Third Grade Digital Learning Assignments

Week of April 13th

Complete one activity per subject each day.

The reading passages can be found at https://moethirdgrade.weebly.com/week-of-april-13.html

	Monday 4/13	Tuesday 4/14	Wednesday 4/15	Thursday 4/16	Friday 4/17
RELA	**Reading Writing** • Read 2 versions of *Cinderella* • Use a Venn Diagram to compare and contrast the two stories.	**Reading Writing** • Read 2 versions of *Little Red Riding Hood* • Use a Venn Diagram to compare and contrast the two stories.	**Reading Writing** • Read 2 versions of *The Three Little Pigs* • Use a Venn Diagram to compare and contrast the two stories.	**Writing** • Choose a fairytale that you would like to adapt or change to make your own. • Use the Keep and Change chart (attached) to help you plan, what parts you want to keep and what parts you want to change. • Use the Fairytales Adaptation Planner to help you plan how your adaptation will go. • Begin drafting.	**Graded** • Use the Lead Checklist to self-assess your lead. • Make any needed changes. Only your lead will be graded today. • If typed in Office365, share with your teacher to be graded. • If handwritten, take a picture and send to your teacher to be graded. • Continue drafting.
Math	Place vs. Value ([Click for review 1]) ([Click for review 2]) AND 1 i-Ready Math Lesson	Rounding to the nearest 10 and 100 using a number line AND 1 i-Ready Math Lesson	Rounding to the nearest 10 and 100 without a number line ([click for review]) - 4 or less, let it rest - 5 or more, raise the score AND	CFA 4 – Quiz on Place Value and Rounding AND 1 i-Ready Math Lesson	Rounding Word Problems AND 1 i-Ready Math Lesson

			1 i-Ready Math Lesson		

Keep and Change Chart

<u>What I want to keep</u>   <u>What I want to change</u>

Fairytale Adaptation Planner

- Usually take place in made-up or magical settings.
- Often begin with the phrase, "Once upon a time…"
- Often include royalty or magical characters that talk.
- Often present a problem and solution.
- The number 3 or 7 appears often (three mice, seven dwarfs, three step-sisters, etc.)
- Often good vs. evil.

How does it start?

Problem:

Setting:

Characters:

Events along the way:

Magic or Magical Creatures:

Ending:

Lead Checklist

<u>My fairytale adaptation lead must have</u>:

- o I let my reader know who the main character is
    - ▪ Not just his/her name.
    - ▪ Describe the character.
    - ▪ Make the character come to life.
- o I let my reader know the setting of the story.
    - ▪ Describe the setting.

<u>How I will be graded</u>:

I did not introduce the main character or the setting.	50
I described the only the main character, OR only the setting.	60
I described the main character and setting, but is weak.	80
I described the main character and setting with details.	100

Name: _____   Date: _____

Practice Place Value: Ten Thousands

Look at the value of each digit in the number **29,546**.

Ten Thousands	Thousands	Hundreds	Tens	Ones
2	9	5	4	6
2 ten thousands or 20,000	9 thousands or 9,000	5 hundreds or 500	4 tens or 40	6 ones or 6

Directions: *Write the value of each underlined digit.*

1. 3̲4,906   98,3̲82   10,78̲5   2̲5,944   80,8̲24

_____ _____ _____ _____ _____

2. 1̲6,328   78,9̲93   46,73̲1   1̲5,673   62,55̲0

_____ _____ _____ _____ _____

3. 2̲9,632   81̲,555   67,83̲9   33,1̲50   5̲0,107

_____ _____ _____ _____ _____

Directions: *Write the digit that is in the specified place value.*

4. Tens place in 25,837 _____

7. Ones place in 76,003 _____

5. Ten thousands place in 67,396 _____

8. Tens place in 14,787 _____

6. Hundreds place in 16,558 _____

9. Thousands place in 17,210 _____

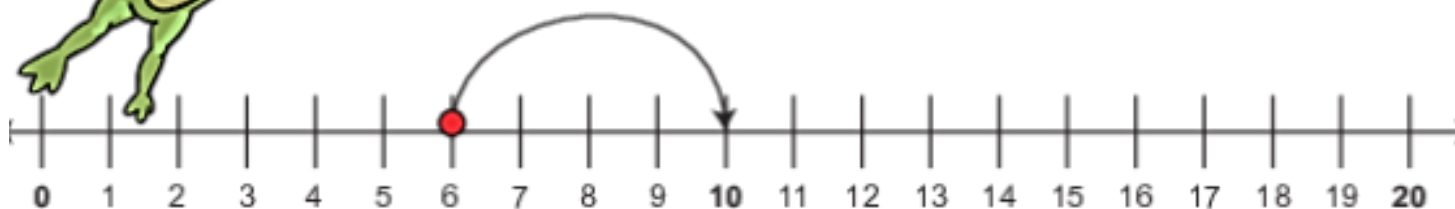**Directions:** *Answer the place value questions below.*

