Grade 3 | Mathematics Standards of Learning for Virginia Public Schools Correlation to Eureka Math®

About Eureka Math

Created by Great Minds[®], a mission-driven Public Benefit Corporation, Eureka Math® helps teachers deliver unparalleled math instruction that provides students with a deep understanding and fluency in math. Crafted by teachers and math scholars, the curriculum carefully sequences the mathematical progressions to maximize coherence from Prekindergarten through Precalculus-a principle tested and proven to be essential in students' mastery of math.

Teachers and students using Eureka Math find the trademark "Aha!" moments in Eureka Math to be a source of joy and inspiration, lesson after lesson, year after year.

Aligned

Great Minds offers detailed analyses that demonstrate how each grade of Eureka Math aligns with specific state standards. Access these free alignment studies at greatminds.org/state-studies.

Data

Schools and districts nationwide are experiencing student growth and impressive test scores after using Eureka Math. See their stories and data at greatminds.org/data.

Full Suite of Resources

Great Minds offers the *Eureka Math* curriculum as PDF downloads for free, noncommercial use. Access the free PDFs at greatminds.org/ math/curriculum.

The teacher-writers who created the curriculum have also developed essential resources, available only from Great Minds, including the following:

- Printed material in English and Spanish
- Digital resources
- Professional development
- Classroom tools and manipulatives
- Teacher support materials
- Parent resources



3	Vathematics	Standards	of Learning	ı for Virgini	a Public Schools	Correlation t	o Eureka Math
---	-------------	-----------	-------------	---------------	------------------	---------------	---------------

Mathematical Process Goals for Students	Aligned Components of Eureka Math
Mathematical Problem Solving	Lessons in every module engage students in mathematical processes.
Mathematical Communication	
Mathematical Reasoning	
Mathematical Connections	
Mathematical Representations	

3 | Mathematics Standards of Learning for Virginia Public Schools Correlation to Eureka Math

Number and Number Sense

3.NS.1 The student will use place value understanding to read, write, and determine the place and value of each digit in a whole number, up to six digits, with and without models.

Mathematics Standards of Learning for Virginia Public Schools

3.NS.1.a Read and write six-diait whole numbers	G4 M1 Lesson 2: Recognize a digit represents 10 times the value of what it represents in the place to its right.
in standard form, expanded form, and word form.	G4 M1 Lesson 3: Name numbers within 1 million by building understanding of the place value chart and placement of commas for naming base thousand units.
	G4 M1 Lesson 4: Read and write multi-digit numbers using base ten numerals, number names, and expanded form.
	G4 M1 Lesson 5: Compare numbers based on meanings of the digits, using >, <, or = to record the comparison.
3.NS.1.b	G4 M1 Lesson 1: Interpret a multiplication equation as a comparison.
Apply patterns within the base 10 system to determine and communicate, orally and in written form, the place and value of each digit in a six-digit whole number (e.g., in 165,724, the 5 represents 5 thousands and its value is 5,000).	G4 M1 Lesson 2: Recognize a digit represents 10 times the value of what it represents in the place to its right.G4 M1 Lesson 3: Name numbers within 1 million by building understanding of the place value chart and placement of commas for naming base thousand units.G4 M1 Lesson 4: Read and write multi-digit numbers using base ten numerals, number names, and expanded form.
3.NS.1.c	G4 M1 Lesson 2: Recognize a digit represents 10 times the value of what it represents in the place
Compose, decompose, and represent numbers up to 9,999 in multiple ways, according to place value (e.g., 256 can be 1 hundred, 14 tens, 16 ones, but also 25 tens, 6 ones), with and without models.	 to its right. G4 M1 Lesson 3: Name numbers within 1 million by building understanding of the place value chart and placement of commas for naming base thousand units. G4 M1 Lesson 4: Read and write multi-digit numbers using base ten numerals, number names, and expanded form. G4 M1 Lesson 5: Compare numbers based on meanings of the digits, using >, <, or = to record the
	comparison.

Number and Number Sense

3.NS.2 The student will demonstrate an understanding of the base 10 system to compare and order whole numbers up to 9,999.

Mathematics Standards of Learning for Virginia Public Schools

Aligned Components of Eureka Math

3.NS.2.a Compare two whole numbers, each 9,999 or less, using symbols (>, <, =, \neq) and/or words (greater than, less than, equal to, not equal to), with and without models.	G4 M1 Lesson 5: Compare numbers based on meanings of the digits, using >, <, or = to record the comparison. Supplemental material is necessary to address comparing whole numbers less than 9,999.
3.NS.2.b Order up to three whole numbers, each 9,999 or less, represented with and without models, from least to greatest and greatest to least.	G4 M1 Lesson 5: Compare numbers based on meanings of the digits, using >, <, or = to record the comparison. Supplemental material is necessary to address ordering numbers less than 9,999.

Number and Number Sense

3.NS.3 The student will use mathematical reasoning and justification to represent and compare fractions (proper and improper) and mixed numbers with denominators of 2, 3, 4, 5, 6, 8, and 10), including those in context.

