, gallons, ounces, and pounds. **(Not addressed in this unit)**
- Add, subtract, multiply, or divide to solve one-step word problems involving whole number measurements of length, weight, and capacity in the same customary units. **(Not addressed in this unit)**

**Unit 5: Measurement: Time, Liquid Volume, and Mass**







**Duration: 16 days (3 weeks)**

Lesson	Topic	NC Standard	Calculator Active vs. Inactive**
<b>27</b>	<b>Time</b>	<b>NC.3.MD.1</b>	
28	Liquid Volume	No NC Standard	
29	Mass	No NC Standard	

**Solve problems involving measurement.**

**NC.3.MD.1** Tell and write time to the nearest minute. Solve word problems involving addition and subtraction of time intervals within the same hour.

**Unit 6: Shapes: Attributes and Categories, Perimeter and Area, and Partitioning**  
**Duration: 18 days (3.5 weeks)**

Lesson	Topic	NC Standard	Calculator Active vs. Inactive**
30	Understand Categories of Shapes	NC.3. G.1.ii	 
31	Classify Quadrilaterals	NC.3. G.1.ii	 
32	Area and Perimeter of Shapes	NC.3.MD.8	 
33	Partition Shapes into Parts with Equal Areas	No NC Standard	

**Reason with shapes and their attributes.**

**NC.3.G.1** Reason with two-dimensional shapes and their attributes.

- Investigate, describe, and reason about composing triangles and quadrilaterals and decomposing quadrilaterals. **(Not addressed in this unit)**
- Recognize and draw examples and non-examples of types of quadrilaterals including rhombuses, rectangles, squares, parallelograms, and trapezoids.

**Understand the concept of perimeter.**

**NC.3.MD.8** Solve problems involving perimeters of polygons, including finding the perimeter given the side lengths, and finding an unknown side length.