

*Maryland  
Curricular Standards  
Mathematics - Grade 3  
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<i>Benchmark Number</i>	<i>Benchmark • Instructional Target</i>	<i>Gourmet Resource</i>	<i>Taught</i>	<i>Tested</i>
	<p><b>Knowledge of Algebra, Pattern, and Functions (1.0): MATHEMATICS</b></p> <p>Students will algebraically represent, model, analyze, and solve mathematical and real-world problems involving patterns and functional relationships.</p> <p>Rationale</p> <p>Algebra provides the means of operating with mathematical concepts symbolically. Through the application of algebra, students are able to interpret and represent relationships in order to solve mathematical and real-world problems. The knowledge of algebra enables all students to develop their ability to reason abstractly. Students will be able to demonstrate a knowledge of algebra, patterns, and functions in conjunction with the process standards: <u>problem solving</u>, <u>communication</u>, <u>reasoning</u>, and <u>connections</u>.</p> <p>By the end of Grade 3, students know and are able to:</p>			
<b>1.3.1a</b>	<ul style="list-style-type: none"> <li>• <i>identify and describe a trend</i></li> </ul>	<p><b>Appetizers 2 B; Main Dish Objective 2 (Mathematical Relations) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom</b></p>		
<b>1.3.1b</b>	<ul style="list-style-type: none"> <li>• <i>identify, describe, extend, and create a variety of numeric and non-numeric patterns</i> <ul style="list-style-type: none"> <li>- <i>create and extend number patterns of 2's, 5's 10's and odd and even numbers</i></li> <li>- <i>create and extend patterns using models (symbols, shapes, designs and pictures)</i></li> </ul> </li> </ul>	<p><b>Appetizers 1 C; 2 A, B, &amp; D; Main Dish Objectives 1 (Number Concepts); 2 (Mathematical Relations) Lessons 1, 2, &amp; 4; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom</b></p>		
<b>1.3.2</b>	<ul style="list-style-type: none"> <li>• <i>express numeric relationships using +, -, x (multiplication), (division), &lt;, &gt;, or =</i> <ul style="list-style-type: none"> <li>- <i>select appropriate operational and relational symbols to express</i></li> <li>- <i>select appropriate symbols and operations to solve simple problems</i></li> </ul> </li> </ul>	<p><b>Appetizers 2 A &amp; B; 11 A; 12 A &amp; B; Main Dish Objectives 2 (Mathematical Relations) Lessons 1 &amp; 2; 11 (Problem Solving) Lesson 1; 12 (Mathematical Representation) Lessons 1 &amp; 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom</b></p>		

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1.3.3	<ul style="list-style-type: none"> <li>find the missing number in a number sentence using a variety of strategies</li> </ul>	Appetizers 2 A, B, & C; 11 A & B; 12 A & B; Main Dish Objectives 2 (Mathematical Relations) Lessons 1, 2, & 3; 11 (Problem Solving) Lessons 1 & 2; 12 (Mathematical Representation) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics		
1.3.4a	<ul style="list-style-type: none"> <li>plot points to represent whole numbers and fractions with denominators of 2, 3, and 4 on a number line</li> </ul>	Appetizers 2 C; Main Dish Objective 2 (Mathematical Relations) Lesson 3; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
1.3.4b	<ul style="list-style-type: none"> <li>locate points on a simple grid</li> </ul>	Appetizers 5 A; 12 C; Main Dish Objectives 5 (Probability/Statistics) Lesson 1; 12 (Mathematical Representation) Lesson 3; Applications; Final Tests; Reasonableness Problems; Journal Topics		
2.3.1	<ul style="list-style-type: none"> <li>describe and compare the attributes of plane and solid geometric figures and use this understanding to show relationships and solve problems <ul style="list-style-type: none"> <li>identify, represent, and describe one-, two-, and three-dimensional figures</li> <li>combine and subdivide circles, squares, triangles, rectangles, and other shapes</li> <li>describe the following relationships: rectangle/prism, circle/sphere, square/cube, triangle/pyramid</li> </ul> </li> </ul>	Appetizers 3 A; Main Dish Objective 3 (Geometry) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		