10. If the 6 in 14,563 was changed to a 9, how much would the value change? _____

11. If the 4 in 47,502 was changed to a 7, how much would the value change? _____

12. If the 9 in 29,564 was changed to a 2, how much would the value change? _____

Jump—A—Round

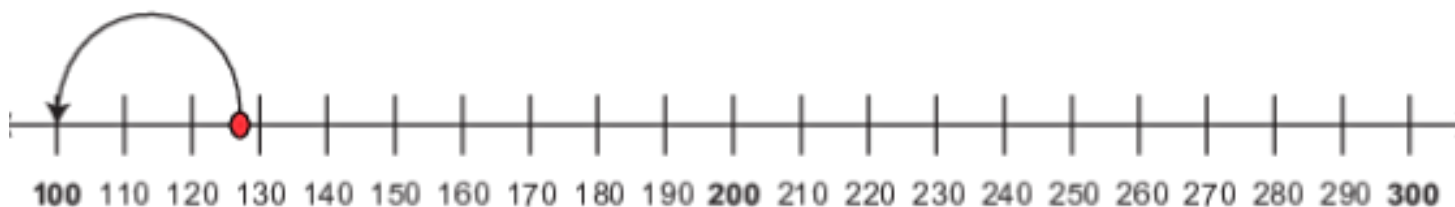Rounding numbers is like jumping to the nearest ten or nearest hundred.

When the number has a 1, 2, 3, or 4 in the <u>ones</u> place, it is rounded DOWN to the nearest ten. When the number has a 5, 6, 7, 8 or 9 in the <u>ones</u> place, it is rounded UP to the nearest ten. For example, 6 can be rounded up to 10.

0 1 2 3 4 5 6 7 8 9 **10** 11 12 13 14 15 16 17 18 19 **20**

Round each number to the nearest ten.

1. 15 is about _____

2. 12 is about _____

3. 3 is about _____

4. 11 is about _____

5. 16 is about _____

6. 5 is about _____

7. 19 is about _____

8. 13 is about _____

9. 28 is about _____

When the number has a 1, 2, 3, or 4 in the <u>tens</u> place, it is rounded DOWN to the nearest hundred. When the number has a 5, 6, 7, 8 or 9 in the <u>tens</u> place, it is rounded UP to the nearest hundred. For example, 128 can be rounded down to 100.

100 110 120 130 140 150 160 170 180 190 **200** 210 220 230 240 250 260 270 280 290 **300**

Round each number to the nearest hundred.

10. 174 is about _____

11. 218 is about _____

12. 152 is about _____

13. 256 is about _____

14. 239 is about _____

15. 134 is about _____

16. 421 is about _____

17. 503 is about _____

8. 972 is about _____

Name:

Round each number as described.

1) Round to the nearest hundred.   528   _____

2) Round to the nearest hundred.   9,791   _____

3) Round to the nearest ten.   49   _____

4) Round to the nearest ten.   72   _____

5) Round to the nearest hundred.   89,678   _____

6) Round to the nearest ten.   3,242   _____

7) Round to the nearest ten.   7,068   _____

8) Round to the nearest ten.   1,526   _____

9) Round to the nearest ten.   52   _____

10) Round to the nearest ten.   700   _____

11) Round to the nearest ten.   6,836   _____

12) Round to the nearest ten.   43   _____

13) Round to the nearest hundred.   78,697   _____

14) Round to the nearest ten.   5,524   _____

15) Round to the nearest hundred.   46,068   _____

16) Round to the nearest ten.   3,060   _____

17) Round to the nearest hundred.   81,103   _____

18) Round to the nearest hundred.   628   _____

19) Round to the nearest hundred.   66,683   _____

20) Round to the nearest hundred.   42,887   _____

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. _____

19. _____

20. _____

1-10	95	90	85	80	75	70	65	60	55	50
11-20	45	40	35	30	25	20	15	10	5	0

Place Value and Rounding Quiz (Due 4/17)

Name: _____   Date: _____

Answer each question and show your work when possible!

Write the **place** of the underlined digit and the **value** of the circled digit in each number.

Number	**PLACE** of Underlined Digit	**VALUE** of Circled Digit
1) 376		
2) 204		
3) 62		
4) 2,549		
5) 118		

Round each number to the nearest 10 and 100.

Number	Nearest 10	Nearest 100
6) 189		
7) 54		
8) 207		
9) 396		
10) 875		

Round the number 274 to the nearest 10 and 100 using a number line.

11)

Rounding Word Problems

Name: _____   Date: _____

Use rounding to solve each word problem. Show all your work!

1) Edwin is counting all of the rocks in his rock collection. He has 321 rocks. Elnara gives him 198 more rocks she found on her way home from school. Edwin says he has about 600 rocks now. **Is he correct or incorrect? Explain how you know.**

2) Amarii is selling tickets for the Third Grade Musical. His music teacher says they must sell 1,500 tickets to fill all the seats. Amarii has already sold 677 tickets. **Estimate about how many more tickets he still needs to set in order to fill all the seats for the performance.**

3) Myles and Cali are playing a card game. Myles has 209 cards. Cali has 82 cards. Myles says he has about 100 more cards than Cali. **Is he correct or incorrect? Explain how you know.**