

**Oregon's Academic Content Standards (CIM) Correlated to Larson's Intermediate Math
Grade 3**

Oregon's Academic Content Standards (CIM) 2005-2006		Larson's Intermediate Math		
Grade-Level Standards		Module	Topic	Grade
I. Calculations and Estimations				
1. Numbers				
Understand numbers, ways of representing numbers, relationships among numbers, and number systems.				
1.	Read, write, order, model, and compare whole numbers less than one thousand.	Place Value and Money	Whole Numbers	3
		Place Value and Money	Comparing and Ordering Whole Numbers	3
2.	Identify the place value and actual value of digits in a whole number less than one thousand.	Place Value and Money	Whole Numbers	3
3.	Compose and decompose whole numbers less than one thousand by place value.	Place Value and Money	Whole Numbers	3
4.	Order, model, compare, and identify commonly used fractions (halves, thirds, fourths, eighths, tenths) using concrete models and visual representations.	Fraction and Number Concepts	Fractions and Fraction Models	3, 4
		Fraction and Number Concepts	Comparing Fractions Using Models	3, 4
		Fraction and Number Concepts	Comparing Fractions	4
		Fraction and Number Concepts	Comparing and Ordering Fractions and Mixed Numbers	5, 6
5.	Develop understanding of fractions as parts of unit wholes, as parts of a collection, as locations on number lines, and as divisions of whole numbers.	Fraction and Number Concepts	Fractions and Fraction Models	3
6.	Locate whole numbers and common fractions on a number line.	Place Value and Money	Rounding Whole Numbers	3
7.	Order and compare dollars and coins by making equivalent amounts up to \$10.00.	Place Value and Money	Counting Money	3, 4, 5
		Decimals	Comparing and Ordering Decimals Through Hundredths	3, 4
8.	Demonstrate the counting skills of skip counting as they relate to multiplication facts.	Multiplying Whole Numbers	Multiplying by 5 and 6	3, 4
2. Computation and Estimation				
Compute fluently and make reasonable estimates.				
1.	Develop and evaluate strategies for multiplying whole numbers.	Multiplying Whole Numbers	All Topics	3, 4, 5
2.	Add and subtract pairs of up to four numbers.	Adding Whole Numbers	All Topics	3, 4, 5
		Subtracting Whole Numbers	All Topics	3, 4, 5
3.	Develop and acquire efficient strategies for determining multiplication and division facts 0-9.	Multiplying Whole Numbers	Multiplying by 0, 1, 2, 3, and 4	3, 4
		Multiplying Whole Numbers	Multiplying by 5 and 6	3, 4
		Multiplying Whole Numbers	Multiplying by 7 and 8	3, 4

Oregon's Academic Content Standards (CIM) Correlated to Larson's Intermediate Math Grade 3

Oregon's Academic Content Standards (CIM) 2005-2006		Larson's Intermediate Math		
Grade-Level Standards		Module	Topic	Grade
(I.2.3. continued)		Multiplying Whole Numbers	Multiplying by 9 and 10	3, 4
		Dividing Whole Numbers	Dividing by 1 and 2	3, 4
		Dividing Whole Numbers	Dividing by 3 and 4	3, 4
		Dividing Whole Numbers	Dividing by 5 and 6	3, 4
		Dividing Whole Numbers	Dividing by 7 and 8	3, 4
		Dividing Whole Numbers	Dividing by 9 and 10	3, 4
4.	Multiply a two-digit number by a one-digit number.	Multiplying Whole Numbers	Multiplying by One-Digit Numbers	3, 4, 5
5.	Make change for amounts up to \$10.00.	Place Value and Money	Counting Money	3, 4, 5
		Place Value and Money	Making Change	3, 4, 5
6.	Mentally add or subtract multiples of 10, 100, or 1000 to or from a number.	Covered in many topics of Larson's Intermediate Math, including Mental Math and Estimation.		
7.	Identify the operation (add, subtract, multiply, or divide) for solving a problem.	Covered in many topics of Larson's Intermediate Math.		
8.	Develop and use strategies (overestimate, underestimate, range of estimates) to make reasonable estimates.	Covered in many topics of Larson's Intermediate Math, including Mental Math and Estimation.		
9.	Recognize which place value will be the most helpful in estimating an answer.	Covered in many topics of Larson's Intermediate Math, including Mental Math and Estimation.		
3. Operations and Properties				
Understand meanings of operations and how they relate to one another.				
1.	Represent situations using models of multiplication and division (e.g., repeated addition, equal groups of objects, arrays, repeated subtraction, equal grouping, sharing equally).	Multiplying Whole Numbers	All Topics	3, 4, 5
		Dividing Whole Numbers	All Topics	3, 4, 5
2.	Use the commutative and associative properties of multiplication to simplify calculations.	Multiplying Whole Numbers	Multiplying Three Factors	5
3.	Describe the effects of multiplying or dividing by a whole number.	Multiplying Whole Numbers	All Topics	3, 4, 5
		Dividing Whole Numbers	All Topics	3, 4, 5, 6
4.	Demonstrate the zero property for multiplication and identity property for multiplication and division.	Multiplying Whole Numbers	Multiplying by 0, 1, 2, 3, and 4	3, 4
		Dividing Whole Numbers	Dividing by 1 and 2	3, 4
II. Statistics and Probability				
1. Statistics				
Select and use appropriate statistical methods to analyze data.				
1.	Determine the mode and range of a set of data.	Statistics and Probability	Mean, Median, Mode, and Range	4, 5, 6

