

Third Grade Scoring Booklet

Name: _____ Student ID: _____

Teacher: _____ School: _____ School Year: _____

	Benchmark 1	Benchmark 2	Benchmark 3
Date			
Computation Form A			
Computation Form B			
Computation Average (Form A + Form B)/2			
Concepts and Applications			

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Computation / Benchmark 1

Problems	Skills Assessed
1	Add two two-digit numbers, without renaming, resulting in a sum of 100 or less.
11	Add two two-digit numbers, with renaming from ones to tens, resulting in a sum of 100 or less.
10	Subtract a one- or two-digit number from a two-digit number, without renaming.
17	Subtract a two-digit number from a two-digit number of 20 or more, with renaming.
2	Add two two- or three-digit numbers, without renaming, resulting in a sum of 1000 or less.
14, 21	Add two two- or three-digit numbers, with renaming from ones to tens and tens to hundreds, resulting in a sum of 1000 or less.
13, 25	Multiply a one-digit number by a one-digit number, resulting in a product of 20 or less.
7, 20	Multiply a one-digit number by a one-digit number, resulting in a product between 21 and 50.
3	Multiply a one-digit number by a one-digit number, resulting in a product of 51 or more.
18	Multiply a one-digit number by itself.
4	Multiply a one-digit number by 0 or 1.
9, 24	Divide a one-digit dividend by a one-digit divisor, resulting in a one-digit quotient and no remainder.
12, 19	Divide a two-digit dividend by a one-digit divisor, resulting in a one-digit quotient and no remainder.
8	Subtract a two- or three-digit number from a three-digit number, without renaming.
16, 23	Subtract a two or three-digit number from a three-digit number, with renaming from tens to ones and hundreds to tens.
15	Multiply a one-digit number by a two-digit multiple of 10.
5, 22	Multiply a one-digit number by a two-digit number, without renaming, resulting in a product of less than 100.
6	Multiply a one-digit number by a two-digit number, with renaming, resulting in a product of less than 100.

Concepts and Applications / Benchmark 3

Problems	Skills Assessed
1, 6, 12, 16	Solve problems involving measurement and estimation of intervals of time, liquid volumes, or object masses: 1. Transfer the time from an analog clock to a digital clock. 6. Solve one-step single-digit addition problems that involve measurements of liquid volumes or object masses. 12. Add or subtract one double-digit and one single-digit amount involving measurement of liquid volumes or object masses. 16. Solve problems involving measurement of intervals of time.
2	Reason with shapes and their attributes: Determine the fraction of shaded parts in a given shape.
3	Use place value understanding and properties of operations to perform multi-digit arithmetic: Round three-digit whole numbers to the nearest 10 and nearest 100.
4, 7, 10	Represent and solve problems involving multiplication and division: 4. Represent and solve problems involving one-step multiplication with a given formula. 7. Represent and solve problems involving one-step multiplication with numbers between 2 and 9. 10. Represent and solve problems involving one-step division with a single-digit divisor and a double-digit dividend.
5, 8, 11	Develop understanding of fractions as numbers: 5. Compare sets of fractions with like denominators. 8. Write the fraction for the whole number. 11. Determine where a fraction with a denominator of one is located on a number line.
9	Represent and interpret data: Use graphical information to solve a one-step addition or subtraction problem.
13, 19	Solve problems involving the four operations, and identify and explain patterns in arithmetic: 13. Solve two-step problems involving addition and/or subtraction. 19. Solve two-step problems involving division and addition.
14, 20	Understand concepts of area and relate area to multiplication: 14. Determine the area of a rectangle. 20. Determine the area of a rectangular object.
15, 17	Understand properties of multiplication and the relationship between multiplication and division: 15. Solve problems involving the distributive property with a provided formula. 17. Solve problems involving the associative property with a provided formula.
18	Recognize perimeter as an attribute of plane figures and distinguish between linear and area measures: Determine the perimeter of a polygon when all sides but one are given.

Computation / Benchmark 3

Problems	Skills Assessed
1	Add two two-digit numbers, without renaming, resulting in a sum of 100 or less.
11	Add two two-digit numbers, with renaming from ones to tens, resulting in a sum of 100 or less.
10	Subtract a one- or two-digit number from a two-digit number, without renaming.
17	Subtract a two-digit number from a two-digit number of 20 or more, with renaming.
2	Add two two- or three-digit numbers, without renaming, resulting in a sum of 1000 or less.
14, 21	Add two two- or three-digit numbers, with renaming from ones to tens and tens to hundreds, resulting in a sum of 1000 or less.
13, 25	Multiply a one-digit number by a one-digit number, resulting in a product of 20 or less.
7, 20	Multiply a one-digit number by a one-digit number, resulting in a product between 21 and 50.
3	Multiply a one-digit number by a one-digit number, resulting in a product of 51 or more.
18	Multiply a one-digit number by itself.
4	Multiply a one-digit number by 0 or 1.
9, 24	Divide a one-digit dividend by a one-digit divisor, resulting in a one-digit quotient and no remainder.
12, 19	Divide a two-digit dividend by a one-digit divisor, resulting in a one-digit quotient and no remainder.
8	Subtract a two- or three-digit number from a three-digit number, without renaming.
16, 23	Subtract a two or three-digit number from a three-digit number, with renaming from tens to ones and hundreds to tens.
15	Multiply a one-digit number by a two-digit multiple of 10.
5, 22	Multiply a one-digit number by a two-digit number, without renaming, resulting in a product of less than 100.
6	Multiply a one-digit number by a two-digit number, with renaming, resulting in a product of less than 100.

