

**New Mexico**  
**Curricular Standards**  
**Mathematics - Grade 3**  
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<b>Benchmark Number</b>	<b>Benchmark</b> • <b>Instructional Targets</b>	<b>Gourmet Resource</b>	<b>Taught</b>	<b>Tested</b>
<b>NUMBER AND OPERATIONS</b>				
<b>Content Standard</b>	Students will understand numerical concepts and mathematical operations.			
<b>Grade 3 Benchmark</b>	Understand numbers, ways of representing numbers, relationships among numbers, and number systems.			
<b>1</b>	<ul style="list-style-type: none"> <li>Exhibit an understanding of the place-value structure of the base-ten number system by:               <ul style="list-style-type: none"> <li>- reading, modeling, writing, and interpreting whole numbers up to 10,000</li> <li>- comparing and ordering numbers up to 1,000</li> <li>- recognizing the position of a given number in the base-ten number system and its relationship to benchmark numbers such as 10, 50, 100, 500</li> </ul> </li> </ul>	<b>Appetizers 1 A, B, &amp; E;</b> <b>Main Dish Objective 1 (Number Concepts) Lessons 1, 2, &amp; 5; Applications; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom</b>		
<b>2</b>	<ul style="list-style-type: none"> <li>Use whole numbers by using a variety of contexts and models (e.g., exploring the size of 1,000 by skip-counting to 1,000 using hundred charts or strips 10 or 100 centimeters long).</li> </ul>	<b>Appetizers 1 C;</b> <b>Main Dish Objective 1 (Number Concepts) Lesson 3; Application; Final Test; Reasonableness Problems; Journal Topics</b>		
<b>3</b>	<ul style="list-style-type: none"> <li>Identify some representations for some numbers and generate them by decomposing and recombining numbers (e.g., <math>853 = 8 \times 100 + 5 \times 10 + 3</math>; <math>85 \times 10 + 3 = 853</math>; <math>853 = 900 - 50 + 3</math>)</li> </ul>	<b>Appetizers 1 B;</b> <b>Main Dish Objective 1 (Number Concepts) Lesson 2; Application; Final Test; Reasonableness Problems; Journal Topics</b>		
<b>4</b>	<ul style="list-style-type: none"> <li>Identify the relationship among commonly encountered factors and multiples (e.g., factor pairs of 12 are 1x12, 2x6, 3x4; multiples of 12 are 12,24,36)</li> </ul>	<b>Appetizers 8 A;</b> <b>Main Dish Objective 8 (Multiplication) Lesson 1; Application; Final Test; Reasonableness Problems; Journal Topics</b>		

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5	<ul style="list-style-type: none"> <li>Use visual models and other strategies to recognize and generate equivalents of commonly used fractions and mixed numbers (e.g., halves, thirds, fourths, sixths, eighths, and tenths).</li> </ul>	Appetizers 1 D; Main Dish Objective 1 (Number Concepts) Lesson 4; Application; Final Test; Reasonableness Problems; Journal Topics		
6	<ul style="list-style-type: none"> <li>Demonstrate an understanding of fractions as parts of unit wholes, parts of a collection or set, and as locations on a number line.</li> </ul>	Appetizers 1 D; Main Dish Objective 1 (Number Concepts) Lesson 4; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
7	<ul style="list-style-type: none"> <li>Use common fractions for measuring and money (e.g., using fractions and decimals as representations of the same concept, such as half of a dollar = 50 cents).</li> </ul>	Appetizers 1 F; Main Dish Objective 1 (Number Concepts) Lesson 6; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
<b>Grade 3 Benchmark</b>	Understand the meaning of operations and how they relate to one another.			
1	<ul style="list-style-type: none"> <li>Use a variety of models to show an understanding of multiplication and division of whole numbers (e.g., charts, arrays, diagrams, and physical models [i.e., modeling multiplication with a variety of pictures, diagrams, and concrete tools to help students learn what the factors and products represent in various contexts]).</li> </ul>	Appetizers 8 A; 9 A; Main Dish Objectives 8 (Multiplication) Lesson 1; 9 (Division) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
2	<ul style="list-style-type: none"> <li>Find the sum or difference of two whole numbers between 0 and 10,000.</li> </ul>	Appetizers 6 A & B; 7 A; Main Dish Objectives 6 (Addition) Lessons 1 & 2; 7 (Subtraction) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		

