EUREKA MATH².

Grade 3 Oklahoma Academic Standards for Mathematics Correlation to *Eureka Math*^{2®}

When the original *Eureka Math*[®] curriculum was released, it quickly became the most widely used K-5 mathematics curriculum in the country. Now, the Great Minds[®] teacher-writers have created *Eureka Math*^{2®}, a groundbreaking new curriculum that helps teachers deliver exponentially better math instruction while still providing students with the same deep understanding of and fluency in math. *Eureka Math*² carefully sequences mathematical content to maximize vertical alignment-a principle tested and proven to be essential in students' mastery of math-from kindergarten through high school.

While this innovative new curriculum includes all the trademark *Eureka Math* and moments that have been delighting students and teachers for years, it also boasts these exciting new features:

Teachability

*Eureka Math*² employs streamlined materials that allow teachers to plan more efficiently and focus their energy on delivering highquality instruction that meets the individual needs of their students. Differentiation suggestions, slide decks, digital interactives, and multiple forms of assessment are just a few of the resources built right into the teacher materials.

Accessibility

*Eureka Math*² incorporates Universal Design for Learning principles so all learners can access the mathematics and take on challenging math concepts. Student supports are built into the instructional design and are clearly identified in the *Teach* book. Further, the curriculum carries a focus on readability. By eliminating unnecessary words and using simple, clear sentences, the *Eureka Math*² teacher-writers have created one of the most readable mathematics curricula on the market. The curriculum's readability and accessibility help all students see themselves as mathematical thinkers and doers who are fully capable of owning their mathematics learning.

Digital Engagement

The digital elements of *Eureka Math*² add to students' engagement with the math. The curriculum provides teachers with digital slides for each lesson. In addition, each grade level includes wordless videos that spark students' interest and curiosity. Students at all levels work through mathematical explorations that help lead to their own mathematical discoveries. Digital lessons and videos provide opportunities for students to wonder, explore, and make sense of mathematics, which contributes to the development of a strong, positive mathematical identity.

Mathematical Actions and Processes	Aligned Components of Eureka Math ²
Develop a Deep and Flexible Conceptual Understanding	Lessons in every module engage students in mathematical actions and processes.
Develop Accurate and Appropriate Procedural Fluency	Lessons in every module engage students in mathematical actions and processes.
Develop Strategies for Problem Solving	Lessons in every module engage students in mathematical actions and processes.
Develop Mathematical Reasoning	Lessons in every module engage students in mathematical actions and processes.
Develop a Productive Mathematical Disposition	Lessons in every module engage students in mathematical actions and processes.
Develop the Ability to Make Conjectures, Model, and Generalize	Lessons in every module engage students in mathematical actions and processes.
Develop the Ability to Communicate Mathematically	Lessons in every module engage students in mathematical actions and processes.

Numbers & Operations

3.N.1 Compare and represent whole numbers up to 100,000 with an emphasis on place value and equality.

Oklahoma Academic Standards for Mathematics	Aligned Components of Eureka Math ²
3.N.1.1 Read, write, discuss, and represent whole numbers up to 100,000. Representations should include but are not limited to numerals, words, pictures, number lines, and manipulatives (e.g., 350 = 3 hundreds, 5 tens = 35 tens = 3 hundreds, 4 tens, 10 ones).	 4 M1 Lesson 5: Organize, count, and represent a collection of objects. 4 M1 Lesson 7: Write numbers to 1,000,000 in unit form and expanded form by using place value structure. 4 M1 Lesson 8: Write numbers to 1,000,000 in standard form and word form. 4 M1 Lesson 10: Name numbers by using place value understanding.
3.N.1.2 Use place value to describe whole numbers between 1,000 and 100,000 in terms of ten thousands, thousands, hundreds, tens and ones, including written, standard, and expanded forms.	 4 M1 Lesson 7: Write numbers to 1,000,000 in unit form and expanded form by using place value structure. 4 M1 Lesson 8: Write numbers to 1,000,000 in standard form and word form. 4 M1 Lesson 10: Name numbers by using place value understanding.
3.N.1.3 Applying knowledge of place values, use mental strategies (no written computations) to find 100 more or 100 less than a given number, 1,000 more or 1,000 less than a given number, and 10,000 more or 10,000 less than a given number, up to a five-digit number.	4 M1 Lesson 11: Find 1, 10, and 100 thousand more than and less than a given number. Supplemental material is necessary to address finding 100 more or 100 less than a given number.