Mathematics Standards of Learning for Virginia Public Schools

3.NS.3.a	This standard is addressed by the lessons aligned to its subsections.
Represent, name, and write a given fraction (proper or improper) or mixed number with denominators of 2, 3, 4, 5, 6, 8, and 10 using:	

for Virginia Public Schools	Aligned Components of Eureka Math
3.NS.3.a.i	G3 M5 Lesson 3: Specify and partition a whole into equal parts, identifying and counting unit fractions by drawing pictorial area models.
pattern blocks, geoboards);	G3 M5 Lesson 4: Represent and identify fractional parts of different wholes.
	G3 M5 Topic B: Unit Fractions and their Relation to the Whole
	G3 M5 Lesson 12: Specify the corresponding whole when presented with one equal part.
	G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.
	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.NS.3.a.ii length models (e.g., paper fraction strips,	G3 M5 Lesson 1: Specify and partition a whole into equal parts, identifying and counting unit fractions using concrete models.
fraction bars, rods, number lines); and	G3 M5 Lesson 2: Specify and partition a whole into equal parts, identifying and counting unit fractions by folding fraction strips.
	G3 M5 Lesson 4: Represent and identify fractional parts of different wholes.
	G3 M5 Lesson 14: Place fractions on a number line with endpoints 0 and 1 .
	G3 M5 Lesson 15: Place any fraction on a number line with endpoints 0 and 1 .
	G3 M5 Lesson 16: Place whole number fractions and fractions between whole numbers on the number line.
	G3 M5 Lesson 17: Practice placing various fractions on the number line.
	G3 M5 Lesson 30: Partition various wholes precisely into equal parts using a number line method.
3.NS.3.a.iii	G3 M5 Lesson 4: Represent and identify fractional parts of different wholes.
set models (e.g., chips, counters, cubes).	Supplemental material is necessary to address this standard.
3.NS.3.b	G4 M5 Lesson 1: Decompose fractions as a sum of unit fractions using tape diagrams.
Identify a fraction represented by a model as the sum of unit fractions.	G4 M5 Lesson 2: Decompose fractions as a sum of unit fractions using tape diagrams.

Mathematics Standards of Learning

for Virginia Public Schools	Aligned Components of Eureka Math
3.NS.3.c Use a model of a fraction areater	G3 M5 Lesson 16: Place whole number fractions and fractions between whole numbers on the number line.
than one to count the fractional parts	G3 M5 Lesson 17: Practice placing various fractions on the number line.
to name and write it as an improper fraction and as a mixed number (e.g. $\frac{1}{2}$ $\frac{2}{3}$ $\frac{3}{4}$ $\frac{5}{5}$ – $1\frac{1}{1}$)	G3 M5 Lesson 24: Express whole numbers as fractions and recognize equivalence with different units.
(e.g., 4, 4, 4, 4, 4, 4 - 14)	G3 M5 Lesson 25: Express whole number fractions on the number line when the unit interval is 1.
	G3 M5 Lesson 26: Decompose whole number fractions greater than 1 using whole number equivalence with various models.
	G4 M5 Lesson 1: Decompose fractions as a sum of unit fractions using tape diagrams.
	G4 M5 Lesson 2: Decompose fractions as a sum of unit fractions using tape diagrams.
	G4 M5 Lesson 16: Use visual models to add and subtract two fractions with the same units.
	G4 M5 Lesson 24: Decompose and compose fractions greater than 1 to express them in various forms.
	G4 M5 Lesson 25: Decompose and compose fractions greater than 1 to express them in various forms.
3.NS.3.d	G3 M5 Lesson 15: Place any fraction on a number line with endpoints 0 and 1 .
Compose and decompose fractions	G4 M5 Lesson 1: Decompose fractions as a sum of unit fractions using tape diagrams.
(proper and improper) with denominators	G4 M5 Lesson 2: Decompose fractions as a sum of unit fractions using tape diagrams.
of 2, 3, 4, 5, 6, 8, and 10 in multiple ways	G4 M5 Lesson 16: Use visual models to add and subtract two fractions with the same units.
(e.g., $\frac{7}{4} = \frac{1}{4} + \frac{3}{4}$ or $\frac{1}{6} = \frac{3}{6} + \frac{1}{6} = \frac{3}{6} + \frac{3}{6}$) with models.	G4 M5 Lesson 24: Decompose and compose fractions greater than 1 to express them in various forms.
	G4 M5 Lesson 25: Decompose and compose fractions greater than 1 to express them in various forms.

for Virginia Public Schools	Aligned Components of Eureka Math
3.NS.3.e	G3 M5 Lesson 10: Compare unit fractions by reasoning about their size using fraction strips.
Compare a fraction, less than or equal	G3 M5 Lesson 11: Compare unit fractions with different-sized models representing the whole.
to one, to the benchmarks of $0, \frac{1}{2}$, and 1 using area/region models, length models,	G3 M5 Lesson 13: Identify a shaded fractional part in different ways depending on the designation of the whole.
and without models.	G3 M5 Lesson 18: Compare fractions and whole numbers on the number line by reasoning about their distance from 0.
	G3 M5 Lesson 19: Understand distance and position on the number line as strategies for comparing fractions.
	G3 M5 Lesson 28: Compare fractions with the same numerator pictorially.
	G3 M5 Lesson 29: Compare fractions with the same numerator using <, >, or =, and use a model to reason about their size.
	G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.
3.NS.3.f	G3 M5 Lesson 10: Compare unit fractions by reasoning about their size using fraction strips.
Compare two fractions (proper	G3 M5 Lesson 11: Compare unit fractions with different-sized models representing the whole.
or improper) and/or mixed numbers with like numerators of 2, 3, 4, 5, 6, 8, and 10 $(a = a^2 > a^2)$ using words (greater than	G3 M5 Lesson 13: Identify a shaded fractional part in different ways depending on the designation of the whole.
(e.g., $\frac{3}{3} > \frac{8}{8}$) using words (greater than, less than, equal to) and/or symbols (>, <, =), using area/region models,	G3 M5 Lesson 18: Compare fractions and whole numbers on the number line by reasoning about their distance from 0.
length models, and without models.	G3 M5 Lesson 19: Understand distance and position on the number line as strategies for comparing fractions.
	G3 M5 Lesson 28: Compare fractions with the same numerator pictorially.
	G3 M5 Lesson 29: Compare fractions with the same numerator using <, >, or =, and use a model to reason about their size.
	G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.