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3	<ul style="list-style-type: none"> <li>Solve simple multiplication and division problems (e.g., <math>135 \div 5 = \square</math>).</li> </ul>	Appetizers 8 A & B; 9 A & B; Main Dish Objectives 8 (Multiplication) Lessons 1 & 2; 9 (Division) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics		
4	<ul style="list-style-type: none"> <li>Identify how the number of groups and the number of items in each group equals a product.</li> </ul>	Appetizers 8 A; Main Dish Objective 8 (Multiplication) Lesson 1; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
5	<ul style="list-style-type: none"> <li>Demonstrate the effects of multiplying and dividing on whole numbers (e.g., to find the total number of legs on 12 cats, 4 represents the number of each [cat] unit, so <math>12 \times 4 = 48</math> [leg]units).</li> </ul>			
6	<ul style="list-style-type: none"> <li>Identify and use relationship between multiplication and division (e.g., division is the inverse of multiplication) to solve problems.</li> </ul>	Appetizers 2 B; Main Dish Objective 2 (Mathematical Relations) Lesson 2; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
7	<ul style="list-style-type: none"> <li>Select and use operations (e.g., addition, multiplication, subtraction, division) to solve problems.</li> </ul>	Appetizers 6 B & C; 7 A & B; 8 A & B; 9 A & B; 11 A; 12 B & D; Main Dish Objectives 6 (Addition) Lessons 2 & 3; 7 (Subtraction) Lessons 1 & 2; 8 (Multiplication) Lessons 1 & 2; 9 (Division) Lessons 1 & 2; 11 (Problem Solving) Lesson 1; 12 (Mathematical Representation) Lessons 2 & 4; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		

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<b>Grade 3 Benchmark</b>	Compute fluently and make reasonable estimates.			
1	<ul style="list-style-type: none"> <li>Choose computational methods based on understanding the base-ten number system, properties of multiplication and division, and number relationships.</li> </ul>			
2	<ul style="list-style-type: none"> <li>Use strategies (e.g., <math>6 \times 8</math> is double <math>3 \times 8</math>) to become fluent with the multiplication pairs up to <math>10 \times 10</math>.</li> </ul>	Appetizers 8 A & B; Main Dish Objective 8 (Multiplication) Lessons 1 & 2; Applications; Final Test; Reasonableness Problems; Journal Topics		
3	<ul style="list-style-type: none"> <li>Compute with basic number combinations (e.g., multiplication pairs up to <math>10 \times 10</math> and their division counterparts).</li> </ul>	Appetizers 8 A & B; 11 B; Main Dish Objectives 8 (Multiplication) Lessons 1 & 2; 11 (Problem Solving) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics		
4	<ul style="list-style-type: none"> <li>Demonstrate reasonable estimation strategies for measurement, computation, and problem solving.</li> </ul>	Appetizers 4 A, B, C, & D; 10 A, B, C, & D; Main Dish Objectives 4 (Measurement) Lessons 1, 2, 3, & 4; 10 (Estimation) Lessons 1, 2, 3, & 4; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
<b>ALGEBRA</b>				
<b>Content Standard</b>	Students will understand algebraic concepts and applications.			
<b>Grade 3 Benchmark</b>	Understand patterns, relations, and functions.			
1	<ul style="list-style-type: none"> <li>Represent relationships of quantities in the form of mathematical expressions, equations, or inequalities.</li> </ul>	Appetizers 2 A, B, & C; 12 A; Main Dish Objectives 2 (Mathematical Relations) Lessons 1, 2, & 3; 12 (Mathematical Representation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		

