

21-22 3rd Grade Parent Friendly Standards by Quarter

Quarter	SC College and Career Ready Standard	Parent/Student Friendly Reading of the SCCR Standard
Quarter 1	3.NSBT.1	I can round to the nearest 10 or 100.
	3.NSBT.2	I can use a place value, fact family or friendly numbers strategy to add and subtract numbers within 1000.
	3.NSBT.4	I can read and write numbers up to 999,999 in standard and expanded form.
	3.NSBT.5	I can compare and order numbers up to 999,999 using $>$, $<$, $=$.
	3.MDA.1	I can use an analog and digital clock to tell and write time to the nearest minute, understand a.m. and p.m., and to solve problems involving elapsed time (Quarter 1 = to the nearest minute, Quarter 2 = to the nearest minute using a.m. and p.m., Quarter 3 = elapsed time, Quarter 4 = addition and subtraction word problems within 60 minutes).
	3.ATO.9	I can identify a rule within a numerical pattern.
	3.MDA.3	I can collect and organize data to create a picture or bar graph and solve problems using the information from the graphs.
	3.G.1	I can identify attributes of quadrilaterals. I can recognize and draw shapes that fall into the quadrilateral category.
Quarter 2	3.NSBT.3	I can collect and organize data to create a picture or bar graph and solve problems using the information from the graphs.
	3.ATO.1	I can use models, groupings, and symbols to represent and explain basic multiplication facts and the relationship between the factors and product.
	3.ATO.2	I can use models, groupings, and symbols to represent and explain basic division facts (without remainders) and the relationship between the divisor, dividend, and quotient.
	3.ATO.3	I can use models, groupings, and symbols to solve real-world multiplication and division word problems. I can represent the problem using an equation with a symbol for the unknown.
	3.MDA.1	I can use an analog and digital clock to tell and write time to the

		nearest minute, understand a.m. and p.m., and to solve problems involving elapsed time (Quarter 1 = to the nearest minute, Quarter 2 = to the nearest minute using a.m. and p.m., Quarter 3 = elapsed time, Quarter 4 = addition and subtraction word problems within 60 minutes).
	3.ATO.4	I can find the missing number in a multiplication or division equation using related fact families.
	3.ATO.6	I can find the answer to a division problem by thinking of the missing factor in a multiplication problem.
	3.ATO.7	I can use strategies to multiply and divide within 100 with ease.
	3.ATO.9	I can identify a rule within a numerical pattern.
Quarter 3	3.NSF.1	<ul style="list-style-type: none"> a. I can look at a shape that has been divided into equal parts and identify one part as a unit fraction. b. I can use what I know about unit fractions and counting to determine and represent the total amount of shaded parts. c. I can use a number line as a tool to represent and count unit fractions. d. I can represent fractions using models such as groupings, arrays, rectangular models, and number lines.
	3.NSF.2	<ul style="list-style-type: none"> a. I can use models to decide if two fractions are equal based on the same whole. b. I can use a grouping, array, number line, or rectangular model to represent equivalent fractions. c. I can show whole numbers written as fractions d. I can model/show/explain how to compare fractions with the same numerator or same denominator within the same size whole.
	3.NSF.3	I can use what I know about a number line and counting fractions to represent mixed numbers.
	3.MDA.1	I can use an analog and digital clock to tell and write time to the nearest minute, understand a.m. and p.m., and to solve problems involving elapsed time (Quarter 1 = to the nearest minute, Quarter 2 = to the nearest minute using a.m. and p.m., Quarter 3 = elapsed time, Quarter 4 = addition and subtraction word problems within 60 minutes).
	3.G.2	I can divide shapes into 2, 3, 4, 6, or 8 equal parts and label each part as a unit fraction. I can divide the shapes into 2, 3, 4, 6, or 8 equal parts using the same size whole.
	3.ATO.5	I can explain how to multiply and divide using properties such as,

		changing the order of factors, decomposing factors, grouping factors, and fact families.
	3.ATO.7	I can use strategies to multiply and divide within 100 with ease.
	3.ATO.8	I can use addition, subtraction, multiplication, and division to solve two-step real-world problems and represent these problems with an equation (using a letter for the unknown quantity).
Quarter 4	3.MDA.1	I can use an analog and digital clock to tell and write time to the nearest minute, understand a.m. and p.m., and to solve problems involving elapsed time (Quarter 1 = to the nearest minute, Quarter 2 = to the nearest minute using a.m. and p.m., Quarter 3 = elapsed time, Quarter 4 = addition and subtraction word problems within 60 minutes).
	3.MDA.5	<ul style="list-style-type: none"> a. I can understand that area is the amount of space that covers a shape. b. I can measure the area of a rectangular shape by creating an array and counting the squares. c. I can measure the area of a shape made of rectangles and squares using what I know about multiplication and addition.
	3.MDA.6	I can solve real-world problems related to the perimeter of rectangles given all side lengths or with an unknown side length. I can explain how some rectangles have the same perimeters and different areas or the same areas and different perimeters.
	3.ATO.7	I can use strategies to multiply and divide within 100 with ease.
	3.G.3	I can use a right angle to identify and draw acute and obtuse angles.
	3.G.4	I can identify 3D shapes based on the 2D net.
	3.MDA.2	I can measure liquids with milliliters, liters, and with customary units in cups, pints, quarts, and gallons.
	3.MDA.4	I can measure objects to the nearest whole inch, $\frac{1}{2}$ inch, and $\frac{1}{4}$ inch and create a line plot using the measurement data.