for Virginia Public Schools	Aligned Components of Eureka Math
3.NS.3.g	G3 M5 Lesson 10: Compare unit fractions by reasoning about their size using fraction strips.
Compare two fractions (proper	G3 M5 Lesson 11: Compare unit fractions with different-sized models representing the whole.
or improper) and/or mixed numbers with like denominators of 2, 3, 4, 5, 6, 8, and 10 (e.g., $\frac{3}{2} < \frac{4}{2}$) using words (greater	G3 M5 Lesson 13: Identify a shaded fractional part in different ways depending on the designation of the whole.
than, less than, equal to) and/or symbols $(>, <, =)$, using area/region models,	G3 M5 Lesson 18: Compare fractions and whole numbers on the number line by reasoning about their distance from 0.
length models, and without models.	G3 M5 Lesson 19: Understand distance and position on the number line as strategies for comparing fractions.
	G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.
3.NS.3.h	G3 M5 Topic E: Equivalent Fractions
Represent equivalent fractions with denominators of 2, 3, 4, 5, 6, 8, or 10, using region/area models and length models.	

Number and Number Sense

3.NS.4 The student will solve problems, including those in context, that involve counting, comparing, representing, and making change for money amounts up to \$5.00.

Mathematics Standards of Learning

for Virginia Public Schools	Aligned Components of Eureka Math
3.NS.4.a	G2 M7 Lesson 6: Recognize the value of coins and count up to find their total value.
Determine the value of a collection	G2 M7 Lesson 7: Solve word problems involving the total value of a group of coins.
of bills and coins whose total is	G2 M7 Lesson 8: Solve word problems involving the total value of a group of bills.
\$5.00 OF less.	Supplemental material is necessary to address determining the value of a collection of bills and coins whose total is greater than \$1.00.

for Virginia Public Schools	Aligned Components of Eureka Math
3.NS.4.b Construct a set of bills and coins to total a given amount of money whose value is \$5.00 or less.	 G2 M7 Lesson 9: Solve word problems involving different combinations of coins with the same total value. G2 M7 Lesson 10: Use the fewest number of coins to make a given value. Supplemental material is necessary to address constructing a set of bills and coins to total an amount greater than \$1.00.
3.NS.4.c Compare the values of two sets of coins or two sets of bills and coins, up to \$5.00, with words (<i>greater than, less than,</i> <i>equal to</i>) and/or symbols (>, <, =) using concrete or pictorial models.	Supplemental material is necessary to address this standard.
3.NS.4.d Solve contextual problems to make change from \$5.00 or less by using counting on or counting back strategies with concrete or pictorial models.	G2 M7 Lesson 11: Use different strategies to make \$1 or make change from \$1. G2 M7 Lesson 12: Solve word problems involving different ways to make change from \$1. Supplemental material is necessary to address making change from amounts between \$1.00 and \$5.00.

3 | Mathematics Standards of Learning for Virginia Public Schools Correlation to Eureka Math

Computation and Estimation

3.CE.1 The student will estimate, represent, solve, and justify solutions to single-step and multistep problems, including those in context, using addition and subtraction with whole numbers where addends and minuends do not exceed 1,000.

Mathematics Standards of Learning for Virginia Public Schools

3.CE.1.a Determine and justify whether an estimate or an exact answer is appropriate when solving single-step and multistep contextual problems involving addition and subtraction, where addends and minuends do not exceed 1,000.	Supplemental material is necessary to address this standard.
3.CE.1.b Apply strategies (e.g., rounding to the nearest 10 or 100, using compatible numbers, using other number relationships) to estimate a solution for single-step or multistep addition or subtraction problems, including those in context, where addends or minuends do not exceed 1,000.	 G3 M2 Topic C: Rounding to the Nearest Ten and Hundred G3 M2 Lesson 17: Estimate sums by rounding and apply to solve measurement word problems. G3 M2 Lesson 20: Estimate differences by rounding and apply to solve measurement word problems. G3 M2 Lesson 21: Estimate sums and differences of measurements by rounding, and then solve mixed word problems. G3 M7 Lesson 33: Solidify fluency with Grade 3 skills. G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.

for Virginia Public Schools	Aligned Components of Eureka Math
3.CE.1.c Apply strategies (e.g., place value, properties of addition, other number relationships) and algorithms, including the standard algorithm, to determine the sum or difference of two whole numbers where addends and minuends do not exceed 1,000.	G3 M2 Lesson 4: Solve word problems involving time intervals within 1 hour by counting backward and forward using the number line and clock.
	G3 M2 Lesson 5: Solve word problems involving time intervals within 1 hour by adding and subtracting on the number line.
	G3 M2 Lesson 8: Solve one-step word problems involving metric weights within 100 and estimate to reason about solutions.
	G3 M2 Lesson 11: Solve mixed word problems involving all four operations with grams, kilograms, liters, and milliliters given in the same units.
	G3 M2 Topic D: Two- and Three-Digit Measurement Addition Using the Standard Algorithm
	G3 M2 Topic E: Two- and Three-Digit Measurement Subtraction Using the Standard Algorithm
	G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.
	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.CE.1.d	Supplemental material is necessary to address this standard.
Identify and use the appropriate symbol to distinguish between expressions that are equal and expressions that are not equal (e.g., $256 - 13 = 220 + 23$; $457 + 100 \neq 557 + 100$).	

for Virginia Public Schools	Aligned Components of Eureka Math
3.CE.1.e Represent, solve, and justify solutions to single-step and multistep contextual problems involving addition and subtraction with whole numbers where addends and minuends do not exceed 1,000.	G3 M2 Lesson 4: Solve word problems involving time intervals within 1 hour by counting backward and forward using the number line and clock.
	G3 M2 Lesson 5: Solve word problems involving time intervals within 1 hour by adding and subtracting on the number line.
	G3 M2 Lesson 8: Solve one-step word problems involving metric weights within 100 and estimate to reason about solutions.
	G3 M2 Lesson 11: Solve mixed word problems involving all four operations with grams, kilograms, liters, and milliliters given in the same units.
	G3 M2 Topic D: Two- and Three-Digit Measurement Addition Using the Standard Algorithm
	G3 M2 Topic E: Two- and Three-Digit Measurement Subtraction Using the Standard Algorithm
	G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.
	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.