Oklahoma Academic Standards for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.N.1.4	4 M1 Lesson 9: Compare numbers within 1,000,000 by using $>$, =, and $<$.
Use place value to compare and order whole numbers, up to 100,000, using comparative language, numbers, and symbols.	
3.N.1.5	4 M1 Lesson 12: Round to the nearest thousand.
Use place value understanding to round numbers to the nearest thousand, ten-thousand and hundred thousand	4 M1 Lesson 13: Round to the nearest ten thousand and hundred thousand.
	4 M1 Lesson 14: Round multi-digit numbers to any place.
	4 M1 Lesson 15: Apply estimation to real-world situations by using rounding.

Numbers & Operations

3.N.2 Solve real-world and mathematical problems using addition, subtraction, multiplication, and division.

Oklahoma Academic Standards for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.N.2.1	3 M1 Lesson 2: Interpret equal groups as multiplication.
Represent multiplication facts by modeling a variety of approaches (e.g., manipulatives, repeated addition, equal-sized groups, arrays, area models, equal jumps on a number line, skip counting).	3 M1 Lesson 3: Relate multiplication to the array model.
	3 M1 Lesson 4: Interpret the meaning of factors as number of groups or number in each group.
	3 M1 Lesson 5: Represent and solve multiplication word problems by using drawings and equations.
	3 M1 Lesson 10: Demonstrate the commutative property of multiplication using a unit of 2 and the array model.
	3 M1 Lesson 11: Demonstrate the commutative property of multiplication using a unit of 4 and the array model.
	3 M1 Lesson 13: Demonstrate the commutative property of multiplication using a unit of 3 and the array model.

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for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.N.2.1 continued	3 M3 Lesson 2: Count by units of 6 to multiply and divide by using arrays.
	3 M3 Lesson 3: Count by units of 8 to multiply and divide by using arrays.
	3 M3 Lesson 4: Decompose pictorial arrays to create expressions with three factors.
	3 M3 Lesson 5: Use the break apart and distribute strategy to multiply with units of 6 and 8.
	3 M3 Lesson 7: Count by units of 7 to multiply and divide by using arrays and tape diagrams.
	3 M3 Lesson 8: Use the break apart and distribute strategy to multiply with units of 7.
	3 M3 Lesson 9: Model the associative property as a strategy to multiply.
	3 M3 Lesson 13: Count by units of 9 to multiply.
	3 M3 Lesson 14: Apply strategies and identify patterns to multiply with units of 9.
	3 M3 Lesson 15: Reason about and explain patterns of multiplication and division with units of 1 and 0.
	3 M3 Lesson 18: Create multiplication and division word problems.
3.N.2.2	3 M1 Lesson 12: Demonstrate the distributive property using a unit of 4.
Demonstrate fluency with multiplication	3 M1 Lesson 14: Demonstrate the distributive property using units of 2, 3, 4, 5, and 10.
facts using factors up to 10.	3 M1 Lesson 19: Use the distributive property to break apart multiplication problems into known facts.
	3 M1 Lesson 22: Represent and solve two-step word problems using the properties of multiplication.
	3 M3 Lesson 1: Organize, count, and represent a collection of objects.
	3 M3 Lesson 5: Use the break apart and distribute strategy to multiply with units of 6 and 8.
	3 M3 Lesson 7: Use the break apart and distribute strategy to multiply with units of 7.
	3 M3 Lesson 14: Apply strategies and identify patterns to multiply with units of 9.
	3 M3 Lesson 17: Identify and complete patterns with input-output tables.
	3 M3 Lesson 24: Organize, count, and represent a collection of objects.

