

Numbers and Operations in Base Ten: Grade 3

Stage 1 Desired Results

Stage 1 Desired Results			
ESTABLISHED GOALS: <u>Competencies:</u> - Students will demonstrate the ability to solve arithmetic and algebraic problems by utilizing effective strategies and applying properties of operations to multi-digit whole integers. <u>Content Standards:</u> 3.NBT.1 Use place value understanding to round whole numbers to the nearest 10 or 100. 3.NBT.2 Fluently add and subtract within 1000 using strategies and algorithms based on place value, properties of operations, and/or the relationship between addition and subtraction. 3.NBT.3 Multiply one-digit whole numbers by multiples of 10 in the range 10–90 (e.g., 9×80, 5×60) using strategies based on place value and properties of operations. - MP6 Attend to precision. - MP7 Look for and make use of structure.	Transfer		
	Students will be able to independently use their learning to solve arithmetic and algebraic problems, with fluency.		
	Meaning		
	ENDURING UNDERSTANDINGS Students will understand that... place value leads to number sense and efficient computing with numbers.	ESSENTIAL QUESTIONS Does where you place something affect how much it’s worth?	
	Acquisition		
	Students will know... - that rounding is a way to estimate. - that numbers can be rounded to any given place value. - that the position of a digit in a number affects its value. - strategies for multiplying single digits by factors of ten. <u>vocabulary:</u> place value, rounding, multiply	Students will be skilled at... - identifying place value to 100,000. - rounding numbers to the nearest 10 or 100, within 1,000. - fluently adding and subtracting within 1000. - multiplying single digits by factors of ten in a range of 10-90.	
Content Area Literacy Standards		21 st Century Skills	
not applicable		- reason effectively - solve problems	

Stage 2 - Evidence

Evaluative Criteria	Assessment Evidence
	PERFORMANCE TASK(S):
	OTHER EVIDENCE:

Stage 3 – Learning Plan

Summary of Key Learning Events and Instruction

Language Arts Integration

- 1.OA.1 Use

Mathematics Integration

not applicable

Technology Integration

- 1.OA.1 Use

District Materials