

### 21-22 3rd Grade Parent Friendly Standards by Quarter

| Quarter          | SC College and Career Ready Standard | Parent/Student Friendly Reading of the SCCR Standard                                                                                                                                                                                                                                                                                                   |
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| <b>Quarter 1</b> | <b>3.NSBT.1</b>                      | I can round to the nearest 10 or 100.                                                                                                                                                                                                                                                                                                                  |
|                  | <b>3.NSBT.2</b>                      | I can use a place value, fact family or friendly numbers strategy to add and subtract numbers within 1000.                                                                                                                                                                                                                                             |
|                  | <b>3.NSBT.4</b>                      | I can read and write numbers up to 999,999 in standard and expanded form.                                                                                                                                                                                                                                                                              |
|                  | <b>3.NSBT.5</b>                      | I can compare and order numbers up to 999,999 using $>$ , $<$ , $=$ .                                                                                                                                                                                                                                                                                  |
|                  | <b>3.MDA.1</b>                       | I can use an analog and digital clock to tell and write time to the nearest minute, understand a.m. and p.m., and to solve problems involving elapsed time (Quarter 1 = to the nearest minute, Quarter 2 = to the nearest minute using a.m. and p.m., Quarter 3 = elapsed time, Quarter 4 = addition and subtraction word problems within 60 minutes). |
|                  | <b>3.ATO.9</b>                       | I can identify a rule within a numerical pattern.                                                                                                                                                                                                                                                                                                      |
|                  | <b>3.MDA.3</b>                       | I can collect and organize data to create a picture or bar graph and solve problems using the information from the graphs.                                                                                                                                                                                                                             |
|                  | <b>3.G.1</b>                         | I can identify attributes of quadrilaterals. I can recognize and draw shapes that fall into the quadrilateral category.                                                                                                                                                                                                                                |
|                  |                                      |                                                                                                                                                                                                                                                                                                                                                        |
| <b>Quarter 2</b> | <b>3.NSBT.3</b>                      | I can collect and organize data to create a picture or bar graph and solve problems using the information from the graphs.                                                                                                                                                                                                                             |
|                  | <b>3.ATO.1</b>                       | I can use models, groupings, and symbols to represent and explain basic multiplication facts and the relationship between the factors and product.                                                                                                                                                                                                     |
|                  | <b>3.ATO.2</b>                       | I can use models, groupings, and symbols to represent and explain basic division facts (without remainders) and the relationship between the divisor, dividend, and quotient.                                                                                                                                                                          |
|                  | <b>3.ATO.3</b>                       | I can use models, groupings, and symbols to solve real-world multiplication and division word problems. I can represent the problem using an equation with a symbol for the unknown.                                                                                                                                                                   |
|                  | <b>3.MDA.1</b>                       | I can use an analog and digital clock to tell and write time to the                                                                                                                                                                                                                                                                                    |

