|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| **3.2(A)** compose and decompose numbers up to 100,000 as a sum of so many ten thousands, so many thousands, so many hundreds, so many tens, and so many ones using objects, pictorial models, and numbers, including expanded form as appropriate. | **3.2(D)** compare and order whole numbers up to 100,000 and represent comparisons using the symbols >, <, or =. | **3.3(F)** represent equivalent fractions with denominators of 2, 3, 4, 6, and 8 using a variety of objects and pictorial models, including number lines. | **3.3(H)** compare two fractions having the same numerator or denominator in problems by reasoning about their sizes and justifying the conclusion using symbols, words, objects, and pictorial models. | **3.4(A)** solve with fluency one-step and two-step problems involving addition and subtraction within 1,000 using strategies based on place value, properties of operations, and the relationship between addition and subtraction. | **3.5(A)** represent one- and two-step problems involving addition and subtraction of whole numbers to 1,000 using pictorial models, number lines, and equations. | **3.5(E)** represent real-word relationships using number pairs in a table and verbal descriptions. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 5 | 5 | 5 | 5 | 5 | 5 |
| 4 | 4 | 4 | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 3 | 3 |
| 2 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 | 1 |
| **3.4(K)** solve one-step and two-step problems involving multiplication and division within 100 using strategies based on objects; pictorial models, including arrays, area models, and equal groups; properties of operations; or recall of facts. | **3.5(B)** represent and solve one- and two-step multiplication and division problems within 100 using arrays, strip diagrams, and equations. | **3.6(C)** determine the area of rectangles with whole number side lengths in problems using multiplication related to the number of rows times the number of unit squares in each row. | **3.6(A)** classify and sort two- and three-dimensional figures, including cones, cylinders, spheres, triangular and rectangular prisms, and cubes, based on attributes using formal geometric language. | **3.7(B)** determine the perimeter of a polygon or a missing length when given perimeter and remaining side lengths in polygons. | **3.8(A)** summarize a data set with multiple categories using a frequency table, dot plot, pictograph, or bar graph with scaled intervals. |