Concepts and Applications / Benchmark 1

Problems	Skills Assessed
1, 6, 12, 16	Solve problems involving measurement and estimation of intervals of time, liquid volumes, or object masses: 1. Transfer the time from an analog clock to a digital clock. 6. Solve one-step single-digit addition problems that involve measurements of liquid volumes or object masses. 12. Add or subtract one double-digit and one single-digit amount involving measurement of liquid volumes or object masses. 16. Solve problems involving measurement of intervals of time.
2	Reason with shapes and their attributes: Determine the fraction of shaded parts in a given shape.
3	Use place value understanding and properties of operations to perform multi-digit arithmetic: Round three-digit whole numbers to the nearest 10 and nearest 100.
4, 7, 10	Represent and solve problems involving multiplication and division: 4. Represent and solve problems involving one-step multiplication with a given formula. 7. Represent and solve problems involving one-step multiplication with numbers between 2 and 9. 10. Represent and solve problems involving one-step division with a single-digit divisor and a double-digit dividend.
5, 8, 11	Develop understanding of fractions as numbers: 5. Compare sets of fractions with like denominators. 8. Write the fraction for the whole number. 11. Determine where a fraction with a denominator of one is located on a number line.
9	Represent and interpret data: Use graphical information to solve a one-step addition or subtraction problem.
13, 19	Solve problems involving the four operations, and identify and explain patterns in arithmetic: 13. Solve two-step problems involving addition and/or subtraction. 19. Solve two-step problems involving division and addition.
14, 20	Understand concepts of area and relate area to multiplication: 14. Determine the area of a rectangle. 20. Determine the area of a rectangular object.
15, 17	Understand properties of multiplication and the relationship between multiplication and division: 15. Solve problems involving the distributive property with a provided formula. 17. Solve problems involving the associative property with a provided formula.
18	Recognize perimeter as an attribute of plane figures and distinguish between linear and area measures: Determine the perimeter of a polygon when all sides but one are given.

Computation / Benchmark 2

Problems	Skills Assessed
1	Add two two-digit numbers, without renaming, resulting in a sum of 100 or less.
11	Add two two-digit numbers, with renaming from ones to tens, resulting in a sum of 100 or less.
10	Subtract a one- or two-digit number from a two-digit number, without renaming.
17	Subtract a two-digit number from a two-digit number of 20 or more, with renaming.
2	Add two two- or three-digit numbers, without renaming, resulting in a sum of 1000 or less.
14, 21	Add two two- or three-digit numbers, with renaming from ones to tens and tens to hundreds, resulting in a sum of 1000 or less.
13, 25	Multiply a one-digit number by a one-digit number, resulting in a product of 20 or less.
7, 20	Multiply a one-digit number by a one-digit number, resulting in a product between 21 and 50.
3	Multiply a one-digit number by a one-digit number, resulting in a product of 51 or more.
18	Multiply a one-digit number by itself.
4	Multiply a one-digit number by 0 or 1.
9, 24	Divide a one-digit dividend by a one-digit divisor, resulting in a one-digit quotient and no remainder.
12, 19	Divide a two-digit dividend by a one-digit divisor, resulting in a one-digit quotient and no remainder.
8	Subtract a two- or three-digit number from a three-digit number, without renaming.
16, 23	Subtract a two or three-digit number from a three-digit number, with renaming from tens to ones and hundreds to tens.
15	Multiply a one-digit number by a two-digit multiple of 10.
5, 22	Multiply a one-digit number by a two-digit number, without renaming, resulting in a product of less than 100.
6	Multiply a one-digit number by a two-digit number, with renaming, resulting in a product of less than 100.

Concepts and Applications / Benchmark 2

Problems	Skills Assessed
1, 6, 12, 16	Solve problems involving measurement and estimation of intervals of time, liquid volumes, or object masses: 1. Transfer the time from an analog clock to a digital clock. 6. Solve one-step single-digit addition problems that involve measurements of liquid volumes or object masses. 12. Add or subtract one double-digit and one single-digit amount involving measurement of liquid volumes or object masses. 16. Solve problems involving measurement of intervals of time.
2	Reason with shapes and their attributes: Determine the fraction of shaded parts in a given shape.
3	Use place value understanding and properties of operations to perform multi-digit arithmetic: Round three-digit whole numbers to the nearest 10 and nearest 100.
4, 7, 10	Represent and solve problems involving multiplication and division: 4. Represent and solve problems involving one-step multiplication with a given formula. 7. Represent and solve problems involving one-step multiplication with numbers between 2 and 9. 10. Represent and solve problems involving one-step division with a single-digit divisor and a double-digit dividend.
5, 8, 11	Develop understanding of fractions as numbers: 5. Compare sets of fractions with like denominators. 8. Write the fraction for the whole number. 11. Determine where a fraction with a denominator of one is located on a number line.
9	Represent and interpret data: Use graphical information to solve a one-step addition or subtraction problem.
13, 19	Solve problems involving the four operations, and identify and explain patterns in arithmetic: 13. Solve two-step problems involving addition and/or subtraction. 19. Solve two-step problems involving division and addition.
14, 20	Understand concepts of area and relate area to multiplication: 14. Determine the area of a rectangle. 20. Determine the area of a rectangular object.
15, 17	Understand properties of multiplication and the relationship between multiplication and division: 15. Solve problems involving the distributive property with a provided formula. 17. Solve problems involving the associative property with a provided formula.
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