Mississippi Competencies and Objectives & Essential Skills Math Software

This document outlines the correlations between the Grade 3 Mississippi Competencies and Objectives and the Essential Skills math programs. The specific competencies and objectives are noted on the left and are matched with the relevant Essential Skills program on the right. Where correlations are not exact, the difference is noted in brackets. **Essential Skills programs correlate with 90% of the Grade 3 Mississippi Competencies and Objectives.**

Mississippi Competencies and Objectives	Essential Skills Software CORRELATING PROGRAMS
Number and Operations	
a. Compose and decompose four-digit whole numbers with representations in words, physical models, and expanded and standard forms. (DOK 1)	**Mastering Numeration 3** (to 1000) **Problem Solving 3-4** (to 10000)
b. Compare and order four-digit numbers using <, >, and =, and justify reasoning. (DOK 2)	**Mastering Numeration 3** (to 1000)
c. Estimate sums and differences of whole numbers to include strategies such as rounding. (DOK 2)	
d. Identify and model representations of fractions (halves, thirds, fourths, fifths, sixths, and eighths). (DOK 1)	**Mastering Numeration 3**
e. Add (up to three addends) and subtract four-digit whole numbers with and without regrouping. (DOK 1)	**Mastering Numeration 3** (to 1000)
f. Model multiplication using arrays, equal-sized groups, area models, and equal-sized moves on the number line. (DOK 2)	**Mastering Numeration 2** **Problem Solving 2-3** **Problem Solving 3-4**
g. Model division with successive or repeated subtraction, partitioning, and sharing. (DOK 2)	
Algebra	
a. Create, describe, and extend growing and repeating patterns with physical materials and symbols including numbers. (DOK 2)	**Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**

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b. Determine the value of missing quantities or variables within equations or number sentences, and justify the process used. (DOK 2)	**Mastering Numeration 3** **Problem Solving 2-3** **Problem Solving 3-4**
c. Use real number properties to develop multiple algorithms and to solve problems. (DOK 2) • Associative property of addition • Commutative property of addition • Identity property of addition	**Mastering Numeration 1**
d. Model and identify the inverse relationships of addition/subtraction. (DOK 2)	**Mastering Numeration 1**
e. Create models for the concept of equality, recognizing that the equal sign (=) denotes equivalent terms such that 4 + 3 = 7, 4 + 3 = 6 + 1 or 7 = 5 + 2. (DOK 1)	**Mastering Numeration 3** **Problem Solving 2-3** **Problem Solving 3-4**
Geometry	
a. Describe, compare, analyze, and classify two-dimensional shapes by sides and angles. (DOK 1)	**Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**
b. Explain and describe the process of decomposing, composing, and transforming polygons. (DOK 2)	
c. Create three-dimensional shapes (prisms and pyramids) from two-dimensional nets, and create two-dimensional nets from prisms and pyramids. (DOK 2)	
Measurement	
a. Develop and use methods to find perimeter of polygons and to solve problems involving perimeter. (DOK 2)	**Measurement 3** **Problem Solving 2-3** **Problem Solving 3-4**
b. Estimate and measure length using fractional parts to the nearest ½ inch in the English system. (DOK 2)	
c. Measure capacity, weight/mass, and length in both English and metric systems of measurement. (DOK 1)	
Data Analysis & Probability	

Mississippi Competencies and Objectives	Essential Skills Software CORRELATING PROGRAMS
a. Compare data and interpret quantities represented on tables and different types of graphs (line plots, pictographs, and bar graphs), make predictions, and solve problems based on the information. (DOK 3)	**Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**
b. Analyze, predict, and model the number of different combinations of two or more objects and relate to multiplication. (DOK 2)	