**Oregon’s Academic Content Standards (CIM) Correlated to Larson’s Intermediate Math
Grade 3**

Oregon’s Academic Content Standards (CIM) 2005-2006		Larson’s Intermediate Math		
Grade-Level Standards		Module	Topic	Grade
2. Collect and Display Data				
Formulate questions that can be addressed with data and collect, organize, and display relevant data to answer them.				
1.	Ask and answer simple questions that can be answered by collecting, organizing, and displaying data.	Statistics and Probability	Collecting and Organizing Data	3, 4, 5, 6
2.	Represent and interpret data using tally charts, pictographs, and bar graphs, including identifying the mode and range.	Statistics and Probability	Collecting and Organizing Data	3, 4, 5, 6
		Statistics and Probability	Bar Graphs	3, 4
		Statistics and Probability	Pictographs	3, 4, 5, 6
		Statistics and Probability	Mean, Median, Mode, and Range	4, 5, 6
3. Data Analysis and Predictions				
Develop and evaluate inferences and predictions that are based on data.				
1.	Draw conclusions and make predictions and inferences from tally charts, pictographs, or bar graphs.	Statistics and Probability	Collecting and Organizing Data	3, 4, 5, 6
		Statistics and Probability	Bar Graphs	3, 4
		Statistics and Probability	Pictographs	3, 4, 5, 6
III. Algebraic Relationships				
1. Patterns and Functions				
Understand patterns, relations, and functions.				
1.	Describe, extend, and make generalizations about numeric and geometric patterns (e.g., increasing the number of sides of two-dimensional geometric figures in a sequence; consecutive odd numbers).	Subtracting Whole Numbers	Addition and Subtraction Fact Families	3, 4
		Multiplying Whole Numbers	Multiplying by 0, 1, 2, 3, and 4	3, 4
		Multiplying Whole Numbers	Multiplying by 5 and 6	3, 4
		Multiplying Whole Numbers	Multiplying by 7 and 8	3, 4
		Multiplying Whole Numbers	Multiplying by 9 and 10	3, 4
		Dividing Whole Numbers	Dividing by 1 and 2	3, 4
		Dividing Whole Numbers	Dividing by 3 and 4	3, 4
		Dividing Whole Numbers	Dividing by 5 and 6	3, 4
		Dividing Whole Numbers	Dividing by 7 and 8	3, 4
		Dividing Whole Numbers	Dividing by 9 and 10	3, 4
		Also covered in the Commander Problems titled Finding a Pattern, Using a Pattern, Complete the Sequence, and Larson’s Sliding GeoBeads.		
2.	Supply a missing element in or determine a rule that extends number patterns involving addition and multiplication by a single-digit number.	Adding Whole Numbers	Adding One-Digit Numbers	3
		Multiplying Whole Numbers	Multiplying by 0, 1, 2, 3, and 4	3, 4
		Multiplying Whole Numbers	Multiplying by 5 and 6	3, 4

Oregon's Academic Content Standards (CIM) Correlated to Larson's Intermediate Math Grade 3

Oregon's Academic Content Standards (CIM) 2005-2006		Larson's Intermediate Math		
Grade-Level Standards		Module	Topic	Grade
(III.1.2 continued)		Multiplying Whole Numbers	Multiplying by 7 and 8	3, 4
		Multiplying Whole Numbers	Multiplying by 9 and 10	3, 4
		Also covered in the Commander Problems titled Finding a Pattern, Using a Pattern, and Complete the Sequence.		
3.	Generate a pattern or sequence from a verbal , written, and pictorial description.	Covered in the Commander Problems titled Finding a Pattern, Using a Pattern, and Complete the Sequence.		
2. Algebraic Relationships				
Represent and analyze mathematical situations and structures using algebraic symbols.				
1.	Use letters, boxes, or other symbols to stand for a missing number in simple expressions or equations.	Covered in many topics of Larson's Intermediate Math.		
2.	Identify and apply a relationship between two quantities (e.g., If four people can be seated at one table, how many tables are needed to seat 24 people?).	Dividing Whole Numbers	Many Topics	3, 4, 5
		Also covered in many other topics of Larson's Intermediate Math.		
IV. Measurement				
1. Units and Tools				
Understand measurable attributes of objects and the units, systems, and processes of measurement.				
1.	Select the most appropriate tool and metric unit to measure length, time, weight, and volume.	Metric Units of Measure	Choosing Appropriate Units of Measure	3, 4
2.	Compare units of measure between customary and metric systems (e.g., inches > centimeters, liters < gallons).			
3.	Understand and explain the need for using standard units.			
2. Direct and Indirect Measurement				
Apply appropriate techniques, tools, and formulas to determine measurements.				
1.	Determine elapsed time for given activities using representations of analog and digital clocks.	Time	Finding Elapsed Time	3, 4
2.	Tell time to the nearest minute using an analog clock.	Time	Telling Time to the Minute	3, 4
3.	Describe temperature changes and concepts as they occur in daily situations.	Customary Units of Measure	Measuring Temperature	3, 4
		Metric Units of Measure	Measuring Temperature	3, 4
4.	Determine measurements of length to the nearest centimeter and nearest meter.	Metric Units of Measure	Measuring Length	3, 4
5.	Estimate the length of objects in meters and centimeters.	Metric Units of Measure	Choosing Appropriate Units of Measure	3, 4
6.	Determine measurements of volume to the nearest milliliter or liter of measuring cups, beakers, or graduated cylinders.	Metric Units of Measure	Measuring Capacity	3, 4
7.	Estimate volume of objects in milliliters and liters.	Metric Units of Measure	Choosing Appropriate Units of Measure	3, 4

