

## 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 99 or less.
11	Add two two-digit numbers, with renaming, resulting in a sum of 99 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 999 or less.
14, 21	Add two two- or three-digit numbers, with renaming, resulting in a sum of 999 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 from 21 to 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.
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 99 or less.
6	Multiply a one-digit number by a two-digit number, with renaming, resulting in a product of 99 or less.

## Concepts and Applications / Benchmark 3

Problems	Skills Assessed
1, 6, 12, 16	<b>Solve problems involving measurement and estimation of intervals of time, liquid volumes, or object masses:</b> <ol style="list-style-type: none"> <li>Transfer the time from an analog clock to a digital clock.</li> <li>Solve one-step single-digit addition problems that involve measurements of liquid volumes or object masses.</li> <li>Add or subtract one double-digit and one single-digit amount involving measurement of liquid volumes or object masses.</li> <li>Solve problems involving measurement of intervals of time.</li> </ol>
2	<b>Reason with shapes and their attributes:</b> Determine the fraction of shaded parts in a given shape.
3	<b>Use place value understanding and properties of operations to perform multi-digit arithmetic:</b> Round three-digit whole numbers to the nearest 10 and nearest 100.
4, 7, 10	<b>Represent and solve problems involving multiplication and division:</b> <ol style="list-style-type: none"> <li>Represent and solve problems involving one-step multiplication with a given formula.</li> <li>Represent and solve problems involving one-step multiplication with numbers from 2 to 9.</li> <li>Represent and solve problems involving one-step division with a single-digit divisor and a double-digit dividend.</li> </ol>
5, 8, 11	<b>Develop understanding of fractions as numbers:</b> <ol style="list-style-type: none"> <li>Compare sets of fractions with like denominators.</li> <li>Write the fraction for the whole number.</li> <li>Determine where a fraction with a denominator of one is located on a number line.</li> </ol>
9	<b>Represent and interpret data:</b> Use graphical information to solve a one-step addition or subtraction problem.
13, 19	<b>Solve problems involving the four operations, and identify and explain patterns in arithmetic:</b> <ol style="list-style-type: none"> <li>Solve two-step problems involving addition and/or subtraction.</li> <li>Solve two-step problems involving division and addition.</li> </ol>
14, 20	<b>Understand concepts of area and relate area to multiplication:</b> <ol style="list-style-type: none"> <li>Determine the area of a rectangle.</li> <li>Determine the area of a rectangular object.</li> </ol>
15, 17	<b>Understand properties of multiplication and the relationship between multiplication and division:</b> <ol style="list-style-type: none"> <li>Solve problems involving the distributive property with a provided formula.</li> <li>Solve problems involving the associative property with a provided formula.</li> </ol>
18	<b>Recognize perimeter as an attribute of plane figures and distinguish between linear and area measures:</b> 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 99 or less.
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2	Add two two- or three-digit numbers, without renaming, resulting in a sum of 999 or less.
14, 21	Add two two- or three-digit numbers, with renaming, resulting in a sum of 999 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 from 21 to 50.
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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 99 or less.
6	Multiply a one-digit number by a two-digit number, with renaming, resulting in a product of 99 or less.

