

Bellevue Public Schools
Math & Technology Integration Guide



Third Grade

Rationale

This guide was created as an aid for teachers. It is hoped by the Bellevue Public Schools' Technology Team that teachers will use this as a guide when working with their students in the building computer lab and in the classroom. The team understands that busy teachers find it difficult to find time to work with programs. This guide is only a beginning. Teachers may find more activities that integrate with given objectives. It is our hope that these activities will be forwarded to the team for inclusion in this guide. We will put the guide on the district Curriculum, Instruction, and Assessment website. Upgrades will be posted on the site and these can be printed.

Information About Program Use

Math Trek 123

Math Trek 123 is a primary program that can be used by students with or without teachers creating a class and adding student names. The program talks to students. To view directions for a given activity, students click on the bear head. It shows them how to play the activity. Students can access the activity as a guest, but teachers will not be able to print a report about student progress.

Math Trek 456

Math Trek 456 can be used by students with or without teachers adding their names to the program management system. Typing student names into the management system is useful for two reasons. The first reason is so the teacher can obtain a record of student achievement using the program. The second reason is that it allows teachers to hold students accountable for the time spent on the computer. A guide for setting-up the record-keeping component can be found at the back of this guide. Students can select **Guest** to use the program if their names have not been added to the management system.

Cornerstone Math and Language Arts

Cornerstone Level A (for 3rd and 4th grades) can **only** be used after creating a class and student names have been added to the student management system. The directions for setting up a class can be found at the back of this guide.

Code Used for Programs

MT 456 = Math Trek 456 (Student can enter as Guests or teacher can create a class and add students)

MT 123 = Math Trek 123 (Students can enter as Guests or teacher can create a class and add students)

CS (A) = Cornerstone Level A (Class must be created and students entered)

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Chapter 1 Place Value and Money				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
1-1	2-3	Explore: Investigating Number Patterns	<p>MT 123 Patterning and Algebra – Pattern Puzzles (top shelf- puzzle pieces icon) Exploring Patterns (top shelf – Rocket Ship icon) Domino Action (top shelf – jet plane icon)</p> <p>Cornerstone (A) Using Addition and Subtraction – Lesson 7 Patterns (Demonstrate to students prior to assigning.)</p>	
1-2	4-5	Ordinal Numbers		
1-3	6-9	Understanding Numbers to 999	<p>MT 123 –Number Sense and Numeration book case – yellowish long rectangle (top shelf) – More Super Memory Games (Read and match number words to numerals to 100.)</p> <p>MT123 –Number Sense and Numeration book case –light gray space object (top shelf) – Space Station (Read and select numerals from 0-1000. Ident and describe numbers to 1000 in real-life situations to develop a sense of number.</p>	
1-4	10-13	Rounding to the Nearest Ten and Hundred	<p>MT 123 Number Sense and Numeration bookcase – Gray bubble (third shelf) Bubbles – round numbers to the nearest ten.</p> <p>MT 123 Number Sense and Numeration book case – blue bubble (top shelf) – Jumbo Bubbles (Round numbers to the nearest hundred.</p> <p>CS (A) Add and Subtract- Lesson 4 Estimation by Rounding (Demonstrate to students first)</p>	
1-5	14-15	Developing Skills for Problem Solving	<p>MT123 Number Sense and Numeration bookcase – Pink & Blue Balloon (top shelf) – Pee-Wee Marbles (Estimate, then count the number of objects in a set [0-100] and compare</p>	

