## ISBE 3<sup>rd</sup> Grade Scope & Sequence

Unit	Standards	Time Frame
Unit 1:	3.NBT.1 (Round to nearest 10 or 100)	Quarter 1
Addition & Subtraction	3.NBT.2 (Add and subtract within 1000)	
within 1000	3.MD.3 (Solve "how many more" questions about a scaled picture graph	
	and bar graph)	
	3.MD.8 (perimeter)	
	3.OA.8 (Solve two-step word problems involving +, -, x and ÷)	
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Unit 2:	3.OA.1 (Interpret products of whole numbers)	Quarter 1 and 2
Multiplication &	3.OA.2 (Interpret quotients of whole numbers)	
Division Concepts	3.OA.4 (Determine unknowns in x and ÷ equations)	
	3.OA.5 (Apply properties to solve problems-commutative, associative,	
	distributive)	
	3.OA.6 (Understand division as unknown factor problems)	
	3.OA.7 (Fluently x and ÷ within 100)	
	3.OA.9 (Identify arithmetic patterns and explain using properties)	
	3.OA.8 (Solve two-step word problems involving +, -, x and ÷)	
Unit 3:	3.OA.3 (Solve word problems involving x and ÷ with equal groups, arrays,	Quarter 2 and 3
Multiplication &	and measurement)	
Division Applications	3.MD.7 (Relate area to addition & multiplication) (Arrays)	
	3.OA.8 (Solve two-step word problems involving +, -, x and ÷)	
	3.MD.2 (Measure liquid volume and mass in g, kg, I and solve +, -, x and ÷	
	problems)	
	3.OA.7 (Fluently x and ÷ within 100)	
	3.NBT.3 (Multiply 1-digit whole number by multiples of 10)	
	3.OA.8 (Solve two-step word problems involving +, -, x and ÷)	
Unit 4:	3.NF.1 (Understand fraction representation)	Quarter 3 and 4
Fractions	3.NF.2 (Fractions on a number line)	
	3.NF.3 (Equivalent fractions & comparison)	
	3.G.2 (Partition shapes and represent as fractions)	
	3.MD.4 (Measure to the nearest ¼ inch and represent data in a line plot)	
Unit 5:	3.MD.5 (Area is measured in square units)	Quarter 3 and 4
Introduction to Area	3.MD.6 (Area by counting)	
	3.MD.8 (perimeter and area)	
Unit 6:	3.G.1 (Quadrilaterals)	Quarter 3 and 4
Geometry		
Unit 7:	2.OA.1 Review	Quarter 4
Time and	3.MD.3 (Solve "how many more" questions about a scaled picture graph	
Measurement	and bar graph)	
	3.MD.1 (Tell time to nearest minute and solve problems involving elapsed	
	time)	
	3.MD.8 (perimeter)	