Mathematics Standards of Learning

Computation and Estimation

3.CE.2 The student will recall with automaticity multiplication and division facts through 10 imes 10; and represent, solve, and justify solutions to single-step contextual problems using multiplication and division with whole numbers.

for Virginia Public Schools	Aligned Components of Eureka Math
3.CE.2.a	G3 M1 Topic A: Multiplication and the Meaning of the Factors
Represent multiplication and division	G3 M1 Topic B: Division as an Unknown Factor Problem
of whole numbers through 10×10 ,	G3 M1 Topic C: Multiplication Using Units of 2 and 3
including in a contextual situation, using	G3 M1 Topic D: Division Using Units of 2 and 3
(e.g., repeated addition/subtraction,	G3 M1 Lesson 17: Model the relationship between multiplication and division.
equal-sized groups/sharing, arrays,	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
equal jumps on a number line, using	
multiples to skip count).	

Mathematics Standards of Learning

for Virginia Public Schools	Aligned Components of Eureka Math
3.CE.2.b	G3 M1 Lesson 5: Understand the meaning of the unknown as the number of groups in division.
Use inverse relationships to write the	G3 M1 Lesson 6: Interpret the unknown in division using the array model.
related facts connected to a given model	G3 M1 Topic D: Division Using Units of 2 and 3
for multiplication and division of whole numbers through 10×10 .	G3 M1 Lesson 17: Model the relationship between multiplication and division.
-	G3 M3 Lesson 4: Count by units of 6 to multiply and divide using number bonds to decompose.
	G3 M3 Lesson 5: Count by units of 7 to multiply and divide using number bonds to decompose.
3.CE.2.c	G3 M1 Topic C: Multiplication Using Units of 2 and 3
Apply strategies (e.g., place value, the properties of multiplication and/or	G3 M1 Lesson 15: Relate arrays to tape diagrams to model the commutative property of multiplication.
addition) when multiplying and dividing	G3 M1 Lesson 16: Use the distributive property as a strategy to find related multiplication facts.
whole humbers.	G3 M1 Lesson 18: Apply the distributive property to decompose units.
	G3 M1 Lesson 19: Apply the distributive property to decompose units.
	G3 M3 Lesson 1: Study commutativity to find known facts of 6, 7, 8, and 9.
	G3 M3 Lesson 2: Apply the distributive and commutative properties to relate multiplication facts $5 \times n + n$ to $6 \times n$ and $n \times 6$ where n is the size of the unit.
	G3 M3 Lesson 5: Count by units of 7 to multiply and divide using number bonds to decompose.
	G3 M3 Lesson 6: Use the distributive property as a strategy to multiply and divide using units of 6 and 7.
	G3 M3 Lesson 8: Understand the function of parentheses and apply to solving problems.
	G3 M3 Lesson 9: Model the associative property as a strategy to multiply.
	G3 M3 Lesson 10: Use the distributive property as a strategy to multiply and divide.
	G3 M3 Lesson 12: Apply the distributive property and the fact $9 = 10 - 1$ as a strategy to multiply.
	G3 M3 Lesson 20: Use place value strategies and the associative property $n \times (m \times 10) = (n \times m) \times 10$ (where <i>n</i> and <i>m</i> are less than 10) to multiply by multiples of 10.

Aligned Components of <i>Eureka Math</i>
G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.
G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
G3 M1 Lesson 14: Skip-count objects in models to build fluency with multiplication facts using units of 4.
G3 M1 Lesson 17: Model the relationship between multiplication and division.
G3 M3 Topic A: The Properties of Multiplication and Division
G3 M3 Topic B: Multiplication and Division Using Units of 6 and 7
G3 M3 Lesson 12: Apply the distributive property and the fact $9 = 10 - 1$ as a strategy to multiply.
G3 M3 Lesson 13: Identify and use arithmetic patterns to multiply.
G3 M3 Lesson 14: Identify and use arithmetic patterns to multiply.
G3 M3 Lesson 16: Reason about and explain arithmetic patterns using units of 0 and 1 as they relate to multiplication and division.
G3 M3 Lesson 17: Identify patterns in multiplication and division facts using the multiplication table.
G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.
G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
G3 M1 Topic D: Division Using Units of 2 and 3
G3 M1 Lesson 20: Solve two-step word problems involving multiplication and division and assess the reasonableness of answers.
G3 M1 Lesson 21: Solve two-step word problems involving all four operations and assess the reasonableness of answers.
G3 M3 Lesson 7: Interpret the unknown in multiplication and division to model and solve problems using units of 6 and 7.
G3 M3 Lesson 11: Interpret the unknown in multiplication and division to model and solve problems.
G3 M3 Lesson 15: Interpret the unknown in multiplication and division to model and solve problems.