			estimate and actual number.)	
1-6	18-19	Explore: Understanding Thousands		
1-7	20-21	Reading and Writing Four-Digit Numbers	<p>MT 123 Number Sense and Numeration (yellow bookcase) Light gray space object icon, Space Station (Read and print numerals from 0-1000. Identify and describe numbers to 1000 in real-life situations to develop a sense of number.)</p> <p>MT 456 Number Sense and Numeration – Tutorial – Place Value – Introducing Place Value</p>	
1-8	22-25	Comparing and Ordering Numbers	Cornerstone (A) Understand Numbers – Lesson 3 Comparing and Ordering Numbers (Demonstrate first).	
1-9	26-27	Problem-Solving Strategy		
1-10	28-29	Extending Place-Value Concepts	<p>MT 456 Number Sense and Numeration – Tutorial – Place Value – Introducing Place Value</p> <p>MT 456 Number Sense and Numeration – Practice - #s 9 & 10</p> <p>CS (A) Understand Numbers – Lesson 1 Place Value (Demo first)</p>	EO 1
1-11	30-31	Counting Coins and Bills	<p>MT 123 (Green) Measurement– Third shelf – yellow sun icon – The Crane Game (Estimate and count money amounts to \$1.00 and record money amounts using the cent symbol.</p> <p>MT 123 (Green bookcase) Measurement– top shelf – yellow cat icon – Change It Up (Make purchase and change for money amounts up to \$10.00, and estimate, count, and record the value up to \$10.00.)</p>	
1-12	32-33	Problem-solving Application	MT 123 (green bookcase) Measurement– top shelf – yellow cat icon – Change It Up (Make purchase and change for money amounts up to \$10.00, and estimate, count, and record the value up to \$10.00.)	

Chapter 2 Addition and Subtraction				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
2-1	44-47	Using Addition Strategies	<p>Math Trek 123 Number Sense and Numeration (yellow bookcase) 3rd shelf – Yellow Triangle icon – Magic Triangle (Recall addition and subtraction facts to 18)</p> <p>Math Trek 123 Number Sense and Numeration (yellow bookcase) – blue mouse icon (top shelf) Magic Square (Mentally add and subtract one-digit and two digit numbers. Recall addition and subtraction facts to 12)</p>	
2-2	48-49	Using Addition Properties	<p>MT 123 Number Sense and Numeration (yellow bookcase) – Pirate ship icon (top shelf) – Pirate Ships (Recall addition and subtraction facts to 18. Mentally add and subtract one-digit numbers) Demo first time</p> <p>CS (A) Add and Subtract – Lesson 3 Open Sentences.</p> <p>CS (A) Add and Subtract – Lesson 1 Basic Addition Facts</p>	
2-3	50-51	Adding Three or More Numbers	<p>MT 123 Number Sense and Numeration (yellow bookcase) – One die icon (top shelf) – Race to 1000 (Investigate and demonstrate the properties of whole number procedures. Add and subtract 3-digit numbers with and without regrouping, using concrete materials. Use various estimate strategies to solve problems, and then check results for reasonableness.) Demo first time</p> <p>MT 456 Number Sense and Numeration – Tutorial – Basic Operations – Addition</p> <p>MT 456 Number Sense and Numeration – Practice #s 1 & 2</p>	
2-4	52-53	Developing Skills for Problem Solving		
2-5	56-57	Using Subtraction Strategies	CS (A) Add and Subtract – Lesson 2 Basic Subtraction	

			<p>Facts</p> <p>Math Trek 123 Number Sense and Numeration (yellow bookcase) – Yellow Triangle icon – Magic Triangle (Recall addition and subtraction facts to 18)</p> <p>Math Trek 123 Number Sense and Numeration (yellow bookcase) – blue mouse icon (top shelf) Magic Square (Mentally add and subtract one-digit and two digit numbers. Recall addition and subtraction facts to 18)</p> <p>Math Trek 123 Number Sense and Numeration (yellow bookcase) – Pirate Ship icon (Recall addition and subtraction facts to 18. Mentally add and subtract one-digit numbers.)</p>	
2-6	58-59	Using 10 to Subtract		
2-7	60-61	Problem-Solving Strategy		
2-8	62-63	Thinking Addition to Subtract	CS (A) Add and Subtract – Lesson 3 Open Sentences	
2-9	64-5	Using Addition to Check Subtraction		
2-10	66-67	Explore: Families of Facts	MT 456 Number Sense and Numeration – Tutorial – Basic Operation - Subtraction	
2-11	68-69	Problem-Solving Application	MT 123 Data Management & Probability (blue shelf) – white marble icon (top shelf) – Marble Madness (Identify attribute and rules in presorted sets. Organize data using graphic organizers and various recording methods. Construct and label simple concrete graphs, bar graphs and pictographs using 1-1 correspondence.	