## Concepts and Applications / Benchmark 1

Problems	Skills Assessed
1, 6, 12, 16	<b>Solve problems involving measurement and estimation of intervals of time, liquid volumes, or object masses:</b> <ol style="list-style-type: none"> <li>Transfer the time from an analog clock to a digital clock.</li> <li>Solve one-step single-digit addition problems that involve measurements of liquid volumes or object masses.</li> <li>Add or subtract one double-digit and one single-digit amount involving measurement of liquid volumes or object masses.</li> <li>Solve problems involving measurement of intervals of time.</li> </ol>
2	<b>Reason with shapes and their attributes:</b> Determine the fraction of shaded parts in a given shape.
3	<b>Use place value understanding and properties of operations to perform multi-digit arithmetic:</b> Round three-digit whole numbers to the nearest 10 and nearest 100.
4, 7, 10	<b>Represent and solve problems involving multiplication and division:</b> <ol style="list-style-type: none"> <li>Represent and solve problems involving one-step multiplication with a given formula.</li> <li>Represent and solve problems involving one-step multiplication with numbers from 2 to 9.</li> <li>Represent and solve problems involving one-step division with a single-digit divisor and a double-digit dividend.</li> </ol>
5, 8, 11	<b>Develop understanding of fractions as numbers:</b> <ol style="list-style-type: none"> <li>Compare sets of fractions with like denominators.</li> <li>Write the fraction for the whole number.</li> <li>Determine where a fraction with a denominator of one is located on a number line.</li> </ol>
9	<b>Represent and interpret data:</b> Use graphical information to solve a one-step addition or subtraction problem.
13, 19	<b>Solve problems involving the four operations, and identify and explain patterns in arithmetic:</b> <ol style="list-style-type: none"> <li>Solve two-step problems involving addition and/or subtraction.</li> <li>Solve two-step problems involving division and addition.</li> </ol>
14, 20	<b>Understand concepts of area and relate area to multiplication:</b> <ol style="list-style-type: none"> <li>Determine the area of a rectangle.</li> <li>Determine the area of a rectangular object.</li> </ol>
15, 17	<b>Understand properties of multiplication and the relationship between multiplication and division:</b> <ol style="list-style-type: none"> <li>Solve problems involving the distributive property with a provided formula.</li> <li>Solve problems involving the associative property with a provided formula.</li> </ol>
18	<b>Recognize perimeter as an attribute of plane figures and distinguish between linear and area measures:</b> 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 99 or less.
11	Add two two-digit numbers, with renaming, resulting in a sum of 99 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 999 or less.
14, 21	Add two two- or three-digit numbers, with renaming, resulting in a sum of 999 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 from 21 to 50.
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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 99 or less.
6	Multiply a one-digit number by a two-digit number, with renaming, resulting in a product of 99 or less.

## Concepts and Applications / Benchmark 2

Problems	Skills Assessed
1, 6, 12, 16	<b>Solve problems involving measurement and estimation of intervals of time, liquid volumes, or object masses:</b> <ol style="list-style-type: none"> <li>Transfer the time from an analog clock to a digital clock.</li> <li>Solve one-step single-digit addition problems that involve measurements of liquid volumes or object masses.</li> <li>Add or subtract one double-digit and one single-digit amount involving measurement of liquid volumes or object masses.</li> <li>Solve problems involving measurement of intervals of time.</li> </ol>
2	<b>Reason with shapes and their attributes:</b> Determine the fraction of shaded parts in a given shape.
3	<b>Use place value understanding and properties of operations to perform multi-digit arithmetic:</b> Round three-digit whole numbers to the nearest 10 and nearest 100.
4, 7, 10	<b>Represent and solve problems involving multiplication and division:</b> <ol style="list-style-type: none"> <li>Represent and solve problems involving one-step multiplication with a given formula.</li> <li>Represent and solve problems involving one-step multiplication with numbers from 2 to 9.</li> <li>Represent and solve problems involving one-step division with a single-digit divisor and a double-digit dividend.</li> </ol>
5, 8, 11	<b>Develop understanding of fractions as numbers:</b> <ol style="list-style-type: none"> <li>Compare sets of fractions with like denominators.</li> <li>Write the fraction for the whole number.</li> <li>Determine where a fraction with a denominator of one is located on a number line.</li> </ol>
9	<b>Represent and interpret data:</b> Use graphical information to solve a one-step addition or subtraction problem.
13, 19	<b>Solve problems involving the four operations, and identify and explain patterns in arithmetic:</b> <ol style="list-style-type: none"> <li>Solve two-step problems involving addition and/or subtraction.</li> <li>Solve two-step problems involving division and addition.</li> </ol>
14, 20	<b>Understand concepts of area and relate area to multiplication:</b> <ol style="list-style-type: none"> <li>Determine the area of a rectangle.</li> <li>Determine the area of a rectangular object.</li> </ol>
15, 17	<b>Understand properties of multiplication and the relationship between multiplication and division:</b> <ol style="list-style-type: none"> <li>Solve problems involving the distributive property with a provided formula.</li> <li>Solve problems involving the associative property with a provided formula.</li> </ol>
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