

Grade 3 Number Corner Planner

March 2010

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<p>1</p> <p>Workout CG Introduce new marker 1; record observations & predictions (TG p. 244)</p> <p>NG Introduce Ten Thousands Grid, completing Student Book page (TG p. 248)</p> <p>NCSB p. 50</p>	<p>2</p> <p>Update CG</p> <p>Workout DC Predict perimeters of 2 similar rectangles; measure dimensions and find perimeters; begin class chart (TG p. 252)</p>	<p>3</p> <p>Update CG</p> <p>Workout CF Play bingo in Student Book pages using only multiplication equations; write family of multip. facts at end of game (TG p. 257)</p> <p>NCSB pp. 51-52</p>	<p>4</p> <p>Update CG</p> <p>Workout CCB Play Time Now, Time Would Be using left-hand minutes spinner if appropriate for class - otherwise use right-hand minutes spinner (TG p. 261)</p>	<p>5</p> <p>Workout CG Create Chart of Information for 5 markers (TG p. 246)</p> <p>MB Play Numbers & Actions with magnetic base ten pieces (TG p. 264)</p>
<p>8</p> <p>Workout CG See Continuing...and update chart (TG p. 245)</p> <p>NG Use Ten Thousand Grid & cover numbers from clues Set A (TG p. 250)</p> <p>Blackline NC 7.1, back-to-back (save thru Apr.)</p>	<p>9</p> <p>Update CG</p> <p>Workout DC Add to class chart - see Continuing... (TG p. 254)</p>	<p>10</p> <p>Update CG</p> <p>Workout CF Play bingo in Student Books using multiplication & division equations; write family of division facts at end of game (TG p. 257)</p> <p>NCSB pp. 51-52</p>	<p>11</p> <p>Update CG</p> <p>Workout CCB Play Time Now, Time Would Be using right-hand minutes spinner (TG p. 261)</p>	<p>12</p> <p>Workout CG Discuss cubes & rectangular prisms (3rd, 7th, 10th) (TG p. 247)</p> <p>MB Play Numbers & Actions; consider modeling standard algorithm (TG p. 265)</p>
<p>15</p> <p>Workout CG Consider how different shapes are used and why (TG p. 247)</p> <p>NG Sets B & C (TG p. 251)</p>	<p>16</p> <p>Update CG</p> <p>Workout DC Complete Student Book page independently</p> <p>NCSB p. 53 - SAVE</p>	<p>17</p> <p>Update CG</p> <p>Workout CF As time allows, play another game of bingo, then complete Student Book page independently</p> <p>NCSB p. 54</p>	<p>18</p> <p>Update CG</p> <p>Workout CCB Play Time Now, Time Would Be using right-hand minutes spinner (TG p. 261)</p>	<p>19</p> <p>Complete Number Corner Checkup 3 independently. Can record on class checklist; plan Support Activities 11-13 as needed (TG p. 266)</p> <p>Blacklines NC A 7.1-7.4</p>
<p>22</p> <p>Spring Break No School - (Move activities around if your school/district calendar is different. Over Spring Break analyze results of Checkup 3 and plan support activities for students who need them!)</p>	<p>23</p> <p>Spring Break No School</p>	<p>24</p> <p>Spring Break No School</p>	<p>25</p> <p>Spring Break No School</p>	<p>26</p> <p>Spring Break No School</p>
<p>29</p> <p>Update CG</p> <p>NG Complete as many of remaining sets as possible (D & E if on track) (TG p. 251)</p>	<p>30</p> <p>Finish any NG sets</p> <p>MB modeling algorithm or any other activities missed this month.</p>	<p>31</p> <p>Workout CG Conclude discussion of 3-D shapes, update chart (TG p. 246)</p> <p>Complete any activities missed or use Support Activities as needed</p>		

CG=Calendar Grid, **DC**=Data Collector, **MB**=Magnetic Board, **NG**=Numbers Grid, **CCB**= Clocks, Coins & Bills, **CF**=Computational Fluency
NCSB=Number Corner Student Book