Chapter 3 Addition and Subtraction With Greater Numbers				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
3-1	80-81	Using Mental Math		
3-2	82-83	Estimating Sums	CS (A) Add and Subtract – Lesson 4 Estimation by Rounding	
3-3	84-85	Developing Skills for Problem Solving		
3-4	86-87	Explore: Regrouping in Addition		
3-5	88-91	Adding Two- and Three-Digit Numbers	<p>Cornerstone (A) Add and Subtract – Lesson 5 Addition</p> <p>MT 123 Number Sense and Numeration (yellow bookcase) – One die icon (top shelf) – Race to 1000 (Investigate and demonstrate the properties of whole number procedures. Add and subtract 3-digit numbers with and without regrouping, using concrete materials. Use various estimate strategies to solve problems, and then check results for reasonableness.)</p> <p>MT 456 Number Sense and Numeration – Practice #s 1 & 2</p>	
3-6	92-93	Adding Greater Numbers	<p>Cornerstone (A) Add and Subtract– Lesson 5 Addition</p> <p>MT 123 Number Sense and Numeration (yellow bookcase) – One die icon (top shelf) – Race to 1000 (Investigate and demonstrate the properties of whole number procedures.</p>	EO 2

			<p>Add and subtract 3-digit numbers with and without regrouping, using concrete materials. Use various estimate strategies to solve problems, and then check results for reasonableness.)</p> <p>MT 456 – Number Sense and Numeration – Tutorial – Basic Operations -Addition</p> <p>MT 456 Number Sense and Numeration – Practice #s 1 & 2</p>	
3-7	94-95	Adding More Than Two Numbers	Cornerstone (A) Add and Subtract – Lesson 5 Addition	
3-8	98-99	Problem-solving Strategy Making Tables		
3-9	100-101	Estimating Differences	CS (A) Add and Subtract – Lesson 4 Estimate by Rounding	
3-10	102-103	Explore: Regrouping in Subtraction		
3-11	104-107	Subtracting Two and Three-Digit Numbers	<p>CS (A) Add and Subtract – Lesson 6 Subtraction</p> <p>MT 123 Number Sense and Numeration (yellow bookshelf) – Blue Bubble icon (top shelf) Jumbo Bubbles (Round numbers to the nearest hundred.)</p> <p>MT 123 Number Sense and Numeration (yellow bookcase) – One die icon (top shelf) – Race to 1000 (Investigate and demonstrate the properties of whole number procedures. Add and subtract 3-digit numbers with and without regrouping, using concrete materials. Use various estimate strategies to solve problems, and then check results for reasonableness.)</p>	

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			MT 456 – Number Sense and Numeration – Tutorial – Basic Operations – Subtract	
3-12	108-109	Subtracting Greater Numbers	CS (A) Add and Subtract – Lesson 6 Subtraction (Demo first) MT 456 Number Sense and Numeration – Practice #s 3 & 4, 19 (Students may need pencil and paper.)	EO 3
3-13	110-111	Subtracting Across Zeros	CS (A) Add and Subtract – Lesson 6 Subtraction MT 456 Number Sense and Numeration – Practice #s 3 & 4, 19	
3-14	112-114	Choosing a Computation Method		
3-15	114-115	Problem-Solving Application	MT 123 Number Sense and Numeration (yellow shelf) – top shelf -light red bag icon – Loot Bags (Use a calculator to solve problems beyond the required pencil and paper skills. Add and subtract money amounts and represent the answer in decimal notations.	

