

## Unit 1:

### *Place Value and Rounding...*

<http://www.ixl.com/math/grade-3/identify-digit-with-particular-place-value>

<http://www.ixl.com/math/grade-3/convert-between-standard-and-expanded-form>

<http://www.ixl.com/math/grade-3/place-value-word-problems>

### *Addition and Subtraction...*

- Addition and subtraction as inverse operations.
- Adding with zero
- Different subtraction situations

[http://aplusmath.com/Games/Concentration/Addition\\_Concentration.html](http://aplusmath.com/Games/Concentration/Addition_Concentration.html)

<http://www.ixl.com/math/grade-3/solve-using-properties-of-addition>

<http://www.ixl.com/math/grade-3/guess-two-numbers-based-on-sum-and-difference>

### *Multiples of Ten...*

<http://www.ixl.com/math/grade-3/multiplication-patterns-over-increasing-place-values>

### *Data and Graphing*

<http://www.ixl.com/math/grade-3/line-plots>

<http://www.ixl.com/math/grade-3/pictographs>

<http://www.ixl.com/math/grade-3/create-bar-graphs>

<http://www.ixl.com/math/grade-3/create-line-plots>

<http://www.ixl.com/math/grade-3/create-pictographs>

## Unit 2

- Odd and even numbers
- Skip counting by twos, threes, fives, and tens
- Estimation
- Basic addition and subtraction facts

## Unit 3

- odd and even numbers
- skip counting by twos, threes, fives, and tens
- determining reasonableness using estimation

- addition and subtraction as inverse operations
  - multiplication of one-digit numbers
  - commutative, associative, and identity properties of addition
- <http://www.ixl.com/math/grade-3/properties-of-multiplication>  
<http://www.ixl.com/math/grade-3/solve-using-properties-of-multiplication>

- basic addition facts
- making tens in a variety of ways
- basic subtraction facts
- place value for ones, tens, hundreds, thousands, and tenths
- modeling numbers using base 10 blocks and on grid paper
- using addition to find the total number of objects in a rectangular array