

ESSENTIAL ELEMENT, LINKAGE LEVELS, AND MINI-MAP

MATH: GRADE 3

M.EE.3.NBT.2

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.NBT.2 Fluently add and subtract within 1000 using strategies and algorithms based on place value, properties of operations, and/or the relationship between addition and subtraction	M.EE.3.NBT.2 Demonstrate understanding of place value to tens	Initial Precursor: <ul style="list-style-type: none"> Recognize separateness Recognize set Distal Precursor: <ul style="list-style-type: none"> Explain ten as a composition of ten ones Proximal Precursor: <ul style="list-style-type: none"> Recognize multiple tens and something Compose numbers based on tens Target: <ul style="list-style-type: none"> Explain place value for ones and tens Successor: <ul style="list-style-type: none"> Explain the relationship between rounding and place value Explain place value for hundreds

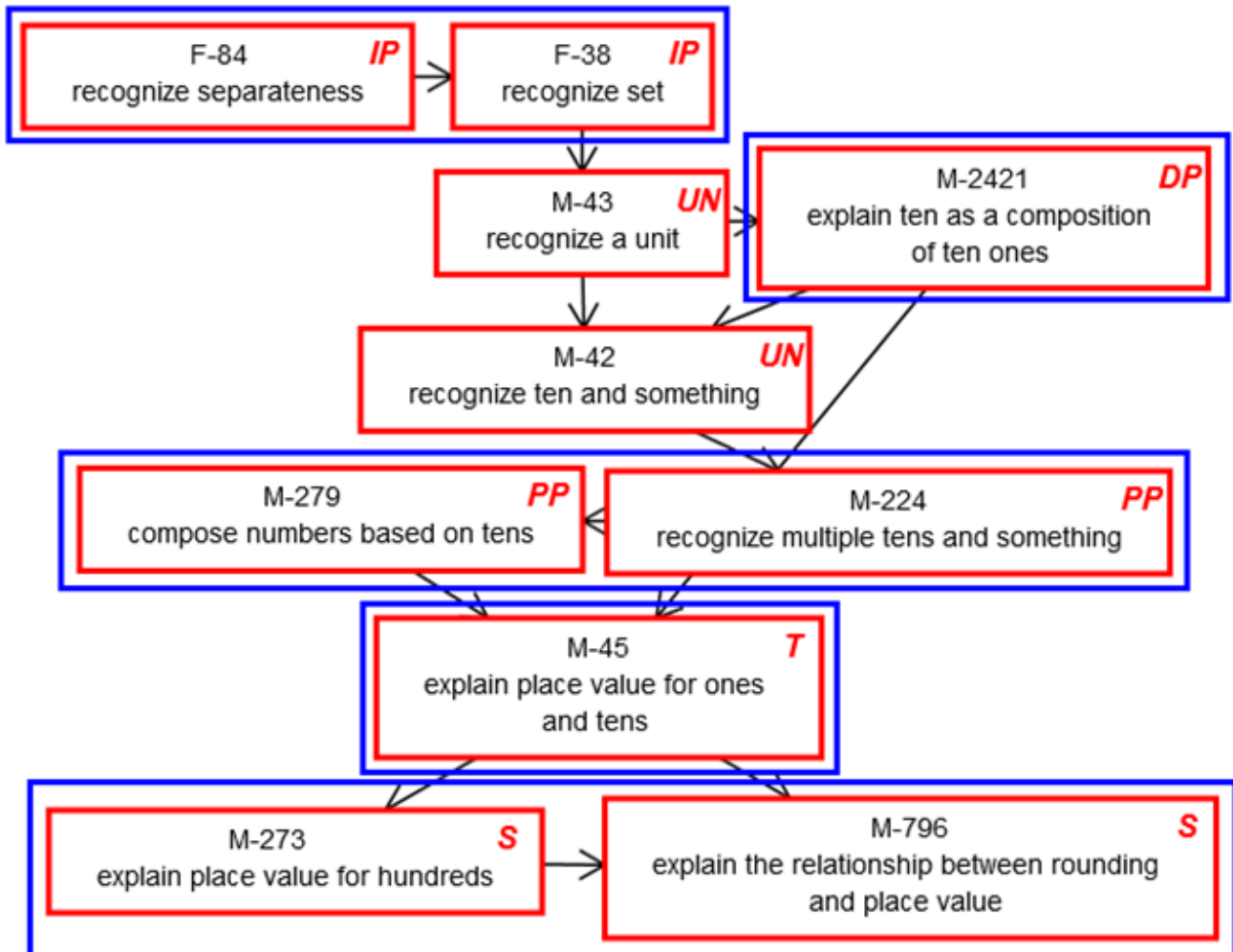
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A diagram showing the relationship of nodes in the mini-map appears below.

Key to map codes in upper right corner of node boxes:

IP	Initial Precursor	SP	Supporting
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M.EE.3.NBT.2- Demonstrate understanding of place value to tens



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M.EE.3.NBT.3

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.NBT.3 Multiply one-digit whole numbers by multiples of 10 in the range 10-90 (e.g., 9×80 , 5×60) using strategies based on place value and properties of operations	M.EE.3.NBT.3 Count by tens using models such as objects, base ten blocks, or money	Initial Precursor: <ul style="list-style-type: none"> Recognize before Recognize after Distal Precursor: <ul style="list-style-type: none"> Explain number sequence pattern Proximal Precursor: <ul style="list-style-type: none"> Rote count to 30 Count to 30 Target: <ul style="list-style-type: none"> Skip count by 10s Successor: <ul style="list-style-type: none"> Skip count by 10s starting at a multiple of 10 Count with dimes Count with 10 dollar bills Explain repeated addition

