



## Geometry

### DIGITAL GAMES

[Understand that shapes and their attributes](#)

CCSS.MATH.3.G.A.1

[Partition shapes into parts with equal areas](#)

CCSS.MATH.3.G.A.2

### KIT-REQUIRED GAME

[Identify shapes by their specific attributes](#)

CCSS.MATH.3.G.A



## Measurement & Data

### DIGITAL GAMES

[Measure time, volume, and mass using standard units](#) CCSS.MATH.3.MD.A

[Tell and write time to the nearest minute and measure time intervals in minutes; represent a time problem using intervals \(ex: a number line\)](#) CCSS.MATH.3.MD.A.1

[Measure and estimate liquid volumes and masses of objects using standard units of grams \(g\), kilograms \(kg\), and liters \(l\)](#) CCSS.MATH.3.MD.A.2

[Create and interpret bar and picture graphs with several categories](#) CCSS.MATH.3.MD.B.3

[Measure and record the length of objects using a line plot to represent wholes, halves and fourths of an inch](#) CCSS.MATH.3.MD.B.4

[Recognize area as an attribute of plane figures](#) CCSS.MATH.3.MD.C.5

[Measure areas by counting unit squares \(arrays\)](#) CCSS.MATH.3.MD.C.6

[Relate multiplication and addition using area models](#) CCSS.MATH.3.MD.C.7

[Distinguish between and calculate area and perimeter in real-world and mathematical settings](#) CCSS.MATH.3.MD.D.8

### KIT-REQUIRED GAMES

[Identify and apply the concepts of area and perimeter](#) CCSS.MATH.3.MD

[Represent and interpret data using bar/ picture graphs and line plots](#) CCSS.MATH.3.MD.B



## Number & Operations in Base Ten

### DIGITAL GAMES

[Round whole numbers to the nearest 10 or 100 using place value](#) CCSS.MATH.3.NBT.A.1

[Fluently add and subtract within 1000 using strategies and algorithms](#) CCSS.MATH.3.NBT.A.2

[Multiply one-digit whole numbers by multiples of 10](#) CCSS.MATH.3.NBT.A.3

### KIT-REQUIRED GAME

[Place value to complete operations within 1000](#) CCSS.MATH.3.NBT



## Number & Operations: Fractions

### DIGITAL GAMES

[Understand fractions as quantities based on division](#) CCSS.MATH.3.NF.A.1

[Understand fractions as a place on a number line](#) CCSS.MATH.3.NF.A.2

[Understand fractions as a size relative to a whole](#) CCSS.MATH.3.NF.A.3

### KIT-REQUIRED GAME

[Understand fractions using various representations](#) CCSS.MATH.3.NF.A



## Operations & Algebraic Thinking

### DIGITAL GAMES

[Interpret products of whole numbers and explain what each part \(the factors and the product\) means](#) CCSS.MATH.3.OA.A.1

[Interpret whole-number quotients of whole numbers and explain what each part \(dividend, divisor, quotient\) means](#) CCSS.MATH.3.OA.A.2

[Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities](#) CCSS.MATH.3.OA.A.3

[Determine the unknown whole number in a multiplication or division equation relating three whole numbers](#) CCSS.MATH.3.OA.A.4

[Understand and apply the commutative, associative, and distributive properties of multiplication](#) CCSS.MATH.3.OA.B.5

[Understand division as the inverse of multiplication \(ex: as an unknown-factor problem\)](#) CCSS.MATH.3.OA.B.6

[Fluently multiply and divide within 100 using strategies, properties and relationships](#) CCSS.MATH.3.OA.C.7

[Solve and represent two-step word problems using the four operations](#) CCSS.MATH.3.OA.D.8

[Identify arithmetic patterns and explain them using properties of operations](#) CCSS.MATH.3.OA.D.9

### KIT-REQUIRED GAME

[Multiply and divide whole numbers](#) CCSS.MATH.3.OA

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