

Grade 3 Number Corner Planner

October 2009

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
			1 CG Post Cal Marker 1; see Advance Preparation, TG p. 66 CCB Introduce An Hour or Bust using Student Book; first use questions on TG p. 86 NCSB p. 9	2 CG Update CF Introduce 0 or Bust, name strategies, write equations (TG p. 76) NG Circle tens; computation using overhead NC 2.1 (TG p. 73)
5 CG Update for weekend; record observations & predictions MB Form 3×4 array (from 4th), discuss how to find area; label dimensions; vocabulary: factors (TG p. 88)	6 CG Noticed patterns emerging? Height? Length? (TG pp. 70–71) NG Review/finish computation with 10's	7 CG Update CF Play 0 or Bust; name strategies, write equations DC Introduce What's in the Bag; create chart (TG p. 80)	8 CG, DC* Update CCB Suggest using 5 minute spinner & NCSB (Don't forget to draw from DC bag Wednesdays and Thursdays) NCSB p. 10	9 CG, DC* Update CF Play 0 or Bust; name strategies, write equations NG Circle 5's; use questions 2 & 3 on p. 74; do computation with 5's on overhead
12 This month your district may take a holiday or professional development day. Adjust calendar accordingly.	13 CG Start class chart illustrated on TG p. 68 (Answers on p. 70—don't share) NG Circle 2's; use questions on p. 74 MB Form 4×4 array	14 CG Update CF Play 0 or Bust, stressing related addition facts DC See Continuing... (TG p. 82)	15 CG, DC* Update CCB Use 5 minute spinner or switch to minute spinner as appropriate NCSB p. 11 or 12	16 CG, DC* Update CF Play 0 or Bust, stressing related addition facts NG Do computation with 2's on overhead
19 CG Encourage use of small number charts; use questions p. 70 MB 2×7 array	20 CG Lay markers out on floor in 4's (TG p. 71) NG Continue with 2's computation	21 CG Update Workout CF 0 or Bust DC See Continuing... (TG p. 82)	22 CG, DC* Update Workout CCB Use minute spinner, can play with partner NCSB p. 12 or 13	23 CG, DC* Update Workout CF 0 or Bust NG Do computation with 2's on overhead if not finished
26 CG Set out square arrays side-by-side (TG p. 72) MB 7×7 array (from Sunday's piece) DC Reveal contents of bag! See TG p. 83	27 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	28 CG Update (Checkup 1 completed by all students?) CCB Play with partner NCSB p. 13; copy if necessary	29 CG Update DC, NG Complete Student Book pages independently NCSB pp. 15 & 16	30 CG Update CG, MB Complete Student Book page independently Discuss CG as time allows NCSB p. 14

*Draw 4 game markers for DC

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

NOTE Leave plenty of room beside the calendar grid for charts and observations & predictions bubbles