

Math 3 Standard Components

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Component	Component Descriptions		
3NS 1.1.0	Count, Read, and Write whole numbers to 10,000	1, 2	1/2
3NS 1.2.0	Compare and order whole numbers to 10,000	3	1
3NS 1.3.0*	Identify the place value for each digit in numbers to 10,000	4, 5, 6, 7,8	3
3NS 1.4.0	Round off numbers to 10,000 to the nearest ten, hundred, and thousand.	9	1/2
3NS 1.5.0*	Use expanded notation to represent numbers.	10 ^w ,11,12	3
3NS 2.1.1*	Find the sum of two whole numbers between 0 and 10,000	26 ^w , 28 ^w	4
3NS 2.1.2*	Find the difference of two whole numbers between 0 and 10,000	25,27 ^w ,29,30 ^w	
3NS 2.2.0*	Memorize to Automaticity the multiplication table for numbers 1 - 10		N/A
3NS 2.3.0*	Use the inverse relationship of multiplication and division to compute and check results	31 ^D , 32, 33 ^w	3
3NS 2.4.0*	Solve simple problems involving multiplication of multi-digit numbers by one-digit numbers.	34 ^w ,35 ^w ,36 ^w ,37 ^w , 38 ^w ,39 ^w ,40	5
3NS 2.5.0	Solve division problems in which a multi-digit number is evenly divided by a one-digit number.	41 ^w ,42 ^w	1
3NS 2.6.0	Understand the special properties of 0 and 1 in multiplication and division.	43,44	1
3NS 2.7.0	Determine the unit cost when given the total cost and number of units.	45 ^w	1
3NS 2.8.0	Solve problems that require two or more of the skills mentioned above.	46 ^w ,47 ^w	1
3NS 3.1.1	Compare fractions represented by drawing or concrete materials to show equivalency	D	1
3NS 3.1.2	Compare fractions represented by drawing concrete materials to add and subtract simple fractions in context.		
3NS 3.2.0*	Add and subtract simple fractions.	14, 15 ^w , 16 ^w ,17	2
3NS 3.3.1*	Solve problems involving addition and subtraction of money amounts in decimals.	18 ^{wD} , 19 ^w ,20 ^{wD}	4
3NS 3.3.2*	Solve problems involving multiplication and division of money amounts by using whole number multipliers and divisors.	21 ^w , 22 ^w ,23 ^w	
3NS 3.4.0	Know and understand that fractions and decimals are two different representations of the same concept.	24	1
3AF 1.1.1	Represent relationships of quantities in the form of mathematical expressions.	50 ^w ,52 ^w ,53 ^w	4
3AF 1.1.2	Represent relationships of quantities in the form of equations.	48 ^w ,49 ^w ,51 ^w	

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3AF 1.1.3	Represent relationships of quantities in the form of inequalities.		
3AF 1.2.1	Solve problems involving numeric equations.	54	1
3AF 1.2.2	Solve problems involving numeric inequalities.	55	
3AF 1.3.0	Select appropriate operational and relational symbols to make an expression true.	56	1
3AF 1.4.0	Express simple unit conversions in symbolic form.	57,58	1
3AF 1.5.1	Recognize and use the commutative property of multiplication.	59	1
3AF 1.5.2	Recognize and use the associative property of multiplication	59	
3AF 2.1.0	Solve simple problems involving a functional relationship between quantities.	60 ^w , 61 ^w , 62 ^{wd} , 63 ^w , 64 ^{wd}	3
3AF 2.2.0	Extend and recognize linear pattern by its rule.	65	1
3MG 1.1.0	Students chose the appropriate tools and units (metric vs. US) and estimate and measure the length, liquid volume, and weight of given objects.	66 ^D , 67	1
3MG 1.2.1*	Estimate or determine the area of figures by covering them with squares.	68 ^D , 70 ^D	3
3MG 1.2.2*	Estimate or determine the volume of solids by counting the number of cubes that would fill them.	69 ^D	
3MG 1.3.0	Find the perimeter of a polygon with integer sides.	71 ^{wd} , 72 ^D , 73 ^D , 74 ^{wd}	3
3MG 1.4.0	Carry out simple unit conversions within a system of measurement.	75 ^w 76 ^w	1
3MG 2.1.0*	Identify, describe, and classify polygons (Including pentagons, hexagons, and octagons).	77 ^D , 78 ^D , 79 ^D , 80 ^D	2
3MG 2.2.0*	Identify attributes of triangles (e.g. right, isosceles, equilateral).	81 ^w , 82 ^D	2
3MG 2.3.0*	Identify attributes of quadrilaterals (e.g. parallel sides, right angles, equal sides).	83 ^w , 84 ^w , 85 ^w	2
3MG 2.4.0	Identify right angles in geometric figures or in appropriate objects and determine whether other angles are greater or less than a right angle.	86 ^D , 87 ^D	2/3
3MG 2.5.0	Identify, describe, and classify common three-dimensional geometric objects (e.g. cube, rectangular solid, sphere, prism, pyramid, cone, cylinder).	88 ^D	2/3
3MG 2.6.0	Identify common solid objects that are the components needed to make a more complex solid object.	89 ^D	2/3
3PS 1.1.0	Identify whether common events are certain, likely, unlikely, or improbable..	90 ^{wd} , 91 ^w	1


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3PS 1.2.0*	Record the possible outcomes for simple event (tossing a coin) and keep track of the outcomes when the event is repeated many times.	92 ^{WD} , 93 ^{WD} , 94 ^{WD}	2
3PS 1.3.0*	Summarize and display results of probability experiments in a clear and organized way.	95 ^{WD} , 96 ^{WD}	2
3PS 1.4.0	Use the results of probability experiments to predict future events.		N/A
3MR 1.1.0	Analyze problems by identifying relationships, distinguishing relevant from irrelevant information, sequencing and prioritizing information, and observing patterns.		E
3MR 1.2.0	Determine when and how to break a problem into simpler parts.		E
3MR 2.1.0	Use estimation to verify the reasonableness of calculated results.		E
3MR 2.2.0	Apply strategies and results from simpler problems to more complex problems.		E
3MR 2.3.0	Use a variety of methods, such as words, numbers, symbols, charts, graphs, tables, diagrams, and models, to explain mathematical reasoning.		E
3MR 2.4.0	Express the solution clearly and logically by using the appropriate mathematical notation and terms and clear language; support solutions with evidence in both verbal and symbolic work.		E
3MR 2.5.0	Indicate the relative advantages of exact and approximate solutions to problems and give answers to a specified degree of accuracy.		E
3MR 2.6.0	Make precise calculations and check the validity of the results from the context of the problem.		E
3MR 3.1.0	Evaluate the reasonableness of the solution in the context of the original situation.		E
3MR 3.2.0	Note the method of deriving the solution and demonstrate a conceptual understanding of the derivation by solving similar problems.		E
3MR 3.3.0	Develop generalizations of the results obtained and apply them in other circumstances.		E