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for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.N.2.3	3 M2 Lesson 12: Estimate sums and differences by rounding.
Use strategies and algorithms based	3 M2 Lesson 14: Use place value understanding to add and subtract like units.
on knowledge of place value and	3 M2 Lesson 15: Use the associative property to make the next ten to add.
up to five-digit numbers (answer not	3 M2 Lesson 16: Use compensation to add.
to exceed 100,000).	3 M2 Lesson 17: Use place value understanding to subtract efficiently using take from a ten.
	3 M2 Lesson 18: Use place value understanding to subtract efficiently using take from a hundred.
	3 M2 Lesson 19: Use compensation to subtract.
	3 M2 Lesson 20: Add measurements using the standard algorithm to compose larger units once.
	3 M2 Lesson 21: Add measurements using the standard algorithm to compose larger units twice.
	3 M2 Lesson 22: Subtract measurements using the standard algorithm to decompose larger units once.
	3 M2 Lesson 23: Subtract measurements using the standard algorithm to decompose larger units twice.
	3 M2 Lesson 24: Subtract measurements using the standard algorithm to decompose larger units across two place values.
	4 M1 Topic D: Multi-Digit Whole Number Addition and Subtraction
3.N.2.4	3 M2 Lesson 12: Estimate sums and differences by rounding.
Recognize when to round numbers and apply understanding to estimate sums and differences to the nearest ten thousand, thousand, hundred, and ten.	4 M1 Lesson 15: Apply estimation to real-world situations by using rounding.

for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.N.2.5	3 M2 Lesson 25: Solve two-step word problems.
Use addition and subtraction to solve problems involving whole numbers. Use various strategies, including the relationship between addition and subtraction and the context of the problem to assess the reasonableness of results.	4 M1 Lesson 21: Solve two-step word problems by using addition and subtraction.
	4 M1 Lesson 22: Solve multi-step word problems by using addition and subtraction.
3.N.2.6	3 M1 Topic B: Conceptual Understanding of Division
Represent division facts and divisibility	3 M1 Topic D: Two Interpretations of Division
by modeling a variety of approaches	3 M3 Lesson 2: Count by units of 6 to multiply and divide by using arrays.
sharing, forming equal groups) to show	3 M3 Lesson 3: Count by units of 8 to multiply and divide by using arrays.
the relationship between multiplication	3 M3 Lesson 6: Use the break apart and distribute strategy to divide with units of 6 and 8.
and division.	3 M3 Lesson 7: Count by units of 7 to multiply and divide by using arrays and tape diagrams.
	3 M3 Lesson 11: Use the break apart and distribute strategy to divide with units of 7.
	3 M3 Lesson 15: Reason about and explain patterns of multiplication and division with units of 1 and 0.
	3 M3 Lesson 18: Create multiplication and division word problems.
3.N.2.7	3 M1 Lesson 5: Represent and solve multiplication word problems by using drawings and equations.
Apply the relationship between multiplication and division	3 M1 Lesson 8: Model measurement and partitive division by drawing arrays.
	3 M1 Lesson 9: Represent and solve division word problems using drawings and equations.
to represent and solve problems.	3 M1 Lesson 16: Model the quotient as the number of groups using units of 2, 3, 4, 5, and 10.
	3 M1 Lesson 17: Model the quotient as the size of each group using units of 2, 3, 4, 5, and 10.
	3 M1 Lesson 18: Represent and solve measurement and partitive division word problems.

