

Standard Code	Standards
<b>EL3-MA-G.01.00*.0</b>	<b>Identify, classify and analyze shapes and their attributes.</b>
EL3-MA-G.01.A.0	Identify, describe, and classify 3-dimensional shapes, specifically cube, sphere, prism, pyramid, cone, and cylinder.
EL3-MA-G.01.B.0	Analyze, compare, and classify 2-dimensional shapes using sides and angles, and connect these ideas to the definitions of the shapes.
EL3-MA-G.01.C.0	Draw and analyze 2-dimensional shapes from several orientations, and examine them for congruency and symmetry.
<b>EL3-MA-MD.01.00*.0</b>	<b>Solve problems involving measurement and estimation of intervals of time, money, liquid volumes, and masses of objects.</b>
EL3-MA-MD.01.A.0	Solve problems involving time and money.
EL3-MA-MD.01.A.a	Tell and write time to the nearest minute and measure time intervals in minutes. Solve word problems involving addition and subtraction of time intervals in minutes. (e.g., represent the problem on a number line diagram).
EL3-MA-MD.01.A.b	Show and determine the value of coin and currency combinations up to \$5.00, determine change from \$5.00, and solve problems with money using addition and subtraction.
EL3-MA-MD.01.B.0	Measure and estimate liquid volumes and masses of objects using standard units of grams (g), kilograms (kg), and liters (l). Add, subtract, multiply, or divide to solve one-step word problems involving masses or volumes that are given in the same units. (e.g., use drawings (such as a beaker with a measurement scale) to represent the problem).
<b>EL3-MA-MD.02.00*.0</b>	<b>Represent and interpret data.</b>
EL3-MA-MD.02.A.0	Draw a scaled picture graph and scaled bar graph to represent a data set with several categories. Solve one- and two- step "how many more" and "how many less" problems using information represented in scaled bar graphs. (e.g., draw a bar graph in which each square in the bar graph might represent five hosts).
EL3-MA-MD.02.B.0	Generate measurement data by measuring lengths using rulers marked with halves and fourths of an inch. Show the data by making a line plot, where the horizontal scale is marked off in appropriate units - whole numbers, halves, or quarters.
<b>EL3-MA-MD.03.00*.0</b>	<b>Understand concepts of area, using multiplication and addition.</b>
EL3-MA-MD.03.A.0	Recognize area as an attribute of plane figures and understand concepts of area measurement.
EL3-MA-MD.03.A.a	A square with side length 1 unit, called "a unit square," is said to have "one square unit" of area, and can be used to measure area.
EL3-MA-MD.03.A.b	A plane figure which can be covered without gaps or overlaps by n unit squares is said to have an area of n square units.
EL3-MA-MD.03.B.0	Measure areas by counting unit squares (square cm., square m., square in., square ft., and improvised units).
EL3-MA-MD.03.C.0	Relate area to the operations of multiplication and addition.
EL3-MA-MD.03.C.a	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.