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2	<ul style="list-style-type: none"> <li>Solve problems involving numeric equations.</li> </ul>	Appetizers 2 A, B, & C; 12 A; Main Dish Objectives 2 (Mathematical Relations) Lessons 1, 2, & 3; 12 (Mathematical Representation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
3	<ul style="list-style-type: none"> <li>Select appropriate operational and relational symbols to make an expression true (e.g., If <math>4 \square 3=12</math>, what operational symbol goes in the box?)</li> </ul>	Appetizers 2 A & B; 12 A; Main Dish Objectives 2 (Mathematical Relations) Lessons 1 & 2; 12 (Mathematical Representation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
4	<ul style="list-style-type: none"> <li>Use models of feet and inches to express simple unit conversions in symbolic form (e.g., 36 inches = <math>\square</math> feet <math>\times 12</math>) that develop conceptual understanding versus procedural skills.</li> </ul>	Appetizers 4 B; Main Dish Objective 4 (Measurement) Lesson 1; Application; Final Test; Reasonableness Problems; Journal Topics		
5	<ul style="list-style-type: none"> <li>Recognize and use the commutative property of multiplication (e.g., if <math>5 \times 7=35</math>, then what is <math>7 \times 5</math>?)</li> </ul>	Appetizers 2 B; Main Dish Objective 2 (Mathematical Relations) Lesson 2; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
6	<ul style="list-style-type: none"> <li>Create, describe, and extend numeric and geometric patterns including multiplication patterns.</li> </ul>	Appetizers 2 B; 8 A; Main Dish Objectives 2 (Mathematical Relations) Lesson 2; 8 (Multiplication) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		

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7	<ul style="list-style-type: none"> <li>• Represent simple functional relationships:               <ul style="list-style-type: none"> <li>- solve simple problems involving a functional relationship between two quantities (e.g., find the total cost of multiple items given the cost per unit)</li> <li>- extend and recognize a linear pattern by its rules (e.g., the number of legs on a given number of horses may be calculated by counting by 4s, by multiplying the number of horses by 4, or through the use of tables)</li> </ul> </li> </ul>	Appetizers 1 C; 8 A; Main Dish Objectives 1 (Number Concepts) Lesson 3; 8 (Multiplication) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD-Rom		
<b>Grade 3 Benchmark</b>	Represent and analyze mathematical situations and structures using algebraic symbols.			
1	<ul style="list-style-type: none"> <li>• Determine the value of variables in missing part problems (e.g., <math>139 + \square = 189</math>).</li> </ul>	Appetizers 2 A & B; 12 A; Main Dish Objectives 2 (Mathematical Relations) Lessons 1 & 2; 12 (Mathematical Representation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics		
2	<ul style="list-style-type: none"> <li>• Recognize and use the commutative and associative properties of addition and multiplication (e.g., <math>5 \times 7 = 35</math>, then what is <math>7 \times 5</math>? and if <math>5 \times 7 \times 3 = 105</math>, then what is <math>7 \times 3 \times 5</math>?").</li> </ul>	Appetizers 2 A & B; Main Dish Objective 2 (Mathematical Relations) Lessons 1 & 2; Applications; Final Test; Reasonableness Problems; Journal Topics		
3	<ul style="list-style-type: none"> <li>• Explore the ways that commutative, distributive, identity, and zero properties are useful in computing with numbers.</li> </ul>	Appetizers 2 A & B; 12 A & B; Main Dish Objectives 2 (Mathematical Relations) Lessons 1 & 2; 12 (Mathematical Representation) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics		

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<b>Grade 3 Benchmark</b>	Use mathematical models to represent and understand quantitative relationships.			
1	<ul style="list-style-type: none"> <li>Model problem situations with objects and use representations such as pictures, graphs, tables, and equations to draw conclusions.</li> </ul>	<b>Appetizers 1 D; 2 A &amp; B; 5 A; 7 B; 8 A; 9 A; 12 B &amp; C; Main Dish Objectives 1 (Number Concepts) Lesson 1; 2 (Mathematical Relations) Lessons 1 &amp; 2; 5 (Probability/Statistics) Lesson 1; 7 (Subtraction) Lesson 2; 8 (Multiplication) Lesson 1; 9 (Division) Lesson 1; 12 (Mathematical Representation) Lessons 2 &amp; 3; Applications; Final Tests; Reasonableness Problems; Journal Topics</b>		
2	<ul style="list-style-type: none"> <li>Solve problems involving proportional relationships including unit pricing (e.g., four apples cost 80 cents; therefore, one apple costs 20 cents).</li> </ul>	<b>Appetizers 1 F; 6 B; Main Dish Objectives 1 (Number Concepts) Lesson 1; 6 (Addition) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom</b>		
3	<ul style="list-style-type: none"> <li>Describe relationships of quantities in the form of mathematical expressions, equations, or inequalities.</li> </ul>	<b>Appetizers 1 A; Main Dish Objective 1 (Number Concepts) Lesson 1; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom</b>		
4	<ul style="list-style-type: none"> <li>Select appropriate operational and relational symbols to make an expression true (e.g., "If <math>4 \square 3 = 12</math>, what operational symbol goes in the box?")</li> </ul>	<b>Appetizers 2 A &amp; B; 11 A; 12 A; Main Dish Objectives 2 (Mathematical Relations) Lessons 1 &amp; 2; 11 (Problem Solving) Lesson 1; 12 (Mathematical Representation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom</b>		

