

# THE **ThinkTank**

Computation and Number Sense

**CORRELATION TO TEKS (TEXAS ESSENTIAL KNOWLEDGE AND SKILLS FOR MATHEMATICS)**

## Grade 3

### HEADQUARTERS

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EDUCATION

# The Think Tank Grade 3

## CORRELATION TO TEKS (TEXAS ESSENTIAL KNOWLEDGE AND SKILLS FOR MATHEMATICS)

		Expectation: The student is expected to...	Pages
Number, Operation, and Quantitative Reasoning	(3.1) The student uses place value to communicate about increasingly large whole numbers in verbal and written form, including money.	(A) use place value to read, write (in symbols and words), and describe the value of whole numbers through 999,999.	Speedy Starters: 14, 16 Mind Benders: 10 Pace Setters: 6 Fast Figurers: 18 Number Jugglers: 2 Wise Workers: 11 Super Solvers: 4
		(B) use place value to compare and order whole numbers through 9,999.	Speedy Starters: 4, 8, 12, 14, 16, 18 Brain Builders: 12, 18 Mental Teasers: 2, 13, 17 Mind Benders: 1, 10, 11, 12 Head Sharpeners: 6, 15, 17, 19 Pace Setters: 3, 6, 11, 12, 16 Fast Figurers: 6, 13, 20 Quick Thinkers: 1, 2, 10, 14, 19 Number Jugglers: 19 Wise Workers: 6, 8, 11, 13, 20 Super Solvers: 5, 7, 19 Grand Masters: 2, 5, 7, 11, 15
	(3.2) The student uses fraction names and symbols to describe fractional parts of whole objects or sets of objects.	(B) compare fractional parts of whole objects or sets of objects in a problem situation using concrete models.	Wise Workers: 9 Grand Masters: 1
		(C) use fraction names and symbols to describe fractional parts of whole objects or sets of objects with denominators of 12 or less.	Wise Workers: 9 Grand Masters: 1

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		Expectation: The student is expected to...	Pages
Number, Operation, and Quantitative Reasoning	(3.3) The student adds and subtracts to solve meaningful problems involving whole numbers.	(A) model addition and subtraction using pictures, words, and numbers.	Speedy Starters: 9, 10 Brain Builders: 7, 20 Mental Teasers: 16 Mind Benders: 16, 18, 19 Pace Setters: 14 Fast Figurers: 17 Quick Thinkers: 11, 15 Number Jugglers: 1, 20 Super Solvers: 1, 15 Grand Masters: 4, 5
		(B) select addition or subtraction and use the operation to solve problems involving whole numbers through 999.	Speedy Starters: 1, 5, 6, 7, 8, 9, 10, 11, 12 Brain Builders: 4, 5, 6, 7, 12, 18, 20 Mental Teasers: 1, 2, 3, 4, 8, 10, 12, 16, 17, 18, 20 Mind Benders: 1, 4, 8, 12, 15, 16, 17, 18, 19 Head Sharpeners: 2, 3, 5, 9, 13, 15, 16, 18, 19, 20 Pace Setters: 1, 3, 4, 5, 8, 10, 11, 12, 13, 14, 15, 16, 18 Fast Figurers: 1, 2, 4, 7, 10, 12, 13, 14, 17, 19 Quick Thinkers: 2, 6, 7, 9, 10, 11, 12, 13, 15, 19 Number Jugglers: 1, 3, 4, 6, 13, 17, 18, 20 Wise Workers: 1, 4, 5, 10, 13, 14, 15, 20 Super Solvers: 1, 3, 5, 9, 14, 15, 17 Grand Masters: 3, 4, 5, 11