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2.3.2	<ul style="list-style-type: none"> <li>• <i>identify right angles and compare them to other angles</i></li> </ul>			
2.3.3	<ul style="list-style-type: none"> <li>• <i>construct or draw geometric figures using tools and technology</i> - <i>sketch squares, rectangles, triangles, and circles</i></li> </ul>	Appetizers 3 A, B, & C; Main Dish Objective 3 (Geometry) Lessons 1, 2, & 3; Applications; Final Tests; Reasonableness Problems; Journal Topics		
2.3.4a	<ul style="list-style-type: none"> <li>• <i>describe and demonstrate slides, flips, and turns using pictures or other simple objects</i></li> </ul>	Appetizers 3 B; Main Dish Objective 3 (Geometry) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
2.3.4b	<ul style="list-style-type: none"> <li>• <i>identify, describe, and represent symmetry of geometric figures and real-world objects</i></li> </ul>	Appetizers 3 B; Main Dish Objective 3 (Geometry) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
2.3.5	<ul style="list-style-type: none"> <li>• <i>identify, describe, and represent congruency of geometric figures and real-world objects</i></li> </ul>	Appetizers 3 B; Main Dish Objective 3 (Geometry) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
3.3.1	<ul style="list-style-type: none"> <li>• <i>identify the measurable attributes (length, area, weight, volume/capacity)</i></li> </ul>	Appetizers 4 B & C; Main Dish Objective 4 (Measurement) Lessons 2 & 3; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
3.3.2a	<ul style="list-style-type: none"> <li>• <i>use rulers, scales, thermometers, and clocks to measure</i></li> </ul>	Appetizers 4 A, B, & C; Main Dish Objective 4 (Measurement) Lessons 1, 2, & 3; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
3.3.2b	<ul style="list-style-type: none"> <li>• <i>measure in standard units (inches [to 1/2 inch increments], feet, yard, centimeters, meters, grams, ounces, pounds, Celsius, Fahrenheit, hours and minutes) and non-standard units (i.e., paper clips)</i></li> </ul>	Appetizers 4 A, B, C, & D; Main Dish Objective 4 (Measurement) Lessons 1, 2, 3, & 4; Applications; Final Tests; Reasonableness Problems; Journal Topics		

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3.3.3a	<ul style="list-style-type: none"> <li>estimate and measure length, weight, temperature, time and capacity</li> <li>- convert between inches, feet and yards</li> </ul>	Appetizers 4 A, B, C, & D; 10 A; Main Dish Objectives 4 (Measurement) Lessons 1, 2, 3, & 4; 10 (Estimation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics		
3.3.3b	<ul style="list-style-type: none"> <li>estimate and count to find perimeter, area, and volume of figures and real-world objects</li> </ul>	Appetizers 4 E & F; Main Dish Objective 4 (Measurement) Lessons 5 & 6; Applications; Final Tests; Reasonableness Problems; Journal Topics		
3.3.4	<ul style="list-style-type: none"> <li>use length, capacity, weight, temperature, and time to solve problems</li> </ul>	Appetizers 4 A, B, C, & D; Main Dish Objective 4 (Measurement) Lessons 1, 2, 3, & 4; Applications; Final Tests; Reasonableness Problems; Journal Topics		
4.3.1	<ul style="list-style-type: none"> <li>gather relevant data and compile the results to answer a question</li> </ul>	Appetizers 5 A; 12 C; Main Dish Objective 5 (Probability/Statistics) Lesson 1; 12 (Mathematical Representation); Applications; Final Tests; Reasonableness Problems; Journal Topics		
4.3.2	<ul style="list-style-type: none"> <li>organize and display data using tables, pictographs, and bar graphs</li> </ul>	Appetizers 5 A; 12 C; Main Dish Objectives 5 (Probability/Statistics) Lesson 1; 12 (Mathematical Representation) Lesson 3; Applications; Final Tests; Reasonableness Problems; Journal Topics		
4.3.3	<ul style="list-style-type: none"> <li>interpret, compare, and make predictions based on tables, pictographs, and bar graphs</li> </ul>	Appetizers 5 A; 12 C; Main Dish Objectives 5 (Probability/Statistics) Lesson 1; 12 (Mathematical Representation) Lesson 3; Applications; Final Tests; Reasonableness Problems; Journal Topics		