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<b>Grade 3 Benchmark</b>	Analyze changes in various contexts.			
<b>1</b>	<ul style="list-style-type: none"> <li>Demonstrate how change in one variable can relate to a change in a second variable (e.g., input-output machines, data tables).</li> </ul>	<b>Appetizers 2 A &amp; B; Main Dish Objective 2 (Mathematical Relations) Lessons 1 &amp; 2; Applications; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom</b>		
<b>GEOMETRY</b>				
<b>Content Standard</b>	Students will understand geometric concepts and applications.			
<b>Grade 3 Benchmark</b>	Analyze characteristics and properties of two-and three-dimensional geometric shapes and develop mathematical arguments about geometric relationships.			
<b>1</b>	<ul style="list-style-type: none"> <li>Describe and compare the attributes of plane and solid geometric figures to show relationships and solve problems: <ul style="list-style-type: none"> <li>identify, describe, and classify polygons (e.g., pentagons, hexagons, and octagons)</li> <li>identify lines of symmetry in two-dimensional shapes</li> <li>explore attributes of quadrilaterals (e.g., parallel and perpendicular sides for the parallelogram, right angles for the rectangle, equal sides and right angles for the square)</li> <li>identify right angles</li> <li>identify, describe, and classify common three-dimensional geometric objects (e.g., cube, rectangular solid, sphere, prism, pyramid, cone, cylinder)</li> </ul> </li> </ul>	<b>Appetizers 3 A, B, &amp; C; Main Dish Objective 3 (Geometry) Lessons 1, 2, &amp; 3; Applications; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom</b>		

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<b>Grade 3 Benchmark</b>	Specify locations and describe spatial relationships using coordinate geometry and other representational systems.			
1	<ul style="list-style-type: none"> <li>Describe location and movement using common language and geometric vocabulary (e.g., directions from classroom to gym).</li> </ul>	Main Dish Objective 3 (Geometry) Journal Topics		
2	<ul style="list-style-type: none"> <li>Use ordered pairs to graph, locate specific points, create paths, and measure distances within a coordinate grid system.</li> </ul>	Appetizers 2 F		
3	<ul style="list-style-type: none"> <li>Use a two-dimensional grid system (e.g., a map) to locate positions representing actual places.</li> </ul>			
<b>Grade 3 Benchmark</b>	Apply transformations and use symmetry to analyze mathematical situations.			
1	<ul style="list-style-type: none"> <li>Predict and describe the results of sliding, flipping, and turning two-dimensional shapes.</li> </ul>	Appetizers 3 D; Main Dish Objective 3 (Geometry) Lesson 4; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
2	<ul style="list-style-type: none"> <li>Identify and describe the line of symmetry in two- and three-dimensional shapes.</li> </ul>	Appetizers 3 C; Main Dish Objective 3 (Geometry) Lesson 3; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
<b>Grade 3 Benchmark</b>	Use visualization, spatial reasoning, and geometric modeling to solve problems.			
1	<ul style="list-style-type: none"> <li>Visualize, build, and draw geometric objects.</li> </ul>	Appetizers 3 A & B; Main Dish Objective 3 (Geometry) Lessons 1 & 2; Applications; Final Test; Reasonableness Problems; Journal Topics		