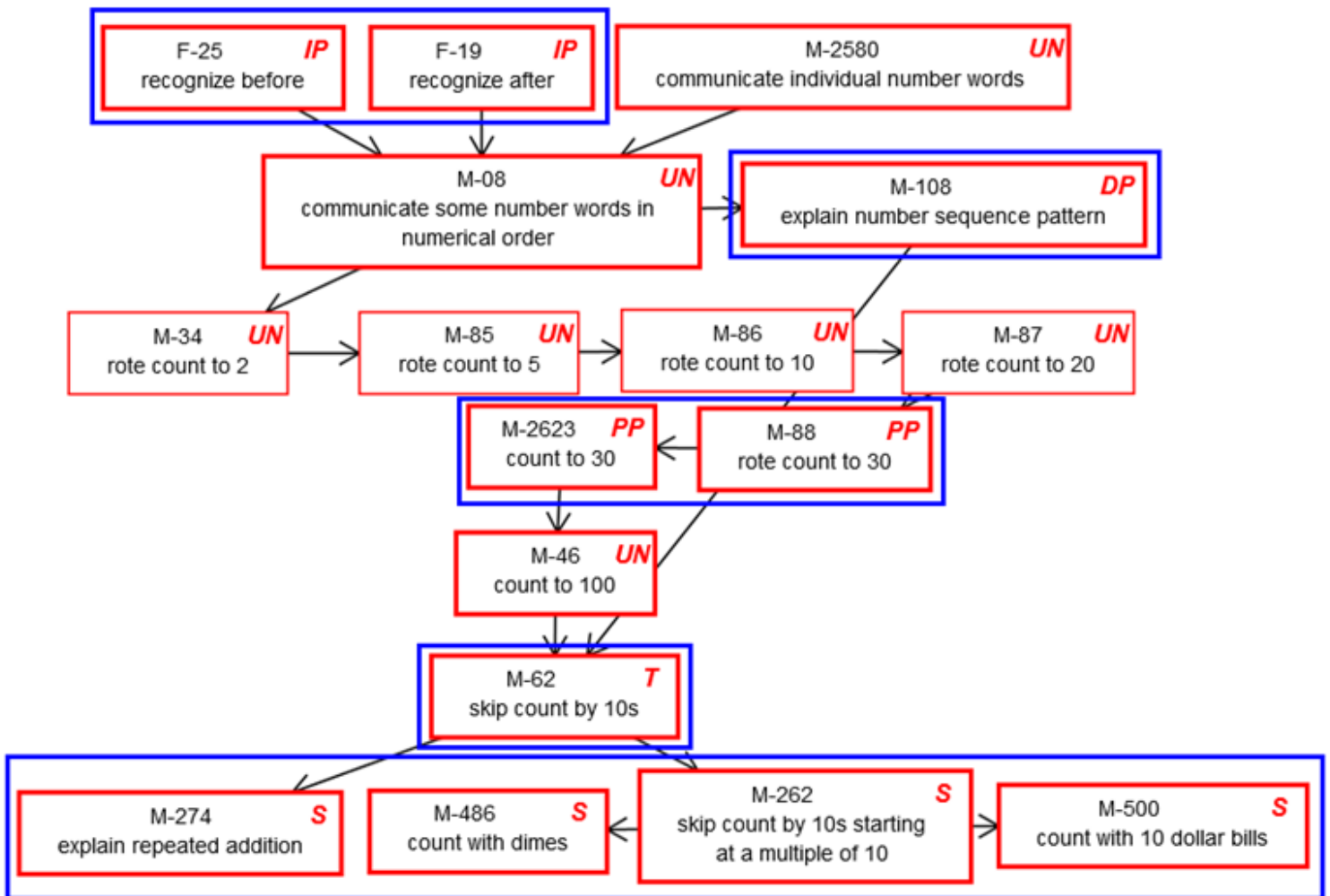
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M.EE.3.NBT.3 Count by tens using models such as objects, base ten blocks, or money



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M.EE.3.NF.1-3

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.NF.1 Understand a fraction $1/b$ as the quantity formed by 1 part when a whole is partitioned into b equal parts; understand a fraction a/b as the quantity formed by a parts of size $1/b$.; M.3.NF.2 Understand a fraction as a number on the number line; represent fractions on a number line diagram.; M.3.NF.3 Explain equivalence of fractions in special cases, and compare fractions by reasoning about their size	M.EE.3.NF.1-3 Differentiate a fractional part from a whole	Initial Precursor: <ul style="list-style-type: none"> Recognize some Distal Precursor: <ul style="list-style-type: none"> Recognize separateness Recognize wholeness Proximal Precursor: <ul style="list-style-type: none"> Partition shapes Target: <ul style="list-style-type: none"> Recognize parts of a given whole or a unit Explain unit fraction Successor: <ul style="list-style-type: none"> Recognize fraction Recognize whole on an area model Recognize one half on an area model