|                  |                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
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|                  |                | nearest minute, understand a.m. and p.m., and to solve problems involving elapsed time (Quarter 1 = to the nearest minute, Quarter 2 = to the nearest minute using a.m. and p.m., Quarter 3 = elapsed time, Quarter 4 = addition and subtraction word problems within 60 minutes).                                                                                                                                                                                                                    |
|                  | <b>3.ATO.4</b> | I can find the missing number in a multiplication or division equation using related fact families.                                                                                                                                                                                                                                                                                                                                                                                                   |
|                  | <b>3.ATO.6</b> | I can find the answer to a division problem by thinking of the missing factor in a multiplication problem.                                                                                                                                                                                                                                                                                                                                                                                            |
|                  | <b>3.ATO.7</b> | I can use strategies to multiply and divide within 100 with ease.                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                  | <b>3.ATO.9</b> | I can identify a rule within a numerical pattern.                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                  |                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Quarter 3</b> | <b>3.NSF.1</b> | <ul style="list-style-type: none"> <li>a. I can look at a shape that has been divided into equal parts and identify one part as a unit fraction.</li> <li>b. I can use what I know about unit fractions and counting to determine and represent the total amount of shaded parts.</li> <li>c. I can use a number line as a tool to represent and count unit fractions.</li> <li>d. I can represent fractions using models such as groupings, arrays, rectangular models, and number lines.</li> </ul> |
|                  | <b>3.NSF.2</b> | <ul style="list-style-type: none"> <li>a. I can use models to decide if two fractions are equal based on the same whole.</li> <li>b. I can use a grouping, array, number line, or rectangular model to represent equivalent fractions.</li> <li>c. I can show whole numbers written as fractions</li> <li>d. I can model/show/explain how to compare fractions with the same numerator or same denominator within the same size whole.</li> </ul>                                                     |
|                  | <b>3.NSF.3</b> | I can use what I know about a number line and counting fractions to represent mixed numbers.                                                                                                                                                                                                                                                                                                                                                                                                          |
|                  | <b>3.MDA.1</b> | I can use an analog and digital clock to tell and write time to the nearest minute, understand a.m. and p.m., and to solve problems involving elapsed time (Quarter 1 = to the nearest minute, Quarter 2 = to the nearest minute using a.m. and p.m., Quarter 3 = elapsed time, Quarter 4 = addition and subtraction word problems within 60 minutes).                                                                                                                                                |
|                  | <b>3.G.2</b>   | I can divide shapes into 2, 3, 4, 6, or 8 equal parts and label each part as a unit fraction. I can divide the shapes into 2, 3, 4, 6, or 8 equal parts using the same size whole.                                                                                                                                                                                                                                                                                                                    |
|                  | <b>3.ATO.5</b> | I can explain how to multiply and divide using properties such as,                                                                                                                                                                                                                                                                                                                                                                                                                                    |

|                      |                |                                                                                                                                                                                                                                                                                                                                                                        |
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|                      |                | changing the order of factors, decomposing factors, grouping factors, and fact families.                                                                                                                                                                                                                                                                               |
|                      | <b>3.ATO.7</b> | I can use strategies to multiply and divide within 100 with ease.                                                                                                                                                                                                                                                                                                      |
|                      | <b>3.ATO.8</b> | I can use addition, subtraction, multiplication, and division to solve two-step real-world problems and represent these problems with an equation (using a letter for the unknown quantity).                                                                                                                                                                           |
|                      |                |                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Quarter<br/>4</b> | <b>3.MDA.1</b> | I can use an analog and digital clock to tell and write time to the nearest minute, understand a.m. and p.m., and to solve problems involving elapsed time (Quarter 1 = to the nearest minute, Quarter 2 = to the nearest minute using a.m. and p.m., Quarter 3 = elapsed time, Quarter 4 = addition and subtraction word problems within 60 minutes).                 |
|                      | <b>3.MDA.5</b> | <ul style="list-style-type: none"> <li>a. I can understand that area is the amount of space that covers a shape.</li> <li>b. I can measure the area of a rectangular shape by creating an array and counting the squares.</li> <li>c. I can measure the area of a shape made of rectangles and squares using what I know about multiplication and addition.</li> </ul> |
|                      | <b>3.MDA.6</b> | I can solve real-world problems related to the perimeter of rectangles given all side lengths or with an unknown side length. I can explain how some rectangles have the same perimeters and different areas or the same areas and different perimeters.                                                                                                               |
|                      | <b>3.ATO.7</b> | I can use strategies to multiply and divide within 100 with ease.                                                                                                                                                                                                                                                                                                      |
|                      | <b>3.G.3</b>   | I can use a right angle to identify and draw acute and obtuse angles.                                                                                                                                                                                                                                                                                                  |
|                      | <b>3.G.4</b>   | I can identify 3D shapes based on the 2D net.                                                                                                                                                                                                                                                                                                                          |
|                      | <b>3.MDA.2</b> | I can measure liquids with milliliters, liters, and with customary units in cups, pints, quarts, and gallons.                                                                                                                                                                                                                                                          |
|                      | <b>3.MDA.4</b> | I can measure objects to the nearest whole inch, $\frac{1}{2}$ inch, and $\frac{1}{4}$ inch and create a line plot using the measurement data.                                                                                                                                                                                                                         |