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5.3.1	<ul style="list-style-type: none"> <li>list possible outcomes for an event</li> </ul>	Appetizers 5 B; Main Dish Objective 5 (Probability/Statistics) Extension Activity; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
5.3.2a	<ul style="list-style-type: none"> <li>describe the likelihood of an event by using certain, impossible, more likely, less likely, and equally likely</li> </ul>	Appetizers 5 B; Main Dish Objective 5 (Probability/Statistics) Extension Activity; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
5.3.2b	<ul style="list-style-type: none"> <li>determine fairness by applying the concept of equally likely</li> </ul>	Appetizers 5 B; Main Dish Objective 5 (Probability/Statistics) Extension Activity; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
6.3.1	<ul style="list-style-type: none"> <li>read, write, and represent whole numbers (cardinal and ordinal) and simple fractions using symbols, words and models <ul style="list-style-type: none"> <li>identify number values and relationships of whole numbers and simple fractions</li> <li>express numbers in expanded notation</li> </ul> </li> </ul>	Appetizers 1 A, B, D, & E; Main Dish Objective 1 (Number Concepts) Lessons 1, 2, 4, & 5; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
6.3.2	<ul style="list-style-type: none"> <li>compare, order, and describe whole numbers less than 1,000 using place value concepts and the symbols <math>&gt;</math>, <math>&lt;</math>, and <math>=</math></li> </ul>	Appetizers 1 A & B; Main Dish Objective 1 (Number Concepts) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
6.3.3	<ul style="list-style-type: none"> <li>describe numbers as even or odd</li> </ul>	Appetizers 1 C; Main Dish Objective 1 (Number Concepts) Lesson 3; Applications; Final Tests; Reasonableness Problems; Journal Topics		

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6.3.4a	• <i>demonstrate proficiency with addition and subtraction facts</i>	Appetizers 6 A, B, C, & D; 7 A; 11 A; Main Dish Objectives 6 (Addition) Lesson 1; 7 (Subtraction) Lesson 1; 11 (Problem Solving) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
6.3.4b	• <i>use models/manipulatives and make drawings to show multiplication and division facts</i>	Appetizers 8 A; 9 A & B; Main Dish Objectives 8 (Multiplication) Lesson 1, Reteach Activity; 9 (Division) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
6.3.4c	• <i>write a story problem that models a mathematical expression</i>	Appetizers 12 A & B; Main Dish Objective 11 (Mathematical Representation) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
6.3.5a	• <i>add and subtract whole numbers with regrouping with sums and differences less than 1,000</i>	Appetizers 6 B, C, & D; 7 A & B; Main Dish Objectives 6 (Addition) Lessons 2, 3, & 4; 7 (Subtraction) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
6.3.5b	• <i>estimate sums and differences less than 1,000 of whole numbers</i>	Appetizers 10 B, C, & D; Main Dish Objective 10 (Estimation) Lessons 2, 3, & 4; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
6.3.5c	• <i>multiply and divide whole numbers using technology or models</i>	Appetizers 8 A; 9 A, B, & C; Main Dish Objectives 8 (Multiplication) Lesson 1 & Reteach; 9 (Division) Lessons 1, 2, & 3; Applications; Final Tests; Journal Topics; Doggie Bag CD-Rom		

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<b>6.3.5d</b>	<ul style="list-style-type: none"> <li>• <i>identify, name, compare, and determine the value of a given set of currency through one hundred dollars and use this knowledge to solve problems including adding and subtracting money and counting change</i></li> </ul>	<b>Appetizers 6 B; 7 B; Main Dish Objectives 6 (Addition) Lesson 2; 7 (Subtraction) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom</b>		
<b>6.3.6</b>	<ul style="list-style-type: none"> <li>• <i>use mathematical properties to solve problems</i> <ul style="list-style-type: none"> <li>- <i>explain and apply number relationships using the mathematical properties of operations, including identity, commutative, and zero properties</i></li> <li>- <i>explain and apply the concept of inverse operation (i.e., addition and subtraction)</i></li> </ul> </li> </ul>	<b>Appetizers 2 A; Main Dish Objective 2 (Mathematical Relations) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom</b>		
<b>6.3.7a</b>	<ul style="list-style-type: none"> <li>• <i>apply strategies to solve problems with whole numbers</i> <ul style="list-style-type: none"> <li>- <i>use estimation to solve problems with whole numbers</i></li> <li>- <i>estimate the number of objects in a set</i></li> <li>- <i>use estimation to evaluate reasonableness of results</i></li> </ul> </li> </ul>	<b>Appetizers 10 A, B, C, &amp; D; 11 A, B, &amp; C; 12 A &amp; B; 13 A, B, C, &amp; D; Main Dish Objectives 10 (Estimation) Lessons 1, 2, 3, &amp; 4; 11 (Problem Solving) Lessons 1, 2, &amp; 3; 12 (Mathematical Representation) Lessons 1 &amp; 2; 13 (Reasonableness) Lessons 1, 2, 3, &amp; 4; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom</b>		