



Seven Bar ES

Kid Friendly Standards

Grade 3

Strand I: Number and Operations		
Students will understand numerical concepts and mathematical operations		
Code	Kid Friendly Standard	Checklist
MA 3.1.1*	I can read, write, model, and interpret numbers to 10,000.	
	I can order and compare numbers to 1,000.	
	I can use benchmark numbers to recognize numbers in the base-ten system.	
MA 3.1.2	I can use skip counting and models to show 1,000.	
MA 3.1.3	I can decompose and recombine numbers.	
MA 3.1.4	I can explain the relationship among factors and multiples.	
MA 3.1.5	I can use models and other strategies to recognize and make fractions and mixed numbers.	
MA 3.1.6	I can show fractions as parts of a whole.	
	I can show fractions as parts of a set.	
	I can show fractions on a number line.	
MA 3.1.7	I can use fractions and decimals for measuring and money.	
MA 3.1.8*	I can use different models to show that I understand multiplication and division.	
MA 3.1.9	I can add or subtract two whole numbers between 0 and 10,000.	
MA 3.1.10	I can solve simple multiplication and division problems.	
MA 3.1.11	I can tell how number groups and numbers in a group equal a product.	
MA 3.1.12	I can demonstrate the effects of multiplying and dividing.	
MA 3.1.13	I can identify and use the inverse relationship of multiplying and dividing to solve problems.	
MA 3.1.14*	I can choose and use operations to solve problems.	
MA 3.1.15	I can use my understanding of the base-ten system, the properties of multiplication and division, and number relationships to choose my computational methods.	
MA 3.1.16	I use strategies to become fluent with my multiplication facts.	
MA 3.1.17	I know my multiplication facts to 10×10 .	
MA 3.1.18*	I can use estimation for measuring, computation, and problem solving.	

Strand II: Algebra		
Students will understand algebraic concepts and applications.		
Code	Kid Friendly Standards	Checklist
MA 3.2.1	I can use symbols (+, -, x, ÷, =, <, >) to show how numbers relate to each other.	
MA 3.2.2	I can use an equation to solve a problem.	
MA 3.2.3	I can use the correct operation and symbol to make a math sentence true.	
MA 3.2.4	I can convert feet and inches.	
MA 3.2.5	I know and can use the commutative property of multiplication.	
MA 3.2.6*	I can make, describe and continue number and geometric patterns.	
MA 3.2.7	I can use functions to solve problems.	
	I can use rules to continue a linear pattern.	
MA 3.2.8	I can find the value of missing variables in problems.	
MA 3.2.9	I know and can use the commutative and associate properties of addition and multiplication.	
MA 3.2.10*	I can use the commutative, distributive, identity, and zero properties when I compute.	
MA 3.2.11*	I can use pictures, graphs, tables, objects, and number models to solve problems.	
MA 3.2.12	I can use proportion to solve problems.	
MA 3.2.13	I can tell how numbers are related by using mathematical expressions, equations, or inequalities.	
MA 3.2.14	I can choose the appropriate symbols to make an expression true.	
MA 3.2.15	I can show how change in one variable relates to change in a second variable.	

Strand III: Geometry		
Students will understand geometric concepts and applications.		
Code	Kid Friendly Standards	Checklist
MA 3.3.1	I can use attributes to describe and compare plane and solid shapes and to solve problems.	
	I can identify, describe, and classify polygons.	
	I can find lines of symmetry in two-dimensional shape.	
	I can identify common attributes of quadrilaterals.	
	I can find right angles.	
	I can identify, describe, and classify three-dimensional objects.	
MA 3.3.2	I can describe location and movement.	

Strand III: Geometry

Students will understand geometric concepts and applications.

Code	Kid Friendly Standards	Checklist
MA 3.3.3*	I can use ordered pairs on a coordinate grid to graph, locate points, create path, and measure.	
MA 3.3.4	I can use a map to locate places.	
MA 3.3.5*	I can predict and describe what happens if I slide, flip, and turn shapes.	
MA 3.3.6	I can identify and describe lines of symmetry.	
MA 3.3.7	I can build and draw geometric objects.	
MA 3.3.8	I can create and describe mental pictures of objects, patterns, and paths.	
MA 3.3.9	I can find geometric shapes and structures in the environment.	
MA 3.3.10	I can use geometric models to solve problems.	
MA 3.3.11	I can identify and build 3-dimensional objects from their 2-dimensional representations.	
MA 3.3.12	I can investigate 2-dimensional representations of 3-dimensional shapes.	
MA 3.3.13	I can use geometric ideas to solve problems.	

Strand IV: Measurement

Students will understand measurement systems and applications.

Code	Kid Friendly Standards	Checklist
MA 3.4.1	I understand why we need standard units to measure.	
MA 3.4.2	I can choose and use the correct units and tools to measure length, width, and mass.	
MA 3.4.3	I can tell time to the nearest minute and relate it to everyday events.	
MA 3.4.4	I can identify and use time intervals.	
MA 3.4.5	I can measure length, area, weight, and volume using the appropriate unit.	
MA 3.4.6	I understand that measurements are approximations.	
MA 3.4.7	I can find the area of rectangles using different tools.	
MA 3.4.8	I can estimate measurements.	
MA 3.4.9*	I can use standard units and tools to estimate, measure, and solve problems.	
MA 3.4.10	I can see a 90-degree angle and use it to estimate the size of other angles.	

Strand V: Data Analysis and Probability		
Students will understand how to formulate questions, analyze data, and determine probability.		
Code	Kid Friendly Standards	Checklist
MA 3.5.1*	I can collect and organize data from observations, measurements, surveys or experiments.	
MA 3.5.2	I can use tables and graphs to show data.	
MA 3.5.3	I can predict and determine the number of possible outcomes of a simple experiment.	
	I can tell whether events are certain, likely, unlikely, or impossible.	
	I can record outcomes of an event and keep track of when things repeat.	
	I can summarize and record the results of an experiment in an organized way.	
	I can use the results of an experiment to make predictions about what might happen in the future.	
MA 3.5.4	I can explain and use observations, polls, and tally marks to collect data.	
MA 3.5.5*	I can use data to make inferences and predictions, answer questions, and make decisions.	
MA 3.5.6	I can use "certain," "likely," and "unlikely" to talk about the likelihood of events.	
MA 3.5.7*	I can predict the outcomes of simple experiments.	
MA 3.5.8	I can record the probability of a specific outcome for a simple problem situation.	

* Power Standard