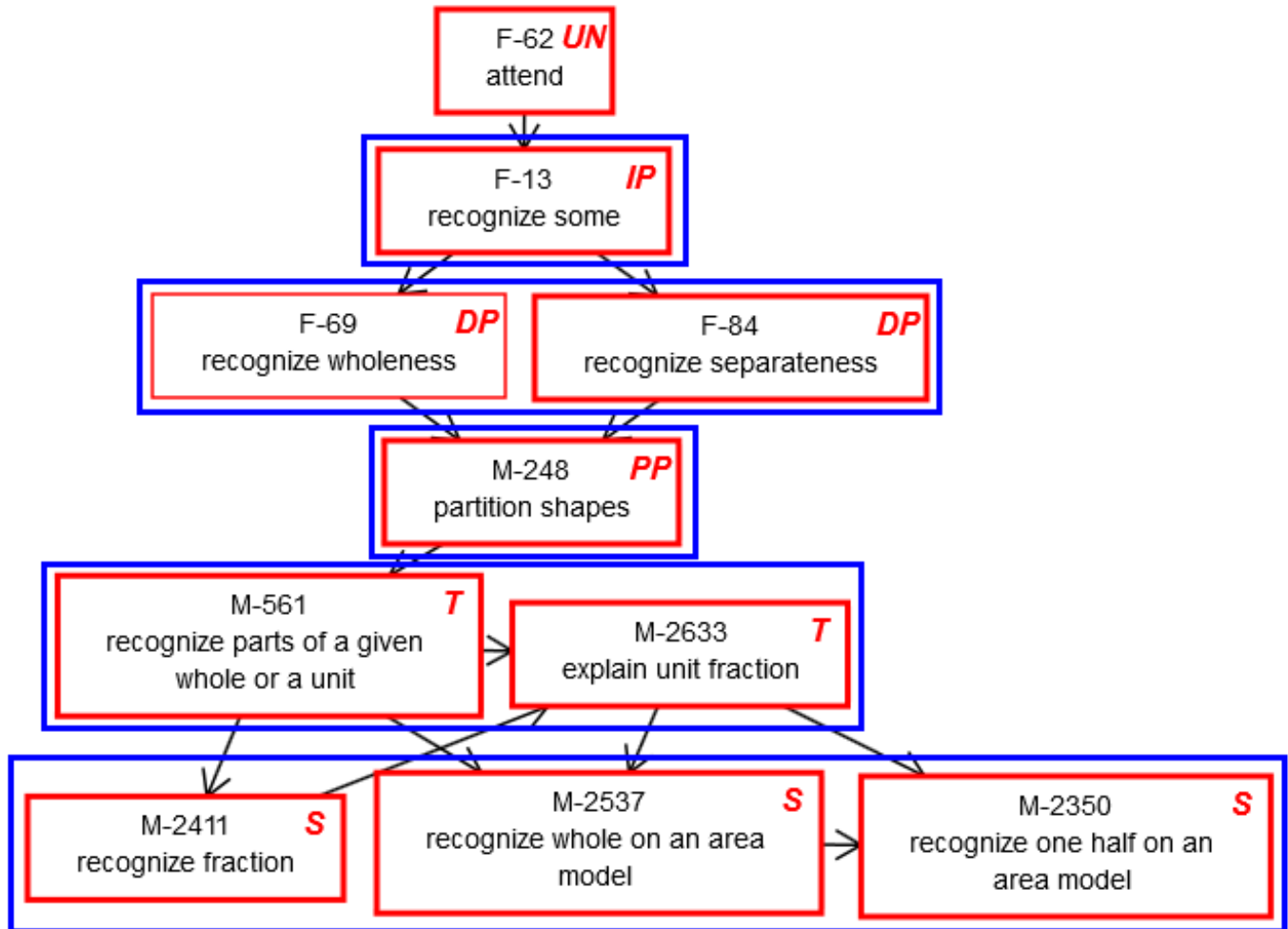
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M.EE.3.NF.1-3 Differentiate a fractional part from a whole



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MATH: GRADE 3

M.EE.3.OA.4

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.OA.4 Determine the unknown whole number in a multiplication or division equation relating three whole numbers. For example, determine the unknown number that makes the equation true in each of the equations $8 \times ? = 48$, $5 = _ \div 3$, $6 \times 6 = ?$	M.EE.3.OA.4 Solve addition and subtraction problems when result is unknown, limited to operands and results within 20	Initial Precursor: <ul style="list-style-type: none"> Recognize separateness Recognize set Distal Precursor: <ul style="list-style-type: none"> Combine sets Demonstrate the concept of addition Partition sets Demonstrate the concept of subtraction Proximal Precursor: <ul style="list-style-type: none"> Recognize the addition sign Explain the function of the addition sign Represent addition with equations Recognize the subtraction sign Explain the function of the minus sign Represent subtraction with equations Recognize the equal sign Explain the function of the equal sign Target: <ul style="list-style-type: none"> Determine the unknown in a subtraction equation Determine the unknown in an addition equation Successor: <ul style="list-style-type: none"> Solve join problems Solve part-part-whole problems Solve compare problems Solve separate problems

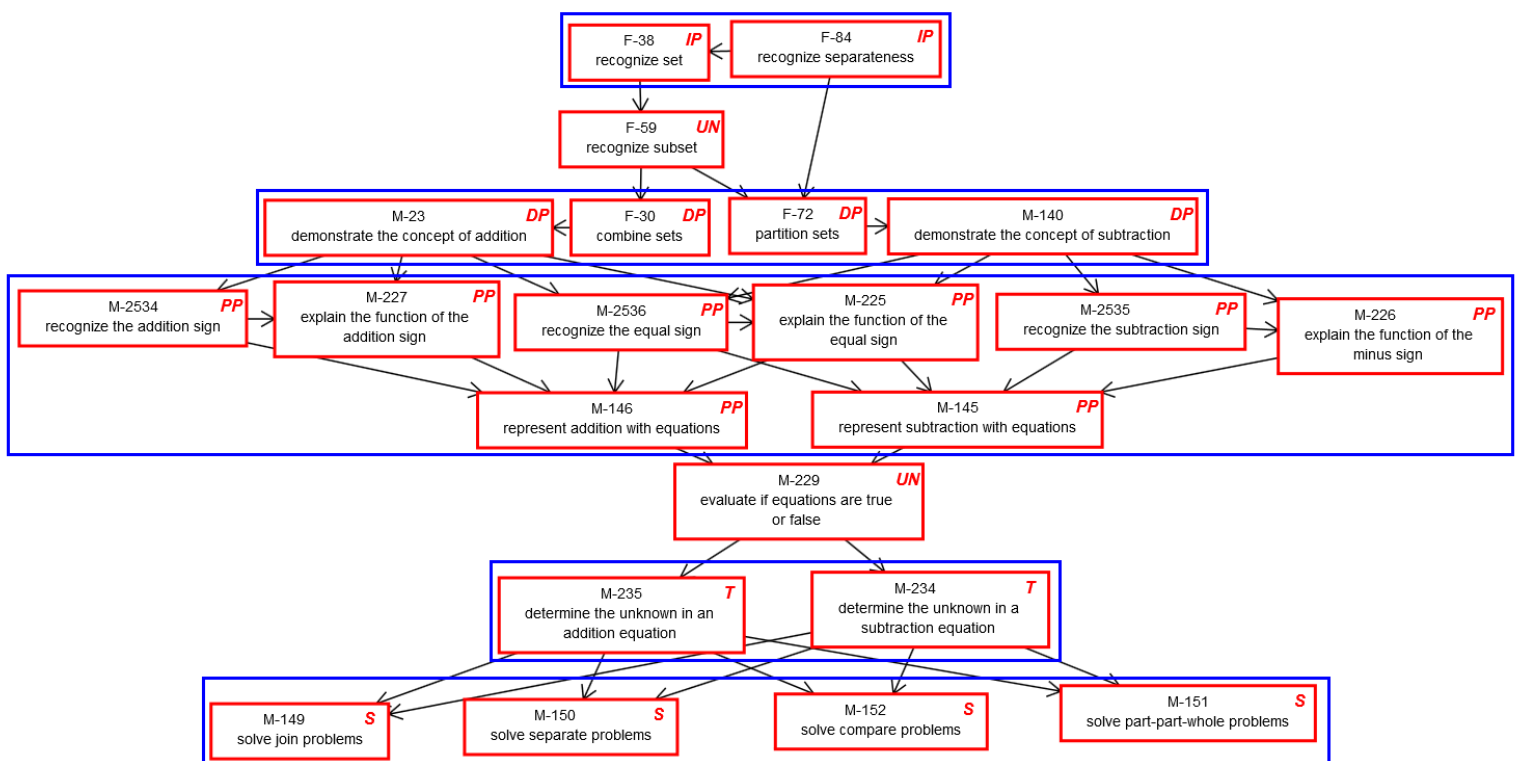
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M.3.OA.4 Determine the unknown whole number in a multiplication or division equation relating three whole numbers. *For example, determine the unknown number that makes the equation true in each of the equations $8 \times ? = 48$, $5 = _ \div 3$, $6 \times 6 = ?$*



