

Rising 3rd Grade Mathematics Scope and Sequence

	Mathematics Skills and Concepts 60–65 minutes per day		Problem-Solving and Discourse 10–15 minutes per day		STEAM 45 minutes per day	
	Mathematics Focus	Standards	Mathematical Practice and Card Title	Standard	Challenge Title and STEAM Step	Standard
Day 1	Ones, Tens, and Hundreds	Understand that the digits of a three-digit number represent hundreds, tens, and ones; and use standard and expanded forms to represent three-digit numbers.	Think Using Quantities “Place Value Game”	Make sense of quantities and their relationships in problems.	<i>Making Maps</i> Define the Problem	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 2					<i>Making Maps</i> Design	
Day 3	Numbers to 1,000	Understand that the digits of a three-digit number represent hundreds, tens, and ones; and read and write numbers to 1,000 using standard and word form.	Construct and Critique Arguments “Building with Blocks”	Use assumptions, definitions, and previously established results to construct arguments.	<i>Making Maps</i> Build	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 4					<i>Making Maps</i> Test and Improve	
Day 5	Comparing Numbers	Use place value to compare three-digit numbers using symbols and comparative language.	Analyze the Structure “Saving Money”	Observe closely to discern a pattern or structure in a problem.	<i>Making Maps</i> Reflect and Share	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 6					Piece by Piece Learn Content, Understand the Challenge, and Brainstorm	Identify how an object made of pieces can be disassembled and made into a new object.

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Day 7	Adding within 100	Use strategies to fluently add within 100.	Think Using Quantities “Pamela’s Pops”	Make sense of quantities and their relationships in problems.	Piece by Piece Design and Build	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 8					Piece by Piece Test and Reflect	
Day 9	Subtracting within 100	Use strategies to fluently subtract within 100.	Think Using Quantities “Baseball Cards”	Make sense of quantities and their relationships in problems.	Piece by Piece Redesign and Rebuild	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 10					Piece by Piece Retest and Share	
Day 11	Adding within 1,000	Add within 1,000 using concrete models, drawings, or other strategies.	Use Tools Strategically “Aisha’s Beads”	Consider and use available tools when solving problems.	<i>Living in Sunlight Extremes</i> Define the Problem	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 12					<i>Living in Sunlight Extremes</i> Design	Recognize and draw shapes having specified attributes.

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Day 13	Subtracting within 1,000	Subtract within 1,000 using concrete models, drawings, or other strategies.	Use Tools Strategically “Donating Canned Goods”	Consider and use available tools when solving problems.	<i>Living in Sunlight Extremes</i> Build and Test	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 14					<i>Living in Sunlight Extremes</i> Improve	
Day 15	Solving Two-Step Word Problems: Same Operations	Add and subtract to solve two-step word problems within 100.	Think Using Quantities “Missing Recess”	Make sense of quantities and their relationships in problems.	<i>Living in Sunlight Extremes</i> Reflect and Share	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 16					Volcanoes Learn Content, Understand the Challenge, and Brainstorm	Develop a model to represent the shapes and kinds of land and bodies of water in an area.
Day 17	Bar Graphs	Use and interpret bar graphs to solve problems involving addition and subtraction.	Analyze the Structure “Outside Fort”	Observe closely to discern a pattern or structure in a problem.	Volcanoes Design and Build	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 18					Volcanoes Test and Reflect	

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Day 19	Measuring Length	Use appropriate tools to measure the lengths of objects in standard units, and describe the relationship between the units and the sizes of the objects.	Construct and Critique Arguments “Robert’s Ruler”	Use assumptions, definitions, and previously established results to construct arguments.	Volcanoes Redesign and Rebuild	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 20					Volcanoes Retest and Share	
Day 21	Interpreting Data	Collect and organize data in up to three categories. Use tally marks, pictograph, and bar-type graphs to represent data.	Use Tools Strategically “Color Favorites”	Consider and use available tools when solving problems.	Dealing with Wildfires Define the Problem	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 22					Dealing with Wildfires Design	Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes.
Day 23	Shapes and Their Attributes	Recognize and draw shapes based on their defining attributes, such as the number of angles or equal sides.	Think Using Quantities “Guess Farrah’s Shape”	Make sense of quantities and their relationships in problems.	Dealing with Wildfires Build and Test	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 24					Dealing with Wildfires Improve	
Day 25	Culminating Activity	Dealing with Wildfires Reflect and Share	Make sense of problems and plan, solve, justify, and evaluate solutions.			