Chapter 4 Time and Measurement				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
4-1	128-129	Telling Time to the Quarter Hour	MT 123 Measurement – green shelf – yellow clock icon (top shelf) – A Piece of Time (Read and write time to the nearest 5 minutes using analog clocks.) MT 456 – Measurement – Tutorial – Time	
4-2	130-131	Telling Time to the Minute	MT 123 Measurement – green shelf– yellow clock icon (top shelf) – A Piece of Time (Read and write time to the nearest 5 minutes using analog clocks.)	EO 4
4-3	132-133	Elapsed Time		
4-4	134-135	Developing Skills for Problem-Solving		
4-5	135-137	Using a Calendar		
4-6	140-143	Using Customary Units of Length		
4-7	144-145	Explore: Using Customary Capacity		
4-8	146-147	Using Ounces and Pounds		
4-9	148-149	Temperature in Degrees Fahrenheit	CS (A) Understand Numbers – Lesson 4 Temperature	
4-10	150-151	Problem-Solving Strategy		

4-11	152-155	Using Metric Units of Length	<p>MT 123 Measurement (green shelf) – dark yellow brontosaurus (top shelf) Lining Up Lizards (Estimate, measure and record linear dimensions of objects)</p> <p>MT 123 Measurement (green shelf) – gorilla icon – Picture This! (Measure the perimeter of two-dimensional shapes using standard units, and compare the perimeters.)</p>
4-12	156-157	Using Milliliters and Liters	
4-13	158-159	Using Grams and Kilograms	<p>MT 123 Measurement (green shelf) – 1g weight icon – More Balancing Acts (Estimate, measure and record the mass of familiar objects using standard units. Recognize the shape and size of an object does not necessarily determine its mass.)</p> <p>MT 456 Measurement – Problems #s 20 & 21</p>
4-14	160-161	Temperature in Degrees Celsius	<p>CS (A) Understanding Numbers – Lesson 4 Temperature</p> <p>MT 123 Measurement (green shelf) – thermometer icon – Everyday Temperatures (Make and use measurements in problems and everyday situations. Develop the process of measuring and concepts related to units of measurement.</p> <p>MT 456 Measurement – Tutorial – Temperature</p>
4-15	162-163	Problem-Solving Application	

Chapter 5 Multiplication Concepts				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
5-1	174-175	Explore: Understanding Multiplication		
5-2	176-177	Relating Multiplication and Addition		
5-3	178-181	Using Arrays		
5-4	182-183	Developing Skills for Problem-Solving		
5-5	184-185	Multiplying by 2		
5-6	186-187	Multiplying by 5	<p>The activities below are recognizing multiples of 5 (counting by 5) MT 123 Number Sense and Numeration – top shelf – reddish alien icon (Visitors from Another World) Count by multiples (1's, 2's, 5's, 10's, and 25's)</p> <p>MT 123 Number Sense and Numeration – top shelf- elephant icon -More Sliding Numbers (1's, 2's, 5's, 10's, 25's, and 100's to 1000 using various starting points.)</p>	
5-7	190-191	Multiplying by 3		
5-8	192-193	Multiplying by 4		

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5-9	194-195	Problem-Solving Strategy		
5-10	296-197	Multiplying by 1 or 0		
5-11	198-199	Explore: Patterns in Multiplication		
5-12	200-101	Problem-Solving Application		

Chapter 6 Multiplication Concepts Multiplication Facts				
6-1	212-215	Making Arrays		
6-2	216-217	Explore: Doubling Patterns		
6-3	218-219	Multiplying by 3 and 6		
6-4	220-221	Multiplying by 4 and 8	<i>(You can use Internet interactive sites found on the 3rd grade K-6 Web Activities webpage and click Math on the Web. Several activities have multiplication facts, but Spacey Math requires that students complete one set of facts before being allowed to go on to the next level.)</i>	EO 5
6-5	222-223	Developing Skills for Problem Solving		
6-6	226-227	Multiplying by 7		
6-7	228-229	Multiplying by 9	<p>Cornerstone (A) Multiply and Divide – lesson 1 Basic Multiplication Facts</p> <p>Math Trek 123 – Personal Best – Select activity 7 on the narrow box at the top. This is a practice for multiplication facts.</p> <p><u>Spacey Math</u> on the Internet is one of the better ones for students just learning their facts.</p>	EO 5
6-8	230-231	Using Multiplication Strategies		
6-9	232-233	Problem-Solving Strategy		
6-10	234-235	Multiplying Three Numbers	Cornerstone (A) Use Multiply and Divide – Lesson 5 One-Digit Multipliers	