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M.EE.3.G.2

Grade-Level Standard	DLM Essential Element	Linkage Levels
M. 3.G.2 Partition shapes into parts with equal areas. Express the area of each part as a unit fraction of the whole. For example, partition a shape into 4 parts with equal area, and describe the area of each part as $\frac{1}{4}$ of the area of the shape	M.EE.3.G.2 Recognize that shapes can be partitioned into equal areas	Initial Precursor: <ul style="list-style-type: none"> Recognize unit Recognize wholeness Recognize parts of a given whole or a unit Distal Precursor: <ul style="list-style-type: none"> Partition shapes Proximal Precursor: <ul style="list-style-type: none"> Model equal part Partition circle into 2 equal parts Partition circle into 3 equal parts Partition circle into 4 equal parts Partition a rectangle into rows and columns Partition rectangle into 2 equal parts Partition rectangle into 3 equal parts Partition rectangle into 4 equal parts Target: <ul style="list-style-type: none"> Partition any shape into equal parts Successor: <ul style="list-style-type: none"> Recognize one tenth on an area model Recognize one third on an area model Recognize one half on an area model Recognize one fourth on an area model

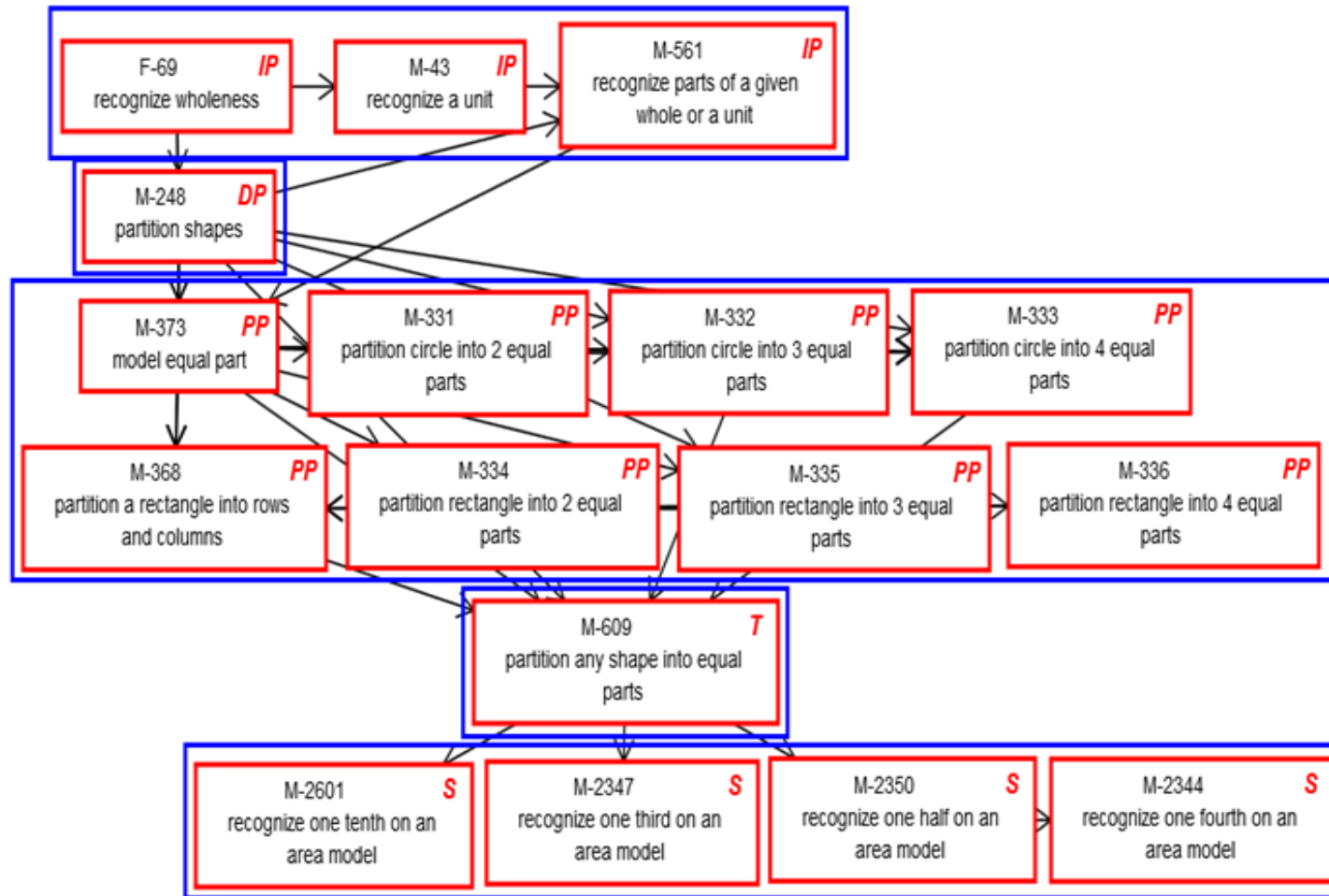
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M.EE. 3.G.2 Recognize attributes of two- dimensional shapes



