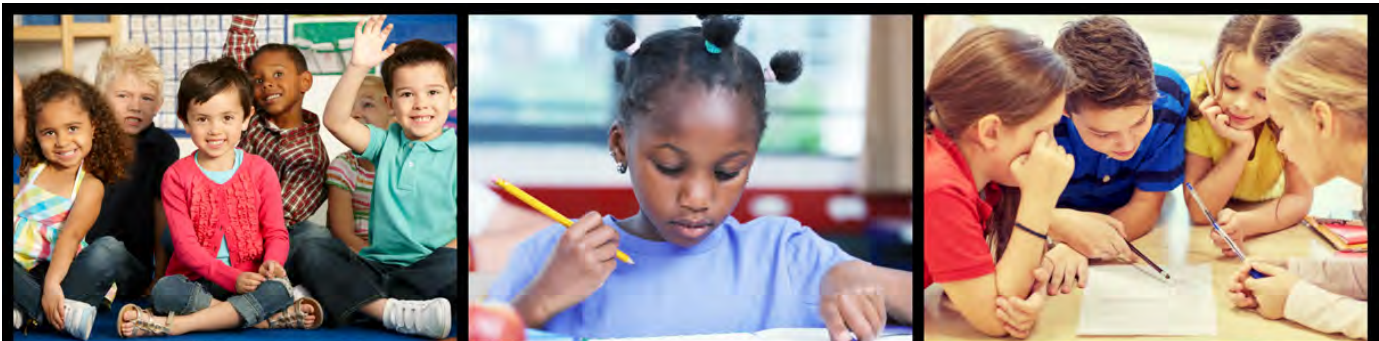




3<sup>rd</sup> Grade

# FOUNDATIONS OF NUMBER

Created By:  
*Misty Pohly*



**Whole Class Lessons and Guided Math Groups  
Active Engagement and Games  
Intervention and Enrichment  
EXIT TICKETS**



# I Plan ~ You Teach

Helping you live your life  
AND

be the math teacher that gets results

## Are you Ready For Help?

Click the links for Lesson Plans that align with TEXAS TEKS!



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I SEE YOU~

- struggling each week to write lesson plans that meet the rigor of the TEKS.
- searching endlessly for resources that will help kids learn math while being challenged and engaged.
- staying late everyday after school working on plans and creating everything from scratch.

You are exhausted from working with students all day, and still have to prep, write and create.

I SEE YOU~

SACRIFICING your time with your family and friends

to ensure success for ALL of OUR Children.



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Name \_\_\_\_\_

## Foundations of Number

LT	Statement	1	2	3	4	Evidence
1	I can compose numbers up to 100,000 using objects					
2	I can compose numbers up to 100,000 using pictorial models					
3	I can compose numbers up to 100,000 using numbers, including expanded notation as appropriate					
4	I can decompose numbers up to 100,000 using objects					
5	I can decompose numbers up to 100,000 using pictorial models					
6	I can decompose numbers up to 100,000 using numbers, including expanded notation as appropriate					
7	I can describe the mathematical relationships found in the base-10 place value system through the hundred thousands place					
8	I can compare whole numbers up to 100,000 and represent comparisons using the symbols $>$ , $<$ , $=$					
9	I can order whole numbers up to 100,000 and represent comparisons using the symbols $>$ , $<$ , $=$					

1	2	3	4
I have no idea how to do this.	I can do this with some help.	I can do this by myself	I can teach someone to do this.