for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.N.2.7 continued	 3 M1 Lesson 22: Represent and solve two-step word problems using the properties of multiplication. 3 M1 Lesson 23: Represent and solve two-step word problems using drawings and equations. 3 M3 Lesson 2: Count by units of 6 to multiply and divide by using arrays. 3 M3 Lesson 7: Count by units of 7 to multiply and divide by using arrays and tape diagrams. 3 M3 Lesson 8: Use the break apart and distribute strategy to multiply with units of 7. 3 M3 Lesson 12: Solve one-step word problems involving multiplication and division. 3 M3 Lesson 25: Apply multiplication and division concepts to complete a multi-part task.
3.N.2.8 Use various strategies (e.g., base ten blocks, area models, arrays, repeated addition, algorithms) based on knowledge of place value, equality, and properties of addition and multiplication to multiply a two-digit factor by a one-digit factor.	 3 M3 Lesson 20: Multiply by multiples of 10 by using the place value chart. 3 M5 Lesson 21: Multiply by multiples of 10 by using place value strategies and the associative property. 3 M5 Lesson 23: Identify patterns and apply strategies to multiply with units of 11 and 12. 4 M2 Lesson 1: Multiply multiples of 10 by one-digit numbers by using the associative property of multiplication. 4 M2 Topic B: Multiplication of Tens and Ones by One-Digit Numbers

Numbers & Operations

3.N.3 Use and justify fractional representations in real-world and mathematical problems.

Oklahoma Academic Standards Aligned Components of Eureka Math² for Mathematics 3.N.3.1 3 M5 Lesson 1: Partition a whole into equal parts and name the fractional unit. 3 M5 Lesson 4: Partition a whole into fractional units pictorially and identify the unit fraction. Read and write fractions with words and symbols using appropriate terminology 3 M5 Lesson 5: Partition a whole into fractional units and write fractions in fraction form. (i.e., numerator and denominator). 3 M5 Lesson 6: Build non-unit fractions less than 1 from unit fractions concretely. 3 M5 Lesson 7: Identify and represent a whole as two parts: a unit fraction and a non-unit fraction. 3 M5 Lesson 8: Identify and represent a whole as two non-unit fractions. 3 M5 Lesson 27: Apply fraction concepts to complete a multi-part task. 3.N.3.2 3 M5 Lesson 2: Partition different wholes into fractional units concretely. 3 M5 Lesson 3: Partition a whole into fractional units by folding fraction strips. Model fractions using length, set, and area for halves, thirds, fourths, sixths, 3 M5 Lesson 4: Partition a whole into fractional units pictorially and identify the unit fraction. and eighths. 3 M5 Lesson 5: Partition a whole into fractional units and write fractions in fraction form. 3 M5 Lesson 6: Build non-unit fractions less than 1 from unit fractions concretely. 3 M5 Lesson 7: Identify and represent a whole as two parts: a unit fraction and a non-unit fraction. 3 M5 Lesson 8: Identify and represent a whole as two non-unit fractions. 3 M5 Lesson 11: Locate fractions from 0 to 1 on a number line by using fraction tiles. 3 M5 Lesson 12: Represent fractions from 0 to 1 on a number line. 3 M5 Lesson 13: Identify equivalent fractions from 0 to 1 with tape diagrams and on number lines. 3 M5 Lesson 14: Recognize that equivalent fractions share the same location on a number line. 3 M5 Lesson 17: Represent fractions greater than 1 on a number line and identify fractions equivalent to whole numbers. 3 M5 Lesson 27: Apply fraction concepts to complete a multi-part task. Supplemental material is necessary to address fractions of a set.

