



SCOPE & SEQUENCE

GR. 3 - MATH



Student Task

GRADE 3: Math**STRAND: Number (Number Concepts)****TASK: Counting By Multiples And Working With Factors****PRODUCTIVITY TOOL: *Number Munchers*****TIMELINE: 1 Class****DIFFICULTY LEVEL: Varies**

Using *Number Munchers* software, the student will master basic math skills by looking for numbers that meet a certain criteria. The student is encouraged to “munch” through multiples of numbers, factors, equivalent fractions or prime numbers, while avoiding being eaten by the “Troggles”. The game allows the user to choose between beginner, intermediate and advanced levels and, if played successfully, the student can enter the “Muncher Hall of Fame!” This game is recommended for children ages 8 and up.




ICT Outcomes

The learner will:

- C6** 1.1 identify a problem within a defined context
 - 1.2 use technology to organize and display data in a problem-solving context
- F1** 1.1 identify techniques and tools for communicating, storing, retrieving and selecting information
 - 1.2 apply terminology appropriate to the technologies being used at this division level
 - 1.3 demonstrate an understanding that the user manages and controls the outcomes of technology
- F2** 1.2 describe particular technologies being used for specific purposes
- F3** 1.1 demonstrate courtesy and follow classroom procedures when making appropriate use of computer technologies
 - 1.2 work collaboratively to share limited resources
 - 1.3 demonstrate appropriate care of technology equipment
- F5** 1.1 demonstrate proper posture when using a computer
 - 1.2 demonstrate safe behaviours when using technology
- F6** 1.1 perform basic computer operations, which may vary by environment, including powering up, inserting disks, moving the cursor, clicking on an icon, using pull-down menus, executing programs, saving files, retrieving files, printing, ejecting disks and powering down
- F6** 1.1 use proper keyboarding techniques for the home row, enter, space bar, tab, backspace, delete and insertion-point keys






Curriculum Outcomes

GRADE 3: Math

STRAND: Number (Number Concepts)

TASK: Counting By Multiples And Working With Factors

General Outcome


-  Develop a number sense for whole numbers 0 to 1000, and explore fractions (fifths and tenths).

Specific Outcome #1

1. Count by 2s, 5s, 10s and 100s to 1000, using random starting points

STRAND: Number (Number Operations)

General Outcome

-  Apply an arithmetic operation (addition, subtraction, multiplication or division) on whole numbers, and illustrate its use in creating and solving problems

Specific Outcome #15

15. Use manipulatives, diagrams and symbols with maximum products and dividends to 50, to demonstrate and describe the processes of multiplication and division.