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		Expectation: The student is expected to...	Pages
Number, Operation, and Quantitative Reasoning	(3.4) The student recognizes and solves problems in multiplication and division situations.	(A) learn and apply multiplication facts through the tens using concrete models.	Speedy Starters: 15 Brain Builders: 1, 11 Mental Teasers: 11, 19 Mind Benders: 20 Head Sharpeners: 7, 12 Fast Figurers: 5 Quick Thinkers: 3, 8 Number Jugglers: 7, 8, 9 Wise Workers: 2, 3, 12 Super Solvers: 8, 11, 13 Grand Masters: 5, 6, 10, 14, 18
		(B) solve and record multiplication problems (one-digit multiplier).	Speedy Starters: 15 Brain Builders: 1, 10, 11 Mental Teasers: 6, 11, 14, 19 Mind Benders: 3, 6, 8, 13, 20 Head Sharpeners: 4, 7, 8, 12, 14 Pace Setters: 2, 7, 9, 13 Fast Figurers: 5, 9, 13, 14, 16 Quick Thinkers: 3, 8, 14, 17, 18 Number Jugglers: 7, 8, 9, 10, 12, 14, 16, 17 Wise Workers: 2, 3, 8, 12, 16, 17 Super Solvers: 2, 4, 6, 8, 11, 13, 14, 16, 18, 19 Grand Masters: 5, 6, 8, 10, 12, 13, 14, 18, 20
		(C) use models to solve division problems and use number sentences to record the solutions.	Speedy Starters: 13, 19 Brain Builders: 15, 16 Mental Teasers: 5 Mind Benders: 9 Pace Setters: 7, 9 Fast Figurers: 8, 9, 16 Quick Thinkers: 17, 18 Number Jugglers: 5, 10 Wise Workers: 7, 12, 17 Super Solvers: 16, 18 Grand Masters: 6, 10, 12, 18, 20

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		Expectation: The student is expected to...	Pages
Patterns, Relationships, and Algebraic Thinking	(3.6) The student uses patterns to solve problems.	(A) identify and extend whole-number and geometric patterns to make predictions and solve problems.	Speedy Starters: 2, 8, 11, 17, 18 Brain Builders: 2, 5, 9, 14, 18 Mental Teasers: 9, 15, 17, 20 Mind Benders: 1, 2, 7, 11 Head Sharpeners: 11, 13, 17, 19 Pace Setters: 3, 16, 17, 19 Fast Figurers: 6, 10, 13, 20 Quick Thinkers: 4, 5, 10, 16, 19 Number Jugglers: 19 Wise Workers: 6, 7, 15, 20 Super Solvers: 7, 10 Grand Masters: 2, 11, 15
		(B) identify patterns in multiplication facts using concrete objects, pictorial models, or technology.	Speedy Starters: 15 Mental Teasers: 14, 19 Mind Benders: 3, 20 Head Sharpeners: 8, 12 Pace Setters: 7 Fast Figurers: 9 Quick Thinkers: 18 Number Jugglers: 10, 16 Wise Workers: 16, 17 Super Solvers: 18 Grand Masters: 6, 20
		(C) identify patterns in related multiplication and division sentences (fact families) such as $2 \times 3 = 6$ , $3 \times 2 = 6$ , $6 \div 2 = 3$ , $6 \div 3 = 2$ .	Speedy Starters: 13 Brain Builders: 10, 15 Mental Teasers: 5, 6 Mind Benders: 6, 9, 13 Head Sharpeners: 4 Pace Setters: 2, 9 Fast Figurers: 16 Quick Thinkers: 17 Number Jugglers: 12 Super Solvers: 2, 16 Grand Masters: 12, 13
	(3.7) The student uses lists, tables, and charts to express patterns and relationships.	(B) identify patterns in a table of related number pairs based on a real-life situation and extend the table.	Mind Benders: 17 Pace Setters: 1 Fast Figurers: 5 Quick Thinkers: 12 Number Jugglers: 7 Wise Workers: 3 Grand Masters: 18