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6-11	236-237	Missing Factors	Cornerstone (A) Use Multiply and Divide – Lesson 3 Open Sentences	
6-12	238-239	Problem-Solving Application	Cornerstone (A) Work with Data – Lesson 1 Pictographs.	
6-11	236-237	Missing Factors	Cornerstone (A) Use Multiply and Divide – Lesson 3 Open Sentences	
6-12	238-239	Problem-Solving Application – Using a Pictograph	Cornerstone (A) Work with Data – Lesson 1 Pictographs	

Chapter 7 Using Data and Probability				
7-1	252-253	Explore: Collect and Organize Data	Math Trek 123 – Data Management and Probability (Blue bookcase) Top shelf More Marble Madness (click the yellow Marble)	
7-2	254-255	Developing Skills for Problem Solving		
7-3	256-259	Bar Graphs	Cornerstone (A) Work with Data – Lesson 2 Bar Graphs Math Trek 123 - (blue bookcase) Jet plane icon on the top shelf - What’s Your Game? And bat icon – Graphing Games	
7-4	260-263	Pictographs	Cornerstone (A) Work with Data – Lesson 1 Pictographs Math Trek 123 (blue book case) bat icon – Graphing Games	
7-5	264-265	Problem-Solving Strategy	Math Trek 123 - (blue bookcase) Jet plane icon on the top shelf - What’s Your Game?	
7-6	268-269	Reading Graphs with Ordered Pairs	Cornerstone (A) Work with Data - Lesson 3 Graphing Ordered Pairs.	
7-7	270-271	Making Graphs with Ordered Pairs	Cornerstone (A) Work with Data - Lesson 3 Graphing Ordered Pairs.	
7-8	272-273	Explore: Understanding Probability	Math Trek 123 – (blue book case) Top shelf spinner icon – Colorful Spinners.	
7-9	274-275	Explore: Collecting Experimental Data	Math Trek 123 – (blue book case) Top shelf spinner icon – Colorful Spinners.	
7-10	276-277	Problem-Solving Application	Math Trek 123 – (blue book case) Top shelf spinner icon – Colorful Spinners.	

Chapter 8 Division Concepts				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
8-1	288-289	Explore: Investigating Division	Math Trek 456 – Number Sense and Numeration – Tutorial – Basic Operations – Division -	
8-2	290-291	Explore: Division as Repeated Subtraction		
8-3	292-295	Relating Multiplication and Division	<i>(Use AAA Math found on Math on the Web or www.aaamath.com-School Grade Level Third- Relationship between Multiplication and Division- Do both activities).</i>	
8-4	296-297	Dividing by 2		
8-5	298-299	Dividing by 3		
8-6	300-301	Developing Sills for Problem Solving		
8-7	304-305	Dividing by 4		
8-8	306-307	Dividing by 5	<i><u>Spacey Math</u> is an Internet skill and drill interactive game that allows students to practice their facts by sets. Students cannot progress to the next set until they have mastered the lower set. It begins with $0 \div 0$ and progresses up through the 9s. This program is on the 3rd grade K-6 Web Activities page. Click on <u>Math on the Web</u></i>	EO 6
809	308-309	Problem-Solving Strategy		
8-10	310-311	0 and 1 Division		

