

Quarter 1	<p style="text-align: center;">Number Sense and Operations</p> <p><u>1: Understand the place value of three-digit numbers.</u></p> <ul style="list-style-type: none"><input type="checkbox"/> 1.1: Read and write numbers from 0 to 1,000 using standard form, expanded form and word form.<input type="checkbox"/> 1.2: Compose and decompose three-digit numbers in multiple ways using hundreds, tens and ones. Demonstrate each composition or decomposition with objects, drawings and expressions or equations.<input type="checkbox"/> 1.3: Plot, order and compare whole numbers up to 1,000.<input type="checkbox"/> 1.4: Round whole numbers from 0 to 100 to the nearest 10. <p><u>2: Add and subtract two- and three-digit whole numbers.</u></p> <ul style="list-style-type: none"><input type="checkbox"/> 2.1: Recall addition facts with sums to 20 and related subtraction facts with automaticity.<input type="checkbox"/> 2.2: Identify the number that is ten more, ten less, one hundred more and one hundred less than a given three-digit number.<input type="checkbox"/> 2.3: Add two whole numbers with sums up to 100 with procedural reliability. Subtract a whole number from a whole number, each no larger than 100, with procedural reliability.<input type="checkbox"/> 2.4: Explore the addition of two whole numbers with sums up to 1,000. Explore the subtraction of a whole number from a whole number, each no larger than 1,000. <p style="text-align: center;">Algebraic Reasoning</p> <p><u>1: Solve addition problems with sums between 0 and 100 and related subtraction problems.</u></p> <ul style="list-style-type: none"><input type="checkbox"/> 1.1: Solve one- and two-step addition and subtraction real-world problems.
	Quarter 2

Quarter 2	<p><u>3: Develop an understanding of multiplication.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 3.1: Represent an even number using two equal groups or two equal addends. Represent an odd number using two equal groups with one left over or two equal addends plus 1. <input type="checkbox"/> 3.2: Use repeated addition to find the total number of objects in a collection of equal groups. Represent the total number of objects using rectangular arrays and equations <p style="text-align: center;">Fractions</p> <p><u>1: Develop an understanding of fractions.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 1.1: Partition circles and rectangles into two, three or four equal-sized parts. Name the parts using appropriate language, and describe the whole as two halves, three thirds or four fourths. <input type="checkbox"/> 1.2: Partition rectangles into two, three or four equal-sized parts in two different ways showing that equal-sized parts of the same whole may have different shapes.
Quarter 3	<p style="text-align: center;">Measurement</p> <p><u>1: Measure the length of objects and solve problems involving length.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 1.1: Estimate and measure the length of an object to the nearest inch, foot, yard, centimeter or meter by selecting and using an appropriate tool. <input type="checkbox"/> 1.2: Measure the lengths of two objects using the same unit and determine the difference between their measurements. <input type="checkbox"/> 1.3: Solve one- and two-step real-world measurement problems involving addition and subtraction of lengths given in the same units. <p><u>2: Tell time and solve problems involving money.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 2.1: Using analog and digital clocks, tell and write time to the nearest five minutes using a.m. and p.m. appropriately. Express portions of an hour using the fractional terms half an hour, half past, quarter of an hour, quarter after and quarter till. <input type="checkbox"/> 2.2: Solve one- and two-step addition and subtraction real-world problems involving either dollar bills within \$100 or coins within 100¢ using \$ and ¢ symbols appropriately.

<p>Quarter 3</p>	<p style="text-align: center;">Data Analysis and Probability</p> <p><u>1: Collect, categorize, represent and interpret data using appropriate titles, labels and units.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 1.1: Collect, categorize and represent data using tally marks, tables, pictographs or bar graphs. Use appropriate titles, labels and units. <input type="checkbox"/> 1.2: Interpret data represented with tally marks, tables, pictographs or bar graphs including solving addition and subtraction problems.
<p>Quarter 4</p>	<p style="text-align: center;">Geometric Reasoning</p> <p><u>1: Identify and analyze two-dimensional figures and identify lines of symmetry.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 1.1: Identify and draw two-dimensional figures based on their defining attributes. Figures are limited to triangles, rectangles, squares, pentagons, hexagons and octagons. <input type="checkbox"/> 1.2: Categorize two-dimensional figures based on the number and length of sides, number of vertices, whether they are closed or not and whether the edges are curved or straight. <input type="checkbox"/> 1.3: Identify line(s) of symmetry for a two-dimensional figure. <p><u>2: Describe perimeter and find the perimeter of polygons.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 2.1: Explore perimeter as an attribute of a figure by placing unit segments along the boundary without gaps or overlaps. Find perimeters of rectangles by counting unit segments. <input type="checkbox"/> 2.2: Find the perimeter of a polygon with whole-number side lengths. Polygons are limited to triangles, rectangles, squares and pentagons.