Oklahoma Academic Standards for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.N.3.3	3 M5 Lesson 4: Partition a whole into fractional units pictorially and identify the unit fraction.
Apply understanding of unit fractions and use this understanding to compose	3 M5 Lesson 5: Partition a whole into fractional units and write fractions in fraction form.
	3 M5 Lesson 6: Build non-unit fractions less than 1 from unit fractions concretely.
same whole.	3 M5 Lesson 7: Identify and represent a whole as two parts: a unit fraction and a non-unit fraction.
	3 M5 Lesson 8: Identify and represent a whole as two non-unit fractions.
	3 M5 Lesson 27: Apply fraction concepts to complete a multi-part task.
3.N.3.4	3 M5 Lesson 9: Compare unit fractions by reasoning about their size concretely.
Use models and number lines to order and compare fractions that are related to the same whole.	3 M5 Lesson 10: Compare non-unit fractions less than 1 with the same numerator by using tape diagrams.
	3 M5 Lesson 17: Represent fractions greater than 1 on a number line and identify fractions equivalent to whole numbers.
	3 M5 Lesson 18: Compare fractions with like units by using a number line.
	3 M5 Lesson 19: Compare fractions with unlike units but the same numerator by using number lines.
	3 M5 Lesson 20: Compare fractions with related units by using a number line.
	3 M5 Lesson 21: Compare various fractions by representing them on number lines.
	3 M5 Lesson 27: Apply fraction concepts to complete a multi-part task.

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Numbers & Operations

3.N.4 Determine the value of a set of coins and determine the value of a set of bills in monetary transactions.

Oklahoma Academic Standards for Mathematics	Aligned Components of Eureka Math ²
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3.N.4.1	Supplemental material is necessary to address this objective.
Use addition and subtraction to determine the value of a collection of coins up to one dollar using the cent symbol and in monetary transactions.	
3.N.4.2	Supplemental material is necessary to address this objective.
Add and subtract a collection of bills up to twenty dollars using whole dollars in monetary transactions.	

Algebraic Reasoning & Algebra

3.A.1 Describe and create representations of numerical and geometric patterns.

Oklahoma Academic Standards for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.A.1.1	3 M3 Lesson 14: Apply strategies and identify patterns to multiply with units of 9.
Create, describe, and extend patterns involving addition, subtraction, or multiplication to solve problems in a variety of contexts.	3 M3 Lesson 15: Reason about and explain patterns of multiplication and division with units of 1 and 0.
	3 M3 Lesson 16: Identify patterns by using the multiplication table.
	3 M3 Lesson 17: Identify and complete patterns with input-output tables.
	3 M3 Lesson 23: Identify patterns and apply strategies to multiply with units of 11 and 12 .
	Supplemental material is necessary to fully address this objective.

for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.A.1.2	Supplemental material is necessary to address this objective.
Describe the rule (limited to a single operation) for a pattern from an input/output table or function machine involving addition, subtraction, or multiplication.	
3.A.1.3	Supplemental material is necessary to address this objective.
Explore and develop visual representations of increasing and decreasing geometric patterns and construct the next steps.	

Algebraic Reasoning & Algebra

3.A.2 Use number sentences involving multiplication and unknowns to represent and solve real-world and mathematical problems.

Oklahoma Academic Standards for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.A.2.1	3 M1 Lesson 15: Model division as an unknown factor problem.
Use number sense with the properties of addition, subtraction, and multiplication, to find unknowns (represented by symbols) in one-step equations. Generate real-world situations to represent number sentences.	 3 M1 Lesson 16: Model the quotient as the number of groups using units of 2, 3, 4, 5, and 10. 3 M1 Lesson 17: Model the quotient as the size of each group using units of 2, 3, 4, 5, and 10. 3 M3 Lesson 2: Count by units of 6 to multiply and divide by using arrays. 3 M3 Lesson 3: Count by units of 8 to multiply and divide by using arrays.
	3 M3 Lesson 7: Count by units of 7 to multiply and divide by using arrays and tape diagrams.