Mathematics Standards of Learning

for Virginia Public Schools	Aligned Components of Eureka Math
3.CE.2.e continued	G3 M3 Lesson 18: Solve two-step word problems involving all four operations and assess the reasonableness of solutions. G3 M7 Lesson 33: Solidify fluency with Grade 3 skills.
3.CE.2.f Recall with automaticity the multiplication facts through 10×10 and the corresponding division facts.	 G3 M1 Lesson 14: Skip-count objects in models to build fluency with multiplication facts using units of 4. G3 M1 Lesson 17: Model the relationship between multiplication and division. G3 M3 Topic A: The Properties of Multiplication and Division G3 M3 Topic B: Multiplication and Division Using Units of 6 and 7 G3 M3 Lesson 12: Apply the distributive property and the fact 9 = 10 - 1 as a strategy to multiply. G3 M3 Lesson 13: Identify and use arithmetic patterns to multiply. G3 M3 Lesson 14: Identify and use arithmetic patterns to multiply. G3 M3 Lesson 16: Reason about and explain arithmetic patterns using units of 0 and 1 as they relate to multiplication and division. G3 M3 Lesson 17: Identify patterns in multiplication and division facts using the multiplication table. G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.CE.2.g Create an equation to represent the mathematical relationship between equivalent expressions using multiplication and/or division facts through 10×10 (e.g., $4 \times 3 = 14 - 2$, $35 \div 5 = 1 \times 7$).	 G3 M1 Lesson 10: Model the distributive property with arrays to decompose units as a strategy to multiply. G3 M1 Lesson 16: Use the distributive property as a strategy to find related multiplication facts. G3 M1 Lesson 18: Apply the distributive property to decompose units. G3 M1 Lesson 19: Apply the distributive property to decompose units. G3 M3 Lesson 1: Study commutativity to find known facts of 6, 7, 8, and 9. G3 M3 Lesson 6: Use the distributive property as a strategy to multiply and divide using units of 6 and 7.

for Virginia Public Schools	Aligned Components of Eureka Math
3.CE.2.g continued	G3 M3 Lesson 8: Understand the function of parentheses and apply to solving problems.
	G3 M3 Lesson 9: Model the associative property as a strategy to multiply.
	G3 M3 Lesson 10: Use the distributive property as a strategy to multiply and divide.
	G3 M3 Lesson 12: Apply the distributive property and the fact $9 = 10 - 1$ as a strategy to multiply.
	G3 M3 Lesson 20: Use place value strategies and the associative property $n \times (m \times 10) = (n \times m) \times 10$ (where <i>n</i> and <i>m</i> are less than 10) to multiply by multiples of 10.

- -. . -

Measurement and Geometry

3.MG.1 The student will reason mathematically using standard units (U.S. Customary and metric) with appropriate tools to estimate and measure objects by length, weight/mass, and liquid volume to the nearest half or whole unit.

Mathematics Standards of Learning for Virginia Public Schools

3.MG.1.a	Supplemental material is necessary to address this standard.
Justify whether an estimate or an exact measurement is needed for a contextual situation and choose an appropriate unit.	
3.MG.1.b Estimate and measure:	This standard is addressed by the lessons aligned to its subsections.

for Virginia Public Schools	Aligned Components of Eureka Math
3.MG.1.b.i	G2 M2 Topic A: Understand Concepts About the Ruler
length of an object to the nearest U.S. Customary unit $(\frac{1}{2}$ inch, inch, foot,	G2 M2 Lesson 4: Measure various objects using centimeter rulers and meter sticks.
	G2 M2 Lesson 6: Measure and compare lengths using centimeters and meters.
yara) and metric unit (centimeter, meter),	G2 M7 Topic C: Creating an Inch Ruler
	G2 M7 Lesson 16: Measure various objects using inch rulers and yardsticks.
	G2 M7 Lesson 17: Develop estimation strategies by applying prior knowledge of length and using mental benchmarks.
	G2 M7 Lesson 19: Measure to compare the differences in length using inches, feet, and yards.
3.MG.1.b.ii weight/mass of an object to the nearest U.S. Customary unit (pound) and metric unit (kilogram); and	G3 M2 Lesson 6: Build and decompose a kilogram to reason about the size and weight of 1 kilogram, 100 grams, 10 grams, and 1 gram.
	G3 M2 Lesson 7: Develop estimation strategies by reasoning about the weight in kilograms of a series of familiar objects to establish mental benchmark measures.
	Supplemental material is necessary to address estimating and measuring weight in pounds.
3.MG.1.b.iii	G3 M2 Lesson 9: Decompose a liter to reason about the size of 1 liter, 100 milliliters, 10 milliliters, and
liquid volume to the nearest U.S. Customary unit (cup, pint, quart, gallon) and metric unit (liter).	1 milliliter.
	G3 M2 Lesson 10: Estimate and measure liquid volume in liters and milliliters using the vertical number line.
	Supplemental material is necessary to address estimating and measuring liquid volume in cups, pints, quarts, and gallons.

for Virginia Public Schools	Aligned Components of Eureka Math
3.MG.1.c	G2 M7 Lesson 17: Develop estimation strategies by applying prior knowledge of length and using
Compare estimates of length, weight/mass, or liquid volume with the actual measurements.	mental benchmarks.
	G3 M2 Lesson 7: Develop estimation strategies by reasoning about the weight in kilograms of a series of familiar objects to establish mental benchmark measures.
	G3 M2 Lesson 10: Estimate and measure liquid volume in liters and milliliters using the vertical number line.
	G3 M2 Lesson 12: Round two-digit measurements to the nearest ten on the vertical number line.
	Supplemental material is necessary to address comparing estimates with actual measurements in U.S. Customary units.

Measurement and Geometry

3.MG.2 The student will use multiple representations to estimate and solve problems, including those in context, involving area and perimeter (in both U.S. Customary and metric units).

