

## Grade Level: 3 Competency/Proficiency Analysis Sheet (Modules 1-6)

v.9-23-16

Code	Competency Statement/Proficiency Scale Statement	M1	M2	M3	M4	M5	M6	M7
<b>Operations and Algebraic Thinking - 3.OA.A</b>	Skill Competency: Students will represent and solve problems involving multiplication and division.							
Multiplication and Division - 3.MD.2A	I can interpret products of whole numbers (for example, understanding $5 \times 7$ as the total number of objects in five groups of seven). (3.OA.A.1)	X,M,E		X				
Multiplication and Division - 3.MD.2B	I can interpret whole number quotients of whole numbers (for example, understanding $56 \div 8$ as the number of objects in each share when 56 objects are divided into equal shares of eight objects each). (3.OA.A.2)	X,M,E						
Multiplication and Division - 3.MD.3A	I can use multiplication and division within 100 to solve word problems (for example, using drawings and equations with a symbol for the unknown number to represent the problem). (3.OA.A.3)	X,M,E		X,M,E				
Multiplication and Division - 3.MD.3B	I can determine the unknown whole number in a multiplication or division equation relating three whole numbers (e.g., $9 \times \_ = 45$ , $5 = \_ \div 3$ ). (3.OA.A.4)	E		X,M				
<b>Operations and Algebraic Thinking - 3.OA.B</b>	Content Competency: Students will understand properties of multiplication and the relationship between multiplication and division.							
Multiplication and Division - 3.MD.3C	I can solve division problems as unknown-factor problems (for example, finding $32 \div 8$ by finding the number that makes 32 when multiplied by 8). (3.OA.B.6)	X,M,E						
<b>Operations and Algebraic Thinking - 3.OA.C</b>	Content Competency: Students will multiply and divide within 100.							
Multiplication and Division - 3.MD.2C	I can fluently multiply and divide within 100. (3.OA.C.7)	X,E		E				
Multiplication and Division - 3.MD.2D	I know from memory all products of two one-digit numbers. (3.OA.C.7) (Required Fluency for Grade 3 - 3.OA.C.7 Single-digit products and quotients (Products from memory by end of Grade 3)		E	E				
Multiplication and Division - 3.MD.3D	I can multiply one-digit whole numbers by multiples of 10 in the range from 10 to 90 using strategies based on place value and properties of whole numbers. (3.NBT.A.3)			X,E				

		M1	M2	M3	M4	M5	M6	M7	
<b>Operations and Algebraic Thinking - 3.OA.D</b>	Skill Competency: Students will solve problems involving the four operations, and identify and explain patterns in arithmetic.								
Properties of Operations - 3.PRPO.2A	I can recognize or recall the properties of multiplication (for example, commutative, associative, distributive*).			X					
Properties of Operations - 3.PRPO.2B	I can identify arithmetic patterns in the addition and multiplication tables. (3.OA.D.9)			X,E					
Expressions and Equations - 3.EEQ.2A	I can represent two-step word problems using equations with a letter standing for the unknown quantity. (3.OA.D.8)	X							
Expressions and Equations - 3.EEQ.2B	I can represent one-step word problems using equations with a letter standing for the unknown quantity.								
Properties of Operations - 3.PRPO.3A	I can apply properties of operations as strategies to multiply and divide (for example, commutative, associative, distributive*). (3.OA.B.5)	X,M,E		X,M,E					
Properties of Operations - 3.PRPO.3B	I can explain arithmetic patterns (addition or multiplication table) using the properties of operations. (3.OA.D.9)			X,M					
Expressions and Equations - 3.EEQ.3A	I can solve two-step word problems using the four operations with a letter standing for the unknown quantity. (3.OA.D.8)	E		X,E				X,M	
Expressions and Equations - 3.EEQ.3B	I can assess the reasonableness of answers using mental computation and estimation strategies. (3.OA.D.8)			E					
<b>Number – Base Ten - 3.NBT.A</b>	Content Competency: Students will use place value understanding and properties of operations to perform multi-digit arithmetic.								
Place Value - 3.PV.2A	I can use place value understanding to round whole numbers within 1,000 to the nearest 10 and 100 with visual support.		X,E						
Addition and Subtraction - 3.AS.2A	I can add and subtract within 1,000 using concrete models or drawings.								
Place Value - 3.PV.3A	I can use place value understanding to round whole numbers within 1,000 to the nearest 10 and 100. (3.NBT.A.1)		X,E						
Addition and Subtraction - 3.AS.3A	I can fluently add and subtract within 1,000 using strategies and algorithms based on place value, properties of operations, and/or the relationship between addition and subtraction. (3.NBT.A.2) (Required Fluency for Grade 3 - 3.NBT.A.2 Add/subtract within 1,000)		X,M,E						



