

GRADE 3

Number Sense and Numeration:

- Show and order numbers to 1000
- Read and show money amounts to \$10
- Group three-digit numbers
- Explore fractions of a set
- Count by 1's, 2's, 5's, 10's, 25's, and 100's
- Add and subtract three-digit numbers
- Link one-digit multiplication, and division by one-digit divisors, to real-life situations

Measurement:

- Measure distance using kilometres
- Tell time to the nearest 5 minutes
- Identify temperature benchmarks
- Measure perimeter using standard units
- Measure mass in kilograms and capacity in litres
- Measure area using grid paper
- Compare the length, mass, and capacity of objects using standard units
- Relate minutes to hours, hours to days, days to weeks, and weeks to years

Geometry and Spatial Sense:

- Use a reference tool to identify right angles and to compare angles with a right angle
- Classify two-dimensional shapes by geometric properties (number of sides and angles)
- Classify three-dimensional figures by geometric properties (number of faces, edges, and vertices)
- Compare different types of quadrilaterals
- Name prisms and pyramids
- Identify congruent shapes
- Describe movement on a grid map
- Recognize transformations

Patterning and Algebra:

- Create and extend growing and shrinking patterns
- Show geometric patterns with a number sequence, a number line, and a bar graph
- Find the missing numbers in addition and subtraction questions, using one and two-digit numbers
- Investigate the properties of zero and one in multiplication

Data Management and Probability:

- Organize objects into categories using two or more features
- Collect and organize categorical and discrete data
- Read and display data using vertical and horizontal bar graphs
- Understand the value that occurs most often in a set of data (mode)
- Predict the frequency of an outcome
- Relate fair games to equally likely events