for Mathematics	
3.A.2.2	3 M1 Topic C: Properties of Multiplication
Identify, represent, and apply the number properties (commutative, identity, and associative properties of addition and multiplication) using models and manipulatives to solve problems.	3 M1 Lesson 19: Use the distributive property to break apart multiplication problems into known facts.
	3 M3 Lesson 1: Organize, count, and represent a collection of objects.
	3 M3 Lesson 3: Count by units of 8 to multiply and divide by using arrays.
	3 M3 Lesson 4: Decompose pictorial arrays to create expressions with three factors.
	3 M3 Lesson 5: Use the break apart and distribute strategy to multiply with units of 6 and 8.
	3 M3 Lesson 6: Use the break apart and distribute strategy to divide with units of 6 and 8.
	3 M3 Lesson 8: Use the break apart and distribute strategy to multiply with units of 7.
	3 M3 Lesson 9: Model the associative property as a strategy to multiply.
	3 M3 Lesson 10: Use parentheses in expressions with different operations.
	3 M3 Lesson 11: Use the break apart and distribute strategy to divide with units of 7.
	3 M3 Lesson 14: Apply strategies and identify patterns to multiply with units of 9.
	3 M3 Lesson 21: Multiply by multiples of 10 by using place value strategies and the associative property.
	3 M3 Lesson 23: Identify patterns and apply strategies to multiply with units of 11 and 12.
	3 M3 Lesson 24: Organize, count, and represent a collection of objects.

Aligned Components of Eureka Math²

Oklahoma Academic Standards for Mathematics

3 | Oklahoma Academic Standards for Mathematics Correlation to Eureka Math²

Geometry & Measurement

3.GM.1 Analyze and use geometric attributes to describe and create polygons and three-dimensional figures in various contexts.

Oklahoma Academic Standards for Mathematics

Aligned Components of Eureka Math²

3.GM 1.1 Sort three-dimensional shapes based on attributes.	Supplemental material is necessary to address this objective.
3.GM.1.2 Build a three-dimensional figure using unit cubes when shown a picture of a three-dimensional shape.	Supplemental material is necessary to address this objective.
3.GM.1.3 Classify angles within a polygon as acute, right, obtuse, and straight.	 4 M6 Topic A: Lines and Angles 4 M6 Lesson 18: Analyze and classify triangles based on side length, angle measures, or both. 4 M6 Lesson 19: Construct and classify triangles based on given attributes. 4 M6 Lesson 20: Sort polygons based on a given rule.

Geometry & Measurement

3.GM.2 Understand measurable attributes of real-world and mathematical objects using various tools.

Oklahoma Academic Standards for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.GM.2.1	3 M6 Topic C: Problem Solving with Perimeter
Find the perimeter of a polygon, given whole number lengths of the sides, using a variety of models.	3 M6 Lesson 19: Measure the perimeter of various circles to the nearest quarter inch by using string.

Oklahoma Academic Standards for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.GM.2.2 Analyze why length and width are multiplied to find the area of a rectangle by decomposing the rectangle into one unit by one unit squares and viewing these as rows and columns to determine the area.	 3 M4 Lesson 6: Tile rectangles with squares to make arrays and relate the side lengths to the area. 3 M4 Lesson 7: Draw rows and columns to complete a rectangular array and determine its area. 3 M4 Lesson 8: Determine the area of a rectangle by using side lengths. 3 M4 Lesson 12: Find all possible side lengths of rectangles with a given area.
3.GM.2.3 Count cubes systematically to identify the number of cubes needed to pack the whole or half of a three-dimensional structure.	Supplemental material is necessary to address this objective.
3.GM.2.4 Find the area of two-dimensional figures by counting the total number of same-size unit squares that fill the shape without gaps or overlaps.	 3 M4 Lesson 2: Recognize area as an attribute of polygons. 3 M4 Lesson 3: Tile polygons to find their areas. 3 M4 Lesson 4: Compose rectangles to compare areas. 3 M4 Lesson 5: Relate side lengths to the number of tiles on a side. 3 M4 Lesson 6: Tile rectangles with squares to make arrays and relate the side lengths to the area. 3 M4 Lesson 7: Draw rows and columns to complete a rectangular array and determine its area. 3 M4 Lesson 16: Solve historical math problems involving area. 3 M4 Lesson 18: Find the area of shapes and represent area data on a line plot.