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Represent and Interpret Data - 3.RIDT.2C	I can generate data by measuring lengths to the half and fourth of an inch. (3.MD.B.4)								
Represent and Interpret Data - 3.RIDT.3A	I can draw a scaled picture graph and a scaled bar graph to represent a data set. (3.MD.B.3)						X,E		
Represent and Interpret Data - 3.RIDT.3B	I can solve two-step problems using information from scaled bar graphs. (3.MD.B.3)						X,E		
Represent and Interpret Data - 3.RIDT.3C	I can represent measurement data in halves and fourths of an inch on a line plot. (3.MD.B.4)						X,E	E	
<b>Measurement and Data - 3.MD.C</b>	Skill Competency: Students will understand concepts of area and relate area to multiplication and addition. (Geometric Measure)								
Area - 3.AREA.2A	I can explain concepts of area measurement. (3.MD.C.5)				X,M				
Area - 3.AREA.2B	I can measure area by counting square units (cm., m., in., ft.). (3.MD.C.6)				M			E	
Area - 3.AREA.2C	I can demonstrate that area can be found by tiling a rectangular area and that it is the same as multiplying the side lengths. (3.MD.C.7a)				X,M,E			X	
Area - 3.AREA.3A	I can solve real-world problems involving rectangular and rectilinear area. (3.MD.C.7b; 3.MD.C.7d)				X,M			X,E	
Area - 3.AREA.3B	I can use tiling to demonstrate the distributive property by showing that the area of a rectangle with side lengths a and b + c is the sum of a × b and a × c. (3.MD.C.7c)				X,E				
Area - 3.AREA.3C	I can calculate areas of rectilinear figures by decomposing them into non-overlapping rectangles and adding the area. (3.MD.C.7d)				X,M,E			E	
<b>Measurement and Data - 3.MD.D</b>	Skill Competency: Students will recognize perimeter as an attribute of plane figures; distinguish between linear and area measures. (Geometric Measure)								
Perimeter - 3.PER.2A	I can find the perimeter of polygons given the side lengths. (3.MD.D.8)							X,M,E	
Perimeter - 3.PER.3A	I can solve real-world problems involving perimeters of polygons. (3.MD.D.8)							X,M	
Perimeter - 3.PER.3B	I can compare rectangles with the same area and different perimeters, as well as rectangles with the same perimeters and different areas. (3.MD.D.8)							X,E	
Perimeter - 3.PER.3C	I can solve for an unknown side length given the perimeter of a polygon. (3.MD.D.8)							X,E	
<b>Geometry - 3.G.A</b>	Content Competency: Students will reason with shapes and their attributes.								
Shapes - 3.SHAP.2A	I can identify the attributes of various quadrilaterals.							X,M,E	
Compose and Decompose Shapes - 3.CDSH.2A	I can partition shapes into parts with equal areas. (3.G.A.2)					X,M		X	
Shapes - 3.SHAP.3A	I can classify quadrilaterals into categories based on their attributes. (3.G.A.1)							X,M	
Compose and Decompose Shapes - 3.CDSH.3A	I can express the area of each part of a partitioned shape as a unit fraction of the whole. (3.G.A.2)					X,M			

X = Exit Ticket

M = MidModule Assessment

E = EndModule Assessment