Mathematics Standards of Learning for Virginia Public Schools

3.MG.2.a Solve problems, including those in context, involving area:	This standard is addressed by the lessons aligned to its subsections.
3.MG.2.a.i describe and give examples of area as a measurement in contextual situations; and	 G3 M4 Lesson 1: Understand area as an attribute of plane figures. G3 M4 Lesson 2: Decompose and recompose shapes to compare areas. G3 M4 Lesson 6: Draw rows and columns to determine the area of a rectangle given an incomplete array. G3 M4 Lesson 12: Solve word problems involving area. G3 M4 Lesson 15: Apply knowledge of area to determine areas of rooms in a given floor plan. G3 M4 Lesson 16: Apply knowledge of area to determine areas of rooms in a given floor plan.

for Virginia Public Schools	Aligned Components of Eureka Math
3.MG.2.a.i continued	G3 M7 Lesson 28: Solve a variety of word problems involving area and perimeter using all four operations.
	G3 M7 Lesson 29: Solve a variety of word problems involving area and perimeter using all four operations.
3.MG.2.a.ii	G3 M4 Lesson 2: Decompose and recompose shapes to compare areas.
estimate and determine the area	G3 M4 Lesson 3: Model tiling with centimeter and inch unit squares as a strategy to measure area.
of a given surface by counting the	G3 M4 Lesson 4: Relate side lengths with the number of tiles on a side.
measurement (using the number and	G3 M4 Lesson 5: Form rectangles by tiling with unit squares to make arrays.
unit) and justify the measurement.	G3 M4 Lesson 6: Draw rows and columns to determine the area of a rectangle given an incomplete array.
	G3 M4 Lesson 7: Interpret area models to form rectangular arrays.
	Supplemental material is necessary to address estimating the area of a given surface.
3.MG.2.b	This standard is addressed by the lessons aligned to its subsections.
Solve problems, including those in context, involving perimeter:	
3.MG.2.b.i	G3 M7 Lesson 15: Solve word problems to determine perimeter with given side lengths.
describe and give examples of perimeter	G3 M7 Lesson 23: Solve a variety of word problems with perimeter.
as a measurement in contextual situations;	G3 M7 Lesson 28: Solve a variety of word problems involving area and perimeter using all four operations.
	G3 M7 Lesson 29: Solve a variety of word problems involving area and perimeter using all four operations.

for Virginia Public Schools	Aligned Components of Eureka Math
3.MG.2.b.ii	G3 M7 Lesson 10: Decompose quadrilaterals to understand perimeter as the boundary of a shape.
estimate and measure the distance around a polygon (with no more than six sides) to determine the perimeter and justify the measurement; and	G3 M7 Lesson 11: Tessellate to understand perimeter as the boundary of a shape.
	G3 M7 Lesson 12: Measure side lengths in whole number units to determine the perimeter of polygons.
	G3 M7 Lesson 16: Use string to measure the perimeter of various circles to the nearest quarter inch.
	G3 M7 Lesson 18: Construct rectangles from a given number of unit squares and determine the perimeters.
	G3 M7 Lesson 20: Construct rectangles with a given perimeter using unit squares and determine their areas.
	G3 M7 Lesson 21: Construct rectangles with a given perimeter using unit squares and determine their areas.
	Supplemental material is necessary to address estimating the distance around a polygon.
3.MG.2.b.iii	G3 M7 Lesson 13: Explore perimeter as an attribute of plane figures and solve problems.
given the lengths of all sides of a polygon (with no more than six sides), determine its perimeter and justify the measurement.	G3 M7 Lesson 14: Determine the perimeter of regular polygons and rectangles when whole number measurements are unknown.
	G3 M7 Lesson 17: Use all four operations to solve problems involving perimeter and unknown measurements.

3 | Mathematics Standards of Learning for Virginia Public Schools Correlation to Eureka Math

Measurement and Geometry

3.MG.3 The student will demonstrate an understanding of the concept of time to the nearest minute and solve single-step contextual problems involving elapsed time in one-hour increments within a 12-hour period.

Mathematics Standards of Learning for Virginia Public Schools

Aligned Components of Eureka Math 3.MG.3.a G3 M2 Lesson 1: Explore time as a continuous measurement using a stopwatch. Tell and write time to the nearest minute. G3 M2 Lesson 2: Relate skip-counting by fives on the clock and telling time to a continuous using analog and digital clocks. measurement model, the number line. G3 M2 Lesson 3: Count by fives and ones on the number line as a strategy to tell time to the nearest minute on the clock. G3 M2 Lesson 12: Round two-digit measurements to the nearest ten on the vertical number line. G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills. 3.MG.3.b G3 M2 Lesson 1: Explore time as a continuous measurement using a stopwatch. G3 M2 Lesson 2: Relate skip-counting by fives on the clock and telling time to a continuous Match a written time (e.g., 4:38, 7:09, 12:51) to the time shown on analog and measurement model, the number line. digital clocks to the nearest minute. G3 M2 Lesson 3: Count by fives and ones on the number line as a strategy to tell time to the nearest minute on the clock. G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills. 3.MG.3.c This standard is addressed by the lessons aligned to its subsections. Solve single-step contextual problems involving elapsed time in one-hour increments, within a 12-hour period (within a.m. or within p.m.) when given:

for Virginia Public Schools	Aligned Components of Eureka Math
3.MG.3.c.i the starting time and the ending time, determine the amount of time that has elapsed;	 G3 M2 Lesson 4: Solve word problems involving time intervals within 1 hour by counting backward and forward using the number line and clock. G3 M2 Lesson 5: Solve word problems involving time intervals within 1 hour by adding and subtracting on the number line. G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.MG.3.c.ii the starting time and amount of elapsed time in one-hour increments, determine the ending time; or	 G3 M2 Lesson 4: Solve word problems involving time intervals within 1 hour by counting backward and forward using the number line and clock. G3 M2 Lesson 5: Solve word problems involving time intervals within 1 hour by adding and subtracting on the number line. G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.MG.3.c.iii the ending time and the amount of elapsed time in one-hour increments, determine the starting time.	G3 M2 Lesson 4: Solve word problems involving time intervals within 1 hour by counting backward and forward using the number line and clock. G3 M2 Lesson 5: Solve word problems involving time intervals within 1 hour by adding and subtracting on the number line. G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.