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2	<ul style="list-style-type: none"> <li>• <i>Create and describe mental images of objects, patterns, and paths.</i></li> </ul>	Appetizers 3 A & B; Main Dish Objective 3 (Geometry) Lessons 1 & 2; Center Activities; Applications; Final Test; Reasonableness Problems; Journal Topics		
3	<ul style="list-style-type: none"> <li>• <i>Recognize geometric shapes and structures (e.g., in the environment).</i></li> </ul>	Appetizers 3 A & B; Main Dish Objective 3 (Geometry) Lessons 1 & 2; Center Activities; Journal Topics		
4	<ul style="list-style-type: none"> <li>• <i>Use geometric models to solve problems in other areas of mathematics (e., using arrays as models of multiplication or area).</i></li> </ul>	Appetizers 8 A; Main Dish Objective 8 (Multiplication) Lesson 1; Application; Final Test; Reasonableness Problems; Journal Topics		
5	<ul style="list-style-type: none"> <li>• <i>Identify and build three-dimensional objects from two-dimensional representations of that object.</i></li> </ul>	Appetizers 3 A & B; Main Dish Objective 3 (Geometry) Lessons 1 & 2; Center Activities; Journal Topics		
6	<ul style="list-style-type: none"> <li>• <i>Investigate two-dimensional representations of three-dimensional shapes</i></li> </ul>	Appetizers 3 A & B; Main Dish Objective 3 (Geometry) Lessons 1 & 2; Applications; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
7	<ul style="list-style-type: none"> <li>• <i>Explore geometric ideas and relationships as they apply to other disciplines and to problems that arise in the classroom or in everyday life.</i></li> </ul>	Appetizers 3 A, B, C, & D; Main Dish Objective 3 (Geometry) Lessons 1, 2, 3, & 4; Applications; Final Test; Reasonableness Problems; Journal Topics		

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<b>MEASUREMENT</b>				
<b>Content Standard</b>	Students will understand measurement systems and applications.			
<b>Grade 3 Benchmark</b>	Understand measurable attributes of objects and the units, systems, and process of measurement.			
<b>1</b>	<ul style="list-style-type: none"> <li><i>Demonstrate understanding of the need for measuring with standard units and become familiar with standard units in the U.S. customary system.</i></li> </ul>	Appetizers 4 B; Main Dish Objective 4 (Measurement) Lesson 2; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
<b>2</b>	<ul style="list-style-type: none"> <li><i>Choose and use the appropriate units and measurement tools to quantify the properties of objects (e.g., length [ruler], width [ruler], or mass [balance scale]).</i></li> </ul>	Appetizers 4 B, C, & D; Main Dish Objective 4 (Measurement) Lessons 2, 3, & 4; Applications; Final Test; Reasonableness Problems; Journal Topics		
<b>3</b>	<ul style="list-style-type: none"> <li><i>Identify time to the nearest minute (elapsed time) and relate time to everyday events.</i></li> </ul>	Appetizers 4 A; 13 A & B; Main Dish Objective 4 (Measurement) Lesson 1; 13 (Reasonableness) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
<b>4</b>	<ul style="list-style-type: none"> <li><i>Identify and use time intervals (e.g., hours, days, weeks, months, years).</i></li> </ul>	Appetizers 4 A; 13 A & B; Main Dish Objective 4 (Measurement) Lesson 1; 13 (Reasonableness) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
<b>5</b>	<ul style="list-style-type: none"> <li><i>Identify properties (e.g., length, area, weight, volume) and select the appropriate type of unit for measuring each property.</i></li> </ul>	Appetizers 4 B, C, D, & F; Main Dish Objective 4 (Measurement) Lessons 2, 3, 4, & 6; Applications; Final Test; Reasonableness Problems; Journal Topics		

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6	<ul style="list-style-type: none"> <li>Demonstrate understanding that measurements are approximations, investigate differences in units and their effect on precision, and consider the degree of accuracy for different situations.</li> </ul>	Appetizers 4 A, B, C, & D; Main Dish Objective 4 (Measurement) Lessons 1, 2, 3, & 4; Applications; Final Test; Reasonableness Problems; Journal Topics		
<b>Grade 3 Benchmark</b>	Apply appropriate techniques, tools, and formulas to determine measurements.			
1	<ul style="list-style-type: none"> <li>Find the area of rectangles using appropriate tools (e.g., grid paper, tiles).</li> </ul>	Appetizers 4 F; Main Dish Objective 4 (Measurement) Lesson 6; Application; Final Test; Reasonableness Problems; Journal Topics		
2	<ul style="list-style-type: none"> <li>Estimate measurements</li> </ul>	Appetizers 4 A, B, C, & D; Main Dish Objective 4 (Measurement) Lessons 1, 2, 3, & 4; Applications; Final Test; Reasonableness Problems; Journal Topics		
3	<ul style="list-style-type: none"> <li>Use appropriate standard units and tools to estimate, measure, and solve problems (e.g., length, area, weight).</li> </ul>	Appetizers 4 A, B, C, & D; 13 A & B; Main Dish Objectives 4 (Measurement) Lessons 1, 2, 3, & 4; 13 (Reasonableness) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics		
4	<ul style="list-style-type: none"> <li>Recognize a 90-degree angle and use it as a strategy to estimate the size of other angles.</li> </ul>			
<b>DATA ANALYSIS AND PROBABILITY</b>				
<b>Content Standard</b>	Students will understand how to formulate questions, analyze data, and determine probabilities.			
<b>Grade 3 Benchmark</b>	Formulate questions that can be addressed with data and collect, organize, and display relevant data to answer them.			
1	<ul style="list-style-type: none"> <li>Collect and organize data using observations, measurements, surveys, or experiments.</li> </ul>	Appetizers 2 E; 4 B, C, & D; Main Dish Objectives 2 (Mathematical Relations) Lesson 5; 4 (Measurement) Lessons 2, 3, & 4; Applications; Final Tests; Reasonableness Problems; Journal Topics		

