

## *Everyday Mathematics*

### Month-by-Month Overview Grade Three – Regular School Year

*Everyday Mathematics* lessons require 60 minutes of mathematics per day. In addition to the content standards, all *Everyday Mathematics* lessons address the process standards: problem solving, representations, reasoning and proof, connections, and communication.

<b>Date</b>	<b>Unit</b>	<b>Key Mathematical Ideas</b>
Early Sept.- Early Oct.	1 Routines, Review, & Assessment	Create the Numbers All Around Museum; introduce daily math routines and materials; review time, measurement, calculator skills, 2-D shapes, data concepts, equivalent numbers, and money problems; introduce the vocabulary of certainty and uncertainty; identify number-grid patterns; solve problems with dollars and cents; explore number patterns; introduce the Length-of-Day Project.
Early Oct.- Late Oct.	2 Adding & Subtracting Whole Numbers	Explore equally likely events; review fact families, addition, subtraction, and “What’s My Rule?” problems; solve parts-and-total, change, and comparison number stories with diagrams; extend the partial-sums and trade-first algorithms to 3-digit numbers; solve problems with three or more addends.
Early Nov.- Late Nov.	3 Linear Measures and Area	Measure with the “class shoe” unit of length; choose the appropriate measuring tool; collect, tabulate, and interpret experimental data; measure to the nearest $\frac{1}{4}$ inch or centimeter; find the perimeter of polygons; find area by counting and using squares; calculate area; measure diameter and circumference.
Late Nov. Mid Dec.	4 Multiplication & Division	Solve and write problems involving equal groups; use arrays, diagrams, and number models to solve multiplication and division problems; practice facts; play <i>Baseball Multiplication</i> ; use a map scale to estimate distance.
Mid Dec. – Late Jan.	5 Place Value in Whole Numbers and Decimals	Read, write, compare, and order numbers under 100,000; extend place value to millions; compute with large numbers; collect and interpret data from spinner experiments; model decimals with base-10 blocks; use decimal notation for metric measure; introduce thousandths; analyze data from the sunrise-sunset routine.
Late Jan – Late Feb.	6 Line Segments, Rays, and Lines	Introduce rays and lines; identify and form lines, line segments, and rays; form angles and polygons; record rotations; explore triangles, quadrangles, and polygons; measure angles; identify bases of prisms and pyramids.
Late Feb.- Mid March	7 Multiplication & Division	Review facts and patterns in products; introduce parentheses in number models; multiply by multiples of 10, 100, and 1,000; estimate costs; divide multiples of 10 by 1-digit numbers; multiply multiples of 10 by multiples of 10
Mid March – Early April	8 Fractions	Use fractions to name a of b equal parts; introduce the number line for fractions; find equivalent fractions; introduce mixed numbers; solve number stories involving fractions.
Early – April – Early May	9 Multiplication & Division	Make predictions; multiply and divide with multiples of 10, 100, and 1,000; use the partial-products algorithm; identify factors of a number; share dollars equally; interpret remainders; introduce the lattice method of multiplication; investigate positive and negative numbers.
Early May – Early June	10 Measurement & Data	Explore the volume of rectangular prisms; use different scales; order objects by weight and volume; explore capacity; introduce the mean; use memory keys; make frequency tables, plot points on a coordinate grid.
Early June – Mid June	11 Probability	Design spinners; predict outcomes; organize and analyze survey data; read, interpret, and graph data