Unit 3 Key Assessment Opportunities Chart

Taken from *Math Trailblazers* digital Teacher Guide

Content

Key Ideas in Unit 3 / Unit 3 Expectations	L1 SG *Multiplication and Rectangles* Check-In: Q# 17–18	L2 SG *Fact Families* Check-In: Q# 30–33	L3 TG *How Many Rectangles with 20 Tiles?***	L4 SAB *Floor Tiler Grid Paper* Observation	L5 SG *Break–Apart Products* Check-In: Q# 1–5	L5 TG *Factors, Multiples, and Primes***	L6 TG DPP item T *Multiplying by 0 and 1*	L6 SAB *Factors, Multiples, and Primes Workshop* Self-Check: Q# 1–2, 12–13, 20–21	L7 TG Home Practice Part 4	L8 SG *Prime Factors* Check-In: Q# 3	L9 TG DPP Bit AA *Factor Trees*	L10 SG *Break-Apart Products with Larger Number, Check-In: Q# 9–10*	L10 TG *Unit 3 Test***
Number 1 **Number Sense:** Understand the base-ten number system, recognize relationships among quantities and numbers, and represent numbers in multiple ways.													
E1* Represent and solve multiplication and division problems using rectangular arrays. [4.NBT.5, 6] [MP1, 2, 3]	X		X	X		X		X					X
E2* Determine whether one number is a multiple of another number. [4.0A.4] [MP 2, 8]			X			X		X	X				X
E3 Find the factors of a number. [4.0A.4] [MP 2, 8]			X			X			X				X
E4* Identify prime numbers. [4.0A.4] [MP 2, 8]	X					X		X	X				X
E5 Identify square numbers. [4.0A.4] [MP 2, 8]	X												X
E6 Find the prime factorization of a number. [4.0A.4; 6.EE.1] [MP 1, 2, 8]										X	X		X
Number 2 **Operations:** Understand the meaning of numerical operations and their application for solving problems.													
E7 Solve multiplication problems using 0 and 1 as factors (applying the multiplication properties of 0 and 1). (Algebra 4) [4.0A.3; 4.NBT.5] [MP 1, 2]		X					X						
E8 Use turn-around facts to solve multiplication problems (applying the commutative property of multiplication). (Algebra 4) [4.NBT.5] [MP 1, 2]		X											
E9* Break products into the sum of simpler products to solve multiplication problems (applying the distributive property of multiplication over addition). (Algebra 4) [4.NBT.5] [MP 1, 2, 3]					X	X		X				X	X

* Denotes Benchmark Expectation

** Includes Feedback Box

Math Facts

		L2 *SG Triangle Flash Cards Sort*	L8 TG DPP Bit Y *Quiz on the Square Numbers*	L9 TG DPP Bit CC *Quiz on Fact Families for the 5s, 10s, and Squares*	L10 TG DPP Bit EE *Quiz on the 5s and 10s*
Number 3	**Computation and Estimation:** Use efficient and flexible procedures to compute accurately and make reasonable estimates.				
E10*	Demonstrate fluency with the multiplication facts for the 5s, 10s, and square numbers. [3.0A.7]	×	×		×
E11*	Detemine the unknown number in a multiplication or division sentence relating three whole numbers for the 5s, 10s, and square numbers facts. [3.0A.7]			×	

Math Practices

		L9 SAB *Design Your Own Boards* Check-In: Q# 2–3 Pages**	L10 TG Unit 3 Test Q# 7**
MPE1	**Know the problem.** I read the problem carefully. I know the questions to answer and what information is important.		
MPE2	**Find a strategy.** I choose a good and efficient strategy for solving the problem.		
MPE3	**Check for reasonableness.** I look back at my solution to see if my answer makes sense. If it does not, I try again.		
MPE4	**Check my calculations.** If I make mistakes, I correct them.		
MPE5	**Show my work.** I show or tell how I arrived at my answer so someone else can understand my thinking. [MP3]	×	×
MPE6	**Use labels.** I use labels to show what numbers mean.		

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