Grade 3 Number Corner Planner

October 2010

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Note: Leave plenty of room beside the calendar grid for charts and observations & predictions bubbles *Draw 4 game markers for **DC**				1 **CG** Post Cal Marker 1; see Advance Preparation, TG p. 66 Discuss **CCB** Introduce An Hour or Bust using Student Book; first use questions on TG p. 86 **NCSB** p. 9
4 Discuss **CG** Update for weekend; record observations & predictions **NG** Circle tens; computation using overhead NC 2.1 (TG p. 73)	5 Update **CG** Discuss **CF** Introduce 0 or Bust, name strategies, write equations (TG p. 76) **DC** Introduce What's in the Bag; create chart (TG p. 80)	6 Update **CG**, **DC*** **CCB** Suggest using 5 minute spinner & NCSB (Don't forget to draw from **DC** bag Wednesdays and Thursdays) **NCSB** p. 10	7 Update **CG**, **DC*** Discuss **NG** Review/finish computation with 10's **CF** Play 0 or Bust; name strategies, write equations (Don't forget to draw from **DC** bag Wednesdays and Thursdays)	8 **CG** Noticed patterns emerging? Height? Length? (TG pp. 70-71) **MB** Form 3 × 5 array, discuss how to find area; label dimensions; vocabulary: factors (TG p. 88)
11 Discuss **CG** Start class chart illustrated on TG p. 68 (Answers on p. 70. – don't share.) **NG** Circle 5's; use questions 2 & 3 on p. 74; do computation with 5's on overhead	12 Update **CG** Discuss **CF** Play 0 or Bust; name strategies, write equations. **DC** See Continuing . . . (TG p. 82)	13 Update **CG**, **DC*** Discuss **CCB** Use 5 minute spinner or switch to minute spinner as appropriate. **NCSB** p. 11 or 12 (Don't forget to draw from **DC** bag.)	14 Update **CG**, **DC*** Discuss **NG** Circle 2's; use questions on p. 74 **CF** Play 0 or Bust, stressing related addition facts. (Don't forget to draw from **DC** bag.)	15 **CG** Encourage use of small number charts; use questions p. 70 **MB** Form 2 × 6 array & create table with last week's and this. (TG p. 90)
18 Discuss **CG** Lay markers out on floor in 4's (TG p. 71). **NG** Do computation with 2's on overhead.	19 Update **CG** Discuss **CF** Play 0 or Bust, stressing related addition facts. **DC** See Continuing . . . (TG p. 82)	20 Update **CG**, **DC*** Discuss **CCB** Use minute spinner, can play with partner **NCSB** p. 12 or 13 (Draw from **DC** bag.) **MB** Form 3 × 8 array & add to table (from 15th).	21 Many districts take off the 21st and 22nd for professional development, others earlier in month. Shift weekly activities as needed to accommodate your district calendar. Otherwise, catch up on any missed activities.	22
25 Discuss **CG** Set out square arrays side-by-side (TG p. 72) **NG** Continue with 2's computation Complete Student Book page this week. **NCSB** p. 14	26 Update **CG** Discuss **CF** 0 or Bust **DC DC** Reveal contents of bag! See TG p. 83	27 Update **CG**, **DC*** Discuss **CCB** Play with partner **NCSB** p. 13; copy if necessary **MB** Form 2 × 9 array, add to table and examine info (Draw from **DC**)	28 Update **CG** Discuss **DC**, **NG** Complete Student Book pages independently. **NCSB** pp. 15 & 16	29 **CG** Update Checkup 1 - Complete; record on class list; plan Support Activities 1-6 . (TG p. 92) Blacklines NC A 2.1-2.3; S 1.1-6.6 **MB** 2 × 7 array

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

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