

# Grade 3 - Learning Progressions

Adopted 2021

## K-5 Learning Progressions

### Numerical Reasoning

Numbers (whole numbers, fractions, and decimal numbers)

1. Whole numbers to 10,000 [3.LP1.1.1](#)
2. Unit fractions with denominators of 2, 3, 4, 6, and 8 [3.LP1.1.2](#)
3. Represent fractions [3.LP1.1.3](#)
4. Equivalence of simple fractions [3.LP1.1.4](#)
5. Introduce shading to identify and compare fractional parts [3.LP1.1.5](#)

Counting

1. Counting unit fractions [3.LP1.2.1](#)

Place Value

1. Round numbers to 1000 to nearest 10 or 100 [3.LP1.3.1](#)
2. Read & write multi-digit whole numbers to thousands [3.LP1.3.2](#)

Comparisons

1. Comparing numbers to 10,000 [3.LP1.4.1](#)
2. Unit fractions [3.LP1.4.2](#)

Computational Fluency

1. Fluency with multiplication and division with single-digit numbers [3.LP1.5.1](#)
2. Fluency with addition and subtraction within 1,000 [3.LP1.5.2](#)

Addition & Subtraction

1. Within 10,000 [3.LP1.6.1](#)

Multiplication & Division

1. Within 100 [3.LP1.7.1](#)
2. Multiply by multiples of 10 [3.LP1.7.2](#)

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## **Patterning & Algebraic Reasoning**

### Patterns

1. Numerical patterns related to multiplication [3.LP2.1.1](#)
2. Make predictions based on patterns [3.LP2.1.2](#)

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## **Geometric & Spatial Reasoning**

### Shapes And Properties

1. Quadrilaterals [3.LP3.1.1](#)
2. Parallel & perpendicular line segments, points, lines, line segments, & right angles and presence or absence of these in quadrilaterals [3.LP3.1.2](#)
3. Lines of symmetry with quadrilaterals [3.LP3.1.3](#)

### Geometric Measurement

1. Area of rectangles [3.LP3.2.1](#)
2. Perimeter of rectangles [3.LP3.2.2](#)

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## **Measurement & Data Reasoning**

### Measurement & Data

1. Measure liquid volume, length and mass in customary units [3.LP4.1.1](#)
2. Use rulers to measure lengths in halves and fourths of an inch [3.LP4.1.2](#)
3. Analyze numerical and categorical data with whole number values [3.LP4.1.3](#)

### Money

1. Using money to solve problems [3.LP4.2.1](#)

### Time

1. Tell time to the nearest minute [3.LP4.3.1](#)
2. Estimate relative time [3.LP4.3.2](#)
3. Elapsed time to hour, half hour & quarter hour [3.LP4.3.3](#)