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2	<ul style="list-style-type: none"> <li>Represent data using tables and graph (e.g., line plots, bar graphs, and line 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		
3	<ul style="list-style-type: none"> <li>Conduct simple experiments by determining the number of possible outcomes and make simple predictions:               <ul style="list-style-type: none"> <li>identify whether events are certain, likely, unlikely, or impossible</li> <li>record the outcomes for a simple event and keep track of repetitions</li> <li>summarize and record the results in a clear and organized way</li> <li>use the results to predict future events</li> </ul> </li> </ul>	Appetizers 5 B; Main Dish Objective 5 (Probability/Statistics) Extension Activity; Application; Final Test; Reasonableness Problems; Journal Topics; Doggie Bag CD Rom		
<b>Grade 3 Benchmark</b>	Select and use appropriate statistical methods to analyze data.			
1	<ul style="list-style-type: none"> <li>Apply and explain the uses of sampling techniques (e.g., observations, polls, tally marks) for gathering data.</li> </ul>	Appetizers 5 B; 12 C; Main Dish Objectives 5 (Probability/Statistics) Extension Activity; 12 (Mathematical Representation) Lesson 3; Applications; Final Tests; Reasonableness Problems; Journal Topics		
<b>Grade 3 Benchmark</b>	Develop and evaluate inferences and predictions.			
1	<ul style="list-style-type: none"> <li>Analyze data displayed in a variety of formats to make reasonable inferences and predictions, answer questions, and make decisions.</li> </ul>	Appetizers 5 B; 13 A & B; Main Dish Objectives 5 (Probability/Statistics) Extension Activity; 13 (Reasonableness) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics		

<i>Benchmark Number</i>	<i>Benchmark</i> • <i>Instructional Targets</i>	<i>Gourmet Resource</i>	<i>Taught</i>	<i>Tested</i>
<b>Grade 3 Benchmark</b>	Understand and apply basic concepts of probability.			
<b>1</b>	<ul style="list-style-type: none"> <li>Discuss the degree of likelihood of events and use terminology such as "certain," "likely," "unlikely."</li> </ul>	<b>Appetizers 5 B;</b> <b>Main Dish Objective 5 (Probability/Statistics)</b> <b>Extension Activity;</b> <b>Application; Final Test;</b> <b>Reasonableness Problems;</b> <b>Journal Topics; Doggie Bag CD Rom</b>		
<b>2</b>	<ul style="list-style-type: none"> <li>Predict the outcomes of simple experiments (e.g., coin tossing) and test the predictions using concrete objects (e.g., coins, counters, number cubes, spinners).</li> </ul>	<b>Appetizers 5 B;</b> <b>Main Dish Objective 5 (Probability/Statistics)</b> <b>Extension Activity;</b> <b>Application; Final Test;</b> <b>Reasonableness Problems;</b> <b>Journal Topics; Doggie Bag CD Rom</b>		
<b>3</b>	<ul style="list-style-type: none"> <li>Record the probability of a specific outcome for a simple probability situation (e.g., probability is three out of seven for choosing a black ball; 3/7).</li> </ul>	<b>Appetizers 5 B;</b> <b>Main Dish Objective 5 (Probability/Statistics)</b> <b>Extension Activity;</b> <b>Application; Final Test;</b> <b>Reasonableness Problems;</b> <b>Journal Topics; Doggie Bag CD Rom</b>		