Oklahoma Academic Standards for Mathematics	Aligned Components of <i>Eureka Math</i> ²
3.GM.2.5	2 M1 Lesson 5: Connect measurement to physical units by iterating a centimeter cube.
Choose an appropriate measurement	2 M1 Lesson 6: Make a $10~{ m cm}$ ruler and measure objects.
instrument and measure the length	2 M1 Lesson 7: Measure lengths and relate 10 cm and 1 cm .
centimeter or whole meter.	2 M1 Lesson 8: Make a meter stick and measure with various tools.
	2 M1 Lesson 13: Estimate and measure height to model metric relationships.
	2 M5 Lesson 8: Iterate an inch tile to create a unit ruler and measure to the nearest inch.
	2 M5 Lesson 9: Use an inch ruler and a yard stick to estimate and measure the length of various objects.
3.GM.2.6	3 M5 Lesson 16: Measure lengths and record data on a line plot.
Choose an appropriate measurement	3 M6 Lesson 20: Record measurement data in a line plot.
instrument and measure the length of objects to the nearest whole yard, whole foot, or half inch.	3 M6 Lesson 21: Create and analyze a line plot for measurement data to the nearest half unit and quarter unit.
3.GM.2.7	3 M2 Lesson 8: Read temperatures on a thermometer using number line concepts.
Use an analog thermometer to determine temperature to the nearest degree in Fahrenheit and Celsius.	Supplemental material is necessary to fully address this objective.

Geometry & Measurement

3.GM.3 Solve problems by telling time to the nearest five-minute interval.

Oklahoma Academic Standards for Mathematics

Aligned Components of Eureka Math²

3.GM.3.1 Read and write time to the nearest five-minute interval (analog and digital).	 2 M3 Lesson 17: Relate the clock to a number line to count by fives. 2 M3 Lesson 18: Tell time to the nearest 5 minutes. 3 M6 Lesson 1: Relate skip-counting by fives on the clock to telling time on the number line. 3 M6 Lesson 2: Count by fives and ones on the number line as a strategy for telling time to the nearest minute on the clock. 3 M6 Lesson 3: Solve time word problems where the end time is unknown. 3 M6 Lesson 4: Solve time word problems where the change in time is unknown. 3 M6 Lesson 5: Solve time word problems where the change in time is unknown.
3.GM.3.2 Determine the solutions to problems involving addition and subtraction of time in intervals of five minutes, up to one hour, using pictorial models, number line diagrams, or other tools.	 3 M6 Lesson 1: Relate skip-counting by fives on the clock to telling time on the number line. 3 M6 Lesson 2: Count by fives and ones on the number line as a strategy for telling time to the nearest minute on the clock. 3 M6 Lesson 3: Solve time word problems where the end time is unknown. 3 M6 Lesson 4: Solve time word problems where the start time is unknown. 3 M6 Lesson 5: Solve time word problems where the change in time is unknown. 3 M6 Lesson 6: Solve time word problems and use time data to create a line plot.

Data & Probability

3.D.1 Collect, organize, and analyze data.

Oklahoma Academic Standards for Mathematics	Aligned Components of Eureka Math ²
3.D.1.1	3 M2 Lesson 13: Collect and represent data in a scaled bar graph and solve related problems.
Collect and organize a data set with multiple categories using a frequency table, line plot, pictograph, or bar graph with scaled intervals.	3 M5 Lesson 16: Measure lengths and record data on a line plot.
	3 M6 Lesson 20: Record measurement data in a line plot.
	3 M6 Lesson 21: Create and analyze a line plot for measurement data to the nearest half unit and quarter unit.
	3 M6 Lesson 22: Generate categorical data and represent it by using a scaled picture graph.
	3 M6 Lesson 23: Solve word problems by creating scaled picture graphs and scaled bar graphs.
3.D.1.2	3 M2 Lesson 13: Collect and represent data in a scaled bar graph and solve related problems.
Solve one- and two-step problems using categorical data represented with a frequency table, pictograph, or bar graph with scaled intervals.	3 M6 Lesson 22: Generate categorical data and represent it by using a scaled picture graph.
	3 M6 Lesson 23: Solve word problems by creating scaled picture graphs and scaled bar graphs.

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