Measurement and Geometry

3.MG.4 The student will identify, describe, classify, compare, combine, and subdivide polygons.

Mathematics Standards of Learning for Virginia Public Schools

3.MG.4.a	G2 M8 Lesson 2: Build, identify, and analyze two-dimensional shapes with specified attributes.
Describe a polygon as a closed plane figure composed of at least three line segments that do not cross.	

for Virginia Public Schools	Aligned Components of Eureka Math
3.MG.4.b	G2 M8 Lesson 2: Build, identify, and analyze two-dimensional shapes with specified attributes.
Classify figures as polygons or not polygons and justify reasoning.	G2 M8 Lesson 3: Use attributes to draw different polygons including triangles, quadrilaterals, pentagons, and hexagons.
3.MG.4.c	G2 M8 Lesson 1: Describe two-dimensional shapes based on attributes.
Identify and describe triangles,	G2 M8 Lesson 2: Build, identify, and analyze two-dimensional shapes with specified attributes.
quadrilaterals, pentagons, hexagons, and octagons in various orientations,	G2 M8 Lesson 3: Use attributes to draw different polygons including triangles, quadrilaterals, pentagons, and hexagons.
with and without contexts.	G2 M8 Lesson 4: Use attributes to identify and draw different quadrilaterals including rectangles, rhombuses, parallelograms, and trapezoids.
3.MG.4.d	Supplemental material is necessary to address this standard.
Identify and name examples of polygons (triangles, quadrilaterals, pentagons, hexagons, octagons) in the environment.	
3.MG.4.e	G2 M8 Lesson 1: Describe two-dimensional shapes based on attributes.
Classify and compare polygons (triangles, quadrilaterals, pentagons, hexagons, octagons).	G2 M8 Lesson 3: Use attributes to draw different polygons including triangles, quadrilaterals, pentagons, and hexagons.
	G2 M8 Lesson 4: Use attributes to identify and draw different quadrilaterals including rectangles, rhombuses, parallelograms, and trapezoids.
	G3 M7 Lesson 4: Compare and classify quadrilaterals.
	G3 M7 Lesson 5: Compare and classify other polygons.

for Virginia Public Schools	Aligned Components of Eureka Math
3.MG.4.f Combine no more than three polygons, where each has three or four sides, and name the resulting polygon (triangles, quadrilaterals, pentagons, hexagons, octagons).	 G2 M8 Lesson 6: Combine shapes to create a composite shape; create a new shape from composite shapes. G3 M7 Lesson 7: Reason about composing and decomposing polygons using tetrominoes. G3 M7 Lesson 8: Create a tangram puzzle and observe relationships among the shapes. G3 M7 Lesson 9: Reason about composing and decomposing polygons using tangrams.
3.MG.4.g Subdivide a three-sided or four-sided polygon into no more than three parts and name the resulting polygons.	 G2 M8 Lesson 6: Combine shapes to create a composite shape; create a new shape from composite shapes. G3 M7 Lesson 7: Reason about composing and decomposing polygons using tetrominoes. G3 M7 Lesson 8: Create a tangram puzzle and observe relationships among the shapes. G3 M7 Lesson 9: Reason about composing and decomposing polygons using tangrams.

Probability and Statistics

3.PS.1 The student will apply the data cycle (formulate questions; collect or acquire data; organize and represent data; and analyze data and communicate results) with a focus on pictographs and bar graphs.

Mathematics Standards of Learning for Virginia Public Schools

3.PS.1.a	Supplemental material is necessary to address this standard.
Formulate questions that require the collection or acquisition of data.	

Mathematics Standards of Learning for Virginia Public Schools	Aligned Components of Eureka Math
3.PS.1.b	Supplemental material is necessary to address this standard.
Determine the data needed to answer a formulated question and collect or acquire existing data (limited to 30 or fewer data points for no more than eight categories) using various methods (e.g., polls, observations, tallies).	
3.PS.1.c	G3 M6 Lesson 1: Generate and organize data.
Organize and represent a data set using	G3 M6 Lesson 9: Analyze data to problem solve.
pictographs that include an appropriate title, labeled axes, and key. Each pictograph symbol should represent 1, 2, 5 or 10 data points.	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.PS.1.d	G3 M6 Lesson 2: Rotate tape diagrams vertically.
Organize and represent a data set using bar graphs with a title and labeled axes, with and without the use of technology tools. Determine and use an appropriate	G3 M6 Lesson 3: Create scaled bar graphs.
	G3 M6 Lesson 4: Solve one- and two-step problems involving graphs.
	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
scale (increments limited to multiples of 1, 2, 5 or 10).	Supplemental material is necessary to address the use of technology tools.
3.PS.1.e	This standard is addressed by the lessons aligned to its subsections.
Analyze data represented in pictographs and bar graphs, and communicate results orally and in writing:	