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EL3-MA-MD.03.C.b	Multiply whole-number side lengths to find areas of rectangles in the context of solving real world and mathematical problems, and represent whole-number products as rectangular areas in mathematical reasoning.
EL3-MA-MD.03.C.c	Use tiling to show in a concrete case that the area of a rectangle with whole-number side lengths $a$ and $b+c$ is the sum of $a \times b$ and $a \times c$ . Use area models to represent the distributive property in mathematical reasoning.
EL3-MA-MD.03.C.d	Recognize area as additive. Find areas of rectilinear figures by decomposing them into non-overlapping rectangles and adding the areas of the non-overlapping parts, applying this technique to solve real world problems.
<b>EL3-MA-MD.04.00.0</b>	<b>Geometric measurement: recognize perimeter as an attribute of plane figures and distinguish between linear and area measures.</b>
EL3-MA-MD.04.A.0	Solve real world and mathematical problems involving perimeters of polygons, including finding the perimeter given the side lengths, finding an unknown side length, and exhibiting rectangles with the same perimeter and different areas or with the same area and different perimeters.
<b>EL3-MA-NBT.01.00*.0</b>	<b>Use place value understanding and properties of operations to perform multi-digit arithmetic.</b>
EL3-MA-NBT.01.A.0	Use place value understanding to round whole numbers to the nearest 10 or 100.
EL3-MA-NBT.01.B.0	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.
EL3-MA-NBT.01.C.0	Multiply one-digit whole numbers by multiples of 10 in the range 10-90 (e.g., $9 \times 80$ , $5 \times 60$ ) using strategies based on place value and properties of operations.
EL3-MA-NBT.01.D.0	Read and write numbers to 100,000 using base ten numerals, number names, and expanded form.
<b>EL3-MA-NF.01.00*.0</b>	<b>Develop understanding of fractions as numbers.</b>
EL3-MA-NF.01.A.0	Represent and interpret a fraction $1/b$ as the quantity formed by 1 part when a whole is partitioned into $b$ equal parts; represent and interpret a fraction $a/b$ as the quantity formed by $a$ parts of size $1/b$ .
EL3-MA-NF.01.B.0	Represent and interpret fractions on a number line with denominators of 2, 3, 4, 6, and 8.
EL3-MA-NF.01.C.0	Explain equivalence of fractions in special cases, and compare fractions by reasoning about their size.
EL3-MA-NF.01.C.a	Identify two fractions as equivalent if they are the same size, or the same point on a number line.
EL3-MA-NF.01.C.b	Recognize and generate simple equivalent fractions. (e.g., $1/2 = 2/4$ , $4/6 = 2/3$ . Explain why the fractions are equivalent, e.g., by using a visual fraction model).
EL3-MA-NF.01.C.c	Express whole numbers as fractions, and recognize fractions that are equivalent to whole numbers. For example, express 3 in the form of $3 = 3/1$ ; recognize that $6/1 = 6$ ; locate $4/4$ and 1 at the same point of a number line diagram.
EL3-MA-NF.01.C.d	Compare two fractions with the same numerator or the same denominator by reasoning about their size. Recognize that comparisons are valid only when the two fractions refer to the same whole. Record the results of comparisons with the symbols $>$ , $=$ , $<$ , and justify the conclusions. (e.g., by using a visual model).
<b>EL3-MA-OA.01.00*.0</b>	<b>Represent and solve problems involving multiplication and division.</b>

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EL3-MA-OA.01.A.0	Interpret products of whole numbers. (e.g., describe a context in which a total number of objects can be expressed as $5 \times 7$ ).
EL3-MA-OA.01.B.0	Interpret whole number quotients of whole number. (e.g., describe a context in which a number of shares or a number of groups can be expressed as $56 \div 8$ ).
EL3-MA-OA.01.C.0	Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities. (e.g., use drawings and equations with a symbol for an unknown number to represent the problem).
EL3-MA-OA.01.D.0	Determine the unknown whole number in a multiplication or division equation relating three whole numbers. (e.g., determine the unknown number that makes the equation true in each of the equations $8 \times ? = 48$ , $5 = ? \div 3$ , $6 \times 6 = ?$ ).
<b>EL3-MA-OA.02.00.0</b>	<b>Understand properties of multiplication and the relationship between multiplication and division.</b>
EL3-MA-OA.02.A.0	Apply properties of operations as strategies to multiply and divide. (Commutative, Associative, and Distributive Properties)
EL3-MA-OA.02.B.0	Identify, describe, and apply division and multiplication as inverse operations by interpreting division as an unknown factor problem. (e.g., find $32 \div 8$ by finding the number that makes 32 when multiplied by 8).
<b>EL3-MA-OA.03.00*.0</b>	<b>Multiply and divide within 100.</b>
EL3-MA-OA.03.A.0	Fluently multiply and divide within 100. By the end of grade 3, know from memory all products through $10 \times 10$ .
<b>EL3-MA-OA.04.00*.0</b>	<b>Solve problems involving the four operations, and identify and explain patterns in arithmetic.</b>
EL3-MA-OA.04.A.0	Solve two-step word problems using the four operations. Represent these problems using a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies using rounding.
EL3-MA-OA.04.B.0	Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations. (e.g., observe that 4 times a number is always even, and explain why 4 times a number can be decomposed into two equal addends).