**Oregon's Academic Content Standards (CIM) Correlated to Larson's Intermediate Math
Grade 3**

Oregon's Academic Content Standards (CIM) 2005-2006		Larson's Intermediate Math		
Grade-Level Standards		Module	Topic	Grade
8.	Determine measurements of weight to the nearest gram and kilograms.	Metric Units of Measure	Measuring Mass	3, 4
9.	Estimate weight of objects in grams and kilograms.	Metric Units of Measure	Choosing Appropriate Units of Measure	3, 4
10.	Find areas of rectangular arrays.	Basic Geometry	Area	3, 4
V. Geometry				
1. Properties and Relationships				
Analyze characteristics and properties of two- and three-dimensional geometric shapes and develop mathematical arguments about geometric relationships.				
1.	Identify, describe, compare, and classify common three-dimensional geometric objects: cubes, prisms, spheres, pyramids, cones, and cylinders.	Basic Geometry	Classifying Solids	3, 4, 5
2.	Compare and classify solid geometric shapes (e.g., triangular pyramid, cube, rectangular prism) according to the number and shapes of faces, edges, and vertices.	Basic Geometry	Classifying Solids	3, 4, 5
3.	Recognize and identify attributes of three-dimensional geometric shapes (faces, edges, vertices), including attributes of shapes in the environment.	Basic Geometry	Classifying Solids	3, 4, 5
2. Modeling				
Use visualization, spatial reasoning, and geometric modeling to solve problems.				
1.	Model three-dimensional shapes including cubes, rectangular prisms, spheres, pyramids, cones, and cylinders.	Basic Geometry	Classifying Solids	3, 4, 5
2.	Put shapes together and take them apart to form other shapes.	Advanced Geometry	Area of a Triangle	5, 6
3.	Recognize three-dimensional geometric shapes (e.g., cube, cone, cylinder, pyramid, and sphere) in the environment and from different perspectives.	Basic Geometry	Classifying Solids	3, 4, 5
3. Coordinate Geometry				
Specify locations and describe spatial relationships using coordinate geometry and other representational systems				
1.	Describe paths for moving from one location to another on a grid.	Statistics and Probability	Graphing Ordered Pairs	3, 4, 5
4. Transformations and Symmetry				
Apply transformations and use symmetry to analyze mathematical situations.				
1.	Identify line and rotational symmetry.	Basic Geometry	Slides, Flips, and Turns	3, 4, 5, 6
		Advanced Geometry	Symmetry	3, 4, 6
2.	Predict and describe the results of performing reflections, rotations and translations of triangles.	Basic Geometry	Slides, Flips, and Turns	3, 4, 5, 6
VI. Mathematical Problem Solving				
1. Conceptual Understanding				
Select, apply, and translate among mathematical representations to solve problems.				
1.	Interpret the concepts of a problem-solving task and translate them into mathematics.	Covered in many topics of Larson's Intermediate Math.		

**Oregon's Academic Content Standards (CIM) Correlated to Larson's Intermediate Math
Grade 3**

Oregon's Academic Content Standards (CIM) 2005-2006		Larson's Intermediate Math		
Grade-Level Standards		Module	Topic	Grade
2. Processes and Strategies				
Apply and adapt a variety of appropriate strategies to solve problems.				
1.	Choose strategies that can work and then carry out the strategies chosen.	Covered in many topics of Larson's Intermediate Math including Mental Math, Estimation, Use a Calculator, Reasoning, Model It, and Using a Model.		
3. Verification				
Monitor and reflect on the process of mathematical problem solving.				
1.	Produce identifiable evidence of a second look at the concepts/strategies/calculations to defend a solution..	Covered in many topics of Larson's Intermediate Math.		
4. Communication				
Communicate mathematical thinking coherently and clearly; Use the language of mathematics to express mathematical ideas precisely.				
1.	Use pictures, symbols, and/or vocabulary to convey the path to the identified solution.	Covered in many topics of Larson's Intermediate Math.		
5. Accuracy				
Accurately solve problems that arise in mathematics and other contexts.				
1.	Accurately solve problems using mathematics.	Covered in all topics of Larson's Intermediate Math.		