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MATH: GRADE 3

M.EE.3.MD.1

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.MD.1 Tell and write time to the nearest minute and measure time intervals in minutes. Solve word problems involving addition and subtraction of time intervals in minutes, e.g., by representing the problem on a number line	M.EE.3.MD.1 Tell time to the hour on a digital clock	Initial Precursor: <ul style="list-style-type: none"> Attend Recognize different Distal Precursor: <ul style="list-style-type: none"> Recognize measurable attributes Proximal Precursor: <ul style="list-style-type: none"> Recognize the hour on a digital clock Recognize the minute on a digital clock Target: <ul style="list-style-type: none"> Tell time to the hour Successor: <ul style="list-style-type: none"> Tell time to the half hour Tell time to the quarter hour

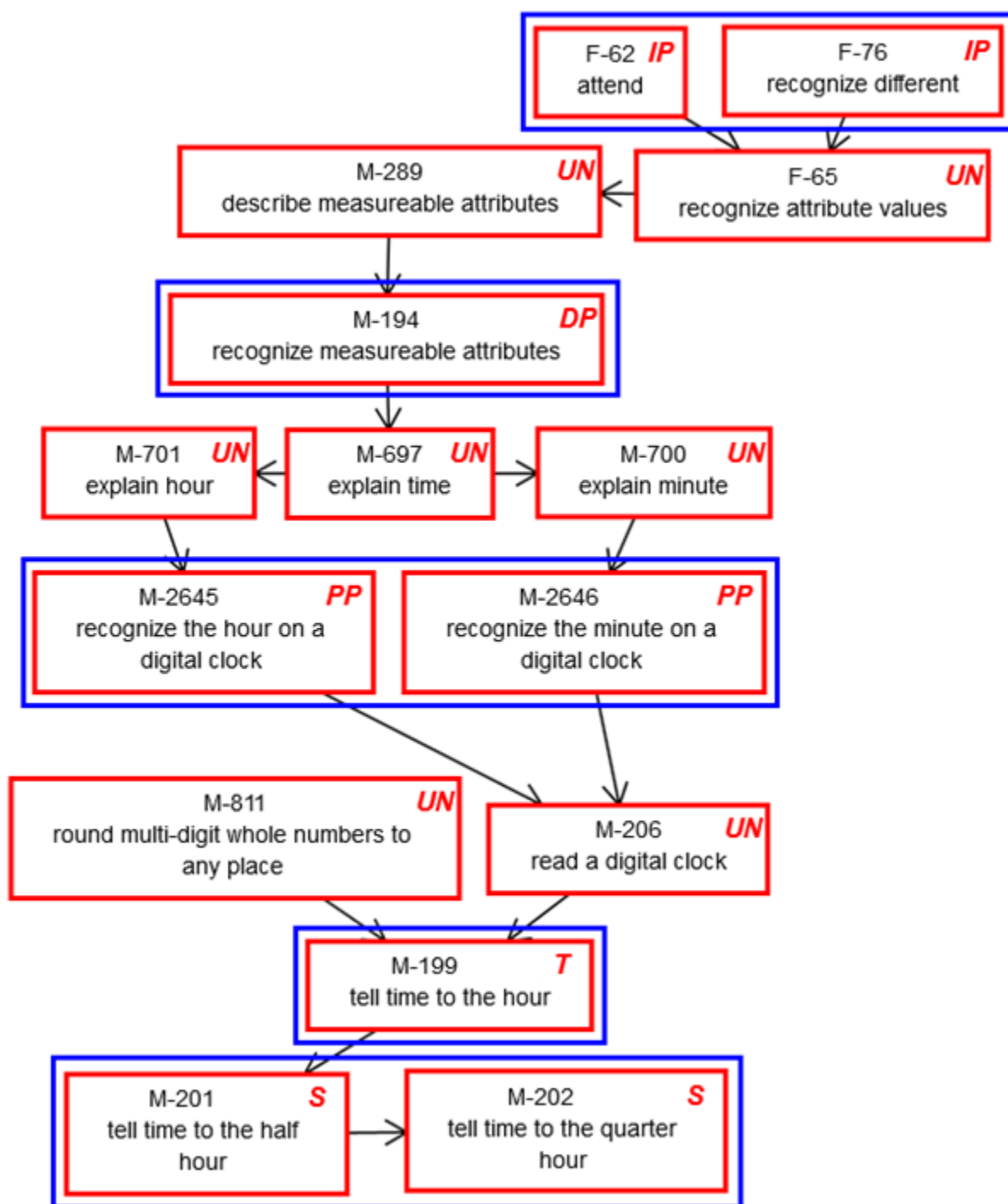
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M.EE. 3.MD.1 Tell time to the hour on a digital clock



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M.EE.3.MD.4

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.MD.4 Generate measurement data by measuring lengths using rulers marked with halves and fourths of an inch. Show the data by making a line plot, where the horizontal scale is marked off in appropriate units—whole numbers, halves, or quarters	M.EE.3.MD.4 Measure length of objects using standard tools, such as rulers, yardsticks, and meter sticks	Initial Precursor: <ul style="list-style-type: none"> Recognize attribute values Distal Precursor: <ul style="list-style-type: none"> Make direct comparison of 2 lengths Proximal Precursor: <ul style="list-style-type: none"> Demonstrate iteration of length unit Measure length using informal units Target: <ul style="list-style-type: none"> Use an appropriate tool to measure length using inches Use an appropriate tool to measure length using feet Successor: <ul style="list-style-type: none"> Compare lengths of 2 or more objects using standard tools