8-11	312-313	Problem-Solving Application	Math Trek 123 Measurement (green bookcase) yellow cat icon – Change It Up	
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Chapter 9 Division Facts				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
9-1	324-327	Fact Families		
9-2	328-329	Explore: Investigating Patterns in Division		
9-3	330-331	Dividing by 6		
9-4	332-333	Dividing by 7	Math Trek 123 Number Sense and Numeration (yellow bookcase)– battery icon – How Many? – Interpret multiplication and division sentences in a variety of ways. Demonstrate and recall multiplication & division facts to 7x7 using concrete materials. Calculate products and quotients, using estimation strategies and mental math strategies.	
9-5	334-335	Developing Skills for Problem Solving		
9-6	338-339	Dividing by 8		
9-7	340-341	Diving by 9	<p>Math Trek 123 – Yellow book case – top shelf - battery icon – How Many? Interpret multiplication and division sentences in a variety of ways, recall basic fact to 49 divided by 7 and 7 times 7.</p> <p>Cornerstone (A) Use Multiplication and Division – Lesson 2 Basic Division Facts</p> <p><i>Use K-6 Web Activities...Third Grade...Math on the Web. There are many skill and practice web activities for both multiplication and division.</i></p>	EO 6

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9-8	342-343	Problem-Solving Strategy		
9-9	344-345	Using Strategies in Division	<p>Cornerstone (A) Use Multiplication and Division – Lesson 2 Basic Division Facts</p> <p><i>Use Internet Math on the Web (Use any of the activities for learning division facts. Spacey Math presents one set at a time.)</i></p>	EO 6
9-10	346-347	Explore: Investigating Remainders		
9-11	348-349	Problem-Solving Application		

Chapter 10 Geometry				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
10-1	362-365	Plane Figures	Use Microsoft Paint to create plane figures and label them. Contact a Tech Trainer for help with this.	
10-2	366-367	Lines, Line Segments, and Angles	Use MS Paint to create lines, line segments, and angles and label them. Contact a Tech Trainer for help with this.	
10-3	368-369	Developing Skills for Problem Solving		
10-4	370-371	Congruent Figures	Create congruent figures using MS Paint and label them. (Can copy and paste figures to have congruency) Contact a Tech Trainer for help with this.	EO 7
10-5	372-373	Explore: Similar Figures	Create similar figures and label them using MS Paint	
10-6	374-375	Explore: Symmetry	Math Trek 123 – Geometry (red book case) Second from the top shelf – Butterfly icon – Let’s fold. Using MS Paint, have students copy and object and using the flip command, create a line of symmetry. Contact a Tech Trainer for help with this.	EO 7
10-7	376-377	Problem-Solving Strategy	Math Trek 123 – Geometry (red book case) Top shelf – mouse icon – Poster Making (flips, slides, and turns) Math Trek 123 – Patterning and Algebra – (orange book case) Second from the top shelf – Where’s that Pattern? Gray space object icon Math Trek 123 – Patterning and Algebra – (orange book case) top shelf – rocket ship icon – Exploring Patterns (Create a pattern in which two or more attributes change.)	

10-8	380-381	Perimeter	<p>Math Trek 123 – Measurement (green book case) Gorilla icon – Picture This! (Measure the perimeter of two-dimensional shapes using standard units, and compare the perimeters.)</p> <p>Math Trek 456 – Measurement – Tutorial- Perimeter and Area (Have students work through the tutorial.</p>
10-9	382-383	Explore: Area	<p>Math Trek 456 – Measurement – Tutorial- Perimeter and Area (Have students work through the tutorial.</p>
10-10	384-385	Problem-Solving Application	<p>Math Trek 123 – Measurement (green book case) Gorilla icon – Picture This! (Measure the perimeter of two-dimensional shapes using standard units, and compare the perimeters.)</p> <p>Math Trek 456 – Measurement – Tutorial- Perimeter and Area (Have students work through the tutorial.</p>
10-11	386-389	Space Figures	<p>Math Trek 123 – Geometry – Tipi icon – Homes in Our Neighborhood – Explore and identify three-dimensional figures using concrete materials.</p> <p>Math Trek 123 – Geometry – Hippo icon – More Exploring Solids – Ident and count faces, vertices, and edges of 3-D objects/solids. Compare and sort 3-D figures according to two or more geometric attributes. Investigate the similarities and differences among a variety of prisms using concrete materials and drawings.</p>
10-12	390-391	Volume	<p>Math Trek 456 –Measurement – Tutorial – Volume and Capacity</p>