Learning Target	What do we want students to learn?	How will we know if they learned it?	What will we do if they don't?	What will we do if they already know it?
1 3.2A	Compose numbers up to 100,000 as a sum of so many ten thousands, so many thousands, so many hundreds, so many tens, and so many ones using objects	Proportional models: <input type="checkbox"/> Base 10 Blocks Non-proportional models: <input type="checkbox"/> Place value disks	Activities that include: <input type="checkbox"/> Place values of digits given in expanded notation and standard form <input type="checkbox"/> Place value position associated with a specific multiple of 10 <input type="checkbox"/> Representing a number in standard form when given expanded notation <input type="checkbox"/> Each digit described verbally based on its place value <input type="checkbox"/> Represent a number using a verbal description of each place value position as a sum of so many ten thousands, so many thousands, so many hundreds, so many tens, and so many ones when given standard form	<input type="checkbox"/> Represent the value of the digit in whole numbers through 1,000,000,000 and decimals to the hundredths using expanded notation and numerals.
2 3.2A	Compose numbers up to 100,000 as a sum of so many ten thousands, so many thousands, so many hundreds, so many tens, and so many ones using pictorial models	<input type="checkbox"/> Base 10 Blocks <input type="checkbox"/> Place value disks <input type="checkbox"/> Open Number Line <input type="checkbox"/> Expanded Form		
3 3.2A	Compose numbers up to 100,000 as a sum of so many ten thousands, so many thousands, so many hundreds, so many tens, and so many ones using numbers, including expanded notation as appropriate	<input type="checkbox"/> Zero may or may not be written. <input type="checkbox"/> Expanded notation is written following the order of place value.		
4 3.2A	Decompose numbers up to 100,000 as a sum of so many ten thousands, so many thousands, so many hundreds, so many tens, and so many ones using objects	Proportional models: <input type="checkbox"/> Base 10 Blocks Non-proportional models: <input type="checkbox"/> Place value disks		
5 3.2A	Decompose numbers up to 100,000 as a sum of so many ten thousands, so many thousands, so many hundreds, so many tens, and so many ones using pictorial models	<input type="checkbox"/> Base 10 Blocks <input type="checkbox"/> Place value disks <input type="checkbox"/> Open Number Line <input type="checkbox"/> Expanded Form		
6 3.2A	Decompose numbers up to 100,000 as a sum of so many ten thousands, so many thousands, so many hundreds, so many tens, and so many ones using numbers, including expanded notation as appropriate	<input type="checkbox"/> Zero may or may not be written as an addend to represent the digit 0 in a number. <input type="checkbox"/> Expanded notation is written following the order of place value.		

Learning Target	What do we want students to learn?	How will we know if they learned it?	What will we do if they don't?	What will we do if they already know it?
7 3.2B	Describe the mathematical relationships found in the base-10 place value system through the hundred thousands place.	Based on multiples of 10. <ul style="list-style-type: none"> <li><input type="checkbox"/> Direction of movement on number line- left is 10 times greater than right</li> <li><input type="checkbox"/> Whole numbers through 100,000</li> <li><input type="checkbox"/> Relative Size of the number</li> </ul>	Activities that include: <ul style="list-style-type: none"> <li><input type="checkbox"/> Values represented using base-10 blocks; value of a unit cube is 1, value of a long is 10, value of a flat is 100</li> <li><input type="checkbox"/> Value of a number represented in more than one way</li> <li><input type="checkbox"/> Determining the values represented by base-10 models</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Interpret the value of each place-value position as 10 times the position to the right and as one-tenth of the value of the place to its left.</li> </ul>

Learning Target	What do we want students to learn?	How will we know if they learned it?	What will we do if they don't?	What will we do if they already know it?
8 3.2D	Compare whole numbers up to 100,000 and represent comparisons using the symbols $>$ , $<$ , $=$	Number Lines <input type="checkbox"/> Horizontal <input type="checkbox"/> Vertical Place Value Charts	Activities that include: <input type="checkbox"/> How to compare numbers based on place value <input type="checkbox"/> How to read comparison symbols <input type="checkbox"/> Interpreting a table in based on the label. <input type="checkbox"/> Representing the comparison of two numbers using their labels and comparison symbols	<input type="checkbox"/> Compare and order whole numbers to 1,000,000,000 and represent comparisons using the symbols $>$ , $<$ , or $=$ .
9 3.2D	Order whole numbers up to 100,000 and represent comparisons using the symbols $>$ , $<$ , $=$	Number Line <input type="checkbox"/> Open <input type="checkbox"/> Closed Place value charts Quantifying descriptors	Activities that include: <input type="checkbox"/> Comparing and ordering numbers based on place value <input type="checkbox"/> Quantifying descriptors to describe the order of a set of numbers <input type="checkbox"/> Interpreting a table in order by the labels	

Day 1 3.2B	Day 2 3.2A	Day 3 3.2A	Day 4 3.2A	Day 5 3.2A
Anticipation Guide Math Huddle LT 7 Relationships in Base 10 System Place Value	Mini Lesson LT 1, 4 Compose and Decompose with Objects	Mini Lesson LT 2, 5 Compose and Decompose with Pictorial Models	Mini Lesson LT 3, 6 Expanded Notation	Game LT 1 - 6
Guided Math	Guided Math	Guided Math	Guided Math	Guided Math
SCOOT	Speed Date Create	SCOOT	Scavenger Hunt	Minute To Win It!
Day 6 3.2D	Day 7 3.2D	Day 8 3.2ABD	<h1>Foundations of Number</h1>	
Mini Lesson LT 8 Compare	Mini Lesson LT 9 Order	Independent Practice LT 1-9		
Guided Math	Guided Math	Guided Math		
Mystery Challenge	Ghost in the Graveyard			





Thank you for your download!

I hope this helps your students!



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Exit Tickets**