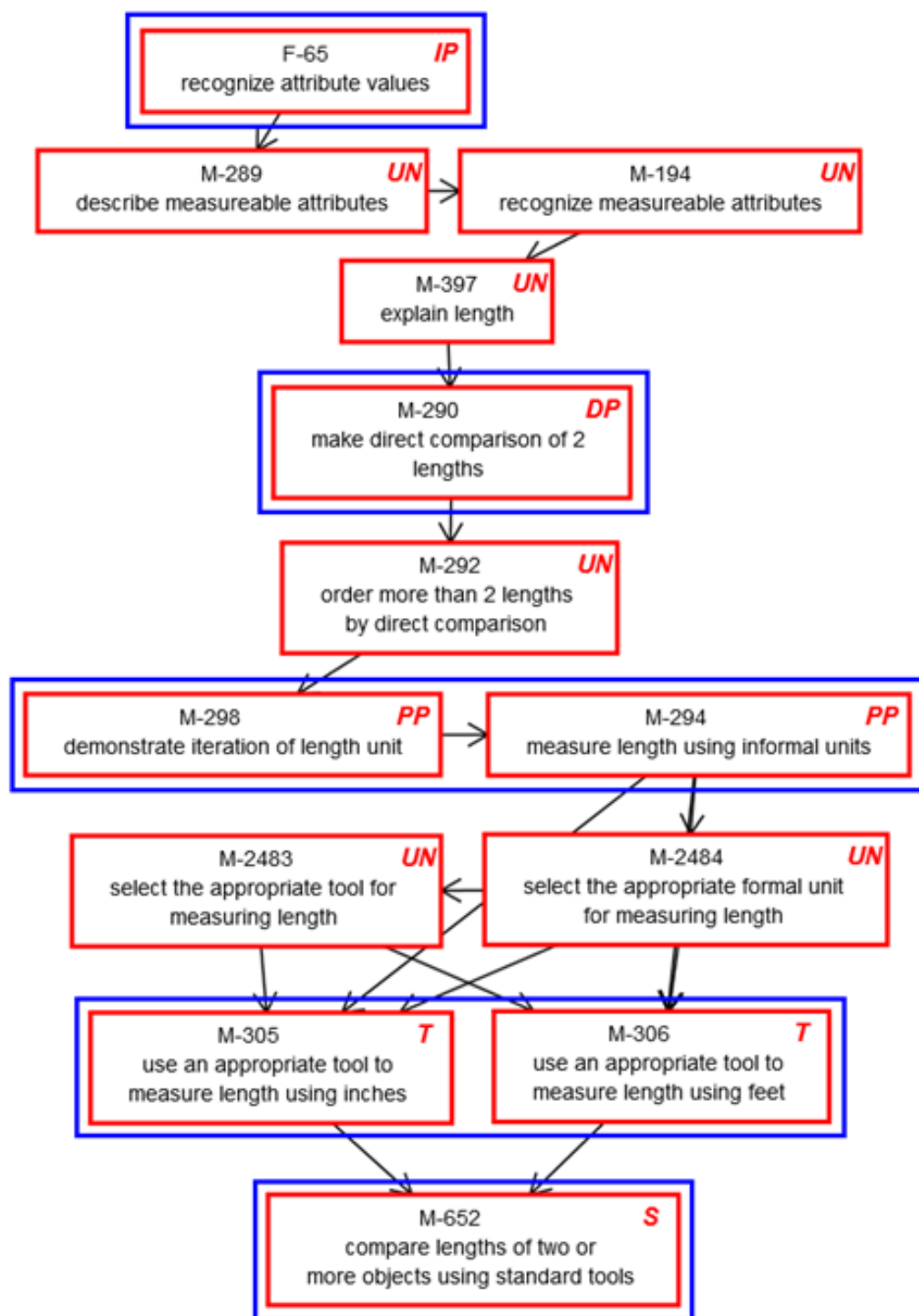
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M.EE.3.MD.4 Measure length of objects using standard tools, such as rulers, yardsticks, and meter sticks



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M.EE.3.MD.3

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.MD.3 Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step “how many more” and “how many less” problems using pictures presented in scaled bar graphs	M.EE.3.MD.3 Use picture or bar graph data to answer questions about data	Initial Precursor: <ul style="list-style-type: none"> Recognize attribute values Arrange objects in pairs Distal Precursor: <ul style="list-style-type: none"> Classify Order objects Proximal Precursor: <ul style="list-style-type: none"> Recognize the structure of a bar graph Recognize the structure of a picture graph Target: <ul style="list-style-type: none"> Use bar graphs to read the data Use picture graphs to read the data Successor: <ul style="list-style-type: none"> Use graphs to read between the data

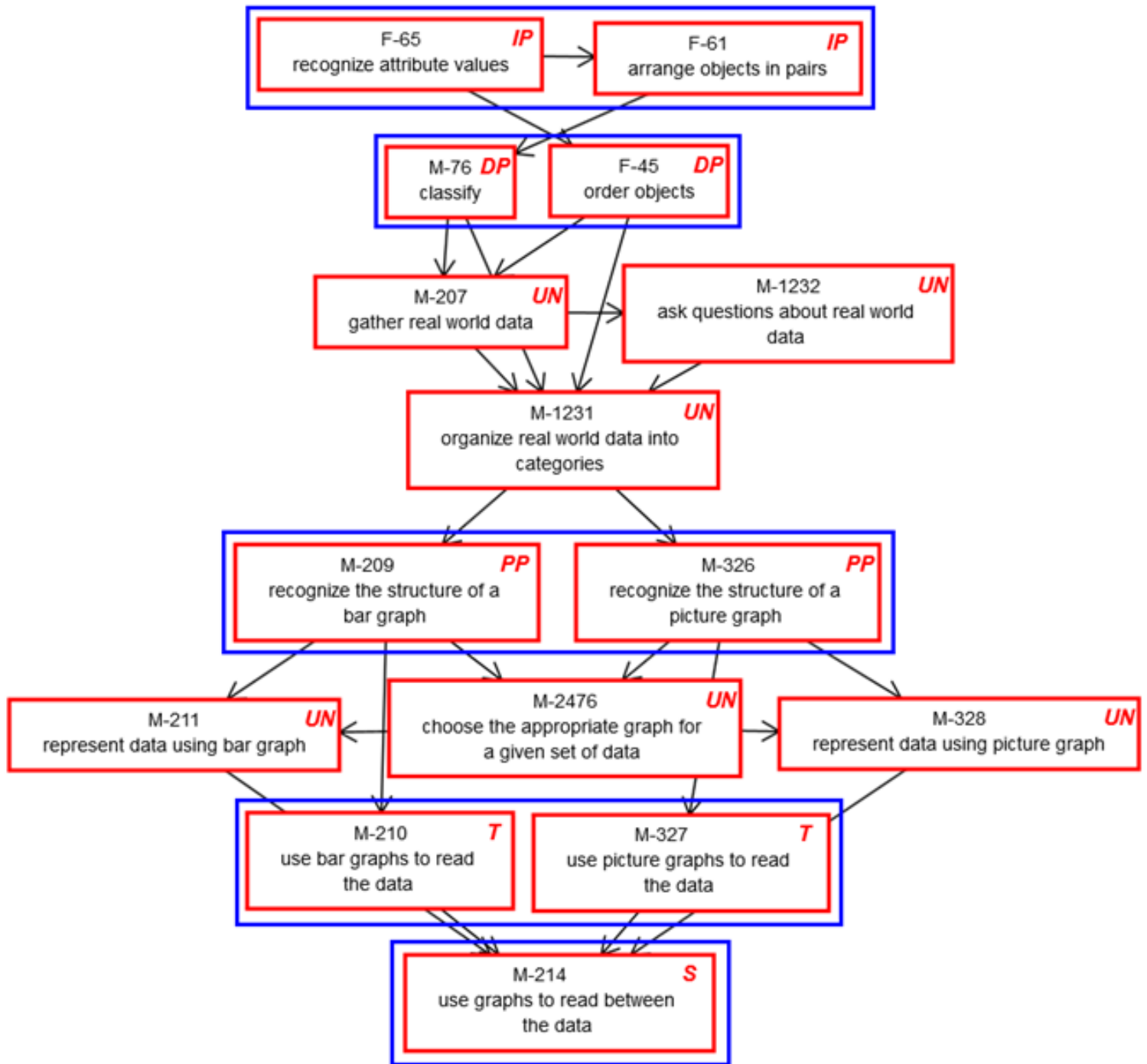
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M.EE.3.MD.3 Use picture or bar graph data to answer questions about data