Chapter 11 Fractions and Decimals (EO 8)				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
11-1	402-403	Fractions as Parts of Regions	Cornerstone (A) Use Decimals and Fractions – Lesson 1 Fractions Math Trek 456 Number Sense and Numeration – Tutorials- Fractions – Introducing Fractions	EO 8
11-2	404-405	Finding Equivalent Fractions	Cornerstone (A) Use Decimals and Fractions – Lesson 7 Equivalent Forms. Math Trek 456 Number Sense and Numeration – Tutorial – Equivalent Fractions	
11-3	406-407	Comparing Fractions		
11-4	408-409	Fractions as Parts of Sets	Math Trek 456 Number Sense and Numeration – Tutorials- Fractions – Introducing Fractions	EO 8
11-5	410-411	Finding Fractional Parts of a Set		
11-6	412-413	Developing Skills for Problem Solving		
11-7	414-415	Understanding Mixed Numbers		
11-8	416-417	Problem-solving Strategy		
11-9	420-421	Explore: Relating Fractions and Decimals		

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11-10	422-423	Decimals in Tenths	Cornerstone (A) Understand Numbers – Lesson 1 Place Value Math Trek 456 – Number Sense and Numeration – Place Value – Place Value - Decimals	
11-11	424-425	Decimals in Hundredths	Math Trek 456 – Number Sense and Numeration – Place Value – Place Value - Decimals	
11-12	426-427	Decimals Greater Than One	Cornerstone (A) Understand Numbers – Numbers and Word Names	
11-13	428-431	Adding and Subtracting Decimals	Cornerstone (A) Decimals and Fractions – Lesson 3 and Lesson 4 (Addition of Decimals and Subtraction of Decimals)	
11-14	432-433	Problem-Solving application	Math Trek 123 Measurement – yellow cat icon – Change It Up (Make purchase and change for money amounts up to \$10, and estimate, count, and record the value up to \$10 of a collection of coins and bills.)	

Chapter 12 Multiplying and Dividing Greater Numbers				
Chapter-Lesson	TE Pg. #	Lesson Objective	Computer Program(s)	Essential Objective(s)
12-1	444-445	Patterns in Multiplication	Cornerstone (A) Add and Subtract – Lesson 7 Patterns (This lesson is mostly a lesson on patterns of addition and subtraction and shapes. Check it first to see if this is what you want to have your students do.)	
12-2	446-447	Explore: Investigating Multiplication by one-Digit Numbers	Cornerstone (A) Multiply and Divide – Lesson 1 Basic Multiplication Facts Cornerstone (A) Multiply and Divide – Lesson 5 One-Digit Multipliers	
12-3	448-451	Multiplying by One-Digit Numbers	Cornerstone (A) Multiply and Divide – Lesson 5 One-Digit Multipliers	
12-4	452-453	More Multiplying by one-Digit Numbers	Cornerstone (A) Multiply and Divide – Lesson 5 One-Digit Multipliers	
12-5	454-457	Multiplying Greater Numbers	Cornerstone (A) Multiply and Divide – Lesson 5 One-Digit Multipliers	
12-6	458-459	Estimating Products	Cornerstone (A) Multiply and Divide – Lesson 4 Estimation by Rounding	
12-7	462-463	Quotients with Remainders		
12-8	464-465	Developing Skills for Problem Solving		
12-9	466-467	Explore: Dividing by 2, 5, and 10		

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12-10	468-469	Problem-Solving Strategy		
12-11	470-471	Divisions Patterns		
12-12	472-475	Dividing Two-Digit Numbers	Cornerstone (A) Multiply and Divide – Lesson 6	
12-13	476-477	Problem-Solving Application		