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		Expectation: The student is expected to...	Pages
Geometry and Spatial Reasoning	(3.10) The student recognizes that numbers can be represented by points on a line.	The student is expected to locate and name points on a line using whole numbers and fractions such as halves.	Speedy Starters: 10 Brain Builders: 3, 8, 20 Mind Benders: 5, 18 Head Sharpeners: 10 Pace Setters: 20 Fast Figurers: 3, 19 Quick Thinkers: 20 Number Jugglers: 1, 15 Wise Workers: 19 Super Solvers: 15, 20 Grand Masters: 19
Measurement	(3.12) The student measures time and temperature.	(A) tell and write time shown on traditional and digital clocks.	Brain Builders: 14 Mind Benders: 7 Pace Setters: 17 Quick Thinkers: 16 Grand Masters: 15
	(3.13) The student applies measurement concepts.	The student is expected to measure to solve problems involving length, area, temperature, and time.	Brain Builders: 14 Mind Benders: 7 Pace Setters: 17 Quick Thinkers: 16 Grand Masters: 15
Probability and Statistics	(3.14) The student solves problems by collecting, organizing, displaying, and interpreting sets of data.	(B) interpret information from pictographs and bar graphs.	Brain Builders: 17 Head Sharpeners: 1 Fast Figurers: 15 Grand Masters: 17
Underlying Processes and Mathematical Tools	(3.15) The student applies Grade 3 mathematics to solve problems connected to everyday experiences and activities in and outside of school.	(A) identify the mathematics in everyday situations.	Speedy Starters: 6, 9 Brain Builders: 4, 7, 17 Mental Teasers: 4, 16 Mind Benders: 13, 15 Head Sharpeners: 1 Pace Setters: 2 Fast Figurers: 15 Quick Thinkers: 15 Number Jugglers: 11, 12, 13 Super Solvers: 2, 12 Grand Masters: 9, 13, 17
		(B) use a problem-solving model that incorporates understanding the problem, making a plan, carrying out the plan, and evaluating the solution for reasonableness.	Mind Benders: 19 Head Sharpeners: 15 Pace Setters: 14 Quick Thinkers: 1, 11 Super Solvers: 5 Grand Masters: 4, 5

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		Expectation: The student is expected to...	Pages
Underlying Processes and Mathematical Tools	(3.16) The student communicates about Grade 3 mathematics using informal language.	(B) relate informal language to mathematical language and symbols.	Speedy Starters: 6, 9, 10, 12, 13, 15, 18, 19 Brain Builders: 1, 4, 6, 7, 11, 12, 15, 16, 17, 20 Mental Teasers: 2, 4, 5, 8, 11, 12, 16, 18, 19 Mind Benders: 8, 9, 11, 12, 13, 15, 16, 17, 18, 19, 20 Head Sharpeners: 1, 3, 5, 7, 12, 17, 18 Pace Setters: 1, 2, 5, 7, 8, 11, 12, 13, 14 Fast Figurers: 1, 5, 6, 8, 9, 11, 14, 15, 17, 19, 20 Quick Thinkers: 2, 6, 8, 11, 12, 14, 15, 18 Number Jugglers: 1, 4, 5, 7, 8, 10, 11, 12, 13, 17, 18, 19, 20 Wise Workers: 3, 5, 6, 10, 13, 14, 17, 18 Super Solvers: 1, 2, 3, 12, 13, 14, 15, 17, 18, 19 Grand Masters: 2, 3, 4, 5, 9, 13, 14, 16, 17, 18, 20
	(3.17) The student uses logical reasoning to make sense of his or her world.	(A) make generalizations from patterns or sets of examples and nonexamples.	Speedy Starters: 4, 8, 11, 12, 16, 17, 18, 19 Brain Builders: 2, 5, 9, 10, 12, 14, 16, 18 Mental Teasers: 2, 6, 9, 13, 14, 15, 17, 20 Mind Benders: 1, 2, 3, 6, 7, 10, 11, 12, 17 Head Sharpeners: 3, 4, 6, 8, 9, 13, 19, 20 Pace Setters: 1, 3, 9, 12, 16, 17, 19 Fast Figurers: 4, 5, 7, 8, 10, 13, 16, 18, 20 Quick Thinkers: 2, 5, 10, 12, 14, 16, 17, 19 Number Jugglers: 2, 5, 7, 9, 14, 16 Wise Workers: 2, 3, 6, 7, 13, 15, 16, 20 Super Solvers: 4, 13, 16, 19 Grand Masters: 11, 12, 15, 18
		(B) justify why an answer is reasonable and explain the solution process.	Speedy Starters: 4, 11, 12, 14, 16, 18, 20 Brain Builders: 5, 6, 12, 13, 14 Mental Teasers: 2, 7, 8, 13, 18, 20 Mind Benders: 7, 10, 11, 12, 14, 19 Head Sharpeners: 6, 13, 14, 15, 17 Pace Setters: 6, 8, 11, 12, 14, 17 Fast Figurers: 6, 10, 11, 20 Quick Thinkers: 1, 2, 11, 14, 16 Number Jugglers: 11, 19 Wise Workers: 6, 11, 13, 15, 18 Super Solvers: 5, 12, 19 Grand Masters: 2, 3, 4, 5, 9, 15, 16