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M.EE.3.OA.1-2

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.OA.1 Interpret products of whole numbers, e.g., interpret 5×7 as the total number of objects in 5 groups of 7 objects each. For example, describe a context in which a total number of objects can be expressed as 5×7 ; M.3.OA.2 Interpret whole-number quotients of whole numbers, e.g., interpret $56 \div 8$ as the number of objects in each share when 56 objects are partitioned equally into 8 shares, or as a number of shares when 56 objects are partitioned into equal shares of 8 objects each	M.EE.3.OA.1-2 Use repeated addition to find the total number of objects and determine the sum	Initial Precursor: <ul style="list-style-type: none"> Recognize subset Recognize set Recognize separateness Distal Precursor: <ul style="list-style-type: none"> Demonstrate the concept of addition Combine sets Combine Proximal Precursor: <ul style="list-style-type: none"> Represent repeated addition with an equation Represent repeated addition with a model Target: <ul style="list-style-type: none"> Solve repeated addition problems Successor: <ul style="list-style-type: none"> Demonstrate the concept of multiplication

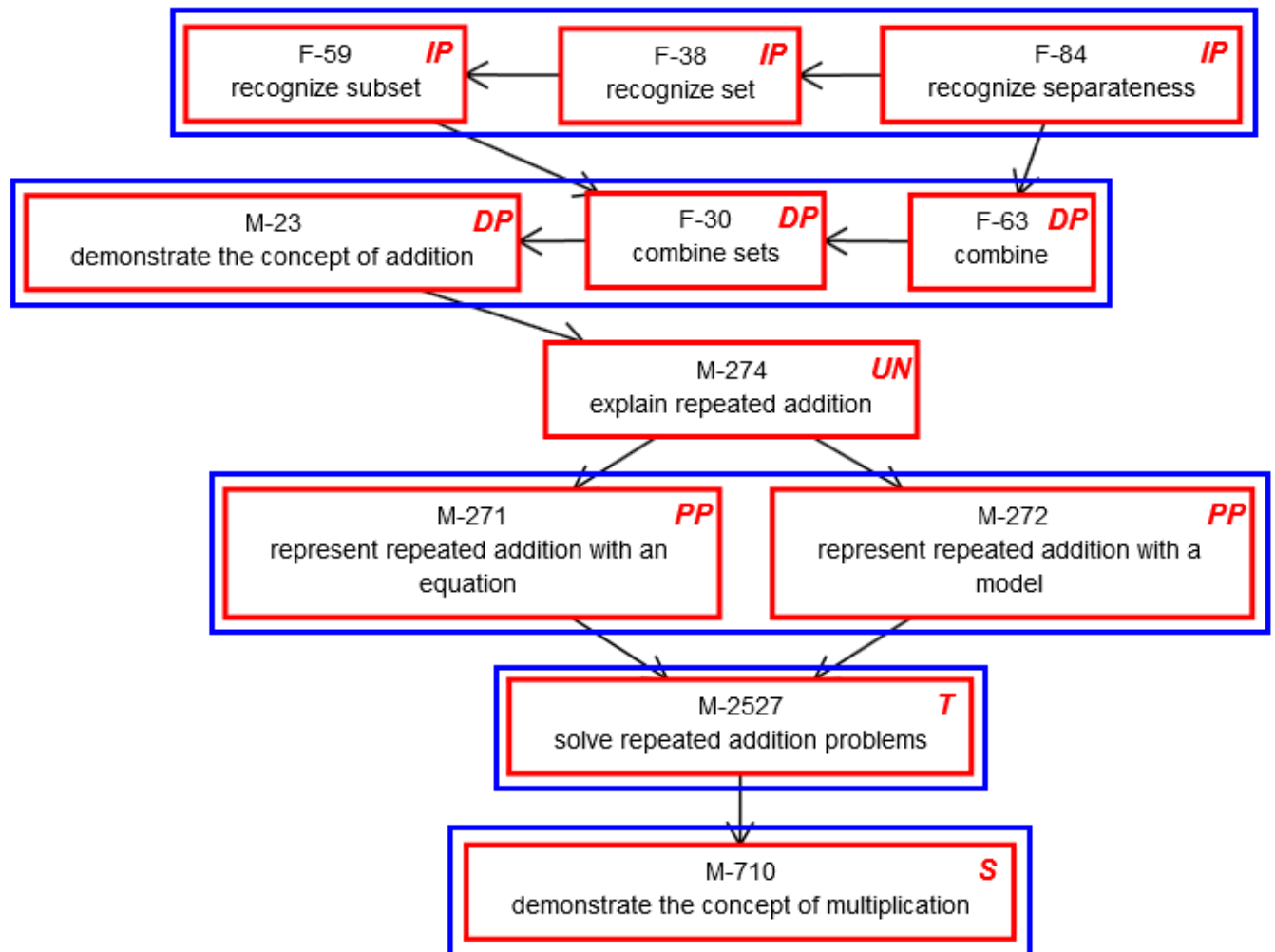
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M.EE. 3.OA.1-2 Use repeated addition to find the total number of objects and determine the sum