for Virginia Public Schools	Aligned Components of <i>Eureka Math</i>
3.PS.1.e.i	G3 M6 Topic A: Generate and Analyze Categorical Data
describe the categories of data and	G3 M6 Lesson 9: Analyze data to problem solve.
the data as a whole (e.g., data were collected on preferred ways to cook or prepare eggs – scrambled, fried, hard boiled, and egg salad);	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.PS.1.e.ii	G3 M6 Topic A: Generate and Analyze Categorical Data
identify parts of the data that have	G3 M6 Lesson 9: Analyze data to problem solve.
special characteristics, including categories with the greatest, the least, or the same (e.g., most students prefer scrambled eggs);	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.PS.1.e.iii	G3 M6 Topic A: Generate and Analyze Categorical Data
make inferences about data represented	G3 M6 Lesson 9: Analyze data to problem solve.
in pictographs and bar graphs;	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
3.PS.1.e.iv	G3 M6 Topic A: Generate and Analyze Categorical Data
use characteristics of the data to draw	G3 M6 Lesson 9: Analyze data to problem solve.
conclusions about the data and make predictions based on the data (e.a., it is	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.
unlikely that a third grader would like	
hard boiled eggs); and	
3.PS.1.e.v	G3 M6 Topic A: Generate and Analyze Categorical Data
solve one- and two-step addition and	G3 M6 Lesson 9: Analyze data to problem solve.
subtraction problems using data from pictographs and bar graphs.	G3 M7 Lesson 34: Create resource booklets to support fluency with Grade 3 skills.

3 | Mathematics Standards of Learning for Virginia Public Schools Correlation to Eureka Math

Patterns, Functions, and Algebra

3.PFA.1 The student will identify, describe, extend, and create increasing and decreasing patterns (limited to addition and subtraction of whole numbers), including those in context, using various representations.

Mathematics Standards of Learning for Virginia Public Schools	Aligned Components of Eureka Math
3.PFA.1.a Identify and describe increasing and decreasing patterns using various representations (e.g., objects, pictures, numbers, number lines).	G3 M1 Lesson 7: Demonstrate the commutativity of multiplication, and practice related facts
	by skip-counting objects in array models. G3 M1 Lesson 8: Demonstrate the commutativity of multiplication, and practice related facts by skip-counting objects in array models.
	G3 M1 Lesson 9: Find related multiplication facts by adding and subtracting equal groups in array models.
	G3 M1 Lesson 14: Skip-count objects in models to build fluency with multiplication facts using units of 4.
	G3 M3 Lesson 4: Count by units of 6 to multiply and divide using number bonds to decompose.
	G3 M3 Lesson 5: Count by units of 7 to multiply and divide using number bonds to decompose.
	G3 M3 Lesson 13: Identify and use arithmetic patterns to multiply.
	G3 M3 Lesson 14: Identify and use arithmetic patterns to multiply.
	G3 M3 Lesson 16: Reason about and explain arithmetic patterns using units of 0 and 1 as they relate to multiplication and division.
	G3 M3 Lesson 17: Identify patterns in multiplication and division facts using the multiplication table.
	Supplemental material is necessary to address patterns using objects, pictures, and number lines.

for Virginia Public Schools	Aligned Components of Eureka Math
3.PFA.1.b	G3 M1 Lesson 7: Demonstrate the commutativity of multiplication, and practice related facts
Analyze an increasing or decreasing pattern and generalize the change to extend the pattern or identify missing terms using various representations.	by skip-counting objects in array models. G3 M1 Lesson 8: Demonstrate the commutativity of multiplication, and practice related facts by skip-counting objects in array models.
	G3 M1 Lesson 9: Find related multiplication facts by adding and subtracting equal groups in array models.
	G3 M1 Lesson 14: Skip-count objects in models to build fluency with multiplication facts using units of 4.
	G3 M3 Lesson 4: Count by units of 6 to multiply and divide using number bonds to decompose.
	G3 M3 Lesson 5: Count by units of 7 to multiply and divide using number bonds to decompose.
	G3 M3 Lesson 13: Identify and use arithmetic patterns to multiply.
	G3 M3 Lesson 14: Identify and use arithmetic patterns to multiply.
	G3 M3 Lesson 16: Reason about and explain arithmetic patterns using units of 0 and 1 as they relate to multiplication and division.
	G3 M3 Lesson 17: Identify patterns in multiplication and division facts using the multiplication table.
	Supplemental material is necessary to address patterns using various representations.
3.PFA.1.c	Supplemental material is necessary to address this standard.
Solve contextual problems that involve identifying, describing, and extending patterns.	

for Virginia Public Schools	Aligned Components of Eureka Math
3.PFA.1.d	G3 M1 Lesson 7: Demonstrate the commutativity of multiplication, and practice related facts
Create increasing and decreasing patterns using objects, pictures, numbers, and number lines.	by skip-counting objects in array models.
	by skip-counting objects in array models.
	G3 M1 Lesson 9: Find related multiplication facts by adding and subtracting equal groups in array models.
	G3 M1 Lesson 14: Skip-count objects in models to build fluency with multiplication facts using units of 4.
	G3 M3 Lesson 4: Count by units of 6 to multiply and divide using number bonds to decompose.
	G3 M3 Lesson 5: Count by units of 7 to multiply and divide using number bonds to decompose.
	G3 M3 Lesson 13: Identify and use arithmetic patterns to multiply.
	G3 M3 Lesson 14: Identify and use arithmetic patterns to multiply.
	G3 M3 Lesson 16: Reason about and explain arithmetic patterns using units of 0 and 1 as they relate to multiplication and division.
	G3 M3 Lesson 17: Identify patterns in multiplication and division facts using the multiplication table.
	Supplemental material is necessary to address patterns using objects, pictures, and number lines.
3.PFA.1.e	Supplemental material is necessary to address this standard.
Investigate and explain the connection between two different representations of the same increasing or decreasing pattern.	