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M.EE.3.OA.8

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.OA.8 Solve two-step word problems using the four operations. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding	M.EE. 3.OA.8 Solve one-step real world problems using addition or subtraction within 20	Initial Precursor: <ul style="list-style-type: none"> Combine sets Partition sets Distal Precursor: <ul style="list-style-type: none"> Demonstrate the concept of addition Demonstrate the concept of subtraction Proximal Precursor: <ul style="list-style-type: none"> Determine the unknown in an addition equation Determine the unknown in a subtraction equation Target: <ul style="list-style-type: none"> Solve subtraction word problems within 100 Solve addition word problems within 100 Successor: <ul style="list-style-type: none"> Solve 2-step addition and subtraction word problems

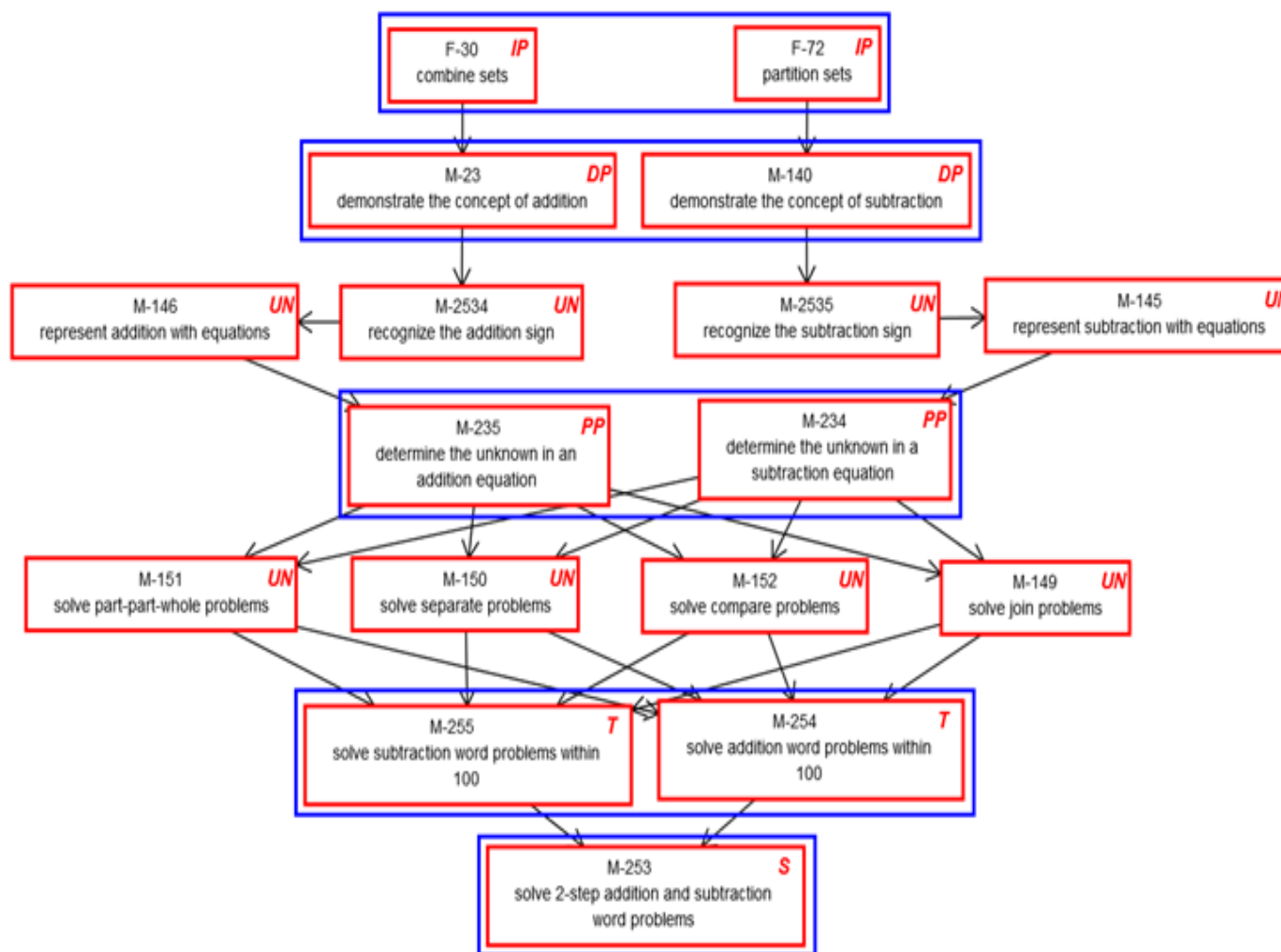
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M.EE. 3.OA.8 Solve one-step real world problems using addition or subtraction within 20



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M.EE.3.OA.9

Grade-Level Standard	DLM Essential Element	Linkage Levels
M.3.OA.9 Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations. For example, observe that 4, multiplied by any number can be decomposed into two equal addends (4×2 is equal to $4 + 4$).	M.EE.3.OA.9 Identify arithmetic patterns	Initial Precursor: <ul style="list-style-type: none"> Recognize same Recognize different Distal Precursor: <ul style="list-style-type: none"> Order objects Classify Contrast objects Proximal Precursor: <ul style="list-style-type: none"> Recognize patterns Target: <ul style="list-style-type: none"> Recognize repeating patterns Recognize symbolic patterns Recognize growing patterns Successor: <ul style="list-style-type: none"> Extend a symbolic pattern by applying the rule Recognize the pattern rule in a growing pattern

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M.EE.3.OA.9 Identify arithmetic patterns

